



EQUIPMENT

WARNING! WARNING! WARNING!

EXPOSURE LEVEL: ULTRAVIOLET

FUN IS MANDATORY!



FLUFFY SAFETY ARMOUR

ACTION ORDER

VIOLENCE + 4

MEDIUM

LEVEL 2

Success: Attacker with kinetic weapon (fist, club, etc.) takes Hurt or Injured.

Failure: Take full damage and fall down, bounce away.



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INTERRUPTING CHAFF

ACTION ORDER

CHUTZPAH +3

MEDIUM

LEVEL 3

Hand GM code word first.

Success: Others not gone yet discard current Action card & take basic action.

Failure: Others not gone yet get free action against you.



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LAUGHING GAS MASK

ACTION ORDER

CHUTZPAH +1

MEDIUM

LEVEL 2

Success: All within 3 metres roll or take next turn at order 0.

Failure: Wearer goes at 0 and +1 Treason Star.



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CLEARANCE LEVEL: ULTRAVIOLET

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MUTATION INHIBITOR SUIT

ACTION ORDER

VIOLENCE + 3

LARGE

LEVEL 3

Success: Use mutant power without penalties but -1 Moxie.

Failure: GM pics random mutation card, you are now registered with that power (not really).

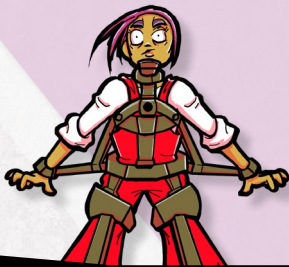


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POSTURE-O-MATIC

ACTION ORDER

BRAINS +1

LARGE

LEVEL 2

Success: No lost dice due to wounds.

Failure: Lose dice as if 1 wound higher from 'Deep Tissue Massage'.



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ANTI-RIOT SHIELD

ACTION ORDER

MECHANICS +3

MEDIUM

LEVEL 2

Success: Calming Coretech signals means an enemy cannot attack this turn.

Failure: Every card not yet played & all Basic Actions target you.



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IBALL LASER SHIELDS

ACTION ORDER

CHUTZPAH +2

SMALL

LEVEL 2

Success: Any laser shot with 3+ successes bounces back towards the enemy for same damage.

Failure: Glasses shatter, adding a Hurt and blinding you.



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HEART GUARD

ACTION ORDER

VIOLENCE +1

SMALL
LEVEL 3

Success: A gun attack hits the guard, reducing damage to a Hurt.

Failure: Ah, nope, it went right through the flask. Yer dead, citizen.



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SELF-DEFENCE ORRERY

ACTION ORDER

VIOLENCE +4

MEDIUM

LEVEL 4

Success: Can make one extra roll this turn for a Basic Action or to dodge a melee attack.

Failure: The balls smack into your head, knocking you out for 2 rounds.



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INVISIARMOUR

ACTION ORDER

MECHANICS +2

SMALL

LEVEL 2

Success: +2 NODE to defensive rolls as the layer burns projectiles and warps light.

Failure: You melt the floor and fall, getting Injured and a 200 XP Point fine.

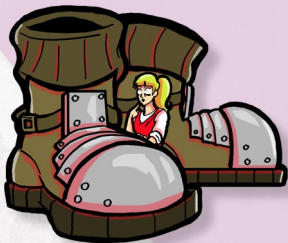


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THE STOMPERS

ACTION ORDER

MECHANICS +1

LARGE

LEVEL 5

Success: Take +3 NODE for any rolls involving kicking or moving.

Failure: They keep walking, kicking down anything in their way, for one hour.



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T.I.N.F.O.I.L.

ACTION ORDER

BRAINS +1

SMALL
LEVEL 1

Success: Mutant powers cannot target you this round.

Failure: +2 Treason Stars for creating a personal dead zone that only affects you.

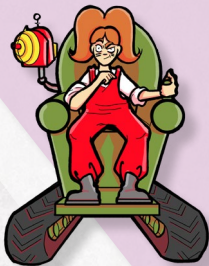


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LOUNGE TANK

ACTION ORDER

CHUTZPAH +2

LARGE

LEVEL 3

Success: You do not lose any Moxie this round.

Failure: +2 NODE for the next attack from anyone against you.



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OCTOBLOCK

ACTION ORDER

VIOLENCE +0

LARGE

LEVEL 4

Success: All attacks against you this round cause no damage.

Failure: Anyone nearby gets smacked in the head for a Hurt.



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HEAL THYSELF SUIT

ACTION ORDER

BRAINS +2

LARGE

LEVEL 2

Success: Any damage is healed one step per turn until fine.

Failure: Jealous docbot appears out of nowhere and attacks you.