

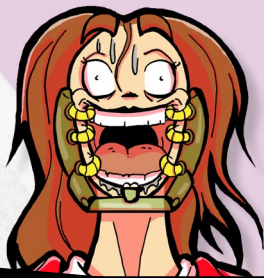


EQUIPMENT

WARNING! WARNING! WARNING!

EXPOSURE LEVEL: ULTRAVIOLET

FUN IS MANDATORY!



BFG

ACTION ORDER

VIOLENCE + 0

SMALL
LEVEL 1

Success: Stun enemies for 1 round per success.

Failure: Take a Hurt and stun allies for 1 round.

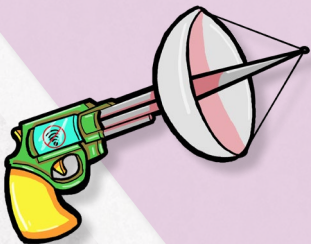


EQUIPMENT

WARNING! WARNING! WARNING!

EXPOSURE LEVEL: ULTRAVIOLET

FUN IS MANDATORY!



CORETECH JAMMIE WHAMMIE

ACTION ORDER

VIOLENCE +3

SMALL

LEVEL 2

Success: Target cannot add Skill dice to roll and gains 1 Treason Star.

Failure: Same but to everyone within 3 metres, including you.

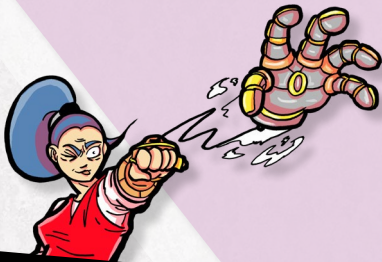


EQUIPMENT

WARNING! WARNING! WARNING!

EXPOSURE LEVEL: ULTRAVIOLET

FUN IS MANDATORY!



DISTO-GRABBER

ACTION ORDER

VIOLENCE -1

SMALL

LEVEL 2

Success: Device grabs target and flings it into wall causing Injured.

Failure: Drags you into wall causing Injured.



EQUIPMENT

WARNING! WARNING! WARNING!

CLEARANCE LEVEL: ULTRAVIOLET

FUN IS MANDATORY!



DREADED SPLOICHER

ACTION ORDER

VIOLENCE +0

SMALL

LEVEL 2

Success: Target(s) retreat or do nothing this round.

Failure: Target(s) attack you this round.



EQUIPMENT

WARNING! WARNING! WARNING!

EXPOSURE LEVEL: ULTRAVIOLET

FUN IS MANDATORY!



FIELD DEATH RAY

ACTION ORDER

MECHANICS -1

OVERSIZED
LEVEL 4

Success: Takes 2 turns, disintegrate 1 clone-sized target per success in one direction.

Failure: Disintegrates all within 1 metre including you and -100 XP Points.



EQUIPMENT

WARNING! WARNING! WARNING!

EXPOSURE LEVEL: ULTRAVIOLET

FUN IS MANDATORY!



GRENADE-A-GO-GO

ACTION ORDER

VIOLENCE +2

MEDIUM

LEVEL 3

Success: Roll d6, 1–2 = explosive grenade, 3–4 = knock-out gas, 5–6 = gauss.

Failure: You are Maimed and knocked out.



EQUIPMENT

WARNING! WARNING! WARNING!

EXPOSURE LEVEL: ULTRAVIOLET

FUN IS MANDATORY!



JAWS OF DEATH

ACTION ORDER
MECHANICS +1

LARGE
LEVEL 4

Success: Tear 1-metre hole, Maim bots or citizens.

Failure: Device keeps chewing, dragging you and giving Hurt each turn until it stops.

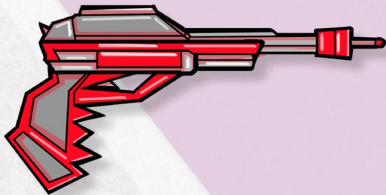


EQUIPMENT

WARNING! WARNING! WARNING!

EXPOSURE LEVEL: ULTRAVIOLET

FUN IS MANDATORY!



ME-2-U SELFIE INFLICTER

ACTION ORDER

VIOLENCE +1

MEDIUM

LEVEL 2

Success: Target thinks he is you for 1 round per success past difficulty, both gain 1 Treason Star each round interacting.

Failure: You have amnesia.



EQUIPMENT

WARNING! WARNING! WARNING!

EXPOSURE LEVEL: ULTRAVIOLET

FUN IS MANDATORY!



PAMMI

ACTION ORDER

MECHANICS + 1

LARGE

LEVEL 4

Success: Disintegrate within 2-metre circle (but not within 1-metre circle).

Failure: Disintegrate within 1-metre circle.

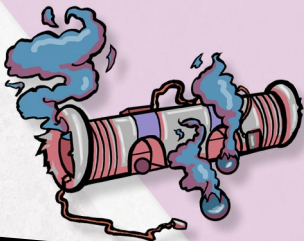


EQUIPMENT

WARNING! WARNING! WARNING!

EXPOSURE LEVEL: ULTRAVIOLET

FUN IS MANDATORY!



SLEEPYTIME GRENADE X3

ACTION ORDER

VIOLENCE +0

SMALL

LEVEL 1

Success: If successes greater than unticked Wounds boxes, target is unconscious.

Failure: Same but for you.

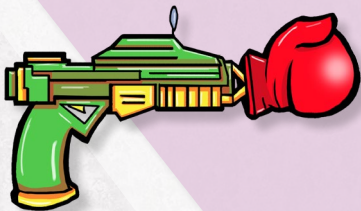


EQUIPMENT

WARNING! WARNING! WARNING!

CLEARANCE LEVEL: ULTRAVIOLET

FUN IS MANDATORY!



PUNCH GUN 5000

ACTION ORDER

VIOLENCE +0

SMALL

LEVEL 2

Success: Use melee attack from a distance that cannot be dodged.

Failure: Entire gun flies into target's hands who can use it on their next turn.



EQUIPMENT

WARNING! WARNING! WARNING!

EXPOSURE LEVEL: ULTRAVIOLET

FUN IS MANDATORY!



FIST OF LOYALTY

ACTION ORDER

MECHANICS +2

SMALL

LEVEL 2

Success: Increase melee damage by 2 levels.

Failure: Gauntlets magnetically stick to nearby metal object and cannot be removed.

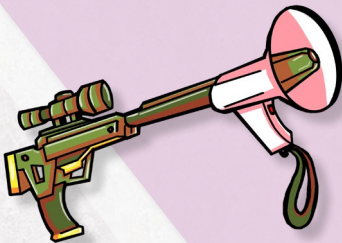


EQUIPMENT

WARNING! WARNING! WARNING!

EXPOSURE LEVEL: ULTRAVIOLET

FUN IS MANDATORY!



LOUDESTSPEAKER

ACTION ORDER

CHUTZPAH +3

MEDIUM

LEVEL 2

Success: Attack ignores armour and causes Injury at minimum.

Failure: +1 Treason Star for rising above allowed decibel level.

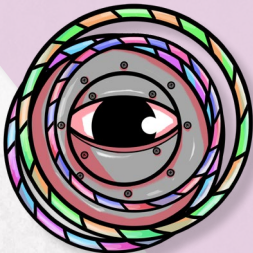


EQUIPMENT

WARNING! WARNING! WARNING!

EXPOSURE LEVEL: ULTRAVIOLET

FUN IS MANDATORY!



RING-0 STOP-0

ACTION ORDER

MECHANICS +3

MEDIUM

LEVEL 2

Success: Target is restrained for 3 rounds by the ring clamping their arms to their side.

Failure: It closes on your fingers and Injures you. It won't reopen.



EQUIPMENT

WARNING! WARNING! WARNING!

CLEARANCE LEVEL: ULTRAVIOLET

FUN IS MANDATORY!



NOPESTICK

ACTION ORDER

VIOLENCE +4

MEDIUM

LEVEL 2

Success: One limb (GM choice) becomes limp and unresponsive.

Failure: Miss and hit self for same effect.



EQUIPMENT

WARNING! WARNING! WARNING!

EXPOSURE LEVEL: ULTRAVIOLET

FUN IS MANDATORY!



GRANAID

ACTION ORDER

VIOLENCE +3

SMALL

LEVEL 2

Success: All nearby clones remove a Hurt or Injured.

Failure: Oh, that one WAS actually a regular grenade.



EQUIPMENT

WARNING! WARNING! WARNING!

EXPOSURE LEVEL: ULTRAVIOLET

FUN IS MANDATORY!



BODY SPACKLE

ACTION ORDER

BRAINS + 2

SMALL

LEVEL 2

Success: Slam flesh-like putty into a wound to heal an Injured or Maimed condition.

Failure: Spackle dries fast and cements you to the wound (and the person).



EQUIPMENT

WARNING! WARNING! WARNING!

EXPOSURE LEVEL: ULTRAVIOLET

FUN IS MANDATORY!



ZAPPER GLOVES

ACTION ORDER

VIOLENCE + 1

SMALL

LEVEL 2

Success: +1 NODE for melee attacks, +5 NODE against bots or wet citizens.

Failure: Interacts poorly with the local power grid, causing local brownouts, explosions and fires.

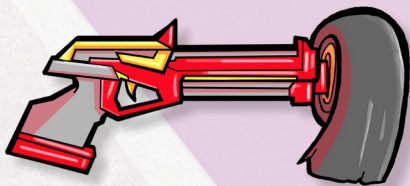


EQUIPMENT

WARNING! WARNING! WARNING!

EXPOSURE LEVEL: ULTRAVIOLET

FUN IS MANDATORY!



DUCT TAPE GUN

ACTION ORDER

VIOLENCE +2

SMALL

LEVEL 3

Success: Target discards an Action card from all that tape OR a device/bot is repaired one level.

Failure: Tape pulls an actual air duct from the ceiling onto you causing Injured and trapping you.



EQUIPMENT

WARNING! WARNING! WARNING!

EXPOSURE LEVEL: ULTRAVIOLET

FUN IS MANDATORY!



HURT 'EM GOGGLES

ACTION ORDER
MECHANICS +4

SMALL
LEVEL 2

Success: Goggles target weak points, your next attack gets 2 successes before you roll.

Failure: Ads fill your vision, next attack auto fails.

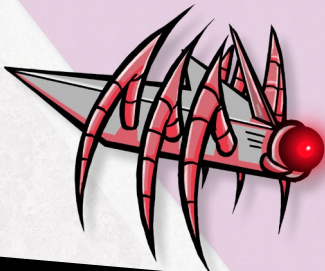


EQUIPMENT

WARNING! WARNING! WARNING!

EXPOSURE LEVEL: ULTRAVIOLET

FUN IS MANDATORY!



RAZORCRAWLER

ACTION ORDER

MECHANICS +5

SMALL

LEVEL 2

Success: It scampers under target's clothes causing distracting pain for -2 NODE.

Failure: It's scared and wants its owner, doing the Success effect to you.

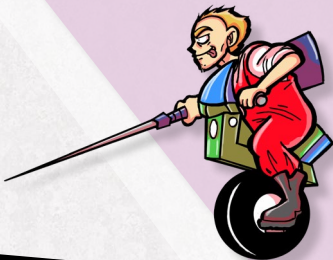


EQUIPMENT

WARNING! WARNING! WARNING!

EXPOSURE LEVEL: ULTRAVIOLET

FUN IS MANDATORY!



GYRO-JOUSTER

ACTION ORDER

VIOLENCE +3

LARGE

LEVEL 3

Success: Target discards any face-down Action cards and loses their next action.

Failure: The scooter zooms at top speed towards the nearest wall, reactor, etc.



EQUIPMENT

WARNING! WARNING! WARNING!

EXPOSURE LEVEL: ULTRAVIOLET

FUN IS MANDATORY!



ENERGY-MATTER CONVERTER

ACTION ORDER

VIOLENCE +0

LARGE

LEVEL 2

Success: Lasers turn into bullets and ignore reflective armour.

Failure: Gun itself turns into energy. You are Maimed and blind from the flash.



EQUIPMENT

WARNING! WARNING! WARNING!

EXPOSURE LEVEL: ULTRAVIOLET

FUN IS MANDATORY!



LASER APERTURE ADJUSTOR

ACTION ORDER
MECHANICS + 1

SMALL
LEVEL 2

Success: Increase or decrease the damage level by one, can be used as a precision cutting tool.

Failure: Backfire! Injured and gun is useless.



EQUIPMENT

WARNING! WARNING! WARNING!

EXPOSURE LEVEL: ULTRAVIOLET

FUN IS MANDATORY!



TOOLKNIFE MK. 9

ACTION ORDER

MECHANICS +0

SMALL

LEVEL 1

Success: +2 NODE to any Violence or Mechanics roll.

Failure: The tool you picked is comically wrong. Treat your NODE as negative.

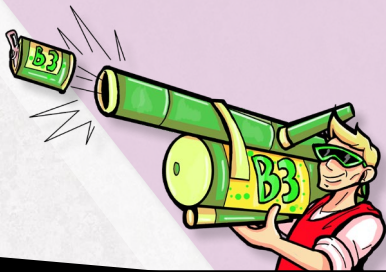


EQUIPMENT

WARNING! WARNING! WARNING!

EXPOSURE LEVEL: ULTRAVIOLET

FUN IS MANDATORY!



POP GUN

ACTION ORDER

VIOLENCE +1

MEDIUM

LEVEL 2

Success: Can rockets into target, any damage is increased by one step.

Failure: The compressed air tank flies off, propelling the user backward.

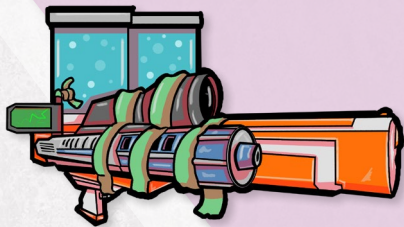


EQUIPMENT

WARNING! WARNING! WARNING!

EXPOSURE LEVEL: ULTRAVIOLET

FUN IS MANDATORY!



IS-THIS-A-GUN PISTOL

ACTION ORDER

MECHANICS -2

MEDIUM

LEVEL 1

Success: Roll 1 dice for damage: 1-2: Hurt, 3-4: Injured, 5-6: Maimed.

Failure: Roll 1 dice: 1-3: A part falls off; 5-6 it explodes causing Maimed to you only.



EQUIPMENT

WARNING! WARNING! WARNING!

EXPOSURE LEVEL: ULTRAVIOLET

FUN IS MANDATORY!



FLASH BANGITY-BANG

ACTION ORDER

VIOLENCE +4

SMALL
LEVEL 3

Success: Target and everyone nearby is blinded, deafened and Hurt.

Failure: It bounces back making you the target for the Success effect.



EQUIPMENT

WARNING! WARNING! WARNING!

EXPOSURE LEVEL: ULTRAVIOLET

FUN IS MANDATORY!



ANGRY BEEBOTS

ACTION ORDER

MECHANICS +2

SMALL

LEVEL 4

Success: Tiny bots swarm the target, causing a Hurt each turn and scrambling Coretech signals.

Failure: The bots get confused and swarm a random Troubleshooter (GM choice).



EQUIPMENT

WARNING! WARNING! WARNING!

EXPOSURE LEVEL: ULTRAVIOLET

FUN IS MANDATORY!



ARMOUR BREACHAMATIC

ACTION ORDER

MECHANICS -1

SMALL
LEVEL 4

Success: The target's armour is destroyed (or a bot is Maimed).

Failure: You drop this on your toe, take a Hurt and discard one Action card.



EQUIPMENT

WARNING! WARNING! WARNING!

EXPOSURE LEVEL: ULTRAVIOLET

FUN IS MANDATORY!



BRAIN BUSTER

ACTION ORDER

VIOLENCE +3

MEDIUM

LEVEL 1

Success: Target has -3 Brains for 1 turn and sounds like an idiot.

Failure: Reverse the polarity? Target has +3 Brains for 1 turn and -1 Treason Star.

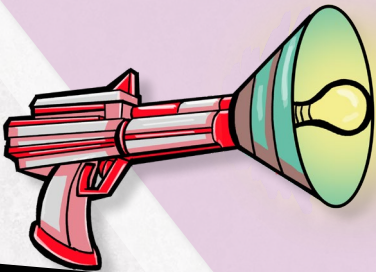


EQUIPMENT

WARNING! WARNING! WARNING!

CLEARANCE LEVEL: ULTRAVIOLET

FUN IS MANDATORY!



ULTRABRIGHT AMMO X3

ACTION ORDER
VIOLENCE +1

SMALL
LEVEL 5

Success: Target is vaporised, leaving only a shadow behind. But the bulb burns out, giving you 1 Treason Star.

Failure: The bulb breaks while in the barrel, giving you 1 Treason Star.