

Shiat al-Raj'a



A MECHNOIR TRANSMISSION

The “Shiat al-Raj’a” 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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2 Events	Breach	Golde Rush	Manna
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5 Objects	Trueglass	Hadith 2.0	Mihrab
6 Threats	Al-Raja’s Attendants	Coffins	Colby’s Crew

TECHNOLOGY

After endless assassination attempts on al-Raj'a on Earth, the Shiat arrived on Mars ready for war. They met little resistance on landfall, but the planet's harsh environment is proving a more serious threat than persecution on Earth ever was. Newly-built mining outposts are promising, but a shortage of knowledgeable technicians after ill-considered purges cripples the Shiat's ability to maintain what they've built.

ENVIRONMENT

The Shiat live in Melas Chasma, deepest point of the 4000km-long Valles Marinaris rift. Qutb Alcazar, fortress of the faithful and home of al-Raj'a (peace be upon her) perches on the canyon rim, linked to worker habitats below via pressurized high-speed rail lines. Fractal hardwood inlays and trueglass domes grace al-Raj'a's inner chambers and the grand mosque; common habitats are plain white except for calligraphic inscriptions in sacred hues.

SOCIETY

Despite their best efforts, Shiat survival depends on orbital drops: al-Raja's weekly broadcast ensures continued supplies from believers on Earth. Water and fuel caravans from outposts help, but rationing is a constant test of faith. Prayers five times a day, isolation from infidel media, hallucinogenic rewards for the devout, and regular public executions of apostates keeps dissent in check.

[106 BY 106]

4	5	6
Qutb Mahdi	Saladi Ayyub	Syn Rashid
Sacred Struggle	Redline	Shifting Sands
Strivers	Shirkers	Wide-eyes
Ibn Battutta	Qutb Alcazar	Reactor One
Roller	Sama-soma	Screamer
Golde's Entourage	The Last Word	Qaf Mountaineers

CONNECTIONS

Ifa Khamr

Black-market surgeon and personal procurer for al-Raj'a.

COAX	●●●●○	☒☒ Charming	_____	☒☒
DETECT	●●●○○	☒☒☒ Connected	_____	☒☒☒
FIGHT	●○○○○	☒☒☒ Ruthless	_____	☒☒☒
HACK	●●●○○	☒☒☒ _____	_____	☒☒☒
MOVE	●○○○○	☒☒☒ _____	_____	☒☒☒
OPERATE	●●●○○	Objects: cybereye, medkit		
PROWL	●○○○○	Favors: deal, fence, splice		
SHOOT	●○○○○			
TREAT	●●●●○			

Kay Ishiwara

Chain-smoking chief engineer, inventor, and armorer, former Sixer.

COAX	●○○○○	☒☒☒ Brilliant	_____	☒☒☒
DETECT	●●●○○	☒☒☒ Devout	_____	☒☒☒
FIGHT	●○○○○	☒☒☒ Overworked	_____	☒☒☒
HACK	●●●●○	☒☒☒ _____	_____	☒☒☒
MOVE	●●○○○	☒☒☒ _____	_____	☒☒☒
OPERATE	●●●○○	Objects: cyberarms, headjack, coyote rig		
PROWL	●○○○○	Favors: fix, stable		
SHOOT	●●○○○			
TREAT	●○○○○			

Lin Barrero

Former CFO of Saito International turned ostentatiously devoted Shiat.

COAX	●●●●○	☒☒☒ Calculating	_____	☒☒☒
DETECT	●●●○○	☒☒☒ Smooth	_____	☒☒☒
FIGHT	●●○○○	☒☒☒ Vain	_____	☒☒☒
HACK	●●○○○	☒☒☒ _____	_____	☒☒☒
MOVE	●●○○○	☒☒☒ _____	_____	☒☒☒
OPERATE	●●●○○	Objects: stinger pistol, headjack		
PROWL	●○○○○	Favors: shark, fix		
SHOOT	●○○○○			
TREAT	●○○○○			

IFA KHAMR'S LEADS

1d6	Un-connected	Connected
1	Lin Barrero (connection)	Kay Ishiwara(connection)
2	Shifting Sands (event)	Redline (event)
3	Wide-eyes (faction)	Attendants (faction)
4	Ibn Battutta (location)	Broadcast Studio (location)
5	Roller (object)	Screamer (object)
6	Colby's Crew (threat)	Al-Raja's Attendants (threat)

KAY ISHIWARA'S LEADS

1d6	Un-connected	Connected
1	Qutb Mahdi (connection)	Syn Rashid (connection)
2	Redline (event)	Manna (event)
3	Stargazers (faction)	Shirkers (faction)
4	Reactor One (location)	Bay Five (location)
5	Screamer (object)	Mihrab (object)
6	Golde's Entourage (threat)	Colby's Crew (threat)

LIN BARRERO'S LEADS

1d6	Un-connected	Connected
1	Saladi Ayyub (connection)	Ifa Khamr (connection)
2	Golde Rush (event)	Shifting Sands (event)
3	Attendants (faction)	Mountaineers (faction)
4	Qutb Alcazar (location)	Ibn Battutta (location)
5	Hadith 2.0 (object)	Sama-soma (object)
6	Coffins (threat)	Golde's Entourage (threat)

Qutb Mahdi Sofia al-Raj'a

Reincarnated prophet and infallible savior of humankind, peace be upon her.

COAX	●●●●●	⊕ Authoritative	_____	⊖
DETECT	●●●●○	⊕ Eloquent	_____	⊖
FIGHT	●○○○○	⊕ Manipulative	_____	⊖
HACK	●○○○○	⊕ Stunning	_____	⊖
MOVE	●●●○○	⊕ _____	_____	⊖
OPERATE	●○○○○			
PROWL	●●●○○	Objects: cyberskin, Hadith 2.0, headjack, screamer		
SHOOT	●●●○○	Favors: date, deal, shark		
TREAT	●○○○○			

Saladi Ayyub, Muezzin

Teen newscaster and vocalist, leads daily prayer five times a day.

COAX	●●●●○	⊕ Alluring	_____	⊖
DETECT	●●○○○	⊕ Ambitious	_____	⊖
FIGHT	●○○○○	⊕ Prodigy	_____	⊖
HACK	●○○○○	⊕ _____	_____	⊖
MOVE	●●●○○	⊕ _____	_____	⊖
OPERATE	●○○○○	Objects: cyberlarynx, headjack, screamer		
PROWL	●●●○○	Favors: date, fence		
SHOOT	●●○○○			
TREAT	●○○○○			

Syn Rashid, Elder of the Mountain

Al-Raja's strong right hand for years, dreaded by everyone else.

COAX	●●○○○	⊕ Brutal	_____	⊖
DETECT	●○○○○	⊕ Intimidating	_____	⊖
FIGHT	●●●○○	⊕ Zealout	_____	⊖
HACK	●○○○○	⊕ _____	_____	⊖
MOVE	●●○○○	⊕ _____	_____	⊖
OPERATE	●●●○○	Objects: headjack, screamer, trionfo rig		
PROWL	●●○○○	Favors: ride, stable		
SHOOT	●●○○○			
TREAT	●○○○○			

OUTB MAHDI'S LEADS

1d6	Un-connected	Connected
1	Syn Rashid (connection)	Lin Barrero (connection)
2	Sacred Struggle (event)	Breach (event)
3	Shirkers (faction)	Wide-eyes (faction)
4	Cairo Gardens (location)	Qutb Alcazar (location)
5	Sama-soma (object)	Trueglass (object)
6	Al-Raja's Attendants (threat)	The Last Word (threat)

SALADI AYYUB'S LEADS

1d6	Un-connected	Connected
1	Ifa Khamr (connection)	Qutb Mahdi (connection)
2	Manna (event)	Sacred Struggle (event)
3	Strivers (faction)	Stargazers (faction)
4	Broadcast Studio (location)	Cairo Gardens (location)
5	Trueglass (object)	Hadith 2.0 (object)
6	The Last Word (threat)	Qaf Mountaineers (threat)

SYN RASHID'S LEADS

1d6	Un-connected	Connected
1	Kay Ishiwara (connection)	Saladi Ayyub (connection)
2	Breach (event)	Golde Rush (event)
3	Mountaineers (faction)	Strivers (faction)
4	Bay Five (location)	Reactor One (location)
5	Mihrab (object)	Roller (object)
6	Qaf Mountaineers (threat)	Coffins (threat)

EVENTS

Breach

A rig smashes through the roof of the grand mosque during Friday services.

Golde Rush

Lunar mogul Samson Golde unexpectedly crash-lands 15km north of Qutb Alcazar.

Manna

Badly-needed supplies from Shiat on Earth rain into Melas Chasma.

Redline

Reactor One narrowly avoids a containment breach: accident or sabotage?

Sacred Struggle

Parties unknown hijack al-Raj'a's broadcast, replacing it with agonized screams.

Shifting Sands

Supply caravans from outlying outposts start vanishing without a trace.

FACTIONS

Attendants

Residents of Qutb Alcazar, mostly well-connected wealthy donors.

Mountaineers

Syn Rashid's fanatically loyal soldiers and enforcers, mostly mercenary veterans.

Shirkers

Unacknowledged but permitted minority who believe al-Raj'a is a goddess in human form.

Stargazers

Former UN scientific colony, forcibly annexed by the Shiat soon after landfall.

Strivers

Miners and builders of remote outposts, regularly isolated for weeks at a stretch.

Wide-eyes

Secret sect who have lost their faith in al-Raj'a, and want to depose her.

LOCATIONS

Bay Five

Growing hangar bay and repair shop, made of welded-together cargo drop pods.

Broadcast Studio

Fortified production suite at the top of Qutb Alcazar's highest minaret.

Cairo Gardens

Pyramidal greenhouses on Melas Chasma's floor, 11km below the canyon rim.

Ibn Battutta Station

One of several outlying methane/ice mines, a week's hard travel from the Qutb.

Qutb Alcazar

Fortress, mosque, and home of al-Raj'a, on the northern edge of Melas Chasma.

Reactor One

Qutb Alcazar's nuclear reactor, the Shiat's sole source of electricity.

OBJECTS

Hadith 2.0

Mic brooch recording al-Raj'a's every word for posterity.

⊕ derma-linked, editing suite, encrypted, high-capacity, mic, unique

Mihrab

Gyroscopic cockpit, allowing Shiat to face Mecca precisely during prayer.

⊕ cerebral input, derma-linked, display, gyroscopic, harness, life support, precise control, sound

Roller

Spherical water and methane transports, with a Mihrab inside the cargo bladder.

⊕ armored, cam, cargo, inflatable, linked, mihrab

Sama-soma

Al-Raj'a's concentrated breath, given as a reward for particularly devout service.

⊕ euphoric, hallucinogen, inhaler, synthetic

Screamer

Voice-modulating sonic weapon: a whisper is agonizing, shouts can shatter armor.

⊕ armor-piercing, cyberthroat, nerve-linked, painful, sonar imaging

Trueglass

Dense polymer calibrated to only pass sacred wavelengths of light through.

⊕ expensive, filter, radiation shield, window

THREATS

Al-Raja's Companions

Servants, bodyguards, and consorts, all previously famous or influential on earth.

Coffins

Inexperienced shock troops motivated with Sama-soma inhalers.

Colby's Crew

Supply caravaneers with a few jury-rigged surprises in case of raiders.

Golde's Entourage

Lunar mogul Samson Golde, and the best help a fortune can buy.

The Last Word

Mosque guardians and choir, with implanted senses under al-Raj'a's direct control.

Qaf Mountaineers

Rig strike team, favorites of Syn Raschid for public shows of force.

Threat: Al-Raja's Companions

Heavies

Azim, pilot

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

⊕ Attentive	_____	⊖	□
⊕ Attractive	_____	⊖	□
⊕ Practiced	_____	⊖	□
⊕ Smooth	_____	⊖	□
⊕ _____	_____	⊖	□

Objects: stinger pistol, flight suit, reflex stimulators, gazer transport

Elie, book-keeper

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

⊕ Accurate	_____	⊖	□
⊕ Calculating	_____	⊖	□
⊕ Fawning	_____	⊖	□
⊕ Obedient	_____	⊖	□
⊕ _____	_____	⊖	□

Objects: stinger pistol, attendant-wear, replay cybereyes, specs

Henchmen

Spino, fashion designer

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

⊕ Creative	_____	⊖	□
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Objs: attendantwear, tailor's cyberhands, specs

Lex, personal trainer

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

⊕ Fit	_____	⊖	□
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Objs: stinger pistol, attendant-wear, reflex stimulators

Quire, scholar

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

⊕ Intelligent	_____	⊖	□
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Objs: stinger pistol, attendant-wear, replay cybereyes

Saite, composer

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

⊕ Jealous	_____	⊖	□
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Objs: stinger pistol, attendant-wear, specs, spyder drone

Object Pool

Stinger pistol

⊕ cam, explosive rounds, linked, small, silencer

Attendantwear

⊕ ballistic armor, cam, condition monitor, expensive, linked, ornate

Flight Suit

⊕ condition monitor, display, emergency chute, gesture input, impact armor, life support, linked, sound, toolkit

Tailor's cyberhands

⊕ custom, dexterous, matched pair, ornate, scalpels, scissors, synthskin

Reflex Stimulators

⊕ nerve-linked, quick, reflexive

Replay cybereyes

⊕ cam, data storage, display, gesture input, linked, matched pair, nerve-linked, thermal imaging

Specs

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

Gazer transport

⊕ armor, burst cannon, cam, hover, huge, infrared, linked, luxurious, mic, mihrabs, pod, passengers, rotorfans, sonar imaging, thermal imaging, thrusters

Spyder drone

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

Threat: Coffins

Heavies

Trine

COAX	■ ■ ■ ■ □	⊕ Authoritative	Addict	■ ■ ■ ■ □
DETECT	■ ■ ■ ■ □	⊕ Hopeless	_____	■ ■ ■ ■ □
FIGHT	■ □ □ □ □	⊕ Survivor	_____	■ ■ ■ ■ □
HACK	■ □ □ □ □	⊕ _____	_____	■ ■ ■ ■ □
MOVE	■ ■ ■ ■ □	⊕ _____	_____	■ ■ ■ ■ □
OPERATE	■ ■ ■ ■ □	Objects: mihrab, sama-soma,		
PROWL	■ ■ ■ ■ □	sama-soma, sama-soma, coyote		
SHOOT	■ ■ ■ ■ □	rig		
TREAT	■ □ □ □ □			

Exo

COAX	■ ■ ■ ■ □	⊕ Dedicated	Addict	■ ■ ■ ■ □
DETECT	■ ■ ■ ■ □	⊕ Pollyanna	_____	■ ■ ■ ■ □
FIGHT	■ □ □ □ □	⊕ Precise	_____	■ ■ ■ ■ □
HACK	■ □ □ □ □	⊕ _____	_____	■ ■ ■ ■ □
MOVE	■ ■ ■ ■ □	⊕ _____	_____	■ ■ ■ ■ □
OPERATE	■ ■ ■ ■ □	Objects: jaguar smg, mihrab,		
PROWL	■ ■ ■ ■ □	sama-soma, coyote rig		
SHOOT	■ ■ ■ ■ □			
TREAT	■ □ □ □ □			

Chey

COAX	■ □ □ □ □	⊕ Obsessive	Addict	■ ■ ■ ■ □
DETECT	■ ■ ■ ■ □	⊕ Short	_____	■ ■ ■ ■ □
FIGHT	■ □ □ □ □	⊕ Twitchy	_____	■ ■ ■ ■ □
HACK	■ ■ ■ ■ □	⊕ _____	_____	■ ■ ■ ■ □
MOVE	■ □ □ □ □	⊕ _____	_____	■ ■ ■ ■ □
OPERATE	■ ■ ■ ■ □	Objects: crowbar, mihrab, sama-		
PROWL	■ ■ ■ ■ □	soma, coyote rig		
SHOOT	■ ■ ■ ■ □			
TREAT	■ □ □ □ □			

Pryor

COAX	■ ■ □ □ □	⊕ Clumsy	Addict	■ ■ ■ ■ □
DETECT	■ ■ ■ ■ □	⊕ Scared	_____	■ ■ ■ ■ □
FIGHT	■ ■ ■ ■ □	⊕ Tall	_____	■ ■ ■ ■ □
HACK	■ ■ ■ ■ □	⊕ _____	_____	■ ■ ■ ■ □
MOVE	■ ■ ■ ■ □	⊕ _____	_____	■ ■ ■ ■ □
OPERATE	■ ■ ■ ■ □	Objects: jaguar smg, mihrab,		
PROWL	■ ■ ■ ■ □	sama-soma, coyote rig		
SHOOT	■ □ □ □ □			
TREAT	■ □ □ □ □			

Object Pool

Jaguar smg

⊕ armor-piercing, burst fire

Crowbar

⊕ blunt

Mihrab

⊕ cerebral input, derma-linked, display, gyroscopic, harness, life support, precise control, sound

Sama-soma

⊕ euphoric, hallucinogen, inhaler, synthetic

Coyote 5F

⊕ armor, articulate arms, cam, fast, linked, machine gun, mic, pulse laser, quiet

Threat: Colby's Crew

Heavies

Colby

COAX	■●●●○	⊕ Clever	_____	○
DETECT	■●●●○	⊕ Confident	_____	○
FIGHT	■○●●○	⊕ Protective	_____	○
HACK	■●●●○	⊕ Technical	_____	○
MOVE	■○●●○	⊕ _____	_____	○
OPERATE	■●●●○	Objects: duster shotgun, work suit, colby II roller		
PROWL	■○●●○			
SHOOT	■●●●○			
TREAT	■●●●○			

Lil Colby

COAX	■●●●○	⊕ Bossy	_____	○
DETECT	■●●●○	⊕ Meticulous	_____	○
FIGHT	■●●●○	⊕ Sharp	_____	○
HACK	■●●●○	⊕ Spatial	_____	○
MOVE	■○●●○	⊕ _____	_____	○
OPERATE	■●●●○	Objects: duster shotgun, weapons, work suit, colby I roller		
PROWL	■○●●○			
SHOOT	■●●●○			
TREAT	■○●●○			

Henchmen

Wynn

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

⊕ Reckless _____ ○

Objs: jaguar smg, work suit, colby II roller

Erkins

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

⊕ Vengeful _____ ○

Objs: jaguar smg, work suit, colby I roller

Penty

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

⊕ Impatient _____ ○

Objs: jaguar smg, work suit, medkit, colby V roller

Harrock

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

⊕ Logical _____ ○

Objs: duster shotgun, work suit, colby V roller

Object Pool

Duster shotgun

⊕ linked, loud, scattershot

Jaguar smg

⊕ burst fire, cam, linked

Work suit

⊕ cam, display, impact armor, life support, linked, sound, toolkit

Medkit

⊕ bandages, linked, stims

Colby I roller

⊕ armored, cam, cargo, flamethrower, inflatable, linked, mihrab

Colby II roller

⊕ armored, cam, cargo, inflatable, linked, mihrab, spikes, shock absorbers

Colby V roller

⊕ armored, cam, cargo, inflatable, linked, mihrab, single-use missile battery

Threat: Golde's Entourage

Heavies

Samson Golde, mogul

COAX	●●●●●	⊕ Determined	_____	⊖	□□
DETECT	●●●●●	⊕ Intuitive	_____	⊖	□□
FIGHT	●●●●●	⊕ Savvy	_____	⊖	□□
HACK	●●●●●	⊕ Wealthy	_____	⊖	□□
MOVE	●●●●●	⊕	_____	⊖	□□
OPERATE	●●●●●				
PROWL	●●●●●				
SHOOT	●●●●●				
TREAT	●●●●●				

Objects: stinger pistol, xo survival suit, delilah (shared)

Jules, majordomo

COAX	●●●●●	⊕ Alert	_____	⊖	□□
DETECT	●●●●●	⊕ Deadly	_____	⊖	□□
FIGHT	●●●●●	⊕ Polite	_____	⊖	□□
HACK	●●●●●	⊕ Predictive	_____	⊖	□□
MOVE	●●●●●	⊕	_____	⊖	□□
OPERATE	●●●●●				
PROWL	●●●●●				
SHOOT	●●●●●				
TREAT	●●●●●				

Objects: jules' handcannon, xo survival suit, delilah (shared)

Henchmen

Etta, anthropologist

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

⊕ Polyglot _____ ⊖ □□

Objs: xo survival suit, minilab, medkit

Kale, lunar pioneer

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

⊕ Experienced _____ ⊖ □□

Objs: xo survival suit, cherub buggy

Nell, engineer

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

⊕ Creative _____ ⊖ □□

Objs: xo survival suit, multitool, cherub buggy

Wynne, legal attache

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

⊕ Precise _____ ⊖ □□

Objs: stinger pistol, xo survival suit, paperfront, spyder drone

Object Pool

Jules' handcannon

⊕ armor-piercing, explosive rounds, ivory grips, long-range, loud, powerful, scope

Stinger pistol

⊕ silenced, small

XO survival suit

⊕ ballistic armor, cerebral input, claws, condition monitor, display, emergency chute, impact armor, life-support, linked, refractive armor, retractable cable, sound, stylish, taser, toxin-filter, zero-g thrusters

Medkit

⊕ bandages, linked, stims

Minilab

⊕ data storage, display, laboratory, sensors, small

Multitool

⊕ small

Paperfront

⊕ data storage, display, e-ink, flimsy, linked, small

Cherub buggy

⊕ balloon-wheels, cam, cargo, display, light, fast, linked, modular, solar-powered, stolen

Delilah (Trionfo 33)

⊕ armor, armor, armor, articulate arms, cam, dual cockpit, gold-plated, heavy, huge, impact rockets, linked, mic, rail cannon, refractive-armor, stabilizers
⊖ Dented

Spyder drone

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

Threat: The Last Word

Heavies

Akiba

COAX	■●●●□□	⊕ Gifted	_____	□□
DETECT	■●●●□□	⊕ Intuitive	_____	□□
FIGHT	■●●●□□	⊕ Obedient	_____	□□
HACK	■□□□□□	⊕ Quick	_____	□□
MOVE	■□□□□□	⊕ _____	_____	□□
OPERATE	■□□□□□	Objects: screamer, robe, cybears,		
PROWL	■●●●□□	cybereyes, cyberlarynx		
SHOOT	■●●●□□			
TREAT	■□□□□□			

Alexi

COAX	■●□□□□	⊕ Attentive	_____	□□
DETECT	■●●●□□	⊕ Intense	_____	□□
FIGHT	■●●●□□	⊕ Relentless	_____	□□
HACK	■□□□□□	⊕ Quiet	_____	□□
MOVE	■□□□□□	⊕ _____	_____	□□
OPERATE	■□□□□□	Objects: screamer, robe, cybears,		
PROWL	■●●●□□	cybereyes, cyberlarynx		
SHOOT	■●●●□□			
TREAT	■□□□□□			

Henchmen

Aline

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

⊕ Soloist □□

Objs: screamer, robe, cybears, cybereyes, cyberlarynx

Anders

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

⊕ Patient □□

Objs: screamer, robe, cybears, cybereyes, cyberlarynx

Anto

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

⊕ Cunning □□

Objs: screamer, robe, cybears, cybereyes, cyberlarynx

Atevi

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

⊕ Cruel □□

Objs: screamer, robe, cybears, cybereyes, cyberlarynx

Object Pool

screamer

⊕ armor-piercing, cyberthroat, encrypted, linked, nerve-linked, painful, sonar imaging

robe

⊕ cam, condition monitor, encrypted, impact armor, linked, mic, ornate

cybears

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

cybereyes

⊕ cam, encrypted, implant, linked, matched pair, nerve-linked, thermal imaging

cyberlarynx

⊕ cerebral input, encrypted, mimic suite, linked

Threat: Qaf Mountaineers

Heavies

Usa

COAX	■ ■ ■ □ □	⊕ Cautious	_____	⊖ □ □
DETECT	■ ■ ■ □ □	⊕ Precise	_____	⊖ □ □
FIGHT	■ ■ □ □ □	⊕ Practiced	_____	⊖ □ □
HACK	■ ■ ■ □ □	⊕ Paranoid	_____	⊖ □ □
MOVE	■ □ □ □ □	⊕ _____	_____	⊖ □ □
OPERATE	■ ■ ■ ■ □	Objects: evac suit, mihrab, trionfo rig		
PROWL	■ ■ □ □ □			
SHOOT	■ ■ ■ □ □			
TREAT	■ □ □ □ □			

Raschid

COAX	■ ■ □ □ □	⊕ Clinical	_____	⊖ □ □
DETECT	■ ■ □ □ □	⊕ Ruthless	_____	⊖ □ □
FIGHT	■ ■ ■ □ □	⊕ Strong	_____	⊖ □ □
HACK	■ ■ □ □ □	⊕ Show-Off	_____	⊖ □ □
MOVE	■ ■ □ □ □	⊕ _____	_____	⊖ □ □
OPERATE	■ ■ ■ ■ □	Objects: evac suit, mihrab, trionfo rig		
PROWL	■ ■ □ □ □			
SHOOT	■ ■ ■ ■ □			
TREAT	■ □ □ □ □			

Jes

COAX	■ □ □ □ □	⊕ Ace	_____	⊖ □ □
DETECT	■ ■ ■ □ □	⊕ Aware	_____	⊖ □ □
FIGHT	■ □ □ □ □	⊕ Fearless	_____	⊖ □ □
HACK	■ ■ ■ □ □	⊕ _____	_____	⊖ □ □
MOVE	■ □ □ □ □	⊕ _____	_____	⊖ □ □
OPERATE	■ ■ ■ ■ □	Objects: flight suit, korida transport		
PROWL	■ ■ □ □ □			
SHOOT	■ ■ ■ □ □			
TREAT	■ □ □ □ □			

Ketch

COAX	■ ■ □ □ □	⊕ Accurate	_____	⊖ □ □
DETECT	■ □ □ □ □	⊕ Intuitive	_____	⊖ □ □
FIGHT	■ ■ □ □ □	⊕ Steady	_____	⊖ □ □
HACK	■ ■ □ □ □	⊕ _____	_____	⊖ □ □
MOVE	■ □ □ □ □	⊕ _____	_____	⊖ □ □
OPERATE	■ ■ ■ ■ □	Objects: evac suit, mihrab, coyote rig		
PROWL	■ ■ □ □ □			
SHOOT	■ ■ ■ □ □			
TREAT	■ □ □ □ □			

Object Pool

Evac Suit

⊕ condition monitor, life support, linked

Flight Suit

⊕ condition monitor, display, emergency chute, gesture input, impact armor, life support, linked, sound

Mihrab

⊕ cerebral input, derma-linked, display, gyroscopic, harness, life support, precise control, sound

Coyote 5F rig

⊕ armor, articulate arms, cam, fast, linked, machine gun, mic, quiet

Trionfo 33 rig

⊕ armor, armor, armor, articulate arms, burst cannon, cam, heavy, huge, impact rockets, linked, mic, missile battery, rail cannon, stabilizers

RT3 Korida transport

⊕ armor, armor, cam, cargo, heavy, hover, huge, linked, mic, pod, pod, rail cannon, thermal imaging, thrusters