

# Handout 1

## Bamph! - \$5000



Want to get where you want to go faster without having to worry about strapping on dangerous mechanical devices or learning long, complex and easily erroneous magical spells?

Then you need "Bamph!"

No surgery or injections needed, just six doses taken over six weeks and you'll be flashing from one place to another without anyone being able to follow you.

Dosing is easy. Just wrap a towel around your head, make sure you have eye wash and a big glass of orange juice handy, and take four (one at a time, and use water, not the juice). Within an hour you'll be back to normal and good as new by the end of the day.

No other super soldier drug will work better or faster than "Bamph!" If you want fast and reliable than look no farther. Other people will be pouring over books, recovering from surgeries, or screwing together alien junk; you'll be ready to go and getting everything that you want.

# Handout 2



Federal Bureau of Investigation

MEMO: Special Agent in Charge Grayson to Local Office

TO: FBI Central Office; Director Wallenberg

SUBJECT: Operation DUCKBLIND

The following records were pulled from US Army Military Command records and as such the enhancements are identified by their original code names. Field agents on site are being assigned to discover any street names for these compounds.

Subject 1; Marshall

Modification Code Name "Marshall" is designed to facilitate infiltration into faculties by forward Rangers and scouts. It enables a soldier to excite the particles of a material in their local area, allowing matter to pass through. IV infusion is required for primary delivery with follow up surgery to facilitate new tissue expansion. Soldiers treated with "Marshall" should be prescribed anti-vertigo medication to prevent special confusion.

Subject 2; MacArthur

Booster Code Name "MacArthur" was originally designed as a conventional supplement before being retooled into a full enhancement compound. Properly dosed soldiers are able to sprint at speeds nearly undetectable by the human eye. "MacArthur" should only be administered with restraints in place as spontaneous muscle triggering can occur during the injection process leading to injury and properly damage if not controlled. Soldiers enhanced by "MacArthur" are prone to skin infections at their injection site even after healing has taken place.

Subject 3; Leahy

Modification Code Name "Leahy" is designed to greatly enhance the human leaping capability. "Leahy" increases leg muscle density and tension, allowing for increases of over fifty fold in leaping distance. "Leahy" is comprised of a three part oral treatment combined with a specialized training regime and is a simple to administer enhancement. Soldiers being issued "Leahy" should be informed they will experience extreme abdominal cramping during the oral phases and a phantom weakness of their arms and torso as their legs become stronger during training.

Subject 4; Nimitz

Modification Code Name "Nimitz" is designed for rapid relocation and assembly of scouting units. An enhanced soldier is capable of relocating by converting their mass into an energy form and passing through intervening space as current. "Nimitz" must be kept chilled at all times to avoid any capsules of the compound transitioning into an energy state prior to or during oral ingestion. A freezing level carrying case is required for transportation. Soldiers enhanced with "Nimitz" report frequent urination, weight loss, and muscle pain as primary side effects.

Subject 5; Arnold

Experimental Compound Code Name "Arnold" is designed for scouting units in the field when energy barriers are likely to be present. Unlike similar enhancements "Arnold" does not involve energy/matter conversion. It narrowly enhances the mental capability of a soldier, allowing them to calculate and enact 'wormholes' which allow for instant movement between two locations. Soldiers using "Arnold" experience complications with 'nerve spikes', phantom increases in brain activity in pain receptive regions. "Arnold" is administered via oral medication and is stable at room temperature but should only be administered with medical staff on hand as moderate to severe cranial/ocular bleeding occurs following each dose.

# Handout 3



Federal Bureau of Investigation

MEMO: Special Agent in Charge Grayson to Local Office

TO: FBI Central Office; Director Wallenberg

SUBJECT: Operation DUCKBLIND

Conventional tracking operations have not yet allowed us to follow target DUCK to his secret base location. However, I have assigned field agents to investigate local sites which match profiles from previously discovered bases and they have identified the following possibilities.

Location 1; "Tunnel dark space".

There is a dark space, according to the city plans, between several of the underground systems in the uptown area. The water, sewer, and service lines encircle but do not cross the space and it would make an ideal location for concealing an underground base of operations with ready access to water, power, services, and even transportation.

Location 2; "City junk yard".

The county dumping ground has a disproportionally high amount of scrap metals and machinery. Previously discovered bases have sometimes been located near potential fabrication resources, making the area around the landfill suspect. Farther, local flyovers have reported signal interruption over the landfill though this might be a result of semi-functional technological remains in the dump itself.

Location 3; "Bay floor".

Local fishermen have turned up loose metal fragments and even a few odd devices from the deeper sections of the local bay. It's possible that a compromised base, or a crashed vehicle of some sort, is hidden deep under the water. As of yet we do not have the proper equipment available to investigate the bay and local divers have reported nothing like any base we've previously encountered. Additionally, conditions in the water are murky with very limited visibility making convention searching very difficult.

Location 4; "McGregor building".

A local office building has a number of low level offices rented out on long-term lease that do not seem to have anyone coming or going from them. One of the listed occupants has previously been investigated for connection to 'super' operations but disappeared some time ago. A check of the city's planning office shows sufficient space below the building for a possible base. Covert searches of the offices have not yet revealed anything and the building owner is blocking legal requests to bring in heavier search equipment.



# Handout 4



Federal Bureau of Investigation

MEMO: Special Agent in Charge Grayson to Local Office

TO: FBI Central Office; Director Wallenberg

SUBJECT: Operation DUCKBLIND




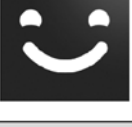




Operation continues to yield no new information. Agents assigned to the subject report no new unusual activity. Observers report meetings with criminal elements continue but subject has not yet traveled to a location which could hide a base capable of storing the contraband subject is carrying.

Subject continues to spend extended periods in the basement of his home. Observers confirm only one entry and exit from the basement. Search and seizure of the subject's basement was served without subject's notice in accordance with the secret warrant secured with the Justice Department. No contraband was discovered in the basement nor was any detectable entrance to a base discovered. Basement was notably bare except for the following:

- 1) Combination washer/dryer: Searched for compartments or pressure switches. Nothing found.
- 2) Scuba suit and two air tanks: Searched as possible hiding places. Nothing found. Subject has been observed refilling air tanks at local dive store multiple times despite never being observed near any bodies of water. Air was tested for foreign materials but was revealed to be a standard "heliox" mixture.
- 3) Miscellaneous Boxes: Searched for hidden devices. Nothing found.

Agent morale is apparently thin; we have received three requests for transfer out of current assignment by the observation agents and four requests for authorizations to detain the subject. Recommend something be done quickly to prevent a lack of discipline from the field agents.

# Handout 5

Agora Forums > Users > Caveat Emptor > Need Info Pls!	
<b>Belac</b> Posts: 549 	I have a problem involving some newly acquired abilities and a friend sent me here. See, I got some cool drug that lets me teleport a damn long way but I have a problem when I go more than twenty feet or so. Whenever I go farther I get a sudden sharp pain, like I'm being stabbed. Also, maybe unrelated, I get this weird static on my TV if I teleport too close to it.
<b>BravoMIC</b> Posts: 112 	Sucks to be you.
<b>IJONE</b> Posts: 1278 	[QUOTE- Belac: Whenever I come back I get a sharp pain, like I'm being stabbed.]  Is it always the same place?
<b>Belac</b> Posts: 549 	[QUOTE- IJONE: Is it always the same place?]  Mostly just the one place but I do go to different places sometimes.
<b>IJONE</b> Posts: 1278 	[QUOTE- Belac: ...I do go to different places sometimes.]  LOL, no dumbass, does the same place hurt when you come back?  The 'static' is probably leftover energy. You might be using energy conversion teleportation.
<b>Dr.Fliptop</b> Posts: 46 	[QUOTE- Belac: ...got some cool drug...]  Okay, gonna need way more than just that. Pills, shots, suppositories, there's all kinda stuff people can get.  [QUOTE- IJONE: You might be using energy conversion teleportation.]  Could just as easily be dimensional; worm holes and such also leave behind energy residue.
<b>ArcaneWit</b> Posts: 628 	[QUOTE- Belac: Whenever I come back I get a sharp pain, like I'm being stabbed.]  Nut up. Just take a mouthful of over the counter stuff. No gain without pain.
<b>Belac</b> Posts: 549 	[QUOTE- IJONE: LOL, no dumbass, does the same place hurt when you come back?]  No, it moves around. It seems like it's different each time but I can't be sure.  And it was pills. Just pills.

# Photo Handout 1



Photo 1: Subject DUCK seen leaving apartment with case at 11:17 AM on day 1 of surveillance. Team was unable to tail target without compromising cover. DUCK returns at 12:54 PM without case.



## Photo Handout 2



Photo 2: DUCK leaves apartment at 1:23 PM on day 1 of surveillance. Tracking device now installed on car. DUCK later revealed to have visited Sunny Shopping Center, a nearby strip mall.

## Photo Handout 3



Photo 3: DUCK visits this alley at 4:32 AM on day 2 of surveillance and remains there until 4:49 AM. Agents did not see what DUCK did in alley. Request to search alley for possible base entrance on hold until DUCK arrested.



## Photo Handout 4



Photo 4: After DUCK left home on day 2, Agent Richards infiltrated apartment. No contraband was found, but Richards did find the vest seen on day 1 and took photo with cellphone for analysis. Deemed to be unimportant to investigation.