

# INDIANAPOLIS COMPLEX



A  
**technor**  
TRANSMISSION

The Indianapolis ConPlex transmission is intended for use with the core rules found in *Technoir*, a high-tech hard-boiled roleplaying game by Jeremy Keller.

Visit [TechnoirRPG.com](http://TechnoirRPG.com) for more information and downloads.

# CREDITS

## Writing, Design

Daniel M. Perez, Mark Redacted, Jeremy Keller

## Layout, Art

Jeremy Keller

## Editing

Colleen Riley

# CONTENTS

**Exposition**..... 3  
**Connections**..... 4  
**Events**..... 8  
**Factions**..... 8  
**Locations**..... 9  
**Objects**..... 9  
**Threats**..... 10



## Master Table

	1	2	3
<b>1 Connections</b>	Jess-E	Vice Pres. K. Lilly	Rummy
<b>2 Events</b>	Dust Storm Reggie	Geneva Convention	Montezuma's Tantrum
<b>3 Factions</b>	3B	The Anonymice	Crewtek
<b>4 Locations</b>	ConPlex Office	ConPlex Tunnels	The Ram
<b>5 Objects</b>	The Case	Con Passes	Formula 4 Racer
<b>6 Threats</b>	The Bros	Bunco, Inc.	Dead Droppers



# TECHNOLOGY

Sitting at the confluence of Northeast, Southeast, and Midwest, Indy has become the *de facto* convention and conference center for the entire region. The Downtown ConPlex has grown to encompass over twenty square blocks, all connected via skyways, walkways, and tunnels. Indy has taken hospitality tech to new levels, from fully automated hotels and food services, leisure and pleasure (both legal and not), to bleeding-edge mobile business facilities for the eternal conference road warriors.

# ENVIRONMENT

The effective arcology that is the Downtown ConPlex shields visitors from the harsh reality of Indianapolis. The ConPlex is the biggest employer in the city, and those not lucky enough to be working there are struggling to eke out a living in the oppressive heat and humidity of summer or the blinding snows of winter (not to mention the increasingly severe tornados threatening the city).

# SOCIETY

From multinational mega-corps to independent fan gatherings, there is always one conference or another going on, making it the best place to find anything and everything for the right price. Economic differences between visitors and residents are vast and breed bitterness, though not nearly as much as those between ConPlex employees and the outside workforce.

## [1D6 by 1D6]

4	5	6
Sam Skizzo	Val Torino	A.J. "Tuerca" Velez
Nerdrage	Sabotage!	Wargames
Local 6134	Morlocks	Vintrinsic
The Regional	Stake and Shake	OmniCon
Mech Pod	Programmed Scooter	Stolen Loader
Hardheads	First!	Grendell

# CONNECTIONS

## Jess-E

*A reprogrammed pleasure doll who can't keep secrets.*

COAX	●●●●○	⊕ Sexy	_____	⊖
DETECT	●●○●○	⊕ Fast	_____	⊖
FIGHT	●●○●○	⊕ Clever	_____	⊖
HACK	●●●●○	⊕ _____	_____	⊖
MOVE	●●●●○			
OPERATE	●○●●○	<b>Objects:</b> headjack, knife, reflex stimulators		
PROWL	●●○●○	<b>Favors:</b> date, deal		
SHOOT	●○●●○			
TREAT	●○●●○			

## Vice President K. Lilly

*ConPlex VP of Operations with a love of money and distaste for non-Hoosiers.*

COAX	●●●●○	⊕ Smart	_____	⊖
DETECT	●●○●○	⊕ Ruthless	_____	⊖
FIGHT	●○●●○	⊕ Influential	_____	⊖
HACK	●○●●○	⊕ _____	_____	⊖
MOVE	●●●●○			
OPERATE	●●●●○	<b>Objects:</b> Conway scooter, specs		
PROWL	●●●●○	<b>Favors:</b> date, shark		
SHOOT	●●○●○			
TREAT	●○●●○			

## Rummy

*Master electrician and stage manager for shady gigs, reputation as a reliable fixer.*

COAX	●●○●○	⊕ Technical	_____	⊖
DETECT	●●○●○	⊕ Drunk	_____	⊖
FIGHT	●○●●○	⊕ Resourceful	_____	⊖
HACK	●●●●○	⊕ _____	_____	⊖
MOVE	●●●●○			
OPERATE	●●●●○	<b>Objects:</b> specs, 3 spyder drones, stinger pistol		
PROWL	●○●●○	<b>Favors:</b> date, deal, fix (computing, gear, drones)		
SHOOT	●●○●○			
TREAT	●○●●○			



## Jess-E's Leads

1d6	Unconnected	Connected
1	Val Torrino (connection)	Vice Pres. K. Lilly (connection)
2	Sabotage! (event)	Geneva Convention (event)
3	3B (faction)	Vintrinsic (faction)
4	Stake and Shake (location)	OmniCon (location)
5	Stolen Loader (object)	Con Passes (object)
6	Dead Droppers (threat)	Bunco, Inc. (threat)

## Vice President K. Lilly's Leads

1d6	Unconnected	Connected
1	A.J. "Tuerca" Velez (connection)	Val Torrino (connection)
2	Geneva Convention (event)	Montezuma's Tantrum (event)
3	Crewtek (faction)	Morlocks (faction)
4	ConPlex Tunnels (location)	The Regional (location)
5	Mech Pod (object)	The Case (object)
6	The Bros (threat)	Hardheads (threat)

## Rummy's Leads

1d6	Unconnected	Connected
1	Sam Skizzo (connection)	Jess-E (connection)
2	Nerdrage (event)	Sabotage! (event)
3	Local 6134 (faction)	The Anonymice (faction)
4	The Ram (location)	ConPlex Office (location)
5	Programmed Scooter (object)	Stolen Loader (object)
6	Grendell (threat)	First! (threat)

## Sam Skizzo

*Cybertronic Systems demo guru who will install your new implant right in the booth.*

COAX	●●●●○	■+ Charismatic	_____	○
DETECT	●●●●○	■+ Steady	_____	○
FIGHT	●●●●○	■+ Quick	_____	○
HACK	●●●●○	■+ _____	_____	○
MOVE	●●●●○			
OPERATE	●●●●○	<b>Objects:</b> cybereyes, medkit, reflex stimulators		
PROWL	●●●●○	<b>Favors:</b> fix (cybernetics), splice		
SHOOT	●●●●○			
TREAT	●●●●○			

## Val Torrino

*A former mob lawyer with a terminal illness and nothing to lose.*

COAX	●●●●○	■+ Reckless	_____	○
DETECT	●●●●○	■+ Knowledgeable	_____	○
FIGHT	●●●●○	■+ Tough	_____	○
HACK	●●●●○	■+ Twitchy	_____	○
MOVE	●●●●○	■+ _____	_____	○
OPERATE	●●●●○			
PROWL	●●●●○	<b>Objects:</b> Audi Trilogy, barker pistol, specs		
SHOOT	●●●●○	<b>Favors:</b> fix (guns, weapons, armor), ride, shark		
TREAT	●●●●○			

## A.J. "Tuerca" Velez

*Formula 3 racecar mechanic extraordinaire, dreams of getting behind the wheel.*

COAX	●●●●○	■+ Ace	_____	○
DETECT	●●●●○	■+ Quick	_____	○
FIGHT	●●●●○	■+ Fearless	_____	○
HACK	●●●●○	■+ _____	_____	○
MOVE	●●●●○			
OPERATE	●●●●○	<b>Objects:</b> Formula 3 racer, specs		
PROWL	●●●●○	<b>Favors:</b> chop, ride		
SHOOT	●●●●○			
TREAT	●●●●○			



## Sam Skizzo's Leads

1d6	Unconnected	Connected
1	Jess-E (connection)	A.J. "Tuerca" Velez (connection)
2	Montezuma's Tantrum (event)	Wargames (event)
3	Vintrinsic (faction)	Crewtek (faction)
4	The Regional (location)	Stake and Shake (location)
5	The Case (object)	Mech Pod (object)
6	Bunco, Inc. (threat)	Grendell (threat)

## Val Torrino's Leads

1d6	Unconnected	Connected
1	Vice Pres. K. Lilly (connection)	Rummy (connection)
2	Dust Storm Reggie (event)	Nerdrage (event)
3	The Anonymice (faction)	3B (faction)
4	ConPlex Office (location)	The Ram (location)
5	Con Passes (object)	Formula 4 Racer (object)
6	Hardheads (threat)	Dead Droppers (threat)

## A.J. "Tuerca" Velez's Leads

1d6	Unconnected	Connected
1	Rummy (connection)	Sam Skizzo (connection)
2	Wargames (event)	Dust Storm Reggie (event)
3	Morlocks (faction)	Local 6134 (faction)
4	OmniCon (location)	ConPlex Tunnels (location)
5	Formula 4 Racer (object)	Programmed Scooter (object)
6	First! (threat)	The Bros (threat)

# EVENTS

## **Dust Storm Reggie**

*A stable tornado three miles across grinds its way towards downtown Indy.*

## **The Geneva Convention**

*A sit-down summit between the major factions of the city.*

## **Montezuma's Tantrum**

*A vicious viral infection strikes the ConPlex food courts.*

## **Nerdrage**

*A synchronized set of explosions causes a city-wide interface outage.*

## **Sabotage!**

*The Eli Lilly BioMedicals laboratory is attacked by corporate spies.*

## **Wargames**

*An unannounced test of ConPlex security services turns into a downtown shootout.*

# FACTIONS

## **3B**

*Rapidly expanding media relations company.*

## **The Anonymice**

*Costumed privacy protesters.*

## **Crewtek**

*Highly automated event management consortium making a ConPlex takeover bid.*

## **Local 6134**

*A group of local labor activists attempting to unionize ConPlex workers.*

## **Morlocks**

*A loose-knit community of homeless living in the ConPlex tunnels and Indy sewers.*

## **Vintrinsic**

*The shadowy corporate entity that owns the ConPlex.*



# LOCATIONS

## ConPlex Office

*The spacious, opulent executive offices of the Indianapolis ConPlex.*

## ConPlex Tunnels

*Unused service tunnels under the ConPlex where black market fixers meet clients.*

## The Ram

*Old sci-fi/fantasy-themed brewery pub.*

## The Regional

*The only downtown hotel that refuses to be connected to the ConPlex.*

## Stake and Shake

*Vampire-themed dance club on the seedy side of town.*

## OmniCon

*Year-round fantasy/sci-fi/gaming con located in the former Convention Center.*

# OBJECTS

## The Case

*A locked briefcase rumored to contain the “new hotness” at the con.*

⊕ linked, locked

## Con Passes

*A pair of VIP passes to the largest convention in town.*

⊕ linked, tamper-proof

## Formula 4 Racecar

*Next-gen prototype racecar to be unveiled at the Indy Motor Speedway.*

⊕ experimental, mag-spheels, turbo

## Mech Pod

*A VR mech simulation game pod secretly linked to a real mech.*

⊕ display, linked, manual input, sound

## Programmed Scooter

*A tunnel/skyway transport on a mission to a secret location inside the ConPlex.*

⊕ automatic, linked, magtrack

## Stolen Loader

*A power loader exoskeleton taken for a joyride.*

⊕ blunt, exoskeleton, linked, stolen, strong, tough



# THREATS

## **The Bros**

*Former lacrosse team turned monster-truck gang.*

## **Bunco, Inc.**

*Team of hustlers and thieves targeting tourists.*

## **Dead Droppers**

*Local drug-dealing syndicate who never do business in person.*

## **First!**

*Hackers notorious for leaking secrets and spoilers for geeky projects.*

## **Grendell**

*Escaped experimental cyberorganic creature that roams the ConPlex tunnels.*

## **Hardheads**

*A ConPlex physical security unit.*



# Threat: The Bros

## Heavies

### Derek

COAX	■●●●□□
DETECT	■●□□□□
FIGHT	■●●●□□
HACK	■□□□□□
MOVE	■●●●□□
OPERATE	■●●●□□
PROWL	■●□□□□
SHOOT	■●□□□□
TREAT	■□□□□□

- + Loud \_\_\_\_\_ ●□□
- + Bossy \_\_\_\_\_ ●□□
- + Aggressive \_\_\_\_\_ ●□□
- + Cruel \_\_\_\_\_ ●□□
- + \_\_\_\_\_ ●□□

Objects: grenade, lacrosse stick, specs, trug

### Drew

COAX	■●□□□□
DETECT	■●□□□□
FIGHT	■●●●□□
HACK	■□□□□□
MOVE	■●●●□□
OPERATE	■●□□□□
PROWL	■●●●□□
SHOOT	■□□□□□
TREAT	■□□□□□

- + Wiry \_\_\_\_\_ ●□□
- + Loyal \_\_\_\_\_ ●□□
- + Sneaky \_\_\_\_\_ ●□□
- + Reckless \_\_\_\_\_ ●□□
- + \_\_\_\_\_ ●□□

Objects: knife, lacrosse stick, specs, trug

## Henchmen

### Cory

COAX	■□□□□□
DETECT	■●□□□□
FIGHT	■●●●□□
HACK	■□□□□□
MOVE	■●□□□□
OPERATE	■●●●□□
PROWL	■●□□□□
SHOOT	■●□□□□
TREAT	■□□□□□

- + High \_\_\_\_\_ ●□□

Objs: grenade, lacrosse stick, specs, trug

### Troy

COAX	■●□□□□
DETECT	■□□□□□
FIGHT	■●●●□□
HACK	■□□□□□
MOVE	■●●●□□
OPERATE	■●●●□□
PROWL	■●□□□□
SHOOT	■□□□□□
TREAT	■□□□□□

- + Daredevil \_\_\_\_\_ ●□□

Objs: lacrosse stick, specs, trug

### Rudy

COAX	■□□□□□
DETECT	■●□□□□
FIGHT	■●□□□□
HACK	■●□□□□
MOVE	■●□□□□
OPERATE	■●□□□□
PROWL	■●●●□□
SHOOT	■●●●□□
TREAT	■□□□□□

- + Jumpy \_\_\_\_\_ ●□□

Objs: duster shotgun, knife, specs

### Lyle

COAX	■●●●□□
DETECT	■□□□□□
FIGHT	■●□□□□
HACK	■●□□□□
MOVE	■●□□□□
OPERATE	■●□□□□
PROWL	■●□□□□
SHOOT	■□□□□□
TREAT	■●●●□□

- + Obedient \_\_\_\_\_ ●□□

Objs: knife, lacrosse stick, medkit, specs

## Object Pool

### Duster shotgun

- + loud, scattershot

### Grenades

- + explosive, linked, thrown

### Knife

- + sharp, small

### Lacrosse stick

- + blunt, extendable

### Medkit

- + bandages, linked, stims

### Specs

- + cam, display, gesture input, linked, mic, sound

### Trug

- + cargo, cowcatcher, lifted, linked, loud, heavy, huge, spikes

# Threat: Bunco, Inc.

## Heavies

### Frank

COAX	●●●●
DETECT	●●○○
FIGHT	●●○○
HACK	●○○○
MOVE	●●○○
OPERATE	●○○○
PROWL	●●○○
SHOOT	●●○○
TREAT	●○○○

⊕ Actor	_____	●
⊕ Charming	_____	●
⊕ Oldschool	_____	●
⊕ Instinctive	_____	●
⊕ _____	_____	●

Objects: briefcase, cellphone, Colt 2911, nice suit

### Chris

COAX	●●○○
DETECT	●●○○
FIGHT	●○○○
HACK	●●○○
MOVE	●●○○
OPERATE	●○○○
PROWL	●●○○
SHOOT	●●○○
TREAT	●●○○

⊕ Dexterous	_____	●
⊕ Forger	_____	●
⊕ Meticulous	_____	●
⊕ Subtle	_____	●
⊕ _____	_____	●

Objects: Colt 2911, nice suit, pen, specs

## Henchmen

### Marty

COAX	●○○○
DETECT	●●○○
FIGHT	●●○○
HACK	●○○○
MOVE	●●○○
OPERATE	●●○○
PROWL	●●○○
SHOOT	●●○○
TREAT	●○○○

⊕ Quick	_____	●
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Objs: aCar, casualwear, Colt 2911, specs

### Ruby

COAX	●●○○
DETECT	●●○○
FIGHT	●●○○
HACK	●○○○
MOVE	●●○○
OPERATE	●●○○
PROWL	●●○○
SHOOT	●○○○
TREAT	●○○○

⊕ Sharp	_____	●
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Objs: aCar, 4 buzzer drones, casualwear, knife, specs

### Abby

COAX	●●○○
DETECT	●●○○
FIGHT	●●○○
HACK	●○○○
MOVE	●●○○
OPERATE	●○○○
PROWL	●●○○
SHOOT	●○○○
TREAT	●○○○

⊕ Sexy	_____	●
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Objs: knife, red dress, specs

### Jo

COAX	●●○○
DETECT	●○○○
FIGHT	●●○○
HACK	●●○○
MOVE	●●○○
OPERATE	●○○○
PROWL	●●○○
SHOOT	●●○○
TREAT	●○○○

⊕ Low-key	_____	●
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Objs: casualwear, cellphone, Colt 2911, pen

## Object Pool

### aCar

⊕ automatic, linked, passengers, speels

### Briefcase

⊕ illegal, interface jammer

### Buzzer drone

⊕ cam, linked, mic, rotor-fan, sonar-imaging

### Casualwear

⊕ cam, comfortable, compartment, mic

### Cellphone

⊕ cam, encryption, linked, mic, sound

### Colt 2911

⊕ loud, powerful

### Knife

⊕ sharp, small

### Nice suit

⊕ cam, comfortable, compartment, mic

### Pen

⊕ syringe

### Red dress

⊕ distracting

### Specs

⊕ cam, display, gesture input, linked, mic, sound

# Threat: Dead Droppers

## Heavies

### Koffer

COAX	■ ■ ■ □ □
DETECT	■ ■ ■ □ □
FIGHT	■ □ □ □ □
HACK	■ ■ ■ □ □
MOVE	■ ■ □ □ □
OPERATE	■ ■ ■ ■ □
PROWL	■ ■ ■ □ □
SHOOT	■ □ □ □ □
TREAT	■ □ □ □ □

- + Logical \_\_\_\_\_ ● □ □
- + Clever \_\_\_\_\_ ● □ □
- + Paranoid \_\_\_\_\_ ● □ □
- + Precise \_\_\_\_\_ ● □ □
- + \_\_\_\_\_ \_\_\_\_\_ ● □ □

**Objects:** headjack, hauler, router patch, 10 spyder drones

### Divvy

COAX	■ ■ □ □ □
DETECT	■ ■ ■ □ □
FIGHT	■ ■ □ □ □
HACK	■ ■ □ □ □
MOVE	■ ■ □ □ □
OPERATE	■ ■ ■ ■ □
PROWL	■ ■ □ □ □
SHOOT	■ ■ ■ □ □
TREAT	■ □ □ □ □

- + Ace \_\_\_\_\_ ● □ □
- + Reflexive \_\_\_\_\_ ● □ □
- + Efficient \_\_\_\_\_ ● □ □
- + Impulsive \_\_\_\_\_ ● □ □
- + \_\_\_\_\_ \_\_\_\_\_ ● □ □

**Objects:** 10 buzzer drones, headjack, router patch

## Object Pool

### Buzzer drone

⊕ cam, gun, linked, mic, rotor-fan, thermal-imaging

### Hauler

⊕ armored, cargo, heavy, huge, linked, treads

### Headjack

⊕ cerebral input, cochlear splice, derma-linked, experimental, gesture input, nerve-linked, olfactory splice, optical splice, somatic splice

### Router patch

⊕ derma-linked, linked

### Spyder drone

⊕ adhesive legs, cam, compartment, linked, mic, robotic arm, small

# Threat: First!

## Heavies

### Wahid

COAX	●●●●○
DETECT	●●●●○
FIGHT	●●●●○
HACK	●●●●○
MOVE	●●●●○
OPERATE	●●●●○
PROWL	●●●●○
SHOOT	●●●●○
TREAT	●●●●○

- ⊕ Eager \_\_\_\_\_ ⊖
- ⊕ Protective \_\_\_\_\_ ⊖
- ⊕ Prepared \_\_\_\_\_ ⊖
- ⊕ Subtle \_\_\_\_\_ ⊖
- ⊕ \_\_\_\_\_ ⊖

Objs: nice suit, prototype specs, spyder drone

### Eins

COAX	●●●●○
DETECT	●●●●○
FIGHT	●●●●○
HACK	●●●●○
MOVE	●●●●○
OPERATE	●●●●○
PROWL	●●●●○
SHOOT	●●●●○
TREAT	●●●●○

- ⊕ Suave \_\_\_\_\_ ⊖
- ⊕ Observant \_\_\_\_\_ ⊖
- ⊕ Persistent \_\_\_\_\_ ⊖
- ⊕ Savvy \_\_\_\_\_ ⊖
- ⊕ \_\_\_\_\_ ⊖

Objs: nice suit, prototype specs

## Henchmen

### Ichi

COAX	●●●●○
DETECT	●●●●○
FIGHT	●●●●○
HACK	●●●●○
MOVE	●●●●○
OPERATE	●●●●○
PROWL	●●●●○
SHOOT	●●●●○
TREAT	●●●●○

- ⊕ Pretty \_\_\_\_\_ ⊖

Objs: bishōnen costume, cybears, prototype specs

### Yut

COAX	●○○○○
DETECT	●●●○○
FIGHT	●○○○○
HACK	●●●○○
MOVE	●●●○○
OPERATE	●●●○○
PROWL	●●●○○
SHOOT	●○○○○
TREAT	●○○○○

- ⊕ Obsessive \_\_\_\_\_ ⊖

Objs: cleansuit, prototype specs, spyder drone

### Uno

COAX	●●●●○
DETECT	●○○○○
FIGHT	●●●○○
HACK	●●●○○
MOVE	●●●○○
OPERATE	●○○○○
PROWL	●●●○○
SHOOT	●○○○○
TREAT	●○○○○

- ⊕ Smooth \_\_\_\_\_ ⊖

Objs: bishōnen costume, cybereyes, prototype specs

### Hana

COAX	●●●○○
DETECT	●●●○○
FIGHT	●●●○○
HACK	●●●○○
MOVE	●○○○○
OPERATE	●○○○○
PROWL	●●●○○
SHOOT	●●●○○
TREAT	●○○○○

- ⊕ Large \_\_\_\_\_ ⊖

Objs: Hardhead uniform, helmet

## Object Pool

### Bishōnen costume

- ⊕ distracting, fan service

### Cleansuit

- ⊕ replica

### Cybears

- ⊕ high-frequency, low-frequency, matched pair, mic, nerve-linked, sound

### Cybereyes

- ⊕ cam, display, infrared, matched pair, nerve-linked, thermal imaging

### Hardhead uniform

- ⊕ replica

### Helmet

- ⊕ cam, display, gesture input, impact armor, linked, mic, sound, stolen

### Nice suit

- ⊕ cam, comfortable, compartment, mic

### Prototype specs

- ⊕ cam, derma-linked, display, experimental, linked, mic, predictive gesture input, sound

### Spyder drone

- ⊕ adhesive legs, cam, linked, mic, small

# Threat: Grendell

## Heavy

### Grendell

COAX	● ○ ○ ○ ○
DETECT	● ● ● ○ ○
FIGHT	● ● ● ● ●
HACK	● ○ ○ ○ ○
MOVE	● ● ● ● ●
OPERATE	● ○ ○ ○ ○
PROWL	● ● ● ○ ○
SHOOT	● ● ○ ○ ○
TREAT	● ○ ○ ○ ○

■+ Strong	_____	●
■+ Tough	_____	●
■+ Fast	_____	●
■+ Brutal	_____	●
■+ _____	_____	●

**Objects:** cyberarms, cyberears, cybereyes, cyberlegs, reflex stimulators

## Objects

### Cyberarms

⊕ agile, claws, large, matched pair, nerve-linked, strong, tough

### Cyberears

⊕ high-frequency, matched pair, mic, nerve-linked, sound

### Cybereyes

⊕ cam, display, matched pair, nerve-linked, thermal-imaging

### Cyberlegs

⊕ agile, large, matched pair, nerve-linked, spring-loaded, strong, tough

### Reflex stimulators

⊕ nerve-linked, reflexive, quick

# Threat: Hardheads

## Heavies

### Overseer Baldwin

COAX	●●●●○
DETECT	●●●●○
FIGHT	●●●●○
HACK	●○○○○
MOVE	●●●●○
OPERATE	●○○○○
PROWL	●●●●○
SHOOT	●●●●○
TREAT	●●●●○

⊕ Harsh	_____	●
⊕ Loud	_____	●
⊕ Tactical	_____	●
⊕ Zealous	_____	●
⊕ _____	_____	●

Objects: barker pistol, kevlar vest, medkit, specs, stun baton

### Monitor Garcia

COAX	●●○○○
DETECT	●●●●○
FIGHT	●○○○○
HACK	●●●●○
MOVE	●●○○○
OPERATE	●●●●○
PROWL	●○○○○
SHOOT	●●●●○
TREAT	●○○○○

⊕ Intuitive	_____	●
⊕ Methodical	_____	●
⊕ Patient	_____	●
⊕ Trained	_____	●
⊕ _____	_____	●

Objects: specs, 5 buzzer drones, 5 griller drones

## Henchmen

### Rover Jones

COAX	●○○○○
DETECT	●●●●○
FIGHT	●●●●○
HACK	●○○○○
MOVE	●●●●○
OPERATE	●●●●○
PROWL	●●●●○
SHOOT	●●●●○
TREAT	●○○○○

⊕ Jumpy	_____	●
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Objs: Conway scooter, helmet, kevlar vest, stun baton

### Rover Williams

COAX	●●●●○
DETECT	●○○○○
FIGHT	●●●●○
HACK	●○○○○
MOVE	●●●●○
OPERATE	●●●●○
PROWL	●●●●○
SHOOT	●○○○○
TREAT	●○○○○

⊕ Large	_____	●
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Objs: Conway scooter, helmet, kevlar vest, stun baton

### Sentry Davis

COAX	●●●○○
DETECT	●●●●○
FIGHT	●●●●○
HACK	●○○○○
MOVE	●●●●○
OPERATE	●○○○○
PROWL	●○○○○
SHOOT	●●●●○
TREAT	●○○○○

⊕ Careful	_____	●
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Objs: barker pistol, Conway scooter, helmet, kevlar vest, stun baton

### Sentry Clark

COAX	●●●○○
DETECT	●●●●○
FIGHT	●○○○○
HACK	●○○○○
MOVE	●●●●○
OPERATE	●○○○○
PROWL	●●●●○
SHOOT	●●●●○
TREAT	●○○○○

⊕ Wiry	_____	●
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Objs: barker pistol, helmet, kevlar vest, stun baton

## Object Pool

### Barker pistol

⊕ linked, loud, powerful

### Buzzer drone

⊕ burst fire, cam, infrared, gun, linked, mic, rotor-fan, thermal imaging

### Conway scooter

⊕ automatic, cam, linked, magtrack, mic

### Griller drone

⊕ armored, burst fire, cam, gun, linked, mic, robot arm, treads

### Helmet

⊕ cam, display, gesture input, impact armor, linked, mic, sound

### Kevlar vest

⊕ ballistic armor, condition monitor, linked

### Medkit

⊕ bandages, linked, stims

### Specs

⊕ cam, display, gesture input, linked, mic, sound

### Stun baton

⊕ blunt, stunning