



EQUIPMENT

WARNING! WARNING! WARNING!

EXPOSURE LEVEL: ULTRAVIOLET

FUN IS MANDATORY!



F/M INTERFACE

ACTION ORDER

MECHANICS +0

SMALL
LEVEL 1

Success: Flesh heals damage 1 part per box, can use human limbs as modules.

Failure: Nearest human is now part of bot but still alive.



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OS PREDICTRIGHT

ACTION ORDER

BRAINS +2

SMALL

LEVEL 2

Success: +5 Action Order, start with +1 success.

Failure: Go at 0, must use random Action card and start with -1 success.



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SPLEEN VENT

ACTION ORDER

BRAINS -2

SMALL

LEVEL 0

Success: Gain +2 NODE interacting with human.

Failure: -2 NODE interacting with humans who you now want dead.

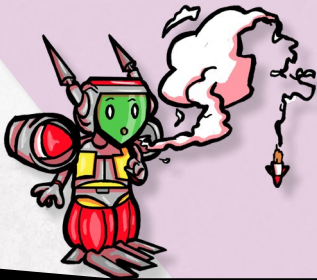


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CLEARANCE LEVEL: ULTRAVIOLET

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TSMGG OMEGA

ACTION ORDER

CHUTZPAH +1

LARGE

LEVEL 2

Success: +2 NODE for improving morale, literal party starts.

Failure: All bots and gear are -3 NODE until thoroughly cleaned.

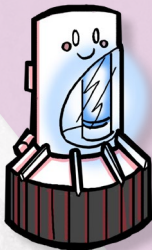


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WARM FUSION REACTOR

ACTION ORDER

MECHANICS +3

MEDIUM

LEVEL 2

Success: +2 NODE for Violence or Mechanics; recharge anything within 3 metres.

Failure: Take a Maimed and give Hurt to anything within 3 metres.