SpookEngine Gear – advanced rules

These rules are for use with the SpookEngine RPG system by Matt Kershaw, and represent a more unified system for allocating gear for agents of a per mission basis.

There are three types – 1, 2 and 3 dice gear. This refers to the number of bonus dice given by the gear in question. Below are some examples, sorted by bonus. This is not an exhaustive list, in gear types, nor in what constitutes what your dice are worth

Gear type	1 dice example	2 dice example	3 dice example
Computer	A laptop, high spec, with small peripherals packed into a good-quality case	A desktop, high-spec with high-class peripherals and all the right software	A mainframe, supercomputer, or other huge device of monstrous power
Crafts gear (electronics, mechanics, etc)	A set of good portable tools, in a suitable case with portable power tools.	Large, bulky tools, along with sets of finer tools and all the usual standbys. Portable by car or similar.	A workroom, lab, or other professional setting with gear of the highest quality and non-portable equipment
Weapons	Any close combat weapon.	A pistol, shotgun, or submachine gun.	A sniper rifle, assault rifle, grenades, or explosives.
Armour	Kevlar vest (40%)	Kevlar with plates (60%)	SWAT tactical armour (80%)
Surveillance	A set of transmitting A/V bugs with receiver-recorder unit	Long range cameras, a "laser mike", several bug units, and a vehicle-based viewing centre	All the gadgets you can need, plus an immobile viewing center, possibly real-time satellite info.
Medical	A doctor's bag full of professional equipment	An ambulance's payload of apparatus	A small clinic, or similar
Environmental	High-quality survival gear	SCUBA or parachute equipment	Full chemical suit

The trend for all non-combat items is that one dice is pro-quality man portable gear, two dice require a vehicle to move discreetly, and three dice cannot really be transported without a haulage vehicle if at all. This is not an airtight rule, but serves as a guideline. Remember that weapons are not treated the same way as other gear, as shown above.

All agents are assumed to be able to beg, borrow or steal 0-dice gear at any time. At the GM's discretion, this may not always be possible, but these instances should be rare.

Groups of agents will be able to access as many dice of gear as the situation (and their superiors) allow, though it's common that they are restricted from getting hold of inappropriate gear (rocket launchers for a diplomatic mission, etc).

Dice per agent	Mission priority
3	Routine non-field work, with low risk involved
5	Routine field work
7	High-risk field work

Gear taken from the agency must be brought back where possible. The gear is no more an agent's property than a naval battleship is the captain's personal property. Agents that hoard gear risk being found out and punished for it, though clever schemes do happen.

SpookEngine Gear– ammunition

Ammunition is a sort of "skill" which must be tested each combat round you attack using an ammunition-based weapon. A single success means you still have ammo. The dice in this skill are equal to the amount of ammo (in abstract terms) you were carrying.

Dice	Ammo description
0	Just picked up the gun, not carrying extra ammo
1	Took a couple of mags / using extended magazine,
2	Geared up, expecting a firefight
3	Wearing tactical gear / expecting prolonged trouble
4	Using a portable stockpile (bag of mags at your feet, etc)
5	Standing in your armoury

These dice are in addition to the two dice allowed for any skill roll. Note that some weapons are always one-shot (LAW rockets), or do not rely on ammo (close combat weapons). Firing a gun without training always reduces your ammo by 2, due to wasted shots, poor gun practice, etc.

Running out (i.e. getting no successes on your ammo "skill") reduced your ammo dice by one and causes you to spend the next round noticeably reloading rather than firing. This could also be represented by your gun failing to fire or suchlike if your dice are very high. If you have no ammo dice and fail your roll, your gun is truly out of ammo, and you must find something else to punch holes in others with.

All guns bought with starting dice come with two dice worth of ammo. More 'generic' ammo can be bought die for die at the start also. Acquiring ammo in game is a subjective matter, but the table above should be used as a guideline.

SpookEngine Gear – Vehicles

Vehicles are bought like all other starting gear, and rated the same: 1 to 3 dice. Agents usually want one of three kinds of vehicle: fast, big, and weird. Fast cars can be used as discreet tools of intervention, getaway conveniences and mobile scouting bases. Big vehicles can be a mobile HQ, or a movable interrogation room, or both. Weird vehicles can be anything from boats to planes to experimental military solutions.

Fast cars are simply rated in their dice bonus added to driving contests (mainly chases), and are considered equivalent in all other ways. The small details are for GMs and players to work out. Similarly, big vehicles increase in scale per dice, and almost never increase Driving rolls (because big doesn't mean fast or agile). Note that in situations where driving a 6 ton truck is an advantage, the GM may assess a Drive bonus for a big vehicle.

Weird vehicles are at GM's discretion, and do not come with a pilot. It is more likely that agents will be given passage or provided with cover from them, a service rather than a piece of gear. This is rated below.

Vehicle type	1 dice	2 dice	3 dice
Fast	Standard sedan	Sporty sedan, or extensively modified economy car	Racer-type car, undercover police car, or similar
Big	Van	Panel truck or RV	Bus, truck, or similar
Weird	Boat (pleasure boat or speed boat)	Commercial helicopter, propeller plane	Private jet or yacht
Transport arrangements	Any commercial travel option	Unarmed helicopter cover, charter flight	Passage on military or police vehicle, cover from same