

# TOOLS OF THE TRADE

## COMMUNICATIONS GEAR

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### EarSpy/Speak Wireless Surveillance Earphone

The EarSpy looks like a small hearing aid and is detected only when the observer is looking for it (PER EF3 for a casual observer to spot it.) The earphone picks up communications from an encrypted walkie-talkie and pipes it into the users ear without others hearing. It also picks up the vibrations of the jawbone, allowing the user to send subvocal or vocal messages via the same base walkie-talkie. They broadcast in the 130-170MHz range and have a battery life of about six hours. The range of the wireless earpiece to the transceiver is about 10 feet; the range of the transceiver to other walkie-talkies is about a mile in urban environments, but up to three in the field.

### Laptop Encrypted Wireless Card

This PCMCIA wireless card can be used to make a laptops transmissions secure from radio interception. Some intelligence agencies equip their laptops and handheld computers with an onboard version of this technology to prevent intercepts of WiFi transmissions. To break the encryption requires decrypt equipment and a Cryptography test at EF3.)



### LASH II Headset

The microphone connects to most tactical radios and is in a break-away elastic strap that places the pickup by the throat of the operator, allowing them to communicate clearly, even whispering, under ambient noise of up to 110 db. It can be work with gas masks, and the earpiece allows the user to hear clearly even in high-noise environments. There are two press to talk switches for the LASH – either a chest mounted button, or a hand switch for marksmen.



### Single Channel Ground and Airborne Radio System (SINCGARS)

The SINCGARS radio has been the primary field radio for the US Military for over a decade. At fifteen pounds and a bit, it is heavy, large, and obsolete in many ways. The radio is capable of sending voice, analog, and digital data at 16kb/sec, and has electronic countermeasures capabilities including frequency hopping and encoding of signal (usually using a key unit called the KEK that sets the code and frequency hopping pattern.) SINCGARS have a range of 20 miles.



## COUNTERMEASURES EQUIPMENT

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### Bug-Detection Pager

Disguised as a normal pager, this device picks up on covert radio transmissions and alerts the user by vibrating. It can be adjusted for sensitivity, to cut down on false alerts due to cell phone and other normal radio activity.

### ECMS SA-1300 Signal Intercept Dector and Analysis

This is a suitcase-sized device, weighing 18 pounds, that has a digital decoding system, 14" LCD screen, and built in printer. It scans the radio spectrum from 100KHz to 3GHz, analyses radio transmissions to give range and direction of suspicious transmissions, stores that data in the integrated computer, and prints out the analysis. It runs six tests on suspicious transmissions to confirm the presence of a listening devices. It can operate in automatic mode for extended periods. Locating bugs 90% of the time, it allows bugs to be detected on a PER test at EF9.



### Laser Listening Defeat System LLDS-2000

The LLDS-2000 jams infrared and laser listening microphone by generating sonic energy to disguise the noise of human speech. It is effective against laser mikes that use vibration on walls, windows, or spike microphones 90% of the time. (Observers make Perception at 1EF.)



### VIP-200 Portable Jamming System

This suitcase-contained ECM system jams radio transmissions to prevent the use of radio-controlled improvised explosive devices (RCIED) by terrorists or assassins. The VIP-200 jams transmission on the most popular frequencies for RCIEDs. The jammer works 80% of the time, if a radio-controlled explosive is set off within 50 yards of the VIP-200; this falls to 50% within 100 yards.

### VL-8000 Bug Detector

The VL-8000 is a hand-held device which sweeps the area for radio frequencies across the spectrum. A demodulator and signal strength detector allows the VL-8000 to not only detect, but locate the source of the transmissions, and can even tap those transmissions, allowing the user to access the data being transmitted. The device detects transmissions 80% of the time, and listening in or intercepting data requires a Cryptography EF6 test.



## COVERT PERSONAL GEAR

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### Atomizer

Usually issued to female agents, this is a simple perfume bottle with an spray atomizer. The reservoir can be filled with a tranquillizer agent, a flammable or corrosive, or what have you. Effects of the material can be found in Section 4: Drugs.

### **Credit Card Lockpick**

This card truly opens doors. Works like a normal lockpick set, allowing a skill test with no ease factor modifiers.

### **Dentonite Toothpaste**

Dentonite is a soft-form primercord explosive which is stored in a simple toothpaste tube and can be detonated with ordinary blasting caps or detonators. Often the detonator is stored in another object, like a pack of cigarettes, but lately, is stored in a small coin or an issue field watch, which can be remote detonated up to 500' away. It will cut through up to a half inch of steel plating and has a damage class of I.

### **Earring Injector**

This earring contains a small injector and reservoir in the body of the jewelry that allows the wearer to inject a target with a poison, or other agent.

### **Earring Lockpick**

Just what it sounds like; a lockpick is concealed in the frame of the earring and can be used for lockpick tests without any ease factor benefits.

### **Emergency Climbing Belt**

This ordinary men or women's belt contains a piton gun in the hasp of the belt, and links to 500 feet of carbon monofilament that will hold 800 pounds.

### **Emergency Rebreather**

The rebreather is good for up to 15 minutes and is not a true rebreather. Compressed air is stored in aluminum tubes on either side of a small rubber mouthpiece. Ordinarily, it is stored in a normal aluminum cigar tube.

GM Information: A rebreather can be detonated by a sharp impact or gunshot, doing DC E explosive damage to anyone within 10 feet.

### **Field Watch**

Q Branch uses the Omega Seamaster Professional Chrono-Diver for male agents; the Seamaster Mid-Size for female agents in the field, or the Constellation dress watch for formal venues.. The watch is good down to 300m, the controls are push-button, and it is near indestructible, made from tantalum, titanium, and pink gold. All of these watches have bright blue lighting in the face, so the watch can be used as an emergency light source. The Grapple is fired by twisting the bezel to the appropriate notch (the 12 minute position), and pressing the setting button. 500 feet of high-tensile carbon microfilament, capable of holding up to 800 pounds is fired by a sodium azide charge. Once fired, the wire can be released by turning the bezel to the 23 minute position.

A high-powered laser is also included in the watch, with a 30-second charge, that can cut through up to 1/8 inch steel plating. The laser is fired by setting the bezel to the 36 position, and pressing the light function button. The setting stud can also be removed and the power cell used as a detonator, instead of a laser. The setting to use this is 48 minutes on the bezel and press the light button.



[www.rni6.co.uk](http://www.rni6.co.uk)

### **Inflatable Ski Jacket**

The jacket is, to all appearances, a normal jacket, but inside is a high-strength inflatable liner that inflates with a pull on the appropriate tab to seal the user in a insulated bubble, in case of avalanches.

### **Ericsson "Sidekick" Mobile Phone**

This mobile phone includes a stun feature when you press recall 3 and send – a victim must make a stun roll at WIL EF5 or be stunned for 1d6 rounds. A fingerprint reader is incorporated into the IR port at the

top of the unit and can be used to electronically fool fingerprint sensors 80% of the time. Like the new Sidekick phone/PDA units, this opens to allow the user to access the remote control functions on their car (if appropriately equipped – otherwise, it works like a PDA) with a -2EF to any maneuvers performed by remote. A miniature screwdriver is in the antenna.

#### **Heel Grenade**

Often a small C4 charge is placed in the heel of a female agent's pump and can be triggered by her watch. The explosive can be used to open a door with ½ inch steel plating, or can blow a three foot hole in a normal wall. Damage is DC I.

#### **Necktie Climbing Gear**

The same monofilament wire used in the field watch is strung in the necktie and can be used to secure and climb objects. There is 500 feet with an 800 pound tensile strength. The wire is attached to the users belt.

#### **Pen Grenade**

Inside this ordinary-looking Parker pen is a short-fuse grenade. If clicked three times, it will go off in four minutes. The user can cancel the fuse with another three clicks. The pen explodes with a damage class of E.

#### **Sonic Agitator Ring**

A ring that allows the wearer to shatter glass – even ballistic plexiglass. The ring is twisted so the sonic chip is placed against a surface. It can be used as a weapon – requiring a person grabbed with it to make an EF6 WIL test or be stunned for 1 round.

#### **Survival Keychain**

This piece of gear is stored in the remote keychain for the vehicle the agent is issued. The finder is keyed by whistling a simple two-note sound, causing it to beep. Whistling "Rule Britannia" will ignite a gas charge which causes anyone within three feet to make a WIL test at EF5 or become stunned for 1d6 rounds. A minute C4 charge is ignited with a personalized whistle code and can blow through a door hinge, or open a 3 foot hole in a door or wall.

## **INFILTRATION GEAR**

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#### **Electric Pick Gun**

An electrically-powered version of the manual lockpick gun, this tool aids the user in opening locks, without fuss, quickly. It gives a +2EF to lockpicking rolls and halves the time on successes.

#### **False Fingerprints**

Using a micropore latex, these false fingerprints are glued to the ends of the fingers and leave prints of the chosen person. They can be used against fingerprint scanners.

#### **Magnetic Codebreaker**

Consisting of a magnetic keycard, tied to a PDA or laptop, the codebreaker is used by swiping or entering the card into an ATM, a door lock, or other system. The computer cycles code sequences until the lock of device is defeated. A successful use requires an Electronics or Lockpicking test at EF4. A failure on the roll will not open the lock and alert any security. A QR4 will open the lock or access an account, but will set off an alert (if possible.)

#### **Manual Lockpick Gun**

Like the electric pick gun, the mechanism manipulates locks quickly but is actuated by squeezing the handle repeatedly. It gives a +2EF to lockpicking attempts, but does not alter the time for success.

### Stealthsuit

Not for the claustrophobic, the stealth suit is made of light neoprene and polymers with low coefficients of friction. The stealthsuit is designed to cut down on the amount of forensic evidence left behind by the user. The suit encases the user like a wetsuit – complete with boots, hood, and gloves – preventing skin, hair, blood, sweat, and other substances from being left behind. The soles of the boots and the fingers of the gloves are tin and provide more traction/friction.

The suit is very warm and does not breathe well. Users' stamina is cut in half.

## PERSONAL PROTECTION

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### AL-22 "Safety Blanket"

Essentially, this is a very powerful flashlight, stunning the victim by flashing ultra-bright light into the eyes. A stun roll must be made at EF6. Any success is read as the a negative modifier for that number of rounds (i.e. a success of very good (2) would yield a -2EF to actions for two rounds.) A failure leaves them stunned for 1d6 rounds.

### Air Taser

Used as a contact or short distance weapon, the air taser used "T-waves", a type of ultrasonic wave, to attack the nervous system, causing the victim to "short-circuit" and render them temporarily incapacitated. Victims make a stun roll at the EF equal to the quality result of the shot. Effects are as per the AL-22.

### Taser Stun Gun

The Taser uses an intense shock of up to 40,000 volts on some models to incapacitate the victim. These rules cover the hand-unit type, the traditional lead Taser – which fires two lines up to twenty feet into a target, or the new Q Section version, which sends the charge across a simple beam of light.

## SURVEILLANCE GEAR

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### AN/PVS-7B Night Vision Goggles

The Generation III NVG uses prisms and lenses to provide the user with simulated binocular vision, and image intensification that provides the user with a 40° field of vision that is halves night modifiers. The NVGs also have an electronic light level protection circuit that cuts in if ambient light levels should jump suddenly, to protect the user from temporary blindness due to flashes of light. A man-sized target can usually be spotted at up to 100 yards, vehicles at up to 500 yards in starlight; moonlight trebles the range. They are powered by either mercury NiCad, or lithium batteries – either 2.7V or a pair of AA cells. They run between \$2000 for a civilian versions and \$6000 for the military.



### CCD Camera

These small CCD chips can be disguised is just about any object, but often are simply modified webcams that can be placed where needed for surveillance. They usually have a 72° field of vision. For surveillance purposes, transmitters are usually on a 2.4MHz or higher transmitter and can be found or jammed by the appropriate equipment. Most disguised CCD are in toys, clocks, or other normal objects and can be found on a PER EF2 test.

### Cufflink Bug

This bug will pick up sound up to 100 feet away in a quiet room. It sends its signals only when there is noise over a certain decibel level (or it can be remotely "pinged" to go active) and has a battery life of 10 hours transmitting and a range of a quarter mile.

### Digital Voice Recorder

You can get one of these in any electronics shop. Some can be modified to send the data to a remote location. For specifications on storage, etc. go to a website like Circuit City and look it up yourself! There are some that do video, as well.

### Eye Ball R1

A ball-shaped surveillance system, the Eye Ball R1 is a remote-controlled 360° camera system by ODF Optronics, Ltd. In Tel Aviv. It was designed for military and SWAT use to aid in dynamic entry/high-risk entry operations. It can be rolled or tossed into the area for surveillance and provides video capture out to 25 yards and audio up to five to a Personal Display Unit (PDU). It can be operated by remote, stuck on a pole or robot; the device gives 55°x41° field of vision, plus infrared, transmitting at 2.4GHz. It can survive a two-story drop.



### Laser Microphone

These devices use a laser to measure vibration on walls or glass between the unit and the surveillance target. A receiver/demodulator is connected to a digital recorder or computer to decipher and store the sound. These devices simply require line of sight and are often not compromised by bug sweeps, but they can be jammed with the appropriate equipment. PER EF5 to focus the beam properly for good pickup.

### Laser Rangefinder

Many companies produce these lightweight, hand-held binocular devices. The US military version, the AN/GVS-5, has 7x15 power optics, a multiple target indicator, and minimum range adjustment feature. It can take one range measurement per second and can take 100 sightings before new batteries are required. The ranging limits are 200 to 9,990 meters with an error usually within ten meters. Off the shelf, most cost between \$200 for a cheap civilian version, and \$6000 for military hardware.

### M944 Pocket Scope

The M944 pocket scopes are a modular system using the ANVIS image intensifier tube for Generation III night vision. They can be used as a scope for a weapon, to take night-time video, or for surveillance. For more, see the AN/PVS-7B Night Vision Goggles.

### Necklace Camera

A CCD camera is in the necklace and can take up to 50 1.3MPx quality pictures. Larger, more fanciful necklaces can also have a transmitter with a CCD camera and audio pickup with a four hour battery life and a quarter mile transmission range.

### Neck-t"eye"

An ordinary necktie, it contains an audio pickup and CCD camera pickup which connects to a small transmitter in the tie clip. Broadcast range is a quarter mile in urban environments and has a battery life of about four hours.

### Radio Frequency ID Chip

The new RFID technology allows people and material to be tagged with a small chip that when "pinged" with a radio transceiver can provide an identification code or other information. Some versions can be used to track the person or object. Often an RFID chip can be placed in an article of clothing with a battery source to aid in tracking an agent. Locating an RFID chip requires some kind of bug detector; if not broadcasting, it can be found of a casual bug detection roll only 30% of the time.

### Rearview Sunglasses

These shades allow the wearer to watch his back by way of a special lens in the arms of the glasses and see the action on a heads-up display in one of the eyepieces. Other versions broadcast to a remote unit for storage – like a command and control unit in a vehicle...or a disguised flash drive unit in another piece

of personal gear...like a pack of cigarettes.

**SPASATEL Search Wand**

This device is a hand-held heat detector. It can find thermal emissions in poor light or weather conditions and does not require an illuminator, like many IR detection systems. It is powered by a 12v battery and has a ten hour life. It has a 15<sup>0</sup> field of view and a range of about eighty meters.