



**EQUIPMENT**

WARNING! WARNING! WARNING!

EXPOSURE LEVEL: ULTRAVIOLET

**FUN IS MANDATORY!**



# CONE RIFLE

## ACTION ORDER

VIOLENCE + 0

**LARGE**

LEVEL 4

Large bazooka-like weapon that fires cone rifle shells. If you don't have the shell card, you cannot fire this. It needs to be reloaded after every shot.

(Order #34365109)



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## CONE RILFE SHELL X3

**ACTION ORDER**  
MECHANICS + 1

**SMALL**  
LEVEL 1

Roll to load one shell properly into a cone rifle. Please don't fire the rilfe with improperly loaded shells. That's a bad thing.



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# ECM GENERATOR

**ACTION ORDER**  
MECHANICS + 2

**MEDIUM**  
LEVEL 2

Create your own dead zone! This prevents all digital signals (including Coretech and WiFiTech) from going anywhere. Lasts about 2 turns or so.

(Order #34365109)



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## EMP BATON

**ACTION ORDER**  
VIOLENCE + 3

**SMALL**  
LEVEL 3

Does nothing to people but damages bots and electronics. No, you cannot kill the Computer with this but your thought has been recorded.





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# FLAMESHOOTER

**ACTION ORDER**  
VIOLENCE + 1

**LARGE**  
LEVEL 3

Some weapons throw fire; this sucker shoots it like a firehose! Long range and good for BBQs. Anyone hit takes an extra damage level next turn no matter what.



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## FLASH BANG X3

**ACTION ORDER**

VIOLENCE + 4

**SMALL**  
LEVEL 1

Anyone acting after a flash bang was used properly goes at Action Order zero this round no matter what their card says. It does no damage.



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# SKINNERSTICK

**ACTION ORDER**  
VIOLENCE + 3

**SMALL**  
LEVEL 2

Does no damage but reduces Moxie or Charge by 1 for each successful hit. Painful shocks are stressful. Who knew.



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# MIRROR ARMOR

## ACTION ORDER

ATHLETICS + 0

**LARGE**

LEVEL 2

Not exactly mirrors, this armour suit is so reflective that it blocks all laser shots period. Non-light-based attacks get double damage, however. Please don't start a fistfight in one of these.

(Order #34365109)





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# NEUROWHIP

**ACTION ORDER**  
MECHANICS + 1

**SMALL**  
LEVEL 2

This delightful device triggers all pain receptors in a human or bot. Cannot do worse damage than Injured but you must discard one card each time you are hit.

(Order #34365109)



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# PLASMA GENERATOR

## ACTION ORDER

ZERO + 0

**LARGE**

LEVEL 4

Fires an expanding ball of superheated plasma that typically vaporizes whatever it touches. The ball keeps moving forward (albeit slowly) for 3 turns and 'acts' on zero each turn.

(Order #34365109)

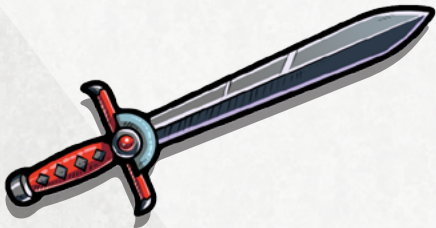


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# SWORD

**ACTION ORDER**  
VIOLENCE + 3

**MEDIUM**  
LEVEL 1

It's a sword. Swing, chop and dice.



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## REPKit X3

**ACTION ORDER**  
MECHANICS +2

**SMALL**  
LEVEL 1

It's a medkit for bots! Roll Mechanics + Engineer to use properly and heal some bot damage.

(Order #34365109)





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# TACNUKE GRENADE X1

## ACTION ORDER

VIOLENCE + 0

**SMALL**

LEVEL 18

A grenade that creates a small nuclear explosion. Yep, that's 18 dice. Area of effect is 300 metres. Hope Throw wasn't your dump stat.



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# TACTICAL BUMBAG

**ACTION ORDER**

CHUTZPAH + 1

**SMALL**  
LEVEL 1

A wearable bag perfect for safely holding all those small bits that get lost easily. Looking dumb is a small price to pay for keeping your meds safe and ready.

(Order #34365109)

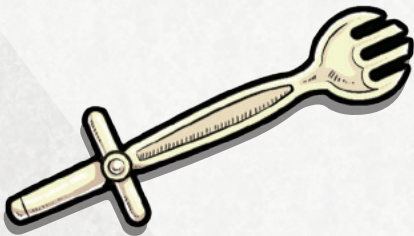


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# BATTLESPORK

## ACTION ORDER

VIOLENCE + 2

**SMALL**  
LEVEL 1

Cannot do more than Hurt no matter how many successes are rolled. Can be used for eating if you really think that's a good idea.

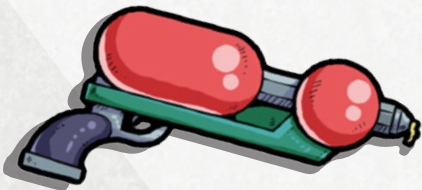


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# ANTI-FLAMESHOOTER

**ACTION ORDER**  
VIOLENCE +3

**LARGE**  
LEVEL 3

A pump-action cannon with several NevLeak™ liquid storage tanks capable of dispensing fire suppressant towards any flames that pose a danger to Alpha Complex or fellow citizens.

*WARNING: R&D is not responsible if you fill the Anti-Flameshooter with Hot Fun.*

(Order #34365109)



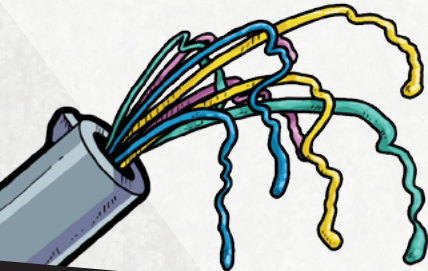


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# FOAMY-STRINGY RIFLE MK. II

**ACTION ORDER**  
MECHANICS + 2

**LARGE**  
LEVEL 2

Comes with two settings: Sticky foamy-stringy and non-sticky foamy-stringy. Because there's only one thing better than shooting foamy-stringy in the face of your fellow clones, and that's shooting sticky foamy-string to immobilize a traitor! Violence + Athletics to break free of the sticky kind.

(Order #34365109)



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[CENSORED]

# ABSQUATULATOR

**ACTION ORDER**

[ERRORSTATNOTFOUND]

**SMALL**  
LEVEL \*

Mr. Loyal's Homemade Treason  
Absquatulator. Guaranteed to end treason  
as we know it when used correctly.

(Order #34365109)



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[CENSORED]

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# VENDABOT DISGUISE

**ACTION ORDER**  
MECHANICS + 1

**LARGE**  
LEVEL 1

Shake vigorously to expand. Press buttons inside to collapse. Try not to be inside one when collapsing it.



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