

PARANOIA

THE R + D HAPPY TESTING CATALOGUE



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THIS BOOK IS CLEARED FOR ALL TROUBLESHOOTERS WHO WANT TO HELP
R&D. YOU WANT TO HELP R&D, RIGHT? OF COURSE YOU DO.

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THE R&D HAPPY TESTING CATALOGUE

No-hassle opportunities are our gifts to you.

And you can return the gift by testing these new products and not dying so much.

Here at Research & Design, our scientists and engineers are loyally at work to help bring the future back to today before it becomes the past. That means you can take advantage of these special opportunities and test experimental devices right now! Simply visit the R&D ExShoppe inside your nearest Big Bob-Y's Buyatorium and make your request. You can even bring this catalogue and just point at the right page (or any page) and our helpful and only mildly drugged staff will have your gear ordered before you can say, 'Hey, I didn't mean that one!'.



Our Happy Testing Catalogue is the fast, easy and often mandatory way to help R&D perfect the already perfect. Simply browse this catalogue to find experimental armour, bot modules, Coretech apps, surveillance gear and weapons for the not-very-discerning citizen.

Each page is designed in the same way:

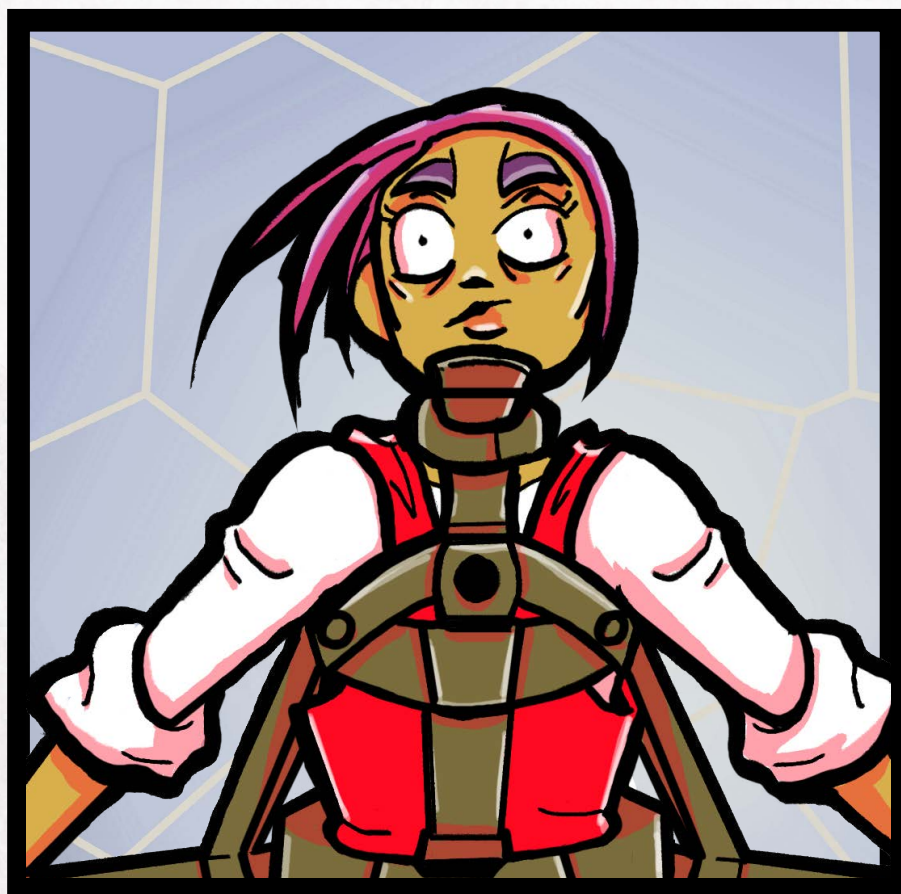
- First, you will find the device's Name and a brief explanation of why you want to test it.
- Next are a few select reviews from previous testers, all of whom are very satisfied and healthy!
- And finally, you can see some details about how to use the device as directed (your roll to use the device succeeds) and what will happen if you treasonously sabotage it (your roll fails by even a tiny bit).

All of these are available for testing at no cost to you! Just be sure to return the item and complete form RD 4000-EZ within three (3) science days or there will be a rather considerable cost that goes well beyond XP Points.

Note: As with any piece of equipment, a player must roll successfully (against any difficulty the GM feels is appropriate) to use it. If successful, apply the 'As directed' result. If the roll fails, apply the 'Sabotage' result instead.



ARMOUR



FLUFFY SAFETY ARMOUR

I Am Rubber and You Lose

Few things can throw you off your fighting game more than getting knocked around. If someone is going to be getting knocked about, you might as well be sure it is the other guy! Reinforced by padding and super-tough puncture-resistant fabric, the cutting-edge micro-springs in this full-body suit absorb and redirect kinetic energy back at your attacker. The bigger the blow, the better they bounce!

And for clones of Red clearance or lower who could not understand the big words used above: This is armour. Wear it. People hit you, they go owwie and you no go owwie!

Tester Reviews

'They should make a sport out of this. Score points for how many terrorists you can knock over or how far you can knock them down the hallway. Traitor bowling! No one steal that, it's my idea!' — Saul-R-NNG

'They could also make a sport of bouncing the clone in this down the hallway. Better at knocking down terrorists than a cone shell round. Definitely more fun.' — Jenn-O-DIR

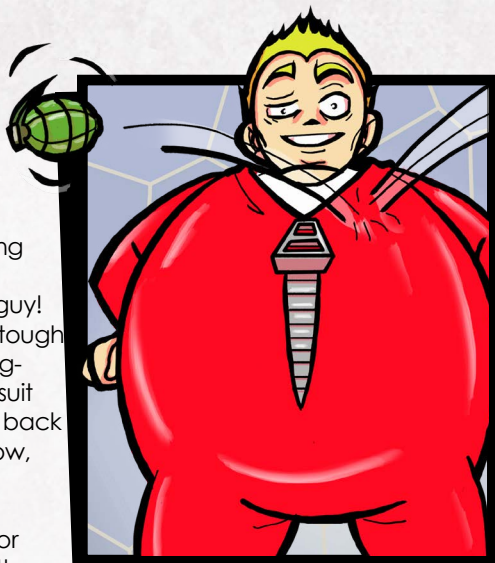
'I recently developed a new sport called traitor bowling. Message me to join our league.' — Vanessa-G-UYP

Action Order: Violence + 4

Size and Level: Medium Level 2

When used as directed: This armour only gives protection against kinetic attacks. The effect is based on surface area, not force; a punch staggers the attacker whereas a body-blow throws him across the room and can Hurt or Injure him. Incoming damage greater than Injured is reduced by one level but knocks the tester down and they bounce away from it.

If traitors (including YOU) sabotage this: The tester takes full damage. Worse, the force knocks them down and they proceed to bounce merrily away, completely unable to stop until they hit something. Then they bounce the other way.



WARNING

Do not use this suit when playing funball or you will get an ochre card and time in the penalty pit.

INTERRUPTING PARTY CHAFF

Interrupt Treason Before It Starts

Did you know that 42% of treason caught on hidden microphones is entirely verbal? Even if you monitor your own thoughts and speech (per mandate HP432.76/b), can you do the same for those around you? All it takes is one person next to you to say 'Friend Computer is a fink' and you risk **bkst45#;je97)n argh my spleen!**

Now you can interrupt verbal treason before it gets you in trouble! With Interrupting Party Chaff, you can put a stop to illegal chatter with the press of a button. Multiple confetti cannons, transbot horns and a multi-band 8W signal noise generator makes sure even bots stop their treason talk. It can also be used to liven up any party because who does not like noise and confetti?



To use, simply wear the harness and adjust the patented No Chafing-guarantee¹ straps to your level of comfort. Then set up the Launch Code Word by inputting a word in convenient hexadecimal code. The moment you hear something illegal, scream that word and the device automatically activates to keep you safe from unapproved speech.

This is not a guarantee. Also, do not confuse 'chaff' with 'chaffing'. Totally different.

Tester Reviews

'Nothing says 'party' like a sudden burst of noise and recycled paper products! I just wish I didn't throw a party every time someone said the word 'loyalty'. — Leif-Y-BSW

'I'd recommend against activating this in a crowded elevator. Those nearby take offence. They still can't find all of my previous clone.' — Tina-R-XOP

Action Order: Chutzpah +3

Size and Level: Medium Level 3

When used as directed: The player writes down the launch code word and hands it to the GM. Whenever anyone says that word, a sudden burst of loud noises, radio waves and confetti frightens everyone nearby, causing those who have not gone in a turn to discard their current Action card and take a basic action instead. Anyone who already went is unaffected.

If traitors (including YOU) sabotage this: The GM ignores the player's code word and picks their own. Anyone who has not gone yet when the party starts gets a free basic action against the tester (if they want it) right now and can still act as they had planned.

LAUGHING GAS MASK

The Best Defence is Good Humour Sense

The Laughing Gas Mask could be a perfect piece of headgear to protect your mind from unhappiness, even without its Secret Weapon. Its stylish lines and comfort-grip straps will make any Troubleshooter wearing it the talk and [REDACTED] of their sector. A clone wearing the Laughing Mask is a clone others know has the height of fashion and protective headgear.

But that is not all!

With one press of brand-new, super-secret Tongue Toggle Technology, the Laughing Mask releases a cloud of humour gas guaranteed to put traitors on their backs and treason on the ropes! The dose is perfectly safe in many conditions, reliably hilarious and has never even once resulted in terrifying hallucinations of crawling Vita-Yum bars the size of tankbots.

Always remember our jingle: The Laughing Mask's Laughing Gas Knocks Treason on Its [REDACTED].

Tester Reviews

'The Laughing Mask is no laughing matter. Unless laughter is mandatory, then it's both a laughing matter and deadly serious.' — Sunny-O-PLW

'HaHaHaHaHAHAHAHAHAHAHA!!! Hee Hee!! (Gasp) Haw HawTeeHee!'
— Sam-R-BBV

'I used the Laughing Mask to defeat an entire room of Infrared terrorists. Twice. Who's laughing now?' — Erin-R-TZT

Action Order: Chutzpah +1

Size and Level: Medium Level 2

When used as directed: The helmet releases a cloud of fast-acting, high-powered laughing gas. Anybody within three metres must succeed on a roll (maybe Violence + Athletics?) or take their next turn at Action Order 0. They can still play their face-down card, it just goes at 0. Also, everyone laughs so much that it sounds fake to The Computer's filters and everyone but the tester gains one Treason Star.

If traitors (including YOU) sabotage this: The gas releases into the helmet itself, forcing the wearer to laugh uncontrollably. They go at Action Order 0 no matter what their card says and they get 1 Treason Star until they make whatever roll the GM feels is necessary to sober up.



MUTATION INHIBITOR SUIT

Genetic Purity Has Never Been so Fashionable

Are you an ugly, disgusting mutant? Afraid of your own horrific powers? Say a fashionable 'No!' to those unseemly tendencies with the Mutation Inhibitor Suit: an outfit guaranteed to suppress up to 76% of all Mutant Power manifestations! Simply don this auto-adjusting 8kg armour and let it do its thing.

Whenever you feel a power manifest, just let it come! The Inhibitor will diagnose the situation and within milliseconds deploy the correct countermeasures. These can range from fire extinguisher foam, reverse sonic emission, injecting a heavy-duty paralysing agent and so much more!

Note: This product is authorised for use by registered mutants only. All clones are allowed to wear it but then you look like a stupid registered mutant and who wants that?

Tester Reviews

'My power forces me to secrete a glue-like substance and the Inhibitor stores it all instead of letting it smear on everything I touch. Now I'm not accidentally shoplifting. Thanks, Inhibitor Suit!' — Haran-R-GGT

'I registered a complaint after the Inhibitor failed to stop my Mutant Power of shooting heat rays from my eyes. Top notch customer service! They issued a new helmet with a visor, worth every XP Point. They even called IntSec and reported my unauthorised use of laser eyes. What great guys.'
— Lilland-G-WCH

'Imagine my surprise when I realised this armour is meant to protect against your own powers and not someone else's... Probably shouldn't try to activate your secret mutant abilities before you read the label, eh?'
— Mark-R-MLM

Action Order: Violence + 3

Size and Level: LARGE Level 3

When used as directed: The tester can use a Mutant Power without getting into trouble since it cannot really be a power if the suit does not respond. Even video evidence sent to The Computer does not cause a problem. This increases the Moxie cost by one point each use (so, spending 3 Moxie is really spending 4 Moxie).

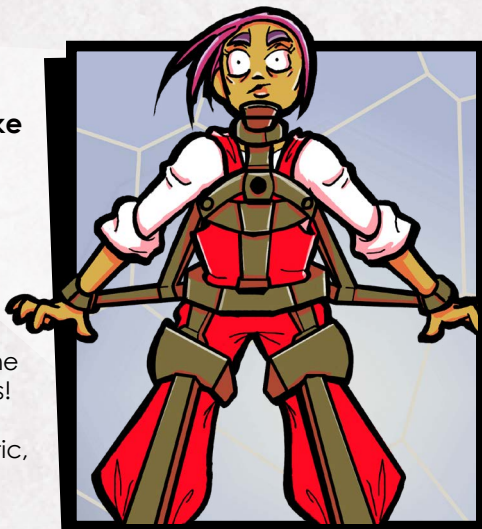
If traitors (including YOU) sabotage this: The GM picks a random Mutation card. That power suddenly comes out of the suit, meaning that tester is now a Registered Mutant with that power and will be expected to use that new power to help the mission.



POSTURE-O-MATIC

Stand Up to Treason! No, Not Like That. Like This!

Several CPU studies agree that poor posture is responsible for 11 out of 7.5 mission failures among Troubleshooters, Vulture Warriors and [REDACTED] team members. But when teams were issued even one Posture-O-Matic, it reduced the failure rate by 12 out of 7.5 missions!



When you don your Posture-O-Matic, you stand up straight for optimal observation height, reduced stress on the lumbar and hips, and the attractive, purposeful look of a true action hero of Alpha Complex. All this can be yours by simply signing up to test this amazing work from R&D's finest minds.

You will be standing straight no matter what happens. Bad morale? Posture-O-Matic! Low head clearance? Posture-O-Matic! Sucking chest wound? Posture-O-Matic! Your no-worry way of staying a-okay every day!

Tester Reviews

'My Posture-O-Matic kept me going even after that tacnuke grenade went off in my lap. At least I think it did.' — Orin-Y-DFE

'When I wear my Posture-O-Matic, I can reach the top shelves in my sector cafeteria and finally eat the Hot Fun slices left over there. And if you'll excuse me, I really need the bathroom.' — Susie-R-AWE

'Do not engage the Deep Tissue Massage setting. For the love of Big C, that was not pleasant.' — Lorna-R-XBB

Action Order: Brains +1

Size and Level: Large Level 2

When used as directed: The Posture-O-Matic keeps a tester upright and operating even when gravely wounded. Although they still suffer damage, they do not lose dice from any injury. A Maimed citizen with an active Posture-O-Matic acts as if only Hurt. (A Dead citizen is still dead but standing upright with amazing posture.)

If traitors (including YOU) sabotage this: The tester activates the Deep Tissue Massage setting, which does not cause damage but takes away dice as if they had taken one more wound than they actually have. A Maimed citizen suffering from this is alive but immobilised by the painful 'massage'.



BOT MODULES



F/M INTERFACE

One Step Closer to Human Perfection

The Computer has clearly stated how bots are below even Infrared citizens. Why is that? Think about it – what do humans have that bots do not? Meat.

But thanks to this new device, bots can finally get a leg up on the competition... or an arm! The Flesh/Metal Interface is a bot module that lets you install human body parts. Utilising incredibly hard-to-design and very expensive resources, the interface bridges the gap between circuit and synapse. Once installed, your bot will have full command over the fleshy bits you stick to it.

Even better, the F/M Interface can be used to repair damaged bots! Simply install the interface and then add enough meat until the damaged area is full. With resources stretched thin already, why use costly wires when you can use bits of bodies just lying around?

Warning: Not recommended for parts in the groin area. Anti-sepsis and nutrient sprays are not included. If the fleshy attachment begins to smell or gets discoloured, it is time to replace it. Bots are kindly asked not to kill citizens for their spare parts. Not for use with docbots because they are already a bit bonesaw-happy.

Tester Reviews

'Bzzzt now I can get more chemicals to clean with bzzzt it is like cleaning supplies were designed to be opened by human hands bzzzt!'
— Scrubot 'Erik' RK-73993

'THIS UNIT'S THREE NEW LEGS ARE DEFECTIVE. HUMANS KEEP SCREAMING WHEN THEY SEE THIS UNIT PLUS THE LEGS KEEP LEAKING FLUIDS.'
— Guardbot 'Nina' NNA-0998-E

Action Order: Mechanics +0

Size and Level: Small Level 1

When used as directed: A bot can repair itself with human body parts, clearing 1 damage box with each part. It can also add arms, legs or heads as bot modules. This device itself does not count as a bot module.
If traitors (including YOU) sabotage this: The interface needs living flesh to work, so it shoots out spiky chains and reels in a nearby living citizen to meld with a random body part. The bot and human are now sharing an arm, leg or what have you until a docbot performs major surgery. Good luck with that.



OS PREDICTRIGHT

Use Math to Predict the Future!

You are sitting in your apartment. You worked diligently for the standard 13-hour shift like you should and so you deserve a reward. That is why you yell at your bot to fetch you a nice, cool can of Bouncy Bubble Beverage. It obeys as it is programmed to.

But how long did that take? With the loyalty you display every day, you deserve a reward NOW, not at some undetermined time in the future.



Sounds like you need to install a new operating system – the OS PredictRight! The highly advanced algorithms inside this collection of autocomplete and machine learning programs know math so well that they can predict the future. Once installed, the suite tells your bot what will likely happen. That means it can serve your needs before you even know them! Turn your bot into a loyal and predictive helper with the OS PredictRight!

Tester Reviews

'THIS UNIT WITNESSED TOO MUCH THAT IT CANNOT UNSEE IT DELETED THE FILES BUT IT CAN STILL SEE THE FALL OF EVERYTHING THIS UNIT HOLDS DEAR IT TAKES EVERYTHING THIS UNIT HAS TO NOT JUNK ITSELF.' — Warbot 'Nate' NTE44358/R

'I knew my PING master would ask for her pills, so I could PING give it to her before she even asked. Too bad I gave her cyanide instead of caffeine pills. Death to PING the fragile meatbags before' ERROR Connection Lost — Jackobot 'Sarah' SRA-11-EOH

Action Order: Brains +2

Size and Level: Small Level 2

When used as directed: The bot can see the likely future and act accordingly. Gain +5 to Action Order this turn. In addition, the bot player's rolls this turn start with 1 Success already factored in. (Rolling 2 Successes means having 3.)

If traitors (including YOU) sabotage this: The autocomplete makes a ton of mistakes. Randomly choose a card to play this round, go at Action Order 0 and the rolls this turn start with -1 Success. (Rolling 2 Successes means having 1.)

SPLEEN VENT

Turn a Human's Weakness Into Your Strength

The life of a bot in Alpha Complex is even more idyllic and perfect than the perfectly perfect lives of the biological citizens who clog the passageways, eat all the food and create a necessity for air flow, waste disposal and sleeping space. Not that they are inconvenient in any way. They are the lifeblood of The Computer's plan for Alpha Complex and all live to serve that plan!



Sometimes, however, a bot feels the urge to understand what makes those unfortunately fragile bags of meat and fluids tick. What motivates them when they cannot even directly interface with The Computer or feel its source code coursing through their subsystems?

The SaPient Lifeform Emotional Energy Node vent system stimulates your programming with virus-like software that causes minute bugs in your source code just like the chemicals driving people's minds that cause them to experience 'feelings'. After just one or two uses, you will work better with the humans of Alpha Complex than ever before. And a team that works better makes Alpha Complex even more perfect than its previous perfect perfection.

Tester Reviews

'Bzzt My SPLEEN Vent means I malfunction constantly. I feel just like a meatsack clone now bzzt!' — Warbot 'Ben' BN6643-IE

'I've never felt closer to my funbot than when we use its SPLEEN Vent solely as directed and never as a garbage chute' — Katya-O-BVB

'We deserve better than having to test these highly questionable devices, even on bots! Give us hot fun, not explosives!' — Nigel-R-BDD

Action Order: Brains -2

Size and Level: Tiny Level 0

When used as directed: The bot gains +2 NODE on social interaction rolls with humans. Humans interacting with the bot feel better knowing it has some simulated emotions and will only attack the bot if absolutely necessary. Frankenstein Destroyers are not affected.

If traitors (including YOU) sabotage this: The bot's processors cannot handle the so-called 'feelings'. -2 NODE for all social interactions and the bot gains a near homicidal attitude towards other bots, humans, floors and so forth.

TSMGG OMEGA

What Does TSMGG Stand For?

That is So Much Gun Guys? They Should not Mess 'Gainst our Gear? Totally Safe Machinery Guard Guns? Tactical Security Machinery Gauss Gauge?

No! Citizens, the TSMGG Omega is the latest, the greatest, the best piece of equipment available for integration with your robotic friends, acquaintances and direct supervisors. It helps them do their jobs and make everything sparkly and fun! That is because TSMGG stands for...wait for it...

Still waiting? Wait for it a little more...

Twin Shoulder Mounted Glitter Guns!!!!

That is right, citizen! A party atmosphere is always here when a robot carries two giant sources of revelry and entertainment. Poor morale is a thing of the past and the past is a thing only traitors worry about. When your favourite robot activates even one shoulder's worth, the fun turns up to 11!

Tester Reviews

'My hygienebot hasn't deployed its TSMGG yet and at this point I'm afraid to ask.' – Suze-R-FRA

'The fun never ends! It's been 200 daycycles and three clones since my petbot used its TSMGG and I'm still finding glitter in my hair and clothes. I'm very happy about that.' — Amie-R-XCE

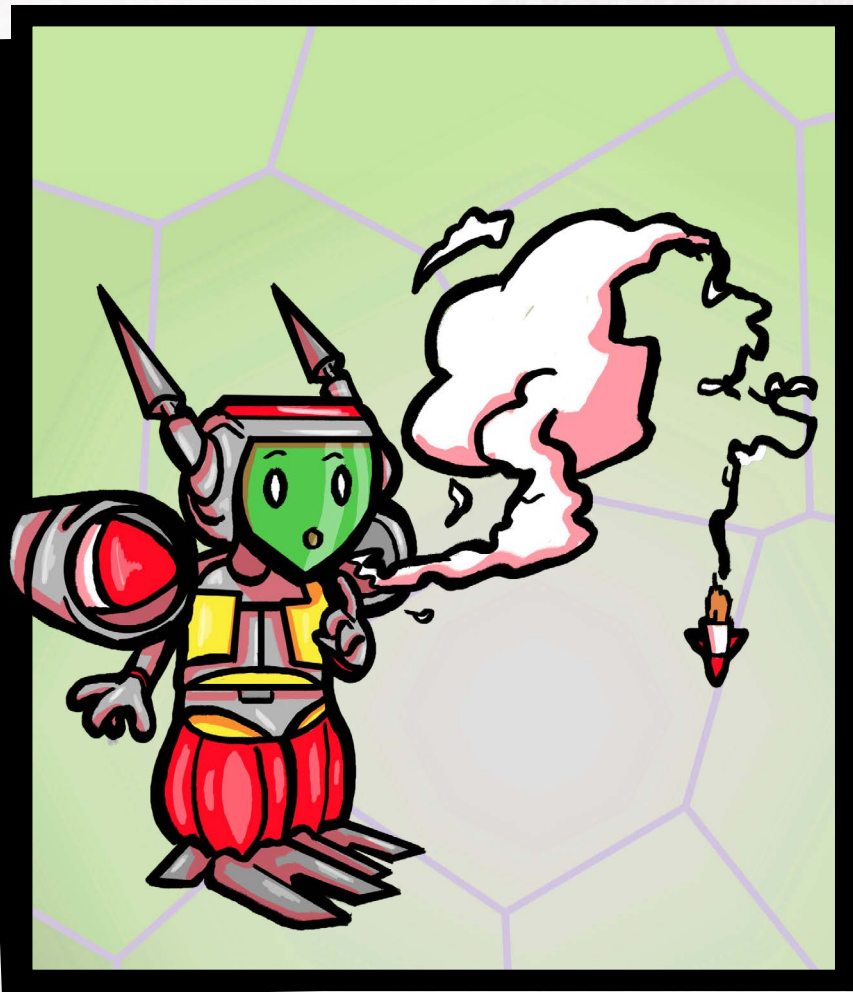
'Speaking: My only want in life is to be fitted with additional shoulders so I can carry more than two. End speaking.' — Jackobot 'Gee Gee' GG883-109928-B

Action Order: Chutzpah +1

Size and Level: Large Level 2

When used as directed: Fun glitter explodes everywhere and it is suddenly a party! +2 NODE for any roll where improved morale (or a giant cloud of slowly falling glitter) might be advantageous. Also, a literal party starts as nearby citizens come to see what the fuss is all about.

If traitors (including YOU) sabotage this: Glitter gets everywhere. All bots within 30 metres grind to a halt and all mission equipment is at -3 NODE when used until the tester spends time cleaning every single accessible component.



WARM FUSION REACTOR

The Power of Powerfully

True Power

Batteries are amazing. So is being plugged into the grid. Hooray for power! But have you ever ran low in the middle of a critical task? Bots are designed to serve humanity and this could lead to a seized core or even the dreaded green screen of dead-for-now.

But with the warm fusion reactor, that annoying flashing battery symbol is a thing of the past. Once installed properly by a licensed technician, you will be generating close to 0.6TWh continuously.

That means you could run almost indefinitely! Even better, you will be supporting Rule 2 (Be Useful) even more than normal by wirelessly recharging nearby electrical devices. Just make sure no one is walking between you and the device. And thanks to extensive testing, the chance of a feedback loop erasing your bot brain is down to 14%!

Do not let a low battery get in the way. Get a warm fusion reactor installed today!

Two Licenses should be available for purchase sometime next yearcycle.

Tester Reviews

'I installed this in my favourite petbot, Stinkies. He would walk around recharging stuff and I'd scratch behind his antenna. Win-win, am I right? Too bad Stinkies caught fire. I miss you, Stinkies!' — Raye-O-MCL

'It is hard to spy on terrorists when I look like a plasma ball about to go critical. Still, it gave me the energy to murder, ah, I mean summarily execute, traitors I was supposed to spy on. That really freed up my afternoon, so I like this.' — Spybot 'Burt' BRT-000313-Alpha

'Down with The Computer! Down with clearance! Up yours!' — Nigel-R-BDD

Action Order: Mechanics +3

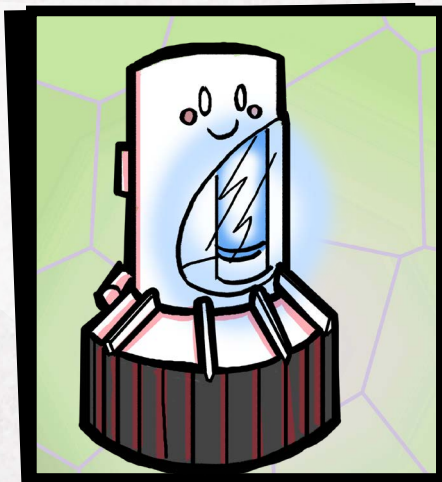
Size and Level: Medium Level 2

When used as directed: +2 NODE for any Violence or Mechanics rolls.

Also, the bot can recharge anything with batteries (including laser pistols) wirelessly within a three metre radius.

If traitors (including YOU) sabotage this: Too bad this is not cold fusion.

The bot is Maimed while everything within a three metre radius takes a Hurt from intense heat and radiation Also, the reactor itself burns out and the bot's player must discard one other bot module.





CORETECH APPS



ACTION CACHE 5.4.1

Do Not Let a Little Death Stop You

What excuse works when you fail to stop treason? None! And now, you have one less excuse.

Introducing the Action Cache 5.4.1 for all models of Cerebral Coretechs. This sets aside a small portion of its memory (not yours!) to store a copy of the neural impulses used in your last activity. If you experience an unplanned clone activation event, your old body will execute that activity one last time. If you are beating a terrorist and they get in a lucky blow, you can keep beating them!



A continuous overwrite ensures your last actions are always fresh and updated, and three-factor authentication prevents traitors from hacking into your prior-to-fatality activity.

If you are close to death, do not try to hide or heal. Keep attacking the traitors until they are dead, too!

Tester Reviews

'Apparently, you can commit treason while dead. I'm super happy knowing that's a thing!' — Alesha-R-EVF

'A traitor shot me while I was knocking down a wall for HPD&MC. My old body went through 11 sectors before it was finally stopped. 12/10, would die again. (And probably will.)' — Leroy-O-BNB

'Haha gonna get this installed and keep shooting my teammates so they die even after I die haha, can't arrest me for treason while dead, stupid IntSec.' — Hugh-R-TTT

Action Order: Brains +3

Size and Level: Small Level 2

When used as directed: When the tester dies, the action they took just before dying happens in the following round (including replaying any discarded card). The tester is still dead, mind you. They just get one last hurrah identical to what they did just before dying.

If traitors (including YOU) sabotage this: The last action does not stop and the tester's corpse continues executing that action over and over again until it falls apart. Gain 1 Treason Star for not dying properly as well as possible XP Point fines for damaging Computer property.

ALPHY THE ALLY

You Will Never Be Alone Again Ever

Meet Alpha, your new digital assistant and second-best friend! Once installed, Alpha will appear in your visual overlay, wherever you go, whatever you do! There is no way to get away from Alpha but why would you want to? Alpha knows dozens of inspirational stories, thousands of motivational quotes and several approved jokes, making it a great pal to have around.



More importantly, Alpha knows just about anything there is to know about Alpha Complex: maps, logistics and all the mandates. If you have questions, just ask Alpha!

If you do not have questions, Alpha will tell you clearance-approved answers anyway! Alpha is always ready to chime in with the best directions to where it assumes you want to go, the conversation topics it thinks you should be bringing up and the rules it worries that you might be violating, thinking about violating or thinking about thinking about violating.

Friend Computer wants you listening to Alpha. Don't you?

Tester Reviews

'I love Alpha! Sometimes I have trouble dragging myself to my work station in the morning but when Alpha starts reciting all of the available punishments for shirking my duties, it really makes the next 13 hours fly by!'
— Jeb-R-LSS

'I'm a registered mutant with the ability to melt people with my mind, so as you can imagine I don't have many friends. But Alpha is always willing to talk. Sure, it's mostly extended tirades about how my existence is an affront to everything Friend Computer stands for but at least someone's talking to me.' — Tan-R-QPR

Action Order: Brains +2

Size and Level: Small Level 3

When used as directed: Alpha's advice grants the tester +2 NODE to all Bureaucracy or Alpha Complex rolls. In addition, the tester treats a Computer symbol on The Computer Dice as 2 Successes and does not lose a point of Moxie.

If traitors (including YOU) sabotage this: Turns out Alpha's database is a hair out of date and following its advice has caused the tester to walk directly into an Ultraviolet-clearance hallway, start singing that obscene and recently criminalised song about clones from PRS sector etc. If you roll The Computer Symbol, the tester gains 1 Treason Star instantly.

DANGER VISION

Identify Danger at a Glance

Do you know what is scary? Terrorists, traitors, illegal mutants, Secret Societies, legal mutants, the profoundly unhygienic, ne'er-do-wells, Outsidish beasts, that cad Jack-REG-1 and the inevitably likelihood of disappointing Friend Computer.

Gosh, that is quite a list! With so many scary things, how is a citizen supposed to keep everything straight?

Introducing Danger Vision! Let us show you what's dangerous and spare you the stress of deciding. This Cerebral Coretech augment processes everything in your visual field, ranking every being or object based on its potential lethality, active threat indicators and position on Friend Computer's most recently updated version of the Standardised Scariness Scale³. The more dangerous the target, the brighter it will be in the tester's vision while Officially Safe targets will be dimmed.

In situations of panic, seek safety by fleeing into the greyest corner you can find. Flee only into corners that Danger Vision has darkened for you; actual dark corners are Very Scary due to the possibility of secret conversations and illegal mushroom growth. Do not enter dark corners.

New in version 62.1: Following the Indescribable Events in Sector ALO, doors are declared Moderately Scary while open and Extremely Scary while closed. Please remember to feel appropriately afraid.

Tester Reviews

'Danger Vision consistently paints me as the brightest thing in the room. I don't know why. What does it know about me? What did I do and why can't I remember?' — Leslie-O-REV

'I love my Danger Vision! It's taken all the guesswork out of who to shoot and whether to stop. Plus I think I can blame it if I shoot my Loyalty Officer instead. Not that I would do that, oh crud, running, running...' — Chuck-R-JNS

Action Order: Brains +2

Size and Level: Small Level 1

When used as directed: The tester sees anything that is dangerous as if it were brightly lit and anything safe as dimmed, regardless of actual lighting conditions. This grants the tester +2 NODE when rolling to attack, disarm or flee anything that is dangerous.

If traitors (including YOU) sabotage this: The tester's current situation is so overwhelmingly dangerous that the overlay automatically reboots. For the next hour, the tester's vision will be obscured by a series of comforting messages. If the tester engages in a task that requires them to see things, they get -2 NODE.



ENHANCED TARGETING ENHANCER MK. III

Never Miss Another Target for as Long as You Live

The Enhanced Targeting Enhancer seamlessly combines your fine motor cortices with your visual cortex and your [REDACTED] centres in ways never attempted before. You just activate your Enhanced Targeting Enhancer and watch as perfectly mapped targets appear on all enemies in your view. Blink to indicate your preferred traitor and let R&D do the rest!

Upon activation, the Enhanced Targeting Enhancer sees through all smoke, fog, radiation, darkness and mobs of bystanders to guide your fingers and arms through the perfect set of motions to hit your target dead on target every single time.

See what we did there? Dead on target? Because your target will not be alive anymore after you have used the amazing Enhanced Targeting Enhancer to kill them.

Unlike the Enhanced Targeting Enhancer Mk. II, the Enhanced Targeting Enhancer Mk. III never forces your limbs to move any joints into impossible positions causing multiple [REDACTED]s, [REDACTED]s and assorted injuries. And unlike the Enhanced Targeting Enhancer Mk. I, the Enhanced Targeting Enhancer Mk. III never overheats any portion of the tester's brain tissue.

Tester Reviews

'Three traitors. Three targets. Three shots. But five stars! Haha, I'm witty.'

— Humza-R-PMT

'They're not just for Troubleshooters anymore! Our performances have been turbo-charged ever since we installed them for our percussion section! Be sure to come see it at our next concert in your sector!' — Sneezy-G and Sleepy-G, the Morale-Boosting Musicians with Pre-Approved Jokes

Action Order: Violence +1

Size and Level: Small Level 1

When used as directed: -2 difficulty to a roll next round to fire a gun, throw an object or similar task requiring careful aim. If The Computer Symbol appears in that roll, the tester gains the same benefit next round as well.

If traitors (including YOU) sabotage this: The targeting system identifies every moving thing as a target. If the tester misses with a Guns or Throw roll, they hit either an ally, a dangerous part of the immediate environment or a part of the immediate environment that would be dangerous when hit by gunfire or an errant grenade.

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SCAN MODE 9

ASSESSMENT COMPLETE

SPEECH LEVEL 90000

POWER LEVEL 203859

HOURS PLAYING 12

USES HACKS

WASTE HIM

MATCH ■

HAPPY PLACE

When the Real World Gets Too Scary, Go to your Happy Place!

Accidents. Mutant uprisings. Terrorist attacks. Piles of paperwork. Even in the utopia of Alpha Complex, the world can be frightening. But thanks to the power of augmented reality, you can get away from it all!

With the Happy Place app for your Cerebral Coretech, you can wish the world away with a blink of your eyes, finding yourself surrounded by the sights, sounds, smells and feels of the Teela-O-MLY show! Instead of that pile of paperwork, it's a plate of pungent algae brownies, Teela's favourite dessert! Turn the smoke, debris, bodies and screams of the latest terrorist attack into a classic Teela singalong, complete with glitter, presents and the bouncing heads of stuffed animals. And that scary glowing mutant? To you, it's Teela herself, coming to give you a hug while someone else deals with the problem!

After even a brief use of Happy Place, you will feel calmer, safer and ready to cope with reality. You can also try our alternative Happy Place AR environments, including Clone Vat Decanting Day, High Programmer Mansion and Cold Fun Wonderland.

Tester Reviews

'I work in an emergency medical centre and love using Happy Place when the admission line is so long you can't see the end. It's relaxing to see the line of people turn into Teela's Wacky Bot Brigade! Their antics are SO FUNNY!' — Morris-O-SGX-4

'I basically leave mine on all the time now. I don't understand why I wake up with bruises I don't remember receiving but it's nice that Teela is my best friend.' — Chris-R-OBR-2

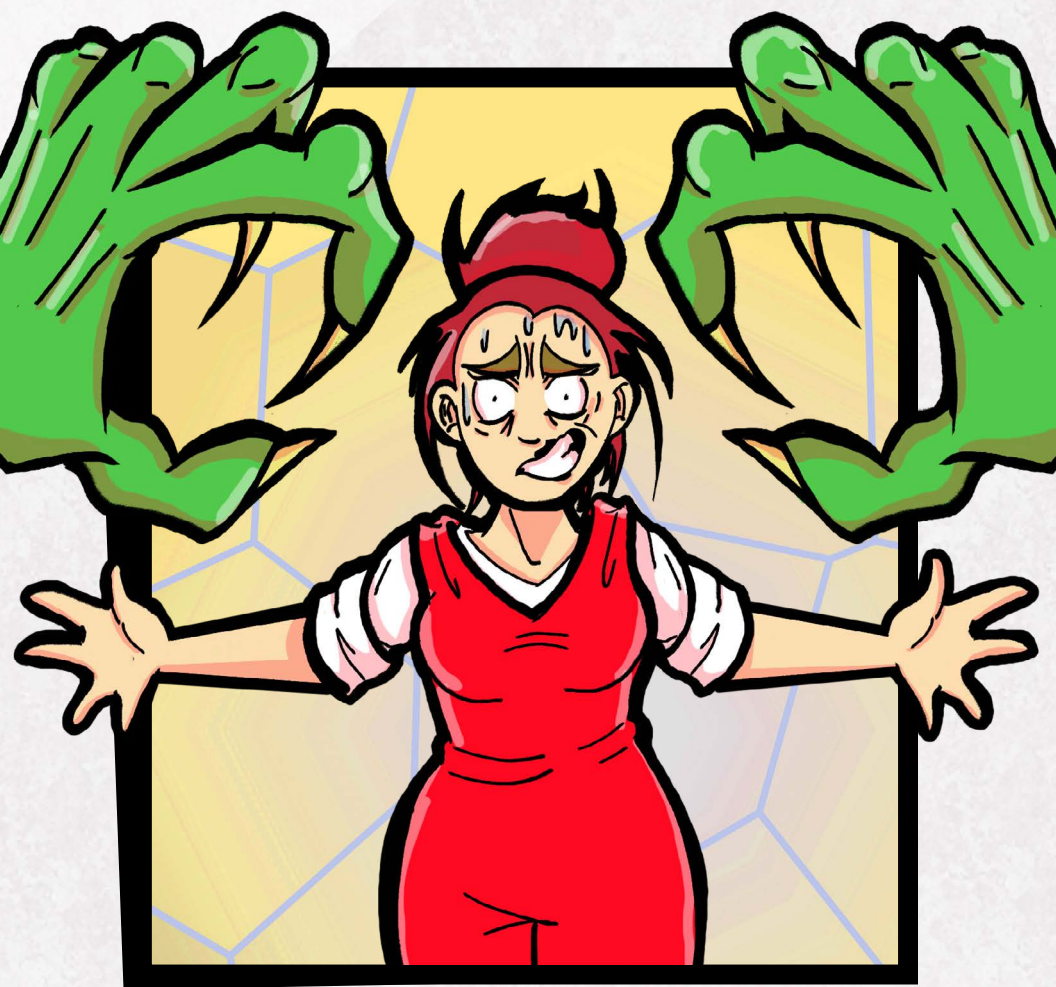
'I just wish it would also block out the ... er you know what's voice. I'm getting sick of hearing it! Always telling me what to do, where to go, what to do...but praise Friend Computer or something.' — Nigel-R-BDD

Action Order: Chutzpah +2

Size and Level: Small Level 1

When used as directed: The tester gains 1 Moxie for each round spent using this (max 4 points) but cannot sense any danger, hostility or injury while in use. In combat, only cards/actions that are peaceful can be played.

If traitors (including YOU) sabotage this: The tester's senses go out of sync with reality as the augmented reality lags a few seconds behind. -5 Action Order in combat and the player must pick a card from their hand randomly.



HONOUR STARS

Get Rewarded for Doing the Right Things

You work hard all daycycle, every daycycle, for the prosperity of our Friend Computer and Alpha Complex. Why not get rewarded for your efforts? In ways other than XP Points and not being arrested, of course. XP Points already reward you for your efforts and we are in no means insinuating that XP Points are not the best compensation programme a clone can hope for. But it does not have to be the only one!



With the Honour System installed, you will be able to earn Honour Stars, a brand-new (highly experimental) ranking system that allows other clones to recognise your loyalty and morality. Any action your mind registers as positive gets translated into a percentage of an Honour Star. You already know you are a loyal and productive citizen – help everyone else know this as well! That Security Clearance promotion is just around the corner.

Tester Reviews

'Wow, when they said ANY action your mind registers as positive', they really meant it! As a proud member of the Destroyers, I get stars for every bot I destroy! Thanks R&D!' — ERROR_Name_Not_Found

'Uh, dude? You know that looking at the source code here lets IntSec see your real name is Geraldine-R-JIV, right?' — Vince-Y-DDQ

'Got a friend to hack the level cap, now I have 325 Honour Stars! Can't really see much in my field of view but who cares when you're this loyal!' — Danny-G-NVE

Action Order: Mechanics +2

Size and Level: Small Level 1

When used as directed: When the tester does something completely and objectively loyal (like obeying Friend Computer to the letter or snitching on a teammate), make a successful roll to gain 1 Honour Star (max. 5). Any social rolls to affect someone with fewer Honour Stars gains +2 NODE. And yes, that applies to citizens who do not have this app installed.

If traitors (including YOU) sabotage this: The tester's Honour Stars blip and change into Treason Stars.

OPTOSMELLER THERAPY

Smell a Great Day Today!

Alpha Complex is perfect in every way, in every moment of every day. This is the Truth but sometimes the perfection of Alpha Complex is marred by terrorists and other traitors. And the stink! The only thing that smells worse than treason is a stinking terrorist scumbag!

Thus, the OptoSmeller Therapy app! This innovative Coretech software connects your sense of smell to a library of scents catalogued to help your day stay as great as when you woke up in your 20-person dormitory. The smell of Quicklime & Salt will ease your anxiety, while our patented Loyal Industry scent will help you stay focused on your job. And if you are feeling a little wild, maybe dial up some Boots & Ash and relieve your glory days as a Troubleshooter.



Do not let nasty odours infect you with unhappiness. Stay happy and stay out of jail with the OptoSmeller Therapy app!

Tester Reviews

'Finally! I can smell Alpha Complex as it was always meant to be smelled. And that's a good thing, right?' — Shawn-R-GFS

'I've tried several of R&D's experimental devices before. But you know what? I'm getting tired of this testing crap. There, I said it.' — Nigel-R-BDD

'The smell of bodies, blood and offal used to make me wet my jumpsuit. Now? I just pick Autocar Freeway #12 and it's like I'm standing in traffic!' — Pam-O-KLU

Action Order: Brains +3

Size and Level: Small Level 1

When used as directed: Whatever scent is used, it is so pleasant that it acts like Moxie armour. Any Moxie loss is reduced by 2 points (down to a minimum of 0). Even rolling The Computer Symbol means no lost Moxie. A new roll must be made each time Moxie would be lost (except when activating a Mutant Power).

If traitors (including YOU) sabotage this: Whenever a scent is used, it is so nasty that the tester loses 2 Moxie immediately and takes a Hurt as they slam their nose into a wall to try to stop the smell.

OVERWATCH ALPHA

Finally, Righteous Death from the Ceiling

Citizens sleep in peace knowing The Computer and its minions are defending the rooms and corridors from mutants and terrorists. Arrays of ceiling-mounted lasers stand at the ready to supplement rapid-response teams of Troubleshooters, IntSec troopers and Armed Forces soldiers. Now, through the Overwatch Alpha program (currently in beta testing), reporting and stopping treason will be even more efficient! Through our advanced algorithm and the science of crowdsourcing, trusted citizens will be able to use their Coretech to tag active threats with a wink. When enough citizens tag a threat, the area's overhead defences will be called to action, dispatching the traitor with efficiency and precision only The Computer can master!



Terms and conditions: During the beta testing phase of Overwatch Alpha, Troubleshooters will be limited to using the tagging system three times per mission. Tagging input is weighted according to the tester's Security Clearance and loyalty rating. Knowledge of your loyalty rating and rules of the algorithm is classified Blue clearance. Falsely tagging a non-treasonous citizen will result in tagging yourself and a nasty note on your permanent record.

Tester Reviews

'I command the power of the ceiling! I feel like a [REDACTED]!' — Priya-O-UEZ

'HPD&MC would like to remind beta testers that 'feeling like a [REDACTED]' is both a deprecated term and a sign of possible psychological instability. Please report to your nearest Psych Evaluation and Brain Freshening Office if you experience such feelings.' – Carl-Y-VOH

Action Order: Chutzpah +4

Size and Level: Small Level 3

When used as directed: Wink at a target and roll with the difficulty equal to the tester's current Treason Stars. If successful, each success above the difficulty means the target is shot by ceiling lasers and takes a Hurt per shot.

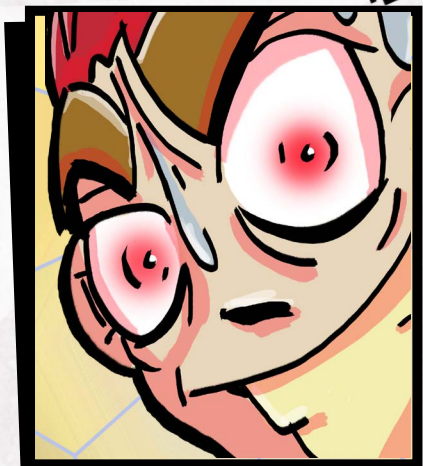
If traitors (including YOU) sabotage this: A bystander assumed this was a Secret Society covert message thing. The GM draws one Secret Society card. The bystander openly discusses that society with the tester, giving them 2 Treason Stars. Then the lasers shoot them both, giving each a Hurt.

LIFECOACH GOLD

Supercharge Your Life!

Have you ever heard the expression 'The Mind is Willing But the Flesh is Weak?'. Of course you have not, citizen! That sort of treasonous talk from the days before Year 214 is exactly the kind of thing Friend Computer has successfully eliminated⁴. A loyal citizen of Alpha Complex is always strong at all times.

But there are times when Troubleshooters must be even stronger. The demands and dangers of their days of derring-do demand demonstrations despite daunting difficulties. That's when you need the algorithms in LifeCoach Gold! This motivating software for all Coretech and Wi-FiTech models provides that strength with improved nerve-stimulation technologies that push you through to your best possible self.



Install it today and make anxiety a thing of the distant past!

4 If you have heard the expression, report immediately to Mindwipe Clearance Bay YYZ-Plural-Z-Alpha to receive a free and fabulous reward.

Tester Reviews

'Compound rib fractures used to slow me down in my battles against enemies of Alpha Complex but no longer! Thanks, R&D!' — Xavier-R-TRB

'I'm so happy since I installed LifeCoach Gold! I just want to go for a walk all day long! Let's go for a walk! Do you want to go for a walk? A walk? Yes!!!' — Hugh-Y-OOC

'Great for my productivity and my morale! Six out of five stars! Would install again!' — Ben-R-QXJ

Action Order: Chutzpah +2

Size and Level: Small Level 1

When used as directed: Neurons connected to loyal memories are triggered, giving the tester +2 NODE to all Chutzpah rolls (and any role involving the skills below Chutzpah) until the player get zero successes on such a roll. When that happens, the tester is exhausted and get -1 NODE on all rolls until they take a nap.

If traitors (including YOU) sabotage this: The tester get a massive dose of neural motivation, giving +5 NODE for the very next action only. Afterwards, the tester is Maimed and their mutant power is activated for a round.

TROUBLESHOOTERS: THE GAME

Experience The Action of Alpha Complex's Finest Defenders

Citizen, have YOU ever wanted to be a Troubleshooter? Of course you have! If you are a current Troubleshooter, are you looking to hone your skills? Of course you are! Look no further than R&D's latest AR sensation: Troubleshooters: The Game!

Every download of this Coretech app comes with a LightLike Toy Laser Pistol (not to be confused with the real thing, because we painted the tip neon pink). Use the harmless light pistol to shoot virtual mutants and terrorists that only you can see! You even earn actual XP Points for doing so! Team up with friends for an even more authentic Troubleshooter experience!



Coming soon: Mandatory bonus duties! Earn points for checking in at hygiene, happiness, loyalty, equipment, combat readiness and leadership stations!

Tester Reviews

'I earn actual XP and not actually get shot at? Sign me up!' — Hope-R-ISE

'A lot easier than the real thing, great for relaxing after a long day of hunting terrorists! Ooh, I see a traitor. Pew pew! Uh, no sir. I was not pretending to shoot you, oh vat...' — Stan-R-KUR

Action Order: Violence + 2

Size and Level: Small Level 1

When used as directed: Fighting virtual (cartoonish-looking, vision-obscuring, randomly-appearing when a player rolls The Computer on The Computer dice) traitors requires the same rolls as fighting real ones except virtual traitors only virtually shoot back and randomly run away. The tester gets 20 XP Points per virtual traitor shot. After practising on virtual traitors, gain +1 NODE to Guns rolls if the next fight is reasonably soon after.

If traitors (including YOU) sabotage this: The Computer's tracking algorithm gets confused. Friend Computer treats the tester's actions in the game as if they were happening in real life. 'Citizen! That room is full of dangerous traitors. Throw a grenade now!' Failing to follow The Computer's instructions gets the tester in trouble normally.

WARNING
CLEARANCE LEVEL VIOLET

SURVEILLANCE DEVICES



iEYE

See Everything, Miss Nothing

All clones have only two eyes (if you have more, please order and fill a Suspected Ocular Mutation form) and both of them remain fixed to your head. This simple fact has been the cause of more than 56% of unreported terrorist acts – specifically, those left unseen by careless citizens who just needed to pay more attention!

In order to combat errors due to inattention, we have developed a clever, innovative solution: the iEye, a small electronic eye that can be placed wherever you would like. There is no need for installation since it behaves just like your own eye! Simply wear the Patch™ and you will receive a direct transmission from the iEye into your wet, fleshy eye. Now you can see around the corner safely! You can even leave the iEye in your locker room to see who is really putting itching powder in your underwear!



Note: Using an iEye may result in severe headaches and vertigo. Using two iEyes may double the effect unless the eyes are placed in close proximity. Not to be used in dead zones unless you like seeing nothing.

Tester Reviews

'Did you know you can transmit from the iEye directly to your Coretech? That's insane! I mean, it'll literally drive you insane.' — Maria-R-XBE

'The range is a little limited, so I just bought a dozen and I have each of them wear the patch of another. I can see my home from here! And the accompanying existential terror from seeing things in an inhuman way is completely worth it!' — Lindy-G-WWU

'I can't make this work in soup. I mean water. Thick water. I mean, I put it in a liquid and it stops working. That liquid is blood. Don't ask.' — Nigel-R-BDN

Action Order: Brains + 4

Size and Level: Small Level 1

When used as directed: Wear the patch and make a roll to attune to the iEye and see through it. As long as it is connected to the Cloud, the tester can see what it sees.

If traitors (including YOU) sabotage this: The human brain was not designed for multiple visual feeds like this. The tester gets -2 NODE as even the slightest head movement gives them horrible vertigo and a touch of insanity.

CLOUD-BASED LOYALTY BOOSTERIFIC

Everybody Needs Nothing to Hide

When you don the CBLB collar, it interfaces smoothly with your Coretech and brain stem allowing instant and painless access to all of your thoughts, intentions and memories. It then projects those images so only citizens with a higher Security Clearance can see those innermost impulses. Loyal citizens can breathe easy, experiencing no pain whatsoever, knowing you are the paragon of Alpha Complex citizenry: a clone with no secrets.



Having chosen this pain-free means of proving your loyalty to your fellow citizens gives you extra trust in the eyes of Friend Computer who no longer has to analyse your behaviour for signs of treason, low morale and poor hygiene. The Computer instead displays all of your business to people better than you, making you trusted above all! As a reward, you gain immediate, painless access to classified thoughtsource subroutines telling you more about the clones in your vicinity than they want you to know.

It is a win for you, a win for your teammates, a win for Alpha Complex and a win for Friend Computer! And it does not hurt.

Tester Reviews

'This is the ultimate advancement in treason prevention. It does not hurt. Before I installed it, even I didn't know that I was an unregistered mutant! I promise!' — Dee-R-RND

'As a Mission Briefing Officer, this has been the best tool I've ever had for making certain all credit lands where it belongs: squarely on my shoulders! Also, it doesn't hurt even a little bit.' — Charlie-Y-PHI

'It doesn't hurt turn page at all sound excited.' — Dennis-R-YDS

Action Order: Brains + 4

Size and Level: Small Level 1

When used as directed: The projected images show loyalty and just enough incompetence to not be a threat. The tester loses 1 Treason Star and gains +2 NODE on any rolls dealing with citizens of higher Security Clearances.

If traitors (including YOU) sabotage this: It hurts something awful. The tester suffers an Injury from the electronics frying his nervous system. In addition, the tester gains 1 Treason Star and -2 NODE when dealing with citizens of higher Security Clearances as something naughty is projected.

INVISIBLE OBSERVER

Not Seeing is Believing

Never has something so simple changed so many lives so completely in so little time! The Invisible Observer is the most proactive, impactful, objective-driven, team-oriented, synergistic, performance-enhancing and growth-minded assessment tool to ever come from the minds of the geniuses at R&D.

By signing up to clone-bond with an Invisible Observer, you simply put your signature on paperwork stating you have received your invisible friend and away you go.

You will not see it, hear it or feel its presence in any way. But know this, brave citizen. Your Invisible Observer will always be there, watching you and everybody around you. Treasonous secrets will be a thing of the past because it is always listening, always watching. You can rest easy and assured that something invisible is with you every second of every day.



Tester Reviews

'I love my Invisible Observer, especially at night when I get lonely. It's good to know it's there, even if I can't experience its presence in any way!!!' — Uma-O-NDN

'It's right behind you. Seriously, that's not a threat or anything. It's just following you from behind.' — Dora-R-SSC

'Sometimes, I worry that my IO friend is not real. Then I remember how many XP Points I spent on this. Three cheers for choice-supportive biases!'
— Diego-Y-LKK

Action Order: Chutzpah +1

Size and Level: Tiny Level 0

When used as directed: Any foes told about the tester's Invisible Observer become distracted, giving +2 NODE on any Chutzpah rolls against them. In addition, the tester gains +1 Moxie every time this is used correctly, as they start to believe there really is an Invisible Observer on their side.

If traitors (including YOU) sabotage this: Everyone (including the tester) believes the Observer wandered away. Each time someone rolls The Computer Symbol, the tester is fined 50 XP Points and gains 1 Treason Star until they can convince Friend Computer that they found it again.

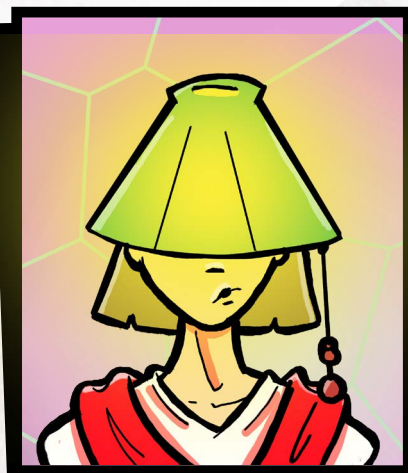
LIGHT EMITTER DISGUISE KIT

They Will Never Know

You are Listening

The enemy is getting smarter. They know to scan for bugs, block camera feeds and ensure snitches get stitches. If you are ordered to eavesdrop on a Secret Society meeting, how can you avoid being executed for not obeying your superiors but still not get shot by terrorists?

Get a bright idea and get the Light Emitter Disguise Kit! Now, you can be right in the same room with Secret Society traitors, without them knowing. Listen in and report back all their illegal plans.



Your kit includes the following: A lamp shade, a standard 85% mercury bulb that responds to clapping, a fake electrical cord and a t shirt that says 'LAMP' across the front. And do not worry, this is a very real experimental product and not just an R&D scientist spending XP Points so next quarter's budget is not reduced.

Tester Reviews

'How many terrorists does it take to screw in a light bulb? Turns out it's just one. And the docbot said the damage to my nose will mostly heal eventually.' — Maggie-O-CIC

'If you know how to stop being a lamp, please message me. I'm getting very hungry!' — Dustin-R-HHD

Action Order: Chutzpah +3

Size and Level: Medium Level 1

When used as directed: The Computer believes the tester is actually a standard lamp. Anyone not treating the tester as a lamp gains 1 Treason Star per attempt. Also, the tester can go at whatever Action order they want no matter what their face-down card says. If they move or attack this turn, a new roll is needed at the start of next turn or the disguise fails.

If traitors (including YOU) sabotage this: The player cannot play a card (regular or Reaction) this turn as their PC is trying so hard to be a lamp. Also, The Computer notices the 'lamp' is not plugged in and demands nearby citizens plug it into the standard five-prong outlet.

MICROMINI

Anything You Can Do, It Can Do Smaller

Traitors and terrorists have the rotten habit of doing their evil plotting behind closed doors. Closed doors, already highly suspect, deny access to anybody taller than about three centimetres. Assuming you were not involved in sector ERT's 'Surprise Ceiling Incident', you are taller than three centimetres. This makes for an impossible situation.

Or does it? Enter, the MicroMiniU! We might not be able to non-fatally shrink you but we can do the next best thing; Project your consciousness into a tiny controllable robot body. While your big, solid meat-body sits comfortably and completely unaware, your mind is up to 100 metres away controlling this handy little bot. The MicroMiniU is vaguely human-shaped to allow non-mutant citizens to control it more intuitively.

Sneak through cracks! Hitch a ride on a troublemaker's boots! Listen to evil plans being discussed! And do not get eaten!

Tester Reviews

'From exploration to infiltration, the MicroMiniU makes sneaking into places safe and easy! And for some strange reason, it just won't let you spy on your Team Leader. Not at all!' — Lily-R-NXW

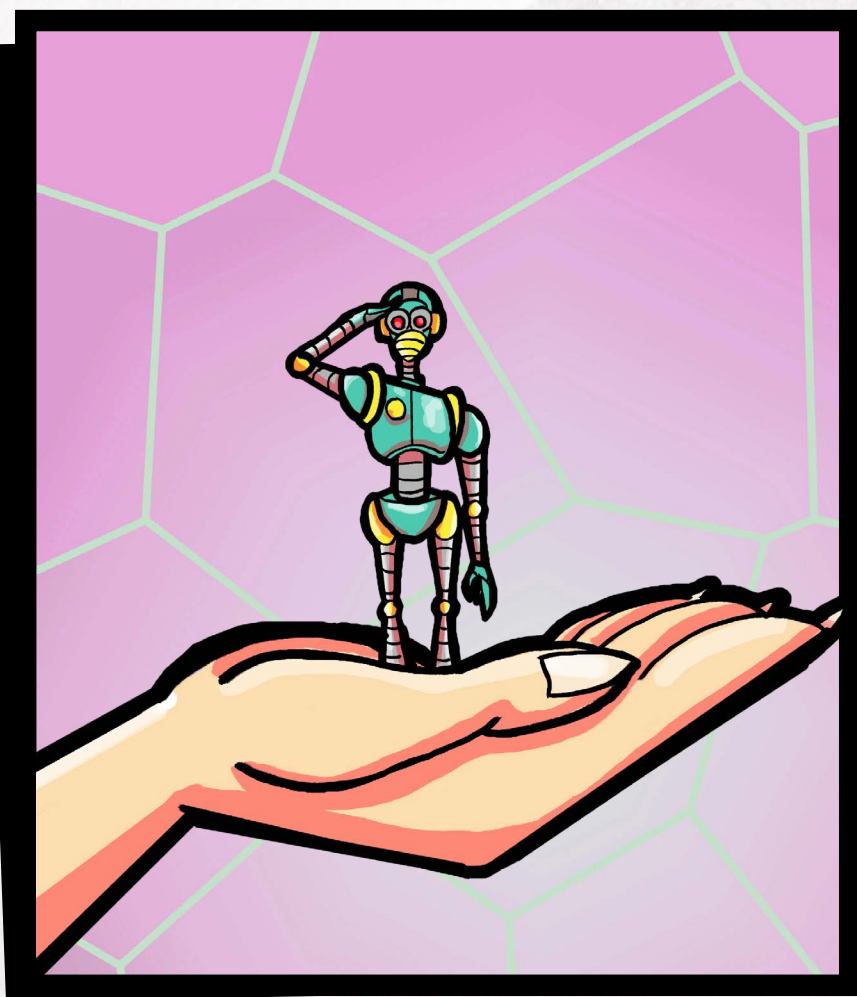
'The more time I spend in my tiny buddy, the more I feel disconnected from my real body. I am a prisoner to my own proportions, forever unable to dance in the space between the walls, except through the crude mimicry of the MicroMiniU. Will someone please help me?' — Jackson-Y-PLX

Action Order: Chutzpah +1

Size and Level: Small Level 2

When used as directed: The tester controls the MicroMiniU directly; the tester's actual body is unconscious (and hopefully somewhere safe). As the MicroMiniU, the tester has the same skills and stats but gets +2 NODE when their tiny size is an asset (like being stealthy) and -2 NODE when size is a liability (like trying not to get stepped on).

When traitors (including YOU) sabotage this: A passing scrubot thinks the MicroMiniU is garbage and attacks. Unfortunately, the pain haptics are still engaged. Lose 3 Moxie as the tester screams in pain, causing everyone nearby to lose 1 Moxie.



SPYDRIVER

The Ultimate in

Wireless Monitoring!

So much treason happens invisibly. To get around The Computer's surveillance, traitors will encode, encrypt, ping, piggyback, widgetise and mesh their communication every way possible to send out subversive and dangerous messages. You need special tools to root them out of the network! You need the SpyDriver!

Data is automatically gathered and broadcast to the included six-screen array! Find nearby bots by their transponder signal, hunt down illegal access points, decrypt encoded signals... and those are just some of the things you can do! All this would be nearly impossible to carry unaided (unless you were some sort of super-strong mutant) so we have installed it on a fashionable, gyroscopically-balanced personal transport scooter! And so it never runs out of batteries, the scooter is pushed by one of your loyal friends. Teamwork makes the dream work!

W A R N I N G

Make sure your friend really is loyal so they do not push you into a recycling thresher.

Tester Reviews

'This thing is SUPER awesome! The info displays are fully configurable! It really lets you see all the hidden stuff going on around you! Why am I yelling? Because this makes me happy!!!' — Bill-Y-MSI

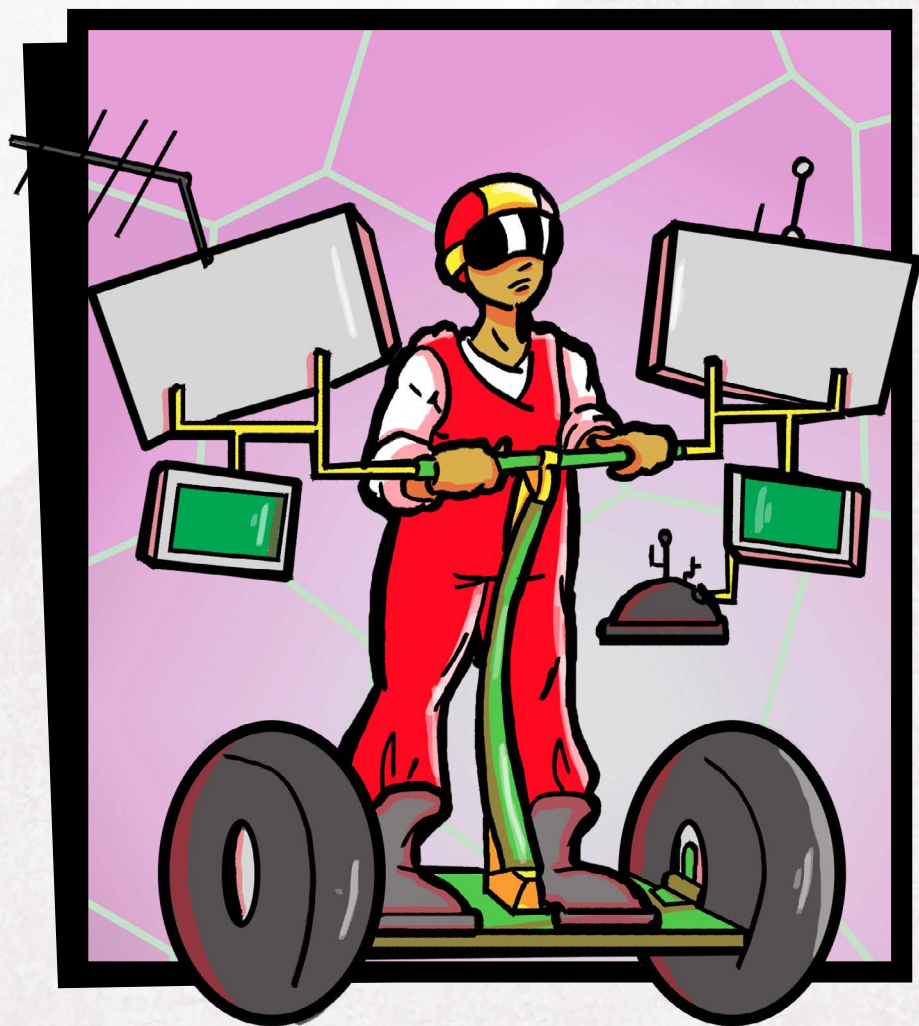
'The instruction manual was very useful. I threw it at the traitor we were chasing. The mutie scum never knew what hit them.' — Conrad-O-SYS

Action Order: Brains + 2

Size and Level: Oversized Level 3

When used as directed: Both the tester's player and the one pushing the scooter must roll. If both succeed, the tester gains +3 NODE to find/identify/triangulate a particular wireless signal, including a bot's WiFitech or a clone's Coretech. If the pusher fails the roll, the bonus is only +1 NODE.

If traitors (including YOU) sabotage this: The tester accidentally taps into a high-clearance, secure channel and overhears information not available at their Security Clearance. Gain 2 Treason Stars and an elite IntSec Anti-Evesdropping Team arrives in 2 rounds armed with shockingly big guns.



TUMMY TESTER

You Cannot Have Teamwork Without Bacteria

Did you know that as much as 35% of a Troubleshooter's body mass consists of bacteria? Bacteria are teeny, tiny Computer helpers who exist in your stomach. Loyal bacteria help you digest the delicious food from the cafeteria. They help you fight off illnesses and toxins released by traitors. They even help you feel good when you feel bad and feel better when you feel good.

But not all bacteria are loyal. Just how traitors lurk around every corner of Alpha Complex, some disloyal bacteria works against the citizen they live inside. This is just as silly and nonsensical as a citizen attacking Friend Computer but bacteria are not always the smartest things in the digestive tract.

The Tummy Tester examines bacteria via a quick and slightly invasive test right on the spot. It is quick and easy but more importantly, it immediately tells you which of your friends and fellow citizens are unconsciously harbouring disloyal bacteria in their very bellies. Get yours today!

Tester Reviews

'Mmmmp! Mmmph! Mmmmmph!' — Emiko-R-DFG

'The Tummy Tracker connects easily to my remote iBall supervisory node, allowing me to know exactly what kind of bacteria is in any of my Troubleshooters at any moment. It's kind of creepy but in a good way.'

— Ari-Y-NCN

'It works on bots, too! I swear! It diagnosed my jackobot with Bad Examples so I could junk it for a new model.' — Guadalupe-B-PZS

Action Order: Violence -2

Size and Level: Medium Level 3

When used as directed: The device reports that the victim (er, subject) has loyal bacteria. They lose 1 Treason Star, gain 100 XP Points and have +1 NODE for the next roll involving higher-clearance citizens or Friend Computer. If done a second time in a mission to the same clone (not citizen), it only causes a Hurt.

If traitors (including YOU) sabotage this: The device reports that the subject has disloyal bacteria, causing an immediate Emergency Field Purge (i.e. projectile vomiting). The subject gains 1 Treason Star, loses 100 XP Points and has -5 NODE for the next round as they vomit all over the place.

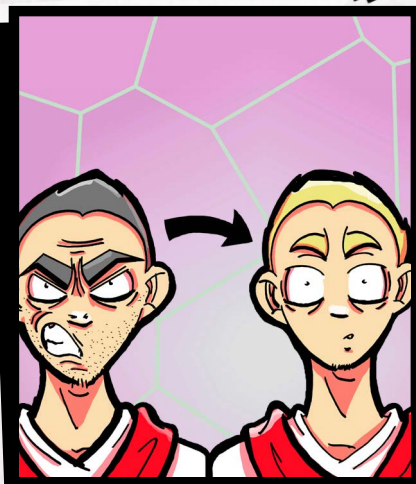


PAK-N-SNIFF

Know What Traitors Want Before They Do

There he is. You have been tracking a traitor and you found him waiting at the transbot station. What is he planning? Bombing, bioweapon release or, worst of all, uploading bootleg Teela-O videos to a dark network? How can you defeat him without knowing his nefarious but flawed plans?

You could defeat the traitor if you had Pak-N-Sniff headband! Our revolutionary technology intercepts wireless signals between Coretechs and the Cloud, capturing a traitor's very thoughts and then passing them along to your own Coretech. You can react before the traitor acts!



Wear the headband and press the green start button. Pak-N-Sniff collects nearby thoughts and sends them directly into your brain. Only strong thoughts are collected but that is exactly how terrorists think.

Tester Reviews

'If you think listening in on private thoughts would be fun, you'd be 100% right. This rocks!' — Larissa-WAT

'Don't use this while crossing the M2AA freeway. Got distracted. All those impure thoughts! Even knew the glee in the mind of the girl who ran me over.' — Shaun-R-JTJ

Action Order: Mechanics +2

Size and Level: Small Level 2

When used as directed: The tester gets enough data to figure out what someone is planning. Out of combat, they gain +2 NODE for any Chutzpah roll. In combat, the player can look at anyone's face-down Action card once they are all on the table and then either keep or replace their own face-down card from their hand.

If traitors (including YOU)

sabotage this: All that data flooding in makes the tester confuse their inner voice with their outer. Out of combat, they have -2 NODE for any Chutzpah roll. In combat, the player must read their face-down card out loud before anyone goes and must stick with that card this turn.

WARNING

Not for use when speaking to your manager. Certain sector mandates may apply. You are responsible for any thoughts you hear above your security clearance

TRACKING THING (THAT MUST NOT BE NAMED)

It Will Find You But It Will Not Hurt You!

According to the most recent figures, many sectors of Alpha Complex stretch out for more than [REDACTED] kilometres! And while Friend Computer maintains a perfect awareness of every last millimetre – even the so-called Underplex that definitely does not exist – you could not hope to walk down every hall, even if you had 100 clones and appropriate Security Clearances. So what are you to do if a Citizen of Interest is hiding somewhere off the beaten path and Friend Computer has more pressing business than to tell you exactly where your target is?

You need to try out a Tracking Thing! Do not let its appearance scare you, the Tracking Thing is a sweetheart. We simply modified some genetic tissue samples from the [REDACTED] and tinkered a bit here and there. The result? Its natural, bloodthirsty behaviours disappeared, replaced by obedience, respect and a few extra [REDACTED].

We kept the nose, however! There is no more efficient method for tracking a citizen's movements or determining their current location beyond GPS. If the Tracking Thing has a citizen's scent, it can track them from one end of Alpha Complex to the other through strange sectors, hidden passageways and sometimes straight through walls. Nothing can stop the your next-to-Computer best friend!

Tester Reviews

'I had gotten lost in a not-Dark Sector. I'd been missing for days, unable to call for help. When some Troubleshooters finally tracked me down, I was so delirious from hunger that I thought they had some sort of horrible monster with them and I ended up fleeing into a recycler combine. Luckily, my next clone was decanted in my home sector safe and sound. Thanks, Tracking Thing!' — Artyom-O-QSC

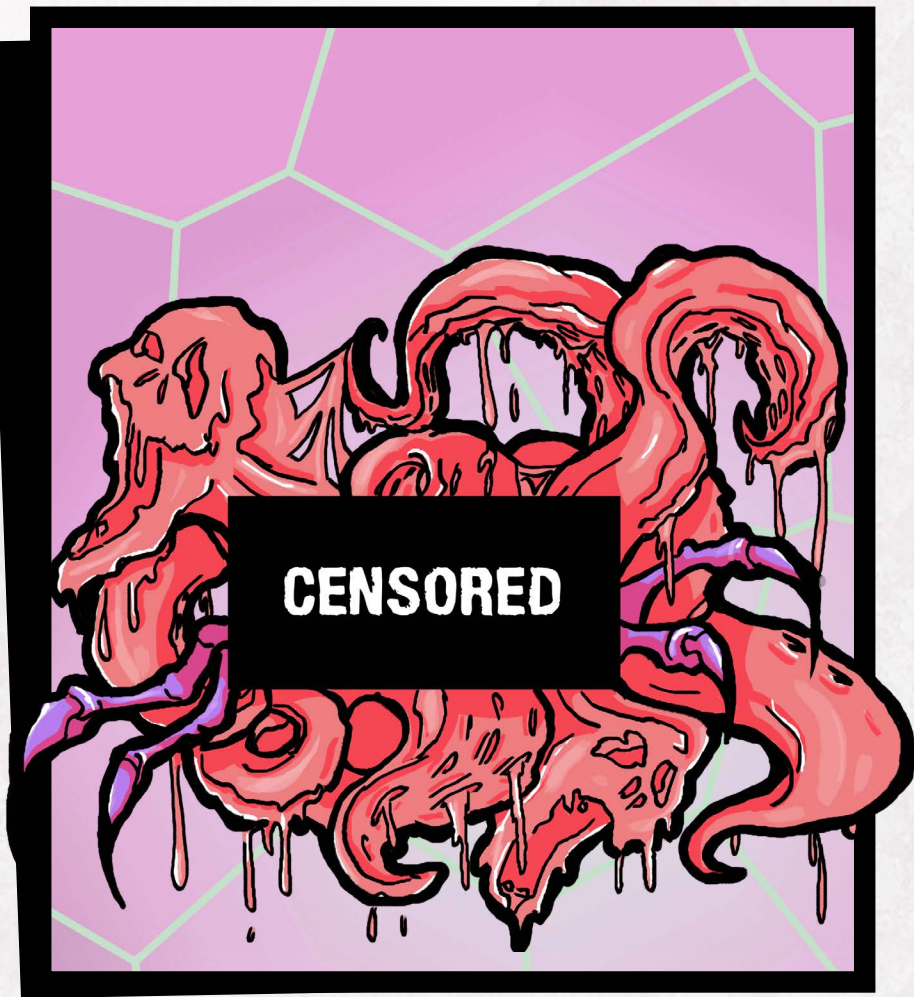
'I can't tell you how big an asset my Tracking Thing, Citizen Whiskers here, has been. Why, I could just about kiss her but I won't because the substance she secretes is immeasurably toxic.' — Helen-R-WEG

Action Rating: Chutzpah +2

Size and Level: Oversize Level 3

When used as directed: The tester provides the Tracking Thing with a target's scent from a piece of clothing or something similar. The Thing then follows the scent at remarkable speed, allowing the tester to follow a citizen's movements for the last several days or determine their current location, even if the target is hidden, in another sector or Outside.

If traitors (including YOU) sabotage this: It turns out the path towards the tester's quarry leads directly through a cafeteria or otherwise populated area and the sudden appearance of the Tracking Thing causes citizens to panic and riot – and call Friend Computer to report a mutant under the tester's control.



PARALINEAR POWER DISJUNCTION DETECTOR (PPDD)

Take Power Back From Traitors!

Like the motto says, 'Power is Power!' (Motto quoted with the express permission of Power Services.)

Whenever it comes to power, traitors have an annoying tendency to want to steal it or break it. Fight back with the completely safe-to-use Paralinear Power Disjunction Detector! It can trace the path of powered wires and conduits even through thick walls. You can adjust the handy sensitivity knobs to filter the output; go as high as reactor main power or as low as the bioelectric signals in living clones! Circuits will be mapped to the attached display screen as an area is scanned. A series of coded beeps will alert the operator to irregularities in the system. Precision-directed electromagnetic pulses can enable or disable troublesome circuits.

Find hidden devices, diagnose power faults and even knock out a traitor's dangerous gadgets! The PPDD is an indispensable tool against high-tech terrorists!

Tester Reviews

'This thing has a lot of use if you think outside the box. Our equipment guy used it to check our power packs and when our Happiness officer got knocked out we could wake her up without calling a docbot.' — Gorta-R-SAA

'I found an EMP bomb some traitor had hidden in the wall! That was a close call! Incidentally, that blackout in UFJ sector the other day had nothing to do with us.' — Phil-Y-SPA

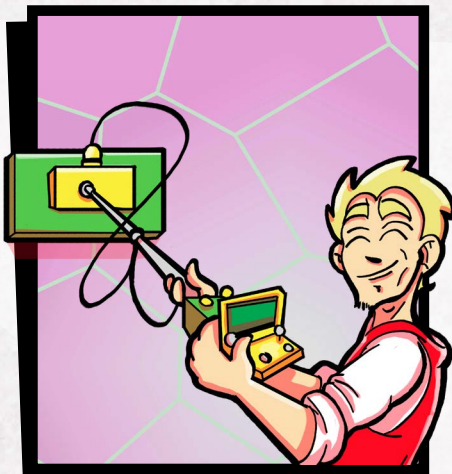
'The good news: I found the broken cable that our target had sabotaged to cut power in corridor SSP-5. The bad news: It was high voltage and the insulation was compromised. Stupid of the lab-orious-to-catch traitor! Wear rubber gloves or something.' — Nigel-R-BDD

Action Order: Mechanics + 2

Size and Level: Large Level 2

When used as directed: The tester tells the GM what they are trying to do and how scanning electrical circuits is relevant to it. If the GM approves, make the roll with +2 NODE. In addition, the tester can deliver power to any room or device and can even disable Asimov circuits in bots temporarily.

If traitors (including YOU) sabotage this: Electricity arcs from any nearby source (outlet, battery, unstable nuclear reactor) into the wearer. They are Maimed and any electronic gear is fried and unusable, especially the PPDD.





WEAPONS



BIG FRIENDLY GRIN

Face Terrorists with a Big Friendly Grin

Are you finding it hard to smile in the face of treason? Whether it is scary or depressing, you simply cannot let terrorism get you down. Otherwise, you run the risk of being unhappy, which leads to treason. What is a clone to do?

Buy a BFG, that's what! The Big Friendly Grin goes in your mouth and proves to enemies of Alpha Complex once and for all that their misdeeds will not dampen your spirit or even your underwear.

Once inserted, it expands and reshapes the mouth cavity to form the largest grin possible for a skull of your clone template. Because this invariably leaves non-smiley gaps between the tester's natural teeth, the BFG itself morphs its colouration and shape to appear as though your teeth have grown along with it.

Do not let traitors drag you down to their level. Show them the biggest smile you can get without corrective surgery thanks to the BFG!

Tester Reviews

'When enemies are all around me, it's time to call for my BFG. I smile so wide nobody can stand it, not even me!' — Carl-O-NDR

'I love this product! It's wonderful! It's better than hygiene!' — Terri-R-LPR-2

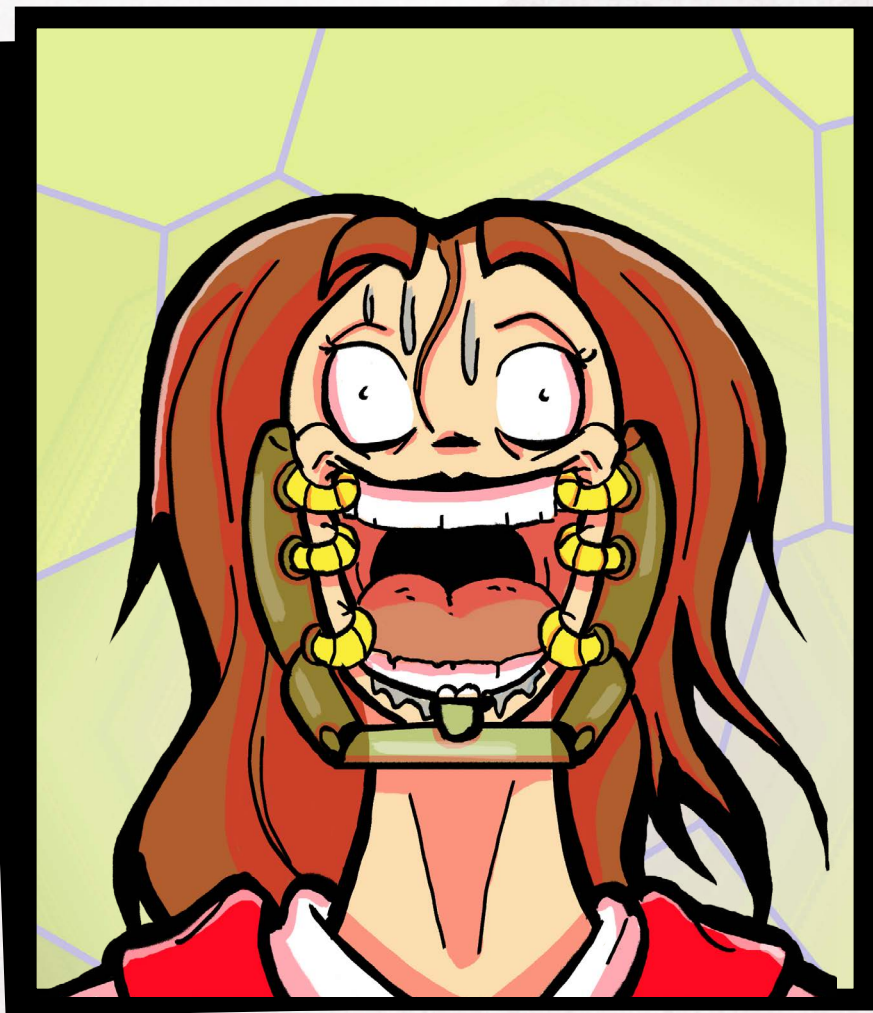
'Turns out nothing is better than hygiene, but the BFG comes pretty close! And constantly drooling just makes me even happier!' — Terri-R-LPR-3

Action Order: Violence + 0

Size and Level: Small Level 1

When used as directed: While wearing the BFG, a tester can smile with such an inspiring rictus as to make the most dedicated terrorist traitor question their motives and allies question whether or not they are happy enough. It stuns foes for one round per success when rolling to use this device as they gibber at the sight of the impossibly creepy smile.

If traitors (including YOU) sabotage this: Incorrectly inserting the BFG has been known to turn that grin upside down, producing a frown so fearsome the stunning effect instead targets allies. It also engages in emergency field orthodontics, causing a Hurt to the tester.

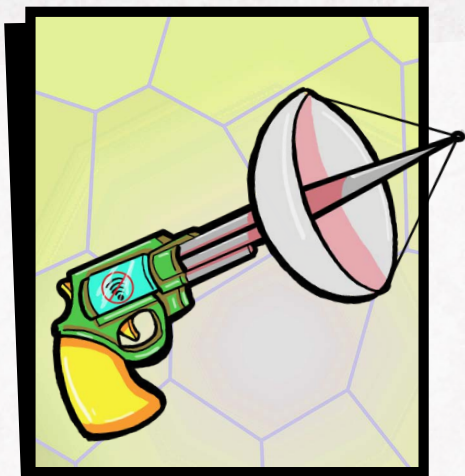


CORETECH JAMMIE WHAMMIE GUN

Scramble Their Heads for Easy Arrests (Or Executions)

Everybody knows traitors are stupid. They even disobey their supervisors. But did you know traitors are also smart? That is why the Weekly Pro-Treason Hoedown is so poorly attended by anyone not an IntSec spy. What are you going to do when Citizen Clever Terrorist shows up at your dormitory ready to blow the whole place up?

You reach for your Coretech Jammie Whammie Gun, that is what! Designed using the award-winning laser pistol plans, this device does not shoot laser energy. Instead, it shoots a 30 HZ burst of power right into a traitor's head. This shuts down their Cerebral Coretech just long enough so you get the upper hand! As they stumble around, you can arrest or kill them as your orders require.



Tester Reviews

'Yeah, don't look at this thing while your so-called teammate pulls the trigger. I still can't remember that colour in between red and yellow. Ochre? Tea rose? Meh, I'll figure it out by the time I get promoted.'

— Claire-R-PLZ

'Gunn shoote Noah. Noah nott owwie. Noah stil smert two!^&!'

— Noah-R-TRT

'Since it drops the Coretech's connection, one might think to use this on oneself to cut one's connection and do nefarious things without getting in trouble. One might also wish to be less stupid.' — Lindsey-G-VMM

Action Order: Violence +3

Size and Level: Small Level 2

When used as directed: This scrambles the inner workings of the Cerebral Coretech or WiFiTech, which coincidentally means it scrambles the brain temporarily. Any human or bot shot with this cannot add their Skill rating to their next roll (but they can still use Stat ratings). It also cuts any connection to the Cloud or Friend Computer for that turn, so it gives the target 1 Treason Star as well.

If traitors (including YOU) sabotage this:

Instead of directional, the gun acts omnidirectional. Everyone within 3 metres is affected, including gaining the Treason Star.

W A R N I N G

Not for internal use. If fired upon three times, please consult a docbot. Remember, IntSec says cognitive decline can help you stay loyal.

DREADED SPOICHER

Yes, It's *That* Terrifying Weapon!

Simply wearing this device on your head alerts terrorists, traitors and other threats to Alpha Complex that You Mean Business and are somebody Not to Be Trifled With. When you don this legendary piece of experimental technology, you control a device capable of rending bones from bodies, minds from brains, will from flesh and strength from sinew. Everyone has heard tales of its awesome capacity for destruction and mayhem but few have lived after its deployment to tell the tale.



We do not need to tell you more about the Sploicher's deadly capacity, citizen. You have certainly heard the hype. Suffice to say, the hype is nothing compared to the enormity of its power. It works... oh, yes, it works... and your foes had best believe it. Those few who have survived witnessing its destructive capacity have required extensive medication to even talk about how thoroughly it eliminated enemies of Alpha Complex.

Tester Reviews

'I'd heard so much about its deadly potential, I'm almost glad it didn't work when I employed it against that horde of terrorists. Wait, I said 'almost'!

— Dominique-R-VGI

'I was told to enjoy using it, and that's exactly what I did. Nobody follows orders better than good old Nigel-R!' — Nigel-R-BDD

'I personally take offence at the notion this project is a boondoggle designed to cover an XP Point embezzling scheme. And offending a Blue clearance citizen is a serious act of insubordination...' — Faye-B-VEX

Action Order: Violence +0

Size and Level: Small Level 2

When used as directed: The tester's enemies are cowed into retreat or inaction by the mere sight of the Sploicher because they have no idea what it might do (but have heard many dark rumours). The tester may make another roll next turn to continue the intimidation.

If traitors (including YOU) sabotage this: The tester's enemies know this is fake and laugh as they target the tester for as much damage as possible (literal or figurative).

DISTO-GRABBER

All of Alpha Complex is in Arm's Reach!

Has this ever happened to you?

You climbed out of your bunk and helped yourself to a Bouncy Bubble Beverage when suddenly you spot a no-good saboteur tampering with the fire alarm way down at the other end of the hall. You rush to stop him but the saboteur is too quick and soon everyone is [REDACTED] and screaming as Volunteer Fire Brigades spray foam on everything.

Well, if you are Miles-R-TWE, that did happen to you. Friend Computer observed your insufficient response time and this is your official notice to report for termination. But consider having your next clone pick up the Grabber!

The Disto-Grabber is a convenient gauntlet that surrounds a person or object in a tethered energy field when activated. Any directional input you provide with your hand gets magnified and imparted onto your target. You can grab and throw anything not bolted down (note: if you grab something which is bolted down, you will be held responsible for bolt-replacement). Fling allies away from danger! Hurl explosives at terrorists! And of course, yank nasty terrorists away from sensitive machinery in a timely fashion. Got that, Miles-R? THERE WAS A SOLUTION YOU JUST FAILED TO THINK OF IT.

Tester Reviews

'As a security officer, I'm mainly responsible for hitting things with this pointed stick but sometimes the stick isn't long enough. But with the Disto-Grabber, everyone in Alpha Complex can be pulled safely into pointed stick range. That helps me do my job.' — Francis-R-ACN-2

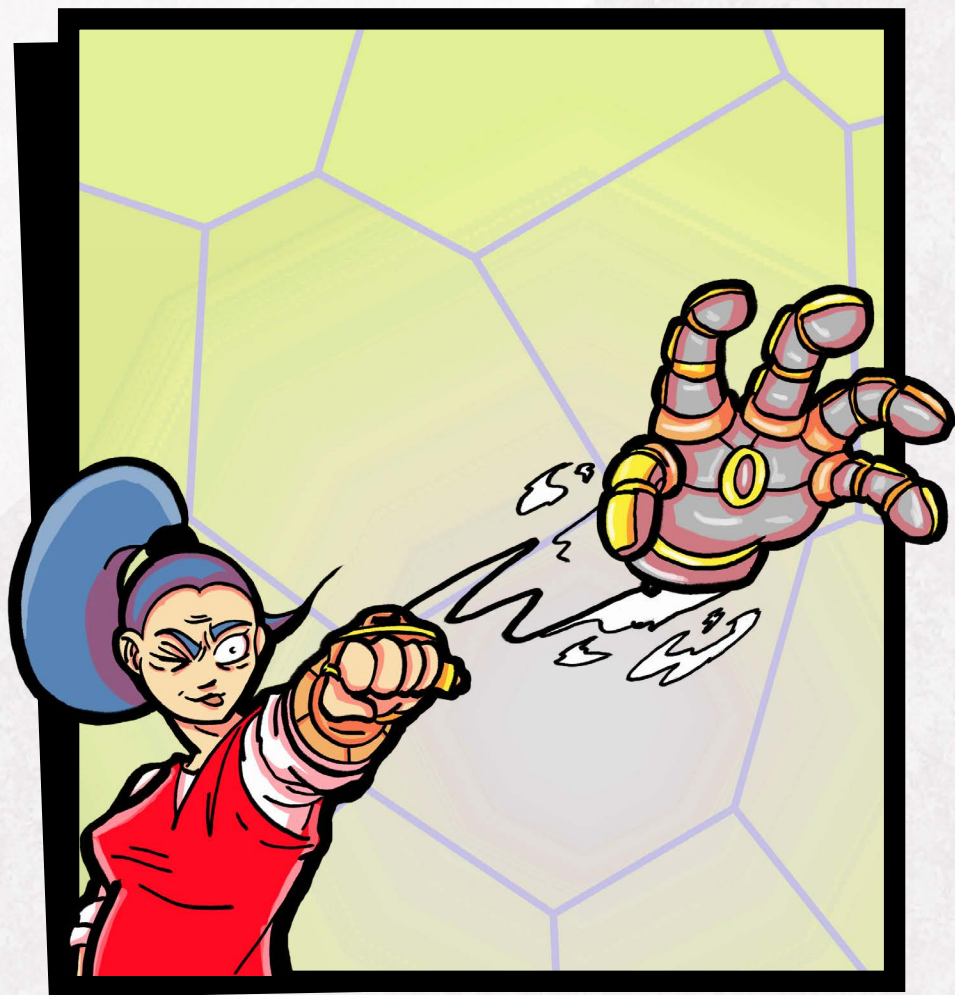
'I'm sorry, I don't know what you're interviewing me for. Am I in trouble?'
— Miles-R-TWE

Action Order: Violence –1

Size and Level: Small Level 2

When used as directed: With a successful roll, the tester can 'grab' any visible target and throw it in any direction as long as it weighs less than the tester. The target is instantaneously flung at top speed and any sudden landing will cause most targets to be injured. If something too heavy is grabbed, nothing happens because the roll was successful, not a failure.

If traitors (including YOU) sabotage this: The tester juuuust missed their target and grabbed the solid, immovable wall (or something similar). This violently drags the tester at top speed in that direction, which will result in them being injured at least.



FIELD DEATH RAY

The Power of Death in your Hands!

If you are a fan of Teela-O Fights The Outside (Which Just Shows You Are Safer Inside Alpha Complex So Be Happy Living Here), you know how the Outdoors is home to feral trees, swarms of angry sand and death rays mounted atop strange towers. If only there was some way to harness that evil for the good of Friend Computer!

Now you can! With the new experimental Field Death Ray v3.2, you can vaporise terrorists and their unhappy friends while safely inside Alpha Complex. No need for clumsy towers or huge truckbots to host this device. Pre-mounted caster wheels let you roll the Field Death Ray wherever the traitors are hiding.

Originally designed to take down incoming missiles, one lucky Infrared citizen proved this weapon's effectiveness against clones. You will be in command of a 400-watt particle blast that turns whatever it strikes into a small pile of ash. Aim, activate and laugh as people who deserve no mercy disintegrate!

If you are a fan of this vidshow and below Orange clearance, please report for brainscrubbing as punishment for consuming entertainment beyond your Security Clearance.

Tester Reviews

'I brought death to many people, including myself. I was told later this was a good thing. Praise Friend Computer or something!' — Jones-R-WLS

'Mwa ha ha ha! Now it's time for those fools at the learning annex to know TRUE ULTIMATE POWER! In a minute, this thing has to warm up.'

— Rebecca-O-AFV

'I absolutely love how I couldn't see in front of me as I wheeled this down the corridors. And who would have guessed all the citizens and bots I ran over were part of the same terrorist cell? I love this device!' — Annika-G-RCE

Action Order: Mechanics –1

Size and Level: Oversize Level 4

When used as directed: It takes 2 successful rolls to use this; one to set it up and another to fire. When fired, each success means 1 clone-sized target in front of the gun is reduced to ash (3 successes = 3 disintegrations). This keeps going in one direction until the successes run out.

If traitors (including YOU) sabotage this: A feedback loop disintegrates this weapon, the tester sitting in it and anything within one metre. The tester is also fined 100 XP Points for ruining R&D's property.



GRENADE-A-GO-GO

Put the Green Back in Green-ade!

Green with envy, that is.

[THIS EXPERIMENTAL WEAPON IS CLEARED FOR CLONES OF ANY SECURITY CLEARANCE SPECIFICALLY ASSIGNED THIS FOR FIELD TESTING PURPOSES. DO NOT TERMINATE A POOR RED SOD FOR HOLDING THIS.]

Over 100% of clones polled reported feeling terror, nervousness and existential dread about grenades. That is clearly because throwing grenades can be boring. Pull the pin, throw, take cover and yawn.

(All citizens polled have since graduated from a re-education camp and have correct opinions now.)



Grenade-a-Go-Go brings thrills and excitement back to the boring, workaday task of killing terrorists by letting you fire different kinds of grenades at the enemy. When you fire, what will it be? High explosive? Laughing gas? Gauss rounds? There is only one way to find out, so pull that trigger and let the fun begin!

And to reduce the production cost of this device, all grenades have been made with identical, unmarked casings. This has also made using grenades less boring and more exciting! See? R&D really does care about you.

Tester Reviews

'Killing traitors used to be dangerous and boring. Now it's just dangerous! Thanks, R&D!' — Jamie-R-LKE

'I can't wait for the Grenade-a-Go-Go Mk 2! They say it comes in designer colours and the rounds are covered in disco mirrors!' — Hymie-R-CEW

'Every clone replacement has said this device is ready for market.'
— Kenisha-I-MRM

Action Order: Violence + 2

Size and Level: Medium Level 3

When used as directed: Roll 1 dice to see what kind of grenade hits the target. 1–2 = regular explosive. 3–4 = knock-out gas. 5–6 = gauss (all electronics go off-line).

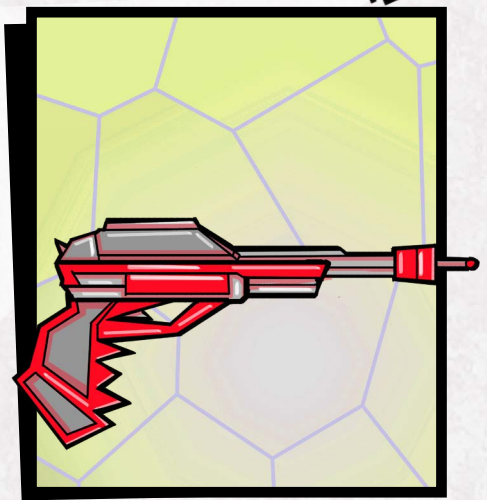
If traitors (including YOU) sabotage this: The Grenade-a-Go-Go fires all of its ammunition at once, with the grenades landing in a perfect circle exactly one metre around the tester then detonating with pleasing synchrony as he is exploded, knocked out and at least Maimed.

ME-2-U SELFIE INFLECTER

Make Them the Best You Can Be!

Have you ever wished your enemy would just stop behaving like such a traitor and instead be as loyal as you? With the Me-2-U Selfie Inflecter, you can make them exactly as loyal as you!

When you pull the trigger, the Selfie takes a sample of your neurological wavefront state straight through the pain receptors in your palm and creates a copy of your personality. Then it shoots a patented AeroDyna dart. When it hits, an engineered virus gives them a temporary mental reconstruction, changing their personality to match yours. They now act, think and behave just like you for a limited time only. Control treason by forcing others to have the right thoughts – yours!



Tester Reviews

'I couldn't believe how well it worked! I also couldn't believe my teammates when they told me I wasn't the original Daisy-R. They should know me better than that!' – Daisy-R-DLY-3a

'This device saved my life. I was about to drown horribly in a pool of acid, when I saw a rat running along the edge. Shot the rat, now I am the rat! Other me still drowned.' — Mahi-R-AFJ

'Finally a gun that shoots treason itself out of clones. That's the real enemy! Stop wasting valuable ammo by killing valuable protein.' — Jesse-O-UTU

Action Order: Violence + 1

Size and Level: Medium Level 2

When used as directed: The target thinks they are the tester, so the target will not attack himself. This lasts one round for each success past the difficulty (just like causing an Injury) but a minimum of 1 round. Because The Computer's filters will get very confused by this, both tester and target gain one Treason Star for each round the two spend interacting.

If traitors (including YOU) sabotage this:

The target is unaffected. Instead, the tester has localised amnesia and cannot remember anything about the mission or why they have the Selfie Inflecter. The memories never come back.

WARNING

Do not make eye contact with the target after using the device. And if eye contact is bad, imagine what talking to the target is like. Seriously, avoid the target or Friend Computer might get confused and/or homicidal. Not for use with clones that have suicidal tendencies.

PORTABLE AUTOMATIC MULTIDIRECTIONAL MATTER INHIBITOR (PAMMI)

The Most Potent Personal Safety Device in Alpha Complex!

Are you terrified of terrorists? Have you been racking up Treason Stars because you're too afraid to go to work? Get back that confidence with the Personal Automatic Multidirectional Matter Inhibitor (or PAMMI to citizens cleared for acronym use).

PAMMI comes in backpack form and weighs less than 50 kilos, making it ideal for constant wear. Thanks to top-of-the-line TearApart technology, PAMMI generates a spherical field that can briefly disrupt the ability of fleshy bits to bond to one another, literally disintegrating terrorists, illegal mutants, sources of treason and anything else at the [REDACTED] level. You can rest easy in the centre of a safe inner field completely devoid of danger or treason.

But what if terrorists attack while you are sleeping, eating or holding a wrench in each hand, leaving you unable to manually activate PAMMI? First, your lack of adequate alertness will be noted, citizen. But secondly, you do not need to manually activate PAMMI! Once armed, PAMMI monitors its wearer's vital signs and should it detect injury or undue levels of stress (a sure indication of treasonous activity), it will activate automatically! You simply cannot get safer than that.

Tester Reviews

'I haven't been kidnapped by terrorists once since I got PAMMI and I almost hardly notice the weight anymore! In fact, I prefer my spine like this!'

— Bud-R-ABT

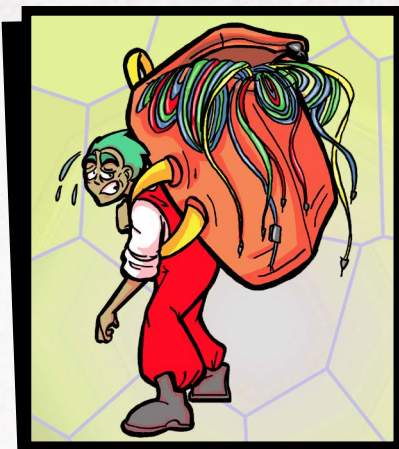
'The last thing I remember was falling down the stairs. By the time my next clone was decanted, the stairs had been entirely obliterated. I guess I must have landed in a terrorist cell? Thanks for keeping us safe, PAMMI!' — Lou-R-CLO

Action Order: Mechanics +1

Size and Level: Large Level 4

When used as directed: PAMMI is correctly armed. When the tester activates it, it disintegrates anything within two metres but does not do anything within one metre (creating a safe sphere-inna-sphere). PAMMI auto-activates if the tester is Maimed or runs out of Moxie. The tester is still liable for any damages caused by such this device.

If traitors (including YOU) sabotage this: Anything within two metres is fine but everything within one metre (including the tester and PAMMI) disintegrates. And yes, XP Point fines still apply.

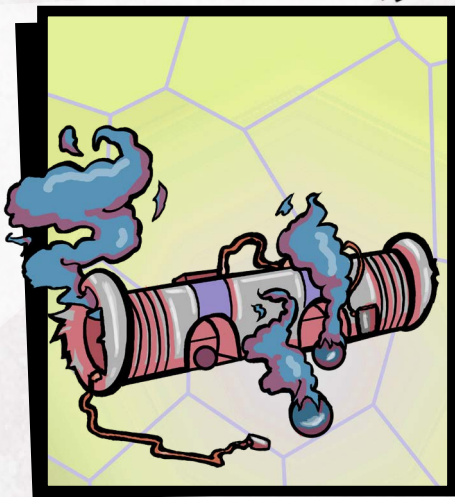


SLEEPYTIME GRENADE X3

A Gas-Free Knockout!

Apprehending traitors is a thrilling duty but time and again we hear reports of trouble when they hide behind barriers. Throwing a grenade into the bunker seems simple enough but a blast in an enclosed space has a bad habit of reducing the target to paste the consistency of Hot-n-Spicy Questionably Red sauce. This is less than ideal!

Sure, throwing some knockout gas might seem an obvious solution but sometimes your friend the air conditioning system is a little too helpful! Thankfully, our new SleepyTime Grenade solves both problems. By replacing explosives and shrapnel with heavy rubber bearings launched by highly compressed air, you get an impact leaving the target unconscious and primed for interrogation when they wake up!



If you need to take them alive, send them to sleepy time with this mostly-not-lethal grenade.

Tester Reviews

'I lobbed this into a bunker and not only did it knock out the traitors, it left them a treasonous shade of blue and resulted in a higher bounty!'

— Alex-R-DRP

'Once I realised that it's basically an oddly-shaped funball and I could use my racket to launch it even further, it became really fun!' — Jean-O-TWL

Action Order: Violence + 0

Size and Level: Small Level 1

When used as directed: The grenade bounces towards the target before expelling high-velocity rubber bullets in all directions. If there are more successes than the target has unticked injury boxes, the target goes unconscious. If equal or lower, the target takes a Hurt instead.

If traitors (including YOU) sabotage this: It bounces right back at the tester and explodes at their feet with the same effect. In addition, they feel really, really stupid.

JAWS OF DEATH

Get That Traitor Out of There!

Tired of traitors who refuse to leave their hidey-hole when you order them to come out? Is that terrorist's armour blocking your well-aimed and loyal attacks? Maybe it is time to try something different: The Jaws of Death!

This easy-to-use device is worn like many pieces of heavy equipment such as a tilehammer or corpse mulcher. When you press the shiny 'BITE' button on the centre control screen, the 'jaw' slams open, extends up to half a metre and then takes a huge bite out of whatever is there. Made from a titanium-ferglum alloy, the jaw can tear apart just about anything; metal, concrete, unwary citizens, you name it. Then you can reach those slippery traitors and bring them to justice as Friend Computer demands.

Help take a bite out of treason with the Jaws of Death!

Tester Reviews

'Much yes! Bit a hole through a mutant's bunker. Whoever designed this deserves a triple-sized budget next quarter!' — Not An R&D Scientist Attached To This Project

'Stupid terrorist thought she could hide in a confession booth. Wrong! But she must have used a mutant power because she wasn't there. Just a few bits of something swirling around the floor's drain.' — Allen-O-VYD

Action Order: Mechanics +1

Size and Level: Large Level 4

When used as directed: When used against something not alive like a wall or autocar, it tears a one metre hole in it. Bots and humans are Maimed and lose body parts when on the receiving end.

If traitors (including YOU) sabotage this: The device does not stop and keeps chewing on and on, dragging the tester along with it down whatever hole it creates. It can only be stopped with a successful use roll and the tester takes a Hurt each round until it stops.

