

HEROES

UNLIMITED

UNIVERSE

Companion Rules BHU21

Venom



Superhero roleplaying in the Beyond Heroes Unlimited Universe

Beyond Heroes Unlimited Universe Book XXI: Venom

Writing and Design: Marco Ferraro

Mystical Materials Copyright © 2023 Marco Ferraro, all Rights Reserved

This is meant as an amateur free fan production. Absolutely no money is generated from it. All material in this pdf is unofficial Fan Content permitted under the Fan Content Policy. Not approved/endorsed by Wizards. Portions of the materials used are property of Wizards of the Coast.

The various Beyond Heroes pdfs are non-commercial, fan-produced articles. There is no intention to infringe on anyone's rights, and in particular not on those of Wizards of the Coast, which holds all rights to the original material on which the magazine is based.

All Beyond Heroes pdfs are available for FREE download from the Beyond Heroes website at <http://users.tpg.com.au/marcoferraro/>.

Copyright © 1990, 2005 and 2018 Palladium Books Inc. & Kevin Siembieda; all rights reserved world wide. No part of this work may be sold, distributed or reproduced in part or whole, in any form or by any means, without written permission from the publisher. All incidents, situations, institutions, governments and people are fictional and any similarity to characters or persons living or dead is strictly coincidental.

Rifts®, The Rifter®, RECON®, Splicers®, Palladium Books®, Phase World®, The Palladium Fantasy Role-Playing Game®, Megaverse®, Nightbane®, The Mechanoids®, The Mechanoid Invasion®, Coalition Wars® and After the Bomb® are Registered Trademarks of Palladium Books Inc. Heroes Unlimited, Beyond the Supernatural, and other published book titles, names, slogans and likenesses are trademarks of Palladium Books Inc. and Kevin Siembieda. Nightlands™, Heroes Unlimited™, Villains Unlimited™, Powers Unlimited™, Aliens Unlimited™, Beyond the Supernatural™, Boxed Nightmares™, Dead Reign™, Warpath: Urban Jungle™, Ninjas & Superspies™, Mystic China™, Triax™, Arzno™, MercTown™, Mindwerks™, Vampire Kingdoms™, Federation of Magic™, Juicer Uprising™, Phase World™, Wormwood™, Psyscape™, Cyber-Knight™, Glitter Boy™, Juicer™, Mind Melter™, Psi-Stalker™, Coalition States™, Northern Gun™, Dog Boy™, SAMAS™, Wilk's™, Erin Tarn™, Emperor Prosek™, Naruni™, Naruni Enterprises™, Splugorth™, Mega-Damage™, M.D.C., S.D.C.™, I.S.P.™, P.P.E.™, O.C.C., R.C.C., is a trademark owned and licensed by Palladium Books, Inc. and Kevin Siembieda.

Contents

Foreword	3
History	4
Hierarchy	5
Agents	6
Members	11
Structure	25
Nests	29
Internal Politics	52
Hunted by Venom	53
Recruitment	54
Income	59
Venom's Hit List	60
Baroness Industries	61
Hardware	65

Foreword

The Beyond Heroes Role Playing Game is based on a heavily revised derivative version of the rules system from Advanced Dungeons and Dragons 2nd edition. It also makes extensive use of the optional point buying system as presented in the AD&D Player's Option Skills and Powers book. My primary goal was to make this system usable in any setting, from fantasy to pulp to superhero to science fiction.

Since the earliest days of the twentieth century, they have been there — garbed in green, armed with blasters, living in secret Nests, and directed from afar by a mysterious and supremely powerful leader. They are the agents and evil scientists of Venom, a criminal organization devoted to the acquisition of power and wealth by any means necessary. Venom has involved itself in countless plots and schemes, directly or indirectly created dozens of supervillains and superheroes, and remains one of the greatest threats to governments around the world.

For many gamers, the existence of an enormous criminal organization like Venom raises all sorts of uncomfortable questions. How does Venom recruit, train, and equip its army without the government finding out and stopping it? How can it build a secret headquarters without the government seeing the project via spy satellites? Why hasn't Venom already taken over a bunch of Third World countries? How can Venom survive, and maintain any level of respect in the underworld, when heroes keep defeating it and smashing its Nests?

Section 1: History

Venom was the brainchild of Pillepe Aruston president of Rose. He created the group in 1961 as a retrieval team for Thorn, at the time comprising it of various meta human villains who all used snakes as their motif. On their third mission they were sent to obtain a powerful artifact which had surfaced in the Atlantic ocean. However they also ran afoul of a S.H.A.D.O.W. squad, with the end result being three of the four Venom members being trapped in an underwater rockslide and drowning. Only Black Cobra managed to complete the assignment and collect the fee from Aruston. With that money in the bank gaining interest, Cobra began to formulate plans for the ultimate squad of serpents.

Aruston meanwhile decided to restart Venom from scratch. This time they would be a hi-tech terrorist group which would make very public attempts to conquer the world, and in so doing distract legal authorities from Thorn's own operations. Over the next 2 years Venom clashed frequently with various members of Justice Anonymous.

In 1963 President Kennedy was assassinated and blame was shifted by the CIA onto Venom. This had the effect of making Venom an organization to truly be feared. The ironic part was that Venom was totally innocent of this crime (probably the one and only time). However this suited Aruston very well as all S.H.A.D.O.W. activity was now focused on Venom.

1975 saw the end of the Vietnam war and the return of many vets unable to readjust back to a normal life. Venom was able to recruit many of these

soldiers to their cause, swelling their numbers considerably much to the alarm of legal authorities around the world.

1980 saw the appearance of the Force of July who immediately set about smashing Venom cells around America. Within 2 years Venom was almost non-existent within the United States.

Venom continued on in Europe, Africa and the Middle East but with mixed results. Finally 1995 saw their worst defeat ever with the entire Venom council captured or killed and most of their agents scattered by a joint Justice and Excalibur mission.

Black Cobra escaped. Determined that this humiliation would never again occur he broke all ties with Thorn and began rebuilding Venom himself using the enormous funds he had accumulated over the years.

First he renamed himself Lord Venom, next he started a mass recruitment drive for any disgruntled terrorists and supervillains. Finally taking a leaf from Thorn Cornelius decided to make others do the dirty work. To that end he reorganized Venom so that it now sells franchises in its organization, giving exclusive rights to perform actions in certain zones. The cell receives technical support and intelligence and access for a price to a special services like the Venom metas. In return the cell must; purchase all equipment exclusively from Venom, share intelligence, not violate another cell's territory, obey direct commands from Venom central.

Section 2: Hierarchy

Venom has not survived for decades by growing without restraint, or allowing its people to act freely and without responsibility for their conduct. The organization maintains a strict hierarchy of authority and command; once recruited and indoctrinated, a Venom agent finds himself a part of an organization run as efficiently and ruthlessly as any corporation or government. Like many other, more traditional, organized crime groups, Venom has a pyramidal leadership structure. One overall ruler — the feared Lord Venom — controls the entire organization with the assistance of the Council. Beneath them are various Nests and ranks of agents all the way down to the typical Basic Agent who's so familiar to superheroes and law enforcement personnel around the world.

All members of the new Venom must have some form of military training in order to be qualified to join. A distinct police record is also a big help especially higher end crimes like assassination, computer hacking and financial fraud. Venom now only wants people with who have displayed some form of cunning and intelligence in their actions. They are given a trial mission by their cell. If they succeed they're in.

Venom Recruit

On completion of basic training (normally 3 months), all new recruits start as Agents. These are the support troops who aid the Death Adders. Although similarly equipped to a Death Adder, Agents have less training. 1st to 5th level.

Alliance of Serpents Super Agent

Includes only those created by or recruited to the Venom Super Soldier program. They have the same training as Venom agents but controlled by one of their own. On a rare occasion a Death Adder may be assigned to them. 6th-10th level.

Death Adder

Those who have proven their loyalty and worth. The higher their level the more duties they are allowed. Each is well trained in all forms of armed and unarmed combat. 6th-12th level.

Supreme Venom

After a few years, and depending on ability to lead, promotion to Supreme Venom typically follows. In charge of all the branches within his designated area and has the same powers as the Council within his own jurisdiction. 13th-16th level

Venom Council

The Council are in charge of all the branches within their suborganization and have the same powers as Lord Venom within their own jurisdiction. There are currently 7 members. 17th-19th level.

Lord Venom

20th level; Cornelius Adolt is the head of Venom. He is kept constantly up to date by the Council on ongoing operations. All major decisions are made by him. He also arranges additional resources and assistance as required. Cornelius was among the first members of the original Venom council, at least until he killed all the rest off. Once he took control he turned the entire organization around turning it into a formidable army.

Section 3: Agent Packages

Venom Agent



Here is the package available for anyone wanting to play a standard Venom agent.

Step 1: Attributes

Roll up attributes as normal. Through training the character has wound up with the following bonuses;
+1 to PS, and PE. +3 to SPD. SDC +10.

Step 2: Skills

Agents gain the following free skills from their basic training;
Pilot Combat Power Armour
Land Navigation
Survival
WP Blade
WP Pistol
WP Rifle

Agents must then choose one of the sections below to specialize in. All the

skills listed in each category are gained free.

Aerospace Pilot

These pilots are trained to fly Venom's aircraft and near orbit space fighters.

Skills:

Navigation, Pilot Combat Jet, Pilot Combat Helicopter, Pilot Airplane, Pilot Commercial Helicopter, Pilot Commercial Jet, and Weapon Systems.

Aviation Division Mechanic

These mechanics maintain Venom's aircraft.

Skills:

Engineer Aerospace, Engineer Weapon, Engineer Electrical, Engineer Mechanical, Technical Radio Systems and Technical Aircraft Mechanics.

Cyberwarfare

These agents conduct cyber and electromagnetic activities using advanced information and communication technologies. Their ultimate goal is to enter and manipulate systems and networks around the world.

Skills:

Computer Engineer, Cryptography, Forensics, Research, Artificial Intelligence, and Computer Programming.

Field Agent

These are the standard field support agents. They may find themselves deployed to anywhere on earth.

Skills:

Detect Ambushes, Intelligence, Pilot Jetpack, Prowl, Pilot Auto, and Pilot Truck.

Field Medic

The medical teams are comprised of doctors, surgeons and nurses, among

other medically trained staff. They handle day-to-day injuries in the Nest and in the field.

Skills:

First Aid, Medical Doctor, Toxicology, Investigate, Field Surgery, and Drugs.

Ground Armoured Vehicle Crew

These agents drive formidable armoured vehicles such as tanks, armoured personnel carriers, combat reconnaissance vehicles, and other Venom land vehicles; and operating their weapons.

Skills:

Navigation, Pilot Tank, Pilot Truck, Pilot Auto, Weapon Systems, and WP Submachine Gun.

Ground Mechanic

The ground mechanics maintain and service various military vehicles including tanks, armoured personnel carriers, trucks, bulldozers, 4WDs and motor bikes. Mechanics work not only in a workshop, but also out in the field on exercises and deployments.

Skills:

Weapons Engineer, Mechanical Engineer, Electrical Engineer, Metallurgy, Advanced Radio, and Auto/Truck Mechanics.

Special Operations

These agents conduct small-unit special operation missions in maritime, jungle, urban, arctic, mountainous, and desert environments. They are typically ordered to capture or to eliminate high level targets, or to gather intelligence behind enemy lines. They are capable of operating in environments characterized by high complexity, isolation from friendly forces, high levels of stress, danger and environmental hardship.

Skills:

HALO Parachuting, Swim, WP Submachine Guns, WP Heavy Guns, WP Blades and Demolitions.

Undercover

These are agents who spy on a target group by going "undercover for the purposes of gaining the trust of an individual or organization to learn or confirm confidential information or to gain the trust of targeted individuals in order to gather information or blackmail material.

Skills:

Cryptography, Intelligence, Disguise, Impersonation, Investigate, and Prowl.

Step 3: Abilities

Agents start with the following free;

Patron - Agents have full access to Venom's (subject to the GM's discretion) of weapons, equipment and clothing

The character gains 20 Points to spend on any of the following abilities. As they earn more experience they may buy or rebuy more abilities.

Blurred Attack

Cost: 5

The character can pull out a weapon without it counting as an action. This means you can draw and initiate combat as a single attack. He may then shoot a number of times equal to his number of attacks in a single shot (eg. if you have 6 attacks you can fire 6 shots per attack round). Or this may be used with thrown weapons which likewise have a skill in.

Contacts

Cost: 5

The player may have 1 contact per 5 CHA within various criminal

organizations. The player should determine this with the GM. Add an equal amount of contacts each time rebought.

Focused Shot

Cost: 5

When using a ranged weapon you may sacrifice all your attacks for an additional +1 to hit per attack you lost (eg. 4 attacks = +4 Thaco). When using this no other actions are possible during that melee.

Inured to pain

Cost: 5

The character has an incredibly high pain threshold. +1 to stun and trauma. Unfortunately he doesn't notice most minor injuries, including bleeding.

KO

Cost: 5

The character has an unusually hard, powerful punch. His blows do an additional +1 damage (+1 each time rebought) and a Knockout on a 20 (drops by 1 each time rebought).

Presence

Cost: 5

The character has an iron will and radiates an aura of confidence and authority, +1 to reaction. He is immune to intimidation.

Sanity Bonus

Cost: 10

+1 to mental trauma rolls

Skill Bonus

Cost: 10

The character gains +10% to all skill rolls of one category.

Strike Bonus

Cost: 10

+1 to strike

Will Bonus

Cost: 10

+1 to horror factor rolls

Step 4: Disadvantages

The character is watched by his organization at Extreme level. No privacy whatsoever. If he betrays Venom he will be hunted by hitmen at Extreme level. +20 points.

If his identity is revealed to the world he will also be hunted at minor level by law enforcement agencies in every country. +20 points if this happens.

Step 5: Equipment

Available for free for all players and employees are the following;

- Standard relevant uniform and replacement.
- A wide range of civilian clothes, disguises and foreign uniforms.
- A wide range of standard armour, protective clothes, pilot suits, scuba gear, etc.
- A wide range of exotic weapons and ammo available for their use free.

The uniform has been created using stolen information from U.N.I.T.T.'. It's colour is a mix of green and white. It is made of 8-ply Kevlar, a material able to withstand the ballistic impact of up to .45 caliber slugs, and is also water proof. It includes;

- 1 shoulder holster which holds 1 Pistol
- 1 boot holster which holds 1 Combat Knife
- 1 belt holster which holds 3 Mini Grenades of choice
- 1 watch communicator with detachable ear piece to insert into one ear (100km radio link range or unlimited when

connected to the satellite), and retractable monofilament garrote (D10 slicing damage)

- 1 utility belt (see below)

Utility Belt

This contains;

- 1 micro respirator (30 mins air and filters out any noxious gases),
 - 1 silencer for the pistol,
 - 1 infrared sight for the pistol,
 - 5 tracers; a tiny transmitter that can be attached to clothing, dropped into a pocket or bag, or stuck under a car. Linking it to his watch he may then safely follow the source of the signal.
 - 1 jammer; a small hand-held device which jams all radio signals within 150 metres. These include radios, wifi, and street cameras.
 - 1 medipack (see medical equipment section)
 - 4 other pouches with various small pieces of equipment of choice like spare ammo clips
- SDC: 150

Agents have access to a wide range of vehicles but only for mission specific purposes.

Death Adders



Here is the package available for anyone wanting to play a Death Adder agent.

Step 1: Attributes

Roll up attributes as normal. Through training the character has wound up with the following bonuses; +1 to PS, PP and PE. +4 to SPD. SDC +10.

Step 2-5:

Identical to the standard agent but also gain HTH Martial Arts.

Supreme Venoms



Here is the package available for anyone wanting to play a Supreme Venom agent.

Step 1-4:

Identical to the standard agent

Step 5: Equipment

As before plus the following;

Type: Supreme Venom Body Armour

Weight: 8 kgs

AR: 12

SDC

Head/Helmet: 75

Arms: 50 each

Legs: 60 each

Main Body: 150

Equipment

Combat Computer: Calculates, stores and transmits data onto a heads up

display. Tied into the units targeting computer. Can hold hundreds of entries about various enemies and robots/power armour/aircraft/vehicles. Assists in selecting and locking on to enemy targets. +1 to Thac0 using ranged weapons. It also has ammunition counters, GPS, gyro compass, friend or foe identification, and damage assessment indicators.

Emergency Beacon: GPS emergency SOS repeater lasting 1 month with a 500 km range.

External Audio Pick-up system: Sound amplification listening systems that can pick up a whisper at a range of 30 mtrs away and louder sounds at longer distances.

Loudspeaker: Loudspeaker system that amplifies and projects the wearer's voice up to 60 decibels.

Optics Package: This includes a Thermo Imager and Night Vision up to 400 mtrs. Flare protection. Digital video and audio recording, and Telescopic Vision up to 1km.

Radio Communications: Long-range direction communication systems with video telecast capabilities out to a range of 500kms that can be boosted if proper signal towers or relay systems are in place or via use of satellite. Also a directional short-range radio with a range of 30kms. Both radios have full encryption capabilities.

Sealed: The armour is airtight and comes with an onboard air circulation supply, and air system. Suitable in space, underwater and against gas attacks. It has a computer controlled life support

system that includes: internal cooling and temperature control, air purification and circulation systems (gas filtration, humidifier/dehumidifier) that engages when needed and can recirculate breathable air for up to 2 days if necessary, computer controlled independent oxygen supply and purge system that has up to 4 hours of breathable air that automatically engages in low oxygen or contaminated air environments, insulated high temperature resistant shielding for up to 120 degrees centigrade (normal fires do no damage though nuclear, and plasma fires do full damage), radiation shielded up to several hundred rads, and polarized and light sensitive/adjusting tinted viewport.

Section 4: Members

Lord Venom



Real Name	Cornelius Adolt
Alignment	Diabolical
IQ	20
PE	25
ME	20
MA	20
PB	20
SPD	30
PS	25
SDC	100
DEX	25
Age	41
Weight	180lbs
Height	5'6
Category	15th level Mutant
Powers	Divine Aura, Matter Manipulate
Training	Espionage and Military

Supreme Venoms

Alignment	Diabolical
IQ	15
PE	20
ME	12

MA	15
PB	15
SPD	20
PS	18
SDC	72
DEX	18
Age	Varies
Weight	Varies
Height	Varies
Category	13th level Venom Agent

Death Adders

Alignment	Diabolical
IQ	12
PE	20
ME	10
MA	12
PB	12
SPD	20
PS	18
SDC	25
DEX	18
Age	Varies
Weight	Varies
Height	Varies
Category	6th level Venom Agent

Venom Agents

Alignment	Diabolical
IQ	10
PE	20
ME	8
MA	10
PB	10
SPD	20
PS	18
SDC	25
DEX	18
Age	Varies
Weight	Varies
Height	Varies
Category	3rd level Venom Agent

Alliance of Serpents

Venom has also since established its own super soldier program based on a snake motif, it is known as the Alliance of Serpents. This is an elite group chosen by Lord Venom himself.

Venom was developing his own version of the Gen bomb but with a serpent gene. They put a call out for volunteers willing to be tested on. Venom promised that anyone who stepped forward would be forgiven for any past crimes against Venom. They also promised that, if the experiments went wrong, they would see to it that the volunteers would be "taken care of". Initially Venom agents stepped forward. Each of the volunteers were injected with a serpent-gene formula extracted from a different snake Venom.

The Alliance only goes into the field when they know that superheroes will be present, gathering all necessary information to successfully complete the mission before they commit themselves to a fight.

The Alliance likes to strike suddenly. They will hide, awaiting orders from their leader, then strike as a unit against the opposition's "brick". Once he/she is taken out they will turn on the enemy's next strongest. The Alliance are extremely dangerous and are well known for their savagery. The general public does not know about them, even though there have been articles about a group of "snake men" committing murders. However, most government agencies and a lot of superhero teams are very aware of them.

Each member receives a base salary of one-half million dollars for participating in the Alliance.

The Alliance is a tactically efficient unit. Psionics are usually their first target in any combat.

Anaconda



Real Name	Jerry Wayt
Alignment	Diabolical
IQ	12
PE	20
ME	12
PB	12
MA	10
SPD	13
PS	45
SDC	50
PP	17
Age	31
Weight	280lbs
Height	5'8
Category	3rd level Mutant
Powers	Enhanced Strength, Stamina
Training	Military
Jerry is the group's heavy hitter.	

Asp



Real Name	Jennifer Waters
Alignment	Diabolical
IQ	13
PE	11
ME	11
MA	11
PB	15
SPD	15
PS	9
SDC	41
PP	12
Age	25
Weight	150lbs
Height	5'4
Category	3rd level Mutant
Powers	Acid Expulsion from one hand, Acid Net Expulsion from other hand
Training	Military

A former exotic dancer, Asp specializes in acid blasts.

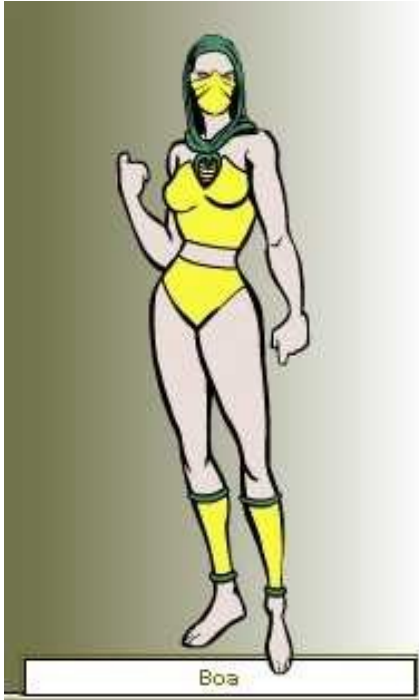
Black Mamba



Real Name	Kara Sville
Alignment	Diabolical
IQ	16
PE	13
ME	15
MA	13
PB	16
SPD	14
PS	13
SDC	43
PP	16
Age	23
Weight	180lbs
Height	5'6
Category	3rd level Mutant
Powers	Manipulate Shadows, Shadow Field, Expulsion Shadow
Training	Espionage and Military

Kara can infiltrate areas via her darkness. She enjoys inflicting pain on others.

Boa



Real Name	Dinah Larrence
Alignment	Diabolical
IQ	14
PE	20
ME	12
MA	9
PB	15
SPD	12
PS	35
SDC	50
PP	15
Age	27
Weight	180lbs
Height	5'4
Category	3rd level Mutant
Powers	Enhanced Strength, Stretching
Training	Espionage and Military
Dinah can wrap her body around opponents and crush them.	

Eel



Real Name	Jason Vehoooves
Alignment	Diabolical
IQ	9
PE	14
ME	10
MA	8
PB	8
SPD	14
PS	13
SDC	44
PP	15
Age	35
Weight	160lbs
Height	5'6
Category	3rd level Mutant
Powers	Stretching, Friction Control
Training	Espionage and Military
Jason is able to slither his body through most cracks and serves as the group's infiltrator.	

Python



Real Name	Rose Connelly
Alignment	Diabolical
IQ	12
PE	12
ME	11
MA	13
PB	16
SPD	Mach 2
PS	15
SDC	42
PP	10
Age	34
Weight	100lbs
Height	5'6
Category	3rd level Mutant
Powers	Sonic Speed, Fangs
Training	Espionage and Military

Rose is the group's speedster.

Queen Cobra



Real Name	Mary Mary
Alignment	Diabolical
IQ	8
PE	20
ME	12
MA	7
PB	17
SPD	15
PS	10
SDC	50
PP	25
Age	25
Weight	120lbs
Height	5'6
Category	3rd level Mutant
Powers	Energy Punch, Stretching
Training	Espionage and Military

Kara is extremely psychotic and the current leader of the Alliance of Serpents.

Rattler



Real Name	Sheire Williams
Alignment	Diabolical
IQ	8
PE	25
ME	10
MA	9
PB	13
SPD	15
PS	20
SDC	55
PP	11
Age	25
Weight	180lbs
Height	5'8
Category	3rd level Mutant
Powers	Prehensile Tail which can fire Expulsion Sonic bursts
Training	Espionage and Military
	Sheire uses her sonic blasts as artillery for the group.

Sidewinder



Real Name	Jackson Pilar
Alignment	Diabolical
IQ	12
PE	14
ME	9
MA	10
PB	8
SPD	14
PS	15
SDC	44
PP	15
Age	41
Weight	170lbs
Height	5'9
Category	3rd level Mutant
Powers	Prehensile Tail which can Energy Punch or create Gateways.
Training	Espionage and Military
	Jackson is the group's teleporter, he gets the group in and out.

Tai Pan



Real Name	Susan Says
Alignment	Diabolical
IQ	9
PE	12
ME	9
MA	10
PB	15
SPD	13
PS	13
SDC	52
PP	11
Age	27
Weight	120lbs
Height	5'6
Category	3rd level Mutant
Powers	Claws on each hand which also Expulsion Electricity upon touch
Training	Espionage and Military
Susan is used in close hand to hand fighting.	

Venom Science Division

Dr DNA

Dr. Denis Nathan Anders is a master of mind control and interrogation, but his expertise also includes genetics, cloning, orthodontistry, and some cybernetics. He is extremely meticulous and fussy, preferring to oversee every nuance of his projects, even projects that belong to others. That is why he has felt a need to master every science that involves some sort of manipulation or modification.

Dr Soon Joy

The head of the research team that invented the Serpentine Network, Dr. Joy is one of the most brilliant computer engineers in the world. A brilliant organizer as well as an engineer, Dr. Joy travels frequently, troubleshooting Venom projects around the world. Joy reports directly to Lord Venom and receives funding authorization solely from him; Joy is the only Venom researcher allowed to experiment with Artificial Intelligence. Dr. Joy is a 51 year old man, born in Hawaii, and educated at MIT. He is a bald, slightly overweight man who dresses casually.

Dr Edna Bardall

Dr. Bardall is a weaponsmith and brilliant engineer whose targeting systems have improved Venom's designs immensely. Bardall is in her early 70s, 5'1" tall, and 95 lbs, with short silver hair.

Dr Jossie Behunot

Dr. Behunot is the head of Venom's technologies division. It Is Behunot who travels from project to project, overseeing their work and evaluating its success. She tends to favor projects that use physics or cybernetics (rather than chemistry or genetics). She occasionally

troubleshoots a promising project that she feels could get back on track. Behunot is a young woman in her 30s, 5' 1" tall, and quite slim.

Dr Jason Goldstine

Dr. Goldstein is the head of Venom's vehicle design team. A brilliant engineer who worked at Lockheed, Goldstein was fired for his maverick attitudes and his open disdain for his superiors. But he took many valuable technical secrets with him. Venom got wind of the situation, tracked him down, and talked him into joining by promising him an unlimited research budget and a chance to work without bureaucratic restrictions. Doctor Goldstine hasn't regretted his decision to join the snakes. Now he can work on cutting edge flight systems without having to tolerate miles of red tape and dozens of inspectors. He's made significant strides in improving the efficiency of Venom's vehicles, and Technical Division expects more advances from him in the future. Goldstine works at an independent research lab located in the Rocky Mountains; a detachment of six Venom agents from the Denver Nest guards him at all times. Goldstein is a man in his early 30s, with curly brown hair, brown eyes, and a slim build. Goldstine is a hyperkinetic workaholic who believes that sleep is a luxury, not a necessity.

Dr Jake Moores

Dr. Moores is Venom's head of robotics; he was formerly with the Force of July and was one of the leading designers in their super soldier program, before he fled to Venom. Moores designed and supervised the construction and testing of the initial run of Venom mechs. Moores also designed the prototype

Steel Serpent armor in his spare time, but he's much more concerned with robotics. Moores is a finicky perfectionist who clashes rather loudly with superiors who complain about cost over-runs, but the final result usually justifies his temperamental nature. Moores is in his early 50s, with grey hair (very thin on top), a hawk-like nose, and a thin frame.

Dr Tom Blink

A world-class expert on the subjects of biology, biochemistry, genetics, and the biological bases for superhuman powers, Tom left the Biology Department at the University of Florida after it was revealed he was both conducting experiments on human subjects without approval and using several of his graduate students and fellow professors as the subjects of other experiments without their knowledge. He "defected" to Venom one step ahead of the law and immediately put his talents to work for it. Thanks to his breakthroughs, Venom has created several supervillains. Doctor Blink has indicated that he's on the verge of further advances in the area of splicing alien and human DNA. In addition to his scientific and intellectual arrogance, Dr. Blink possesses a high degree of megalomania. Although he's kept his intentions to himself, he long ago decided he should be Lord Venom. He's funneled money away from other efforts, such as Project Immortal, and into his own private accounts for years to prepare for a takeover. When the time is right — in other words, after he's exploited Venom's resources to develop the techniques and weapons he can use to engineer a coup — he plans to kill Adolt and the Council and take their place. Even if his plot fails, it's sure to cause major harm to Venom.

Dr Heinrich Klaus

An expert on psychology and neurobiology, Dr. Klaus has worked extensively on Project Awakening and other Venom projects pertaining to psionic powers, superhuman psychology, and the like. Among many other developments, he's responsible for the creation of the Berserkization Ray, a prototype weapon firing a beam that causes the victim to go berserk. The weapon has proved highly successful in field trials on superhumans, but unfortunately Dr. Klaus has not yet found a way to control or direct the victim — the berserk superheroes are as likely to turn on Venom agents and villains as their own comrades, which does Venom no good.

Professor June Mathers

A world-renowned professor of biology at Georgetown University, Julie Mathers joined Venom years ago so she could conduct research in her field — human genetics — without having to restrict herself to legally and ethically mandated procedures. To her, only knowledge matters, and if she has to hurt a few people to get it, well, they're making a sacrifice for science and the betterment of mankind. Since joining Venom, Prof. Mathers has refined her studies to focus on the mechanisms through which mutations affect human genes. She's trying to find out why the same procedure turns one person into a superhuman, and leaves another person a drooling idiot. She also wants to know why the same procedure successfully affects two people differently. If her research bears fruit, Venom will have at its fingertips the means to create entire armies of supers.

Dr Ellis Moreau

A renegade among renegades, Dr. Moreau is perhaps the most unprincipled biologist working for Venom today (and given the presence of his hated rival, Dr. Blink, that's saying a lot). In his work on “uplifting” animals and imbuing humans with animalistic abilities and qualities, he hasn't hesitated to inflict whatever harm is necessary to get the job done. Other Venom scientists long ago learned to ignore the screams coming from his laboratories — they know Dr. Moreau prefers to work without anesthesia.

Dr Ira Vladisvok

A “refugee” from Russia, where she claims “jealous colleagues were threatening my life,” Dr. Vladisvok is an expert on computer systems. She has already created several subroutines that have improved the functioning of the Serpentine Network, and the Council expects even better breakthroughs from her over the next decade.

Dr Pak Won

A former citizen of North Korea, Dr. Won was “kidnapped” by Venom agents after he contacted the organization and expressed interest in joining. Now that Venom has given him a state of the art laboratory, an essentially unlimited budget, and the freedom not to have to work on intercontinental missile systems, his true genius for small weapons design has come to the fore. In his five years with Technical Division, he's already developed some major system improvements for Venom blaster weapons, and he predicts some significant breakthroughs in blaster beam power within the next two years. Small and pasty-faced from spending too

little time outdoors, Dr. Won presents an appearance of startling contrasts. His salt-and-pepper hair is always neatly groomed, his glasses polished, his shirts and pants clean and wrinkle-free. But he wears the same dingy lab jacket every day, its pockets crammed with a plethora of spare parts, well-used tools, calculators, and pens.

The Venom Council

Although powerful, intelligent, and insightful, Lord Venom is only one man. No one person can oversee all the workings of an organization as large and diverse as Venom, particularly when the need to maintain secrecy prevents direct, frequent, and open communication. To assist him with the governance of Venom, Lord Venom has the Venom Council. To ensure their devotion to Venom, they have each been tattooed on the wrist with the Mark of the Serpent — a distinctive snake — so they could never deny their place or role in Venom’s history and conduct.

They have one primary responsibility: to assist Lord Venom with running the organization. As such they are Venom’s “sub-leaders,” if you will — a group wielding awesome power, but ultimately beholden to a superior who’s more powerful than any of them. Those who maintain “secret identities” also have great power and wealth within legitimate society. Following his reorganization, Lord Venom divided the world into thirty geographic “districts” varying in size and importance based on the wealth of, and criminal opportunities in, the region in question. A member of the Council oversees each district.

The Nest Leaders in each district may or may not report directly to their Council member; some don’t even know who their member is. But very little goes on in a district that the member doesn’t know about and approve of, and certainly no one ever attains the position of Nest Leader without the consent of the appropriate Council member. For the most part, a member can do as he likes within his “fief,” right down to countermanding Nest Leader orders or

killing/deposing Nest Leaders at will. As long as Venom continues to prosper in the region and the member's activities don't attract undue attention from law enforcement, Lord Venom is highly unlikely to get involved.

A Council member's day-to-day involvement with Venom depends solely on his own preferences and Lord Venom's orders. Some have their own Nests and conduct criminal operations (if so, these Nests are "outside" the normal Nest structure; they're never the "main Nest" in a city or the like). Others remain aloof from direct participation in crime, communicating orders to their underlings via various secret and highly secure methods. Some are famous; others are names few people outside their fields of expertise would recognize. But they all have this in common: they're skilled, smart, competent, powerful, and utterly ruthless.

Like a hydra, the Council always remains alive and vital; cut off one head, and another shall take its place. As of 2022, most of the Council were among the first members who created and have belonged to it ever since. The other replaced members who died or somehow "went missing." Lord Venom either fills a vacancy with someone he selects, or he asks the Council to provide a list of recommended members and picks one of them.

Some of the most interesting members of the Council include:

Baroness

Perhaps the most powerful member of the Council, and certainly the most powerful woman, is Anastasia Von

Muller. Heir to an obscure German duchy, she is known in business circles (and Venom) by her title — the Baroness. The spoiled offspring of aristocrats, Anastasia was first involved in student radicalism, dabbled in extremist fringe groups, and finally graduated to international terrorism where she gained the attention of Venom. She is believed to have been trained as a spy and saboteur at an exclusive facility run by a former Warsaw Pact intelligence agency.

Officially the head of Venom intelligence operations, the Baroness is a world-class expert in cryptography, psychological warfare, and bio-chemical skin-irritants. She is full of contradictions: cynical yet romantic, calculating but naive, blunt and prone to beating around the bush. She is a qualified expert with an M-16, AK-47, RPG7, and Uzi. She is also a qualified tank operator and proficient in operating helicopters and fixed-wing aircraft of varying type.

After arranging her family to have an accident she gained full control over their business and renamed it "Baroness Industries". She supplied industrial goods to Western nations, but also covertly involved the company in many criminal enterprises. By the mid-1990s, the Baroness was one of the most powerful people in Europe, both in legitimate society and in the underworld. She has frequently used Venom's assets and influence to aid Duchess Industries, which accounts in part for the conglomerate's phenomenal success in the modern world. The Baroness's influence and power in legitimate society have done much to advance

Venom's cause. Rumours that she is Lord Venom's mistress are absolutely untrue — she is no one's mistress, men serve her and then she casts them aside when she's done with them — and anyone she finds spreading such tales immediately earns her considerable anger.

While many people have quarrels with Baroness Industries itself, few people think ill of the Baroness. Through cleverness, cunning, and attention to detail, she has kept even the hint of scandal from her person for decades. She donates lavishly to charity, makes frequent appearances at social galas, and otherwise takes pains to make her public persona differ from her private one. Only those who have negotiated with her in the business arena know how predacious and cruel she can be. If the Baroness has a weakness, it's that she's so well-known. Every member of the Council knows who she is and can track a lot of her movements just by reading the society column of the newspaper. It wouldn't take too many tips to U.N.I.T.T. for the sordid past of the Baroness and her company to come to light... though she'd tie things up in court for years, if necessary.

The Baroness is a regal-looking woman of German descent who's in her 30s. She wears elegant but understated clothes and keeps her blonde hair slightly below shoulder length (it's mostly straight, not curly but perhaps with a few tasteful waves). She's still beautiful enough to turn the heads of men.

Senator Adam Biltin

Senator Biltin, D-NY, and one of the United States Senate's most prominent members, also belongs to the Council

(having been elected to it in the early 1980s to replace a member who died). He serves as the de facto leader of Venom's Political Division (see below). Now in his fourth term, Senator Biltin enjoys a high popularity rating among not only his constituents, but the American public in general (due in part to the machinations of Venom). Despite coming from one of the country's wealthiest families, he seems to have a knack for knowing how to talk to everyday people and assuage their concerns even when he can't satisfy them completely. With his telegenic, MacArthur-esque good looks, he's become a darling of the media, and frequently appears on the evening news to speak in favour of his positions. As a member of the Foreign Affairs and Paranormal Affairs committees of the Senate, Biltin is in an excellent position to manipulate various governments on Venom's behalf. He can exert influence over federal law enforcement, slashing their budgets or giving them additional responsibilities to distract them from the war on Venom. His control of the foreign aid purse-strings has many a nation in his debt and willing to do whatever he asks to ensure that American dollars continue to flow into Venom's coffers.

Luthor Essex

To the world at large, Essex seems nothing more than an extremely prosperous South African businessman with a large family (including a son, Richard, who belongs to Venom and works in his father's "Nest"). Although he stridently opposed the ending of apartheid, Luthor has made the best of the new realities as he manages Essex Resources. He remains a powerful force in southern African business.

Essex suffers from a rare, and incurable, form of cancer. Although his doctors say he still has several years left, he's beginning to feel the effects. He has sought Venom's help, but Venom physicians have had no success devising a cure. As his time nears, Luthor's efforts to locate a cure may become more frantic.

Marcus Frump

Born in 1921 to a Brooklyn bricklayer and his wife, Marcus was trouble almost from day one. Although smart enough to get straight As if he wanted, he usually skipped school and was constantly in danger of flunking out. When not on the run from the truant officer, he was fleeing from the local beat cop after stealing candy from stores. The 1938 Nazi experiments that created the first superhumans led to the awakening of latent superpowers in Frump — but he chose not to devote his powers to the betterment of humanity. Throughout the war years, Frump used his powers to become a successful and wealthy thief and blackmailer. Tiring of the potential danger of that career, he plowed his money into investments and soon became a skilled, and even wealthier, financier. Marcus soon discovered an interesting “side effect” of his powers. Apparently every time he teleports he somehow breaks down and reassembles his entire atomic structure. As a result, he renews and rejuvenates all the cells in his body. Not only does this allow him to heal injuries with great speed, it effectively makes him immortal — the cellular damage ordinary people accumulate through aging has never affected him. To keep anyone outside Venom from discovering his teleportation powers, in the early 1990s he faked his death and

stepped to the head of Frump Financial Services as his “son,” Marcus Jr. He joined Venom gladly, having no scruples against criminal activities and seeing in Venom a mechanism by which he could become ever more rich and powerful. He maintains a Nest in the New York City area, though he conceals his identity from his underlings and does not commit crimes himself or accompany them on missions. Frump has carefully kept the secret of his teleportation powers from the rest of the Council — they know of his longevity, but that's all. He figures they're an “ace in the hole” should a rival within Venom ever threaten his life.

Akira Yamato

One of the newest members of the Council — he replaced a former member whom Lord Venom killed— Akira Yamamoto first joined Venom as a young man in the 1970s. While seeming to all the world as nothing more than the head of the powerful and prosperous Yamato Electrics, he was in fact a member of Venom's Financial Division. Thanks to Yamato's deft manipulation of Venom's financial assets in the Far East, Venom has become much more powerful in that part of the world over the past 25 years. Yamato's successes brought him to the Council's attention, and it put his name on the “short list” to fill a vacancy. Akira has thrived as he helped Venom thrive; his own fortune, and that of Yamato Electrics, has increased enormously due to his involvement with the criminal organization. Many of his competitors in Japan openly suspect him of membership in Venom, though no one can prove anything and Yamato won a 1999 defamation suit against a rival who dared to take his suspicions to the press.

For Akira, membership in Venom is a family affair. His son Takaido is the Nest Leader of one of the Tokyo Nests, and his daughter Yuri works with him in the Financial Division. His wife, though disapproving of the whole affair, keeps quiet.

Section 5: Structure

The early Venom was a joke. Agents couldn't hit the broad side of a barn, leaders were incompetent cowards who hid behind their agents only to run away when the cannon fodder started to dwindle. Under Cornelius the current Venom is a major threat. Venom learns from its mistakes and is extremely dangerous.

Venom advertises its services through underworld channels, claiming no job is too large. When a contract is accepted, the Supreme Venom in the area decides how many operatives the assignment requires, selects certain operatives and dispatches them. Part of the fees for each contract goes to the organization for operating costs, while the others part goes to the operatives involved. Society members are not prevented from seeking out their own outside assignments, but they must pay a percentage of their outside earnings to the group. In exchange for each member's services and financial support, the Society offers increased job opportunities, health insurance benefits, safe lodging, and comradeship.

Moreover, no member now needs fear imprisonment by legal authorities, for Venom will soon break them out. However if any betray the organization while incarcerated they wont live to see a trial.

Lord Venom has developed an agenda for the next few years:

1) Consolidation and stability; Venom wishes to strengthen their branches and maintain its position as the worlds foremost criminal and terrorist organization.

- 2) Financial diversity; Venom wishes to expand into other criminal and legitimate enterprises as a way of increasing their profitability. This involves the creation of new forms of narcotics, computer crime and investment.
- 3) Improved agents; Dramatically increase the amount of meta humans and paranormals within the organization.
- 4) Reduced competition; Venom wishes to present using the media, the idea that law enforcement authorities are stupid. Venom feels that if the public has no respect for the people who protect them then fewer people will join their ranks. This in turn will increase the public's acceptance of corruption.
- 5) Revenge against Thorn. Cornelius blames Aruston for Venom's earlier humiliation and will see him dead and Rose/Thorn exposed for what it really is (this could be a possible plotline involving the players if Venom decides to manipulate them by providing information on Thorn).

Venom sells franchises in Its organization¹ giving exclusive rights to perform actions in certain zones. The Nest receives Venom technical support and Intelligence, and access (for a price) to special services like the Venom force teams or mercenary supervillains. In return, the Nest agrees to:

- (1) purchase and exclusively use Venom equipment;
- (2) share all intelligence with Venom Central Command;
- (3) agree not to violate the territorial Integrity of other Nests, and not to knowingly interfere in their actions; and
- (4) obey direct commands of Lord Venom to their best ability.

Nests that fail these conditions are subject to punishment.

The growth of Venom has seen the establishment of a lot of bureaucracy to support it. While the Nests are self-sufficient, Venom High Command has become increasingly bureaucratized; this chart reflects the complex interaction between the various divisions of Venom.

Below the level of the Council Venom organizes its resources into four divisions: Political; Financial; Technical; and Criminal. All Venom activities and missions fall into at least one of these divisions. For the most part, the divisions exist primarily for administrative and logistical purposes; they do not maintain separate bases or Nests. In a given Nest, the commander might handle duties for all four branches, or might concentrate on one, delegating the duties for other branches to his underlings. In some cases the Council or Lord Venom dictates the divisional composition of a Nest; for example, Nests in London, Hong Kong, and New York have much higher complements of agents devoted to Financial operations than Nests in less commerce-intensive locations such as South America or the Middle East.

Political Division

The most “prestigious,” but also smallest, division of Venom is the Political branch. Agents primarily assigned to this branch, most of whom do not wear the green and yellow uniform so commonly associated with Venom, work among and with the governmental officials of the United States, Europe, and other nations and regions around the world to strengthen the organization’s position, increase its assets, and deflect any threats to it. They

bribe and otherwise corrupt officials (particularly those in law enforcement), obtain blackmail information on world leaders (and, if necessary, use it to get what they want), covertly lobby for the passage of laws that somehow favour or help Venom, make donations to the campaigns of Venom-friendly politicians, and even recruit new members. Thanks to their efforts, Venom effectively controls a number of Third World nations, and operates with virtual impunity in many more. The Political Division organizes its activities by the same 30 regional districts that circumscribe the Council members' spheres of influence. A commander holding the rank of General or Major General heads each section, under the overall command of Sen. Arthur Biltin.

Financial Division

Venom's vast economic holdings come under the purview of the Financial Division. Any business interest, professional firm, board of directors, commodities resource, or other asset Venom owns or controls ultimately takes its orders from Financial Division. Financial also launders Venom's massive illegal profits, brokers deals with other criminal organizations, sets up front companies and fake charity organizations, arranges legal representation for captured agents, commits financial crimes, and so forth. Much of the Financial Division's efforts actually go into hiding its traces. The last thing Venom wants is for nosy investigators or superheroes to uncover its involvement in Eon Oil or the Franklin investment house through careful analysis of financial and administrative records.

Every move Financial makes gets covered up by layer after layer of paperwork, dummy addresses, shell corporations, blackmailed businesses, wholly owned subsidiaries, offshore accounts, and encryption. Financial Division hires the best accountants and attorneys money can buy, and pays them very well to keep its monetary activities concealed from the prying eyes of the law. Like Political, Financial has subdivisions organized by the 30 districts. While it focuses its efforts on regions with high levels of commerce (United States, Canada, United Kingdom, Europe, Hong Kong, Taiwan, China, Japan), it has found that many Third World countries will create broad "banking secrecy" laws Venom can take advantage of in exchange for large bribes and other investments. A commander holding the rank of General or Major General heads each section.

Technical Division

The Technical Division, once a part of Financial but converted into a separate division is one of the most important sectors of the organization. Huddled inside their laboratories and testing areas, the biologists, chemists, physicists, engineers, and weaponmiths of Venom constantly experiment with new devices and techniques, develop weapons and technologies for field agents, analyze captured gadgets and superbeings, and search for ways to induce mutations in humans. Venom has always recognized the importance of technology to its operations. Without the blaster weapons, hovercraft, body armor, computer hardware and software, and construction technology developed or stolen by

Technical, the organization would soon find itself on the losing end of its battles with superheroes and law enforcement. The men and women of Technical remain ever alert for the next bleeding-edge development or new application that will give Venom an advantage in its ongoing conflict with the authorities. Scientists who succeed at such tasks earn rich rewards from their masters; those who consistently fail wind up as experimental subjects for their more successful brethren. Although Technical has facilities throughout the world, all linked by Venom's sophisticated Serpentine computer network, its major centers of operation include:

- a kinesiology laboratory at Venom Academy, which studies the mechanics of the human body with an eye towards improving the combat skills of Venom agents and developing technology to enhance them
- a human genetics laboratory buried deep in the mountains of Indonesia, where Venom engages in experiments designed to create beneficial mutations in humans, up to and including the development of superpowers
- a facility in Eastern Africa where Venom tests its latest weapons designs without fear of the authorities
- a vehicle design and testing facility somewhere in the wilds of the American Southwest
- a weapons design and manufacturing plant in Canada
- an experimental physics laboratory in eastern Russia

Criminal Division

All Venom activities not specifically assigned to the other divisions come under the jurisdiction of Criminal Division. Criminal is responsible for

most of the operations people commonly associate with Venom — squads of agents robbing banks, attacks upon superhero teams, threats to blackmail the world with super-weapons, and terrorist activities of all kinds. Almost all agent-level members of Venom work primarily for this division; as they like to put it, it's the division that "gets the real work done around here." And they're right. Without the profits from Criminal's activities, Financial would have nothing to work with; without Criminal's existence, Political would have little reason to exercise its influence. Ultimately, Venom is a criminal organization, and Criminal Division never lets the other divisions forget that. Criminal has no specific division head or leader, except perhaps Lord Venom himself. To some extent virtually all Venom leaders involve themselves in Criminal activities. Nor does Criminal maintain specific districts or sections; it simply merges with the normal Nest structure.

Section 6: Nests

Venom refers to its primary local bases — those housing groups of agents, who use them as a headquarters for performing a variety of criminal missions — as “Nests.” Nests serve as local bases of operations, training facilities, communications centres, planning and strategy facilities, and homes for Venom agents in nearly every major city of the world. (Other facilities, such as testing grounds, factories for weapons and other illegal objects, or secret laboratories, are not called “Nests.”) They house some of the world’s most powerful illegal technology and most devious criminal minds.

Venom usually designates Nests as “major” or “minor.” A major Nest has two dozen or more agents (in addition to commanders and secondary personnel) permanently assigned to it. Some range into the hundreds of agents, though two to four dozen is the average. Most Nests are minor, with a typical complement of 10-20 agents, plus a Nest Leader and support staff. A Nest can always obtain more people on a temporary basis by asking Venom for assistance, or hiring mercenaries or local thugs to put on a uniform for a job or two. (Many Venom recruits make it to Venom Academy on the strength of a recommendation from a Nest Leader after they perform well on one of these “temp jobs.”) Each Nest is unique, shaped by such forces as the nature of the city it’s in, the location available to it, the Nest Leader in charge, and the size and needs of the force of agents headquartered there. Therefore, describing a “typical” Venom Nest is difficult at best; more than a few differ so much from any other base that they could almost belong to some other

organization. But most Venom bases share a few features.

Location

With a few exceptions (mainly in Third World countries), Venom locates its Nests in urban areas — usually large cities, which provide both the maximum cover for Venom’s agents and the most opportunities for profitable crimes. Nests in smaller cities or rural areas are either proportionately smaller, or located near some resource of particular importance to Venom. Venom builds most of its Nests underground, since such locations offer a high degree of concealment, security, and defensibility. Sometimes they attach the base to part of an existing underground structure, such as a subway tunnel. Other Nests are built as part of the underground construction of other buildings. For this type of Nest, the construction crews work for Venom, or Venom bribes them to keep the secret (and usually follows the bribe up by killing most of the people involved). Similarly, some Nests are faux building projects begun by disguised Venom crews and later “abandoned”. Some Nests use abandoned underground structures, such as subway and sewer tunnels no longer in use; this saves on time and resources, but may pose safety or discovery risks.

By longstanding Venom tradition, no underground Nest has less than two entrances/exits. Most have many more than that, though at least a few access points usually remain hidden, known only to the Nest Leader or other high-ranking agents. Entrances/exits normally have high levels of security. Sometimes Venom breaks its normal pattern and chooses an above ground location for a base. Abandoned buildings, structures

owned by Venom through a series of dummy corporations, and facilities controlled by Venom through blackmail or other methods all provide possible venues for Nests. In these cases, the Nest usually covers its existence with a fake business, such as a trucking company, an investment firm, or a civilian research laboratory. Most of the employees of the false front have no idea that Venom signs their paychecks, nor do they know what really goes on behind the heavy, locked doors that only their bosses have access to.

Security

Venom Nests uniformly have high security — not unusual, given the nature of the organization and its activities. Security begins at the entrances and exits, which usually have fingerprint or retina scanners, code-key or code-card systems, pressure plates, and/or closed-circuit television cameras to foil intruders. Most entrances have at least one or two agents on guard at all times, with standing orders to call for help rather than try to fight invaders by themselves. Nests with paranoid leaders consider sewer connections, power and phone conduits, and the like as “entrances” and secure them accordingly, knowing superheroes often have unusual ways to gain access. Inside the Nest, security usually varies from area to area, depending on the competence of the base’s Security Commander. Sensitive areas, such as the computer and data storage room, laboratories, the Leader’s chambers, and the like have security measures similar to entrances, and often armed guards as well. Other areas may have few or no security precautions, though most Nests at least maintain a series of closed-circuit cameras to watch all major parts

of the base. Particularly powerful or crucial Venom Nests may have even tighter security precautions. Using Venom’s high technology, they can set up anti-teleportation or anti-intangibility fields, anti-psionic zones, brainwave scanners, or just about anything else their fiendish minds can conceive of. Nests which frequently fight specific superteams or heroes often devise special security precautions for those supers. Especially vicious, ruthless, or cruel Nest Leaders sometimes include lethal traps as part of their security. While such traps may backfire or cause casualties among the Nest’s membership on occasion, Leaders who use them find those risks acceptable. From simple, tried and true traps, like acid filled pits or crushing walls, to automatic blasters and similar weapons, to more esoteric methods like triggered teleporting bombs or psionic feedback generators, these devices spell trouble for anyone who dares to beard Venom in its lair. Last but certainly not least, any superhumans assigned to a base may provide security for it. In many cases their mere presence helps to defend the base from enemies, but some Venom supers have powers they can use to make their home bases harder to find or enter.

Facilities

Though every base is unique, most of them have certain facilities or resources in common.

First, a Nest has to have a way to provide power, telephone lines, ventilation, sewer connections, and the like. In most cases Venom simply taps into the existing utility services clandestinely and siphons off whatever it needs. But some Nests, particularly those with large laboratory or

manufacturing facilities, need so much power and other resources that they would attract attention if they “fed off” standard utilities. These Nests usually supply their own power or other needs with generators and similar technology. Venom’s research and development labs have created some amazingly small and efficient devices to service its Nests.

All but the smallest Venom Nests have at least a laboratory or two. While Venom has bases devoted exclusively to scientific research and invention, each Nest needs its own technological resources — a place to develop a new weapon for use against the pesky local superheroes, or to analyze the device Venom agents just stole from Cambridge Biotech. In some Nests, the agents themselves use the labs; larger Nests usually have a dedicated staff of technicians and scientists to assist the field agents.

All Venom Nests (or other bases for that matter) have a room devoted to computing (including the base’s connection to Venom’s ultra-secure Serpentine Network) and data storage. Inevitably one of the most heavily protected rooms in a Nest, it usually has self-destruct mechanisms designed to keep any information about Venom from falling into the wrong hands. Most agents are not allowed to take data storage media out of this room; this prevents them from losing it (or selling it), and ensures that the self-destruct system eliminates all of a base’s data.

Most Nests have facilities for training agents. In smaller bases, this consists of little more than a gym and a soundproof firing range. Larger or more technologically advanced bases may

feature computer simulation and/or virtual reality training rooms, “war rooms” for planning crimes, so-called “danger rooms” for creating a wide variety of real danger training scenarios, and the like.

Some of the larger Nests have small manufacturing facilities onsite, where trained agents make or repair weapons and other equipment. However, Venom does most of its manufacturing and repair work at dedicated facilities far away from the prying eyes of law enforcement (often in Third World countries).

Venom expects a lot from its agents — hard work, loyalty, and a willingness to engage in an extremely dangerous occupation. In return it compensates them handsomely, not only with money and training, but with recreation opportunities. Rather than let agents leave the Nest frequently, which runs the risk of attracting attention to the base, Venom prefers to provide the means for recreation onsite. Even the smallest Nest has a “rec room” featuring food service equipment and a wide-screen high-definition television. Larger or more advanced Nests provide a lot more than that — small-screen theaters, game rooms, jacuzzis, restaurant-like cafeterias, even harems.

Classifications

While Venom itself doesn’t bother to categorize its Nests, criminological literature generally recognizes four types of them.

Disassociated Nest

A disassociated Nest is one in which the main body of agents does not reside in

the Nest full-time. A few agents, including the Nest Leader, live in the Nest at all times, but most of them have their own apartments and homes.

Through secured forms of communication — encrypted e-mail and wireless phones, sealed letters delivered by agents disguised as messengers, and the like — the Nest Leader calls the agents together for training, to plan and conduct missions, and so forth. Disassociated Nests most commonly exist in smaller cities which cannot support a full-fledged Nest, or as smaller Nests in orbit of much larger and more important Nests in the world's metropoli. Security issues pose a major problem for disassociated Nests. Since agents have to come and go from the Nest on a relatively regular basis, they need a way to get in and out without the authorities or nosy people observing them. Some disassociated Nests rely on secrecy and/or isolation to accomplish this. They hide their entrances in tiny back alleys, sewer tunnels, underground parking garages, or deep forests, making sure agents have several different routes to get to the "front door" without leaving a trail. Others prefer to "hide in plain sight."

All their agents belong to a seemingly innocuous group controlled or sponsored by Venom, such as a fraternal organization, a church, or a club of some sort. The group acts as a front, giving the agents a supposedly legitimate reason to gather together regularly. If the group owns a building, such as a clubhouse or meeting hall, the actual Nest itself is part of or connected to that facility (often, it's buried beneath it). On the other hand, the lack of a permanent body of agents living and working in one place

alleviates some security concerns. Disassociated Nests usually have little difficulty hiding their drain on the local power grid or the disposal of their waste, for example. Similarly, since they normally lack extensive laboratory or manufacturing facilities, they minimize the risk of exposure due to accidents.

Network Nest

Also known as a "Nestwork," this organizational scheme divides a single Nest among several "sub-Nest" physical facilities. Rather than put all of his eggs in one basket, the Nest Leader splits his resources up among a number of small Nests. The typical Nest network has three to eight "mini-Nests," but may have as many as 23 sub-Nests. Establishing and running a Nest network presents some logistical difficulties. The overall Nest Leader has to have enough trustworthy underlings to delegate sub-Nest leadership duties to. But no Nest Leader is foolish enough to fully trust any of his agents, so he also needs overt and covert methods to observe the sub-leaders' performance and prevent treachery as best he can. Since communication between sub-Nests must occur frequently, the Nest Leader has to ensure that his computer and communications networks remain as secure as possible. Most Nest networks have an unusually high percentage of agents skilled with computers and electronics for this reason.

The Council tends to frown on Nest networks. It finds them more difficult to communicate with, harder to control, and prone to breakdowns in authority. But they recognize that some locations simply don't allow for a sufficiently secure centralized Nest,

making a Nest network the best type of presence the organization can maintain there.

Centralized Nest

When people talk about “a Venom Nest,” they’re almost always thinking of what experts call a “centralized Nest.” Large, powerful, and based in a single location, a centralized Nest of any size poses a major threat to the security and safety of a city. In more than one city, the centralized Venom Nest represents the most powerful force in the underworld. Centralized Nests typically have one or more squadrons of agents who live in the Nest on a permanent basis, their own laboratory facilities (and sometimes manufacturing facilities as well), meeting and planning rooms, recreation and dining facilities, and anything else needed to keep a large-scale criminal operation functioning. Having everything in one place diminishes certain security concerns, such as the need for highly secured communications or ways for agents to covertly enter and exit the base regularly.

But maintaining a centralized Nest poses its own security problems. First, keeping a base so large and complex, and inhabited by so many people, secret can tax the resources and ingenuity of even the cleverest Nest Leader. For example, the need to provide utilities for the Nest, whether by tapping existing utility providers or having the Nest generate its own, can reveal the Nest’s presence to law enforcement officials and superheroes.

Second, the Nest has to find a way to store its fleet of vehicles, and to give large groups of agents the means to leave and enter the Nest secretly. If

agents can’t get into and out of the Nest quickly and quietly, keeping them all in one location doesn’t do Venom much good. For this reason, most centralized Nests are located underground, or have underground accessways, since it’s not hard for agents to get into basements and sewers without attracting too much attention.

Satellite Nest

Just because a city has a centralized Nest doesn’t mean Venom wants to keep all its local resources there. Sometimes Venom needs more agents in a city or nation than it can comfortably house at one location. In these cases, it establishes smaller Nests to accompany the centralized Nest. Criminologists have coined the term “satellite Nests” for these bases, since they “orbit” the centralized Nest. To a certain extent, a centralized-satellite Nest system resembles a Nest network, since the Leaders of the satellite Nests ultimately answer to the Nest Leader of the centralized Nest, who controls all Venom activity in that area. But since Venom considers satellite Nests separate facilities, their Leaders have far more autonomy and responsibility than agents who lead sub-Nests.

Except when a crime requires coordination of effort, satellite Nest Leaders generally don’t have to report to the centralized Nest Leader or seek his permission to conduct their own operations. However, in the event of significant conflicts between the centralized and satellite Nests, or repeated instances where lack of communication causes problems, Venom’s leadership insists on closer ties between the two. Sometimes the Leader of a satellite Nest launches a “coup”

against his centralized Nest Leader, hoping to take over his position. Venom doesn't tolerate such "civil wars" for very long, particularly if they attract too much attention from superheroes and police organizations. If necessary, the Council decides which Nest Leader it favors, then sends some squadrons of Venom's best agents to resolve the situation quickly and quietly.

Nest Leader

Like Venom itself, Nests maintain strict hierarchies of command and control. Exercising total authority over the base and its residents is the "Nest Leader." At most Nests, he holds the rank of Commandant; at larger or more significant Nests, he's a General. Within the Nest, his word is law. Except in cases of gross incompetence or malfeasance, his Venom superiors usually support his decisions without question. If he feels the only appropriate discipline for a rebellious agent is death, so be it. If he wants to attack a particular target in a particular way, that's how the Nest does it.

Only for especially important missions or situations does Venom send higher-ranking agents to take control away from a Nest Leader. Of course, saying the Nest Leader has total control really doesn't make it so. To function as an effective commander, a Nest Leader needs the respect, or at least fear, of his underlings. If a Nest's agents decide their Leader is unbalanced, dangerous, out of control, an idiot, or just too cruel, they may decide to murder and replace him — and Venom's leaders usually won't quibble with their decision, since a Leader who can't keep control of his Nest obviously doesn't deserve to keep it.

One of the keys to designing an enjoyable Nest for your campaign is the personnel you create for it. Venom agents are Venom agents; one is pretty much just like another as far as the PCs are concerned. But the officers and agents unique to the Nest, particularly the Nest Leader, can provide colour and excitement to your game. An ordinary, boring Nest Leader adds nothing — but one with a unique, distinctive personality can become a major foe whom your players look forward to grappling with time and again. Is he a tyrant, a martinet, sloppy, easy-going, ruthless, efficient, cautious, daring? Does he have a penchant for large, elaborate crimes, or can he content himself with smaller and plainer, but often equally as profitable, missions? Given his methods, do his underlings like and respect him, grudgingly tolerate him, or loath his slimy serpentine guts? All of these factors affect how he leads the Nest against your heroes, how agents react to the PCs, and what crimes the Nest commits.

Immediately below the Nest Leader in a base's chain of command, and usually holding the rank of Captain, are three "commanders": the Field Commander, Intelligence Commander, and Security Commander. In theory the commanders are equals, but depending on the nature of the Nest, or the preferences of its Leader, one of the commanders may have more influence or power than the others. The Field Commander is the Nest's combat and missions leader (but second in command, if applicable, to the Nest Leader). He decides how to conduct a particular operation, which agents commit which crimes (or which parts of them), and how best to confront and defeat the enemy. In many Nests,

he's the best-trained and/or best-equipped agent in the Nest after the Leader.

When planning his operations, the Field Commander usually relies heavily on the Intelligence Commander, whose people gather information about targets, potential opposition, local law enforcement, and other matters of interest to the Nest. If a Nest has spies in the local business or law enforcement community, assigns agents to surveil businessmen to obtain blackmail data, or tries to hack into computer records, those operations all fall under the Intelligence Commander's jurisdiction.

The Security Commander deals with all issues of Nest security, including what security devices to install where, establishing security procedures for all agents to follow, and ensuring that agents can come and go from the base without significant risk of detection by unfriendlies. This is a dangerous position to hold, since the Nest Leader usually lays the blame for any breaches of security at the Security Commander's feet, even if the S.C. did nothing wrong — and blame usually leads to punishment.

In Nests with a heavy contingent of personnel who work mainly for one of Venom's four branches, the chain of command may also include a Political Commander, Financial Commander, or Technical Commander (the Field Commander would be the "Criminal Commander"). If they exist, these persons typically rank just below the three commanders described above, though again that can vary depending on the Nest and its leader.

Nests organize their rank-and-file agents into squadrons of varying numbers and types of personnel (see below); some Nests have larger or smaller squadrons based on the number of agents available to form them. A Squadron Commander, usually holding the rank of Lieutenant (or, more rarely, Sergeant), commands each squadron. He's responsible for the conduct of his men, and a commander or Nest Leader may punish him if one of them fails a task or violates the rules. He must also ensure that each agent's equipment functions properly, that his men have the proper training, and that their morale remains high, and so forth. Many agents regard this as one of the hardest jobs in Venom — it comes with most of the difficulties of being a high-ranking officer, but none of the perks.

For years, Venom used the "classic" Five-Team arrangement, but recently it's moved to different squad sizes for flexibility and diversity. Additionally, it's found that an even number of personnel in a squad makes it easy for agents to work in pairs and watch each other's backs. Venom uses the "Four-Team," or four-man intrusion squad, for subtle jobs. A Four-Team typically consists of: Two Combat Specialists, one Espionage or Infiltration Specialist, one Technical Specialist (typically a Communications, Computer, or Science Specialist); the Technical Specialist usually oversees the operation. A full "Eight-Team," or eight-man assault squad, deployed when Venom knows it's going into an assault situation, normally includes: one Lieutenant as Squadron Commander (typically a Scarlet Serpent or one of the advanced Combat Specialists); one or two Heavy Weapons Specialists; three or

four GCS agents; one Vehicle Combat Specialist/transport operative; one Communications Specialist or like agent (used primarily in support).

Minor operations typically employ one or two four-man squads, perhaps with a combat-oriented squad stationed near the site as back-up. Major operations employ five to six Four-Teams, which is close to the full complement of many medium sized Nests.

Retrieval assaults (when Venom's trying to capture an important objective) require a full assault team and appropriate technical specialists (computer data will require a Computer Specialist, scientific objects require a Science Specialist, and so forth). An Infiltration Specialist may also take part in the operation; he'll have infiltrated the target weeks earlier and established himself in a position to lower defenses. Likewise, Venom may have people disguised as uniformed police who'll arrive on the scene if superheroes are threatening to break it apart, pretend to help, and then shoot the heroes in the back.

Assassination missions employ more subtle methods. Usually a single Infiltration Specialist does the trick. When Venom really wants to send a message, the Serpent Alliance perform assassination missions (sometimes with the assistance of trained venomous snakes).

Since most Nests conduct a lot of their operations between the hours of 12:00 midnight and 4:00 AM, agents typically arise between 10:00 AM and 12:00 noon during active periods; when on "downtime," between major missions, the Nest Leader usually allows them to

sleep as late as they want. After waking up, they spend about half an hour on a calisthenics regimen tailored to each agent or squadron. Part of the exercise routine focuses on keeping the agents in fighting trim, and part complements their training for the current mission (if any).

After working out, the agents grab a quick shower and head down to the food service area or cafeteria for breakfast. Following breakfast, the agents assemble, either in one large group or by squadron, for a daily briefing conducted by the Nest Leader or other high-ranking agent. The briefing covers the day's schedule, current Nest activities, projected activities for the next two to six weeks, security updates, and the like. Years of experience have taught Venom that keeping agents reasonably informed about Nest operations improves morale and performance, though it means the Nest Leader may have to change plans quickly if the authorities capture an agent.

The agents spend the rest of their "morning," until lunch at about 4:00 PM to 6:00 PM, training. Usually they mix standard training exercises — time on the firing range, practicing lockpicking or other skills, anti-superhero tactics, and the like — with mission-specific training. If the Nest has enough space, the Squadron Commander may set up a mock floorplan for the target, allowing agents to practice "run-throughs" (with other agents standing in for the victims and security personnel). Most Nests prefer to conduct training in the Nest, to minimize exposure, but if necessary the officers can arrange for offsite training.

After the mid-day meal, agents spend several hours attending to chores or engaging in additional training or study. Most Nest Leaders leave this time relatively unstructured, allowing agents to do whatever they want provided they don't neglect their duties or skills. But if a major operation is in the works, the Leader or commanders may dictate certain tasks.

Most Nests schedule the evening meal for sometime between 9:00 and 11:00 PM. On an ordinary day, it's a heavy meal, followed by two or three hours of personal time for the agents. Most of them spend this time relaxing in the recreation areas, pursuing their hobbies, or the like. Computer games, particularly those that allow agents to compete against each other, are popular pastimes in many Nests. Lights-out is usually at 12:00 midnight to 4:00 AM, depending on the schedule. If the Nest has a mission planned for the evening, the agents eat a lighter meal, have an hour or so of personal time, then prepare for the job. After suiting up and gathering their weapons and gear, they assemble at the departure point. Assuming everything goes as planned, they leave the Nest, conduct the mission successfully, leave the scene of the crime unhindered, and return to base after taking appropriate precautions to ensure that no one follows them. Of course, sometimes jobs don't go as planned, forcing the agents and the Nest Leader to adapt, improvise, and react in the most intelligent manner they can....

Some Nests have their own supervillains permanently assigned to them as part of their complement of agents. A Nest can get one of these super-agents in several ways. First, a normal agent

working for the Nest can somehow gain or develop superpowers while a member of Venom. In that case, the Council usually allows the agent to remain with his Nest; it feels this improves morale and encourages agents not to hide their superpowers. Of course, if an agent prefers not to remain in his local Nest, Venom removes him from it and assigns him as a floating agent between nests. Second, Venom's leadership can assign the supervillain to the Nest long-term. This indicates the importance Venom places on the Nest and its activities, or some need the Nest has that only that particular supervillain can fill. Typically a super-agent has a defacto rank/ authority within a Nest equal to a commander, or at least a lieutenant, but this varies from Nest to Nest.

Nests don't spring up overnight for no good reason. They arise in one of two ways. First, Venom creates most Nests as the result of deliberate planning and decision making by the Venom leadership. The Council studies the economy, underworld, and criminal prospects in an area. If it decides the region is ripe for a Venom presence (or an expansion of the existing Venom presence), the Council puts Venom's engineers and technicians to work to find a proper location for the Nest and a way to build or establish it without attracting the attention of the authorities. After the Council approves the engineers' plan, construction begins. It usually takes no more than six months to build a new Nest, though the time required depends on the size of the Nest, the resources Venom devotes to the job, and how much effort the builders have to devote to disguising their activities. If possible, they pose as a legitimate construction

crew, using forged permits and documentation to make it look like they're doing legitimate work on a legal project.

Second, sometimes enterprising individuals “apply” to Venom to create a Nest. Venom personnel generally refer to this as “franchising,” or “buying a Nest franchise,” even though it’s not literally a franchise arrangement. What happens is that an ambitious criminal — usually, but not always, one who already belongs to Venom or works for it in some capacity — contacts a high-ranking Venom officer and asks about establishing a new Nest. The officer relays the request to the Council through the appropriate channels, and the Council considers the matter. If it considers the “applicant” unfit, or his idea for a new Nest unfeasible, it usually arranges to have him killed; he knows too much or has become too ambitious for Venom’s good. If, on the other hand, the Council thinks the idea of a new Nest has merit and that the applicant is the right person to create and lead that Nest, it establishes terms for the “deal.”

The future Nest Leader first has to pay enormous sums of money (typically in the millions of dollars) to the Council as an “approval fee,” and must provide extensive personal information about himself. Then he must present the Council with a plan for the construction and operation of the Nest. Once the Council approves the plan (which may take several rounds of back-and-forth discussion and rewriting), the applicant starts work. If everything goes as planned, in a few months Venom assigns him squads of agents and his Nest begins operations and becomes part of Venom’s structure. If setbacks occur, the Council

may step in and take over (usually after having the applicant killed), or it may abandon the project and covertly tip off the authorities (again, usually after killing the applicant so he can’t reveal any Venom secrets).

“Franchise applicants” prefer to buy their way into Venom instead of establishing their own criminal gangs for three reasons. The first, to use modern marketing-speak, is “branding.” Venom is a powerful force in the global underworld, and belonging to the group automatically confers a certain level of prestige and respect. Second, joining Venom grants access to the group’s resources, which vastly exceed anything a local gang could establish or create on its own. Third, if you can’t beat ’em, join ’em — local criminal leaders know they can’t compete with Venom, and rather than have the organization dispose of them when they become too much of a threat, they become a part of Venom and take advantage of all the organization has to offer.

Nest Leaders, commanders, and other Venom officers often look down on Nest Leaders who “buy their way into” Venom. They consider them less competent and less worthy of respect than Leaders who join the organization as recruits and work their way up the ladder. But the truth is that “franchised” Nest Leaders have records of success equal to those of “real” Leaders — apparently, the ability to establish one’s self in the underworld, earn the money to buy a Nest franchise, and convince the Council to approve the application proves one’s worth as much as ascending the Venom ladder does.

Other than Nest Leaders who franchise their way in, Venom has several methods to select Nest Leaders. The first and most common is merit. When a Nest Leader can no longer lead (he retires, is captured/killed, demonstrates his incompetence, or the like), the Venom leadership evaluates potential replacements. It looks first and foremost to other personnel within that Nest, and if someone seems fit for the job promotes him to it. If no one inside the Nest seems appropriate, Venom looks elsewhere in that same city, or if necessary beyond it, until it finds the right person for the job. If two or more people are equally qualified, Venom may have them compete for the job in various ways... or simply let both of them know and then give the job to whichever of them manages to kill the other one.

Second, Venom can let criminal Darwinism do the job. Killing a superior officer to take his place doesn't occur frequently in Venom, but it's not unknown. More than one unpopular or oppressive Nest Leader has ended his career with a Venom Fang between his shoulder blades, and sometimes even skilled Leaders fall victim to an agent more ruthless or ambitious than themselves. But just killing the Nest Leader doesn't mean an agent gets to take his place. The Leader's death may touch off a power struggle within the Nest, as other agents try to take advantage of the time of "weakness" to dispose of the assassin and seize power for themselves. Even if the "usurper" has wisely arranged for other agents to support his play for power, the Council still has to approve of the change of leadership.

Usually the Council gives the new Leader its stamp of approval; he's proven his worth by getting rid of a less deserving officer. If the Council has any doubts — for example, if the agent's disciplinary record suggests he lacks the discretion to maintain the Nest's secrecy — the Council has him killed and replaces him with a new Nest Leader of its own choice.

Within Venom, a Nest has many responsibilities, but also plenty of privileges. Venom's leadership stresses Nests' duties to the organization, and swiftly punishes any attempt to avoid them. First, a Nest has to obey orders. If the Council or some other authority "requests" a Nest's help with a particular project, the Nest must comply without hesitation. Efforts to minimize involvement or shirk this responsibility result in immediate sanctions, up to and including the summary execution of offending Nest Leaders and commanders. Venom doesn't care whether a Nest agrees with or supports a plan; it only cares that the Nest does what it's told.

Similarly, Venom generally expects Nests and Nest Leaders to support the organization's overall goal of world domination. It realizes many Leaders have much more restricted perspective on things — they just want to make themselves fabulously rich, or to become the ruler of a city's underworld. But it expects them to set their personal goals aside in the greater interest of the entire organization when necessary. After all, when Venom rules the world, its members will live like kings. Furthering the organization's goals usually impacts a Nest most closely when the Council

wants to conduct a criminal operation of its own in a Nest's territory. In that case it sends a team of its own to get the job done, and it expects the full cooperation and support of all local Nests it chooses to involve. If that means sacrificing agents, vehicles, or even an entire Nest, so be it — Venom compensates the Nest Leader later as it sees fit.

Second, all Nests must pay a “cut,” a portion of their earnings from all enterprises legitimate and illegitimate, to the Council. Nest Leaders sometimes call this “the Venom tax,” but it's no different from the way any other large criminal organization conducts business — those lower on the ladder have to pay members higher on the ladder. Depending on a Nest's profitability and other factors, its “cut” usually equals twenty to thirty percent of everything it takes in.

The first privilege a Nest gets for belonging to Venom, besides the general prestige and power that comes with belonging to it, is the right to request organizational assistance and resources. If a Nest needs extra agents, it contacts the Council and requests support personnel. If it needs to expand its arsenal, it asks the Technical Division for more weapons, new weapons, or the chance to field-test the latest experimental weapons. Of course, few of these services are free. Venom does sometimes send a Nest a supervillain or new weapon without being asked, sort of as a membership perk, and it may offer a Nest some extra resources to ensure that an important mission goes as planned. But usually a Nest that wants assistance from the “home office” has to cover the expenses or pay for the privilege. If a Nest wants a shipment of a

dozen new blaster rifles from the factory in Spain, it has to send payment before the factory sends the weapons. If a Nest needs the services of the Alliance of Serpents it has to “hire” their services from the Council. In both cases, the costs are much cheaper than they would be for the Nest to buy weapons or hire mercenary villains from another source, but they're still hefty.

Each Nest has a regular “allotment.” Under Venom's rules, each Nest is entitled to a certain amount of free technology, new agents, and the like each year; a Nest's allotment depends on its size and importance. The Financial Division has an elaborate scheme of valuation through which a Nest that wants something special (such as some extra heavy weapons) can “swap” part of its regular allotment (“Instead of 24 new rifles and Id like a truck...”). Also the Nest can buy what it wants from Venom HQ. After a Nest uses up its annual allotment, it can purchase technology (and sometimes agents) from the Council. If a Nest does this repeatedly, Venom's leadership examines the situation closely to determine whether the Nest needs to have its allotment raised, or is just getting greedy.

The annual allotment does not include any help from the Alliance of Serpents. If a Nest requests the presence of one or more of Venoms's supervillains, the Council considers the request. If it seems meritorious to the organization as a whole, the Nest gets whatever it needs gratis. If the request just benefits that Nest, the Nest has to “hire” the villains it wants at high rates — often tens of thousands of dollars per villain per week. Rather than attract the attention of

the Council by making too many requests for more equipment or help, some Nest Leaders prefer to go to “outside contractors”. The Council frowns on this, since it’s a security risk, but hasn’t tried to stamp it out... yet.

Second, each Nest has an exclusive “territory” assigned to it within which it has authority over all Venom operations by any Nest (the Council can, of course, conduct its own operations wherever it wishes without restriction). If a Nest wants to perform a crime within another Nest’s territory, it has to get permission (which usually involves paying the Nest Leader a “cut” of the proceeds). The Council severely punishes a Nest that operates in another Nest’s territory without permission. For cities or regions with only one Nest, determining the extent of the territory becomes a simple matter. It’s more difficult when a city has multiple Nests, but usually the Council resolves the situation by establishing strict geographical boundaries based on roads or prominent landmarks. If the Council wants to add a Nest into an area that already has one or more, it has to take territory away from existing Nests to give to the new Nest; in this case it compensates the Nest Leaders who lose territory with payments of cash, equipment, or personnel.

If a Nest thinks a rival Nest has wronged it, it can file a grievance with the Council using the Serpentine Network. Venom then dispatches a heavily-guarded investigation team to examine the complaint. The team talks to members of each Nest and conducts a street-level inquiry. It also talks with Venom contacts in local organizations who have no ties to either Nest. After the

investigators file a report, the Council makes a ruling and punishes the Nest found to be in the wrong (usually with a hefty fine). When Nests frequently collide and it’s clear that they can’t get along and that no one side is convincingly in the right, sometimes the Council issues a “vendetta” order. This means the Nests must find a way to settle their differences or lose their privileges. Venom may restore privileges to one side when the other side’s wiped out, but sometimes other Venom Nests, sensing the blood in the water, try to grab the available territory. The threat of mutual destruction often forces intransigent Nests to reach an agreeable compromise. Because it’s usually in a Nest’s best interest to cooperate with other Nests to combat mutual threats, Nest politics usually remain relatively neat and orderly. But when they get messy, they get really messy.

Located in the jungle-covered mountains in the nation of Laos, the Venom Central Headquarters is Venom’s largest and best-protected facility. Built inside and beneath the mountain range itself, the Central Headquarters is well-hidden from the prying eyes of the world not only by thousands of tons of solid rock, but by simple isolation. The Headquarters is the domain of Lord Venom himself. From here he issues orders to the Council, launches various plans and schemes, contemplates the world situation and how best Venom can take advantage of it, and studies his foes. On those rare occasions when the Council comes together for a face-to-face meeting, this is where it gathers. The base also includes Serpentine, the master computer that runs Venom’s Serpentine Network.

The Headquarters consists of three large levels. The topmost level holds Lord Venom's personal quarters, his private work spaces, and related facilities. It resembles an old Victorian mansion more than a Venom base. The walls have elaborate wood paneling and hold Old Master paintings; the furniture is lavish and comfortable; and an air of comfort, elegance, and sophistication pervades every room. Of particular note are the Council's meeting room (featuring a single table large enough for all thirty members to sit at), Lord Venom's enormous dining hall, and the "sitting room" from which he can look down upon his future domain via a large viewscreen arranged to look like a picture window.

The second level looks and feels more like a typical Venom base. The walls are metal or plaster, the facilities more spartan (but by no means uncomfortable). Lord Venom's handpicked corps of bodyguards, the Jade Venoms, lives and trains here. This level also features enormous hangars for the base's fleet of aerial vehicles. Because the mountainous, jungle-covered terrain around the base makes the use of lots of ground vehicles impractical, the Headquarters has very few of them. Instead it relies on Venom aircraft, such as Quetzalcoatl Aerial Gunships, to defend the Headquarters and shuttle visitors to and fro.

The third and lowest level is a technical area, filled with laboratories, workshops, testing rooms, prison cells, and other such utilitarian features. It includes the Serpentine Sphere, an enormous spherical chamber housing Serpentine and its various supporting equipment

and subsystems. Naturally, Venom protects its World Headquarters extremely well. Hidden sensors detect and track intruders from about 30 kms out so no attacker can take Venom by surprise. In addition to the large fleet of aircraft mentioned above, the base also has both automated and agent-fired main guns that normally remain hidden inside the mountain. Inside the base, security remains tight at all times, with electronic locks on all major doors that require a passcard, code word, or retina scan to get through. During times of attack security becomes even more intense, with automated weapons popping out from behind concealed panels to lay down withering barrages of fire against any intruder.

Additionally, the layout of the base makes invasion difficult and gives the defenders plenty of places to take cover and establish fire zones. Of course, if a large invading force actually does make it to the Headquarters, it's likely Venom will abandon the base anyway because it's been compromised. The defenses have as much to do with giving Lord Venom and his most valued underlings the time and opportunity to escape as they do with literally fending off attackers. The base has numerous secret escape routes, all heavily secured and many known only to Lord Venom himself.

The relationship between the Nest Leader and his commanders varies from Nest to Nest. There are four basic patterns that may be employed by a Nest Leader to run his operation.

1. Minor Nest: Under this scheme, Agents do not know the location of the Nest; they receive shipments of supplies

to their homes or to a central meeting place, and the Nest Leader communicates with the Agents by internet, telephone, or other information transmission networks. Before an action, an agent goes to a rendezvous point, is given orders by an Agent Commander, and then performs operations; the Agent Commander arranges for the transfer of goods or funds between the Agents and the Nest. The main disadvantage of this arrangement is that the Nest has limited control over its Agents. The main advantage is that this type of Nest is extremely secure.

2. Medium Nest: This Nest is similar to the Minor Nest, except that the Nest Leader retains a small corps of agents under his direct control that live and work at the Nest, in addition to agents that are contacted out of the Nest by internet or phone. During important operations, agents from the Nest will work with those who are not permanently stationed with Venom, and keep an eye on what is going on. A Nest Leader has greater control over his agents and their operations than a Minor Nest, but it is not as secure.

3. Major Nest: This nest is large enough to have several small Nests in a territory, each led by an Agent Commander, and linked to a central command (i.e., a Nest Leader). The sub-Nests usually take on separate assignments from each other, combining only to perform major operations. This is an extremely

effective arrangement for many larger Nests, but some Nest leaders dislike delegating control.

4. Grand Nest: This Nest is modelled on central headquarters. All of the Venom's agents, equipment, and mercenaries are consolidated into a single Venom base. They are usually very heavily armed, and require an extensive battle to "clean them up". Their major drawback is security; the more concentrated a Nest, the greater the chance that a Nest can be toppled by a leak or a telepath interrupting their operations.

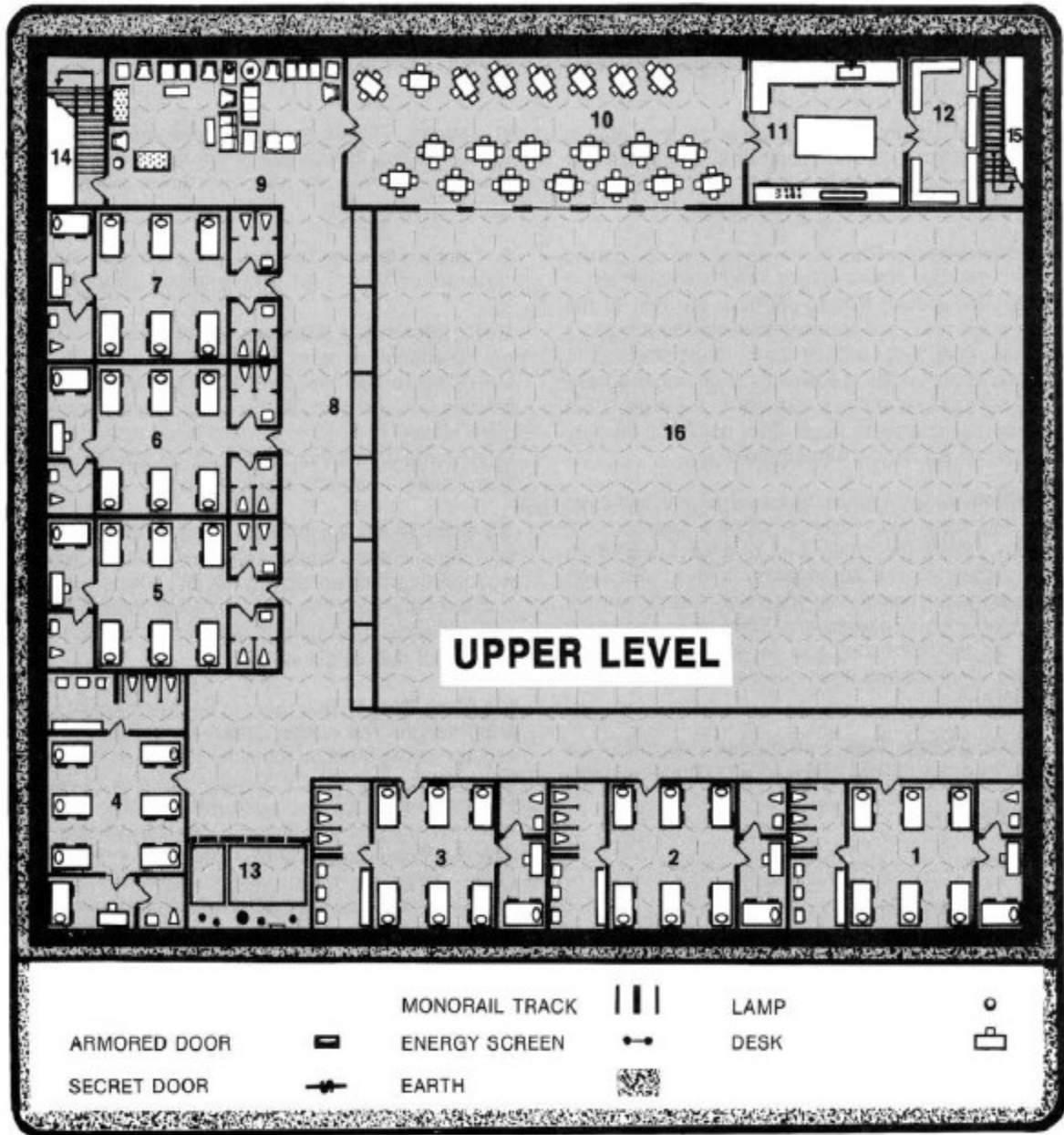
Example Generic Nest

The Nest is an underground base carved out of the bedrock of the city. The interior walls are all reinforced concrete and the doors are all heavy wood. All levels in the Nest are connected by stairs and a large elevator. The doors to the stairs and to the elevator are rigged, so when they are opened a signal goes off on the security desk in the main computer room.

There are two high speed elevators, one a 6" x 8" box and one a 12" x 8" box with controls for sending the elevator to other floors. A stair case behind a fire door runs between levels.

The lighting in the Nest is fluorescent, running from a city power source. Each light and sensor has a back-up battery, giving them two hours of power if the power is cut by clever heroes.

Upper Level



The upper level is the living level where the troops and sergeants are housed in barracks. Their weapons are kept in lockers near a large opening in the hall. The commissary, kitchen, and a storage room are also on this level.

1-7) Barracks: These barracks are outfitted for the troopers and technicians of the Nest. Each barracks contains 6 steel frame bunk beds with a chest of drawers (four drawers per bed) underneath. These bunks are used by two shifts. When there is no alert, there will be 2D6 troops or technicians in each barracks. Each barracks contains a platoon of troops led by a sergeant. Each sergeant lives in a room containing a chest bed, desk, and chair, with a private bath. When there is no alert, a sergeant will be in his room on a 1-2 on D6.

Each barracks contains troops of a different type. Barracks 1-3 have assault agents, barracks 4 has heavy weapons agents, barracks 5 has aerial cavalry agents, barracks 6 has undercover agents, and barracks 7 has technicians.

8) Weapons Lockers: A row of 6 sheet steel lockers is filled with Venom weapons. Each platoon sergeant has the keys for his platoon's weapons locker. When the Nest is not at alert, eight men in each platoon will have their weapons. A full locker normally contains 24 weapons and 24 flash grenades. Agents keep their helmets, visors, and reinforced costumes with them at all times. Each locker is rigged with antitampering devices.

9) Lounge: The lounge is a large social area next to the commissary; it's often used as a waiting area for the cafeteria. It has seating for 27, and usually contains 4D6 off duty agents at any time.

10) Commissary: The commissary has 21 plastic tables with four chairs apiece. Nest members eat in shifts. The assault troops eat first, the rest of the agents eat next, and the technical staff and leaders eat last. Breakfast starts at 6 am, lunch starts at 11 am and dinner starts at 5 pm. If a meal is in progress 75 people will be in the commissary. If a meal is not in progress and there is no alert, then 4D6 off-duty agents will be around the commissary.

11) Kitchen: The kitchen has a large grill and oven covering one wall, while a counter with snacks covers the other. Two doorways lead from the kitchen to the commissary and to the food storage area; there's also a service counter on the wall next to the commissary. Eight men from each platoons rotate cooking and serving the meal. During alert two assault agents are assigned to guard the kitchen.

12) Food Storage Area: This storage area contains a large deep freeze, and shelves full of canned goods.

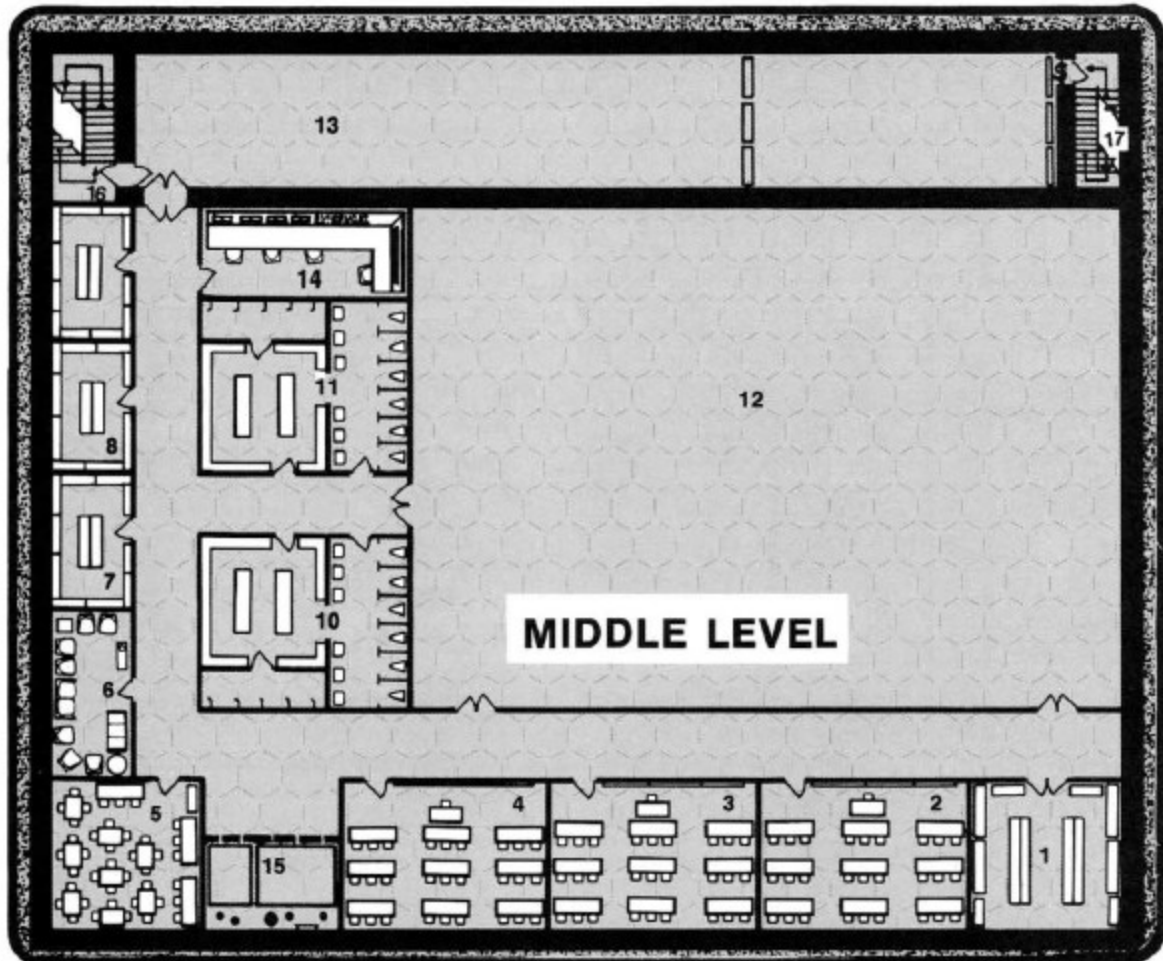
13) Elevators

14) Stairs

15) Secret Stairway

16) Gym: This is the second story of the gymnasium. Thick plastic windows allow people in the corridor to watch events in the gym.

Middle Level



The middle level has a gymnasium, class rooms, a library and study, a firing range, changing rooms. and storerooms. It would be lightly defended by Venom agents.

1) Library: This room contains three to six bookshelves with material on tactics, weapons use, magazines, and some light fiction.

2-4) Classrooms 1, 2 & 3: These rooms are used in instructing Venom agents in tactics and strategy. Each classroom has 9 tables with three chairs at each, and a desk near the door. When there is no alert, there will be $(5D6 - 3)$ agents in each classroom.

5) Study: This room has a large number of tables and chairs; it's used for out of class studying or private reading. It generally contains D6 off duty agents.

6) Lounge: This is another social area, used by agents waiting for the use of the range or the gym. When there's not an alert on, there will be $2D6$ agents in this room.

7-9) Supply Rooms: The three supply rooms contain classroom (7), gym (8), and range (9) supplies.

10-11) Men's and Women's Locker Rooms: These are the changing rooms and showers for people who are going to use the gym; there's a men's and a women's locker room.

Each changing room contains eight showers, 26 lockers, and three toilets. When there is not an alert on, there will be $2D6$ people in each room, in various states of dress.

12) Gym: This is a gymnasium large enough to play all major indoor sports. The gym has a waxed wooden floor, is two stories tall and is covered with lines that describe the court areas for basketball and volleyball. The gym is used for recreation and training of the Venom agents.

13) Firing Range: This room is a three man, 40 metre firing range. The range allows agents to practice without being noticed outside the Nest. Movable steel pistol targets hinge down at 20 metres. Movable steel target silhouettes are mounted against the far wall. The targets can be directed from Range Control. When there is no alert people will be in the range.

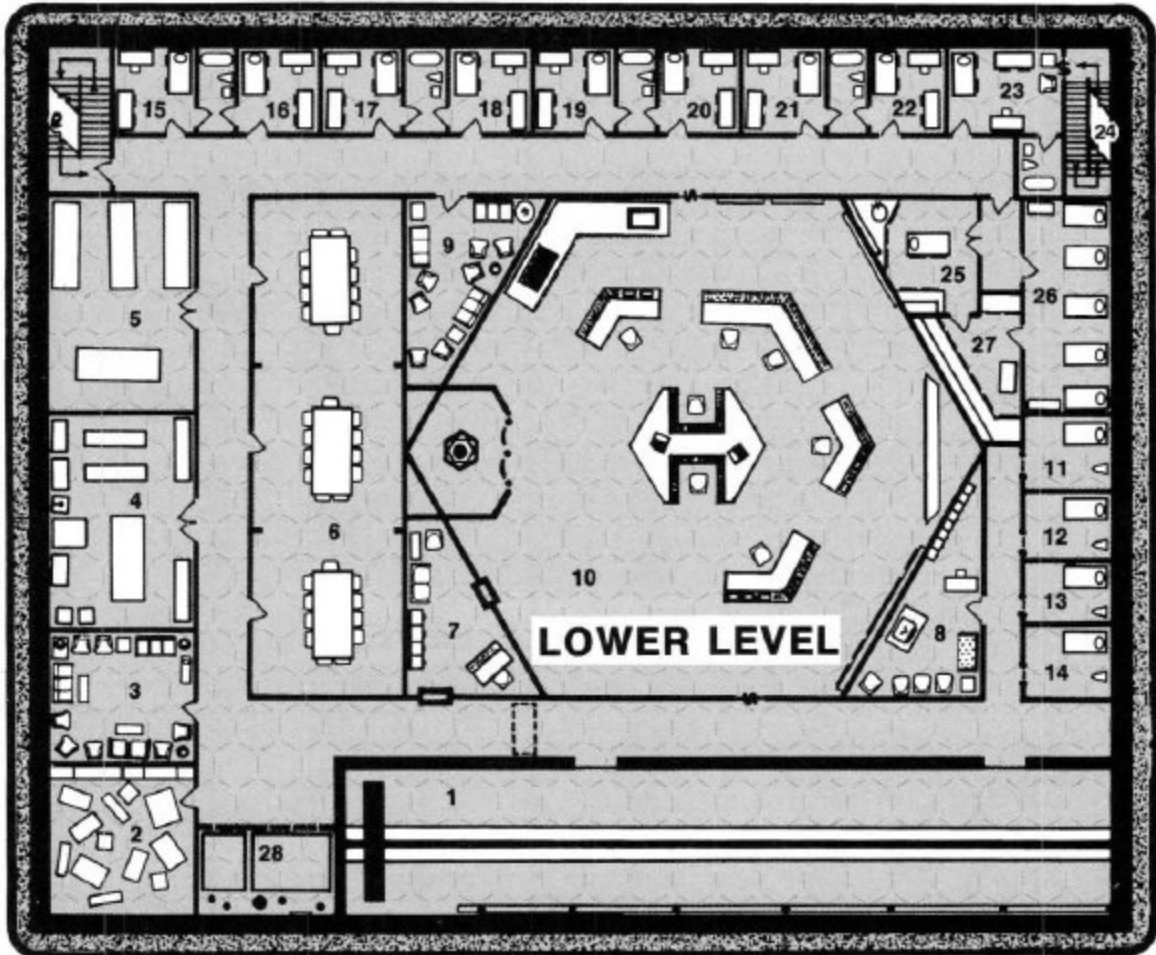
14) Range Control: The callers for the Firing Range are behind solid concrete in Range Control. The callers control operations in the range through the use of video cameras and speakers. A communicator allows Range Control to call the security desk in the computer room. Range Control will be occupied any time there are people in the Firing Range.

15) Elevators

16) Stairs

17) Secret Stairs

Lower Level



The bottom level is the headquarters of the Nest. This level includes the computer room, meeting and maintenance rooms, and the quarters for the Nest's officers.

1) Monorail Shuttle: The monorail stretches from the Nest to the Nest garage, one half kilometre away. The shuttle makes the trip in 3 Turns. The rail is heavy cast steel and the car is sheet steel.

2) Storage Room: This room is where all of the spare parts for the Serpentine communications link, weapons, and equipment are kept. Several dozen boxes of various sizes and weights litter the room. Because of a mistake, there's an unguarded spare communications crystal in a 2 kg box marked "Communications Parts".

3) Lounge: This is a lounge where off-duty agents can relax and watch TV. There are normally D6 agents here when there's no alert.

4) Armoury: Weapons and equipment is repaired in the armoury. The room has several 200 kg machines, tools, and 5 benches. If there is not an alert on there will D6 technicians and D6 weapons scattered about the armoury.

5) Computer Shop: Technicians in this room do periodic maintenance on the Serpentine computer link. One technician is on duty here at all times. The shop has oscilloscopes and digital meters on four 100 kg steel benches. When there is no alert, there will be D6 technicians in the computer shop.

6) Meeting Rooms 1-3: This is actually one long room with flexible partitions. Each room division contains a long table and eleven chairs. If an alert is not on there will be 3D6 people in each room.

7) Computer Security Room: This room controls access to the computer room. Two steel vault doors run to the corridor and to the computer. Six guards are always on duty in this room. All visitors must stop at the outside door and be identified by TV scanner and cleared by a palm print analysis. The security desk inside the computer room then checks the visitor over TV and opens the inner door.

8-9) Ready Rooms 1 & 2: These are where agents wait for an alert. The rooms are triangular, and contain a table, chairs, and two couches. A TV and playing cards are on the table. If an alert has not been called there will be D6 agents in each room.

10) Computer Room: The Nest Leader will direct the Nest defenses, communications, and operations from the computer room until he feels that he's in danger of capture from an assault. Then he'll run. The main objects of the assault (the Communications Crystal, the Nest Leader, and at least one supervillain) will probably be in the computer room if the heroes get here before the Nest Leader can leave. The computer room is hexagonal, about 24 meters across. Clockwise from the door is a shielded compartment that holds the Communications Crystal. The crystal can be destroyed from the center console or by the Nest Leader with a remote control device.

Next along the wall is the Nest computer memory. A technician monitors the computer controls on a console just in front of the memory. The computer communicates with Serpentine through the crystal link. Clockwise from the computer is the massive two man communications console. Giant wall mounted screens in front of this console show security maps of the Nest.

Then comes the operations desk; this desk shows information during Venom operations. The console normally shows a map of the operation in progress. The Nest Leader will get any information about an assault from this desk.

Finally, in the center of the computer room is a double console with one chair for the Nest Leader and one for the current console controller. This desk can access and override any of the other functions; it also contains special command circuits and the destruct key for the communications circuit. Any security alarm that goes off is relayed to this double console. The security desk monitors TV cameras hidden in the walls that will spot suspicious activity in the Nest on an 11 or less each Turn.

When there is no alert, there will be six technicians, two guards, and a team leader in the computer room. During an alert the Nest Leader and five additional guards will enter the room. In an emergency the room can be evacuated through a secret door behind the operations desk. When the door is opened a secret steel vault bulkhead will close off the corridor outside from the rest of the Nest. There is another secret door on the opposite side of the computer which is known only to the Nest Leader. This door opens onto the corridor near his quarters.

11 -14) Cells 1-4: The Nest has four specially reinforced cells for holding special prisoners. These cells have 100 HP walls and a 100 HP Force Wall for a door. The cells each contain a bed and a toilet; a guard is permanently posted outside of any cell containing a prisoner. The cell doors are operated by pushing a button outside the cell and one on the security desk. The locks are unpickable from the inside and a lock pick roll at -5 is necessary to pick a lock from outside.

15-22) Venom Team Leader's Quarters: These rooms are used by the team leaders that report to the Nest Leader; they're also used by any supervillains in the Nest. The occupants of the rooms are: undercover team leader in room 22; assault team leader, room 21; heavy weapons team leader, room 20; aerial cavalry team leader, room 19; rooms 18, 17, 16 and 15 are for visiting supervillains.

23) Venom Neat Leader's Quarters: This is the room where the Leader of the Nest sleeps. A communications panel allows the Venom Leader to instantly communicate with any part of the Nest. There is a secret exit behind the chair and table into a secret staircase.

24) Secret Stairs: A private staircase which also exits onto the firing range and the kitchen storeroom through secret doors.

25) Examining Room: This is part of the infirmary. This room includes an examining table, medicine chest, and sink. A doctor and four medical technicians run the infirmary.

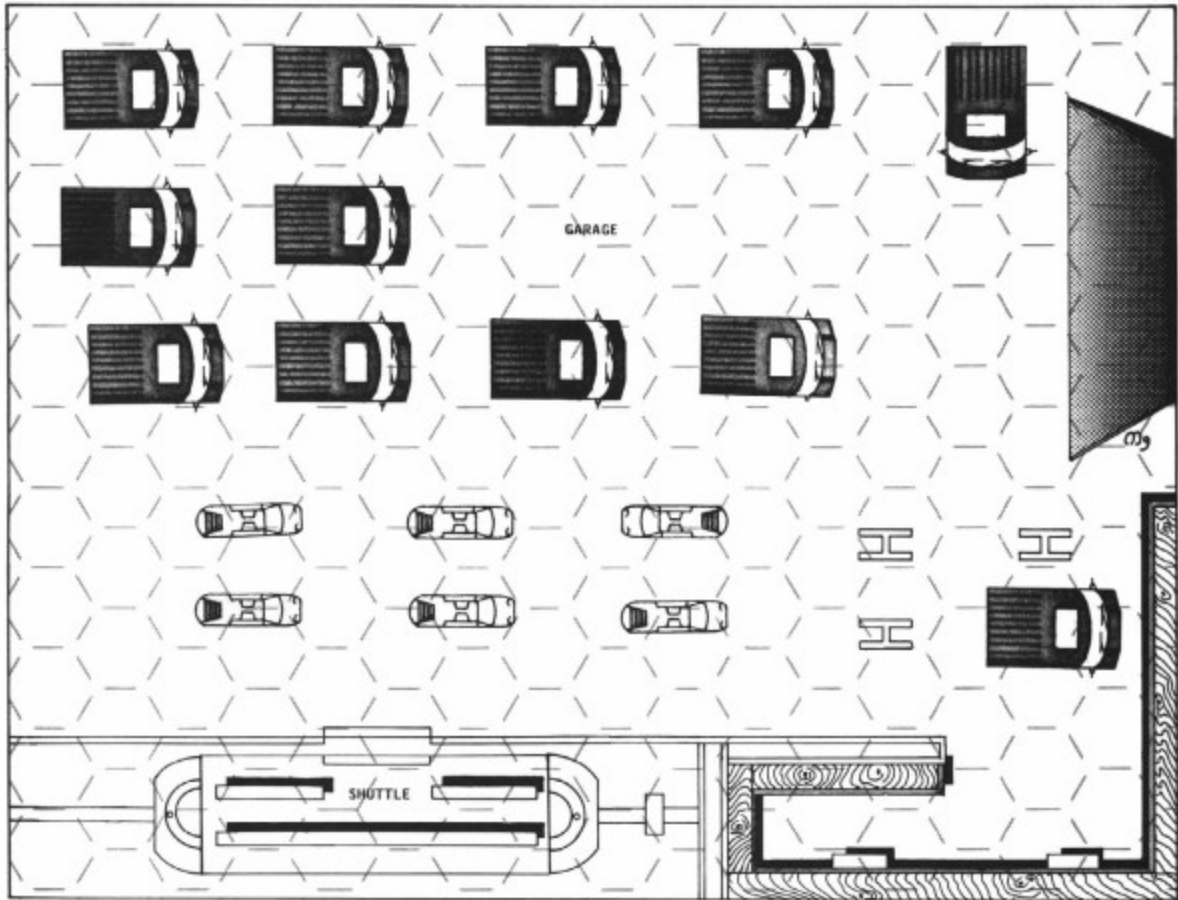
26) Infirmary: This room has five beds where wounded men can recover. There will be D6 wounded men in the infirmary after any operation.

27) Medical Storage: This is where bandages, medicines, and drugs are stored. Only the doctor and the ranking Venom officers have keys to this room.

28) Elevators

29) Stairs

Garage



The garage is a huge room, filled with vehicles and repair facilities. Twelve vans, each with a capacity of twelve troopers and a driver, allow Venom to evacuate the entire complex. Six sports cars (with room for four) are reserved for the officers, or the undercover agents. In the case of an evacuation the vans would drive to safe houses around the city. The shop area has four lifts and is completely equipped. Engine hoists hang from the two story ceiling and a long bench runs down one wall, around, and out into the shop. Two technicians and two guards are on duty in the garage when there's no alert. During alert, eight guards take up positions around the vehicles. Six technicians run around and warm up the vans for the fastest possible getaway. The monorail shuttle runs from here to the third level of the Nest. Sensors every 10 metres along the tube will spot activity. The Nest Leader can attempt to send units to defeat any intruders or blow up the tube. Destruction of the tube will collapse a section 15 metres long. If heroes are within 15 metres of either end, they'll be trapped on that end. If they're inside the tube three things can happen. Roll 1 D6; on a 1-2, the hero is free to go to the end of the tube, the far end is blocked; on a 3-4, the hero is trapped in a cave-in; on a 5-6, the roof collapses on the hero, and he takes 20D6 physical damage and is trapped as in 3-4. If a hero is trapped, he may suffocate. There will be a combined total of 2D6 recoveries of oxygen in the remaining space.

Section 7: Internal Politics

Though far better disciplined and organized today than in the past, Venom remains an organization of criminals. As such, it's subject to internal feuds, power struggles, stealthy assassinations, and other forms of competition between members. A group of greedy, unprincipled, ruthless people doesn't always function smoothly.

The most important rivalries within the organization are the ones between the members of the Council. While none of them would dare challenge Lord Venom for leadership of the organization, all of them jockey for power and influence. Each uses spies, surveillance technology, and a thousand other schemes to increase his own authority and resources, or weaken those of his rivals.

One important check exists on this sort of activity: the oath sworn by the Council members, which the mystic power of the Serpent Lantern enforces on them. This means one of the Council cannot directly or indirectly "betray" another member or the organization as a whole. But the oath is not without its limits. "Betray" has a relatively narrow meaning. A member cannot inform the authorities about another member's activities (or those of his underlings), nor attack that Founder (or his interests) in any way. But he can refuse to help another member, attempt to out-do another member within the organization, or indirectly weaken him by siphoning off his resources in some way.

Similarly, each of the major branches of Venom fights with the others for the

place of prominence within the organization. All four make their own claims to be "the most important part of Venom," and do their best to prove it by showing the others up. Within a given Nest, agents often align themselves among the branches, denying their rivals equipment, services, or financing, or perhaps disposing of an enemy with an anonymous phone call to the police. Individual Nests often compete, openly or covertly, for power, profits, and prestige. A successful, high-earning Nest gains more influence within the organization than a weaker, less profitable one, and some try to improve their own track records by stealing from or hindering other Nests (secretly, of course — Lord Venom would kill any agents caught stealing from any part of his organization).

Smaller-scale struggles and rivalries often occur within individual Nests. Since an agent moves up the Venom ladder either when his superiors prove themselves incompetent, or he fills a vacancy above him based on his own abilities, Venom's own culture and rules exacerbate this behaviour — the best way to find a vacancy to fill is to create it yourself. Many a Nest Leader sleeps with one eye open, knowing any number of contenders for his position may try to advance their cause by killing him. A clever leader learns how to play various factions in his Nest off against each other, keeping himself secure by deflecting his enemies' attention.

Section 8: Hunted by Venom

Okay, Venom is hunting your character. What happens? Do they keep sending agents to mindlessly attack you until they get lucky? This has been the way that Venom has usually handled hunting their enemies in the past, and one which is generally recognized as ineffective. Venom's Intelligence Staff has provided the following guidelines for dealing with enemies:

First: Gather as much information as possible on the target. Learn weaknesses. Learn character flaws. Blackmail is less risky than physical confrontation. Discover who is important to the target and eliminate them, kidnap them, or use coercion to turn them against the target. If the target is a costumed adventurer, try to determine if they have a private identity and reveal it publicly. Find out what they depend on financially and cut them off. Isolate the target from those who would emotionally support him. Information is the key. Learn who your target's enemies are and help them achieve your goal. Always scout your target before you strike.

Second: Never strike unless you are clearly superior to your target. Employ ambush techniques whenever possible. Try to dictate the circumstances where you will confront the target; if possible, manipulate the situation using known tactics and behavior patterns of your target; it is easier to plan an assault against a target when their actions are predictable.

Third: Do not allow your actions to be dictated by emotion. Do not attack someone your Nest is not prepared to handle. Failures weaken Venom's credibility and a Nest's security. Do not

let a target goad you into an attack unless you are prepared.

Fourth: If at all possible, attack in public. Demonstrate the power of Venom to the public. This will eventually demoralize them, as well as any heroes unfortunate enough to be targeted by Venom in the future.

Section 9: Recruitment

One of the things people wonder most about Venom is: “Where the hell do they find all those agents? Don’t you have to be brain damaged to put on that costume and go out and fight honest-to-god superheroes?” The truth is, Venom has numerous sources of potential agents.

First, there’s the military. Venom sources get a list of individuals who leave military service in the United States, Canada, Great Britain, and elsewhere; they also spend a lot of effort trying to access military records, looking for dishonourable discharges and personnel with discipline problems. Venom also monitors Internet message boards frequented by servicemen and their ilk. At all times it looks for signs of contempt for government and authority, greed, violent tendencies, or other personality traits that might make an individual a target for recruitment. Venom likes recruiting exmilitary personnel because they’re already accustomed to the sort of training and discipline Venom provides.

Second, there’s prison. If someone’s committed two or more violent crimes and has just gotten out of prison, there’s a good chance Venom’s keeping an eye on him and may try to recruit him. In fact, Venom may recruit a prisoner before he’s released. More than one prison has an underground network of incarcerated Venom agents (and guards who owe their loyalty to Venom) who evaluate new prisoners and direct the best candidates into the organization.

Worse, however, are Venom-sponsored jailbreaks. Venom has caused numerous small escapes since its inception, but the

most serious actions involve Venom raids on major penal institutions. Three times in the last ten years, Venom launched fullscale assaults on prisons and freed hundreds of prisoners, many of whom then received plastic surgery, new identities, and a spot in the next class at Venom Academy.

Third, there are the ranks of disgruntled scientists, academics, and technicians. The collapse of the Soviet Union has left numerous scientists without the resources they need to conduct their experiments, and scientists working for restrictive regimes like North Korea may prefer the comparative freedom of a Venom laboratory. More than one scientist has abandoned conventional society in favor of Venom when scorned by other scientists — or when prevented from conducting “proper experimentation and analysis” due to “idiotically restrictive” regulations regarding safety and human testing. The scientific freedom Venom offers these renegades is an intoxicating lure.

Finally, but perhaps most importantly in the long term, there’s the Third World (and, similarly, inner cities in the United States). While life in Venom may not be the epitome of Western comfort and leisure, it’s light-years better than dying of starvation, disease, or genocide; to millions of potential Venom recruits from the Third World, life as a Venom agent promises immense wealth, power, and opportunities compared to staying home. Despite Lord Venom’s general disdain for “lesser peoples,” recent waves of “immigrants” to Venom from Africa, Asia, Russia, and South America have invigorated Venom and greatly expanded its manpower resources. If these recruits already have

useful skills from early careers in organized crime, the military, or espionage, so much the better. Venom's philosophy appeals far more to men than to women. Nonetheless, Venom goes out of its way to recruit competent female agents, since Venom needs strong female leaders to achieve its goal of world conquest. Venom Nests remain overwhelmingly male, but not exclusively — though most female agents have to act more male than male to survive in the rough environment of a Nest. According to U.N.I.T.T., female Venom agents are even more vicious than their male counterparts.

College graduates offer leadership potential, which, Venom, in spite of its willingness to indoctrinate people, believes to be an important quality. The typical Venom recruit, as mentioned, is either an unemployed and bitter blue collar worker, or an unemployed and bitter ex-military, police, or security guard. Long periods of time in combat situations, particularly if the individual feels resented, makes the individual identify more with the combat role than the people and property they are supposed to protect. Venom recruiters are masters at identifying "aggressive burn-out" and using it to create new Venom agents.

Some say that Venom's current rise is not due to the skills of Lord Venom as much as it is to high unemployment and worker resentment against a political establishment that allows jobs to cross national boundaries; certainly the Venom boom in the early 1970s had something to do with thousands of ex-Vietnam vets being recruited into the

organization; this success is being repeated with veterans of the Gulf War. And, of course, Venom uses training and indoctrination centres to whip agents into shape, when necessary. Venom flourishes in an atmosphere of aggression and resentment. Lately, Venom has been recruiting successfully from illegal immigrants, and from street gang members; several people have raised concern that American street gangs are becoming a "farm system" for Venom. In spite of some negative publicity regarding the life of a Venom agent, they are not having many problems finding acceptable recruits.

Venom tries to portray itself as a non-discriminating criminal and terrorist agency, open to anyone regardless of gender, religious, or racial background. This is not always true because of the diversity of Nests, and because the criminal world is not particularly tolerant of differences, individual Nests have individual hiring policies. Some Nests deliberately discriminate against women and minorities, others (particularly those that perform a lot of covert actions) prefer agent backgrounds that are different from the norm. The percentage of VENOM agents is about ninety-five percent male.

Allowing males and females of a violent background to mix freely in a Nest can create serious problems. If the Nest is not well-disciplined. Furthermore, Venom studies show that males are easier to recruit into a violent organization than females, which leads Venom recruiters to try to get males instead of females. Nonetheless, female Venom agents that are treated with respect are often extremely capable and deadly agents, and there are more than a few female

Nest Leaders and Venom commanders. Venom has a higher percentage of male African-Americans and Latinos than women; minorities in economically down-trodden areas are a prime target for recruitment. There are "separatist Nests" which are composed entirely of women, or a certain minority; these Nests are often more interested in the cause of their group than Venom, and the Supreme Serpent has been trying to discourage this, with limited success.

Recruitment Procedures

When Venom spots a potential recruit, a recruiter subtly tests him for philosophical compatibility with Venom's goals, then determines the recruit's attitude toward Venom. If the potential recruit seems in synch with Venom generally, he gets "tagged," in organization parlance — he receives a recruitment pitch. If he rejects the offer, Venom has him killed. If he accepts — and most do — Venom extracts him from society and tests his physical and mental strength. Those who fail these tests are killed. Those who pass (which most recruits do) are sent to Venom Academy for training.

Those who undergo the training but fail to meet the Academy's physical and mental standards are usually killed, but if Venom fears someone will notice that a recruit permanently "disappeared," it may brainwash him and return him to the world. Recruits who graduate from the Academy receive an assignment to a Nest. The Nest arranges a new identity for the agent, finds him a cover job (that is, a place where he pretends to work while really performing Venom duties), and pays the agent wages and benefits using the cover job as a smokescreen. Venom agents receive a broad package

of health, dental, and funerary benefits, as well as various investment options such as shares. If a Venom agent works for 10-20 years without being imprisoned for life, maimed, or killed, he usually gets to retire to a planned community, either in Florida or (in the case of agents who pose a security risk) a beautiful (but utterly isolated) Caribbean island known as Serpos. To date, Venom has kept the existence of these retirement communities totally secret from law enforcement.

Venom Academy

In a resort town in southern France, there's a newly built planned community named "Serpentus, France." The centerpiece of the community is a large complex called "The Serpent Hill Lodge and Spa." It claims to be the latest in modern resorts for overstressed business travelers, but it's actually a front for Venom. The community is a Venom base, and the Lodge is actually Venom Academy, the place where all Venom recruits go to become full-fledged Venom agents. This is the third incarnation of Venom Academy. Two other installations were busted by the M.R.U. (including Venom's so-called "Cobra College," a raised island in the Caribbean) in 1992, and Justice Anonymous located and destroyed a lesser college in New York in 2000. The authorities know Venom has built a new training facility, but no one has figured out its location yet. Serpentus has a population of 800. Thirty of its citizens, all community leaders, are full-fledged members of Venom, but Venom has conditioned all Honor residents to serve it. They're (excessively) friendly, but do their damndest to get visitors out of town as quickly as possible, and report all strangers to the mayor. The mayor of

Serpentus (also the head of the spa and the Academy Superintendent) is Adolt, one of the cruelest and most influential people in Venom.

All Venom cadets who pass through town receive pseudonyms and alterations on their records to conceal the fact they stayed there. The cover of a “planned community” has worked extraordinarily well to hide Venom’s presence — perhaps the authoritarian nature of such communities does a better job of masking Venom than anything else Venom could have chosen. Venom Academy has a large underground facility and wide areas of woodlands. The spa has a pool, a golf course, and Big Snake Lake. Security remains extremely tight at all times: in addition to a very tall barbed wire fence surrounding the entire complex, hidden cameras cover virtually every inch of ground. Agents dressed like rent-a-cops and wielding conventional firearms guard the outer perimeter; inner perimeter security includes not only more guards, but concealed automated blasters controlled by agents from inside the underground facility.

Venom brings prospective agents into the main spa area, where it pampers them for two to three days. The pampering actually serves as cover for elaborate mental conditioning, which includes drugs and hours of exposure to subliminal messages. Once Venom feels it’s properly primed the would-be agent, it transfers him to “The Snake Factory,” a complex located under Big Snake Lake. Here, agents receive indoctrination, an extensive and grueling 24-week training regimen, and (in the most radical cases) even low-grade mutagenic treatments designed to

improve them physically and mentally (sometimes to near peak-human levels). Criminals with recognizable features receive cosmetic surgery and new identities. They’re also tortured without mercy. Adolt believes a person can only find his true self when someone pushes him to his physical limits. When someone’s “true self” does not meet with Adolt’s approval, he disposes of the “failed recruit” as described above. Those who pass Augur’s tests become Venom agents and leave the Academy for a Nest.

Features of the Snake Factory

Main House: Guests stay in the main house. The building resembles a large nineteenth century hacienda, with twenty bedrooms, several luxury suites, libraries, saunas, weight rooms, ballrooms, a movie theater, and other luxury accommodations. A secret elevator to the basement leads to a security room (where all cameras feed to, and from which agents can fire all automated weapons) and an access tunnel to the “Snake Factory.”

Big Snake Lake: The name predates Venom by decades. Beneath Big Snake Lake is a huge, well armed Venom complex, complete with training facilities. There are three entrances: the previously mentioned tunnel; a tunnel that leads to a hangar bay located below the helipad; and a “lake scoop” for boats (a shaft comes out of the bottom of the lake, and boats and hydrofoils may drive down it).

Maxwell’s House: Adolt’s residence is fairly ordinary, and rather spartan. He does have a perfectly manicured zen garden, a huge collection of West

African art, and a basement filled with dozens of poisonous snakes, which he raises in his spare time.

Supply House: Over a dozen vehicles, with Venom markings, and an arsenal of Venom weapons and ammunition are stored here.

Helipad: Venom stations an unmarked helicopter here at all times, but the pad opens to reveal a cavernous hangar below where Venom stores six of its aircraft.

Golf Course: This eighteen hole course is particularly well monitored; its security features include hidden land mines (which agents in the Main House's security room can arm and activate electronically).

Cabins and Campgrounds: With the press of a switch in the security room or the cabin itself, each cabin converts into a small bunker with thick walls and emplaced weapons capable of hurting even a superhero.

Stables: A stable of twelve thoroughbreds, completely normal.

Pool: This connects to a shark tank, hidden in the basement of the hacienda. Maxwell can release the shark into the pool to kill unwanted guests.

A typical day at the Academy

At Venom Academy, a typical day of basic training consists of the following:

05:00 Wake up
05:15-05:30 Inspection
05:30-06:15 Morning mess
06:00-08:00 Twelve-mile run

08:00-08:30 Flogging (of anyone who failed the course, or whoever finished last in the run)

08:30-08:45 Snake-feeding and -handling training

08:45-09:00 Paramedics training

09:00-11:00 Physical Endurance training (also known as pain resistance and torture techniques classes)

11:00-11:30 Break (although this is usually canceled so the trainees can clean the facilities)

11:30-13:00 Indoctrination (agents watch training videos in a VR environment, with drug treatments often administered)

13:00-13:45 Lunch mess

13:45-14:00 Inspection

14:00-15:00 Weapons training

15:00-16:00 Tactical drill (elaborate paintball-like games with toned-down blasters)

16:00-17:30 Technical training

17:30-18:15 Evening mess

18:15-19:00 Recreational break (see previous Break)

19:00-21:00 Close combat training

21:00-23:30 Venom inspirational speeches, testimonials from guests on how weak and corrupt the enemy is (and how wonderful Venom is), news, rewards to outstanding students, and other entertainment.

23:45 Bed

Agents who return to Venom Academy to upgrade their skills to specialist (Elite) level receive appropriate specialty training in lieu of physical endurance training, tactical drills, and the first half of close combat training.

Section 10: Income

Venom is a huge organization, and people often wonder how anything that big can hold itself together financially. There are several reasons it can. First, Venom expects its Nests to remain largely self-sufficient. Venom's central command may loan a Nest money and materiel, but only if the Council feels it deserves it (based on the Nest's general track record, earnings, and the like) or the Council can forward its own agenda by doing so. Nests usually have good financial backing, if only because they need to provide cover jobs for their men. On the other hand, when the Council's operations show a profit, Venom likes to spread the wealth down to the men, thereby cementing their loyalty.

Rather than paying huge cash bonuses (which the agent can use to achieve a greater independence), they prefer to fly agents out to Venom controlled resorts and show them a good time. Particularly loyal and capable agents, however, do receive cash bonuses (often through rigged gambling winnings — Venom's well-versed in a number of old school money laundering techniques). More surprisingly, Venom Nests sometimes agree to make sure that certain family members and friends of Venom agents receive "perks."

They let agents use their cover identity jobs to provide services (home repair, landscaping, low-rate mortgages...) to other agents' family for little or no cost (with the Nest subsidizing the work so the agent doesn't lose money), and in some cases even give money to the families of injured agents until the "breadwinner" is back on his feet. Some Nests, taking a cue from organized

crime, adopt a neighborhood and refurbish it with new parks, schools, theaters, and clubs (all of which generate income for Venom, and many of which may provide leads on recruits).

Second, Venom's leadership has an economy on a much larger scale — the Council and Lord Venom play in the big leagues. They directly or indirectly control much of the resources of west and central Africa, including the diamond and gold trade and Nigeria's oil supply. This alone gives them a resource base that generates tens of billions of dollars each year. In addition, the Council wields enormous industrial might — and the "black budget" R&D of its companies gives Venom additional funding worth \$50-100 billion dollars per year.

Section 11: Venom's Hit List

1. Rose/Thorn

Lord Venom has never forgotten or forgiven Aruston or his organization for what they did to him. To that end Venom has been charged with bringing about his destruction; and have hired a seemingly never ending list of mercenaries and assassins to kill him. So far none have succeeded. Venom is willing to do anything, including working with vigilante superheroes who don't mind getting their hands bloody, in order to destroy this threat to their existence.

2. Justice Anonymous

One of the most persistent enemies of Venom, they have broken the infamous New York City nest, and have been a thorn in their side for years. Venom Investigators are trying to uncover their secret identities; if they are uncovered, they will attack them en masse when they are away from the headquarters.

3. The Force of July

Super Patriot has been going out of his way to make Venom's life miserable, and Lord Venom is rather tired of it. With the rather enthusiastic support of the League of Evil, Venom is out to destroy the Force.

4. U.N.I.T.T., especially the M.R.U.

Until recently, even though Venom and M.R.U. were deadly enemies, U.N.I.T.T. had been kept so busy with various extraterrestrial and interdimensional invasions that Venom was willing to ignore them. However now that all those wars are over the M.R.U. has begun to turn its attention

back to Venom raising their threat profile.

5. Unknown

This is reserved for someone in your campaign, or the entire group.

Section 12: Baroness Industries



One of Venom’s most important “allies” — or resources, if you prefer — around the globe is Baroness Industries, the multinational conglomerate owned and controlled by Anastasia Von Muller. Among the top ten largest corporations in the world, Baroness Industries has its fingers in just about every type of moneymaking enterprise: manufacturing, mining, chemistry, biotechnology, computers, robots, aerospace, energy, and more. As a privately-owned corporation headquartered in Bonn, Germany, it escapes a lot of the regulations imposed on publicly-held companies. Baroness Industries and Venom have an almost symbiotic relationship.

Without Venom Baroness would not have reached the pinnacles it has attained in the modern world; the criminal organization’s assistance with industrial espionage, sabotage, and illegal experimentation has enabled Baroness to leap ahead of its competitors on numerous occasions. Conversely, Baroness often offers Venom a

legitimate front through which to conduct operations, launder money, and increase its influence over the business world. As a business entity, Baroness Industries has simple goals: remain on the top of the corporate heap; and increase profits. But unlike most corporations, it lacks even the tiniest scruples about how to attain those goals. The only thing that reins Baroness in is fear of being caught (which would not only mean jail terms for those involved, but a tremendous PR blow). As long as the corporation’s officers feel confident they can get away with it, they’ll use all the weapons available to them: assassination; violation of environmental regulations; fraud; spin doctoring; blackmail; intellectual property theft.

The average employee knows nothing of this, and would be shocked and dismayed to find out about it — but within the heart of Baroness lies a vast and vicious criminal conspiracy whose true bounds and full scope of activities are known only to Anastasia Von Muller. Of course, Baroness takes great pains to present a “friendly and responsible” corporate face to the world. Its tens of thousands of employees receive generous compensation and benefits, it donates millions of dollars to charity every year, and it promotes its “environmentally sensitive” policies. But even then, it often has a hidden agenda, such as running less well-funded competitors out of business due to the increased overhead brought on by expanded environmental regulations Baroness lobbied for.

Besides the Baroness herself, some of the most prominent and important

employees of Baroness Industries include:

Warwick Doolan, M.D.

The president and C.E.O. of Baroness North America, Warwick was once a practicing physician who lost his medical license due to a few too many malpractice suits. He drifted into research, where some of his ideas — not to mention his willingness to exploit research subjects for personal gain — eventually landed him a job at Baroness Industries. From there he worked his way up the corporate ladder, transitioning from research to management as he “arranged” vacancies with a surgeon’s precision. Although he’s responsible for all of Baroness’s operations in North America, Dr. Doolan usually has one or two “pet projects” that occupy a lot of his attention.

Currently he spends much of his time with Project RNA, a secret project within the company’s biochemical research laboratories to determine the genetic or other factors responsible for the creation and development of superpowers (primarily mutant powers). Baroness scientists have begun a comprehensive study of superhuman abilities, often using data covertly gathered by Venom operatives during conflicts with superheroes and passed on to Baroness through “channels.” If Warwick unlocks the secret of what causes superpowers, Venom could very well become unstoppable.

Josephine Lawrence

Looking for all the world like a model instead of a corporate executive, Josephine Lawrence, the head of Baroness Industries public relations worldwide, conceals the temperament of

a shark behind her winning smile. She’s got a steel-trap mind and a vicious streak that makes her a perfect weapon in the Baroness’s hands. Whenever the Baroness wants to ruin an enemy or publicly humiliate a rival, she turns Lawrence loose on the problem.

Based in Baroness’s Washington, D.C. office, Josephine also oversees the company’s lobbying efforts (both the direct ones, and the indirect ones through various shell corporations and dummy charities it sets up to conceal its interest in a particular issue). She knows the corridors of power in Washington well, and won’t hesitate to trade on the many favors and contacts she (and the Baroness) have accumulated over the years. Josephine’s husband, Mason, is a partner at a powerful Washington law firm that does a great deal of work for Baroness Industries. Together they’re a potent combination and two of the Baroness’s favourites. They’re often among the select few asked to join the Baroness at “corporate retreats” in her lavish Swiss chalet.

Henry Kinson

This tall (6’6”), broad-shouldered, muscular Canadian and former Venom Nest Leader serves as Baroness’s Head of Security. He’s saved the Baroness’s life on two occasions, and she trusts him as much as she trusts anyone. He knows most of her (and Baroness Industries’s) secrets, though he’s never once let one slip or showed any sign of disloyalty (and a good thing, too — she secretly planted a cortical bomb in his brain so she can kill him instantly if she has to). Although nominally headquartered at the main Baroness facility in Bonn, Kinson usually

goes wherever the Baroness goes so he can oversee her security arrangements personally. He has a reputation among his men for absolute fearlessness, and while he knows that's not true, it's an image he carefully cultivates. If necessary, he'd even take on a superhuman one-on-one to prove to his security personnel (and the Baroness) that he doesn't back down from anything.

Kinson commands a force of nearly 5,000 security "troops" worldwide, more than a few (but by no means most) of them former Venom agents. His men have the best equipment he can reasonably buy, excellent pay, and wide latitude about "busting skulls" when they think it's necessary. He'd rather Baroness suffer a few "brutality" lawsuits (and beat them in court, usually) than run the risk of a security breach.

Baroness Projects

At any given time, Baroness Industries has thousands of research projects, corporate initiatives, and business plans in the works. Some of the more intriguing current ones include:

Dee Dee Research Inc

This branch of Baroness Industries purports to provide demographic research, public opinion polling, and related services for businesses, the better to enable them to predict future trends and plan their future products. DDR does that... and more. In addition to helping Baroness Industries and other companies exploit the masses, DDR researches the subject of group psychological manipulation. Its scientists, some of whom possess mild psionic powers, want to know the best

ways to alter peoples' perceptions through propaganda, control of the media, and even more direct means (brainwashing, mind control). Venom has occasionally used DDR's findings when interrogating captured superheroes and M.R.U. agents. DDR also helps Baroness maintain its edge in a sneakier way: it sometimes gives mildly incorrect data to its customers. Given the broad trends it predicts, a change of just a few percentage points can have an enormous effect on profits, leaving Baroness in the black but its competitors in the red.

Laboratori di Unita

An Italian subsidiary of Baroness Industries, Unita is a biotechnology firm working on solutions to global hunger. It wants to reduce, or better yet eliminate, the problems of starvation in sub-Saharan Africa, India, and other places through higher crop yields, development of new food sources, and the like. But of course there's more to this altruistic effort than meets the eye. Unita is the public face of Project Unity, a Venom-Baroness effort to unite the sub-Saharan region of Africa into a single empire for Venom to rule behind the scenes. The Baroness hopes to place herself on the throne of that empire, though Lord Venom, who takes a proprietary interest in Africa, may have something to say about the matter.

Project Lost Property

In the latter quarter of the twentieth century, when super-technology-wielding heroes became ever more common, the Baroness had an intriguing notion: steal their technology. A hero who maintains a secret identity can't

patent his inventions, so if Baroness could obtain them it could register them itself and make money from them without incurring R&D costs. And so was born Project Lost Property, a joint Venom-Baroness operation that goes into effect whenever project analysts find a hero with the appropriate attributes: (a) has technology Baroness could use which he has not patented; and (b) is vulnerable to attack.

The project scrambles a special team of Venom agents armed with capture and restraint weapons as well as devices that can temporarily neutralize technology and crack open suits of powered armour. If all goes well, the agents return to their European base of operations in just a week or two with new gadgets for the Baroness's scientists to study and replicate.

From behind the scenes, Venom is a huge player in the business world. Many members of the Council own multibillion dollar corporations and work together to keep each other wealthy and powerful. Some experts have described Venom as "a business cartel that commits crimes on the side" and that's not very far from the truth in many respects. And in some cases, what Venom can't steal, it can acquire; companies like Baroness Industries are very aggressive purchasers of high-tech research firms, because you never know when some superhero or rogue villain will hide his technical secrets in a small start-up firm.

Some people believe one out of every three people in the American government is a Venom spy. This is nonsense, but Venom has its proverbial

fingers in as many pots as it can. In most defense and research-related department of government, Venom has a deep cover agent planted somewhere; in nearly every major industrial firm that Venom doesn't own, there's someone secretly working on its behalf. (Of course, watching an R&D department of a major governmental agency or corporation is a huge task, and many projects slip under Venom's radar.) The nation that's proven the greatest challenge for Venom to infiltrate has been China. Venom hopes the increased world commerce with China will open its bureaucracy as well as its markets to Venom infiltration.

Venom keeps a careful eye on the mercenary and terrorist world, but rarely employs "outside talent" (as they refer to mercenaries) or "local lunatics" (as they refer to terrorists) — though it does sometimes sell weapons to both groups. Venom has no problems with raiding either community for talent, but otherwise holds modern Mideast terrorism in contempt. It's a backward, reactionary force with no relationship to Venom's goal of world advancement.

Section 13: Hardware

The technology division of Venom is involved with three, often overlapping tasks: (1) the development of inexpensive, easy-to-produce weapons; (2) the development of expensive, cutting edge technology and weapons; and (3) the examination of stolen technologies for practical benefits

Venom has a reputation for conducting wild scientific experiments; this reputation is deserved. The Venom Command, under the aegis of the Technology Division is responsible for overseeing all Venom scientific activity. Nests are allowed and indeed encouraged to conduct independent research and engineering projects (the Venom Technology Division sometimes purchases discoveries and developments from Nests). Venom tends to recruit its researchers from the large field of disgruntled academics and displaced foreign technicians. Given the current state of American education, it is likely that Venom's technical expertise can grow as large as they want. Venom does have a history of technicians turning renegade; at least as many of Venom's top scientists have gone rogue as their superheroes.

Since the organization's inception, it's striven to take advantage of its lack of bureaucracy and moral scruples to develop weapons, vehicles, and other systems that can out-perform those of the authorities. Since Venom scientists can conduct tests on humans (kidnap victims, captured heroes, Venom Academy flunk-outs...) whenever they need to, don't have to obtain Congressional approval (and tolerate Congressional oversight) for new projects, and have an enormous budget

to work with, they can make technological advances the world's governments and law enforcement agencies generally cannot.

Venom recruits scientists the same way it recruits agents — from among the disaffected, the criminal, those who feel their talents aren't appreciated or aren't properly compensated. (In some cases it may blackmail scientists into working with it.) Scientists are just as likely as anyone else to give in to their base emotions or have desires they cannot satisfy through conventional channels. For many, the freedom that Venom offers — the large research budgets, the ability to work on whatever one wants without having to worry about regulations or public opinion — is an intoxicating thing that attracts them like a moth to a flame. Others just want a lot of money. Venom has recruited many former Soviet scientists using these two lures (and others), but it also has many personnel from other countries around the globe.

Lord Venom has forbidden any experimentation in the field of artificial intelligence as he fears intelligent machines turning against Venom. Nests are also forbidden from nuclear weapons research; the Technology" Division of Venom is nuclear capable, but Adolt believes that if Venom used nuclear weapons, the nations of the world would mobilize all of their resources to destroy Venom.

Venom current Research projects include the following:
(1) Venom's Special Genetics Projects (referred to in-house as "Project Gen") is an attempt to artificially developed superbeings. The SGP has succeeded in

creating some but all but a handful of these beings have experienced irreversible physical deterioration after less than six weeks (before Venom can train them to be useful), and the project is operating on a reduced budget.

(2) Project Death From Above, is an attempt to develop an extremely accurate orbital laser that is powered by a cosmic ray collector; this would allow Venom to take out any target they desired.

(3) Project Invincible, is the attempt to create the world's most powerful battle armour, primarily because scientists like to create things that are really powerful.

(4) Venom is experimenting with breeding a virus that selectively detects the use of psionic powers, and affects the brain center of the psionic that uses those powers, rendering them useless. One failed attempt at creating this virus caused a lethal plague to infect a small town in Georgia; local superheroes managed to cure the victims and shut down the lab, but this failure has not deterred Venom from trying to master this virus.

(5) Venom's seismatron is a device that detects the ideal place on a fault line to use remote control tunnelling devices to create major earthquakes.

(6) Venom's leaders want to live longer; the immortality project is one which for some reason never seems to receive budget cuts. Venom's immortality project involves studies of the relationship of genetics, bio-chemicals, and cellular decay.

(7) Venom's artificial telepathy project. Mind-to-mind communication implants are viewed as the first step to artificial mind control, as well as a way to make certain agents are not disobedient. Experiments have not gone well; those who have received implants have

quickly gone mad, and usually end up dead.

(8) Venom's molecular transmutation project. Turning lead into gold has advantages when you're on a tight budget.

(9) Venom has noticed that certain individuals have extraordinary good (or bad) fortune. Venom is conducting an extremely unusual program to determine whether the probability of events can be affected by forces other than magic, and if this is possible, whether a device can be built that will give Venom "a real edge", particularly against pesky superheroes/villains.

(10) Project Teach is the search for sure-fire mass indoctrination techniques, and ways to brainwash their enemies that can't be countered by current technology or psionic stimulation.

(11) Project Shield seeks a way to develop a substance or energy shield that is totally invincible to energy attacks, giving Venom a defense against energy projectors (or even nuclear weapons).

(12) The Venom teleport device. This is the oldest and most cherished projects, and one of Venom's biggest cash pits. So far, it has been an abject failure which has been redone multiple times, but the project leader swears it will be done by Christmas (he has never specified the year).

(13) Project High Ground. This is project is the plan to construct a large orbital base. Funding has been cut back severely on High Ground, as Venom Nests have complained that work on High Ground ignores the very real problems that Venom has on Earth.

(14) Project Nirvanium is the name of a hypothetical non-polluting super efficient energy source that will provide unlimited energy for Venom.

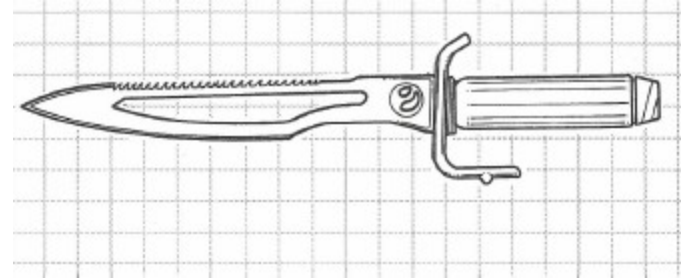
(15) Project Jade Serpent. Low-cost battlesuits for extensive use in all Nests.

(16) Project Evolution: This particularly creepy scientific project encompasses Venom's plan to increase serpentine intelligence via the implantation of customized brain tissue and special proteins. This project has already created snakes with the ability to recognize over a dozen different symbols and attack a target on command.

Venom Weapons

Venom produces tens of thousands of weapons annually, generating millions of dollars of profits. Although Nests are technically prohibited from reselling Venom weapons, some weapons have been sold to the defense forces of countries that are willing to pay Nest Leaders a handsome price. One of Venom's greatest strengths is its access to a wide variety of inexpensive and reliable weaponry. The arsenal of Venom is numerous, with new models being developed and field tested every month. This is a catalog of the most common weapons that Venom has developed.

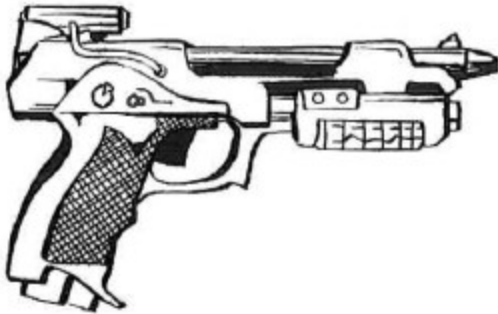
VFK2 Fang Knife



The Fang is based on stolen information on U.N.I.T.T.'s vibro knife. When activated, its cutting edge oscillates at a very high speed, cutting through anything in its path. It is 20 cms in size and will work continuously for 1 hour.

Type: Vibro Knife
Damage: D6+1 normal, +2D6
when vibrating
Weight: 75 grams

VSBP1 Serpent Blaster Pistol



This is the original Venom blaster. This pistol is still the Nest Leader's favourite weapon due to its low cost and reliability. It has a low recoil, but makes more noise than later models and its discharge is quite noticeable over a great distance at night.

Type: Energy Pistol
Rate of fire: 1, 2, 4 or full
Range: 75 mtrs
Ammo: 25
Damage: Adjustable between D6 to 3D6
Weight: 1 kg

VHBP2 Hydra Blaster Pistol



The most powerful and accurate pistol in Venom's arsenal, if not the most reliable, is the Hydra. This pistol has a laser targeting sight, and explosive ammunition that can do devastating damage to whatever it hits. The computer targeting system can override the gun control, leading to occasional malfunctions.

Type: Pistol
Rate of fire: 1, 2, 4 or full

Range: 60 mtrs
Ammo: 30
Damage: 5D6
Weight: 1 kg

VSR1 Spitter Rifle



The first of Venom's new generation of blaster carbines/rifles; this weapon was designed to answer criticism of Venom's rifles by adding a laser sight. The Vengeance has a low recoil, low noise level (a highly popular feature of this line of blasters), and is easy to operate. It uses a rechargeable laser module for blanks, which makes practicing with these weapons extremely economical.

Rate of fire: 1, 2, 4 or full
Range: 600 mtrs
Ammo: 50
Damage: Adjustable between D6 to 4D6
Weight: 3 kgs

VVSR2 Vengeance Sniper Rifle



This weapon is prized by Nest Leaders who like some of their agents to snipe at a distance. This weapon has a special computer sight which can nullify range

penalties. It is the loudest of all of the rifles in Venom's arsenal.

Type: Sniper Rifle
Rate of fire: 1
Range: 3.5 kms
Ammo: 1
Damage: 6D6
Weight: 5 kgs

VBBR3 Boombox Beam Shotgun

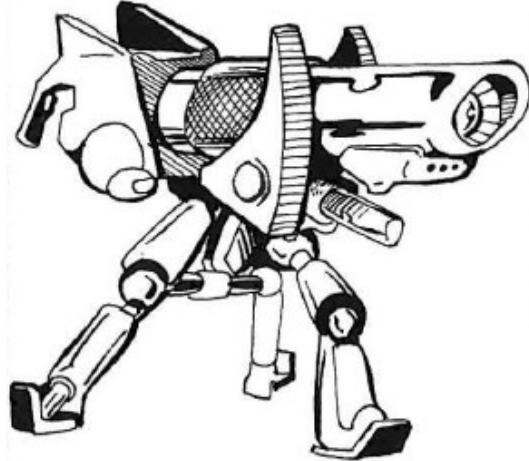


This experimental weapon has recently come into the hands of several Nests. It is, in essence, a particle beam shotgun. Venom's R&D department has high hopes that it will be the first step towards a more portable offensive weapon that is effective in use against the toughest supers. It does have considerable recoil, and it makes a noise similar to a small sonic boom when discharged. When this weapon is fired, people notice it. Its high expense and unpopularity with agents (who have been known to sustain ear damage from firing it) does not make it a commonly used weapon, but newer designs will likely correct these defects.

Type: Shotgun
Rate of fire: 1, 2, 4 or full

Range: 30 mtrs
Ammo: 10
Damage: 4D6
Weight: 2 kgs

VBR1 Venom Battering Ram

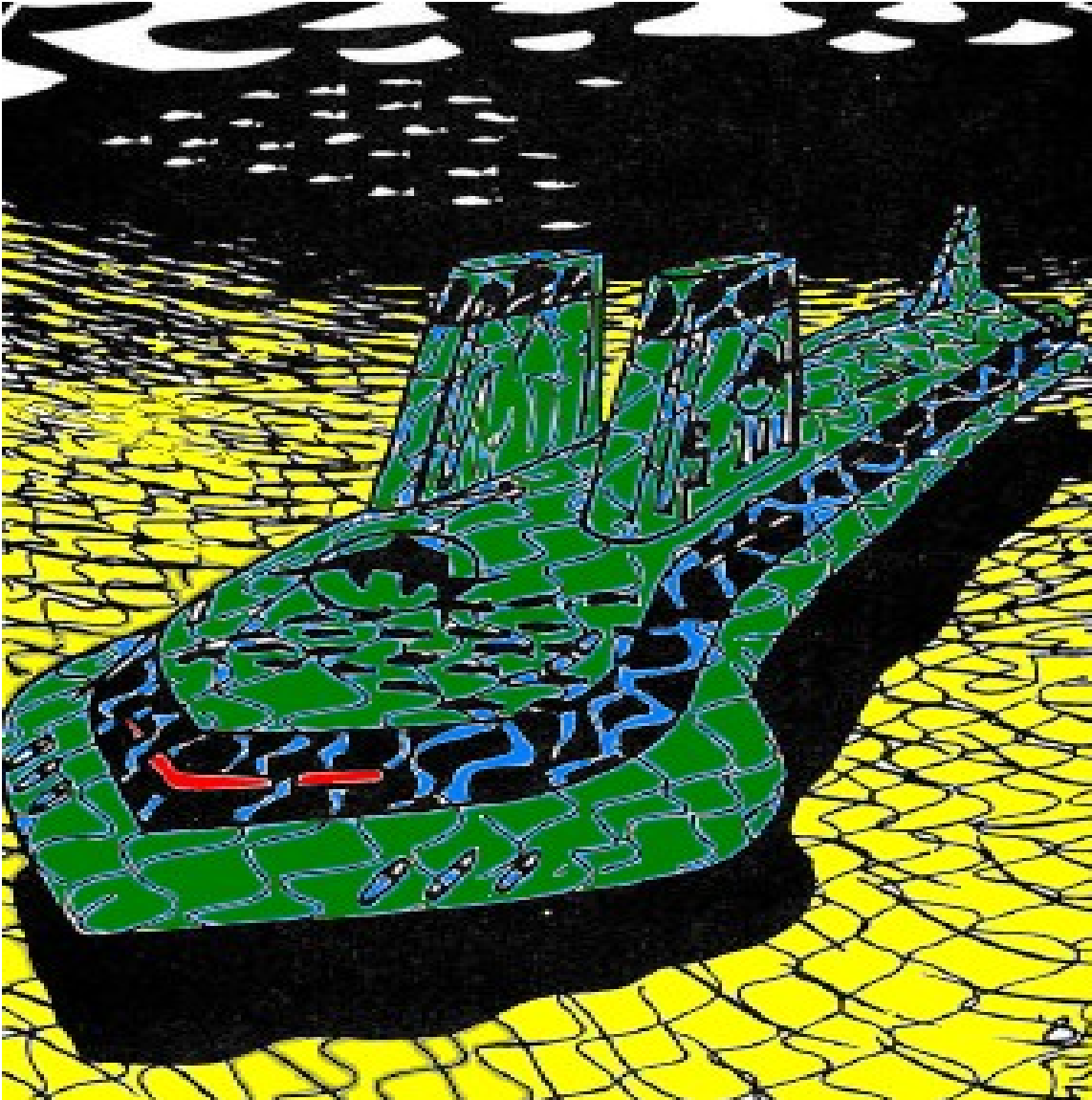


The Battering Ram cannon is the heaviest portable weapon in Venom's arsenal, typically used against very tough supers or very tough vehicles. It is the oldest of Venom's heavy cannons, and is a favorite weapon of assault agents. It is not favoured by anyone else, who find it bulky, unwieldy, and unreliable.

Type: Beam Cannon
Rate of fire: 1, 5, 10 or full
Range: 250 mtrs
Ammo: 500
Damage: 10D6
Weight: 25 kgs

Venom Vehicles

VACCS1 Anaconda Command Centre Submarine



The Anaconda submarine is a military submarine that serves as a mobile command centre when needed for Venom. It is equipped with many hi tech devices, including hologram chambers.

Vehicle Type

As with most of Venom's technology the Anaconda was built based on the stolen designs of S.H.A.D.O.W.'s Sea Shadow submarine, with the usual modifications.

Year entered service:

2003

Manufacturer:

Originally Sinotech. Later modified by Baroness Industries and SeaTech (MetaTech)

Crew:

Ships' Crew: 170

Support: 200

Troops: Up to 500

Sea Sentry Pilots: 25

Sea Snake Pilots: 10

Moray Pilots: 30

Dimensions

Length: 500 metres

Height: 90 metres

Width: 70 metres

Weight: 490,000 tons

SDC

Main Body: 60,000

Towers (2): 18,000

Rear Fin : 3000

Torpedo Launchers: 4000

ICBM Launchers (12): 10,000

AR: 18

Propulsion Systems

Power system: 2 MetaTech nuclear fission reactors (heavily shielded) with a rated power of 400 MW each.

Surface Speed: 60 knots

Undersea Speed: 80 knots

Depth: 5 kms

Endurance Limits

Food stores endurance of one year submerged. Portable water and oxygen can be converted from the surrounding ocean. The fusion reactors have an as yet unknown lifespan but are estimated to be 30 years.

Weapon Systems

Retractable Rotating Rail Barrels: For use above the surface. 2 forward, 6 per side, 2 rear. D10 x100 per burst. 20km range. 30,000 rail gun rounds

Underwater Rail Barrels: This weapon is designed to destroy enemy targets underwater at a range of up to 400 mtrs, as well as protect against predators in water. The Rail Barrel is gas-operated. It uses striker-type trigger mechanism that ensures single-shot and full-automatic fire. 4 forward. 9D6 per burst. 10,000 rail gun rounds

Missile Launchers: Surface to air long range response or quick reaction missile tubes. 1 forward, 4 per side, 1 rear. 1000 missiles in each. 4D6 x10 each. 10km range

Torpedo Tubes: 3 forward per side, and 2 rear per side. 100 torpedoes in each. 6D6 x10 each. 20 km range.

Vehicle Complement

15 Moray Combat Seacraft
25 Sea Sentry Mini Submarine Escort
10 Sea Snake Min Submarine Transport
5 Mobile Transport Cranes (identical to the ones used by U.N.I.T.T.)
10 Cargo Powerloaders (identical to the ones used by U.N.I.T.T.)
5 Cargo Exoframe Powerloaders (identical to the ones used by U.N.I.T.T.)
30 Floaters (identical to the ones used by U.N.I.T.T.)
40 Cargo Carts (identical to the ones used by U.N.I.T.T.)
20 All Terrain Cargo Tractors (identical to the ones used by U.N.I.T.T.)

Equipment

Automatic Pilot: The automatic navigation system has the capability to plot and control travel to any preprogrammed destination.

Collision Warning System: Detects anything moving within a 100 mtr radius.

Countermeasures: The Anaconda can launch acoustic masking devices that interfere with a sonar's ability to differentiate background noise from a contact, preventing torpedoes from delineating targets from the noise. On a roll of 1-15 on a D20 each countermeasure is successful in removing a tailing torpedo.

It can also fire off chaff and flares to distract radar-guided or heat guided missiles from their targets. On a roll of 1-15 on a D20 each chaff or flare is successful in removing a tailing missile.

Damage Control Repair: As per other vehicles.

Emergency Beacon: GPS emergency SOS repeater lasting 1 month.

Escape Pods: There are 300 escape pods situated around the sides of the submarine. The interior is spartan—passengers are expected to use the pod only for a few hours. Each pod seats two people. Padded g-couches protect occupants from injury. They are fully automated so the escape pod can surface without a pilot at the controls. Also included is a radio with 100 km range, and an emergency homing beacon repeater lasting 1 month with a 500 km range.

External Audio Pick-up system: Sound amplification listening systems that can pick up a whisper at a range of 90 mtrs away and louder sounds at longer distances.

Hardened Circuits: The vehicle's electrical and computer circuits have been hardened to withstand the effects of EMPs

Loudspeaker: Loudspeaker system that amplifies and projects the pilot's voice up to 90 decibels.

Optics Package: This includes a Thermo Imager and Night Vision up to 500 mtrs. Flare protection. Cameras located all around the top of the vehicle so the pilot can see in all directions including above and below. Digital video and audio recording, and Telescopic Vision up to 1km.

Radio Communications: Long-range direction communication systems with video telecast capabilities out to a range of 700kms that can be boosted if proper signal towers or relay systems are in place or via use of satellite. Also a directional short-range radio with a range of 30kms. Both radios have full encryption capabilities.

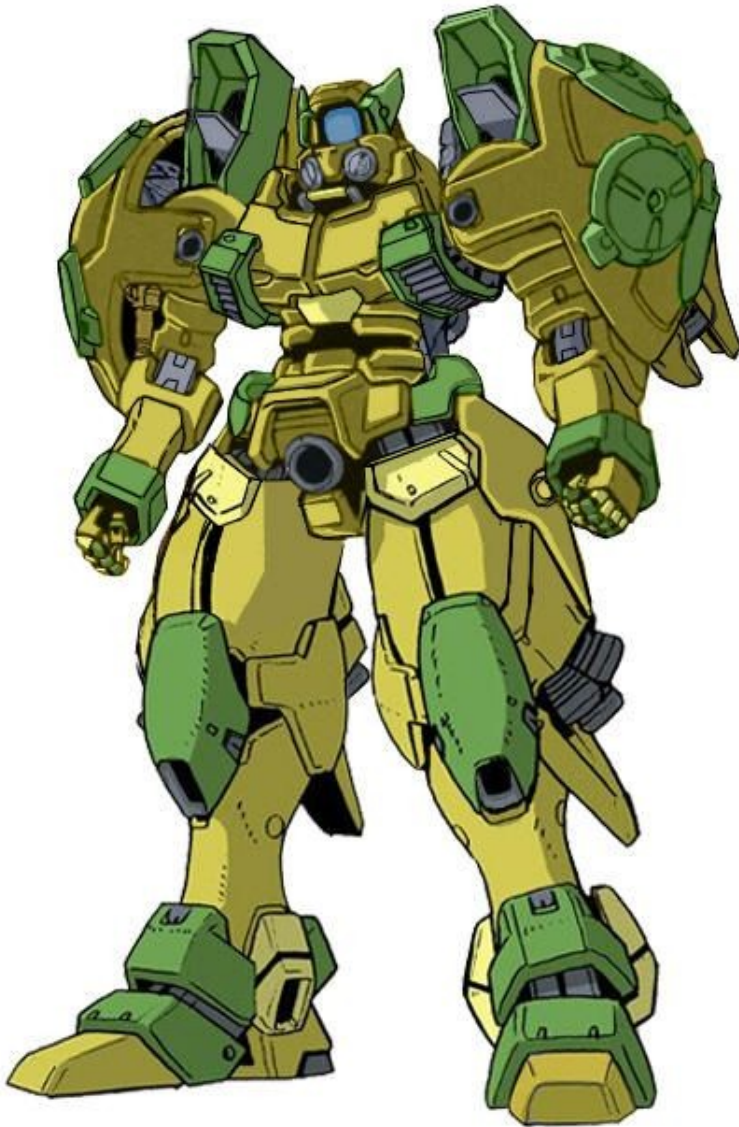
Sealed: The vehicle is airtight and comes with an onboard air circulation supply, and air system. Suitable in subarctic weather, underwater and against gas attacks. It has a computer controlled life support system that includes: internal cooling and temperature control, air purification and circulation systems (gas filtration, humidifier/dehumidifier) that engages when needed and can recirculate breathable air for up to 5 days if necessary, computer controlled independent oxygen supply and purge system, insulated high temperature resistant shielding for up to 100 degrees centigrade (normal fires do no damage though nuclear, and plasma fires do full damage), radiation shielded up to several hundred rads, cold shielding down to minus 90 degrees centigrade and polarized and light sensitive/adjusting tinted viewport.

Sonar: Can identify up to 100 and track up to 50 targets simultaneously to a range of 100kms for underwater targets and 50kms for surface targets.

Spotlights: High intensity spotlights, that can shine on objects up to 180 mtrs away. There are ten forward, thirty per side, and ten rear.

Standard Instrumentation: Speedometer, distance travelled, inertial mapping system (zeroed on your deployment location/home base), power system temperature, ammunition counters, radar lock warning, GPS, gyro compass, friend or foe identification, damage assessment indicators.

VCKM2 Cobra Khan Mech MK2



The Cobra Khans were created to combat the ever-growing number of superheroes. They were designed to back-up Venom agents and give them the added punch whenever they need it. They are also to be used to create diversions so that Venom agents can escape when trapped. The idea for the Mechs came from Lord Venom. He realized that some of his agents were outclassed and outgunned by government agencies and superheroes. If he was to win the game, that would have to change. So he began a hunt to find someone who could give Venom the firepower it needed. He located a robotics specialist, Dr. Jake Moores, who was running from the law. Lord Venom offered him a safe haven and unlimited funding in return for his work on the Mechs. Dr. Moores jumped at the chance; it was the design process that seemed to take forever. The first Mech began to run off the assembly line six months ago, and became involved in a bloody battle with the M.R.U. The destruction caused by this battle gave the Mechs an instant notoriety. At present there are five Mechs units in operation, and more are coming off the assembly line.

Vehicle Type

Offensive mechanized weapons platform.

Year entered service:

2022

Manufacturer:

Baroness Industries/Venom

Crew:

1

Dimensions

Height: 4 metres

Width: 1.5 metres

Weight: 25 tons

SDC

Cockpit: 3800

Main body: 1700

Arms (2): 500

Legs (2): 700

AR: 16

Propulsion Systems

Main power system: 1 MetaTech nuclear fission reactor (heavily shielded)

Walking Speed: 30 kilometers per hour

Running Speed: 140 kilometers per hour

Undersea Walking Speed: 20 kilometers per hour

Endurance Limits

The fission reactors have an as yet unknown lifespan but are estimated to be 30 years.

Weapon Systems

Fists: 2 of these which can punch for 5D10 each, lift 15 tons, and carry 7.5 tons.

Feet: 2 of these which can kick for 6D10 each.

Machine Gun: 30kms, and does 2D10 x10 damage. 100 rounds.

Pulse Rifle: It can fire up to 50kms, and do 4D10 x10 damage once per round and draws power directly from the mech's reactor.

Net Gun: This fires a 4 metre diameter net which entangles small enemies, and requires a STR of 18 to escape.

Equipment

Automatic Pilot: The automatic navigation system has the capability to plot and control travel to any preprogrammed destination.

Collision Warning System: Detects anything moving within a 10 mtr radius of the mech.

Combat Computer: Calculates, stores and transmits data onto a heads up display. Typically tied into the units targeting computer. Can hold hundreds of entries about various enemies and robots/power armour/aircraft/vehicles. Assists in selecting and locking on to enemy targets. +1 to Thac0 using ranged weapons.

Damage Control Repair: When the mech is damaged the pilot can take a turn to attempt to use the automatic repair system to fix it, with each successful roll repairing D20 Hit Points damage or 1 system. This is tied to the Robot's DCR or Damage Control Repair. To do this he decides how many DCR points he assigns to each repair, with the amount of points used equaling the percentage chance that the repair will succeed. If the roll is equal to or less than the number of DCR points allotted to that repair then the damage is erased. If the roll is higher than the number of points allotted then it is unsuccessful and cannot be repaired in the field. Other systems also can be repaired using the robot's DCR, as many as the pilot wants, so long as still has DCR points to allocate. The entire DCR can be applied to each repair. One roll is allowed every 30 minutes.

Emergency Beacon: GPS emergency SOS repeater lasting 1 month.

External Audio Pick-up system: Sound amplification listening systems that can pick up a whisper at a range of 90 mtrs away and louder sounds at longer distances.

Hardened Circuits: The robot's electrical and computer circuits have been hardened to withstand the effects of EMPs

Loudspeaker: Loudspeaker system that amplifies and projects the pilot's voice up to 90 decibels.

Mecha Myomere: This is a specially designed artificial analog of biological muscles with a greater strength to weight ratio. They are engaged with electrical current and its strength depends on the amount of fibres activated, not the current provided. They have high electrical resistance, channeling and discharging any excess into the ground. These artificial muscles are what allows a mech to move its arms and legs in a humanoid way.

Optics Package: This includes a Thermo Imager and Night Vision up to 500 mtrs. Flare protection. Cameras located all around the top of the mech so the pilot can see in all directions including above and below. Digital video and audio recording, and Telescopic Vision up to 1km.

Radar: Can identify up to 100 and track up to 50 targets simultaneously to a range of 100kms for airborne targets and 40kms for ground targets depending on terrain.

Radio Communications: Long-range direction communication systems with video telecast capabilities out to a range of 700kms that can be boosted if proper signal towers

or relay systems are in place or via use of satellite. Also a directional short-range radio with a range of 30kms. Both radios have full encryption capabilities.

Rotating Parts: Head, shoulders, hands at wrist, and upper torso at waist, can rotate in a 360 degree circle.

Sealed Cockpit: A crew cabin that is airtight and comes with an onboard air circulation supply, and air system. Suitable in space, underwater and against gas attacks. It has a computer controlled life support system that includes: internal cooling and temperature control, air purification and circulation systems (gas filtration, humidifier/dehumidifier) that engages when needed and can recirculate breathable air for up to 4 days if necessary, computer controlled independent oxygen supply and purge system that has up to 6 hours of breathable air that automatically engages in low oxygen or contaminated air environments, insulated high temperature resistant shielding for up to 300 degrees centigrade (normal fires do no damage though nuclear, and plasma fires do full damage), radiation shielded up to several hundred rads, and polarized and light sensitive/adjusting tinted viewport. The control seat doubles as a short range emergency escape device for 1 person.

Spotlights: High intensity spotlights, that can shine on objects up to 180 mtrs away. 1 in each shoulder.

Standard Instrumentation: Speedometer, distance travelled, inertial mapping system (zeroed on your deployment location/home base), power system temperature, ammunition counters, radar lock warning, GPS, gyro compass, friend or foe identification, damage assessment indicators.

VCFD4 Chrysopelea Flying Death



Lord Venom realized that Venom's lack of aerial capabilities was a serious weakness. Venom had used air-borne agents for a long time, but these agents were no match for Venom's enemies; they needed better technology and training. Lord Venom came up with the idea of developing an air-cavalry unit to support the ground troops by providing air cover. Venom stole some MSI technology which the Venom scientists then worked on to create a better jet-pack, which was then put through an extensive one year testing and training period. At present, there are two squadrons of Crysopelea elite flying death cavalry. Each squadron has ten members. One squadron is permanently assigned to the Alliance of Serpents as tools in their plans, the other is a freelance unit that is rented by Nests.

The Flying Deaths are often used to counter some of M.R.U.'s flying units, and the success of Venom air cavalry may be a turning point in Venom's war against that organization. Flying Death's mission is to provide air support for Venom ground troops. But they also have a personal goal: to become the most honoured Venom team. They attempt to upstage other Venom units whenever possible and try to gain the favour of the Nest Leaders and Lord Venom. They hope to be given more power and control by their actions.

Flying Deaths are organized into five man teams like other Venom units. When flying, they take a reverse "V" formation with the commanding officer at the back flying point. When in combat, they will stagger their firing sequence. The first two troopers will fire at a single target while the next two wait. In large battles the two-man teams will pick different targets and fire together. But at all times they will attempt to stay in formation. The commanding officer is a free agent in these battles and, once he has evaluated a situation, he can fire at any target that he chooses.

The members of the Flying Deaths are a very close knit group who have been chosen because of their loyalty and ability to obey orders. They are also very loyal to each other and would sacrifice their own lives for the other members. In a retreat or "bug-out" situation, the members will do whatever is necessary to insure that all the members escape. Even when captured, a member would rather die than divulge any information that could harm either their group or Venom. They have no problem working with any of the other Venom units. They extend the same loyalty they hold for Lord Venom to his other agents. The Flying Deaths is known as a more than adequate equalizer in the field. The public has no idea who the individual agents are, but the group itself is very well known.

Vehicle Type

Chrysopelea Flying Death Armour

Year entered service:

2017

Manufacturer:

Baroness Industries/Venom

Crew:

1

Dimensions

Height: 50 centimetres

Width: 30 centimetres

Weight: 6 kgs

SDC

Head/Helmet: 150

Arms: 130 each

Legs: 140 each

Main Body: 250

AR: 10

Propulsion Systems

Main power system: 1 MetaTech nuclear fission reactor (heavily shielded)

Flight Speed: 30 kilometers per hour

Max Altitude: 5 kms

Endurance Limits

The fission reactors have an as yet unknown lifespan but are estimated to be 30 years.

Weapon Systems

Pulse Rifle: It can fire up to 1km, and do 2D10 x10 damage once per round and draws power directly from the mech's reactor.

Equipment

Stealth Tech: This sleek, suit (composed of impact resistant carbon-composites) reflects radar and sonar, backed by optical fiber networks; all of which render the suit invisible to electronic detection. It is also -5 to detect with the naked eye in a low light area and invisible in darkness even to thermoimagers and nightsight as it gives off no heat.

Altitude Gauge: displays on a HUD in the suit's visor.

Combat Computer: Calculates, stores and transmits data onto a heads up display. Tied into the units targeting computer. Can hold hundreds of entries about various enemies and robots/power armour/aircraft/vehicles. Assists in selecting and locking on to enemy targets. +1 to Thac0 using ranged weapons. It also has ammunition counters, GPS, gyro compass, friend or foe identification, and damage assessment indicators.

Emergency Beacon: GPS emergency SOS repeater lasting 1 month.

External Audio Pick-up system: Sound amplification listening systems that can pick up a whisper at a range of 30 mtrs away and louder sounds at longer distances.

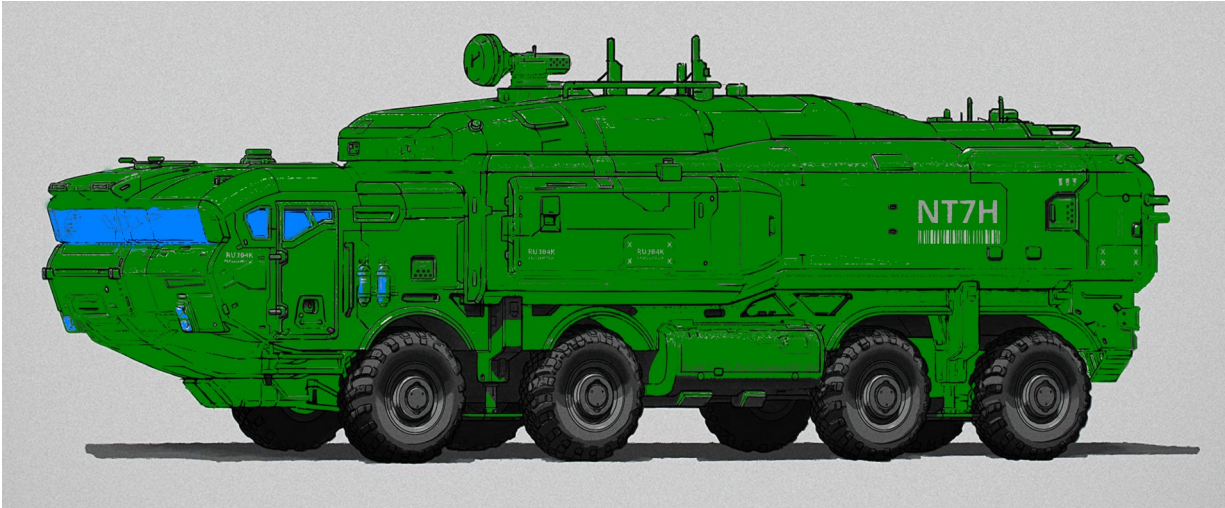
Loudspeaker: Loudspeaker system that amplifies and projects the wearer's voice up to 60 decibels.

Optics Package: This includes a Thermo Imager and Night Vision up to 500 mtrs. Flare protection. Digital video and audio recording, and Telescopic Vision up to 1km.

Radio Communications: Long-range direction communication systems with video telecast capabilities out to a range of 500kms that can be boosted if proper signal towers or relay systems are in place or via use of satellite. Also a directional short-range radio with a range of 30kms. Both radios have full encryption capabilities.

Sealed: The armour is airtight and comes with an onboard air circulation supply, and air system. Suitable for high altitudes and against gas attacks. It has a computer controlled life support system that includes: internal cooling and temperature control, air purification and circulation systems (gas filtration, humidifier/dehumidifier) that engages when needed and can recirculate breathable air for up to 5 days if necessary, insulated high temperature resistant shielding for up to 500 degrees centigrade (normal fires do no damage though nuclear, and plasma fires do full damage), radiation shielded up to several hundred rads, and polarized and light sensitive/adjusting tinted viewport. It can be used up to a depth of 2 kms.

VDHTT3 Diamondback Heavy Transport Truck



Vehicle Type

The Diamondback is used to transport and protect troops and cargo into the field.

Year entered service:

2004

Manufacturer:

Baroness Industries/Venom

Crew:

2 in control cabin, 10 in rear

Dimensions

Length:	12 mtrs
Height:	5 mtrs
Width:	4 mtrs
Weight:	75 tons

SDC

Cabin:	4000
Main Body:	3500
Cabin Doors (2):	1000
Rear Door/Ramp:	2000
Wheels (4):	1000
AR:	18

Propulsion Systems

Solar/electric engine
Speed: 160kph

Weapon Systems

Machine Cannon: 1 forward on top, retractable. 8D6 x10 per burst. 100 mtr range. 5000 rail gun rounds.

Equipment

Automatic Pilot: The automatic navigation system has the capability to plot and control travel to any preprogrammed destination.

Collision Warning System: Detects anything moving within a 100 mtr radius.

Damage Control Repair: As per other vehicles.

Emergency Beacon: GPS emergency SOS repeater lasting 1 month.

External Audio Pick-up system: Sound amplification listening systems that can pick up a whisper at a range of 90 mtrs away and louder sounds at longer distances.

Hardened Circuits: The vehicle's electrical and computer circuits have been hardened to withstand the effects of EMPs

Loudspeaker: Loudspeaker system that amplifies and projects the pilot's voice up to 90 decibels.

Optics Package: This includes a Thermo Imager and Night Vision up to 500 mtrs. Flare protection. Cameras located all around the top of the vehicle so the pilot can see in all directions including above and below. Digital video and audio recording, and Telescopic Vision up to 1km.

Radar: Can identify up to 100 and track up to 50 targets simultaneously to a range of 100kms for airborne targets and 40kms for ground targets depending on terrain.

Radio Communications: Long-range direction communication systems with video telecast capabilities out to a range of 700kms that can be boosted if proper signal towers or relay systems are in place or via use of satellite. Also a directional short-range radio with a range of 30kms. Both radios have full encryption capabilities.

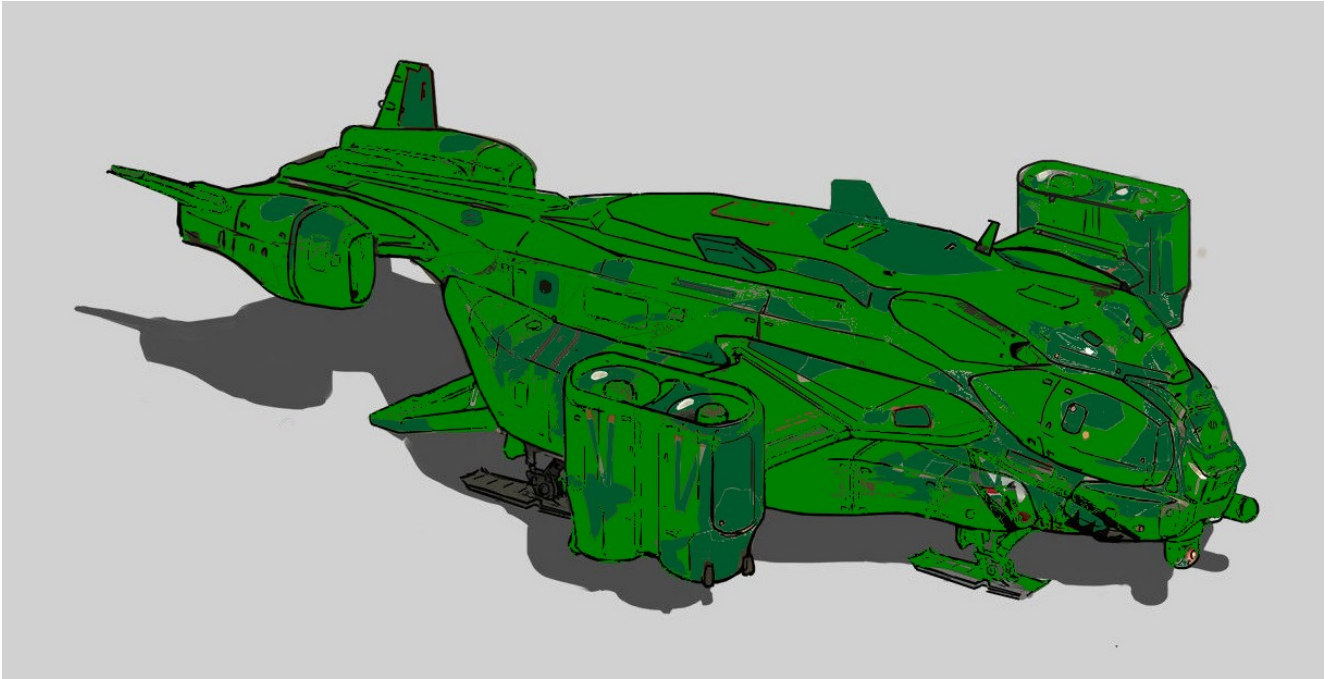
Sealed: The vehicle can be sealed airtight and comes with an onboard air circulation supply, and air system. Suitable against gas attacks. It has a computer controlled life support system that includes: internal cooling and temperature control, air purification and circulation systems (gas filtration, humidifier/dehumidifier) that engages when needed and can recirculate breathable air for up to 5 days if necessary, computer controlled independent oxygen supply and purge system, insulated high temperature resistant shielding for up to 100 degrees centigrade (normal fires do no damage though nuclear, and plasma fires do full damage), radiation shielded up to several hundred rads, and polarized and light sensitive/adjusting tinted viewport. It is waterproof; should it fall

into water, the crew has a limited amount of air, and its electronics will still be working, at least long enough to find a way out or to wait for help.

Spotlights: High intensity spotlights, that can shine on objects up to 180 mtrs away. There are 2 forward and 1 per side.

Standard Instrumentation: Speedometer, distance travelled, inertial mapping system (zeroed on your deployment location/home base), power system temperature, ammunition counters, radar lock warning, GPS, gyro compass, friend or foe identification, damage assessment indicators.

VFWCHT1 Fixed Wing Carrier Heavy Transport



Vehicle Type

This is Venom's only cargo jet, capable of carrying 300 tons. It has VTOL capability.

Year entered service:

2000

Manufacturer:

Baroness Industries/Venom

Crew:

2, and up to 40 troops if no other cargo

Dimensions

Length: 50 mtrs

Height: 15 mtrs

Width: 51 mtrs

Weight: 100 tons

SDC

Wings (2): 1800 each

Pilot's Cockpit: 1900

Main Body: 1800

AR: 12

Propulsion Systems

Solar/electric engine

Air Speed: 750kph

Ceiling: 15 kms

Equipment

Automatic Pilot: The automatic navigation system has the capability to plot and control travel to any preprogrammed destination.

Collision Warning System: Detects anything moving within a 100 mtr radius.

Countermeasures: Chaff and flares are fired off to distract radar-guided or heat guided missiles from their targets. On a roll of 1-15 on a D20 each chaff or flare is successful in removing a tailing missile.

Damage Control Repair: As per other vehicles.

Emergency Beacon: GPS emergency SOS repeater lasting 1 month.

External Audio Pick-up system: Sound amplification listening systems that can pick up a whisper at a range of 90 mtrs away and louder sounds at longer distances.

Hardened Circuits: The plane's electrical and computer circuits have been hardened to withstand the effects of EMPs

Loudspeaker: Loudspeaker system that amplifies and projects the pilot's voice up to 90 decibels.

Optics Package: This includes a Thermo Imager and Night Vision up to 500 mtrs. Flare protection. Cameras located all around the top of the vehicle so the pilot can see in all directions including above and below. Digital video and audio recording, and Telescopic Vision up to 1km.

Radar: Can identify up to 100 and track up to 50 targets simultaneously to a range of 100kms for airborne targets and 40kms for ground targets depending on terrain.

Radio Communications: Long-range direction communication systems with video telecast capabilities out to a range of 700kms that can be boosted if proper signal towers or relay systems are in place or via use of satellite. Also a directional short-range radio with a range of 30kms. Both radios have full encryption capabilities.

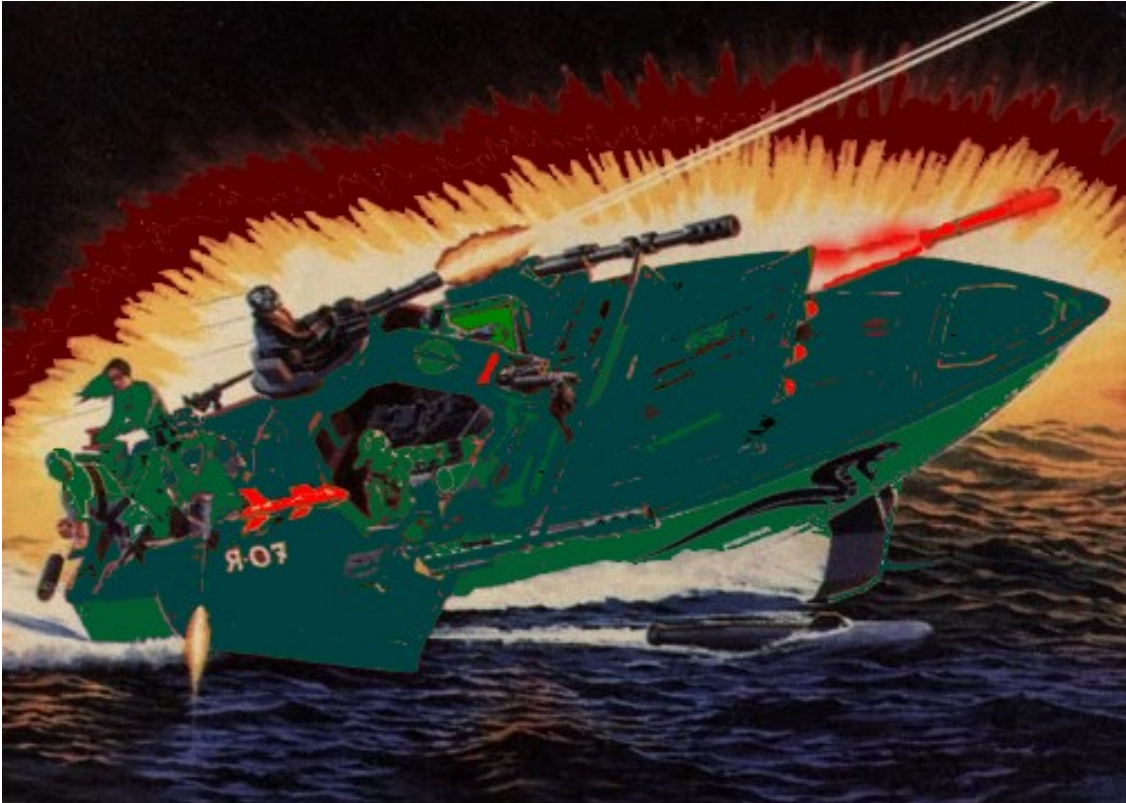
Sealed: The plane can be sealed airtight and comes with an onboard air circulation supply, and air system. Suitable in high altitude and against gas attacks. It has a computer controlled life support system that includes: internal cooling and temperature control, air purification and circulation systems (gas filtration, humidifier/dehumidifier) that engages when needed and can recirculate breathable air for up to 5 days if necessary, computer controlled independent oxygen supply and purge system, insulated high temperature resistant shielding for up to 100 degrees centigrade (normal fires do no damage though

nuclear, and plasma fires do full damage), radiation shielded up to several hundred rads, and polarized and light sensitive/adjusting tinted viewport.

Spotlights: High intensity spotlights, that can shine on objects up to 180 mtrs away. There are two forward, and two rear.

Standard Instrumentation: Speedometer, distance travelled, inertial mapping system (zeroed on your deployment location/home base), power system temperature, ammunition counters, radar lock warning, GPS, gyro compass, friend or foe identification, damage assessment indicators.

VHSAC1 Hammerhead Sea Assault Craft



Venom's Hammerhead high speed Sea Assault Craft is a torpedo/missile boat intended for amphibious operations, littoral combat, and high-speed pursuit. Armed with missiles, torpedoes, autocannons, and machine guns, the Hammerhead is more than capable of hurting anything in its path.

Vehicle Type

With a carbon-fiber reinforced, laminated V-bottomed hull, the Hammerhead displaces 1.8 tons on the water's surface and weighs 3.75 tons on its T-shaped fully submerged hydrofoils. The boat's inboard motor is a high-flow 775hp solar engine that allows it to reach a top speed of 48 knots (on surface) and 115 knots foilborne.

Year entered service:

2006

Manufacturer:

Baroness Industries/Venom

Crew:

Ships' Crew: 2

Troops: 4

Dimensions

Length: 9 metres

Height: 3 metres
Width: 2 metres
Weight: 3.75 tons

SDC

Main Body:	2000
Cabin:	300
Foils (2):	500
AR:	16

Propulsion Systems

Solar/electric engine
Speed: 48 knots

Weapon Systems

19mm Machine Cannon: pilot-operated immediately forward of the pilothouse. Can turn 360 degrees and up to 80 degrees up and down. D6 x100 per burst. 20km range. 1000 rail gun rounds.

23mm Synchronized Twin-barrel Cannon: rapid-fire mounted on a ring-turret atop the pilothouse. D8 x100 per burst. 20km range. 1000 rail gun rounds.

55mm Gatling Cannons (2): fixed onto port and starboard of the pilothouse are 2 forward-firing, shore-assault cannons. D10 x100 per burst. 20km range. 1000 rail gun rounds.

M-30 Machine Cannon (4): on the aftdeck stand 4 pintle-mounted, lateral M-30 MGs, 2 on either side, which can swivel 360°. D4 x100 per burst. 20km range. 1000 rail gun rounds.

Black Ray Torpedo Launchers: mounted underneath with 2 surface-swimming “Black-Ray” acoustic torpedoes with 225 lb. warheads and a range of 6,400 mtrs. 2D6 x10 damage each.

Missile Launcher: the foredeck has a forward hatch that conceals a retractable 4-bay missile launcher loaded with air-to-sea missiles; the launcher has a cooling duct running to the bow and a blast deflector shield directly abaft. Each does 3D6 x10 with a 500 mtr range.

Finally, the fantail contains 2 binnacles loaded with 5 floating magnetic depth charges (each in a 9-in 75-lb canister) which feed into a stern launcher. 4D6 x10 each each.

Equipment

Automatic Pilot: The automatic navigation system has the capability to plot and control travel to any preprogrammed destination.

Collision Warning System: Detects anything moving within a 100 mtr radius.

Countermeasures: The Raider can launch acoustic masking devices that interfere with a sonar's ability to differentiate background noise from a contact, preventing torpedoes from delineating targets from the noise. On a roll of 1-15 on a D20 each countermeasure is successful in removing a trailing torpedo.

It can also fire off chaff and flares to distract radar-guided or heat guided missiles from their targets. On a roll of 1-15 on a D20 each chaff or flare is successful in removing a tailing missile.

Emergency Beacon: GPS emergency SOS repeater lasting 1 month.

External Audio Pick-up system: Sound amplification listening systems that can pick up a whisper at a range of 90 mtrs away and louder sounds at longer distances.

Hardened Circuits: The vehicle's electrical and computer circuits have been hardened to withstand the effects of EMPs.

Loudspeaker: Loudspeaker system that amplifies and projects the pilot's voice up to 90 decibels.

Optics Package: This includes a Thermo Imager and Night Vision up to 500 mtrs. Flare protection. Cameras located all around the top of the vehicle so the pilot can see in all directions including above and below. Digital video and audio recording, and Telescopic Vision up to 1km.

Radio Communications: Long-range direction communication systems with video telecast capabilities out to a range of 700kms that can be boosted if proper signal towers or relay systems are in place or via use of satellite. Also a directional short-range radio with a range of 30kms. Both radios have full encryption capabilities.

Sonar: Can identify up to 100 and track up to 50 targets simultaneously to a range of 100kms for underwater targets and 50kms for surface targets.

Spotlights: High intensity spotlights, that can shine on objects up to 180 mtrs away. There are 2 forward, 1 per side and 1 rear.

Standard Instrumentation: Speedometer, distance travelled, inertial mapping system (zeroed on your deployment location/home base), power system temperature, ammunition counters, radar lock warning, GPS, gyro compass, friend or foe identification, damage assessment indicators.

VHSST3 High Speed Sortie Tank



The Venom High Speed Sortie Tank, nicknamed the Hiss Tank has been the dominant tank used by Venom forces since the organization's inception. The Hiss has been upgraded and remodeled over time, but all variants share a similar general design, featuring dorsal mounted cannons.

Vehicle Type

The Hiss was developed to fulfill two separate needs on the battle field, anti-personnel and heavy armor. The Hiss tank is the most versatile and deadly opposition on any battlefield. Whether on city streets or through the dense jungle, the Hiss can outrun, out-maneuver, and out perform anything in its class. Built with a modular design allowing Venom's technicians to easily replace and repair battle damaged units with maximum efficiency. Although specialized drivers are selected to pilot most Hiss tanks, the cockpit design is simple enough for almost any basic trooper to understand and operate.

Year entered service:

1990

Manufacturer:

Baroness Industries/Venom

Crew:

2 (1 to drive and 1 to operate the turret)

Dimensions

Length: 6 mtrs
Height: 3.6 mtrs
Width: 2.5 mtrs
Weight: 9.75 tons

SDC

Cabin:	2000
Main Body:	1500
Tracked Wheels (12):	700
Turret:	1000
Cannons:	500
Missile Launcher:	600
AR:	18

Propulsion Systems

Solar/electric engine
Land Speed: 210kph

Weapon Systems

Twin Laser Cannons: 2 forward on turret which can rotate 360 degrees, or up/down 60 degrees. D10 x100 per blast. 2km range. Can fire continuously for 1 hour before depleting its battery.

Machine Gun: 1 forward fixed. 2D6 x10, 1000 rounds.

Missile Launchers: 4 on rear, 360 degree turn and 90 degree up/down, each holds 2 missiles. 4D6 x10 each. 10km range

Equipment

Automatic Pilot: The automatic navigation system has the capability to plot and control travel to any preprogrammed destination.

Collision Warning System: Detects anything moving within a 100 mtr radius.

Countermeasures: Chaff and flares are fired off to distract radar-guided or heat guided missiles from their targets. On a roll of 1-15 on a D20 each chaff or flare is successful in removing a tailing missile.

Damage Control Repair: As per other vehicles.

Emergency Beacon: GPS emergency SOS repeater lasting 1 month.

External Audio Pick-up system: Sound amplification listening systems that can pick up a whisper at a range of 90 mtrs away and louder sounds at longer distances.

Hardened Circuits: The vehicle's electrical and computer circuits have been hardened to withstand the effects of EMPs

Loudspeaker: Loudspeaker system that amplifies and projects the pilot's voice up to 90 decibels.

Optics Package: This includes a Thermo Imager and Night Vision up to 500 mtrs. Flare protection. Cameras located all around the top of the vehicle so the pilot can see in all directions including above and below. Digital video and audio recording, and Telescopic Vision up to 1km.

Radar: Can identify up to 100 and track up to 50 targets simultaneously to a range of 100kms for airborne targets and 40kms for ground targets depending on terrain.

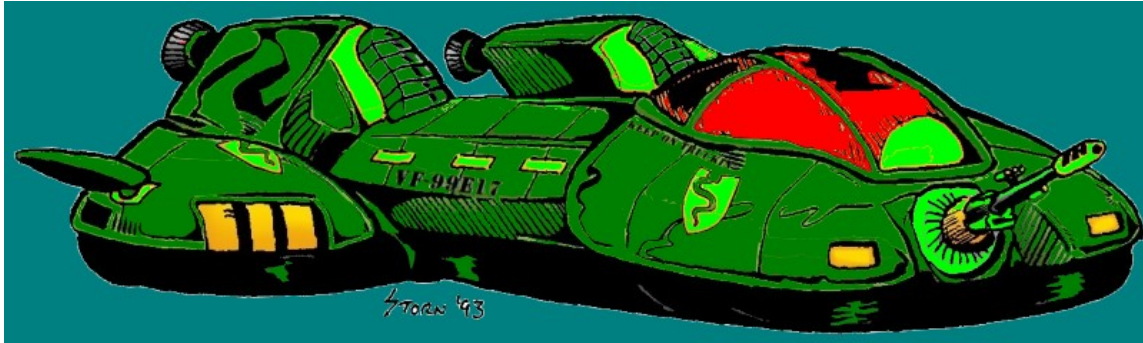
Radio Communications: Long-range direction communication systems with video telecast capabilities out to a range of 700kms that can be boosted if proper signal towers or relay systems are in place or via use of satellite. Also a directional short-range radio with a range of 30kms. Both radios have full encryption capabilities.

Sealed: The tank can be sealed airtight and comes with an onboard air circulation supply, and air system. Suitable against gas attacks. It has a computer controlled life support system that includes: internal cooling and temperature control, air purification and circulation systems (gas filtration, humidifier/dehumidifier) that engages when needed and can recirculate breathable air for up to 5 days if necessary, computer controlled independent oxygen supply and purge system, insulated high temperature resistant shielding for up to 100 degrees centigrade (normal fires do no damage though nuclear, and plasma fires do full damage), radiation shielded up to several hundred rads, and polarized and light sensitive/adjusting tinted viewport. It is waterproof; should it fall into water, the crew has a limited amount of air, and its electronics will still be working, at least long enough to find a way out or to wait for help.

Spotlights: High intensity spotlights, that can shine on objects up to 180 mtrs away. There are one per side which have 120 degree turning.

Standard Instrumentation: Speedometer, distance travelled, inertial mapping system (zeroed on your deployment location/home base), power system temperature, ammunition counters, radar lock warning, GPS, gyro compass, friend or foe identification, damage assessment indicators.

VMCS2 Moray Combat Seacraft



The newest, and most versatile of the current generation of Venom water vehicles is the Moray, Venom's land/water vehicle. It can transform itself from a water vehicle (with a five hour submersion limit before it must come up to restore its air supply), to a hovercraft. It fires a modified force beam weapon which is equally effective in land and water. The Moray is especially popular for Venom nests located along the coastline of seaboard areas.

Year entered service:

2005

Manufacturer:

Baroness Industries/Venom

Crew:

Ships' Crew: 2

Support: 6

Dimensions

Length: 24 metres

Height: 8 metres

Width: 11 metres

Displacement: 23,000 tons

SDC

Main Body: 3500

Cabin: 3000

Engines (2): 2000

Fins (6): 500

Underwater Hatches (2): 600

Main Cannon: 1200

AR: 12

Propulsion Systems

Main power system: 1 Metatech nuclear fission reactors (heavily shielded) with a rated power of 300 MW.

Surface Speed: 150 knots

Undersea Speed: 200 knots
Depth: 3 kms

Endurance Limits

The fusion reactors have an as yet unknown lifespan but are estimated to be 30 years.

Weapon Systems

Beam Barrel: forward, can be turned 90 degrees. D10 x100 per burst. 1500 bursts, 20km range.

Torpedo Tubes: 2 forward, 10 torpedoes in each. 6D6 x10 each. 20 km range

Equipment

Automatic Pilot: The automatic navigation system has the capability to plot and control travel to any preprogrammed destination.

Collision Warning System: Detects anything moving within a 100 mtr radius.

Countermeasures: The Stingray can launch acoustic masking devices that interfere with a sonar's ability to differentiate background noise from a contact, preventing torpedoes from delineating targets from the noise. On a roll of 1-15 on a D20 each countermeasure is successful in removing a tailing torpedo.

On the surface it can also fire off chaff and flares to distract radar-guided or heat guided missiles from their targets. On a roll of 1-15 on a D20 each chaff or flare is successful in removing a tailing missile.

Damage Control Repair: As per other vehicles.

Emergency Beacon: GPS emergency SOS repeater lasting 1 month.

External Audio Pick-up system: Sound amplification listening systems that can pick up a whisper at a range of 90 mtrs away and louder sounds at longer distances.

Hardened Circuits: The vehicle's electrical and computer circuits have been hardened to withstand the effects of EMPs

Loudspeaker: Loudspeaker system that amplifies and projects the pilot's voice up to 90 decibels.

Optics Package: This includes a Thermo Imager and Night Vision up to 500 mtrs. Flare protection. Cameras located all around the top of the vehicle so the pilot can see in all directions including above and below. Digital video and audio recording, and Telescopic Vision up to 1km.

Radio Communications: Long-range direction communication systems with video telecast capabilities out to a range of 700kms that can be boosted if proper signal towers

or relay systems are in place or via use of satellite. Also a directional short-range radio with a range of 30kms. Both radios have full encryption capabilities.

Sealed: The vehicle is airtight and comes with an onboard air circulation supply, and air system. Suitable in subarctic weather, underwater and against gas attacks. It has a computer controlled life support system that includes: internal cooling and temperature control, air purification and circulation systems (gas filtration, humidifier/dehumidifier) that engages when needed and can recirculate breathable air for up to 5 days if necessary, computer controlled independent oxygen supply and purge system, insulated high temperature resistant shielding for up to 100 degrees centigrade (normal fires do no damage though nuclear, and plasma fires do full damage), radiation shielded up to several hundred rads, cold shielding down to minus 90 degrees centigrade and polarized and light sensitive/adjusting tinted viewport.

Sonar: Can identify up to 100 and track up to 50 targets simultaneously to a range of 100kms for underwater targets and 50kms for surface targets.

Spotlights: High intensity spotlights, that can shine on objects up to 180 mtrs away. There are ten forward, fifty per side, and ten rear.

Standard Instrumentation: Speedometer, distance travelled, inertial mapping system (zeroed on your deployment location/home base), power system temperature, ammunition counters, radar lock warning, GPS, gyro compass, friend or foe identification, damage assessment indicators.

VPHT Python Heavy Tank



Vehicle Type

The most feared vehicle in Venom's arsenal is the Python Heavy Tank. Quite mobile in comparison with most conventional armour, the Python is very difficult to penetrate and its offensive weaponry can cause major damage over a wide area.

Year entered service:

2002

Manufacturer:

Baroness Industries/Venom

Crew:

2 +5

Dimensions

Length: 7.8 mtrs

Height: 2.6 mtrs

Width: 2.5 mtrs

Weight: 10 tons

SDC

Cabin: 3000

Main Body: 2500

Turret: 1500

Tracked Wheels (12): 800

AR: 18

Propulsion Systems

Solar/electric engine

Speed: 150kph

Weapon Systems

Main Cannon: 1 on turret, 360 degree turn with 90 degree elevation. 9D6 x10 per burst. 1km range. 500 rounds.

Laser Cannon: 1 on top of turret forward with 360 degree turn and 120 degree elevation. 6D6 x10 per burst. 300mtr range. 1 hour of use.

Machine Cannon: 1 on top of turret forward with 360 degree turn and 120 degree elevation. 3D6 x10 per burst. 100mtr range. 5000 machine cannon rounds.

Missile Launchers: 1 per side of turret, 360 degree turn and 120 degree elevation, each holds 2 missiles. 4D6 x10 each. 10km range

Equipment

Automatic Pilot: The automatic navigation system has the capability to plot and control travel to any preprogrammed destination.

Collision Warning System: Detects anything moving within a 100 mtr radius.

Countermeasures: Chaff and flares are fired off to distract radar-guided or heat guided missiles from their targets. On a roll of 1-15 on a D20 each chaff or flare is successful in removing a tailing missile.

Damage Control Repair: As per other vehicles.

Emergency Beacon: GPS emergency SOS repeater lasting 1 month.

External Audio Pick-up system: Sound amplification listening systems that can pick up a whisper at a range of 90 mtrs away and louder sounds at longer distances.

Hardened Circuits: The vehicle's electrical and computer circuits have been hardened to withstand the effects of EMPs

Loudspeaker: Loudspeaker system that amplifies and projects the pilot's voice up to 90 decibels.

Optics Package: This includes a Thermo Imager and Night Vision up to 500 mtrs. Flare protection. Cameras located all around the top of the vehicle so the pilot can see in all directions including above and below. Digital video and audio recording, and Telescopic Vision up to 1km.

Radar: Can identify up to 100 and track up to 50 targets simultaneously to a range of 100kms for airborne targets and 40kms for ground targets depending on terrain.

Radio Communications: Long-range direction communication systems with video telecast capabilities out to a range of 700kms that can be boosted if proper signal towers or relay systems are in place or via use of satellite. Also a directional short-range radio with a range of 30kms. Both radios have full encryption capabilities.

Sealed: The tank can be sealed airtight and comes with an onboard air circulation supply, and air system. Suitable against gas attacks. It has a computer controlled life support system that includes: internal cooling and temperature control, air purification and circulation systems (gas filtration, humidifier/dehumidifier) that engages when needed and can recirculate breathable air for up to 5 days if necessary, computer controlled independent oxygen supply and purge system, insulated high temperature resistant shielding for up to 100 degrees centigrade (normal fires do no damage though nuclear, and plasma fires do full damage), radiation shielded up to several hundred rads, and polarized and light sensitive/adjusting tinted viewport. It is waterproof; should it fall into water, the crew has a limited amount of air, and its electronics will still be working, at least long enough to find a way out or to wait for help.

Spotlights: High intensity spotlights, that can shine on objects up to 180 mtrs away. There is one per side.

Standard Instrumentation: Speedometer, distance travelled, inertial mapping system (zeroed on your deployment location/home base), power system temperature, ammunition counters, radar lock warning, GPS, gyro compass, friend or foe identification, damage assessment indicators.

VRC4 Rattler Cycle



The Rattler is an improved Kawasaki Ninja, one of the most powerful motorcycles on Earth. The Rattler has a specially armoured chasis for improved durability. Agents who ride Rattlers will use their personal weapons in combat, and use the vehicle as a method of conveyance. The Rattler is considered one of Venom's best pieces of technical engineering.

Vehicle Type

The Rattler motorcycle unit has a weight of 390 lbs. while the gun pod takes a whopping 870 lbs. full load. The 1000cc twin cam engine with turbo fuel injector enables it to reach speeds up to 200kph on full load. Not to be outdone by the unknown, the driver is provided with a electronic radar unit built in to the front chassis. The 20mm Gatling guns are a Vulcan series provided with 1,200 rounds of ammunition.

Year entered service:

2004

Manufacturer:

Baroness Industries/Venom

Crew:

1

Dimensions

Length: 7.8 mtrs

Height: 2.6 mtrs

Width: 2.5 mtrs

Weight: 870 lbs

SDC

Canopy: 1100
Main Body: 1000
Wheels (2): 400
AR: 12

Propulsion Systems

Solar/electric engine
Land Speed: 200kph

Weapon Systems

20mm Gatling Cannon: 2 forward. 5D6 x10 per burst. 100mtr range. 500 rounds.

Equipment

Automatic Pilot: The automatic navigation system has the capability to plot and control travel to any preprogrammed destination.

Collision Warning System: Detects anything moving within a 100 mtr radius.

Countermeasures: Chaff and flares are fired off to distract radar-guided or heat guided missiles from their targets. On a roll of 1-15 on a D20 each chaff or flare is successful in removing a tailing missile.

Emergency Beacon: GPS emergency SOS repeater lasting 1 month.

External Audio Pick-up system: Sound amplification listening systems that can pick up a whisper at a range of 90 mtrs away and louder sounds at longer distances.

Hardened Circuits: The vehicle's electrical and computer circuits have been hardened to withstand the effects of EMPs

Loudspeaker: Loudspeaker system that amplifies and projects the pilot's voice up to 90 decibels.

Optics Package: This includes a Thermo Imager and Night Vision up to 500 mtrs. Flare protection. Cameras located all around the top of the vehicle so the pilot can see in all directions including above and below. Digital video and audio recording, and Telescopic Vision up to 1km.

Radar: Can identify up to 100 and track up to 50 targets simultaneously to a range of 100kms for airborne targets and 40kms for ground targets depending on terrain.

Radio Communications: Long-range direction communication systems with video telecast capabilities out to a range of 700kms that can be boosted if proper signal towers

or relay systems are in place or via use of satellite. Also a directional short-range radio with a range of 30kms. Both radios have full encryption capabilities.

Spotlight: High intensity spotlights, that can shine on objects up to 180 mtrs away. One forward.

Standard Instrumentation: Speedometer, distance travelled, inertial mapping system (zeroed on your deployment location/home base), power system temperature, ammunition counters, radar lock warning, GPS, gyro compass, friend or foe identification, damage assessment indicators.

VSSTM1 Sand Snake Tunnelling Machine



In the long term Venom's lightest armoured vehicle may prove their most useful. The Sandsnake is a tunnelling vehicle, which is capable of burrowing through the toughest bedrock. The Sandsnake is armed with light powered version of mole missiles. The mole missile tunnels through barriers until they reach their target. Given its utility in robberies, the Sandsnake has caused a great deal of alarm in the world's security agencies.

Vehicle Type

The Mole is a medium-sized tunneling vehicle used for underground missions.

Year entered service:

2003

Manufacturer:

Baroness Industries/Venom

Crew:

1 +10

Dimensions

Length: 20 mtrs

Height: 7 mtrs

Width: 10 mtrs

Weight: 10 tons

SDC

Drill: 3000

Main Body: 2000

Tracked Wheels (40): 600

Treads (8): 500

AR: 17

Propulsion Systems

Solar/electric engine

Land Speed: 50kph

Tunneling Speed: 40kph
A/DF: 1 MR: 5 DCR: 0

Equipment

Automatic Pilot: The automatic navigation system has the capability to plot and control travel to any preprogrammed destination.

Collision Warning System: Detects anything moving within a 100 mtr radius.

Emergency Beacon: GPS emergency SOS repeater lasting 1 month.

External Audio Pick-up system: Sound amplification listening systems that can pick up a whisper at a range of 90 mtrs away and louder sounds at longer distances.

Hardened Circuits: The vehicle's electrical and computer circuits have been hardened to withstand the effects of EMPs.

Loudspeaker: Loudspeaker system that amplifies and projects the pilot's voice up to 90 decibels.

Optics Package: This includes a Thermo Imager and Night Vision up to 500 mtrs. Flare protection. Cameras located all around the top of the vehicle so the pilot can see in all directions including above and below. Digital video and audio recording, and Telescopic Vision up to 1km.

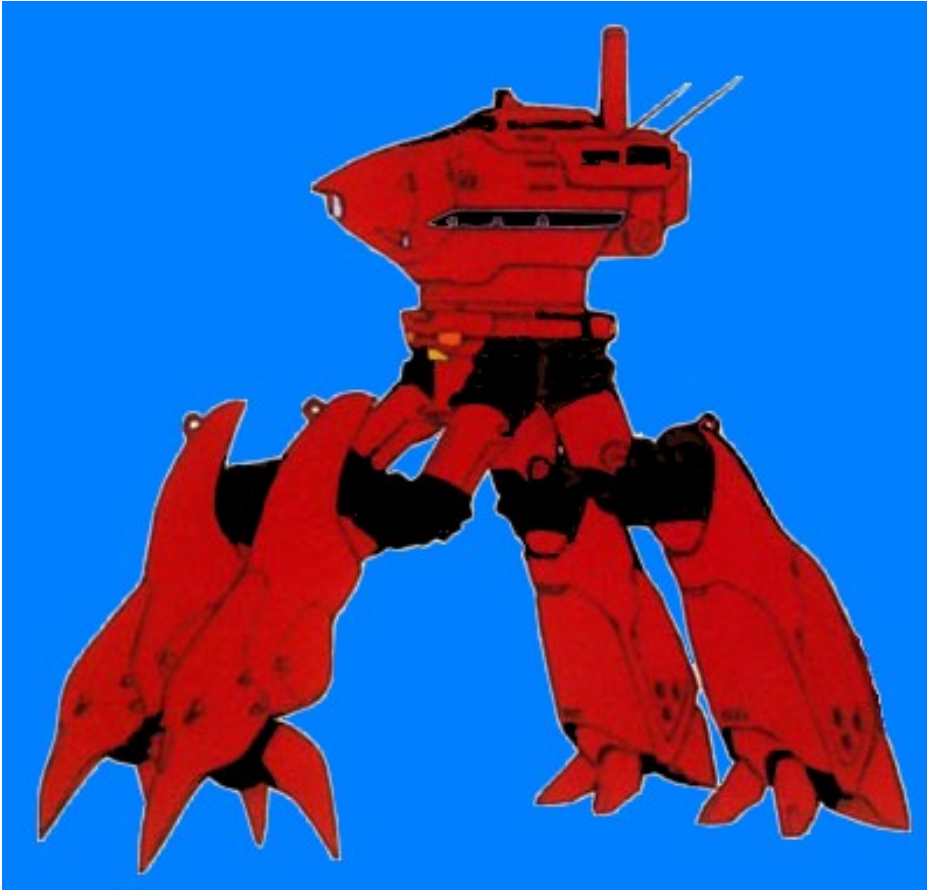
Radio Communications: Long-range direction communication systems with video telecast capabilities out to a range of 700kms that can be boosted if proper signal towers or relay systems are in place or via use of satellite. Also a directional short-range radio with a range of 30kms. Both radios have full encryption capabilities.

Sealed: The vehicle can be sealed airtight and comes with an onboard air circulation supply, and air system. Suitable against gas attacks. It has a computer controlled life support system that includes: internal cooling and temperature control, air purification and circulation systems (gas filtration, humidifier/dehumidifier) that engages when needed and can recirculate breathable air for up to 5 days if necessary, computer controlled independent oxygen supply and purge system, insulated high temperature resistant shielding for up to 1000 degrees centigrade (normal fires do no damage though nuclear, and plasma fires do full damage), radiation shielded up to several hundred rads, and polarized and light sensitive/adjusting tinted viewport. It is waterproof; should it fall into water, the crew has a limited amount of air, and its electronics will still be working, at least long enough to find a way out or to wait for help.

Spotlights: High intensity spotlights, that can shine on objects up to 180 mtrs away. There are 2 forward, 1 per side, and 2 rear.

Standard Instrumentation: Speedometer, distance travelled, inertial mapping system (zeroed on your deployment location/home base), power system temperature, radar lock warning, GPS, gyro compass, friend or foe identification, damage assessment indicators.

VSSMS1 Sea Sentry Mini Submarine Escort



Vehicle Type

This is an interceptor attack underwater tank/fighter used to protect Venom's underwater vehicles. They are stationed on Anaconda, and various bases around the world.

Year entered service:

2001

Manufacturer:

SeaTech

Crew:

1

Dimensions

Length: 8 mtrs

Height: 1.5 mtrs

Width: 6 mtrs

Weight: 10 tons

SDC

Legs (4): 1000 each

Pilot's Cockpit: 1400
Main Body: 1300
AR: 12

Propulsion Systems

Solar/electric engine
Surface Speed: 50 knots
Undersea Speed: 85 knots
Depth: 4 kms

Weapon Systems

Underwater Rail Barrel: This weapon is designed to destroy enemy targets under water at a range of up to 100 mtrs, as well as protect against predators in water. The Rail Barrel is gas-operated. It uses striker-type trigger mechanism that ensures single-shot and full-automatic fire. 2 forward. 7D6 per burst. 2000 rail gun rounds

Torpedoes: 2 per side. 3D6 x10 each. 5kms

Equipment

Automatic Pilot: The automatic navigation system has the capability to plot and control travel to any preprogrammed destination.

Collision Warning System: Detects anything moving within a 100 mtr radius.

Countermeasures: The Piranha can launch acoustic masking devices that interfere with a sonar's ability to differentiate background noise from a contact, preventing torpedoes from delineating targets from the noise. On a roll of 1-15 on a D20 each countermeasure is successful in removing a tailing torpedo.

Emergency Beacon: GPS emergency SOS repeater lasting 1 month.

External Audio Pick-up system: Sound amplification listening systems that can pick up a whisper at a range of 90 mtrs away and louder sounds at longer distances.

Hardened Circuits: The vehicle's electrical and computer circuits have been hardened to withstand the effects of EMPs

Loudspeaker: Loudspeaker system that amplifies and projects the pilot's voice up to 90 decibels.

Optics Package: This includes a Thermo Imager and Night Vision up to 500 mtrs. Flare protection. Cameras located all around the top of the vehicle so the pilot can see in all directions including above and below. Digital video and audio recording, and Telescopic Vision up to 1km.

Sonar: Can identify up to 100 and track up to 50 targets simultaneously to a range of 100kms for underwater targets and 50kms for surface targets.

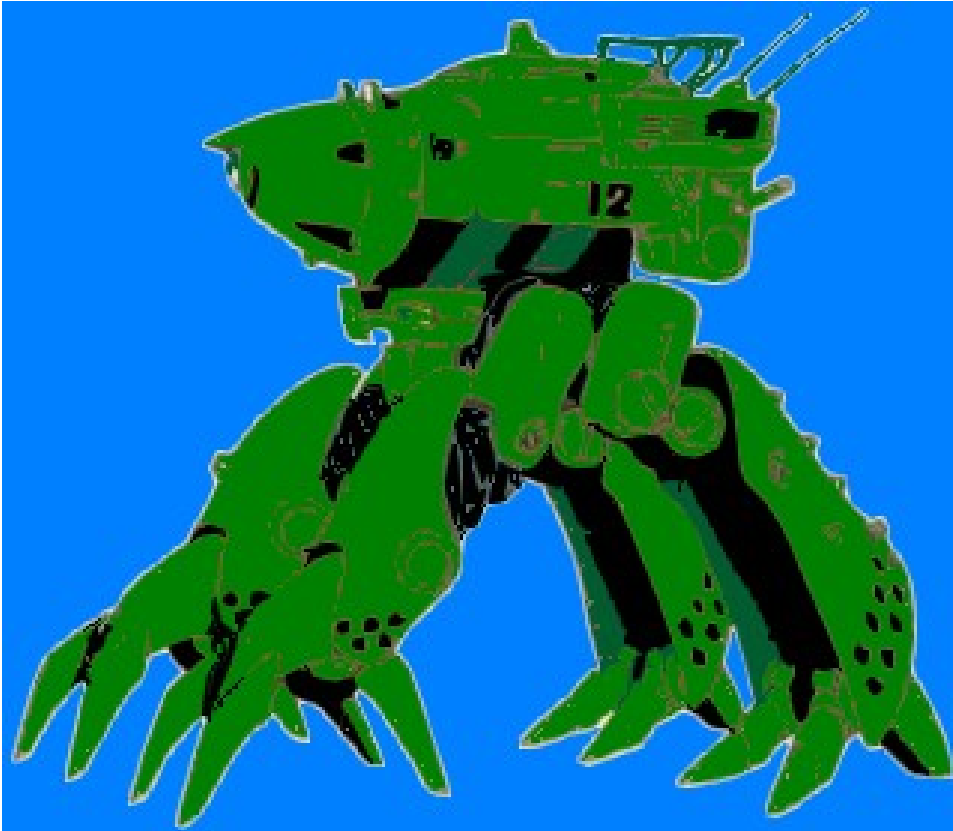
Radio Communications: Long-range direction communication systems with video telecast capabilities out to a range of 700kms that can be boosted if proper signal towers or relay systems are in place or via use of satellite. Also a directional short-range radio with a range of 30kms. Both radios have full encryption capabilities.

Sealed: The vehicle is airtight and comes with an onboard air circulation supply, and air system. Suitable in subarctic weather, underwater and against gas attacks. It has a computer controlled life support system that includes: internal cooling and temperature control, air purification and circulation systems (gas filtration, humidifier/dehumidifier) that engages when needed and can recirculate breathable air for up to 5 days if necessary, computer controlled independent oxygen supply and purge system, insulated high temperature resistant shielding for up to 100 degrees centigrade (normal fires do no damage though nuclear, and plasma fires do full damage), radiation shielded up to several hundred rads, cold shielding down to minus 90 degrees centigrade and polarized and light sensitive/adjusting tinted viewport.

Spotlights: High intensity spotlights, that can shine on objects up to 180 mtrs away. There are two in front and one per side near the rear.

Standard Instrumentation: Speedometer, distance travelled, inertial mapping system (zeroed on your deployment location/home base), power system temperature, ammunition counters, radar lock warning, GPS, gyro compass, friend or foe identification, damage assessment indicators.

VSSMST1 Sea Snake Mini Submarine Transport



Venom's Sea Snake Mini-Sub, able to carry up to fifty passengers, in addition to its pilot, can descend to the bottom of the sea or allow Venom to travel unseen beneath the waves.

Vehicle Type

The Sea Snake is a type of deep-submergence vehicle used for the transport of crews.

Year entered service:

2001

Manufacturer:

SeaTech

Crew:

Ship's Crew: 2

Passengers: 50

Dimensions

Length: 100 mtrs

Height: 20 mtrs

Width: 21 mtrs

Weight: 5000 tons

SDC

Main Body:	18,000
Legs (4):	4500
AR:	13

Propulsion Systems

Solar/electric engine
Surface Speed: 15 knots
Undersea Speed: 40 knots
Depth: 4 kms

Equipment

Automatic Pilot: The automatic navigation system has the capability to plot and control travel to any preprogrammed destination.

Collision Warning System: Detects anything moving within a 100 mtr radius.

Countermeasures: The Pisces can launch acoustic masking devices that interfere with a sonar's ability to differentiate background noise from a contact, preventing torpedoes from delineating targets from the noise. On a roll of 1-15 on a D20 each countermeasure is successful in removing a tailing torpedo.

It can also fire off chaff and flares to distract radar-guided or heat guided missiles from their targets. On a roll of 1-15 on a D20 each chaff or flare is successful in removing a tailing missile.

Emergency Beacon: GPS emergency SOS repeater lasting 1 month.

External Audio Pick-up system: Sound amplification listening systems that can pick up a whisper at a range of 90 mtrs away and louder sounds at longer distances.

Hardened Circuits: The vehicle's electrical and computer circuits have been hardened to withstand the effects of EMPs.

Loudspeaker: Loudspeaker system that amplifies and projects the pilot's voice up to 90 decibels.

Optics Package: This includes a Thermo Imager and Night Vision up to 500 mtrs. Flare protection. Cameras located all around the top of the vehicle so the pilot can see in all directions including above and below. Digital video and audio recording, and Telescopic Vision up to 1km.

Radio Communications: Long-range direction communication systems with video telecast capabilities out to a range of 700kms that can be boosted if proper signal towers or relay systems are in place or via use of satellite. Also a directional short-range radio with a range of 30kms. Both radios have full encryption capabilities.

Sealed: The vehicle is airtight and comes with an onboard air circulation supply, and air system. Suitable in subarctic weather, underwater and against gas attacks. It has a computer controlled life support system that includes: internal cooling and temperature control, air purification and circulation systems (gas filtration, humidifier/dehumidifier) that engages when needed and can recirculate breathable air for up to 5 days if necessary, computer controlled independent oxygen supply and purge system, insulated high temperature resistant shielding for up to 100 degrees centigrade (normal fires do no damage though nuclear, and plasma fires do full damage), radiation shielded up to several hundred rads, cold shielding down to minus 90 degrees centigrade and polarized and light sensitive/adjusting tinted viewport.

Sonar: Can identify up to 100 and track up to 50 targets simultaneously to a range of 100kms for underwater targets and 50kms for surface targets.

Spotlights: High intensity spotlights, that can shine on objects up to 180 mtrs away. There are 2 forward underneath the front, 2 per side underneath the middle, and 2 underneath the rear.

Standard Instrumentation: Speedometer, distance travelled, inertial mapping system (zeroed on your deployment location/home base), power system temperature, ammunition counters, radar lock warning, GPS, gyro compass, friend or foe identification, damage assessment indicators.

VSSCS1 Snow Snake Combat Snowmobile



After the defeat of Venom's attempt to create an impregnable fortress in Northern Canada, it became apparent that Venom needed an assault vehicle capable of operating in the cold. The Snow Snake, a relatively inexpensive armoured snowmobile, was their first attempt. It has proven fast and durable, and Vehicle Specialists stationed in cold climes like them a lot. Their use is almost certain to increase.

Year entered service:

2001

Manufacturer:

Baroness Industries/Venom

Crew:

1 + 9

Dimensions

Length: 8 mtrs

Height: 3 mtrs

Width: 3 mtrs

Weight: 10 tons

HPs

Cabin: 3000

Main Body: 2500

Rail Cannon: 500

Large Wheels (2): 1000
Tread Wheels (6): 2000
AR: 17

Propulsion Systems

Solar/electric engine
Speed: 270kph

Weapon Systems

Rotating Retractable Single Rail Barrel: 1 forward retractable under cockpit, able to turn 360 degrees around and up to 90 degrees up. 7D6 x10 per burst. 100mtr range. 5000 rail gun rounds.

Missile Launchers: 4 on top, can rotate 360 degrees and 90 degrees up and down. 6D6 x10 each, 10km range.

Ski Missile Launcher: 1 per side. These ski-missiles travel at 100 kph and can be triggered by proximity fuses. The hydraulically-powered launcher mount elevates 45° and rotates through 360°. 4D6 x10, 1 km range.

Equipment

Automatic Pilot: The automatic navigation system has the capability to plot and control travel to any preprogrammed destination.

Collision Warning System: Detects anything moving within a 100 mtr radius.

Countermeasures: Chaff and flares are fired off to distract radar-guided or heat guided missiles from their targets. On a roll of 1-15 on a D20 each chaff or flare is successful in removing a tailing missile.

Emergency Beacon: GPS emergency SOS repeater lasting 1 month.

External Audio Pick-up system: Sound amplification listening systems that can pick up a whisper at a range of 90 mtrs away and louder sounds at longer distances.

Hardened Circuits: The vehicle's electrical and computer circuits have been hardened to withstand the effects of EMPs

Loudspeaker: Loudspeaker system that amplifies and projects the pilot's voice up to 90 decibels.

Optics Package: This includes a Thermo Imager and Night Vision up to 500 mtrs. Flare protection. Cameras located all around the top of the vehicle so the pilot can see in all directions including above and below. Digital video and audio recording, and Telescopic Vision up to 1km.

Radar: Can identify up to 100 and track up to 50 targets simultaneously to a range of 100kms for airborne targets and 40kms for ground targets depending on terrain.

Radio Communications: Long-range direction communication systems with video telecast capabilities out to a range of 700kms that can be boosted if proper signal towers or relay systems are in place or via use of satellite. Also a directional short-range radio with a range of 30kms. Both radios have full encryption capabilities.

Retractable Cockpit Cover: An armoured shield which can be deployed at will during a battle or severe weather.

Sealed: The vehicle is airtight and comes with an onboard air circulation supply, and air system. Suitable in subarctic weather, underwater and against gas attacks. It has a computer controlled life support system that includes: internal cooling and temperature control, air purification and circulation systems (gas filtration, humidifier/dehumidifier) that engages when needed and can recirculate breathable air for up to 5 days if necessary, computer controlled independent oxygen supply and purge system, insulated high temperature resistant shielding for up to 100 degrees centigrade (normal fires do no damage though nuclear, and plasma fires do full damage), radiation shielded up to several hundred rads, cold shielding down to minus 90 degrees centigrade and polarized and light sensitive/adjusting tinted viewport.

Spotlights: High intensity spotlights, that can shine on objects up to 180 mtrs away. There are two forward, two per side, and one rear.

Standard Instrumentation: Speedometer, distance travelled, inertial mapping system (zeroed on your deployment location/home base), power system temperature, ammunition counters, radar lock warning, GPS, gyro compass, friend or foe identification, damage assessment indicators.

VSS4 Stealth Serpent



The Venom Stealth Serpent is regarded by many to be the most advanced, most powerful aircraft used by any country in the world. The spy plane has a maximum speed of Mach 3.2 and is capable of short sprints at Mach 3.5.

The Serpent is loaded with advanced equipment including: an ejector seat system, INS, TACAN, hydraulic reservoir flight system, HUD laser guidance system, and a dorsal ECM scrambler embedded in the airframe.

Vehicle Type

Developed by Baroness Industries in the early 80s, the Serpent acts primarily as a:

- reconnaissance aircraft, where its excellent high-tech cameras and surveillance gear allow it to cover well over 100,000 sq. kms. per hour.
- VIP transport, where it ferries Venom leaders and higher-ups all around the globe with unrivaled security; and
- interceptor, whose blistering Mach 3.5 speed at a service ceiling of 15kms., dorsal twin-barreled direct-feed 30mm chain gun with 900 rounds, and 4 “Double Toxin” heat-seeking short-range air-to-air missiles could strike at enemy aircraft.

The entire frame and skin of the Serpent is made of titanium, much like the SR-71 on which it is heavily based. The armor is also corrugated and coated with a polished stealth paint which renders the aircraft even more radar-invisible than the python coating applied to the Cobra Python Patrol Division. There are no external hardpoints to create drag; even the “Double Toxin” SRAAMs are stored in 2 aerodynamic underwing rearward-firing twin-tube pods. The jet's exterior is outfitted with a forward-looking/forward control nose radome and an AEW rear radome. The lifting canards and the wings' leading edges are radar-absorbent. The auto-level tandem cockpit hydraulically lowers for boarding, but the aft seat (WSO/RSO position) faces rearward.

Moored to the Serpent is a 1 man, low radar-reflection piggyback armed mini-jet.

Year entered service:

2007

Manufacturer:

Baroness Industries/Venom

Crew:

Main Serpent - 2. The 2-man aircrew consists of the pilot and the WSO/Reconnaissance Systems Officer (RSO) who operates the weapon systems, IFF/UHF/Data link, and reconnaissance sensors.

Mini Serpent - 1

Serpent Dimensions

Length: 25 mtrs

Height: 4 mtrs

Width: 11 mtrs

Weight: 160 tons

SDC

Wings (2): 900 each

Pilot's Cockpit: 900
Main Body: 1000
AR: 14

Propulsion Systems

Solar/electric engine
Air Speed: Mach 3.5
Ceiling: 15 kms

Weapon Systems

Rotating Retractable Single Rail Barrel: 1 forward retractable under cockpit, able to turn 360 degrees around and up to 90 degrees up. 7D6 x10 per burst. 100mtr range. 5000 rail gun rounds.

Missile Launchers: 4 on top, can rotate 360 degrees and 90 degrees up and down. 6D6 x10 each, 10km range.

Equipment

Automatic Pilot: The automatic navigation system has the capability to plot and control travel to any preprogrammed destination.

Collision Warning System: Detects anything moving within a 100 mtr radius.

Countermeasures: Chaff and flares are fired off to distract radar-guided or heat guided missiles from their targets. On a roll of 1-15 on a D20 each chaff or flare is successful in removing a tailing missile.

Ejection System: Ejects crew module out from the plane in emergency circumstances. System typically ejects the occupants about 300 mtrs to parachute safely away.

Emergency Beacon: GPS emergency SOS repeater lasting 1 month.

External Audio Pick-up system: Sound amplification listening systems that can pick up a whisper at a range of 90 mtrs away and louder sounds at longer distances.

Hardened Circuits: The vehicle's electrical and computer circuits have been hardened to withstand the effects of EMPs

Loudspeaker: Loudspeaker system that amplifies and projects the pilot's voice up to 90 decibels.

Optics Package: This includes a Thermo Imager and Night Vision up to 500 mtrs. Flare protection. Cameras located all around the top of the vehicle so the pilot can see in all directions including above and below. Digital video and audio recording, and Telescopic Vision up to 1km.

Radar: Can identify up to 100 and track up to 50 targets simultaneously to a range of 100kms for airborne targets and 40kms for ground targets depending on terrain.

Radio Communications: Long-range direction communication systems with video telecast capabilities out to a range of 700kms that can be boosted if proper signal towers or relay systems are in place or via use of satellite. Also a directional short-range radio with a range of 30kms. Both radios have full encryption capabilities.

Sealed: The plane can be sealed airtight and comes with an onboard air circulation supply, and air system. Suitable in high altitude and against gas attacks. It has a computer controlled life support system that includes: internal cooling and temperature control, air purification and circulation systems (gas filtration, humidifier/dehumidifier) that engages when needed and can recirculate breathable air for up to 5 days if necessary, computer controlled independent oxygen supply and purge system, insulated high temperature resistant shielding for up to 100 degrees centigrade (normal fires do no damage though nuclear, and plasma fires do full damage), radiation shielded up to several hundred rads, and polarized and light sensitive/adjusting tinted viewport.

Spotlights: High intensity spotlights, that can shine on objects up to 180 mtrs away. There is one forward, one per side, and one rear.

Standard Instrumentation: Speedometer, distance travelled, inertial mapping system (zeroed on your deployment location/home base), power system temperature, radar lock warning, GPS, gyro compass, friend or foe identification, damage assessment indicators.

Mini Serpent

Dimensions

Length: 5 mtrs

Height: 2 mtrs

Width: 2 mtrs

Weight: 40 tons

SDC

Wings (2): 400 each

Pilot's Cockpit: 400

Main Body: 600

AR: 15

Propulsion Systems

Solar/electric engine

Air Speed: Mach 1500kph

Ceiling: 10 kms

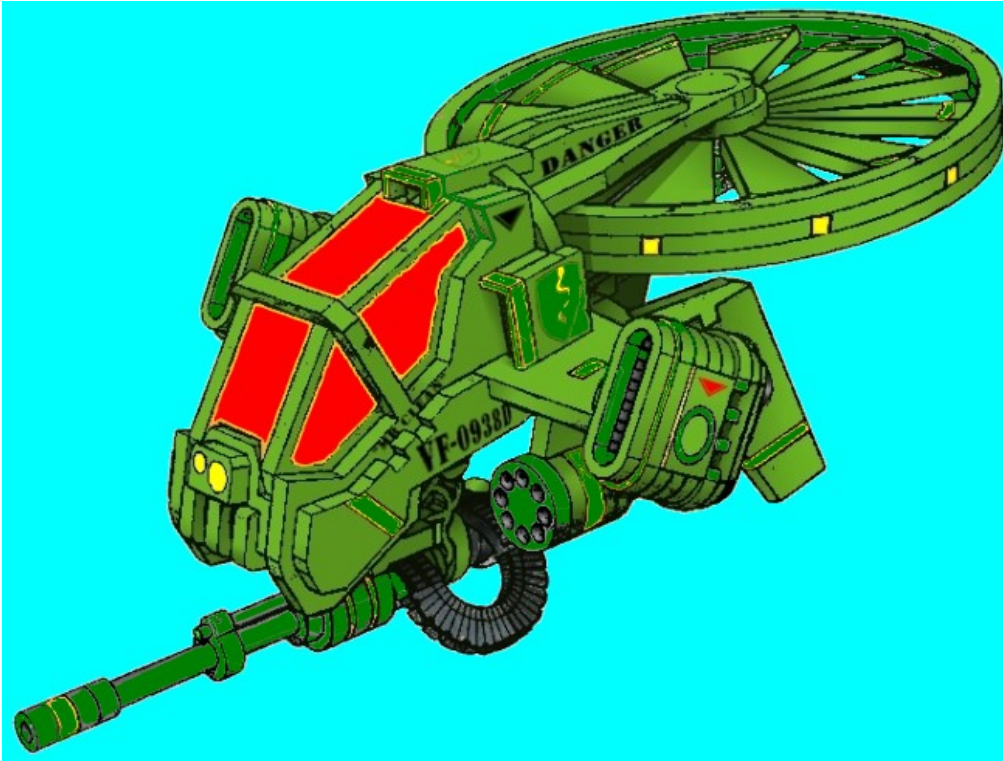
Weapon Systems

Rotating Retractable Single Rail Barrel: 1 forward retractable under cockpit, able to turn 360 degrees around and up to 90 degrees up. 5D6 x10 per burst. 100mtr range. 500 rail gun rounds.

Equipment

Identical to main serpent, but only one spotlight on front.

VSSH2 Stinger Support Helicopter



Vehicle Type

One of the most sophisticated helicopter craft ever built is the Stinger, Venom's high altitude helicopter. When Venom becomes involved in a major operation, it will often send several Stingers up to keep an eye on the mission, stationing them several kilometers over the battlefield, using their sensors to detect anything unusual.

Year entered service:

2005

Manufacturer:

Baroness Industries/Venom

Crew:

1 +1

Dimensions

Length: 3 mtrs

Height: 2 mtrs

Width: 3 mtrs

Weight: 8.6 tons

SDC

Top Rotor: 250

Rear Rotor: 150

Pilot's Cockpit: 500

Main Body: 400
AR: 12

Propulsion Systems

Solar/electric engine
Air Speed: 600kph or hover
Ceiling: 4 kms

Weapon Systems

Rotating Rail Barrel: 1 forward. 7D6 per burst. 1km range. 3000 rail gun rounds

Equipment

Automatic Pilot: The automatic navigation system has the capability to plot and control travel to any preprogrammed destination.

Collision Warning System: Detects anything moving within a 100 mtr radius.

Countermeasures: Chaff and flares are fired off to distract radar-guided or heat guided missiles from their targets. On a roll of 1-15 on a D20 each chaff or flare is successful in removing a tailing missile.

Ejection System: Ejects crew module out from the copter in emergency circumstances. System typically ejects the occupants about 300 mtrs to parachute safely away.

Emergency Beacon: GPS emergency SOS repeater lasting 1 month.

External Audio Pick-up system: Sound amplification listening systems that can pick up a whisper at a range of 90 mtrs away and louder sounds at longer distances.

Hardened Circuits: The vehicle's electrical and computer circuits have been hardened to withstand the effects of EMPs

Loudspeaker: Loudspeaker system that amplifies and projects the pilot's voice up to 90 decibels.

Optics Package: This includes a Thermo Imager and Night Vision up to 500 mtrs. Flare protection. Cameras located all around the top of the vehicle so the pilot can see in all directions including above and below. Digital video and audio recording, and Telescopic Vision up to 1km.

Radar: Can identify up to 100 and track up to 50 targets simultaneously to a range of 100kms for airborne targets and 40kms for ground targets depending on terrain.

Radio Communications: Long-range direction communication systems with video telecast capabilities out to a range of 700kms that can be boosted if proper signal towers

or relay systems are in place or via use of satellite. Also a directional short-range radio with a range of 30kms. Both radios have full encryption capabilities.

Sealed: The aircraft can be sealed airtight and comes with an onboard air circulation supply, and air system. Suitable in high altitude and against gas attacks. It has a computer controlled life support system that includes: internal cooling and temperature control, air purification and circulation systems (gas filtration, humidifier/dehumidifier) that engages when needed and can recirculate breathable air for up to 5 days if necessary, computer controlled independent oxygen supply and purge system, insulated high temperature resistant shielding for up to 100 degrees centigrade (normal fires do no damage though nuclear, and plasma fires do full damage), radiation shielded up to several hundred rads, and polarized and light sensitive/adjusting tinted viewport.

Spotlights: High intensity spotlights, that can shine on objects up to 180 mtrs away. There is one forward.

Standard Instrumentation: Speedometer, distance travelled, inertial mapping system (zeroed on your deployment location/home base), power system temperature, ammunition counters, radar lock warning, GPS, gyro compass, friend or foe identification, damage assessment indicators.

VWFS4 Wyvern Flying Serpent



The Wyvern is one of the most effective weapons that Venom has yet developed in its war against supers. This one-man fighter craft is not as fast as most flying vehicles, as it is designed for close engagement against supers. Its weaponry is highly accurate and deadly. The Wyvern is a primary vehicle of choice against fixed installations, as its weapons can penetrate all but the most powerful armour.

Vehicle Type

Along with the Hiss Tank, the Wyvern is the one other symbol of Venom's might. For many years, it has been the evil organization's chief means of gaining air superiority. Even with the advent of other more sophisticated fighters like the Archangel, the Wyvern has continued to be the most versatile fighter. While primarily designed as a ground assault jet, the Wyvern is also configured for engagement in aerial dogfights. It has VTOL capability that enables it to respond for quick support.

Year entered service:

1998

Manufacturer:

Baroness Industries/Venom

Crew:

1

Dimensions

Length: 18 mtrs

Height: 4 mtrs

Width: 11 mtrs

Weight: 23.5 tons

SDC

Wings (2): 1300 each

Tail Wings (2): 700 each

Pilot's Cockpit: 1400

Main Body: 1300

AR: 13

Propulsion Systems

Solar/electric engine

Air Speed: 1300kph

Ceiling: 13 kms

Weapon Systems

Rotating Rail Barrel: 1 forward. 9D6 per burst. 1km range. 5000 rail gun rounds.

Missiles: 5 per wing. 2D6 x10 each. 5kms

Equipment

Automatic Pilot: The automatic navigation system has the capability to plot and control travel to any preprogrammed destination.

Collision Warning System: Detects anything moving within a 100 mtr radius.

Countermeasures: Chaff and flares are fired off a plane to distract radar-guided or heat guided missiles from their targets. On a roll of 1-15 on a D20 each chaff or flare is successful in removing a tailing missile.

Ejection System: Ejects crew module out from the plane in emergency circumstances. System typically ejects the occupants about 300 mtrs to parachute safely away.

Emergency Beacon: GPS emergency SOS repeater lasting 1 month.

External Audio Pick-up system: Sound amplification listening systems that can pick up a whisper at a range of 90 mtrs away and louder sounds at longer distances.

Hardened Circuits: The robot's electrical and computer circuits have been hardened to withstand the effects of EMPs

Loudspeaker: Loudspeaker system that amplifies and projects the pilot's voice up to 90 decibels.

Optics Package: This includes a Thermo Imager and Night Vision up to 500 mtrs. Flare protection. Cameras located all around the top of the vehicle so the pilot can see in all directions including above and below. Digital video and audio recording, and Telescopic Vision up to 1km.

Radar: Can identify up to 100 and track up to 50 targets simultaneously to a range of 100kms for airborne targets and 40kms for ground targets depending on terrain.

Radio Communications: Long-range direction communication systems with video telecast capabilities out to a range of 700kms that can be boosted if proper signal towers or relay systems are in place or via use of satellite. Also a directional short-range radio with a range of 30kms. Both radios have full encryption capabilities.

Sealed: The plane can be sealed airtight and comes with an onboard air circulation supply, and air system. Suitable in high altitude and against gas attacks. It has a computer controlled life support system that includes: internal cooling and temperature control, air purification and circulation systems (gas filtration, humidifier/dehumidifier) that engages when needed and can recirculate breathable air for up to 5 days if necessary, computer controlled independent oxygen supply and purge system, insulated high temperature resistant shielding for up to 100 degrees centigrade (normal fires do no damage though nuclear, and plasma fires do full damage), radiation shielded up to several hundred rads, and polarized and light sensitive/adjusting tinted viewport.

Spotlights: High intensity spotlights, that can shine on objects up to 180 mtrs away. There are two in front.

Standard Instrumentation: Speedometer, distance travelled, inertial mapping system (zeroed on your deployment location/home base), power system temperature, ammunition counters, radar lock warning, GPS, gyro compass, friend or foe identification, damage assessment indicators.