



ACTION

WARNING! WARNING! WARNING!

EXPOSURE LEVEL: ULTRAVIOLET

FUN IS MANDATORY!



DESPERATE MEASURES

I TRAINED FOR THIS. NOT REALLY, BUT YOU KNOW.

ACTION ORDER: 3



Explain to the GM how you use an unrelated skill for a roll and, if they buy it, you roll with that skill instead and get +1 NODE.



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GOT IT IN MY BACK POCKET

WAIT, COULD THIS LITTLE THING HELP?

ACTION ORDER: 5

You happen to have a useful, inconsequential small item that's exactly the one thing that can help you now: Explain how it helps you and get +1 NODE on the roll.



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QUESTION TIME

CITIZEN, PLEASE ANSWER THESE 143 QUESTIONS.

ACTION ORDER: 3

A Yellow R&D tech appears and starts asking a target of your choice to fill a survey. If the target does anything other than answering questions, +1 Treason Star.



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QUICK THINKING

EHHHH... LET'S DO THAT THING!

ACTION ORDER: 8



Draw two new Action Cards, read aloud their titles only and immediately choose one of them to take effect immediately. Discard the other.



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THINK THIS THROUGH

NOW NOW, LET'S THINK ABOUT THIS FOR A MINUTE.

ACTION ORDER: 6



Pick a character and make a Chutzpah + Bluff (or Charm) roll. With 2+ successes, they lose their action this round while they contemplate your words (or wonder just how stupid you are).



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WE WERE BRIEFED ON THIS

OH, RIGHT, THEY ACTUALLY WARNED US ABOUT THESE.

ACTION ORDER: 4



Make up a reasonable but vital detail about a situation or enemy's weakness. Anyone acting on this information gains +1 NODE this round.



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CONTAMINATION

THAT GOO DOES WHAT TO CLONES?

ACTION ORDER: 4



Something escaped quarantine. Pick a target. They get a Hurt each turn until either dead or healed. This applies to anyone who touches the target or their gear.

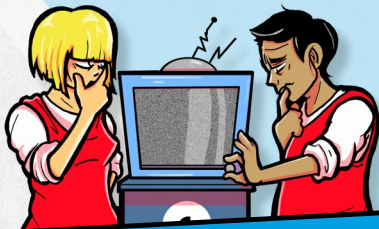


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IT WENT PLOINK

WHERE IS THE STUPID SNOOZE BUTTON?

ACTION ORDER: 1



One of your R&D devices begins making a weird sound. What does it indicate? Nobody knows. All Brains and Chutzpah rolls are at -1 NODE from the distraction until you silence the noise.

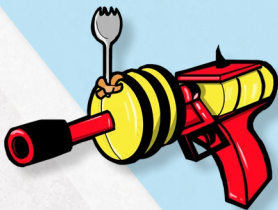


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JURY-RIG

HOLD MY B3. I GOT THIS.

ACTION ORDER: 5

Play along with an Equipment card of any type. Add the Equipment's level to the NODE for a roll this gear shouldn't normally help.



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PUFF OF SMOKE

HEY, HAS ANYONE SEEN OUR PRISONER?

ACTION ORDER: 5



A character that no one can currently see disappears in a puff of smoke. If this is a Troubleshooter, activate a new clone.



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JUST THE THING

PREPAREDNESS IS NEXT TO ... SOMETHING REALLY GOOD!

ACTION ORDER: 4

You secretly stole something from R&D. If the GM agrees it's useful, your next roll is +3 NODE but also +1 Treason Star. Nobody likes a thief.



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SOMETHING FALLS OFF

PLEASE TELL ME THAT WAS NOT IMPORTANT.

ACTION ORDER: 10



Someone's Equipment card cannot be used this round. That Troubleshooter can take a Basic Action instead.

A large, stylized black and white logo resembling an eye or a camera lens, composed of concentric shapes, positioned at the top of the page.

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MAD SCIENTIST

NO, YOU FOOLS! YOU'LL BLOW US ALL TO HEL SECTOR!

ACTION ORDER: 2



A Green R&D scientist wanders over and gives you some gear to test (GM gives you a random Experimental card). You can use this starting on your next turn.



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IGNORING SAFETY PROCEDURES

R&D IS NOT LIABLE FOR USER INCOMPETENCE.

ACTION ORDER: 6



Reroll a failure when using Experimental equipment. If you roll the Computer symbol on the reroll, +1 Treason Star for not following established safety procedures.



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CONVENIENT BLAST SHIELD

IN THE EVENT OF A LAB ACCIDENT, REMEMBER: DUCK AND COVER!

ACTION ORDER: 0



You find something big to hide behind. Describe it to the GM. If they approve, you dodge a ranged attack or explosion that would otherwise hurt you on your turn.

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EUREKA!

OH, YOU THINK YOU'RE SO ... OKAY, THAT ACTUALLY WAS SMART.

ACTION ORDER: 5

You have a flash of inspiration! Explain to the GM how it's relevant. If they like it, add Brains to your NODE for this roll (even if the roll required Brains already).



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UNWILLING TEST SUBJECT

IT'S AN HONOUR TO BE VOLUNTEERED TO SERVE FRIEND COMPUTER.

ACTION ORDER: 0



When you roll a Failure using experimental gear, redirect the effect to another player or NPC. The affected character must be nearby.

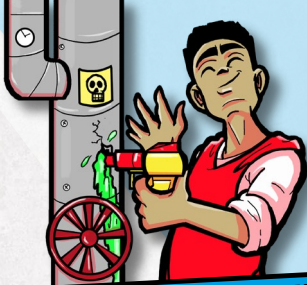


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NECESSITY IS THE CLONE-VAT OF INVENTION

YEAH, I JUST VOIDED THE WARRANTY ON THIS.

ACTION ORDER: 1

You use an item to do something it was never designed to do. Describe to the GM how it works. If they like it, +2 NODE for any roll involving that item. If you fail a roll with the item, it explodes for a Maimed. Yes, even a towel.