

A GUIDE TO COVERT OPS



NEW EQUIPMENT

The following equipment, especially elective enhancements, is tailor-made for use by covert operatives and is rarely used by other individuals in the *BattleTech* universe. Each item description contains rules for using the item or provides a page reference for the appropriate rules in *CBT: RPG*.

FORENSIC ANALYSIS KITS

Common in police stations and standard equipment for private eyes and detectives, a forensic analysis kit enables investigators to quickly record, analyze and identify forensic evidence at a crime scene. These kits are specialized for various functions, ranging from fingerprint and fiber analysis to genetic residual readers. Counter-forgery analysis kits can help determine whether electronic or print media has been faked. When properly used, these kits can place the resources of a virtual crime lab in the user's hands. In some cases, results can even be admissible evidence in court.



Forensic Analysis Kit (Basic)

This particular FAK allows the user to quickly obtain fingerprint, hair, fiber and blood type analysis from a crime scene using minimal technology. It comes with enough sterile adhesives, fingerprinting powder, blood-typing chemicals and litmus papers for five analyses of each type. In addition to basics like magnifying glasses, tweezers and sterile storage bags, this kit includes a holocamera with 30-image capacity and a pocket audio disc recorder for taking images and notes from a crime scene.

This kit provides a -2 target number modifier for an Investigations or Career/Detective Check. Each use requires 1D6 x 5 minutes of time.

Forensic Analysis Kit (Advanced)

This FAK performs all the functions of the basic kit, but uses more advanced technology, including genetic sampling and analysis. It comes with enough

consumable equipment for ten analyses of hair, fiber, blood, DNA, fingerprints and general chemical residues. The kit includes a digital holocamera with 50-image capacity, a pocket transcriber for recording notes and a specialized noteputer that can perform genetic and chemical composition analyses like a Scanalyzer (see pp. 148-149, *CBT: RPG*).

Use of this kit confers a -3 modifier for Investigations or Career/Detective Checks. Each use requires 1D6 minutes of time.

Counter-Forgery Kit (Basic)

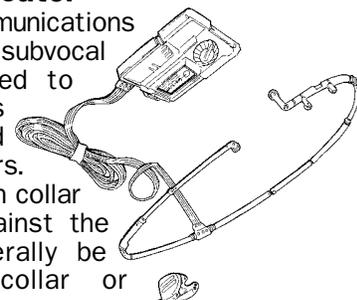
This FAK is used to analyze the integrity of most forms of low-tech documentation and images. Essentially a high-resolution scanner and electronic microscope, combined with a specialized portable computer, the counter-forgery kit can be used over and over, conferring a -2 target number modifier to any rolls made to ascertain whether a document has been altered or copied. This kit can only determine if the image or document has been altered or copied, not whether it is the original work of an individual pretending to be someone else. Each use requires 2D6 turns to yield results.

Counter-Forgery Kit (Electronics)

This FAK is used to analyze the integrity of most forms of electronic documentation, software and images. This system combines high-resolution scanning of electronic media with sophisticated software that analyzes the media bit by bit. In this way, the electronics counter-forgery kit functions exactly like the basic kit, providing a -2 modifier for checks to tell whether the electronic recording in question has been doctored or illegally copied. A complete analysis requires 1D6 turns.

Subvocal Microcommunicator

Created for covert communications in crowded environments, the subvocal communicator was designed to thwart casual eavesdroppers and recording devices, and even to discourage lip-readers. Its main pick-up is a wire-thin collar that presses skin-tight against the throat, where it can generally be disguised by a shirt collar or



FORENSIC ANALYSIS KITS

Item	Equipment Rating	Cost/Refill	Weight	Afil	Notes
Forensic Analysis Kit, Basic	C/A/A	300/75	5 kg	—	-2 TN; 1D6 x 5 min. per use; Pwr use: 0.2/hr
Forensic Analysis Kit, Advanced	D/B/B	4,500/100	8 kg	—	-3 TN; 1D6 min. per use; Pwr use: 0.6/hr
Counter-Forgery Kit, Basic	D/A/A	700/-	4 kg	—	-2 TN; 2D6 turns per use; Pwr use: 0.4/hr
Counter-Forgery Kit, Electronics	D/B/A	900/-	4 kg	—	-2 TN; 1D6 turns per use; Pwr use: 0.4/hr

NEW EQUIPMENT

camouflaged as a choker necklace. The subvocal communicator functions much like a standard microcommunicator, but picks up and amplifies speech that sounds to casual observers and recording devices like a mere whisper or hum—in effect, speech made without moving the lips. Special circuitry attached to the pickup by wire (or wireless), in a device barely half the size of a handheld calculator, effectively translates this subvocal speech for a recipient within the communicator's range. Combined with a standard earpiece, connected to the unit by wire or wireless means, this communicator allows agents to relay information with little fear of casual detection.

Use of a subvocal communicator without making a check requires a minimum +3 bonus in the user's Comms/Conventional Skills. Otherwise, the character must make a Comms/Conventional Check each time he uses the communicator, against a base target number of 12, to successfully transmit messages.

Electronic Codebreaker

This relatively simple piece of equipment attaches to any electronic keypad through which a security code is normally entered.

By running through all possible combinations, the codebreaker can (given time) break the code. Just how fast the codebreaker can run through combinations depends on the design of the keypad. Many keypads take time to reset after an incorrect code is entered, which limits how many combinations the codebreaker can attempt per minute. A three-digit keypad with a two-second delay, for example, only allows thirty attempts per minute, with up to one thousand



combinations taking more than thirty minutes.

To use the device, an intruder must first remove the keypad cover and connect the codebreaker to the keypad's electronics. A Technician: Electronics Check is required to do so, with the target number determined by the lock's complexity. Players may make multiple attempts to hook up the codebreaker, though advanced keypads may have additional security circuitry that will raise the alarm if a check fails. Keypads may also block input after a set number of failures, making them almost impervious to this simple brute-force approach.

Anyone with knowledge of electronics and computer programming can build a codebreaker device using common components and approximately twenty hours of effort.

Advanced Electronic Codebreaker

A more advanced version of the standard codebreaker, this device uses finesse over brute force and "cons" the code out of the keypad. The advanced codebreaker normally takes between one and ten minutes to break a keypad code of any length, and will not trip an alarm for failed attempts because of the way it works. Like the standard codebreaker, the advanced version must be attached to the keypad electronics. A Technician: Electronics Check is required to accomplish this, with the target number determined by the lock's complexity.

Availability of advanced electronic codebreakers is restricted to major Inner Sphere intelligence agencies and the Clans. While such units sometimes appear on the black market, they generally cost at least twice the normal price.

ELECTIVE ENHANCEMENTS

Modern cybernetic technologies, made possible by the wonders of the recent technological renaissance and the ethical flexibility of covert operations, have combined to create a small but slowly growing trend in personal enhancements: prosthetic upgrades and elective implants.

Prosthetic upgrades enhance the capabilities of an operative who has already sacrificed an arm, leg or other major body part in the line of duty. These upgrades typically modify an existing Type 3 or 4 replacement limb, allowing an agent to effectively use his own handicap to

MICROCOMMUNICATORS

Item	Equipment Ratings	Cost	Notes
Subvocal Microcom, Standard	D/C/D	400	Range: 100 meters; Pwr use: 1/hr; Micro power packs only
Subvocal Microcom, Wireless	D/C/E	600	Range: 100 meters; Pwr use: 1/hr; Micro power packs only

ELECTRONIC CODEBREAKERS

Item	Equipment Rating	Cost	Weight	Afil	Notes
Electronic Codebreaker	C/D/E	1,000	2 kg	—	Pwr use: 0.1/hr
Advanced Electronic Codebreaker	E/E/F	20,000	3 kg	—	Pwr use: 0.2/hr