

FACTOR SPECIAL ORDER: VIPER TECHNOLOGY

Factor's relationship with Viper is a special one. Viper buys all its standard equipment from Factor, and although their special tech is made in-house, Factor produces the working models (since they have the resources, and don't have to rely on secrecy). Factor uses Viper as a gun market, keeping its hands clean while making a good profit. Viper buys much more Factor equipment than it uses at cut rates and sells it at a substantial markup to anyone with cash. The Suraxii are more than happy to flood the world with high tech, and while the Supreme Serpent is aware of the Suraxii's activities, he is unwilling to clash with them at this point.

DEFENSIVE EQUIPMENT

BRAIN SHIELD

Viper Covert Agents are given special caps that can be designed in any number of ways (baseball cap, fedora, stocking cap, yarmulke, etc). This cap acts as a protective device against mentalists, working only against telepathy. Viper is working on cost effectiveness so that all agents can enjoy this protection in the field. The cap is unremarkable, except on the inside there is circuitry like silver threads.

KG WT: .1 TECH: 8 SIZE: 2 DEF: 4
BOD: 1
EFFECTS: +10 Mental Defense
MODIFIERS: IAF (-1/2), Only vs Telepathy (-1) [-1 1/2]
BASE COST: 10 ACTIVE COST: 10
REAL COST: 4 END: --

OVERLOAD BELT

The Overload belt is a Viper Agent's best friend, small enough to go under a jacket, and powerful enough to protect from small arms fire. Although the belt only has a limited charge, its three force field charges will outlast long any combat. All viper agents have an Overload belt.

KG WT: .55 TECH: 8 SIZE: 3 DEF: 6
BOD: 4
EFFECTS: 6 PD, 3 ED Force Field
MODIFIERS: OIF (-1/2), 3: five minute-long charges (-1/4), [-3/4]
BASE COST: 9 ACTIVE COST: 9
REAL COST: 4 END: --

SUPER OVERLOAD BELT

Certain Viper Nest Leaders are very concerned about some of the more bloodthirsty vigilantes such as Deathwind and Shrike, and had this more powerful version of the standard Overload Belt commissioned. Although bulkier (it actually is more of a vest than a belt), and heavier, the charge is much more powerful than the standard belt, and the extra safety is worth the discomfort to some. Unfortunately, the size and bulk of the belt makes it easier to deactivate or remove than the ordinary belt, and it costs ten times as much, so is restricted to Nest Leaders only. The belt has fewer charges than a standard Overload Belt as well.

KG WT: 1.75 TECH: 8 SIZE: 5 DEF: 7
BOD: 5
EFFECTS: 20 PD, ED Force Field
MODIFIERS: OAF (-1), 2: one hour-long charges (-1/4) [-1 1/4]
BASE COST: 40 ACTIVE COST: 40
REAL COST: 18 END: --

SHIELD

Although it may seem archaic to carry a shield for protection, Viper studied hero effectiveness and soon discovered that the ability to ward off ranged attacks was a reliable protection for many lower-powered heroes. Viper generally only issues Shields to Blaster Agents of five-teams, who promptly invent some sort of coat of arms to paint on them.

KG WT: 1.5 TECH: 7 SIZE: 6 DEF: 8
BOD: 4
EFFECTS: Missile Deflection (all)
MODIFIERS: OAF (-1)
BASE COST: 20 ACTIVE COST: 20
REAL COST: 10 END: --

SLIPSUIT

Viper has made a few of these suits after it's success in the hands of the eccentric nest leader known only as the Serpent. When his Toronto nest fell, the Serpent was able to escape the grasp of Adamantine and escape (always cowardly, the Serpent also had the prototype Super Overload Belt). It's special compounds and anti-friction field makes the wearer much more difficult to hold or entangle.

KG WT: 1.0 TECH: 7 SIZE: 4 DEF: 6
BOD: 5
EFFECTS: +25 STR
MODIFIERS: 0 END Cost (+1/2); OIF (-1/2), Only vs grabs and entangles (-1/2), No Figured Chars (-1/2), Side Effect x1 1/2 KB (sliding) (-1/2) [+1/2; -2]
BASE COST: 25 ACTIVE COST: 47
REAL COST: 12 END: --

VIPER ARMOR

Viper has special armor made for its units in a green and yellow color scheme. The franchise nature of Viper means different nests have slightly different designs, but Viper discourages this, since specialization encourages exclusivity, lessens Viper's unite profile, and makes it easier for authorities to track given sales records. Viper armor is standard Plexsteel Mesh with a cushioned backing; light, flexible, resilient, and comfortable. In addition, the Plate Plexsteel helmet is equipped with a flash visor and radio.

KG WT: 1.75 TECH: 7 SIZE: 9 DEF: 8
BOD: 6
EFFECTS: 8 PD, 4 ED armor, 5 Flash Defense, Two Way Radio
MODIFIERS: OIF (-1/2)
BASE COST: 28 ACTIVE COST: 28
REAL COST: 19 END: --

MISCELLANEOUS EQUIPMENT

AQUAJETS

Viper's Aquatic Agents are equipped with a variety of underwater devices, this being primary among them. The Aquajets allow the agents to move at a very respectable pace underwater without tiring appreciably, with a very small sonar profile.

KG WT: 1.75 TECH: 7 SIZE: 4 DEF: 6
BOD: 4
EFFECTS: +4" Swimming
MODIFIERS: OIF (-1/2)
BASE COST: 4 ACTIVE COST: 4
REAL COST: 3 END: 1

AQUATIC ACTION UPGRADE

A modification to the standard Viper Agent armor, this allows the Aquatic Agents to function underwater, and are essentially very advanced Scuba Equipment. The rebreather actually pulls oxygen directly from the water (with helium and other gasses cut in to limit the Oxygen overload), and a sealed system that would allow the agent to survive at any depth.

KG WT: 4.5 TECH: 7 SIZE: +1 DEF: n/a
BOD: n/a
EFFECTS: Life Support (breathe water, Immune to pressure extremes)
MODIFIERS: OIF (-1/2)
BASE COST: 8 ACTIVE COST: 8
REAL COST: 5 END: --

JET PACK

Air Force Agents for Viper wear high efficiency air-jet packs to fly with, even though Factor has quality Antigra units available as well. AF Agents are very costly to start with, and A/G units are even more expensive, and although A/G is quieter, it is easier to detect with long range scanners (such as radar).

KG WT: 2.25 TECH: 7 SIZE: 5 DEF: 6
BOD: 5
EFFECTS: Flight 10"
MODIFIERS: 0 END Cost (+1/2); OIF (-1/2) [+1/2; -1/2]
BASE COST: 20 ACTIVE COST: 20
REAL COST: 20 END: --

FORCEWALL PROJECTOR

This item is very useful for impromptu cover. The Force Wall is very strong, and hardened, and the guys inside can fire out through it. The wall cannot be made into a dome, however, and is still vulnerable to indirect fire. It takes a minute of work at 1/2 DCV to set the forcewall up, and the power pack only lasts for a minute before collapsing the wall. Some squads carry at least one extra power pack (raising the base cost to 25 points for the two charges).

KG WT: 6.5 TECH: 8 SIZE: 6 DEF: 8
BOD: 11
EFFECTS: 15 PD, ED Force Wall, hardened
MODIFIERS: Hardened (+1/4), Personal Immunity (+1/4); OAF (-1), Concentrate 1/2 DCV (-1/4), Extra Time full minute (-3/4), 2: minute-long uses (-3/4), all or nothing (-1/4), Limited shape (-1/4), No Range (-1/2) [+1/2; -3 3/4]
BASE COST: 75 ACTIVE COST: 112
REAL COST: 23 END: --

IR GOGGLES

Darkness is a weapon that some superheroes use as a weapon, and certainly agents are fond of it to use as an equalizer against superior foes. These Infrared Goggles are slim and powerful, translating IR images to normal sight for the Viper Agent. They are worn under the helmet, making them impossible to remove in combat.

KG WT: .2 TECH: 7 SIZE: 1 DEF: 4
BOD: 1
EFFECTS: IR Vision
MODIFIERS: OIF (-1/2)
BASE COST: 5 ACTIVE COST: 5
REAL COST: 3 END: --

OPTICAL CLOAKER

Mystery Agents use a special refraction device called an Optical Cloaker. Rare and expensive, this device bends light around the user, rendering him invisible to vision across the spectrum. Close inspection reveals a distortion, and the Cloaker has a limited set of continuing charges. It looks like a personal stereo on the belt, and is as such easy to remove.

KG WT: 1.25 TECH: 8 SIZE: 3 DEF: 5
BOD: 3
EFFECTS: Invisibility (all sight)
MODIFIERS: OAF (-1), 4: five minute-long charges (--) [-1]
BASE COST: 25 ACTIVE COST: 25
REAL COST: 12 END COST: --

RADAR IMAGERS

These special goggles use radio imaging technology to create a picture for the agent despite any obscuring darkness or smoke. The goggles broadcast rather loudly in the Radio Band, and are very expensive, so are not used in covert operations, but are very useful for finding invisible targets. Baiter Agents are fond of these, with devices such as the Invisibility Anchor (see weapons). Like the IR Goggles, these are worn under the helmet.

KG WT: .5 TECH: 8 SIZE: 2 DEF: 4
BOD: 2
EFFECTS: Radar
MODIFIERS: OIF (-1/2)
BASE COST: 15 ACTIVE COST: 15
REAL COST: 10 END: --

SONAR IMAGERS

Similar to the Radar Imagers, these were first used by Aquatic Agents in low light conditions. However, they have been adapted by Baiter Agents for use against invisible and darkness using heroes as they paint a clear, black and white image with sonar.

KG WT: .5 TECH: 8 SIZE: 2 DEF: 4
BOD: 2
EFFECTS: Sonar
MODIFIERS: OIF (-1/2)
BASE COST: 15 ACTIVE COST: 15
REAL COST: 10 END: --

VIPER WEAPONRY

VP-01A Fang

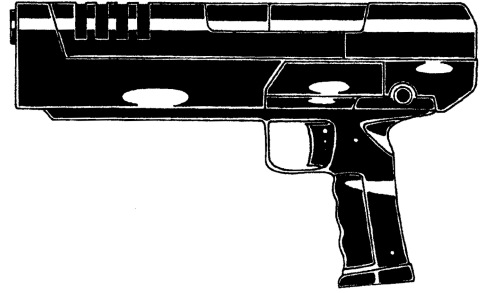
The basic Viper pistol, designed to be light, easy to use, and cheap. These typically are used by covert agents, viper commanders, and plainclothes operatives.

KG WT: TECH: SIZE: DEF: BOD:

EFFECTS: 8D6 Energy Blast

MODIFIERS: 4 clips of 32 uses (+1/2); OAF (-1), beam (-1/4), Real Weapon (-1/4) [+1/2; -1 1/2]

BASE COST: 40 ACTIVE COST: 60 REAL COST: 24 END: --



VP-01K Killer

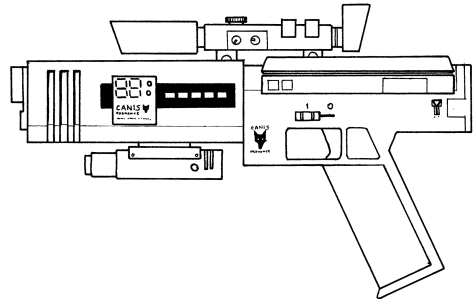
The lethal version of the Fang, firing a more deadly blast at a target, but otherwise used the same as the Fang Pistol.

KG WT: TECH: SIZE: DEF: BOD:

EFFECTS: 2D6+1 RKA, +1 OCV

MODIFIERS: 20 uses (+1/4); OAF (-1), beam (-1/4), OCV linked (-1/2), real weapon (-1/4) [+1/4; +1 1/2]

BASE COST: 40 ACTIVE COST: 49 REAL COST: 20 END: --



CK-02K Slayer

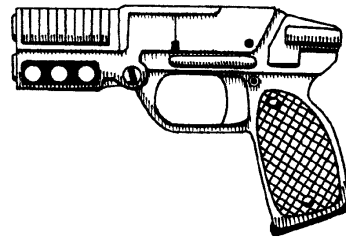
The Slayer is a more accurate experimental version of the Fang pistol. While very expensive, it is popular with some Viper Nest Leaders due to its small size and accuracy.

KG WT: TECH: SIZE: DEF: BOD:

EFFECTS: 8D6 blast, +2 OCV

MODIFIERS: OCV (-1), fixed (-1/2), 2x12 charges (-0), linked on OCV (-1/2), beam (-1/4), real weapon (-1/4) [-2 1/2]

BASE COST: 50 ACTIVE COST: 50 REAL COST: 20 END: --



CK-03S Golden

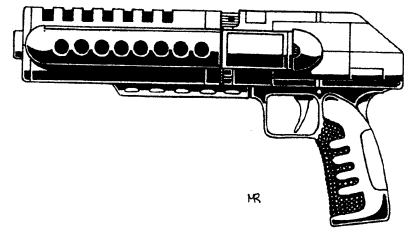
Silence is indeed golden for some Viper tasks, and this pistol is very useful for covert operations. Very expensive and deadly, it is used for assassination work or simple murder.

KG WT: TECH: SIZE: DEF: BOD:

EFFECTS: 2D6 RKA AP

MODIFIERS: Invisible to sound (+1/2), Armor Piercing(+1/2); OAF (-1), 2x12 charges (-0), beam (-1/4), real weapon (-1/4) [+1; -1 1/2]

BASE COST: 30 ACTIVE COST: 60 REAL COST: 24 END: --



SB-01 Nest Leader

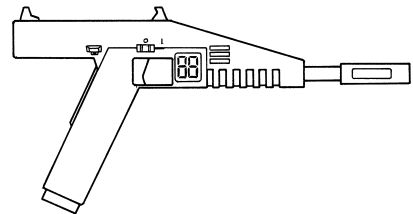
Specially designed for Viper Nest Leaders, this pistol is light, hides well under clothes, is easy to use and deadly. However, it is very expensive and prone to jam. It is designed to affect out of phase or insubstantial targets in response to vigilante attacks in Detroit.

KG WT: TECH: SIZE: DEF: BOD:

EFFECTS: 10D6 Blast, Affects Desolidified

MODIFIERS: Affects Desolid (+1/2), OAF (-1), 16 charges (-0), real weapon (-1/4), beam (-1/4), Activation roll 13- (-3/4) [+1/2; -2 1/4]

BASE COST: 50 ACTIVE COST: 75 REAL COST: 23 END: --



VK-05 Silverado

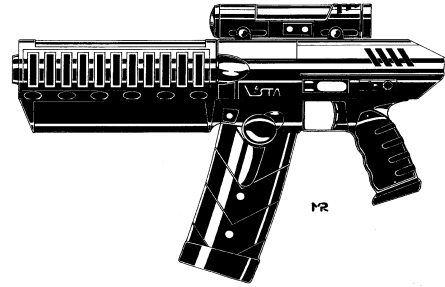
A deadly and powerful handgun, the most lethal Viper makes. This is too bulky to be useful for Nest Leaders, but is occasionally used by light agents and Air Cavalry.

KG WT: TECH: SIZE: DEF: BOD:

EFFECTS: 3D6 RKA, +3 OCV

MODIFIERS: OAF (-1), beam (-1/4), real weapon (-1/4), 2x12 charges (-0), OCV linked (-1/2) [-1 1/2, -2]

BASE COST: 60 ACTIVE COST: 60 REAL COST: 23 END: --



VR-02A Dice

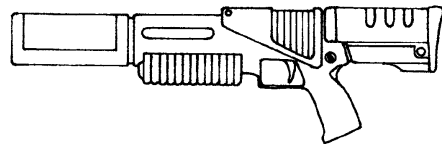
The more lethal version of the Razor, more popular among agents but less so with Viper Nest Leaders

KG WT: TECH: SIZE: DEF: BOD:

EFFECTS: 10D6 blast, +2 OCV

MODIFIERS: OAF (-1), beam (-1/4), real weapon (-1/4), 2x6 charges (-1/2), OCV linked (-1/2) [-2, -2 1/2]

BASE COST: 60 ACTIVE COST: 60 REAL COST: 20



VR-01N Owl

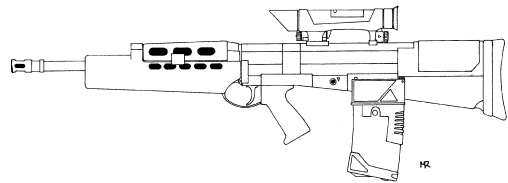
Primarily a sniper rifle, this is designed with an integral infrared scope for night fighting. Often used against invisible targets. N-Ray is blocked by high energy.

KG WT: TECH: SIZE: DEF: BOD:

EFFECTS: 10D6 blast, Nray vision scope

MODIFIERS: OAF (-1), beam (-1/4), real weapon (-1/4), 4x8 charges (-0), N-Ray linked (-1/2) [-1 1/2, -2]

BASE COST: 60 ACTIVE COST: 60 REAL COST: 28 END: --



VR-02P Piercer

Designed for the more durable targets a Viper Agent faces, the Piercer punches through armor easier than most weapons.

KG WT: TECH: SIZE: DEF: BOD:

EFFECTS: 8D6 blast Armor Piercing

MODIFIERS: OAF (-1), real weapon (-1/4), beam (-1/4), 16 charges (-1/4)

BASE COST: 40 ACTIVE COST: 40 REAL COST: 30 END: --



VR-05 Pin

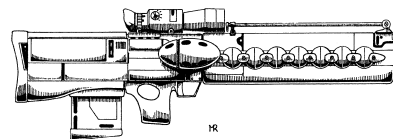
Designed for greater tactical control on the battlefield, this weapon lacks the usual blowback effect most other Viper Weapons suffer from.

KG WT: TECH: SIZE: DEF: BOD:

EFFECTS: 12D6 Energy Blast

MODIFIERS: OAF (-1), real weapon (-1/4), beam (-1/4), No Knockback (-1/4), 2x12 charges (-0), 15- Activation (-1/4)

BASE COST: 60 ACTIVE COST: 60 REAL COST: 20 END: --



VR-05b Spike

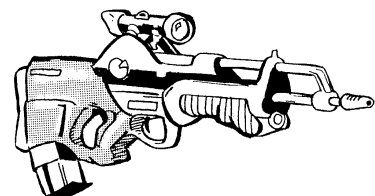
This is the primary sniper rifle Viper builds. Although very expensive, it is a highly accurate, lethal weapon. It suffers from some jamming problems on occasion, but is still a very useful assassination tool.

KG WT: TECH: SIZE: DEF: BOD:

EFFECTS: 3D6+1 RKA

MODIFIERS: OAF (-1), real weapon (-1/4), beam (-1/4), No Knockback (-1/4), 16 charges (-0), 15- Activation (-1/4)

BASE COST: 50 ACTIVE COST: 50 REAL COST: 17 END: --



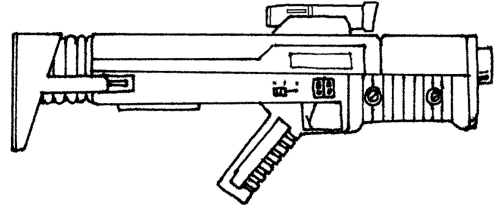
VR-06 Sniper

While the Spike is the best sniper rifle Viper makes, this rifle is their most useful in low light or night time conditions. Able to see full visual spectrum, always useful for invisible or dark targets, it is also very accurate.

EFFECTS: 10D6 Blast, +3 OCV, UV, IR Vision

MODIFIERS: OAF (-1), real weapon (-1/4), beam (-1/4), 8 charges (-1/2), OCV and senses Linked (-1/2)

BASE COST: 75 ACTIVE COST: 75 REAL COST: 24 END: --



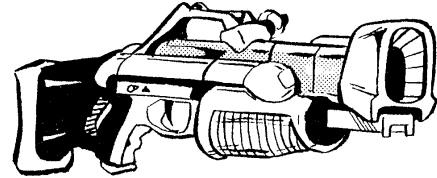
VR-10 Fat Lady

One of Viper's specialty weapons, the Fat Lady sings at an incredibly painful and piercing frequency that can cause unconsciousness rapidly in targets.

EFFECTS: 6D6 Energy Blast AVL (vs hearing flash DEF)

MODIFIERS: AVL (+1 1/2); OAF (-1), real weapon (-1/4), 2x3 charges (-1), beam (-1/4)

BASE COST: 30 ACTIVE COST: 75 REAL COST: 21 END: --



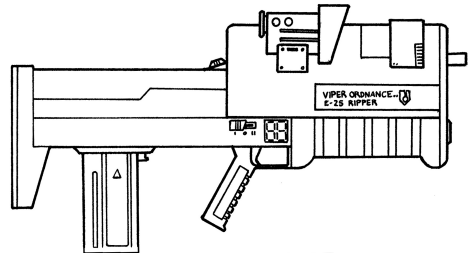
VR-11 Ranger

A largely experimental weapon, this never has seen mass production. Firing a micromissile accurate at absurd distances, it rarely finds use for Viper Agents.

EFFECTS: 8D6 Energy Blast, no range modifier

MODIFIERS: No Range Mod (+1/4); OAF (-1), real weapon (-1/4), 16 charges (-0), beam (-1/4)

BASE COST: 40 ACTIVE COST: 50 REAL COST: 20 END: --



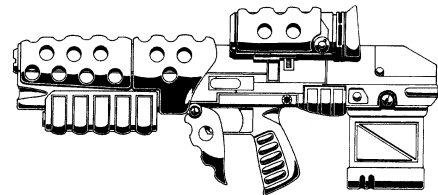
VR-110 Stitcher

A lethal weapon with a high rate of fire, the stitcher can be counted on for multiple hits on almost any target. However, it is less than totally reliable and can jam at inopportune moments

EFFECTS: 2D6 RKA Autofire, 15- jam, +3 OCV

MODIFIERS: Autofire (+1/2), 4x30 charges (+1); OAF (-1), real weapon (-1/4), beam (-1/4), Jam 15- (-3/4), Linked for OCV (-1/2)

BASE COST: 45 ACTIVE COST: 105 REAL COST: 30 END: --



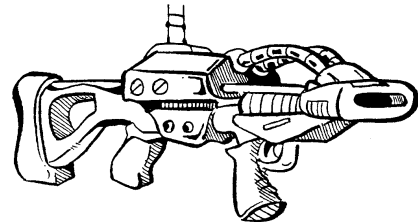
MB-02 Zowie

Designed to attack insubstantial foes that Viper occasionally has to face, this is an incredibly expensive weapon. The ammunition costs more per round than the VK pistols, and few bases pack them.

EFFECTS: 10D6 Blast affects desolid 15-

MODIFIERS: Affects Desolidified (+1/2); OAF (-1), real weapon (-1/4), beam (-1/4), Activation 15- (-1/4), 4x8 charges (-0)

BASE COST: 50 ACTIVE COST: 75 REAL COST: 27 END: --



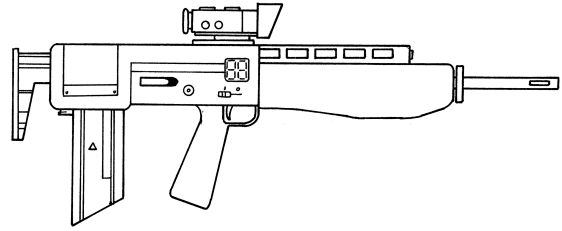
PB-02 Nail

This is a very lethal weapon, with flechette rounds designed to penetrate even very durable targets. It is fairly cheap as Viper rifles go, but is somewhat unreliable at times.

EFFECTS: 3D6+1 RKA penetrating, +2 OCV, 14-

MODIFIERS: Penetration (+1/2); OAF (-1), real weapon (-1/4), beam (-1/4), 2x6 charges (-1/2), Activation 14- (-1/2), Linked for OCV (-1/2)

BASE COST: 60 ACTIVE COST: 85 REAL COST: 20 END: --



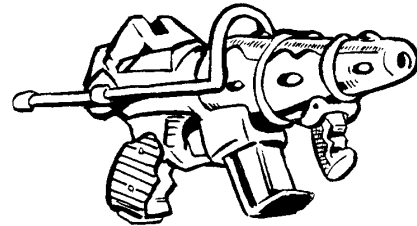
UX-1 Torpedo

One of Viper's two specialty underwater weapons, this fires a beam of energy that becomes an explosive charge underwater. Rarely purchased, it is usually seen only on the coasts.

EFFECTS:

MODIFIERS:

BASE COST: ACTIVE COST: REAL COST: END:



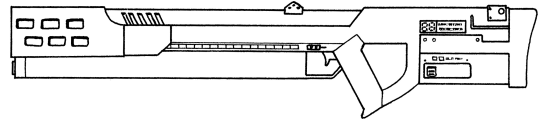
UX-2 Bender

The Bender is the second Viper underwater weapon. Even more rare than the Torpedo, this is a fairly powerful weapon, one which erupts in a small area of effect underwater. However, it is very expensive to maintain and fire.

EFFECTS:

MODIFIERS:

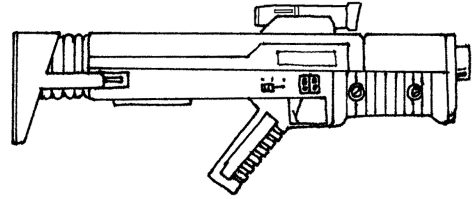
BASE COST: ACTIVE COST: REAL COST: END:



VRX-01 Brickbuster Cannon

This old standby first appeared in the early 80s when Viper began using five-team squads against heroes. The Brickbuster is still a reliable old friend for heavy weapons agents.

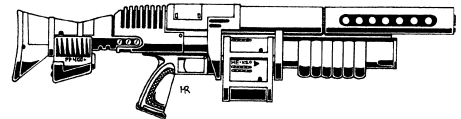
KG WT: TECH: SIZE: DEF: BOD:
EFFECTS:
MODIFIERS:
BASE COST: ACTIVE COST: REAL COST: END:



E-25 Ripper

This is an experimental high velocity flechette rifle with an incredibly high rate of fire. The idea is to fill an area with so many missiles that they cannot be dodged, primarily for very fast or agile foes.

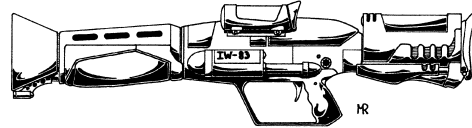
KG WT: TECH: SIZE: DEF: BOD:
EFFECTS:
MODIFIERS:
BASE COST: ACTIVE COST: REAL COST: END:



IW-2 Ahab

Another flechette weapon, this time firing larger darts at a high rate of fire (although much slower than the ripper).

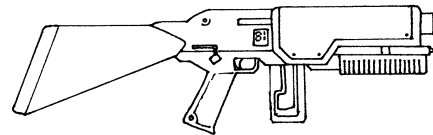
KG WT: TECH: SIZE: DEF: BOD:
EFFECTS:
MODIFIERS:
BASE COST: ACTIVE COST: REAL COST: END:



TG-01C Gossamer

This dedicated weapon fires a special small cartridge packed with gooey strands and tough monofilament. A common choice by Viper field agents, this is very useful against both police and heroes.

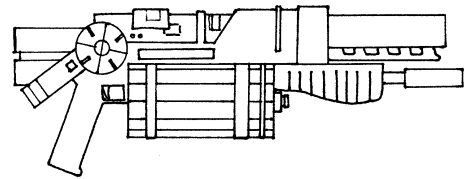
KG WT: TECH: SIZE: DEF: BOD:
EFFECTS:
MODIFIERS:
BASE COST: ACTIVE COST: REAL COST: END:



EG-01 Boom

Another heavy weapon, firing a small grenade that explodes in a small, controlled area. These are cheaper than the Brickbusters, but are not as popular.

KG WT: TECH: SIZE: DEF: BOD:
EFFECTS:
MODIFIERS:
BASE COST: ACTIVE COST: REAL COST: END:



VR-01 Razor

The basic Viper Rifle, with decent firepower, a high capacity magazine, and a cheap price tag. It is highly accurate and a very common Viper weapon for agents.

KG WT: TECH: SIZE: DEF: BOD:
EFFECTS:
MODIFIERS:
BASE COST: ACTIVE COST: REAL COST: END: --