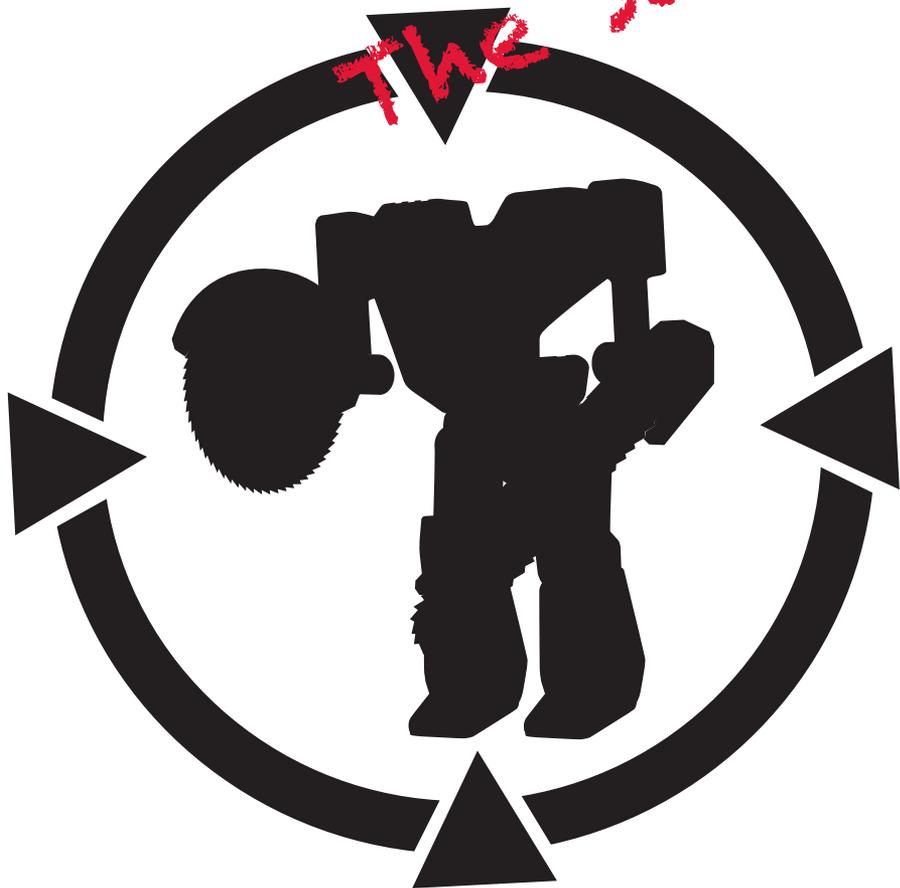


Martian Autonomist Union, Local 10-6

THE SIXTERS



A MECHNOIR TRANSMISSION

The “Martian Autonomist Union” Transmission is for use with the core rules found in *Technoir*, a high-tech, hard-boiled roleplaying game by Jeremy Keller and the Mechnoir Player’s Guide.

Visit TechnoirRPG.com for more information and downloads.

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TECHNOLOGY

The anarcho-communist Sixers know rigs better than anyone: former techs, builders and truckers, they used modded mining and construction rigs to overthrow their corporate bosses, then created TALLY, an Artificial Intelligence, to ensure work was shared fairly for a change. TALLY scores each Sixers's work and resource usage; programming changes are reviewed and voted on by the entire faction.

ENVIRONMENT

Most Sixer communes are deep underground to protect against radiation, nestled in extinct lava tubes and ancient caves, using nuclear reactors to keep the lights on and surface elevators running. Interiors are mostly quickcrete and iron, with sturdy bulkheads and tunnels hidden behind elaborate augmented reality overlays. Emptied gas pockets and mining tunnels serve as impromptu stadiums for the weekend fights.

SOCIETY

"10-6" is old slang for "busy": TALLY keeps folks honest, and honest work keeps everyone alive. Weekend fights, both unarmed and in rigs, help blow off steam and settle arguments, and ubiquitous Interface links let Sixers to flirt, vote, and gossip even while rigged up. A knack for making do with what ya got earns friends and keeps scores up: TALLY loves efficiency. Every Sixers's expected to be a rigger, a comrade, and a revolutionary: loafers, luddites, and lurkers don't last long.

[106 BY 106]

4	5	6
Redeye	Softy Heisler	UpgrayD
Shaky Pyramid	Signal Lost	Whistle Week
Exiles	Grinders	Hollers
Route 6	Sixer U	The Tsar
Brewteria	The Gusev Doozy	Rumble truck
The Kimes	Sol's Glory	The Underminers

CONNECTIONS

Cass Ali

Undefeated rig fighter, and don't you forget it. Loyal as hell, but hard to impress.

COAX	■□□□□	⊕ Ace	_____	⊖
DETECT	■□□□□	⊕ Cocky	_____	⊖
FIGHT	■●●●□	⊕ Relentless	_____	⊖
HACK	■●□□□	⊕ _____	_____	⊖
MOVE	■□□□□	⊕ _____	_____	⊖
OPERATE	■●●●●	Objects: duello suit, reflex stimulators, skulljack, arena warsaw		
PROWL	■●□□□	Favors: fence, ride, stable		
SHOOT	■□□□□			
TREAT	■□□□□			

Quen Ying

Promoter, bookie, and fight fixer, not that anyone's ever proved the last one.

COAX	■●●●□	⊕ Calculating	_____	⊖
DETECT	■□□□□	⊕ Generous	_____	⊖
FIGHT	■●□□□	⊕ Intimidating	_____	⊖
HACK	■●●□□	⊕ _____	_____	⊖
MOVE	■□□□□	⊕ _____	_____	⊖
OPERATE	■●□□□	Objects: stinger pistol, envirosuit, specs		
PROWL	■●□□□	Favors: date, shark, stable		
SHOOT	■□□□□			
TREAT	■□□□□			

Reapo

Splicer and organ dealer. Don't ask too many questions about the merchandise.

COAX	■●□□□	⊕ Practiced	_____	⊖
DETECT	■●●□□	⊕ Precise	_____	⊖
FIGHT	■●□□□	⊕ Sociopath	_____	⊖
HACK	■□□□□	⊕ _____	_____	⊖
MOVE	■□□□□	⊕ _____	_____	⊖
OPERATE	■●●□□	Objects: envirosuit, cybereyes, cyberhands		
PROWL	■●●□□	Favors: fix (external computing, implants, weapons), splice		
SHOOT	■□□□□			
TREAT	■□□□□			

CASS ALI'S LEADS

1d6	Un-connected	Connected
1	Quen Ying (connection)	Softy Heisler (connection)
2	Whistle Week (event)	Diesel Sweeties (event)
3	Grinders (faction)	Exiles (faction)
4	Sixer U (location)	Asshole (location)
5	SL-1 Special (object)	The Gusev Doozy (object)
6	Sol's Glory (threat)	Infaux Sec (threat)

QUEN YING'S LEADS

1d6	Un-connected	Connected
1	Redeye (connection)	Cass Ali (connection)
2	Shaky Pyramid (event)	Patch Day (event)
3	Bobs (faction)	Abacusses (faction)
4	Grue Country (location)	Grue Country (location)
5	The Gusev Doozy (object)	Rumble truck (object)
6	The Underminers (threat)	Carpenter's Raiders (threat)

REAPO'S LEADS

1d6	Un-connected	Connected
1	Cass Ali (connection)	UpgrayD (connection)
2	Signal Lost (event)	Cave-In (event)
3	Exiles (faction)	Hollers (faction)
4	Asshole (location)	Sixer U (location)
5	Kadmon Circuit (object)	Brewteria (object)
6	Carpenter's Raiders (threat)	The Kimes (threat)

Redeye

Slacker, hookup and hustler; hasn't slept in years, rumors say.

COAX	●○○○○	⊕ Gaunt	_____	⊖
DETECT	●●●○○	⊕ Manic	_____	⊖
FIGHT	●●●○○	⊕ Sharp	_____	⊖
HACK	●●●○○	⊕ _____	_____	⊖
MOVE	●○○○○	⊕ _____	_____	⊖
OPERATE	●○○○○	Objects: jaguar smg, trader's duds, cyberlungs, reflex stimulators		
PROWL	●●●○○	Favors: Deal, Fence, Fix		
SHOOT	●●●○○			
TREAT	●○○○○			

Softy Heisler

Retired rumbler and owner of the Endathaline pub, always a sucker for a sob story.

COAX	●●○○○	⊕ Compassionate	_____	⊖
DETECT	●●●○○	⊕ Massive	_____	⊖
FIGHT	●●○○○	⊕ Trusting	_____	⊖
HACK	●●○○○	⊕ _____	_____	⊖
MOVE	●●○○○	⊕ _____	_____	⊖
OPERATE	●●●○○	Objects: thumpin stick, trader's duds, cyberhand, "Ol Betsy" rumble truck		
PROWL	●○○○○	Favors: ride, shark		
SHOOT	●○○○○			
TREAT	●○○○○			

UpgrayD

Shy but inventive kid, the first Mars-born Sixer and a genius with implants.

COAX	●○○○○	⊕ Celebrity	_____	⊖
DETECT	●●●○○	⊕ Gawky	_____	⊖
FIGHT	●○○○○	⊕ Technical	_____	⊖
HACK	●●●○○	⊕ _____	_____	⊖
MOVE	●○○○○	⊕ _____	_____	⊖
OPERATE	●●○○○	Objects: trader's duds, headjack, "Nurse Jane" spider-doc drone		
PROWL	●○○○○	Favors: date, splice		
SHOOT	●○○○○			
TREAT	●●○○○			

REDEYE'S LEADS

1d6	Un-connected	Connected
1	Reapo (connection)	Quen Ying (connection)
2	Cave-In (event)	Whistle Week (event)
3	Canaries (faction)	Bobs (faction)
4	Route 6 (location)	Ironfields (location)
5	Brewteria (object)	Kuzma's Father (object)
6	Kaminsky's Legion (threat)	Sol's Glory (threat)

SOFTY HEISLER'S LEADS

1d6	Un-connected	Connected
1	UpgrayD (connection)	Reapo (connection)
2	Diesel Sweeties (event)	Signal Lost (event)
3	Hollers (faction)	Canaries (faction)
4	The Tsar (location)	Route 6 (location)
5	Kuzma's Father (object)	SL-1 Special (object)
6	The Kimes (threat)	Kaminsky's Legion (threat)

UPGRAYD'S LEADS

1d6	Un-connected	Connected
1	Softy Heisler(connection)	Redeye (connection)
2	Patch Day (event)	Shaky Pyramid (event)
3	Abacusses (faction)	Grinders (faction)
4	Ironfields (location)	The Tsar (location)
5	Rumble truck (object)	Kadmon Circuit (object)
6	Infax Sec (threat)	The Underminers (threat)

EVENTS

Cave-In

A lava tube collapses, breaching a commune and killing hundreds in an instant.

Diesel Sweeties

A well-liked Holler's beau gets exiled, and disappears the next day.

Patch Day

After months of debate, TALLY gets a massive rewiring, and promptly crashes.

Shaky Pyramid

A score-exploiting ponzi scheme falls apart, and half a commune's scores zero out.

Signal Lost

A team of experienced Canaries are found dead in their rigs, seemingly untouched.

Whistle Week

A week-long celebration of the Martian new year; time for fights, food, and booze!

FACTIONS

Abacusses

Programmers and politicians, always pushing for one patch or another for TALLY.

Bobs

Construction workers and architects, you can spot em by their swank living quarters.

Canaries

Explorers, miners, and prospectors; it's risky work, but survivors score big.

Exiles

Fools that let their score hit zero, kicked out until they bring something useful back.

Grinders

Fighters and tinkerers who splurge their score on upgraded cyberware and personal rigs.

Hollers

Rumble truck drivers, known for yakking it up on the long trips between communes.

LOCATIONS

Asshole

The Arsia Mons commune, where the revolution began, destroyed by The Chosen.

Grue Country

Maze-like complex of interconnected extinct lava tubes, kilometers below the surface.

Ironfields

MMORPG wildly popular with Sixer kids, especially 'cause most parents hate it.

Route 6

Well-travelled weeks-long convoy route from one end of Sixer territory to the other.

Sixer U

Modified Rumble truck used as a mobile school, rotates between habitats.

The Tsar

Defunct railgun. Launched cargo into orbit daily, til the revolution shut 'er down.

OBJECTS

Brewteria

Bacteria gene-hacked to convert biomass into godawful alcohol. Drinkable, barely.

⊕ bacteria, cheap, fermenter, hacked

The Gusev Doozy

Flawless diamond a meter across, in a crater three days away from the nearest commune.

⊕ huge, jewel, unique

Rumble truck

Massive long-haul transports, used in convoys for shipping between communes.

⊕ armored x2, cargo x2, heavy, huge, linked, plow, robot arms, slow, spheels

Kadmon Circuit

One-of-a-kind reflex stimulator set, shipped all the way from Earth.

⊕ degenerative, gesture input, nerve-linked, reflexive, turbo, unique

Kuzma's Father

Enough Orion Pathogen to kill three communes, disguised as a Rumble truck fuel tank.

⊕ canister, disguised, encrypted, large, linked, pathogen

SL-1 Special

Rig reactor with twice the output of standard models, when it's not exploding.

⊕ efficient, engine, experimental, powerful, unstable

THREATS

Carpenter's Raiders

Exile gang hijacking Rumble convoys.

Infaux Sec

The loyal opposition: master hackers tasked with exposing exploits in TALLY's code.

Kaminsky's Legion

Self-appointed rig patrol unit slash vigilante posse.

The Kimes

Extended family of cannibalistic gamblers, thieves, scammers, and smugglers.

Sol's Glory

Dojo of obsessive 3MA Grinders. (Martian Mixed Martial Arts: rigs and hand to hand)

The Underminers

Corporate agent provocateurs, sabotaging the Union by any means necessary.

Threat: Carpenter's Raiders

Heavies

Kilo Carpenter

COAX	●●●●○○	⚡+ Brutal	_____	○●
DETECT	●●○○○○	⚡+ Cunning	_____	○●●
FIGHT	●●●●○○	⚡+ Daring	_____	○●●
HACK	●○○○○○	⚡+ Terrifying	_____	○●●
MOVE	●●●●○○	⚡+ _____	_____	○●●
OPERATE	●●●●○○	Objects: handcannon,		
PROWL	●●●●○○	handcannon, raider control rig,		
SHOOT	●●●●○○	Kilo's warsaw rig		
TREAT	●○○○○○			

Awli

COAX	●○○○○○	⚡+ Accurate	_____	○●
DETECT	●●○○○○	⚡+ Quick	_____	○●●
FIGHT	●●○○○○	⚡+ Quiet	_____	○●●
HACK	●●●●○○	⚡+ Reckless	_____	○●●
MOVE	●●●●○○	⚡+ _____	_____	○●●
OPERATE	●●●●○○	Objects: handcannon, raider		
PROWL	●●●●○○	control rig, Awli's warsaw rig		
SHOOT	●●●●○○			
TREAT	●○○○○○			

Peel

COAX	●○○○○○	⚡+ Brutal	_____	○●
DETECT	●●○○○○	⚡+ Destructive	_____	○●●
FIGHT	●●●●○○	⚡+ Fearless	_____	○●●
HACK	●●○○○○	⚡+ _____	_____	○●●
MOVE	●●●●○○	⚡+ _____	_____	○●●
OPERATE	●●●●○○	Objects: wrecker blade, raider		
PROWL	●●●●○○	control rig, Peel's warsaw rig		
SHOOT	●○○○○○			
TREAT	●○○○○○			

Nailz

COAX	●○○○○○	⚡+ Nutz	_____	○●
DETECT	●●○○○○	⚡+ Nutz	_____	○●●
FIGHT	●●●●○○	⚡+ Nutz	_____	○●●
HACK	●●○○○○	⚡+ _____	_____	○●●
MOVE	●●●●○○	⚡+ _____	_____	○●●
OPERATE	●●●●○○	Objects: wrecker blade, raider		
PROWL	●○○○○○	control rig, Nailz' warsaw rig		
SHOOT	●●●●○○			
TREAT	●○○○○○			

Object Pool

Handcannon

⊕ armor-piercing, bayonet, explosive rounds, long-range, loud, powerful

Wrecker blade

⊕ deadly, large, sharp, two-handed

Raider control rig

⊕ cerebral input, derma-linked, display, guesture input, life support, makeshift armor, sound

Awli's Warsaw

⊕ armor, armor, articulate arms, cam, derma-linked, heavy, linked, mic, pulse laser, thermal dampeners
 ⊖ battered

Peel's Warsaw

⊕ armor, armor, articulate arms, cam, derma-linked, heavy, infrared, linked, mic, sonar imaging, spikes
 ⊖ leaky reactor

Kilo's Warsaw

⊕ armor, armor, articulate arms, cam, burst cannon, crane, derma-linked, heavy, linked, rail cannon, shovel
 ⊖ garish

Nailz' Warsaw

⊕ armor, armor, articulate arms, cam, derma-linked, heavy, linked, machine gun x4, mic, sawblades
 ⊖ cracked

Threat: Infaux Sec

Heavies

Parov

COAX	■ ■ ■ ■ □ □	⊕ Creative	_____	⊖ □ □
DETECT	■ ■ ■ ■ ■ ■	⊕ Experienced	_____	⊖ □ □
FIGHT	■ □ □ □ □ □	⊕ Obsessive	_____	⊖ □ □
HACK	■ ■ ■ ■ ■ ■	⊕ Paranoid	_____	⊖ □ □
MOVE	■ □ □ □ □ □	⊕ _____	_____	⊖ □ □
OPERATE	■ ■ □ □ □ □	Objects: goonades, sneaksuit,		
PROWL	■ ■ □ □ □ □	headjack, router patches		
SHOOT	■ □ □ □ □ □			
TREAT	■ □ □ □ □ □			

NENDN

COAX	■ □ □ □ □ □	⊕ Brilliant	_____	⊖ □ □
DETECT	■ ■ ■ ■ ■ □	⊕ Observant	_____	⊖ □ □
FIGHT	■ □ □ □ □ □	⊕ Perverse	_____	⊖ □ □
HACK	■ ■ ■ ■ ■ ■	⊕ Puppeteer	_____	⊖ □ □
MOVE	■ □ □ □ □ □	⊕ _____	_____	⊖ □ □
OPERATE	■ ■ ■ ■ ■ ■	Objects: jgoonade, sneaksuit,		
PROWL	■ ■ ■ ■ □ □	headjack, router patches, cherub		
SHOOT	■ □ □ □ □ □	buggy, glider drones		
TREAT	■ □ □ □ □ □			

Object Pool

Goonade

⊕ grenade, immobilizing, messy, non-lethal

Sneaksuit

⊕ chameleonskin, condition monitor, custom, derma-linked, life support, mic, thermal dampeners

Headjack

⊕ cerebral input, cochlear splice, derma-linked, encryption, firewall, gustatory splice, olfactory splice, optical splice, somatic splice

Router patch

⊕ derma-linked, encryption, flammable, firewall, linked

Cherub buggy

⊕ balloon-wheels, cam, display, fast, linked, passengers, solar-powered, stolen, transmitter

Glider drone

⊕ adhesive legs, delta-wing body, encryption, firewall, linked, mic, rotor-fan, silent, thermal imaging

Threat: Kaminsky's Legion

Heavies

Kaminsky

COAX	●●●●○○	⊕ Bold	_____	○
DETECT	●●●●○○	⊕ Loud	_____	○
FIGHT	●●●●○○	⊕ Vengeful	_____	○
HACK	●●●●○○	⊕ Violent	_____	○
MOVE	●○○○○○	⊕ _____	_____	○
OPERATE	●●●●○○	Objects: spike pistol, sixer suit,		
PROWL	●○○○○○	Kaminsky's truck		
SHOOT	●●●●○○			
TREAT	●○○○○○			

Cutter

COAX	●●○○○○	⊕ Eager	_____	○
DETECT	●●●●○○	⊕ Graceful	_____	○
FIGHT	●●●●○○	⊕ Intuitive	_____	○
HACK	●●○○○○	⊕ Vicious	_____	○
MOVE	●●●●○○	⊕ _____	_____	○
OPERATE	●●●●○○	Objects: spike pistol, reflex		
PROWL	●○○○○○	stimulators, sixer suit, Cutter's		
SHOOT	●○○○○○	warsaw rig		
TREAT	●○○○○○			

Ret

COAX	●○○○○○	⊕ Patient	_____	○
DETECT	●○○○○○	⊕ Relentless	_____	○
FIGHT	●●●●○○	⊕ Tough	_____	○
HACK	●●○○○○	⊕ _____	_____	○
MOVE	●●○○○○	⊕ _____	_____	○
OPERATE	●●●●○○	Objects: spike pistol, cyberarms,		
PROWL	●○○○○○	sixer suit, Ret's thatcher rig		
SHOOT	●●●●○○			
TREAT	●○○○○○			

Trin

COAX	●○○○○○	⊕ Accurate	_____	○
DETECT	●●○○○○	⊕ Precise	_____	○
FIGHT	●○○○○○	⊕ Trained	_____	○
HACK	●●○○○○	⊕ _____	_____	○
MOVE	●●○○○○	⊕ _____	_____	○
OPERATE	●●●●○○	Objects: spike pistol, cybereyes,		
PROWL	●○○○○○	sixer suit, Trin's warsaw rig		
SHOOT	●●●●○○			
TREAT	●○○○○○			

Object Pool

Spike pistol

⊕ armor-piercing, derma-linked, explosive rounds, long-range, scope

Reflex stimulators

⊕ gesture input, nerve-linked, quick, reflexive

Cyberarms

⊕ matched pair, nerve-linked, spring-loaded, strong

Cybereyes

⊕ infrared, matched pair, nerve-linked

Sixer suit

⊕ cerebral input, condition monitor, display, gesture input, life support, linked, sound, toolkit

Kaminsky's truck

⊕ armor, armor, cargo, heavy, huge, linked, machine gun, machine gun, plow, pod, pod, slow, speels

Cutter's Warsaw

⊕ armor, armor, articulate arms, cam, flamethrower, heavy, infrared, linked, mic, sawblades, sonar imaging, thermal imaging

Ret's Thatcher

⊕ armor, armor, burst cannon, cam, crane, heavy, huge, linked, long range rockets, mining drill, mic, missile battery, quad legs, shovel

Trin's Warsaw

⊕ armor, armor, articulate arms, burst cannon, cam, heavy, linked, machine gun, machine gun, mic, sawblades

Threat: The Kimes

Heavies

Big Tom

COAX	●●●●●●	⊕ Cruel	_____	⊖
DETECT	●○●○●○	⊕ Manipulative	_____	⊖
FIGHT	●●●●●○	⊕ Welcoming	_____	⊖
HACK	●●○●○●	⊕ Thoughtful	_____	⊖
MOVE	●●●●●○	⊕	_____	⊖
OPERATE	●●●●●○	Objects: cleaver, trader's duds,		
PROWL	●●●●●○	sealsuit, cybereye, "The Redsky"		
SHOOT	●○●○●○	rumble truck		
TREAT	●○●○●○			

Nanny

COAX	●●●○●○	⊕ Crafty	_____	⊖
DETECT	●○●○●○	⊕ Deadly	_____	⊖
FIGHT	●●●○●○	⊕ Polite	_____	⊖
HACK	●●●●●○	⊕ Predictive	_____	⊖
MOVE	●○●○●○	⊕	_____	⊖
OPERATE	●●●●●○	Objects: spike ring, sixer suit,		
PROWL	●●●●●○	"Yaga's Hut" thatcher rig		
SHOOT	●●●●●○			
TREAT	●●●○●○			

Nell

COAX	●●●○●○	⊕ Passionate	_____	⊖
DETECT	●○●○●○	⊕ Predatory	_____	⊖
FIGHT	●●●○●○	⊕ Patient	_____	⊖
HACK	●○●○●○	⊕	_____	⊖
MOVE	●○●○●○	⊕	_____	⊖
OPERATE	●●●●●○	Objects: smartspear, sixer suit,		
PROWL	●●●●●○	gazer transport		
SHOOT	●●●●●○			
TREAT	●○●○●○			

Reynard

COAX	●●●●●○	⊕ Agile	_____	⊖
DETECT	●○●○●○	⊕ Charming	_____	⊖
FIGHT	●●●○●○	⊕ Smooth	_____	⊖
HACK	●○●○●○	⊕	_____	⊖
MOVE	●●●●●○	⊕	_____	⊖
OPERATE	●●●●●○	Objects: spike ring, sixer suit,		
PROWL	●○●○●○	gazer transport		
SHOOT	●●●●●○			
TREAT	●●●○●○			

Object Pool

Cleaver

⊕ deadly

Smartspear

⊕ collapsable, deadly, derma-linked, reach, sharp

Spike ring

⊕ disguised, jewelry, small, stolen, syringe

Sixer suit

⊕ cerebral input, condition monitor, display, gesture input, life support, linked, sound, toolkit

Trader's duds

⊕ durable, impact armor, inconspicuous, pockets

Cybereye

⊕ cam, display, ggesture input, nerve-linked, ocular screen

"The Redsky" rumble truck

⊕ armor, armor, bar, dining room, heavy, huge, living quarters, meat locker, slow, speheels

"Yaga's Hut" Thatcher rig

⊕ armor, armor, armor, boosters, cam, heavy, huge, infrared, linked, mining drill, mic, quad legs, rail cannon, thermal dampeners, thermal imaging

Gazer dropship

⊕ armor, cam, hover, huge, linked, mic, pod, pulse laser, rotorfans, sonar imaging, thermal imaging, thermal dampeners, thrusters
 ⊖ stolen, battered, unlinked

Threat: Sol's Glory

Heavies

Revani

COAX	■ ■ ■ ■ □ □	⊕ Acrobatic	_____	□ □
DETECT	■ □ □ □ □ □	⊕ Creative	_____	□ □ □ □
FIGHT	■ ■ ■ ■ □ □	⊕ Inspiring	_____	□ □ □ □
HACK	■ □ □ □ □ □	⊕ Focused	_____	□ □ □ □
MOVE	■ ■ ■ ■ ■ ■	⊕ _____	_____	□ □ □ □
OPERATE	■ ■ ■ ■ □ □	Objects: batons, duello suit,		
PROWL	■ □ □ □ □ □	cybereyes, reflex stimulators,		
SHOOT	■ □ □ □ □ □	skulljack, arena warsaw rig		
TREAT	■ □ □ □ □ □			

Loup

COAX	■ ■ ■ ■ □ □	⊕ Experienced	_____	□ □
DETECT	■ □ □ □ □ □	⊕ Mesmerizing	_____	□ □
FIGHT	■ ■ ■ ■ ■ ■	⊕ Prepared	_____	□ □ □ □
HACK	■ □ □ □ □ □	⊕ Quick	_____	□ □ □ □
MOVE	■ ■ ■ ■ □ □	⊕ _____	_____	□ □ □ □
OPERATE	■ ■ ■ ■ □ □	Objects: bola, duello suit,		
PROWL	■ □ □ □ □ □	cybereyes, reflex stimulators,		
SHOOT	■ □ □ □ □ □	skulljack, arena warsaw rig		
TREAT	■ □ □ □ □ □			

Parr

COAX	■ ■ □ □ □ □	⊕ Balanced	_____	□ □
DETECT	■ ■ □ □ □ □	⊕ Evasive	_____	□ □ □ □
FIGHT	■ ■ ■ ■ □ □	⊕ Precise	_____	□ □ □ □
HACK	■ □ □ □ □ □	⊕ _____	_____	□ □ □ □
MOVE	■ ■ ■ ■ □ □	⊕ _____	_____	□ □ □ □
OPERATE	■ ■ ■ ■ □ □	Objects: batons, duello suit,		
PROWL	■ ■ □ □ □ □	cybereyes, reflex stimulators,		
SHOOT	■ □ □ □ □ □	skulljack, arena warsaw rig		
TREAT	■ □ □ □ □ □			

Sys

COAX	■ □ □ □ □ □	⊕ Calm	_____	□ □
DETECT	■ ■ □ □ □ □	⊕ Creative	_____	□ □ □ □
FIGHT	■ ■ ■ ■ □ □	⊕ Sneaky	_____	□ □ □ □
HACK	■ □ □ □ □ □	⊕ _____	_____	□ □ □ □
MOVE	■ ■ □ □ □ □	⊕ _____	_____	□ □ □ □
OPERATE	■ ■ ■ ■ □ □	Objects: smartrope, duello suit,		
PROWL	■ ■ ■ ■ □ □	cybereyes, reflex stimulators,		
SHOOT	■ □ □ □ □ □	skulljack, arena warsaw rig		
TREAT	■ □ □ □ □ □			

Object Pool

Bola

⊕ entangling, magnetic, thrown

Baton

⊕ blunt, dense

Smartrope

⊕ blunt, derma-linked, retractable cable

Cybereyes

⊕ cam, display, matched pair, nerve-linked, ocular screen

Reflex Stimulators

⊕ nerve-linked, reflexive, quick

Skulljack

⊕ cerebral input, derma-linked, encryption, firewall, impact armor, nerve-linked, somatic splice

Duello Suit

⊕ claws, derma-linked, impact armor, life support, light, strong

Arena Warsaw

⊕ armor, armor, articulate arms, cam, customized, heavy, linked, mic, pristine, sawblades

Threat: The Underminers

Heavies

Phil Kimby

COAX	●●●●●	⊕ Amoral	_____	⊖
DETECT	●○○○○	⊕ Charming	_____	⊖
FIGHT	●○○○○	⊕ Determined	_____	⊖
HACK	●●●●●	⊕ Trained	_____	⊖
MOVE	●○○○○	⊕	_____	⊖
OPERATE	●●●●●			
PROWL	●●○○○			
SHOOT	●●○○○			
TREAT	●○○○○			

Objects: stinger pistol, eveningwear, rig control suit, headjack, router patch, satchel charges, dancer rig

Carry

COAX	●○○○○	⊕ Ace	_____	⊖
DETECT	●●○○○	⊕ Predictive	_____	⊖
FIGHT	●●○○○	⊕ Savvy	_____	⊖
HACK	●●●●●	⊕ Strong	_____	⊖
MOVE	●○○○○	⊕	_____	⊖
OPERATE	●●●●●			
PROWL	●●●●●			
SHOOT	●○○○○			
TREAT	●○○○○			

Objects: eveningwear, rig control suit, cyberears, headjack, router patch, dancer rig, hive drones

Henchmen

Burr

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

⊕ Accurate _____ ⊖

Obj: stinger pistols, headjack

Graves

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

⊕ Pragmatic _____ ⊖

Obj: armcannons, eveningwear, headjack, router patch, satchel charge

Pall

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

⊕ Remorseless _____ ⊖

Obj: headjack, router patch, hive drones

Krau

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

⊕ Steady _____ ⊖

Obj: stinger pistol, eveningwear, satchel charges

Object Pool

Arm cannon

⊕ explosive rounds, implant, long-range, nerve-linked, powerful

Stinger pistol

⊕ silencer, small

Eveningwear

⊕ ballistic armor, chameleonskin, derma-linked, stylish, thermal dampeners

Rig Control Suit

⊕ cerebral input, display, exoskeleton, gesture input, life support, linked, sound, toolkit

Cyberears

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

Headjack

⊕ cerebral input, cochlear splice, derma-linked, encryption, experimental, firewall, gustatory splice, nerve-linked, olfactory splice, optical splice, somatic splice

Router patch

⊕ derma-linked, encryption, firewall, linked

Satchel charge

⊕ encrypted, explosive, linked, tiny

Hive drone

⊕ cam, explosive, linked, mic, rotor-fan, small

Dancer rig

⊕ armor, cam, boosters, infrared, linked, mic, ostrich legs, pulse laser, sonar imaging, stolen, thermal dampeners, thermal imaging