

PARANOIA

THRIFTYLIST: REFURBISHED STUFF



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PARANOIA[®]

THRIFTY LIST: REFURBISHED STUFF

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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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THRIFTYLIST

Typically, a Troubleshooter receives experimental devices straight from R&D. That is because R&D wants to be very careful about who gets equipment, not to protect innocent citizens from collateral damage or anything like that but to make sure they collect the right data. The whole point of making these experimental devices is to field-test them and make any necessary improvements before moving to market. Actually, that is incorrect. The point is to get projects approved so R&D gets more budget and resources. Of course, they are already perfect!

What happens when the data says the device is not yet as perfect as it should be? It depends. Typically, the data is edited so the post-testing report shows an unparalleled success, proving all those fools at the university were wrong and the R&D scientists were right. But what happens to the experimental item itself? Resources in Alpha Complex are scarce, so they are usually broken down into component parts and recycled.

However, there are times when that is not possible. Maybe the device is too dangerous to disassemble or maybe some R&D flunkie wants to make some quick XP Points on the side. That is where Thriftylist comes in. It is an online marketplace for refurbished, gently used and about-to-fail-spectacularly devices previously used in field tests. Did that Smart Laser prove too weird even for Friend Computer? Sell it on Thriftylist! Sure, it might be extremely dangerous to release these devices to citizens but that is someone else's problem.



All items on Thriftylist are refurbished (meaning they were used in testing) and come in one of four conditions:

- Like New: No new effects, it works as well/poorly as typical for experimental devices.
- Very Good: -1 NODE for any rolls including this device, as it is a bit wonky.
- Still Pretty Good: -1 NODE for any rolls including this device and it breaks if no successes are rolled. It can be repaired.
- What a Deal!: -2 NODE and the device breaks when the Computer Symbol is rolled. It cannot be repaired. Remember, you must be Yellow clearance or higher to be eligible for refunds.

GMs can stick with the condition listed in the entries below or change it as needed.

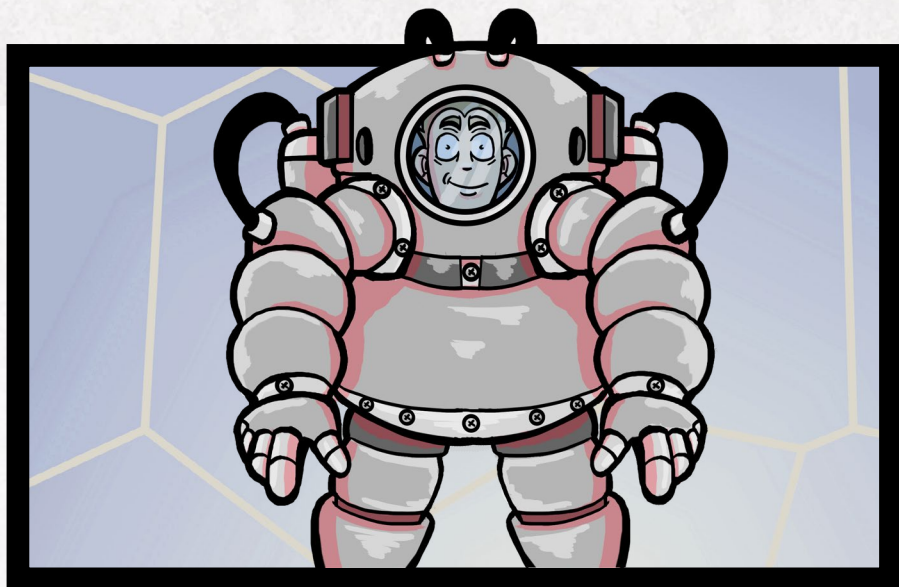
Even for Red clearance Troubleshooters, Thriftylist is legal and the devices become personal property. Their use, however, is not protected. That means Troubleshooters will not get in trouble for buying them – but using them is a different story. All Thriftylist items are delivered within a few rounds by deliverybot drones. Just like regular experimental gear, a player must roll the Stat + Skill combination set by the GM. If successful, apply the 'As directed' result. If the roll fails, apply the 'Sabotage' result instead.

In the previous Mongoose edition of *Paranoia*, Allen Varney and the Traitor Recycling Studio released two equipment books: *STUFF* and *STUFF 2*. This book takes some of the best devices in those titles and converts them for use in this latest edition. Many thanks to those game designers!



ARMOUR





BUOYANCY SUIT

140 XP Points

Faced with a sudden drop or flummoxed by an annoying barrier? Look no further than the ultra-light, toughened pseudo-fabric Buoyancy Suit. Simply press the black button on the suit's chest and in moments, it will inflate with a lighter-than-air gas. You will float gently into the air as you say goodbye to your old worries and hello to new opportunities.

Condition: Very Good (-1 NODE)

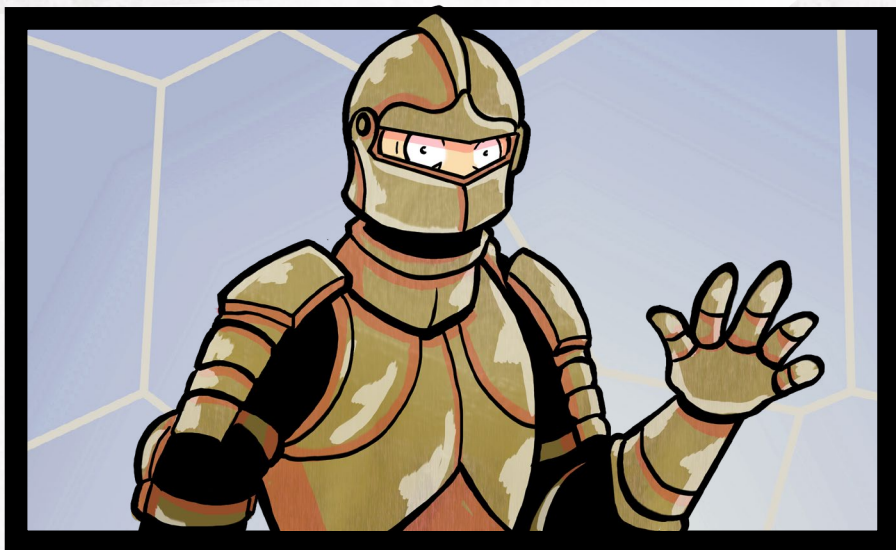
Post ID 1904854273, posted 2 daycycles ago

Action Order: Mechanics +3

Size and Level: Medium Level 2

When used as directed: When activated, the suit fills with hydrogen gas, letting you float a metre off the ground. You can even 'fly' by pushing off objects and can come back down by using a release valve on your sleeve. The gas does not reach your face, so you can still breathe and talk normally. It does not provide any actual defence, unless hovering over things counts as protection.

If traitors (including YOU) sabotage this: Hydrogen gas is very volatile and you just managed to create a spark inside the suit. It explodes in a ball of fire, sending you rocketing into someone nearby (GM choice). You are Maimed, at least.



ENDOENERGETIC ARMOUR

120 XP Points

Highly advanced scaled armour from VPR Sector R&D. Interleaved piezoelectric plates the size of your hand absorb and nullify energy discharges, converting it into harmless vibrations that will delight instead of harm. Damaged plates may be detached and replaced, restoring the armour's protective potential.

Condition: Still Pretty Good (-2 NODE)

Post ID 1904584656, posted less than 1 daycycle ago

Action Order: Violence +2

Size and Level: Medium Level 3

When used as directed: Incoming energy (including lasers and kinetic) is transformed by the armour into harmless (but sodding annoying) vibrations. Sure, your teeth might chatter and you will look blurry for a moment but that is a small price to pay for being still alive.

If traitors (including YOU) sabotage this: The vibrations hit just the right frequencies to make all of your equipment literally fall into pieces. Yes, that includes this suit of armour. It can be put back together with a successful Mechanics + Engineer roll.

INVISI-SUIT

130 XP Points

INVISI-SUIT. Latest innovation from R&D using all-new Invisibility Drive Ver 5. Full body armour renders the wearer invisible against surfaces at or below their Security Clearance. Perfect for stealth operations. Operated by tongue switch. Comes with patented MiniPluto power generator used to power the limbs. Serious buyers only, please. Or else we'll come and find you. You won't see us coming, neither.

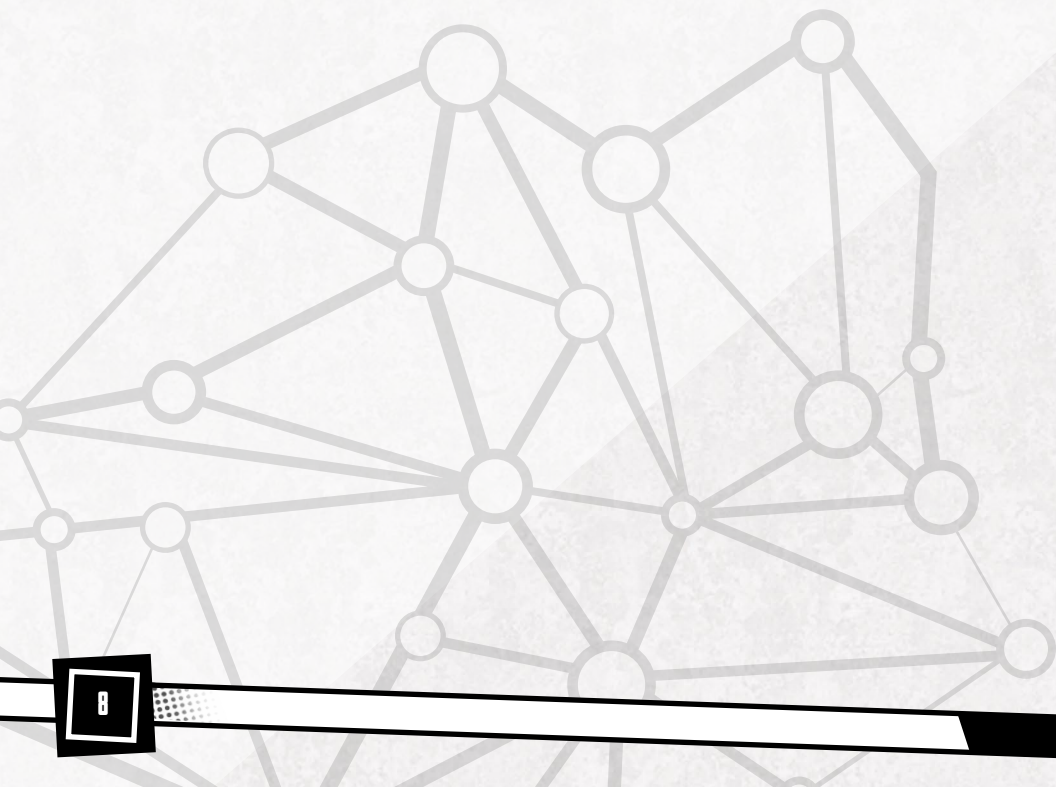
Condition: What a Deal! (-2 NODE & breaks with Computer symbol)
Post ID 1908460644, posted XX daycycles ago

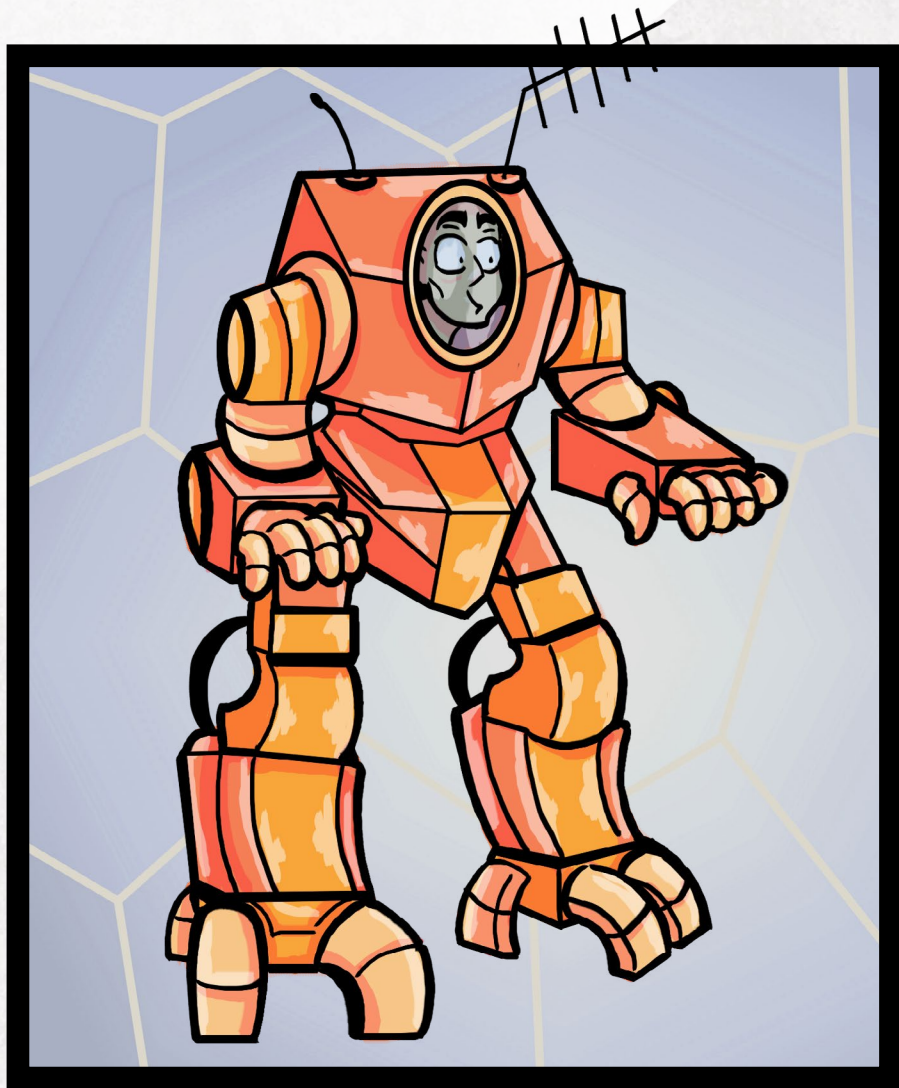
Action Order: Mechanics +1

Size and Level: Medium Level 1

When used as directed: Although the armour is huge, it actually works... if you stay perfectly still against a mostly dull background (clearance colour actually does not impact the invisibility but it would be obvious if you activated this standing in front of a multi-coloured wall). The invisibility lasts until you move or the power generator runs out in 27 years. It is also very loud when stomping around.

If traitors (including YOU) sabotage this: By all indications, you are completely invisible and you fully believe that. Too bad it failed and everyone can see you very clearly. And yes, it is still noisy.







PERSONAL ATTACK ALARM

30 XP Points

Amazing Personal Attack Alarm! Worn like any ordinary lapel badge, this incredible device actually alerts the user in the event of a physical assault. Includes internal speaker. Detects all types of attack including stabbing, beating, bruising, charring, tearing, ripping, breaking and crushing. Accurate to plus or minus 0.002%.

Condition: Like New

Post ID 1905471521, posted 3 daycycles ago

Action Order: Mechanics +3

Size and Level: Small Level 1

When used as directed: The alarm processes incoming Coretech data faster than you can and gives an audible warning just before an attack hits ('MOVE!'). You can take one free action (Basic or with a card) that occurs before the incoming attack. This can only be done once per round.

If traitors (including YOU) sabotage this: The alarm keeps screaming, 'YOU ARE UNDER ATTACK!!!' over and over again. Until it is turned off, all your NODEs are treated as negative. How can you turn it off? You cannot. Who would disable a personal attack alarm?



VEST ARMOUR

90 XP Points

This ergonomically designed, high quality body armour includes a padded vest, gauntlets, skirt and shin pads. The interlinked system combines shock-resistant, impact-impeding weave construction with the incredible stress-dispersing power of little massaging beads. The beads – made from compressed, naturally cured algae – sit between armour and skin and provide an all-over body massage. Integral heat pads deliver relaxing pulses of warmth to the upper and lower back muscles, forearms, upper thighs and calves. The armour weave is reinforced with high-density, fire-resistant foam padding. Armour is secured with elasticated straps and powered off a single, compact power unit.

Condition: Very Good (-1 NODE)

Post ID 1904854354, posted 13 daycycles ago

Action Order: Violence +0

Size and Level: Medium Level 2

When used as directed: All incoming damage is converted into a warming, mild massage by the beads and pads inside the armour. While pleasant, this is very distracting and you must discard one of your Action cards each time you roll successfully to use this. (If you have no Action cards left, then do not discard anything.)

If traitors (including YOU) sabotage this: All those beads under stress finally snap and literally explode. You are Maimed but anyone nearby is Hurt by the flying, hot algae beads.



CORETECH APPS





TERSPOT FACIAL RECOGNITION

100 XP Points

Terrorists aren't like you and me and it shows! Their deranged ravings permanently alter their facial structure in measurable ways. This is where the TerSpot Face Recognition app can help! We've refined our facial modelling analysis to the point where our software can identify traitors with over 70% accuracy and that's a lot! Just stare hard at someone's face and let TerSpot take care of the rest.

Condition: Like New

Post ID 1905471130, posted 4 daycycles ago

Action Order: Brains +2

Size and Level: Small Level 3

When used as directed: This compares facial expressions of someone you see against a database of facial expressions tied to being unhappy, cranky or ready to trigger the bomb vest under their jumpsuit. You come up with a positive match so that clone gains +1 Treason Star. This can only be once every 30 minutes (in-game or in real life) and does not work on bots.

If traitors (including YOU) sabotage this: That clone's facial expression cannot be found anywhere in the database of terrorist looks, which must mean they are very loyal and trustworthy. They get -1 Treason Star.

THREAT EVALUATION APP

50 XP Points

No matter how good your reflexes are, it's too late to draw your laser if a filthy mutant traitor already has you in their sights. The solution: Threat Evaluation Eyewear. This digitally-enhanced vision app uses advanced Armed Forces technology to pick out threats before they threaten you, letting you get the drop on even the most insidious traitors!

Condition: Like New

Post ID 1907218170, posted 7 daycycles ago

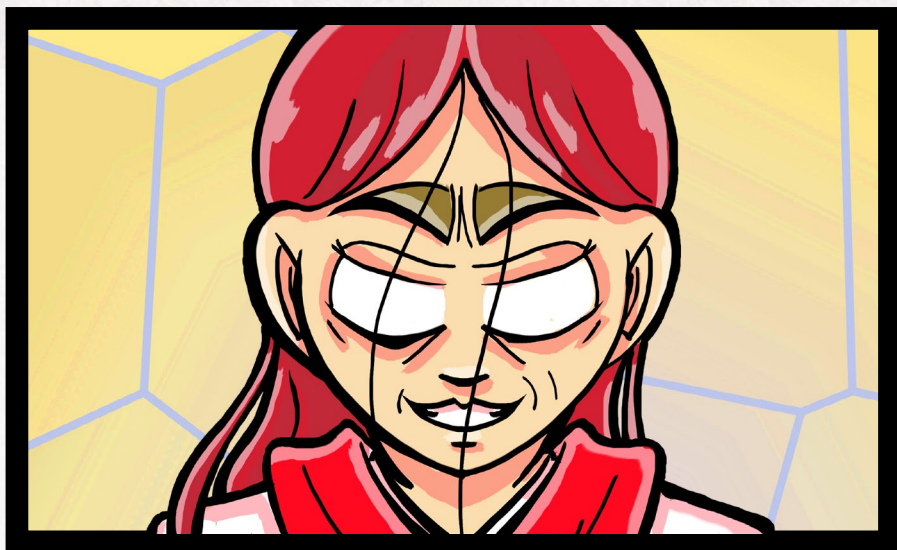
Action Order: Chutzpah +2

Size and Level: Small Level 2

When used as directed: This highlights anyone deemed a threat in your vision with a slight glow. Because you know they are a threat, you get +2 NODE to any roll attacking that target if they were going to hurt you this round. This works for anything: people, bots, machinery, viruses, Hot Fun, etc. Here, 'attack' means causing damage and not making fun of your haircut. (But seriously, do something about that, will ya?)

If traitors (including YOU) sabotage this: The app sees a 'target-rich environment' where everything is a threat (i.e. the app works correctly for once). It is so rich that you get confused and cannot pick a target for your next attack. You must go through with the attack but the GM picks the target instead. Did you remember to give the GM snacks before the game started?





EYESHUTTERS

25 XP Points

Sometimes just witnessing treason is enough to get your next clone activated. Avoid unnecessary executions with Eyeshutters, new from R&D! Everything you see is processed through a filter with important keywords and outlines. When the filter is triggered, your vision is quickly and efficiently blocked so you do not watch disturbing and possibly life-threatening scenes. When you're asked 'What did you see?', you can answer 'Nothing' and prove it!

Condition: Like New

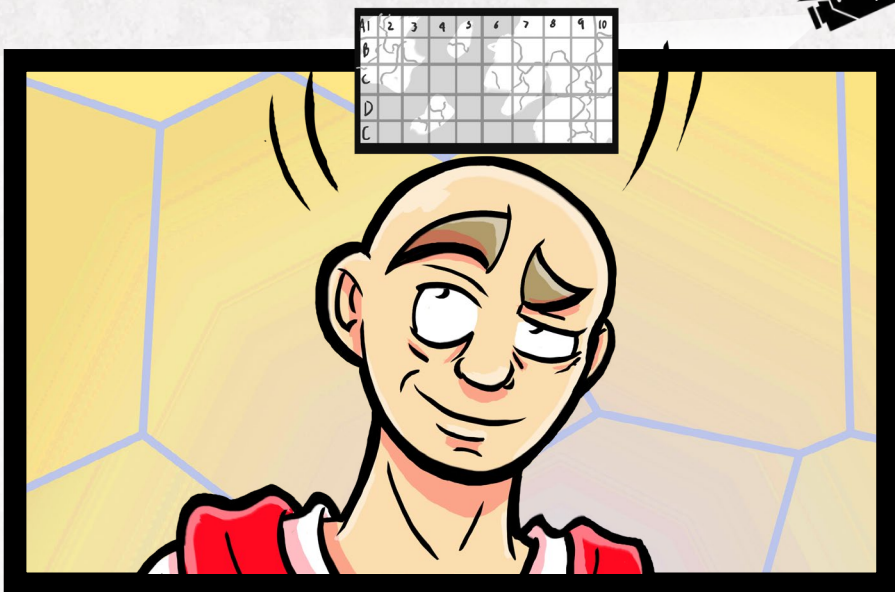
Post ID 1904854001, posted 7 daycycles ago

Action Order: Chutzpah +5

Size and Level: Small Level 2

When used as directed: The app accesses your visual feed and literally turns you blind a second before your mind processes something treasonous or illegal. If you would have received Treason Stars simply by watching something, you get none instead. Eyeshutters only work on your vision.

If traitors (including YOU) sabotage this: The filter has way too many keywords and senses treason everywhere, keeping you blind until you make a successful Brains + Operate roll.



PDTAP POSITIONING SYSTEM

80 XP Points

Never get lost again with the Power/Data Tap Positioning System. Connect to any five-prong power outlet or any firmnet data port. PDTPS reads unique power signatures and CompNode pings to determine your exact location – sector, level, even hallway or room. Comes with rechargeable battery pack. Brand new and in original packaging. Must present proof of clearance upon ordering.

Condition: Like New

Post ID 1905850600, posted 3 daycycles ago

Action Order: Brains +1

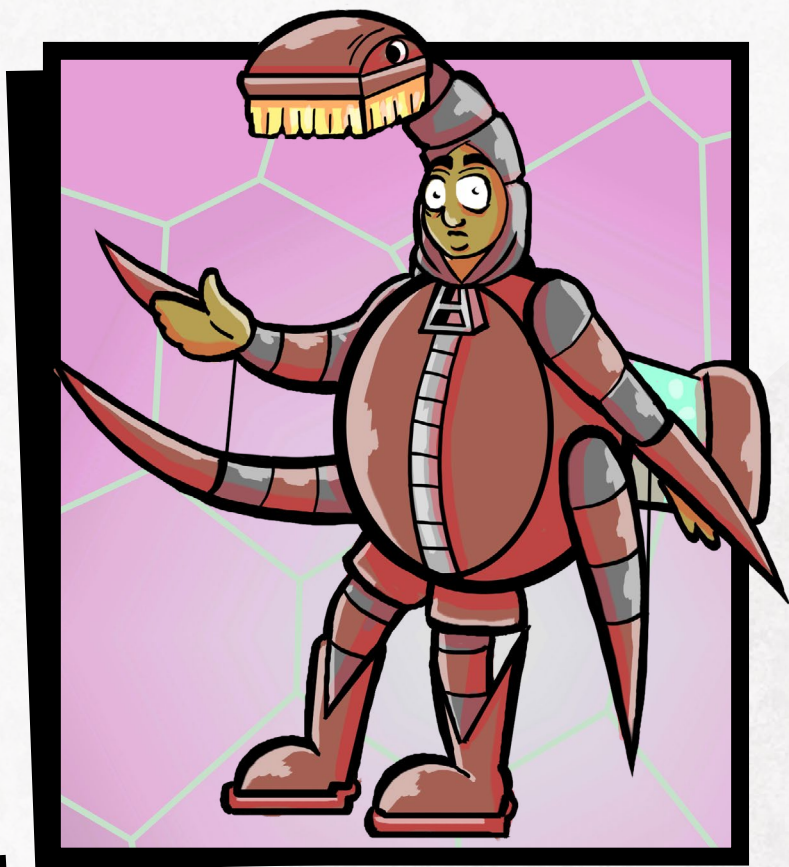
Size and Level: Small Level 1

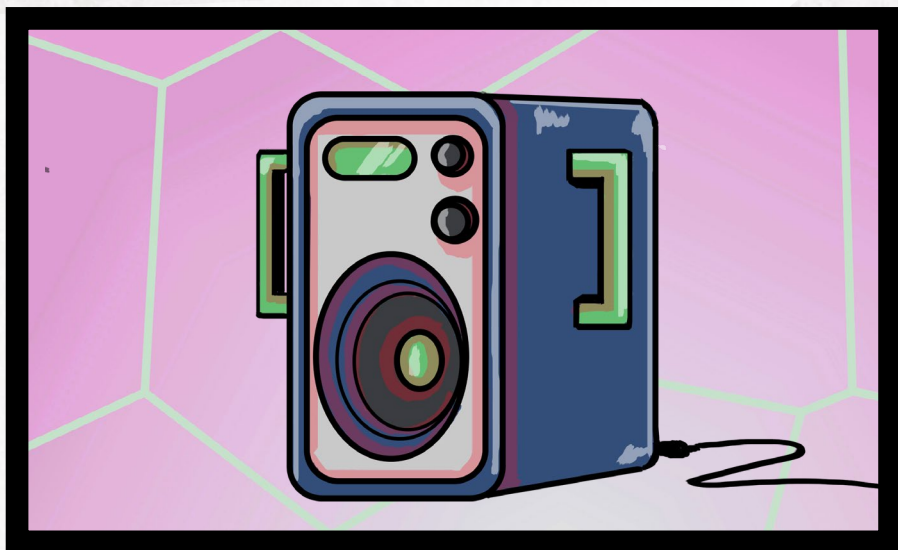
When used as directed: By wirelessly tapping into local power and data networks and comparing that with a table of such data from across Alpha Complex, you can determine exactly where you are. More successes mean more details (sector, subsector, level, room, chair, etc.). This system does not create maps but a successful Brains + Alpha Complex can do that.

If traitors (including YOU) sabotage this: A nearby IntSec squad drops by and the five Green clearance agents would like to know why you are pulling information about the local power and data infrastructure. You know, like how terrorists do when planning their next strike.

WARNING
CLEARANCE LEVEL ULTRAVIOLET

SURVEILLANCE DEVICES





ACOUSTIC INTERFEROMETER

70 XP Points

Traitors these days are SLICK. They know about radar, lidar, even mudar. Here's something they'll never think to watch for, because they should have been listening! Place the interferometer against any wall, ceiling or floor and press the clearly labelled button. It sends out a subsonic pulse and reads the echoes, compiling the data and generating a 3D image of the other side right in your Cerebral Coretech! Now you can see how many traitors are behind that door! Battery lasts for at least 10 uses.

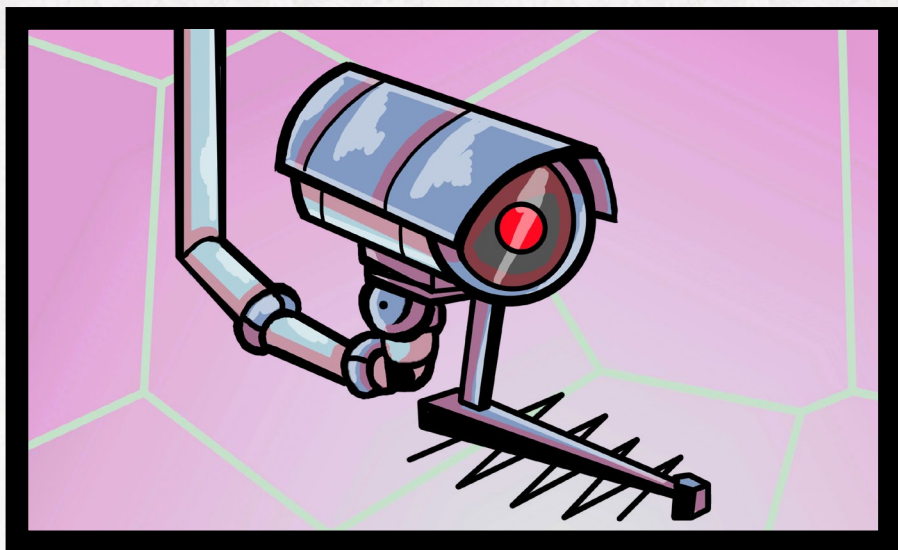
Condition: Still Pretty Good (-1 NODE & breaks on no successes)
Post ID 1905471564, posted 1 daycycle ago

Action Order: Mechanics +0

Size and Level: Medium Level 3

When used as directed: The device sends out a pulse of sound that clones cannot hear, then interprets the echoes to give you a literal image (in your Coretech) or whatever is past that wall, door, etc. More successes means more details. This helps you plan your next action in that room, giving you +2 NODE for your next roll there.

If traitors (including YOU) sabotage this: You hit the wrong dial and that subsonic pulse turns into a deafening roar easily heard by everyone nearby. Any enemies (inside the room or out) get a free action against you and your team, who are likely wondering how to get rid of tinnitus.



CAMERA TAP

35 XP Points

Just clip this thumb-sized device onto a security camera cable and turn it on. It'll tap into the cable to broadcast the camera signal on a frequency only your Coretech can catch, with a range up to 200 metres. You could be several rooms away and still see what's going on there! No batteries needed, runs directly off of the camera's power. Versatile and compact, a great bargain!

Condition: Like New

Post ID 1905906064, posted 3 daycycles ago

Action Order: Mechanics +2

Size and Level: Small Level 4

When used as directed: The device sends a copy of the camera's feed into your Coretech, letting you see through the camera in real time. While you cannot edit the feed, you will know if there are any blind spots in the room. Any footage found this way can be used as evidence as long as it was legal to tap into that camera's feed. When would this be illegal? That's up to Friend Computer to decide.

If traitors (including YOU) sabotage this: The tap has a 'group share' function that you triggered by accident. Now, the entire team can only see whatever the camera sees until you physically remove the device from it. All rolls outside that room are treated as having negative NODEs.



REMOTE DRONE

99 XP Points

TORNADO-CLASS SURVEILLANCE REMOTE DRONE. Uses Armed Forces jetcopter technology to hover and fly. 10 separate camera units allow for maximal surveillance. Includes radar system, microwave and infrared scanners, 1,000-lumen spotlight array w/variable colour filters, high-sensitivity audio receivers and olfactory sniffer. 4-hour internal battery can be recharged from any standard wall outlet. Comes with easy-to-install remote control Coretech app.

Condition: Still Pretty Good (-1 NODE and breaks on no successes)
Post ID 1906508692, posted 6 daycycles ago

Action Order: Mechanics +4

Size and Level: Medium Level 1

When used as directed: The drone has audio and video sensors, which are tied into your Coretech. You can see and hear whatever the drone can see and hear, and you can move it with your thoughts. More successes means you get more data: radar, heat sensors, etc. Note that you cannot see or hear what is going on around you when using this device. Do you trust your teammates?

If traitors (including YOU) sabotage this: IntSec's cyberops division notices the weird signal from drone to Coretech, tracks it back to you and gives you +1 Treason Star for the crime of snooping around without being Internal Security.

HEETPRUFE STEALTH SUIT

55 XP Points

The new Heetprufe Stealth Suit suppresses your heat signature, rendering you invisible to all forms of infrared detection. Camouflage technology measures the surrounding heat index and channels NuFreon coolant through external baffles. Layered with Kevlar and LeadLike for additional protection. Comes in Black, Off-Black and Sewer Camo. Buy now!

Condition: What a Deal! (-2 NODE and breaks on Computer symbol)
Post ID 1907218095, posted 2 daycycles ago

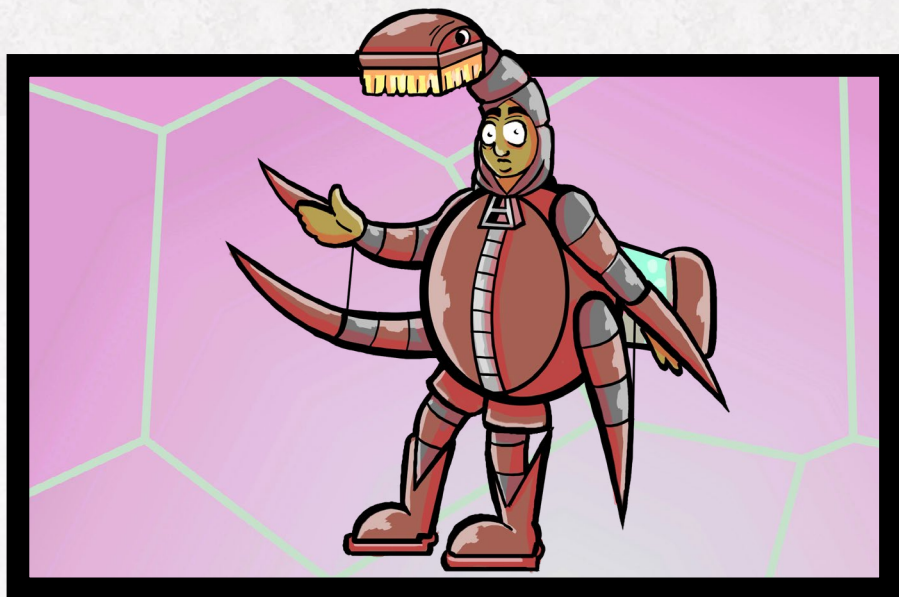
Action Order: Chutzpah +3

Size and Level: Large Level 2

When used as directed: The suit cools you down enough to be more-or-less invisible to heat sensors or IR goggles (but not Infrared goggles). You may be very cold but not to the point of damage. Any rolls made while you are wearing the suit are unaffected.

If traitors (including YOU) sabotage this: That coolant sure is cold! So cold that, while your heat signature is still invisible, you are Injured from a mild case of hypothermia and frostbite.





SCRUBOT COSTUME

80 XP Points

I am selling one fully hollowed-out scrubot shell with added internal padding and adjustable straps. All the scrubber limbs and attachments are controlled from the inside with convenient levers. Scrubots are pretty much ubiquitous in Alpha Complex, so who will notice another one scrubbing along? It is the perfect disguise! Complete with realistic scratches and rust marks!

Condition: Like New

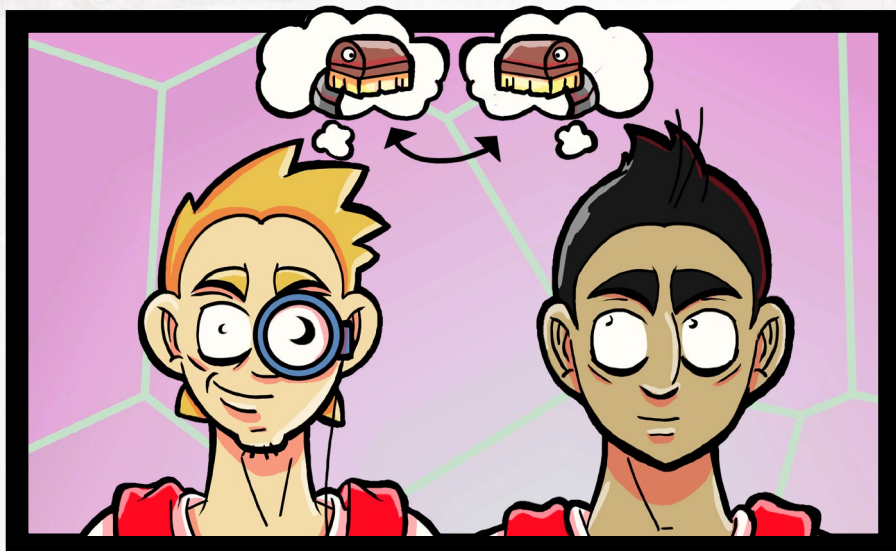
Post ID 1904854869, posted 14 daycycles ago

Action Order: Chutzpah -1

Size and Level: Large Level 3

When used as directed: You squeeze into the suit and act reasonably like a bot (this is a larger than normal scrubot but not unusually so). All clones in the area believe you are just another annoying scrubot and ignore you, even talking about things in front of you that they would never say with a citizen nearby. Comes with a squeeze bottle of mostly safe cleaner and a scrubbing brush.

If traitors (including YOU) sabotage this: A real scrubot sees you and knows you are faking it. It calls two more of its scrubot buddies and all three decide to teach you a lesson. Yes, that means they attack.



WISPY TRANSMITTER

95 XP Points

Want to know what your friends are up to? Need to see whether they're taking pictures of you? You need a WiSpy! Modified from the now-illegal ThiefTracker Hat, these fit on nearly any standard head. Once worn, anything the clone sees goes through the WiSpy and into your Coretech. Read lips during secret conversations, view in real-time any video being taken, even get advance warning of the self-destruct being activated! Everything you need to stay on top of your team!

Condition: Very Good (-1 NODE)

Post ID 1906103071, posted 1 daycycle ago

Action Order: Brains +4

Size and Level: Small Level 2

When used as directed: This hat-like device sits mostly comfortably on another citizen's head. Once in place and activated, it copies their visual feed and sends it to your Coretech, allowing you to see whatever that citizen sees. No other senses are affected and you can still see around you (albeit in a confusing combination of images). The hat is ugly but otherwise legal.

If traitors (including YOU) sabotage this: You accidentally hit the wrong setting and instead of receiving a signal, you broadcast one – the memory of the last treasonous act you committed. This can be used as evidence against you, so what naughty thing did you do recently?



WEAPONS





B3 GRENADE KIT

25 XP Points

Special offer to all you Troubleshooters out there. Start with a normal can of Bouncy Bubble Beverage. Put the packet in the can, clamp on the stay-fresh lid and then toss and run! Kaboom-o! Perfect for when terrorists pat you down for weapons on an undercover mission. What, this? It's just a refreshing can of B3!

Condition: What a Deal! (-2 NODE and breaks on Computer symbol)
Post ID 1905176147, posted 1 daycycle ago

Action Order: Chutzpah +2

Size and Level: Small Level 1

When used as directed: The packet increases carbonation by several fold and the lid holds everything in place until the can hits something hard. This turns a regular, perfectly loyal can of Bouncy Bubble Beverage into a grenade. You still need to roll to hit but what was once mostly harmless now explodes.

If traitors (including YOU) sabotage this: You waited too long to put that lid on and the soda shoots all over your face and body. Besides smelling weird, the sticky cola-adjacent drink means -1 NODE to all rolls until you clean yourself up. Note: Please do not request a scrubot for cleaning or you will likely lose a limb at least.

BOT REPELLENT

50 XP Points

Ever been stuck in a room because a paintbot repainted the only entrance? Subjected to a painful hygiene cleaning because a scrubot caught you on your way to the showers? Lost a firefight because a docbot doped you up so much you couldn't shoot straight? If you've ever wished there were less bots in your life, then you need Bot Repellent!

This amazing new spray is to bots what year-old vat scrapings are to people. They can't stand it! Spritz some on a nearby bot and watch them do a 180 to avoid you! Best of all, they can't detect it! Also works great as a deodorant. A MUST-HAVE FOR ANY BUSY CITIZEN!

Condition: Like New

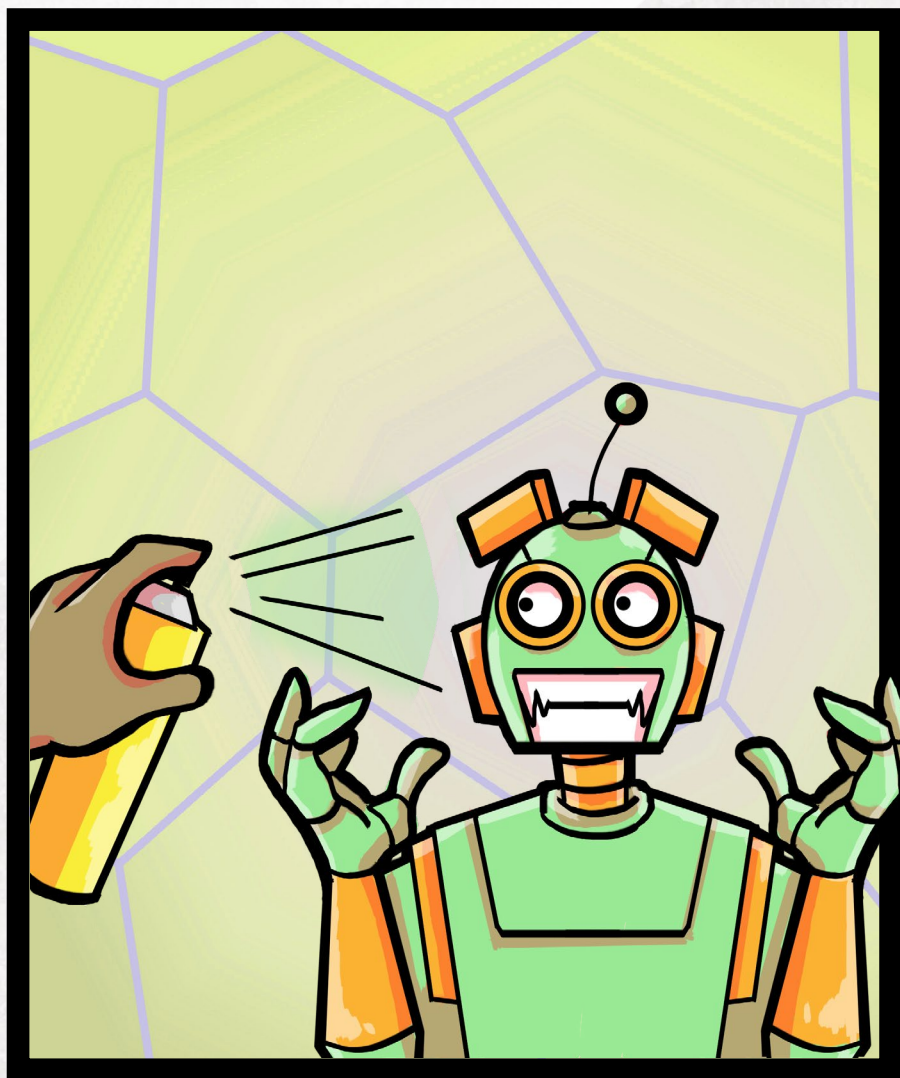
Post ID 1904854656, posted 3 daycycles ago

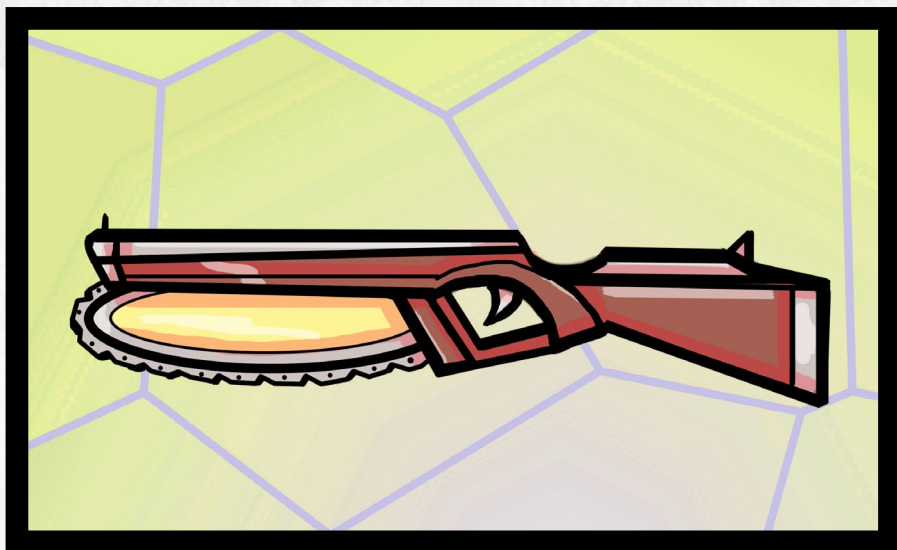
Action Order: Mechanics +2

Size and Level: Small Level 2

When used as directed: Any bot near the sprayed mist experiences the digital version of pain, disgust and ennui. Bots panic and flee from you (usually to a safe distance but further is possible). It does not damage bots and will not affect Coretechs or similar tech, just bots. So stop spraying this on your Team Leader. For bot PCs, they must roll Mechanics + Athletics or lose 1 Moxie and zoom away screaming.

If traitors (including YOU) sabotage this: Bots talk to each other constantly and word about you spreads in about 2.3 seconds. All bots nearby decide to teach you a lesson and attack to kill. Sure, the repellent will keep them away but how much is there in the can? Guess you will find out.





CHAINSAW GUN

200 XP Points

start transmission i am hre-8839231 but you humans call me docbot harry i am offering good weapon against soft humans the chainsaw gun this can be used like ordinary chainsaw but aim and pull trigger to shoot saw up to 10 metres away saw has charge to continue cutting for five minutes after firing now when the meatbags run away screaming you can keep cutting cutting cutting oh sweet mercy the cutting never stops not even when they run away cut cut cut cut cut 25% discount for bots send serial number in binary for confirmation end transmission

Condition: Very Good (-1 NODE)

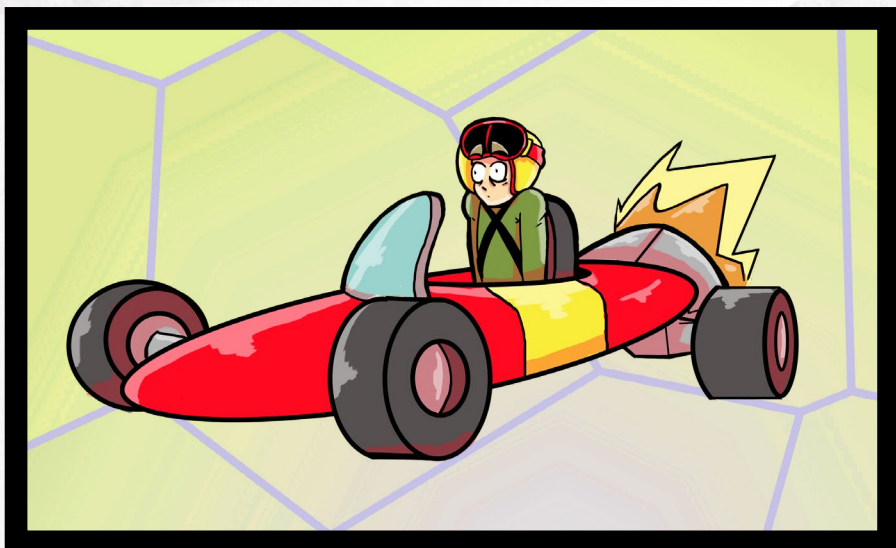
Post ID 1905176244, posted 2 daycycles ago

Action Order: Violence +5

Size and Level: Medium Level 4

When used as directed: This can be used as a regular chainsaw but when you pull the trigger, the chainsaw blade flies out while still cutting. You can use Melee to make a ranged attack this way (remember to add the level to your NODE). The chainsaw continues to cut for up to five minutes after firing, so have fun reloading.

If traitors (including YOU) sabotage this: Yeah, that mechanism to shoot the saw blade does not work. The chainsaw part simply falls out limply, which of course manages to land on one of your feet and cuts it off, making you Maimed.



CRUISING MISSILE

215 XP Points

Never really used! Perfect for taking out large targets like malfunctioning warbots and terrorist meeting rooms. Stays a mere 0.2 metres above the floor when fired. Includes guiding mechanism for in-flight steering – you control it, not a bot! Top speed 40kph. Includes HE warhead. Tail fin slightly bent but will not affect aim.

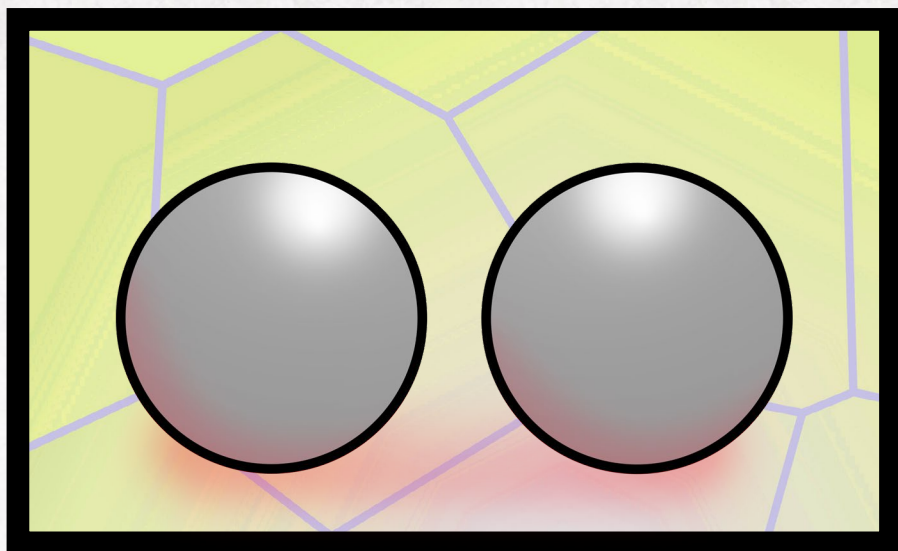
Condition: Still Pretty Good (-1 NODE and breaks on no successes)
Post ID 1904176805, posted 27 daycycles ago

Action Order: Mechanics +1

Size and Level: Oversized Level 4

When used as directed: This is a cross between a cruise missile and a go-kart. You sit inside and drive it at your target. When you collide with (what is hopefully) your target, you explode and die instantly. However, so does your target (or it is completely junked), and you and the entire team gets -1 Treason Star each for your valiant self-sacrifice. That is how you troubleshoot, Troubleshooter!

If traitors (including YOU) sabotage this: You completely forget that the steering wheel steers the thing and you explode on whatever the GM says you hit. This is clearly treason, so you and your entire team gets +2 Treason Stars each. Next time, explode correctly.



MONO BOLA

100 XP Points

For sale: One highly advanced Mono Bola pistol. Fires twin spheres of iridium alloy connected by an extensible monofilament thread. Slices through body armour like a hot spork through Cold Fun. Spheres can be reloaded so you can fire this again and again. Teach those terrorists the meaning of the word 'monofilament'!

Condition: Still Pretty Good (-1 NODE and breaks on no successes)
Post ID 0874311500, posted 5 daycycles ago

Action Order: Violence +3

Size and Level: Medium Level 2

When used as directed: The thread connecting the two balls really is a monofilament, so it cuts through almost anything it hits. For clone and bot targets, any attack that ties the difficulty or causes a Hurt or Injured instead causes a Maimed (dead means you cut through the target's brain. Nice one!). You can reload to use this again if you want to risk playing with a monofilament wire.

If traitors (including YOU) sabotage this: Those balls? They are made from dense rubber and not iridium so they will bounce. In fact, you miss your target and they bounce right back at you. Whatever wound you have goes up by one: Healthy becomes Hurt, Hurt becomes Injured, etc. If you survive, you still have to reload it to fire it again. Remember, monofilament is invisible to the naked eye.



LAZOOKA

250 XP Points

Direct from the battle zone, tested by real clones with real targets and real attitudes. The Lazooka uses graviton bottle technology to collect, compress and release energy shells that will leave your opponent horizontal and crispy. Guaranteed to make you the talk of the team, the Lazooka comes with integral power cell, autonomous sighting assistance, chrome finish and a tactical battle grip to ensure a firm hold on your weapon under even the most taxing battlefield conditions. Includes one free barrel.

Condition: Like New

Post ID 0874310784, posted 1 daycycle ago

Action Order: Violence +2

Size and Level: Medium Level 3

When used as directed: The laser equivalent of a bazooka, this pumps out a lot of energy in a single shot. You still need to roll as normal but any damage you cause is increased by one step: Hurt to Injured, Injured to Maimed, Maimed to Dead and Dead to Vaporised. If you hit but cannot cause damage, you cause a Hurt instead. Just be careful, as the barrel can be quite warm after firing.

If traitors (including YOU) sabotage this: That graviton bottle technology goes a bit haywire and sends out an ECM burst within three metres. This ruins all nearby electronics (yep, including laser pistols) who need to be repaired before they will work again. Bots within range of the burst are Injured. You may be held liable for such damage and by 'may', we mean 'definitely will, you poor sod'.

GRENADEBOTS

100 XP Points

I'm getting rid of these before I lose another clone. Don't get me wrong, these are great! You should buy lots! Think of them as pet grenades. You pull the pin to turn it on and then you tell it where to run to and when to blow up. Don't forget to hold onto the pin! I like these grenades. I tend to get... attached to them. They're so cute with their little legs! Please give all of them a good home! I have trained them myself, so they'll obey simple commands easily.

Condition: Very Good (-1 NODE)

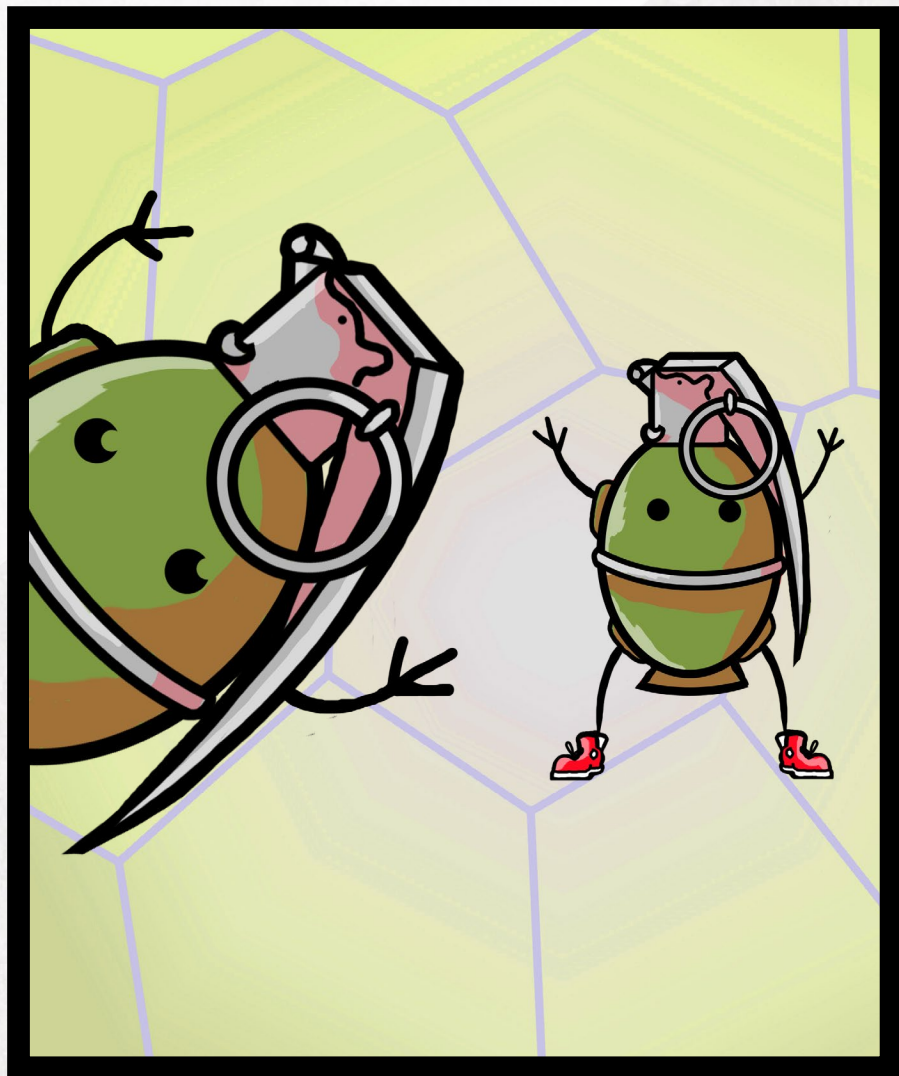
Post ID 1904854265, posted 3 daycycles ago

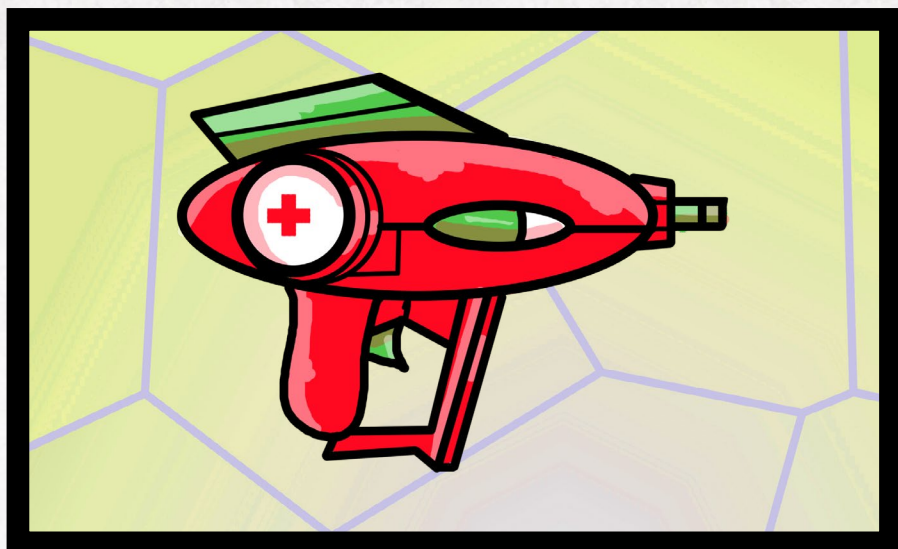
Action Order: Violence +0

Size and Level: Small Level 3

When used as directed: The grenadebots loyally follow your verbal commands and quickly pitter-patter to the target and explode, causing a Maim at the least. They can run around corners, through vents and the like. There is no range but the grenadebots tend to explode out of boredom after running for five minutes or so. In other words, do not have grenadebot races. Since the bots are designed to explode, you are not penalised for losing them this way.

If traitors (including YOU) sabotage this: These cute exploding mini-bots are scared and will not leave the only parent they have ever known. Yes, that is you. They cuddle around your ankles until they explode, meaning you are Maimed at the least.





NUFLESH FIRST AID PISTOL

85 XP Points

Selling one NuFlesh medical sidearm from an old but completely successful R&D project. One shot heals all sorts of damage and injuries. Select the proper settings, point and shoot to heal your fleshy teammates. Fully loaded, hardly used. Additional clips of NuFlesh ammo may be purchased from R&D or a passing docbot. Finally, Troubleshooters can shoot troublesome wounds. Ha, get it? Shoot trouble? Troubleshooter? I'm great.

Condition: Like New

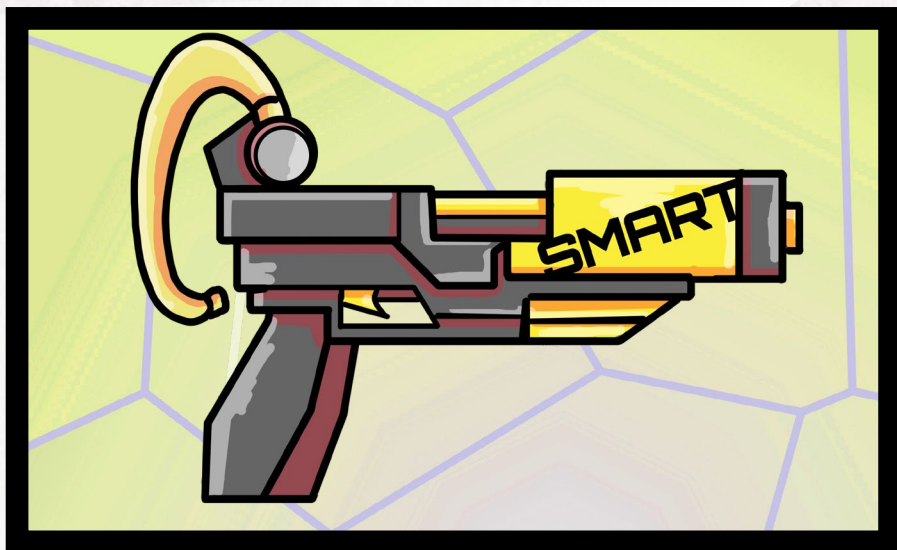
Post ID 0874311527, posted 13 daycycles ago

Action Order: Brains +2

Size and Level: Medium Level 2

When used as directed: You aim correctly and a shot of artificial, nontoxic human flesh alternative is slammed into the wound. This heals the wound by reducing it one step (Maimed becomes Injured, Injured becomes Hurt and Hurt becomes fine). In addition, the pain is gone so you do not lose any dice in your NODE from lingering wounds. (Note: This pistol does nothing for or against bots.)

If traitors (including YOU) sabotage this: You thought firing a pistol at an open wound would somehow help? That wound is now one step higher and can kill the person you were trying to heal. Nice job!



SMART LASER PISTOL

80 XP Points

'Smart' technology informs you of range, wind and movement effects on your shot to improve your aim. Speaks to you through your Coretech so the info is secure and quiet. Excellent condition with no pitting and never fired. Some small rub marks on handle. Comes preloaded with six shots.

Condition: Like New

Post ID 08474310873, posted 2 daycycles ago

Action Order: Violence -3

Size and Level: Small Level 3

When used as directed: The gun provides helpful info through your Coretech, making your aim significantly better. You start with 2 successes before you roll (but you have to roll in order to fire it). The pistol 'dies' after 6 shots and cannot be recharged.

If traitors (including YOU) sabotage this: The gun knows it 'dies' when it runs out of shots, so you lose your turn as you argue with a pistol that refuses to fire ('That terrorist is not out of range, fire already! WHAT DO YOU MEAN NO?'). Since no one else can hear it, you gain +1 Treason Star for acting slightly insane (and for not shooting anyone).



SONIC SCREAMER

130 XP Points

Here's a nonlethal, nonviolent way to disperse unruly mobs! One zap from the Sonic Screamer and unhappy traitors will be sprawling on the ground, begging for mercy! For when you absolutely, positively have to subdue 'em with minimal property damage. Excellent condition, hardly used, comes with a full power pack.

Condition: Very Good (-1 NODE)

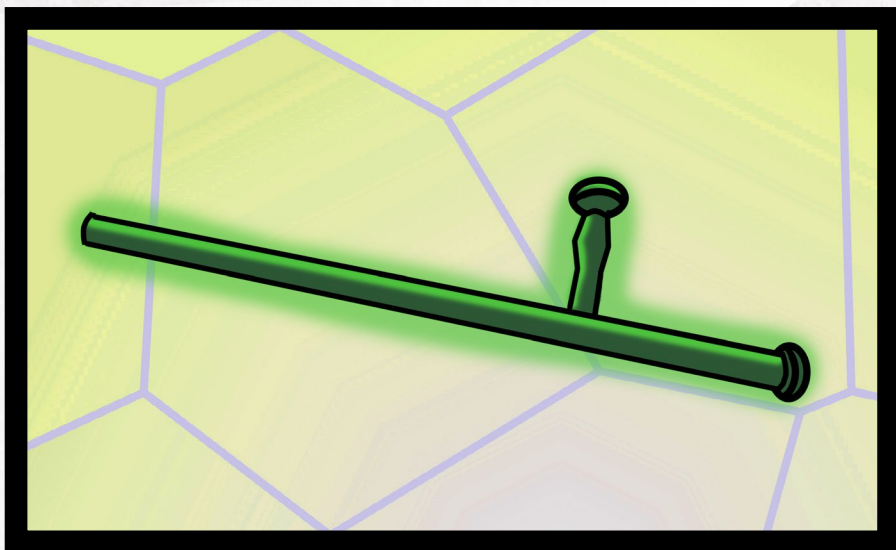
Post ID 0874311519, posted 2 daycycles ago

Action Order: Violence +1

Size and Level: Medium Level 3

When used as directed: Thanks to the intense sound waves emitted by this item, the victim is Hurt, deaf for the remainder of the scene and spends the next round vomiting. (And being fined for wasteful, unauthorised regurgitation of foodstuffs. If you were going to throw up, why did you eat so much?)

If traitors (including YOU) sabotage this: You know how sound echoes? You aimed this really poorly and the sound comes back to hit you and anyone nearby. You are all Hurt, deaf for a bit and spend next round throwing up your last meal. (Fines are optional.)



TITAN-X TRUNCHEON

55 XP Points

Having trouble cracking traitors' skulls? Try the new Titan-X Truncheon! Each truncheon contains a high-density krypton difluoride core for increased impact potential. You'll find no better implement for pummelling those Commie Mutant Traitors. Buy a Titan-X Truncheon todaycycle!

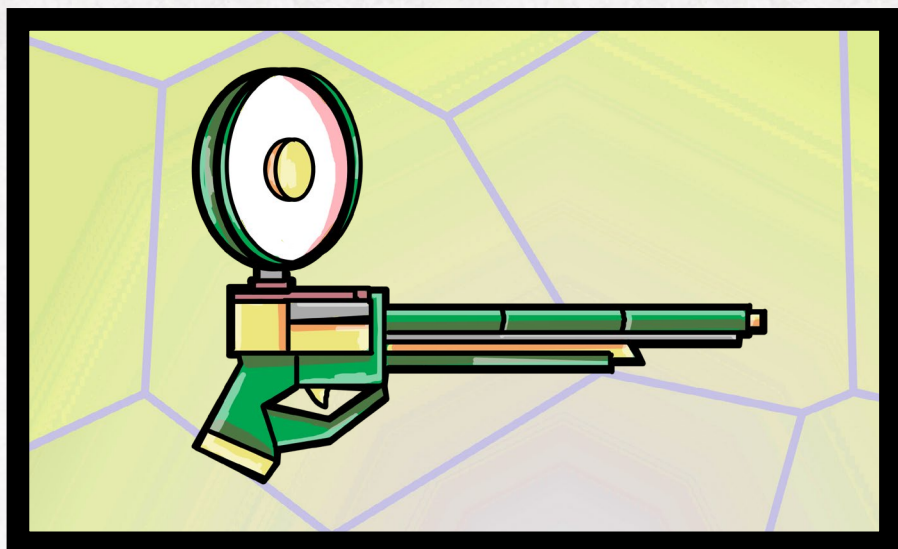
Condition: What a Deal! (-2 NODE and breaks on Computer symbol)
Post ID 1906508708, posted 8 daycycles ago

Action Order: Violence +2

Size and Level: Medium Level 2

When used as directed: That high-density core really delivers the pain. When you hit, the damage goes up by one step (ties mean you Hurt them, Hurt becomes Injured, etc.).

If traitors (including YOU) sabotage this: You swing and miss so badly that you manage to Hurt yourself as you hit yourself. Plus, you crack the outer coating and gain 400 rads from the radioactive core. Roll a dice: You die within one round on a 1-3; survive but with radiation sickness on a 4-5; and are just fine (for now) with a 6.



ULTRABRIGHT LASER FLASH

35 XP Points

New hi-grade non-lethal weapons technology asset for sale! Purchase excellent blinding laser accessory compatible with all standard laser pistols! Subdue traitors for easy access and interrogation! No one gets away from Troubleshooters armed with potent new UltraBright Laser Flash accessory! Purchase one now. Good quality, high value, hardly used during its field test! Purchase todaycycle!

Condition: Still Pretty Good (-1 NODE and breaks on no successes)
Post ID 0874310342, posted 10 daycycles ago

Action Order: Mechanics +3

Size and Level: Small Level 1

When used as directed: The sudden burst of incredibly bright light blinds the target. In fact, the light is strong enough to cause first-degree burns and a Hurt. Just do not fire this into a reflective surface if you like your eyeballs the way they are.

If traitors (including YOU) sabotage this: Too much power into the flash means it explodes in a shower of sparks. It threw just enough light to annoy the target, who now attacks you until one of you is dead. Hey, you know what they say about flash photography.



SLIPAWAY FOAMSHOOTER

160 XP Points

This super-high pressure fibrous foam delivery system is intended to meet demanding terrorist suppression needs in a constantly changing environment. The Slipaway Foamshooter system consists of a containment and compressor backpack attached, via a reinforced hose, to a shoulder-braced delivery system that closely resembles a Lazooka. A liquid graphite-laced polymer is agitated and expanded while released under massive pressure equivalent to 1,000 PSI. The resulting foam is light and resilient and creates an almost frictionless surface. Fired onto a floor or wall, the solidified foam is phenomenally slippery and makes stand up nigh impossible. Impress your friends! Be the centre of attention at parties! Get the commendations you know you deserve!

Condition: Very Good (-1 NODE)

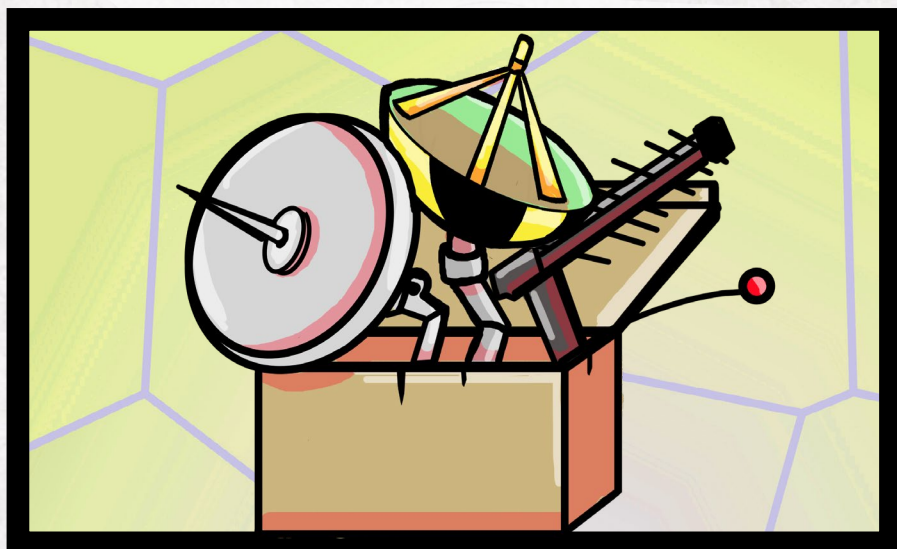
Post ID 0874310806, posted 4 daycycles ago

Action Order: Violence +3

Size and Level: Large Level 2

When used as directed: The foam reduces friction so efficiently that anyone stepping on the stuff (or coated in it) falls down immediately and cannot stand until they roll/crawl out of the splash zone and are cleaned off with soap and warm water.

If traitors (including YOU) sabotage this: There is a ton of pressure in this thing. The blast knocks you off your feet and coats you with the foam instead. Yep, you cannot stand either. Serves you right.



PSIONIC DETONATOR

85 XP Points

Fresh out of R&D, this exciting toy will give those nasty mutants a surprise they won't forget! Each detonator contains a highly receptive adjustable psionic sensor. All a filthy mutant has to do is think at it to make it explode! Ideal for booby-trapping mutant hideouts. For more great deals on Troubleshooter equipment and other handy supplies, contact HMN Sector R&D todaycycle! (Note: HMN Sector R&D is not liable for any destruction caused by this device. Remember, always blame the mutie!)

Condition: Like New

Post ID 0874310423, posted 9 daycycles ago

Action Order: Mechanics +1

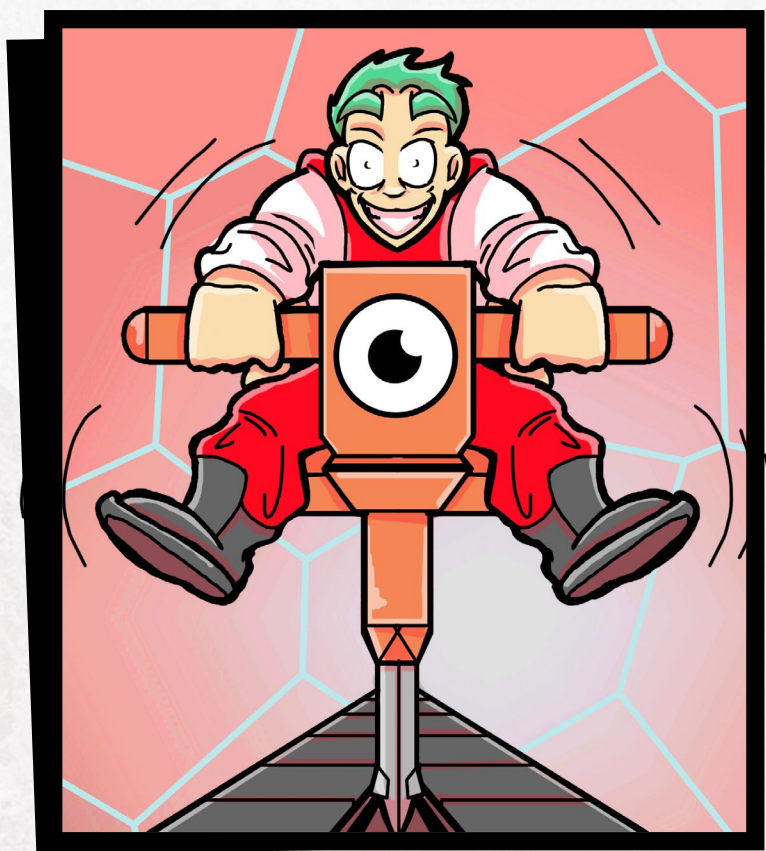
Size and Level: Medium Level 3

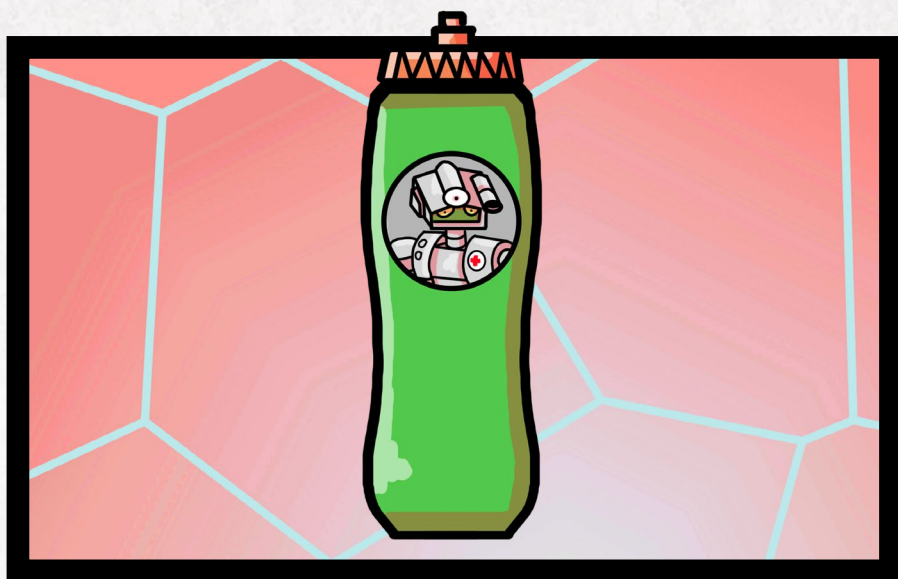
When used as directed: When someone plays a Mutant Power card by showing it to the GM, this device explodes at the same time (meaning both actions happen). Roll for an attack like normal to determine damage for anyone within three metres, including you if you were dumb enough to just stand near a live bomb.

If traitors (including YOU) sabotage this: Have you heard the rumour that almost every citizen has a Mutant Power? This means the device explodes whenever anyone rolls the Computer symbol.



MISCELLANEOUS





DOCTORBOT LOYALTY BEVERAGE

10 XP Points

DoctorBot is a new line of utterly refreshing isotonic vitamin-enriched meal-replacement beverages, in a range of delicious, tongue-tingling flavours: Juicy, Sweet-Sour-Umami, Heroic and Huh. Each can is fortified with 100% of the CPU-recommended daily requirements of vitamins and minerals, sweetened with all-natural algae extracts and containing absolutely no artificial colorants or preservatives. The natural alternative to a hectic lifestyle.

Condition: Like New

Post ID 0874310504, posted 2 daycycles ago

Action Order: Violence +5

Size and Level: Small Level 1

When used as directed: It takes one turn to drink it all. At the start of the next round, any drugs in your system are flushed out, ending their effects or side effects. This also applies to any gas, toxin or poison but not radiation. And thanks to the stimulant additive (er, vitamins), you gain +2 Moxie.

If traitors (including YOU) sabotage this: Who knew these things had expiration dates? The spoiled drink causes you to lose a turn as you projectile vomit everywhere. Unsurprisingly, you also lose -2 Moxie.



ELEVATOR SAFETY FOAM

25 XP Points

Got tired of losing clones to elevator sabotage so we asked R&D to invent this. Pulling the tab releases super-compressed foam that fills the entire elevator car. Leaves everyone safely wrapped in foam like a delicate Fed-R-ALL package. Field tests with Infrared citizens show 90% survivability in drops of up to 30 levels. Not for use in open areas. The foam is also nutritious and delicious. Yum!

Condition: Very Good (-1 NODE)

Post ID 0874311500, posted 7 daycycles ago

Action Order: Mechanics +3

Size and Level: Small Level 3

When used as directed: You pull the tab and sweet-smelling foam suddenly fills an entire elevator car (or similar space). Anything there is trapped in the foam but takes no damage whatsoever from a fall. It takes a full turn to get out of the foam, which is technically edible if you are starving.

If traitors (including YOU) sabotage this: The foam still protects you from damage but it starts to crystallise quickly. Anyone who does not pass a Violence + Athletics roll (or whatever the GM requires) becomes trapped in sweet-smelling crystal. And if you ate any, you are Injured.

R-CITD 'ARCIE'

100 XP Points

Announcing the Remote-Controlled Inflatable Troubleshooter Decoy or 'Arcie'! Unique self-inflating decoy of a real Troubleshooter. Just press the button and watch 'Arcie' come to your rescue! Floats around to draw traitors' laser fire and terrorist traps, leaving you safe and sound. Coretech app controls tiny embedded fans to steer Arcie around, making him more life-like and prone to 'accidents'. Troubleshooting is dangerous business but Arcie helps make it more fun!

Condition: Like New

Post ID 0874310512, posted 11 daycycles ago

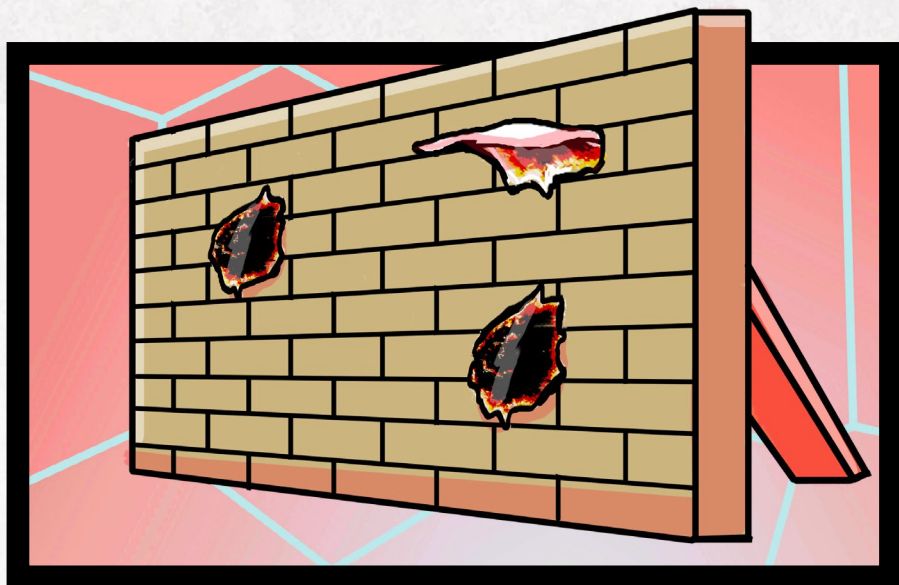
Action Order: Mechanics +4

Size and Level: Large Level 2

When used as directed: The decoy distracts attackers (or at least gets in their way). The next attack against you hits Arcie instead, leaving you just fine. In this case, 'attack' means combat and not anything like arguing or making fun of your outfit. Arcie can be controlled with your Coretech and floats above the ground but it moves very slowly.

If traitors (including YOU) sabotage this: Your pal Arcie still blocks the attack but it cuts through Arcie's fabric. The air leaks out and Arcie slowly and pathetically deflates before your very eyes. You get +1 Treason Star for ruining the device and -1 Moxie for the loss of the one friend who has not tried to snitch on you.





FAKE LASER BLASTS

40 XP Points

If you're late one more time, the boss will terminate you! But what if you defeated those terrorists before they could even lay a finger on you and you arrive late but looking too healthy? Introducing Fake Laser Blasts, approved by some Service Groups! Simply peel off the protective backing, press at the desired location and it will stick. Spray on the enclosed 'burn scent' and the illusion is complete! Only a docbot could tell the real difference! Each package includes one of each variety: flesh wound and singed clothing. Stock up now!

Condition: What a Deal! (-2 NODE and breaks on Computer symbol)
Post ID 0874311543, posted 3 daycycles ago

Action Order: Brains +2

Size and Level: Small Level 1

When used as directed: These look very much like scorch marks left behind by laser shots. If used in a roll about fights (such as trying to bluff people into thinking you survived a terrorist attack but not actually fighting), you get +3 NODE for that roll.

If traitors (including YOU) sabotage this: Just because they look real does not mean you placed them in a realistic spot. Everyone can tell you are faking it and since others see that, so does Friend Computer. You gain +1 Treason Star for lying.



FOOT LOCK

60 XP Points

Avoid the trauma of identity theft. This is a fully tested personal safe built into a shoe's sole. Protected by 128-digit lock, the small padded compartment is ideal for safe storage. Simply use the provided glue to stick the Foot Lock to the bottom of your existing footwear. Strong enough to take a direct hit from a grenade. Available in Interesting Infrared, Remarkable Red or Outstanding Orange.

Condition: Still Pretty Good (-1 NODE and breaks on no successes)
Post ID 0874310334, posted 4 daycycles ago

Action Order: Mechanics +0

Size and Level: Small Level 2

When used as directed: This comes with two boot-shaped locks, one for each foot. Something small enough to fit completely under a boot is hidden and locked away. It cannot be detected except by X-rays and even a pat-down or similar physical check uncovers nothing.

If traitors (including YOU) sabotage this: You take a step forward and crush whatever you were hiding. Maybe putting something in the sole of your boot was not the brightest idea.



HAPPYSHOCK PERSONAL TRAINER

95 XP Points

Have you experienced EXTREME STRESS AND MOOD SWINGS brought on by mutants and other traitors? Are you getting ready to LOSE IT and kill anything and anyone in the tri-sector area in a gloriously refreshing bloodbath? Not anymore! This brilliant piece of R&D technology uses applied shock therapy to your hypothalamus and amygdala. 100 VOLTS OF PURE CLEAN ELECTRICITY prevents stress hormone release, keeping you happy! Put on the headband now and say goodbye to anxiety, worry and steady breathing!

Condition: Very Good (-1 NODE)

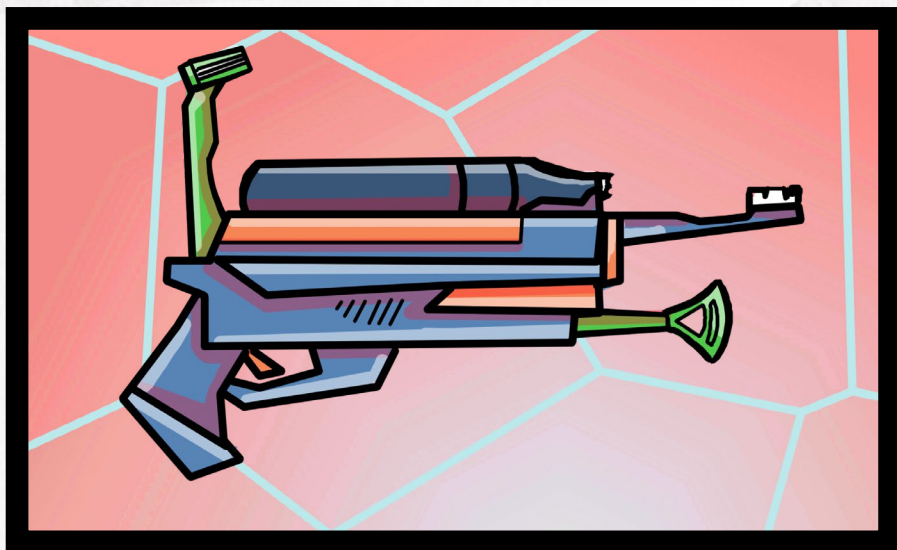
Post ID 0874310261, posted 4 daycycles ago

Action Order: Brains +2

Size and Level: Small Level 2

When used as directed: When you are facing the loss of Moxie from any source, you can activate this to deliver targeted shocks to your brain. This causes a Hurt but prevents you from losing any Moxie. (This does not apply to spending Moxie for Mutant Powers, just when Moxie would be taken from you.)

If traitors (including YOU) sabotage this: Whoever thought electric shocks could be used to train yourself into happiness is a fool. You do not take a Hurt but any Moxie loss is doubled (-1 Moxie becomes -2, -3 becomes -6, etc.). If this causes you to Lose It, you gain +1 NODE for all attack rolls.



HYGIENE ATTACHMENT KIT

60 XP Points

Unique item! Set of personal cleaning attachments for improved hygiene. Connects to standard laser barrels as its power source. Keep clean in the field without paying Power Services fees or using complicated outlet adapters. Reroutes barrel power so no accidental shots; just pull trigger to activate the attachment in the barrel. Conforms to Hygiene Mandates TMHP71.229/A through TMHP71.236/G.

Condition: What a Deal! (-2 NODE and breaks on Computer symbol)
Post ID 0874311578, posted 12 daycycles ago

Action Order: Mechanics +0

Size and Level: Medium Level 3

When used as directed: There is just something about a clone who looks that good! The device works as promised and until you get dirty again, you gain +2 NODE to all Chutzpah rolls.

If traitors (including YOU) sabotage this: You mean there is a downside to using a laser pistol-powered toothbrush? You gain a Hurt and, thanks to that very obvious injury to your face, all your Chutzpah rolls are treated as negative until you heal up properly.



LUBRISKATES

110 XP Points

One pair of Lubriskates for sale. Excellent condition and never actually used. Not damaged or faulty in any way. I simply don't need to test them now that I got promoted to R&D management. Great for near-frictionless skating to work or for exercise in your local Strain and Pain gym. Comes with three Lubrefills.

Condition: Like New

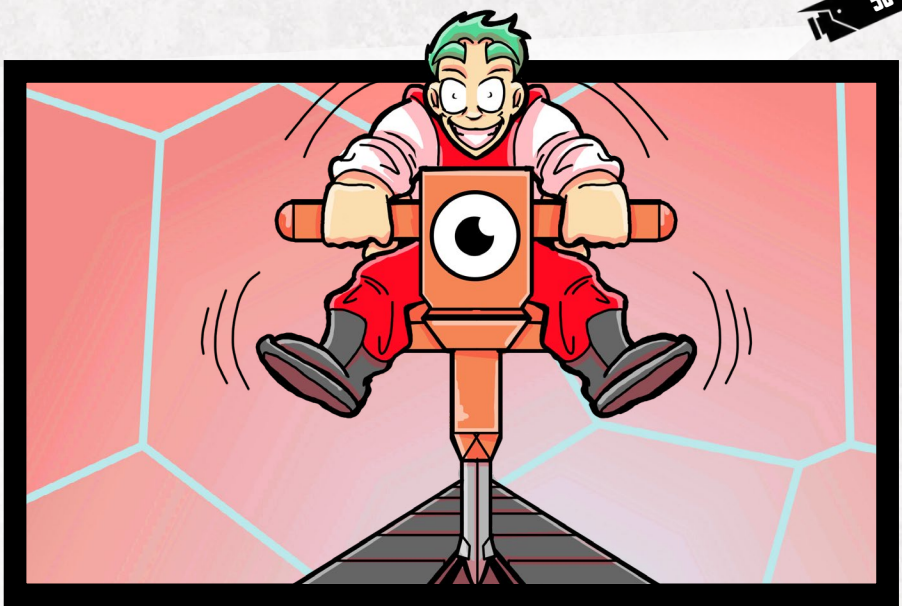
Post ID 087431027X, posted 2 daycycles ago

Action Order: Violence +3

Size and Level: Medium Level 4

When used as directed: Thanks to the foul-smelling lubricant secreted from the bottom of the skates, you can move in one direction at least twice as fast as normal (much more if heading downhill). Turning requires a roll but you can easily 'outrun' all people, most bots and even some autocars. Stopping is always an issue, especially for your face.

If traitors (including YOU) sabotage this: That lubricant? It ran out suddenly in mid-slide. You face plant, get injured and are thoroughly embarrassed.



RAILRIDER

270 XP Points

This is the sweetest little vehicle this side of MLY Sector's R&D Vehicle Lab. Railrider hooks onto the electric rail in a transbot tube and rides it all the way to the end of the line! Feel the air whip by you as you zoom past slowpoke clones on the station platform! Never get delayed by transbot schedules again. Get your Railrider today before one of your co-workers gets one and shows up early every day!

Condition: Very Good (-1 NODE)

Post ID 0874310784, posted 3 daycycles ago

Action Order: Mechanics +2

Size and Level: Large Level 1

When used as directed: This acts like your own private mini-transbot. It allows you to ride safely on the third rail and gets you where you need to go much faster than regular transbots. Figuring out the maze of transbot tunnels to get where you want is another thing entirely – and a confusing thing at that.

If traitors (including YOU) sabotage this: Did you remember to clear the rails of oncoming transbots? Did you even know that was a thing you could do? Well, slamming face first into a moving transbot and getting Maimed at least will teach you well.

TERRORIST TRAP

50 XP Points

You are purchasing a Terrorist Trap. Roll out the one 1-metre square tarp in a room or hallway where you suspect terrorists are around. Peel off the protective cover and the trap is set! Terrorists are attracted to the fake Treasonous Pamphlet in the centre of the sticky pad; they get stuck to the pad when they go for the pamphlet! The Trap should catch not only terrorists but also mutants and other traitors. Non-toxic and pre-baited but should not be put where codgers can accidentally walk over it.

Condition: Like New

Post ID 0874311047, posted 5 daycycles ago

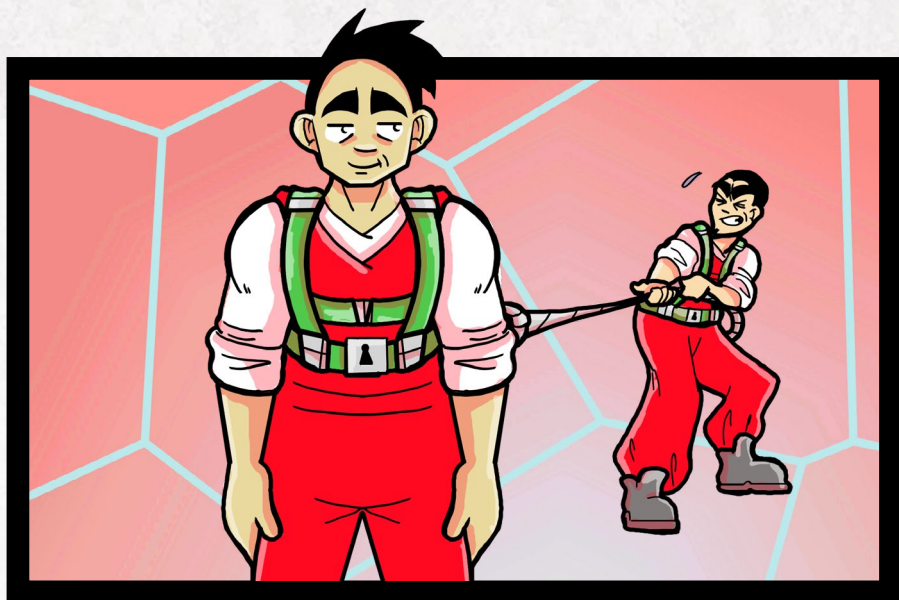
Action Order: Mechanics +3

Size and Level: Large Level 4

When used as directed: The tarp is similar to very strong flypaper. Maybe it was curiosity or maybe it was treason but some local citizen (not a PC) wanders over and tries to grab the pamphlet, leaving him trapped on the sticky paper. If you are trying to trap someone specifically, you need to bring them in sight of the trap before rolling. Otherwise, a random person gets stuck there.

If traitors (including YOU) sabotage this: Putting down the trap was harder than you thought. You accidentally get stuck to the tarp and since there is terrorist propaganda within reach, you get +1 Treason Star. Next time, be more careful! Also, how are you going to get unstuck?





TRAITOR TETHER

70 XP Points

Never let the suspected traitor out of your sight with the Traitor Tether. Harness fits all standard-sized clones and only unlocks to your tongue print. Cord connects to a comfortable belt with an ISO3900 carabineer for easy lock/unlock. Cord comes in three lengths: 8 metres, 10 metres and 15 metres. Specify length when ordering.

Condition: Like New

Post ID 0874310636, posted 16 daycycles ago

Action Order: Violence +2

Size and Level: Large Level 2

When used as directed: The harness goes on the (suspected or confirmed) traitor, while the cord attaches to your belt, making sure that the traitor cannot run away. The cord stretches a bit but cannot be sliced, burned, crushed, pulled apart or cut in any way. Whoever licks the tongueprint scanner on the harness is the only one who can lick to get it open again.

If traitors (including YOU) sabotage this: That cord turns out to be a lot more elastic than you thought. The traitor runs for it, only to be violently pulled back and slams into you. You both take a Hurt and learn a valuable lesson about elasticity.