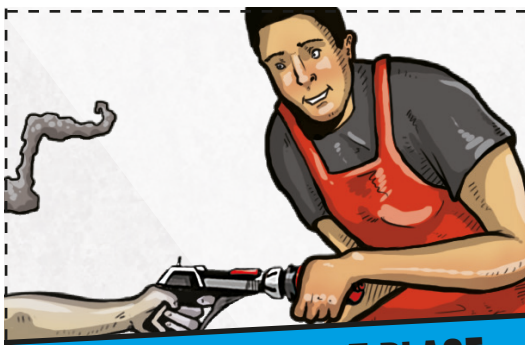


HOW TO USE

1. Print.
2. Cut along dotted lines.
3. Fold cut pieces in half.
4. Apply glue to unprinted side.
5. Press together firmly.

CONTENTS

Action Cards	2-18
Equipment Cards	19-26
Mutant Cards	27-32
Secret Society Cards	33-37
Bonus Duty Cards	38-39
Number 1# Card	40



A GUN IN THE RIGHT PLACE

THEY SHOULDN'T JUST LEAVE THESE THINGS LYING AROUND!

ACTION ORDER: 5



You spot a ranged weapon useful to the action. Describe it; GM has veto over your description. The weapon adds +1 dice so long as it's useful and intact. If the GM is particularly pleased by your description, it adds +2 dice this round and +1 dice thereafter.



ADAPTIVE RESOURCES

"IN THE RIGHT HANDS ANYTHING CAN BE A WEAPON. EVEN THIS CAKE."

ACTION ORDER: 4



You improvise a melee weapon out of something mundane. Describe what you find; GM has veto over your description. The weapon adds +1 dice so long as it's useful and intact. If the GM is particularly pleased by your description, it adds +2 dice this round and +1 dice thereafter.



AN UNEXPECTED BOON

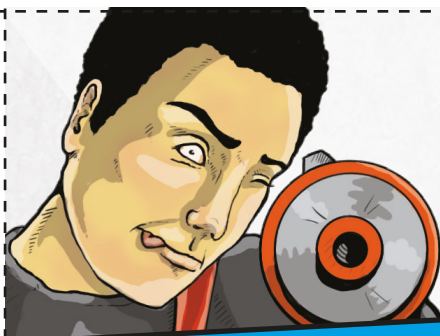
"THAT WAS LUCKY! AND UNEXPECTEDLY SANGUINOUS TOO."

ACTION ORDER: 0



Play after a target has rolled but before the GM describes the outcome. Add 1 to the target's score. Describe something that helps them out. GM has veto over your description.





CALLED SHOT TO THE GROIN

'SMALL TARGET, BIG EFFECT.'

ACTION ORDER: 3



The attack strikes your target in a very painful area but the effects aren't permanent. Roll a die; if the target is an NPC, they're out of action for that many rounds. If they're a PC, they're out of action for half that many rounds (rounding up).



COLLATERAL DAMAGE

DO YOU RECKON WE NEEDED THIS STEERING WHEEL TO BE ATTACHED?'

ACTION ORDER: 0



An object is damaged as a side-effect of the action. Try to persuade your GM what was damaged and see if they listen to you. Good luck.



COLOSSAL SNAFU

HONESTLY, I'M KIND OF IMPRESSED HOW BADLY THIS TURNED OUT.'

ACTION ORDER: 0



EVERYTHING HAS GONE WRONG!

GM, pull out the thumbscrews.

ACTION

WARNING! WARNING! WARNING!

REFERENCE LEVEL: ULTRAVIOLET

FUN IS MANDATORY!

ACTION

WARNING! WARNING! WARNING!

REFERENCE LEVEL: ULTRAVIOLET

FUN IS MANDATORY!

ACTION

WARNING! WARNING! WARNING!

REFERENCE LEVEL: ULTRAVIOLET

FUN IS MANDATORY!



COMBINED ASSAULT

"COME ON, WITH ME! NO—I MEAN, IN FRONT OF ME!"

ACTION ORDER: 5

Pick another Troubleshooter. They can attack the same target as you immediately (and it doesn't count as taking their turn) at +1 or they can attack YOU immediately at +1. Their choice.

ACTION

WARNING! WARNING! WARNING!

EXPERIENCE LEVEL: ULTRAVIOLET

FUN IS MANDATORY!



CRITICAL FAILURE

SNATCHING DEFEAT FROM THE CLAWS OF VICTORY

ACTION ORDER: 0



SOMETHING GOES VERY WRONG!

GM, you determine how.

ACTION

WARNING! WARNING! WARNING!

EXPERIENCE LEVEL: ULTRAVIOLET

FUN IS MANDATORY!



CRITICAL SUCCESS

"BETTER LUCKY THAN GOOD"

ACTION ORDER: 0



SOMETHING GOES WAY BETTER THAN EXPECTED!

GM, time to shine.

ACTION

WARNING! WARNING! WARNING!

EXPERIENCE LEVEL: ULTRAVIOLET

FUN IS MANDATORY!



DROP IT

"WHY DO THEY MAKE THESE HANDLES SO SLIPPERY?"

ACTION ORDER: 0



Play after a target has rolled but before the GM describes the outcome. The target fumbles and drops one piece of equipment they were holding in their hands. Try to persuade your GM what you want it to be and see if they listen to you.



EASY COME, EASY GO

THAT THING YOU TOLD US WOULD SAVE US? NOT SO MUCH.

ACTION ORDER: 3



Play on any face-up card on the table. That card is placed at the bottom of its respective deck; whatever its in-game effects were, they no longer apply. Describe what happened to cause this turn of events.



EVERYTHING LOOKS LIKE A NAIL

HAND ME A HAMMER, YES. ANOTHER HAMMER! THE COMPUTER GAVE US TWO HANDS FOR A REASON, DIDN'T IT?

ACTION ORDER: 4



You spot a tool that's useful to the action. Describe it; GM has veto over your description. The tool adds +1 dice so long as it's useful and intact. If the GM is particularly pleased by your description, it adds +2 dice this round and +1 dice thereafter.

ACTION

WARNING! WARNING! WARNING!

EXPERIENCE LEVEL: ULTRAVIOLET

FUN IS MANDATORY!

ACTION

WARNING! WARNING! WARNING!

EXPERIENCE LEVEL: ULTRAVIOLET

FUN IS MANDATORY!

ACTION

WARNING! WARNING! WARNING!

EXPERIENCE LEVEL: ULTRAVIOLET

FUN IS MANDATORY!



FEINT

"YOU GO LEFT, I GO RIGHT AND WE LEAVE HIM HOLDING THE BAG. WAIT, NO: WE KILL HIM. SORRY, GOT MIXED UP THERE."

ACTION ORDER: 2



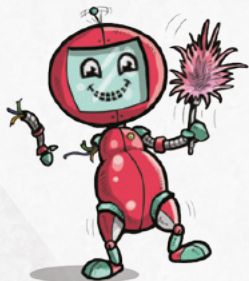
You spot a situation that you can exploit to confuse an enemy. Describe what it is, then roll Chutzpah + Bluff to take advantage. If you succeed, describe the actions of that enemy. The GM has veto over your description, so don't go crazy.

ACTION

WARNING! WARNING! WARNING!

REFERENCE LEVEL: ULTRAVIOLET

FUN IS MANDATORY!



FLESH WOUND

"IT IS BUT A SCRATCH!"

ACTION ORDER: 0



Play on a target just as you or another PC is about to roll to attack them. If the roll is successful then the wound causes the target to lose a limb.

ACTION

WARNING! WARNING! WARNING!

REFERENCE LEVEL: ULTRAVIOLET

FUN IS MANDATORY!



FOUR'S A CROWD

"LISTEN UP, YOU INFRARED SCREWHEADS! I'M PROMOTING YOU ALL TO ABLATIVE STATUS!"

ACTION ORDER: 1



Describe a group of NPCs who are useful to the action OR detrimental to the action, your choice; GM has veto over your description and controls the NPCs after this round ends.

ACTION

WARNING! WARNING! WARNING!

REFERENCE LEVEL: ULTRAVIOLET

FUN IS MANDATORY!



FUNCTION OVER FORM

"TURN THE VOLUME UP - I LOVE THIS SHOW! AND, UH, IT'LL ACT AS A DISTRACTION, TOTALLY."

ACTION ORDER: 1



Invent a decorative terrain feature (a screen, banner, statue and so on) that's useful to the action; GM has veto over your creation. The feature adds +1 dice so long as the target uses it. If the GM is particularly pleased by your description, it adds +2 dice this round and +1 dice thereafter.

ACTION

WARNING! WARNING! WARNING!

REFERENCE LEVEL: ULTRAVIOLET

FUN IS MANDATORY!



GREAT VICTORY

"PEOPLE ARE GOING TO THINK WE CHEATED."

ACTION ORDER: 0



Everything goes right, above and beyond even the greatest expectations, for a few seconds at least. GM describes how.

ACTION

WARNING! WARNING! WARNING!

REFERENCE LEVEL: ULTRAVIOLET

FUN IS MANDATORY!



I'M GOING FIRST

"THERE ARE TWO KINDS OF CLONES: THE QUICK AND THE DEAD, AND I GUESS MAYBE QUICK DEAD CLONES IF THERE'S AN ACCIDENT AT THE TRANSBOT STATION BUT I DIGRESS: I'M GOING TO SHOOT YOU."

ACTION ORDER: 0



You act immediately, interrupting the target's action. If they survive then they can resolve their action after you're finished.

ACTION

WARNING! WARNING! WARNING!

REFERENCE LEVEL: ULTRAVIOLET

FUN IS MANDATORY!



I'M THINKING

'MORE HASTE, LESS SPEED!'

ACTION ORDER: 2

Draw three Action Cards. Choose one. Pass another to a player of your choice. Place the third on the bottom of the deck.



I'VE GOT A PLAN: IMPROVISE!

'OF COURSE YOU HAVE NO IDEA WHAT I'M DOING. I HAVE NO IDEA WHAT I'M DOING.'

ACTION ORDER: 6

Declare your action but before you roll, draw a card from the action card deck and add its effects to what you're doing.



IMPROVISED DEFENCES

'IT'S NOT A BUCKET, IT'S A HELMET. BUCKETS HAVE FEWER HOLES.'

ACTION ORDER: 3

You find a piece of armour or clothing that's helpful to your current situation. Describe what you find; GM has veto over your description. The item adds +1 dice so long as it's useful and intact. If the GM is particularly pleased by your description, it adds +2 dice this round and +1 dice thereafter.





JAM

"THESE OLD MODELS WILL BREAK AT THE DROP OF A HAT. DID YOU DROP A HAT ON IT?"

ACTION ORDER: 0



The target's weapon jams. OR: The scene somehow now involves jam but the target's weapon is perfectly functional. Your choice.

ACTION

WARNING! WARNING! WARNING!

REFERENCE LEVEL: ULTRAVIOLET

FUN IS MANDATORY!



KA-BOOM!

WHY DO WE KEEP ALL THESE RED BARRELS AROUND?"

ACTION ORDER: 3



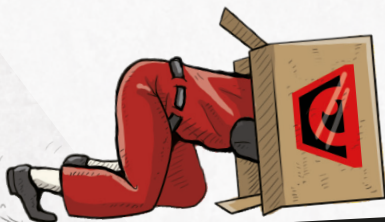
Instead of hitting its target, a ranged attack (or another appropriate action if you think you can get away with it) hits something nearby that blows up with a 3-metre blast radius. Describe what it is. GM has veto over your description.

ACTION

WARNING! WARNING! WARNING!

REFERENCE LEVEL: ULTRAVIOLET

FUN IS MANDATORY!



KEEP YOUR HEAD DOWN

CALM BLUE RESERVOIR TANK, CALM BLUE RESERV- SORRY, CALM RED RESERVOIR TANK, CALM RED RESERVOIR TANK...."

ACTION ORDER: 6

You find a hiding spot; describe it. You can Dodge any attacks until the start of the next round but you cannot do anything else till then.

ACTION

WARNING! WARNING! WARNING!

REFERENCE LEVEL: ULTRAVIOLET

FUN IS MANDATORY!



LUCKY MANUAL

"GOOD THING MY GRENADE STOPPED THAT BULLET! WHY ARE YOU GUYS RUNNING?"

ACTION ORDER: 0



Play after an attack that causes damage; it now causes no damage and instead destroys a piece of equipment carried by the target. The GM picks which.

ACTION

WARNING! WARNING! WARNING!

REFERENCE LEVEL: ULTRAVIOLET

FUN IS MANDATORY!



MAN, AM I PLEASED TO SEE YOU

"HEY, BUDDY, I NEED A HAND! OR A LEG. ANY LIMBS YOU HAVE SPARE, REALLY."

ACTION ORDER: 3



Describe a male-identifying NPC who's useful to the action OR detrimental to the action, your choice; GM has veto over your description and controls the NPC after the end of the round. The NPC gives +1/-1 dice so long as they're useful/impeding. If the GM is particularly pleased by your description, they give +2/-2 dice this round and +1/-1 dice thereafter.

ACTION

WARNING! WARNING! WARNING!

REFERENCE LEVEL: ULTRAVIOLET

FUN IS MANDATORY!



MISS IDENTIFIED

"WHAT'S A NICE GIRL LIKE YOU DOING POINTING A GRENADE AT ME LIKE THAT?"

ACTION ORDER: 4



Describe a female-identifying NPC who's useful to the action OR detrimental to the action, your choice. GM has veto over your description and controls the NPC after the end of the round. The NPC gives +1/-1 dice so long as they're useful/impeding. If the GM is particularly pleased by your description, they give +2/-2 dice this round and +1/-1 dice thereafter.

ACTION

WARNING! WARNING! WARNING!

REFERENCE LEVEL: ULTRAVIOLET

FUN IS MANDATORY!



MISTAKEN IDENTITY

"I DIDN'T SHOOT ANYONE! I'M NOT EVEN HERE!"

ACTION ORDER: 0



As far as everyone (including the Computer) is concerned, the target didn't perform that action; someone else did. Try to persuade your GM who you want it to be and see if they listen to you.

ACTION

WARNING! WARNING! WARNING!

REFERENCE LEVEL: ULTRAVIOLET

FUN IS MANDATORY!



MY LUCKY VENT

I NEVER FIGURED OUT WHY THEY MADE AIR VENTS BIG ENOUGH FOR CLONES. THEY JUST HAVE TO BE BIG ENOUGH FOR AIR, RIGHT?

ACTION ORDER: 3



Describe a convenient terrain feature (a crane, vent, steam pipe and so on) that's useful to the action. GM has veto over your description. The feature adds +1 dice so long as the target uses it. If the GM is particularly pleased by your description, it adds +2 dice this round and +1 dice thereafter.

ACTION

WARNING! WARNING! WARNING!

REFERENCE LEVEL: ULTRAVIOLET

FUN IS MANDATORY!



NOT SO HOT

YOU GAVE IT YOUR BEST SHOT. NOW I'M GIVING IT BACK.

ACTION ORDER: 0



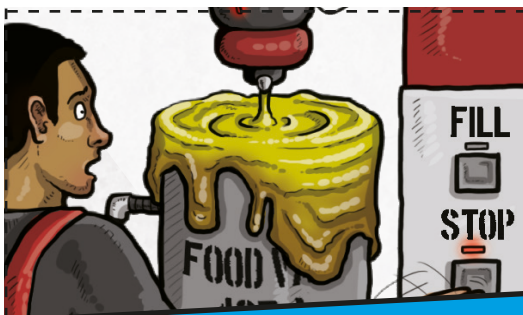
Play after a target has rolled but before the GM describes the outcome. Delete 1 success roll from the target's total. Describe something unexpected that hindered them. GM has veto over your description.

ACTION

WARNING! WARNING! WARNING!

REFERENCE LEVEL: ULTRAVIOLET

FUN IS MANDATORY!



OPPOSITE DAY

WE CALL IT "POLARITY HILARITY."

ACTION ORDER: 4

It's not that everything goes wrong with the action, more that the exact opposite of what the target wanted to happen happens instead. GM, get creative.



PARTY TRICK

WHO KNEW THAT BUREAUCRATS COULD BE SO DEADLY WITH A PAPERCLIP?

ACTION ORDER: 0



You realise that this dangerous situation calls for an unusual application of your skills. Make an attack but pick a non-standard Stat and Skill combination then persuade the GM why they're applicable in this particular situation (GM, be lenient). If they buy it, you get +2 successes. If they don't, -1 success.



RISKY TRICK

LOOKS LIKE THIS JUST GOT DANGEROUS. DANGEROUSLY EFFECTIVE! THOUGH MOSTLY JUST DANGEROUS.

ACTION ORDER: 4



Describe how the action becomes dangerous. You get +2 dice to any action but for every 1 rolled on a non-Computer dice, take 1 severity of wound. So on 1, you're Hurt. On 2, you're Injured and so on.





RISKY TRICK

I'LL RISK IT FOR A BISCUIT. MAYBE TWO BISCUITS.

ACTION ORDER: 2



Describe how the action becomes dangerous. +2 dice to any action but for every 1 rolled on a non-Computer dice, take 1 severity of wound. So on 1, you're Hurt. On 2, you're Injured, and so on.

ACTION

WARNING! WARNING! WARNING!

REFERENCE LEVEL: ULTRAVIOLET

FUN IS MANDATORY!



SAFETY FIRST

WHO KNEW THAT TRAFFIC CONES WERE SO... IMPALEY?

ACTION ORDER: 3



You notice a piece of safety equipment that's useful to the action; GM has veto over your description. The item adds +1 dice so long as it's useful and intact. If the GM is particularly pleased by your description, it adds +2 dice this round and +1 dice thereafter.

ACTION

WARNING! WARNING! WARNING!

REFERENCE LEVEL: ULTRAVIOLET

FUN IS MANDATORY!



SHOULD HAVE KILLED YOU

THAT WAS TOO CLOSE, MAN! I'M FREAKIN' OUT, MAN!

ACTION ORDER: 0



Play on an attack that causes damage. Now it causes no damage and instead the attacker loses a point of Moxie because they were convinced they'd hit and now they didn't and they're a bit freaked out.

ACTION

WARNING! WARNING! WARNING!

REFERENCE LEVEL: ULTRAVIOLET

FUN IS MANDATORY!



SLIGHTLY WORSE THAN EXPECTED

THERE'S ALWAYS SOMETHING, ISN'T THERE?

ACTION ORDER: 0



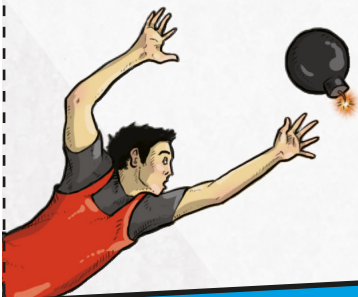
Play after someone has rolled but before the GM describes the outcome. Subtract 1 success from the roll. Describe something that hindered them. GM has veto over your description.

ACTION

WARNING! WARNING! WARNING!

EXPERIENCE LEVEL: ULTRAVIOLET

FUN IS MANDATORY!



SNAP DECISION

THINKING'S FOR CHUMPS.

ACTION ORDER: FIRST

Play this card at the start of the round to go first but deduct one dice from any roll you make this round. If another player also plays 'Snap Decision' they cancel each other out and neither PC gets an action this round.

ACTION

WARNING! WARNING! WARNING!

EXPERIENCE LEVEL: ULTRAVIOLET

FUN IS MANDATORY!



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ACTION ORDER: FIRST

Play this card at the start of the round to go first but deduct one dice from any roll you make this round. If another player also plays 'Snap Decision' they cancel each other out and neither PC gets an action this round.

ACTION

WARNING! WARNING! WARNING!

EXPERIENCE LEVEL: ULTRAVIOLET

FUN IS MANDATORY!



SNEAK ATTACK

QUICK, WHILE HE'S LAUGHING TOO HARD TO NOTICE US.

ACTION ORDER: 3

You spot an enemy who is unaware of your presence. Make an attack at +2 to your NODE but swap Violence for Chutzpah, Stealth for Melee or both.

ACTION

WARNING! WARNING! WARNING!

REFERENCE LEVEL: ULTRAVIOLET

FUN IS MANDATORY!



SUDDEN DEATH

YOU'D BE SURPRISED HOW EASILY A HUMAN BEING'S HEAD WILL COME OFF.

ACTION ORDER: 0



If the action you're playing this card on causes damage to a living thing or a bot, it automatically kills whatever got hit. Describe the death. GM has veto over your description.

ACTION

WARNING! WARNING! WARNING!

REFERENCE LEVEL: ULTRAVIOLET

FUN IS MANDATORY!



SUDDENLY, KNIVES!

HEY, TURNS OUT I HAD A KNIFE IN MY BACK ALL ALONG! WONDER HOW THAT GOT THERE?

ACTION ORDER: 6



You spot a hand-to-hand weapon useful to the action. Describe it; GM has veto over your description. The weapon adds +1 dice so long as it's useful and intact. If the GM is particularly pleased by your description, it adds +2 dice this round and +1 dice thereafter.

ACTION

WARNING! WARNING! WARNING!

REFERENCE LEVEL: ULTRAVIOLET

FUN IS MANDATORY!



SURPRISE BOT

BOTS - IS THERE ANYTHING THEY CAN'T DO? EXCEPT - Y'KNOW - WHAT WE TELL 'EM TO DO?

ACTION ORDER: 4



Describe a bot or AI who's useful to the action OR detrimental to the action, your choice. GM has veto over your description. The NPC gives +1/-1 dice so long as they're useful/impeding. If the GM is particularly pleased by your description, they give +2/-2 dice this round and +1/-1 dice thereafter.

ACTION

WARNING! WARNING! WARNING!

EXPERIENCE LEVEL: ULTRAVIOLET

FUN IS MANDATORY!



TACTICAL ASSESSMENT

I'LL COVER YOU, YOU'RE GOING IN!

ACTION ORDER: 2

You realise something of vital importance. Say what it is, then make an appropriate Brains + a relevant skill check. If you succeed, everyone you choose (including yourself) is at +1 dice next turn so long as they heed your advice. If you fail, everyone (including yourself) is at -1 dice.

ACTION

WARNING! WARNING! WARNING!

EXPERIENCE LEVEL: ULTRAVIOLET

FUN IS MANDATORY!



TAKE YOUR TIME

THE ONLY SHOT THAT MATTERS IS THE ONE THAT HITS.

ACTION ORDER: 10

Describe what you're planning to do - you'll take the rest of the round to prepare your action. It happens last in the round but you get +2 dice to roll. If both Take Your Time cards are played in the same round, they resolve simultaneously.

ACTION

WARNING! WARNING! WARNING!

EXPERIENCE LEVEL: ULTRAVIOLET

FUN IS MANDATORY!



TAKE YOUR TIME

THE ONLY SHOT THAT MATTERS IS THE ONE THAT HITS.

ACTION ORDER: 10

Describe what you're planning to do – you'll take the rest of the round to prepare your action. It happens last in the round but you get +2 dice to roll. If both Take Your Time cards are played in the same round, they resolve simultaneously.



ACTION

WARNING! WARNING! WARNING!

REFERENCE LEVEL: ULTRAVIOLET

FUN IS MANDATORY!



TAXI!

GET IN – THERE'S NO TIME TO EXPLAIN!

ACTION ORDER: 2



A vehicle appears that's useful to the action. Describe it; GM has veto over your description. The vehicle adds +1 dice to rolls so long as it's useful and intact. If the GM is particularly pleased by your description, it adds +2 dice this round and +1 dice thereafter.



ACTION

WARNING! WARNING! WARNING!

REFERENCE LEVEL: ULTRAVIOLET

FUN IS MANDATORY!



UP HIGH

I'D LIKE TO FORMALLY APOLOGISE TO EVERYONE I JUST VOMITED ON.

ACTION ORDER: 2



Describe an elevated terrain feature (a lift, gantry, some stairs and so on) that's useful to the action. GM has veto over your description. The feature adds +1 dice so long as the target uses it. If the GM is particularly pleased by your description, it adds +2 dice this round and +1 dice thereafter.



ACTION

WARNING! WARNING! WARNING!

REFERENCE LEVEL: ULTRAVIOLET

FUN IS MANDATORY!



THE WETTER THE BETTER

FUN FACT: SOME MUTANTS HAVE FLAMMABLE BLOOD

ACTION ORDER: 6



Describe a liquid that's useful to the action OR detrimental to the action, your choice. GM has veto over your description. The liquid gives +1/-1 dice if appropriate. If the GM is particularly pleased by your description, it gives +2/-2 dice this round and +1/-1 dice thereafter.

ACTION

WARNING! WARNING! WARNING!

EXPERIENCE LEVEL: ULTRAVIOLET

FUN IS MANDATORY!



WRONG TARGET

OH NO, WASN'T HE YOUR FRIEND? IT'S A SHAME HOW MANY TIMES YOU SHOT HIM.

ACTION ORDER: 0



The attack hits a different target from the one intended. Try to persuade your GM who you want it to be and see if they listen to you.

ACTION

WARNING! WARNING! WARNING!

EXPERIENCE LEVEL: ULTRAVIOLET

FUN IS MANDATORY!

ACTION

WARNING! WARNING! WARNING!

EXPERIENCE LEVEL: ULTRAVIOLET

FUN IS MANDATORY!

ACTION ORDER:



GRENADE X3

ACTION ORDER
VIOLENCE + 3

SMALL
LEVEL 2

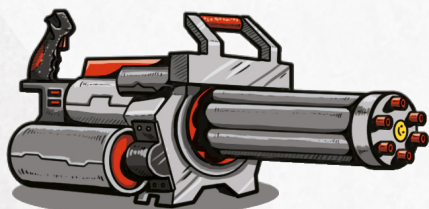
Blows up in a pretty wide radius five seconds after you press the arming button. You could probably modify it to explode on a timer, or a trigger, but you should be very careful with that sort of thing.

EQUIPMENT

WARNING! WARNING! WARNING!

REFERENCE LEVEL: ULTRAVIOLET

FUN IS MANDATORY!



THE MINIGUN

ACTION ORDER
VIOLENCE + 1

LARGE
LEVEL 3

That's a misleading name; this thing is bloody huge. Fires D6 times before it runs out of ammo; get the GM to roll. You can't tell how many shots you've got left unless you take it apart.

EQUIPMENT

WARNING! WARNING! WARNING!

REFERENCE LEVEL: ULTRAVIOLET

FUN IS MANDATORY!



SNIPER RIFLE

ACTION ORDER
VIOLENCE + 4

MEDIUM
LEVEL 2

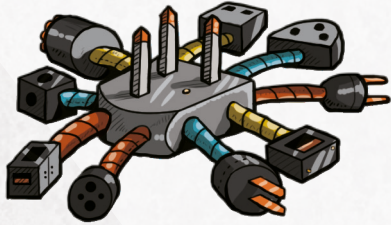
If you try to use it when you've not had time to prepare and calibrate the thing, those bonus dice become negative dice.

EQUIPMENT

WARNING! WARNING! WARNING!

REFERENCE LEVEL: ULTRAVIOLET

FUN IS MANDATORY!



MULTI-ADAPTOR

ACTION ORDER
MECHANICS +0

SMALL
LEVEL 1

If there's a lot of things that need to be recharged and only one power outlet, you're the most popular Troubleshooter in the team.

EQUIPMENT

WARNING! WARNING! WARNING!

REFERENCE LEVEL: ULTRAVIOLET

FUN IS MANDATORY!



GAUSS ROCKET LAUNCHER

ACTION ORDER
VIOLENCE +0

LARGE
LEVEL 3

Either this weapon uses electromagnets to launch explosive projectiles up to 300 metres (3 charges) or it fires gauss rockets. Information on gauss rockets is classified at your security level.

EQUIPMENT

WARNING! WARNING! WARNING!

REFERENCE LEVEL: ULTRAVIOLET

FUN IS MANDATORY!



GRAPPLE GUN

ACTION ORDER
MECHANICS + 2

MEDIUM
LEVEL 2

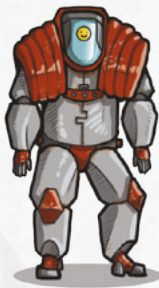
Uses compressed gas to shoot a grapnel attached to a steel cable; very useful for climbing, swinging or rapidly descending. Could be used as a Level 1 weapon, with the additional benefit (or problem) that on a successful hit you are now attached to your target.

EQUIPMENT

WARNING! WARNING! WARNING!

REFERENCE LEVEL: ULTRAVIOLET

FUN IS MANDATORY!



BODY ARMOUR

ACTION ORDER
ATHLETICS -2

LARGE
LEVEL 2

Increases the wearer's defence rating by 2. Makes hydraulic noises. Has a habit of coming off, breaking or running out of power at inopportune moments (or critical failures).



MEDKIT X3

ACTION ORDER
BRAINS + 2

SMALL
LEVEL 1

Whack one on a wound and watch it insta-heal! Isn't nanotechnology and morphine great? Some medkits will even regrow a missing limb. You weren't missing a limb? Now you have a spare! Make a Brains + Science check to use properly.



ELECTRO KNUCKLES

ACTION ORDER
VIOLENCE + 3

SMALL
LEVEL 1

Add a die when you punch someone or intimidate them and another dice if you want to electrocute them at the same time (4 charges).

EQUIPMENT

WARNING! WARNING! WARNING!

REFERENCE LEVEL: ULTRAVIOLET

FUN IS MANDATORY!

EQUIPMENT

WARNING! WARNING! WARNING!

REFERENCE LEVEL: ULTRAVIOLET

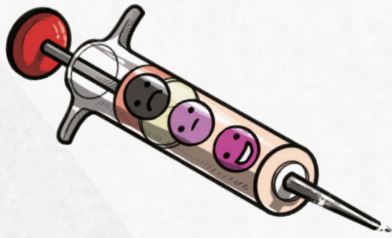
FUN IS MANDATORY!

EQUIPMENT

WARNING! WARNING! WARNING!

REFERENCE LEVEL: ULTRAVIOLET

FUN IS MANDATORY!



SEDATIVES X3

ACTION ORDER
BRAINS + 1

SMALL
LEVEL 1

Used to calm down unstable clones, whether they're innocent bystanders, dangerous terrorists or misguided members of the Troubleshooter team. Make a Brains + Science check to inflict calm.

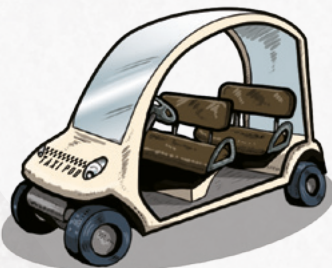


DATA BOMB

ACTION ORDER
MECHANICS + 2

MEDIUM
LEVEL 3

Renders the immediate area free of all electronic activity for 1-3 minutes and makes it easier to mess with machines and computers. Usable only once. If your mission briefing did not mention DAIVs then you have been issued this item in error and not returning it immediately is treason.



TAXI-POD

ACTION ORDER
MECHANICS + 2

OVERSIZE
LEVEL 2

A small electric four-wheeled vehicle suitable for carrying up to four small Troubleshooters with no equipment or intimacy issues or one larger Troubleshooter with a lot of equipment. Range depends on load.

EQUIPMENT

WARNING! WARNING! WARNING!

REFERENCE LEVEL: ULTRAVIOLET

FUN IS MANDATORY!

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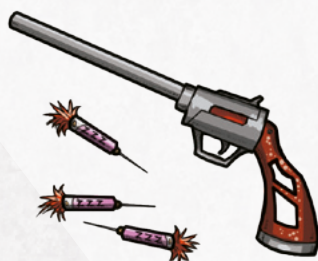


MEGAPHONE

ACTION ORDER
CHUTZPAH +3

MEDIUM
LEVEL 1

Make yourself heard in noisy situations and at long distances.



NEEDLER

ACTION ORDER
VIOLENCE +4

MEDIUM
LEVEL 1

Fires small hypodermic darts up to 15 metres. Standard darts contain a strong knockout drug (takes effect in 1-2 rounds) but other darts are available.



FRICTION ENHANCER

ACTION ORDER
BRAINS +4

LARGE
LEVEL 4

This experimental device increases or reduces friction by up to 500%. Requires a Science roll to operate correctly. Increasing friction causes solids to move less freely and machinery to seize up; reducing it makes everything slippery and difficult to hold, while machines run faster. Only works while trigger is pressed. Power pack weighs 65kg and discharges in 20 seconds; can be recharged (8 hours) or replaced. Range: a 30-degree beam, up to 15 metres.

EQUIPMENT

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FUN IS MANDATORY!

EQUIPMENT

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REFERENCE LEVEL: ULTRAVIOLET

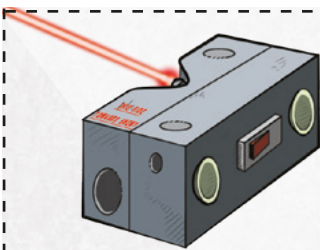
FUN IS MANDATORY!

EQUIPMENT

WARNING! WARNING! WARNING!

REFERENCE LEVEL: ULTRAVIOLET

FUN IS MANDATORY!



LASER TRIPWIRE

ACTION ORDER
MECHANICS +1

MEDIUM
LEVEL 3

A brick-sized box that attaches to any flat surface. When armed it projects an invisible laser beam up to 10 metres that detects and slices through anyone passing through it like cheesewire. Has settings for security clearance and bots/no bots. Box will explode if disturbed. 'On/Off' switch is on the side that fixes to the wall, to stop traitors disarming it.

EQUIPMENT

WARNING! WARNING! WARNING!

SECURITY CLEARANCE LEVEL: ULTRAVIOLET

FUN IS MANDATORY!



FOAM GRENADE X3

ACTION ORDER
VIOLENCE +2

SMALL
LEVEL 2

This grenade creates 30 cubic metres of grey sticky foam that solidifies in 2 combat rounds, immobilising anyone caught in it. Make a Violence + Melee roll to get free before it sets; no chance after that. Anyone completely covered will suffocate in 1-3 minutes. Foam does not burn, cannot be lasered and R&D is developing a solution that will dissolve it without dissolving clones trapped in it.

EQUIPMENT

WARNING! WARNING! WARNING!

SECURITY CLEARANCE LEVEL: ULTRAVIOLET

FUN IS MANDATORY!



K@ COMPANION BOT

ACTION ORDER
MECHANICS +5

MEDIUM
LEVEL 3

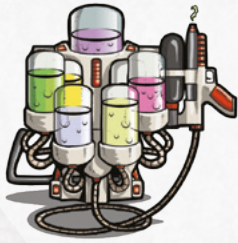
A feline surveillance bot, K@ can climb walls, explore confined spaces, or lie on watch, all while streaming live audio/video to the Troubleshooter's Cerebral Coretech. Uses titanium teeth and claws to attack or sabotage. Has night-vision and a 12-hour battery. If its cats-whisker wifi antennae are damaged make a Mechanics + Operate roll or the bot enters 'feral' mode and must be recaptured. K@ bots see other K@s as hostile and are distracted by lasers.

EQUIPMENT

WARNING! WARNING! WARNING!

SECURITY CLEARANCE LEVEL: ULTRAVIOLET

FUN IS MANDATORY!



HYGIENE-O-MATIC 9000

ACTION ORDER
MECHANICS +2

LARGE
LEVEL 3

Clean corridors! Clean your friends! Wash propaganda out of a traitor's mouth! Comes with five solutions for all your hygiene needs. To use, make a Mechanical + Science roll (Violence + Science in combat) to choose a setting. On a fail the GM chooses but that setting is then empty. Settings are: Combination Soap, Shampoo, and Mouth Wash; Industrial Solvent and Paint Stripper; Pure Bleach; No-Mess Sanitation Gel (flammable); and Quick-Dry Superglue for Fast Repairs.

EQUIPMENT

WARNING! WARNING! WARNING!

REFERENCE LEVEL: ULTRAVIOLET

FUN IS MANDATORY!



U.B.T. HYPERSENSE DEVICE

ACTION ORDER
BRAINS +4

SMALL
LEVEL 2

The UBT Hypersense Device digitally enhances one of the Troubleshooter's senses by a factor of 12 by repurposing the bandwidth of the other senses and reducing their input. Make an Brains + Operate roll to use successfully. Synaesthesia and disorientation can result, as well as a spackle of grey itchings bitter with the eleven of hair.

EQUIPMENT

WARNING! WARNING! WARNING!

REFERENCE LEVEL: ULTRAVIOLET

FUN IS MANDATORY!



CASEY-B'S BOMBABOOTS

ACTION ORDER
VIOLENCE +5

MEDIUM
LEVEL 3

The ultimate in personal manoeuvrability! Operated via a Cerebral Coretech plugin, the BombaBoots launch the wearer up to 7 meters vertically or 10 meters horizontally with pulsed blasts of superheated mercury vapour. Roll Violence + Demolitions to use; failure only rarely results in knees being blown off. Boots hold four charges, which leave unhygienic scorch marks or divots. Do not stand within two Metres of user.

EQUIPMENT

WARNING! WARNING! WARNING!

REFERENCE LEVEL: ULTRAVIOLET

FUN IS MANDATORY!



FAKE MOUSTACHE

ACTION ORDER
CHUTZPAH +4

SMALL
LEVEL 1

Working undercover? Worried that terrorists know your face? Worry no more! Fake Moustache lets you reclaim your anonymity. No one's looking for a clone with a moustache! Place it under your nose, let the pneumatic pinchers expand within your nostrils and feel like a new clone. Fake Moustache identifies the wearer as John-R-DOE-1 (default setting) to all Cerebral Coretech users and bots. Only the Computer knows your secret.

EQUIPMENT

WARNING! WARNING! WARNING!

REFERENCE LEVEL: ULTRAVIOLET

FUN IS MANDATORY!

EQUIPMENT

WARNING! WARNING! WARNING!

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EQUIPMENT

WARNING! WARNING! WARNING!

REFERENCE LEVEL: ULTRAVIOLET

FUN IS MANDATORY!

ACTION ORDER

ACTION ORDER



TELEPATHY



Spend 1 Moxie to read one dominant thought or implant a simple suggestion in another clone's mind. It's difficult to read deeper memories, concoct elaborate lies or persuade them to do something they wouldn't normally but you can do it at a pinch.

MUTANT POWER

WARNING! WARNING! WARNING!

EXPERIENCE LEVEL: ULTRAVIOLET

FUN IS MANDATORY!



ANOMALY



Spend 1 Moxie to make things happen. You can't control what those things are – the GM does – but they're generally beneficial to you. In the past, they've been: exploding heads, reversed gravity, time dilation, gigantism and memory holes. The harder you concentrate, the bigger the effect.

MUTANT POWER

WARNING! WARNING! WARNING!

EXPERIENCE LEVEL: ULTRAVIOLET

FUN IS MANDATORY!



CORRODE



Spend 1 Moxie to cause any small item you're touching to rust, rot, corrode and break down in 30 seconds. It's difficult to damage large items or ones that are further away but you can do it at a stretch.

MUTANT POWER

WARNING! WARNING! WARNING!

EXPERIENCE LEVEL: ULTRAVIOLET

FUN IS MANDATORY!



CRYOKINESIS



Spend 1 Moxie to significantly lower the temperature somewhere within your line of sight and create small patches of ice, slow down people or machines and so on. It's difficult to encase something in ice or lower the temperature enough to do serious harm to people but you can do it at a pinch.



ELECTROSHOCK



Spend 1 Moxie to deliver a crackling burst of electricity from your palm that harms humans and stuns bots. It's difficult to do it at anything longer than hand-to-hand range but you can do it at a stretch.



INVISIBILITY



Spend 1 Moxie to turn yourself and your equipment invisible. You can't turn others invisible. It's difficult to stay unseen for more than a few seconds or if you stand in bright light but you can do it if you try harder.





LEVITATION



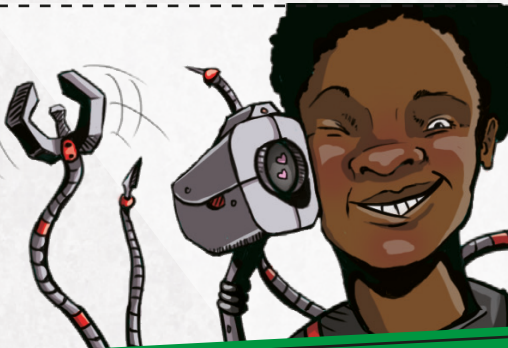
Spend 1 Moxie to hover up to a metre off the ground and move at a walking pace. It's difficult to go higher, or faster, but you can do it with some effort. Levitation can slow or stop falls.

MUTANT POWER

WARNING! WARNING! WARNING!

EXPERIENCE LEVEL: ULTRAVIOLET

FUN IS MANDATORY!



MACHINE EMPATHY



Spend 1 Moxie to cause any bot or AI (but not the Computer) to like and trust you for the remainder of the scene. It's difficult to persuade a group of bots, or to do it for longer than a scene, but you can do it if you try harder.

MUTANT POWER

WARNING! WARNING! WARNING!

EXPERIENCE LEVEL: ULTRAVIOLET

FUN IS MANDATORY!



MENTAL BLAST



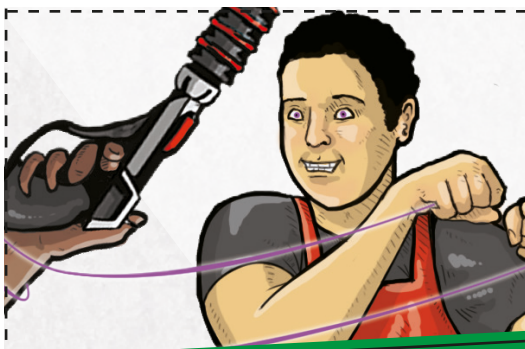
Spend 1 Moxie to let loose a mental blast on any clones within short range. The blast can cause headaches and nosebleeds, maybe brief black-outs, up to – if you push it hard – permanent injury or death.

MUTANT POWER

WARNING! WARNING! WARNING!

EXPERIENCE LEVEL: ULTRAVIOLET

FUN IS MANDATORY!



PUPPETEER



Spend 1 Moxie to telepathically control a single limb from another clone within your line of sight. It's difficult to possess more than one limb (say, both legs, if you want them to walk somewhere) or to have them perform precise tasks but you can do it at a stretch.

MUTANT POWER

WARNING! WARNING! WARNING!

REFERENCE LEVEL: ULTRAVIOLET

FUN IS MANDATORY!



PYROKINESIS



Spend 1 Moxie to start a fire anywhere close to you. It's difficult to start big fires, do it at a long distance or set a moving target on fire, but you can do it at a pinch.

MUTANT POWER

WARNING! WARNING! WARNING!

REFERENCE LEVEL: ULTRAVIOLET

FUN IS MANDATORY!



STRENGTH



Spend 1 Moxie to activate your super-strength and lift heavy objects, run faster, jump further, hit harder and so on. It's difficult to lift really heavy objects or jump really far but if you push yourself you can do it.

MUTANT POWER

WARNING! WARNING! WARNING!

REFERENCE LEVEL: ULTRAVIOLET

FUN IS MANDATORY!



TELEKINESIS



Spend 1 Moxie to push or pull small objects with the power of your mind. It's difficult to move heavy objects (like people) or make precise movements (like pulling the trigger on a laser pistol) but you can do it at a stretch.

MUTANT POWER

WARNING! WARNING! WARNING!

EXPERIENCE LEVEL: ULTRAVIOLET

FUN IS MANDATORY!



TELEPORT



Spend 1 Moxie to teleport yourself a short distance. It's difficult to teleport long distances or take others with you but you can do it at a stretch. (You can't teleport something 'away' – you need to go with it.)

MUTANT POWER

WARNING! WARNING! WARNING!

EXPERIENCE LEVEL: ULTRAVIOLET

FUN IS MANDATORY!



ADHESIVE



Spend 1 Moxie to secrete an adhesive substance from your skin that you can use to attach things to other things (or yourself to other things). The more you concentrate, the more substance you exude and the stronger the bond it can form.

MUTANT POWER

WARNING! WARNING! WARNING!

EXPERIENCE LEVEL: ULTRAVIOLET

FUN IS MANDATORY!



CHARM



Spend 1 Moxie to exude a pheromone that causes one clone to like and trust you for the remainder of the scene. It's difficult to form bonds that last longer or to persuade whole groups of people to trust you but you can do it at a stretch.



YOU ARE PART OF THE
ANTI-MUTANT GROUP
KEYWORDS: ORDER, PRO-HUMAN

YOUR BELIEFS:

All Alpha Complex's troubles are down to mutants. They're everywhere they're plotting and they must be eliminated.



YOUR GOALS:

To destroy all mutants. The only good mutants are an oxymoron. Look for evidence of a mutant conspiracy and destroy it. Make people understand how dangerous mutants are. Recruit new members.

YOU ARE PART OF THE
COMMUNISTS
KEYWORDS: ISOLATE, PRO-HUMAN

YOUR BELIEFS:

A fair and just system of government for all and for the end of the Computer's reign of terror.



YOUR GOALS:

Liberate the means of production and lift the yoke of toil from the shoulders of ordinary citizens. Destroy the forces that stand in your way. Give out pamphlets. Recruit new members.

YOU ARE PART OF THE
DEATH LEOPARD
KEYWORDS: DISORDER, EXPLORE

YOUR BELIEFS:

Why worry when we can rock? Party On. Rebel. Smash the system if you're sober enough to find it.



YOUR GOALS:

To rock and roll all nightcycle and party every daycycle! Loud music explosions leather and booze are your secret passions. Indulge your urges. Freak the squares. Recruit new members.

SECRET SOCIETY

WARNING! WARNING! WARNING!

FUN IS MANDATORY!

SECRET SOCIETY

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SECRET SOCIETY

WARNING! WARNING! WARNING!

FUN IS MANDATORY!

YOU ARE PART OF THE
**ALPHA COMPLEX LOCAL
HISTORY RESEARCH GROUP**
KEYWORDS: EXPLORE, PRO-HUMAN

YOUR BELIEFS:

History is interesting.
History tells us of
Outside where
human destiny lies
along with more
cool stuff from the
Time Before.



YOUR GOALS:

Discover and explore off-limits areas of Alpha Complex. Find and analyse items and artefacts from The Time Before. Recruit new members.

YOU ARE PART OF THE
**FIRST CHURCH OF CHRIST
COMPUTER PROGRAMMER**
KEYWORDS: PRO-TECH, ISOLATE

YOUR BELIEFS:

The Computer is God
literally. Alpha Complex
and its holy trinity of
hardware software
and wetware is perfect
and must be protected
from anyone who would
change it.



YOUR GOALS:

Protect Alpha Complex. Spread the message of
peace understanding and properly commented
code. Find and hurt members of heretic schisms of
FCCCP. Recruit new members.

YOU ARE PART OF THE
FRANKENSTEIN DESTROYERS
KEYWORDS: PRO-HUMAN, DISORDER

YOUR BELIEFS:

Humans are just as
capable as machines.
Humans should run
Alpha Complex.
Machines should be
servants to humans or
piles of smoking scrap
and smoking scrap is
more fun.



YOUR GOALS:

Destroy all bots and usher in a human-only Alpha
Complex. Make sure that bots don't manage to get
their oily claws into this mission. Recruit new members.

SECRET SOCIETY

WARNING! WARNING! WARNING!

FUN IS MANDATORY!

SECRET SOCIETY

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SECRET SOCIETY

WARNING! WARNING! WARNING!

FUN IS MANDATORY!

YOU ARE PART OF
FREE ENTERPRISE
KEYWORDS: DIVERSIFY; PROGRESS

YOUR BELIEFS:

Capitalism is good.
Raw naked
bloody hungry
capitalism is better.
Trust the Market
the Market is your
friend.



YOUR GOALS:

Sniff out good deals and new business opportunities.
Get one over the other guy. Ensure your superiors' business interests are represented during the mission.
Recruit new members.

YOU ARE PART OF THE
ILLUMINATI
KEYWORDS: MUCH TOO SECRET TO TELL YOU

YOUR BELIEFS:

Power and control. The agenda doesn't matter as long as the Illuminati are controlling it.



YOUR GOALS:

Further the aims of the Illuminati. Get ahead at any cost. Infiltrate another secret society and subvert their agenda (ask the GM which one).
Recruit new members if they're suitably elite.

YOU ARE PART OF
INTSEC
KEYWORDS: ORDER, PRO-TECH

YOUR BELIEFS:

You work for the Computer as an undercover agent rooting out subversion and corruption among Troubleshooters.



YOUR GOALS:

Root out terrorists and the causes of terrorists wherever they rear their ugly heads. Be ruthless. Don't get found out.

SECRET SOCIETY

WARNING! WARNING! WARNING!

FUN IS MANDATORY!

SECRET SOCIETY

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KEYWORDS: ORDER, PRO-TECH

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YOUR GOALS:

Root out terrorists and the causes of terrorists wherever they rear their ugly heads. Be ruthless. Don't get found out.

YOU ARE PART OF THE
MYSTICS
KEYWORDS: EXPLORE; DIVERSIFY

YOUR BELIEFS:

The Outside is Inside us all and if you want to get into it you've got to get out of it.



YOUR GOALS:

To ingest create and distribute mind-bending chemicals. You've been chosen to spread the truth through Alpha Complex. Develop new markets. Recruit new members.

YOU ARE PART OF THE
PHREAKS
KEYWORDS: PRO-TECH

YOUR BELIEFS:

Technology is cool fun and easier to understand than human beings. Used correctly technology will save us all.



YOUR GOALS:

To wring the most out of technology and stop people using it incorrectly. Hack experiment with and steal weird expensive and rare technology. Recruit new members.

SECRET SOCIETY

WARNING! WARNING! WARNING!

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SECRET SOCIETY

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SECRET SOCIETY

WARNING! WARNING! WARNING!

FUN IS MANDATORY!

YOU ARE PART OF
PSION
KEYWORDS: PROGRESS

YOUR BELIEFS:

Mutants are the future. Homo Sapiens is as obsolete as the DX-503N laser-razor.



YOUR GOALS:

Further the pro-mutant agenda with propaganda graffiti and cunning acts of subversion. (If you don't have a mutant power yourself you'll just have to hope that your origin story comes soon.) Recruit new members particularly other mutants.

SECRET SOCIETY

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SECRET SOCIETY

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ALPHA COMPLEX

YOU ARE RESPONSIBLE FOR:

- Ensuring that all happiness-related activities are carried out satisfactorily.
- Maintaining team morale at or above approved levels.
- Identifying and eliminating any lack of happiness and its underlying causes.
- Providing assistance counselling and additional happiness for anyone failing to be happy.



ID NO: 441986 EXP: 215 CLEARANCE: RED

BONUS DUTY

WARNING! WARNING! WARNING!

REFERENCE LEVEL: ULTRAVIOLET

FUN IS MANDATORY!



ALPHA COMPLEX

YOU ARE RESPONSIBLE FOR:

- Deciding and explaining tactics.
- Instructing and demonstrating best-practice in combat.
- Ensuring that all combats are carried out satisfactorily.
- Determining what went wrong.



ID NO: 221964 EXP: 215 CLEARANCE: RED

BONUS DUTY

WARNING! WARNING! WARNING!

REFERENCE LEVEL: ULTRAVIOLET

FUN IS MANDATORY!



ALPHA COMPLEX

YOU ARE RESPONSIBLE FOR:

- Ensuring that loyalty is utilised and maintained at appropriate and approved levels.
- Detecting any lapses or breaches of loyalty.
- Reporting disloyalty to your superiors and/or the Computer.
- Identifying who was responsible.



ID NO: 521986 EXP: 215 CLEARANCE: RED

BONUS DUTY

WARNING! WARNING! WARNING!

REFERENCE LEVEL: ULTRAVIOLET

FUN IS MANDATORY!



YOU ARE RESPONSIBLE FOR:

- Ensuring that the mission objectives are carried out appropriately.
- Giving instructions that are clear easy to understand and not wrong.
- Seeing that all team members are performing their assigned duties correctly.
- Not being or going wrong.



ID NO: 2662012 EXP: 215 CLEARANCE: RED



YOU ARE RESPONSIBLE FOR:

- Ensuring all equipment is used appropriately and at approved levels.
- Overseeing the maintenance and safekeeping of all equipment.
- Preventing wrong activities with the correct use of equipment and vice versa.
- Returning all mission-specific equipment to the issuing official.



ID NO: 191987 EXP: 215 CLEARANCE: RED



YOU ARE RESPONSIBLE FOR:

- Ensuring that all science and hygiene practices are carried out appropriately.
- Maintaining the cleanliness health and science of your team-members and equipment.
- Identifying and eliminating the uses and causes of nonscience and unhygiene.
- Using science and hygiene to assist your team members in their duties.



ID NO: 1409255 EXP: 215 CLEARANCE: RED



