

Sergeant in Motion

It was actually a member of your fire team who succeeded. Role play your praise of this grunt to earn a RiPP. The Game Chief plays the grunt.

“Sergeant Schlock took the shot just the teenciest hair of a second before I did, but I can tell it was his round that hit because I’m firing 10mm rounds and he’s using a plasgun.” —Lt. Chelle Diego-Garcia, Tagon’s Toughs

F 02

Karmageddon

**Upgraded Success!
Unfortunately, there must be
balance. The next player to roll
suffers a -5 penalty.**

“Sergeant Endrews is NOT using up all the luck.
He’s just faster than you are, so he’s getting to the
good luck first.” —Lieutenant Karl Tagon,
Celeschul Defense Services

Oiling the Well-Oiled Machine

You may not have written the book on this, but pictures of you could be used to illustrate that book. The fire team under your command gains a skill point related to what you just did.

*"I'm glad they're learning things from you. Now we just need a mission that depends on your team riding a mechanical bull while drunk."
—Major Alexia Murtaugh, Sanctum Adroit*

We Like You Better

The nearest PC's fire team saw that, and has decided you're awesome. They now have the Bonded fire team quality, but they're bonded to you and only you.

"I thought my team and I were tight, but when Lieutenant lantern-beak glided in, feathers fluffed out, all my grunts decided to follow the birdie." —Name withheld pending Sophont Resources review

F 05

A Thousand Kilos of Duckling

Your fire team really liked the way you did that, and gains the Bonded fire team quality.

*"Yes, I'm awesome. Now stop fawning and start returning fire." —Colonel Karl Tagon,
Continuance Ad-Hoc Brigade*

F 06

Let Me Show You How That's Done

A nearby PC is awarded 1 point in the skill you just used. If no other PC is present, give a skill point to your fire team. If you're alone, pat yourself on the back.

"I have never studied zero-gee ballet. I just pay attention when Lieutenant Pascoe does her thing."

—PFC Tadid V'Kli

So Good it Gets a Happy Dance

Gain a point in the skill you just used. Does success feel good? Be sure to let everybody know, in character, how good it feels. At the Game Chief's discretion, your Happy Dance may earn you a RiPP.

*"That dance is called 'the Roger Rabbit,' but the Fobott'r version is better than the original."
—Sgt. Specialist Liz Baker, Tagon's Toughs*

F 08

I've Been Working on My Swing

**Suddenly it clicks.
Gain a skill point. Anywhere.**

"You know how it is, right? You put a thousand rounds down range and suddenly you figure out what's been going wrong with your soufflé."
—Lt. Wednesday Wol, Int-Aff-Int Psyops

F 09

I Put the Round Hole in the Square Enemy

**Hold this card until you
dispatch an enemy. Then play
the card while saying a pithy
one-liner — the pithier, the
better — to earn a RiPP.**

*"It's like she's got two mags: one for ammo and
another for one-liners. And the one-liners hit harder."
—Commander Kevyn Andreyasn, Tagon's Toughs*

There is No Carrot

All the grunts are now very afraid of you. Your fire team gains a +3 bonus with combat rolls but it costs 2 RiPPs if you need Ablative Meat.

This effect lasts until the end of the current combat (or until the end of the next combat if you're not fighting right now).

"I'll give 110%, but if you want me to take bullets for you, you'll be paying me 200%."

—Captain John Der Trihs, CDSI

F 11

The Armor of Enthusiasm

**Success has made you a little
bit harder to hurt.**

**Hold this card. The next time
you suffer damage, play this
card to reduce the damage
to exactly 1 point.**

*"Eh. They were firing very small bullets."
—Machinist Karla Klingbo, Bristlecone*

F 12

No Such Thing as Overkill

Hold this card. You may play it later to inflict double damage or to gain a +5 bonus with a future roll of your choice.

“Lemme rephrase: the cost of expended ammo WILL come out of your paycheck if you attempt to fly using a plume of full-auto minigun rounds.”
—Commander Ellen “Elf” Foxworthy, Tagon’s Toughs

F 13

Oh. That's What Overkill Is.

Hold this card. Play it after your next successful attack. That attack hits 3 enemies at once and each of them suffers double damage.

After playing this card, you must spend 1 action to reload your weapon.

"Apparently the Clawhammer is NOT designed to discharge an entire mag in one pull. Can you help me find my fingers?" —QA Tech Eddie Benjamin, Blattco R&D

I'm Not Dead Yet

Hold this card. Play it on the the next player whose character dies. That character may then talk, and maybe push a button, until the end of this scene. The character dies at that time, but has ample opportunity until then to role play for a RiPP.

*"Wow, that hatch shut quickly! I'm glad your mouth is on *this* side of the door. Any last words?"*

—Sgt. Wulfgar Döblitz, European Separatist Front

Going Out Like a Hero

Each player picks one member of their fire team and then rolls 3d6. The player who rolls lowest watches that grunt die heroically. Their fire team also gains the Probie quality.

*"I wouldn't say your fire team is going off half-cocked. They're just, you know, missing a member."
—Lieutenant J.T. James, Agaf Armed Consulting*

No More Probie

Your fire team no longer has the Probie quality — because the new grunt finally figured stuff out. If your fire team doesn't have the Probie quality, this card has no effect.

"You are like an infant. You have no teeth and must be fed by those who can chew. Hence you are 'Barf-eater.' Don't feel bad. We all ate barf once." —Molar 1st Class Gasta P'trakka, Expat Kssth 11th Brigade

It's the Mileage

Some lives are easy, and some are like a hundred clicks of crater-pocked DMZ. Permanently lose 1 Health.

"When did o-dark-thirty turn into o-dark-creaky? Also, where's my sweater?" —Commodore Karl Tagon, Tagon's Toughs

There's a Bullet with Your Name on It

**Show this card to everyone,
then hang onto it. The next time
you're hit in combat you suffer
double damage. If you invoke
Ablative Meat for that hit,
the grunt automatically dies.**

*"The nice thing about this job is the security that comes
from knowing I'll be doing it for the rest of my life."
—Mechanized Infantry Sgt. Umberto Joaquin Bennett,
two weeks from retirement*

Rank Responsibilities

The next time your fire team is hit, you may take the hit for them. Obviously you cannot invoke Ablative Meat. If you survive, they gain the Bonded fire team quality. If you die, gain a RiPP and 10 skill points you can apply to your next character.

“The last time I saw this much respect on display we were saluting a casket.” —Cmdr. Aarikaida Kelitei

The First Thing to Go

The player character who most recently suffered damage in this scene loses 1 skill point of their choice. If no one has suffered damage yet in this scene, this happens to the next character who suffers damage.

*"I write everything down these days, but it only helps if I remember why I'm holding a pencil."
—Chief Gunther Thurl, Tagon's Toughs*

Impact Amnesia

The player character who most recently suffered damage in this scene loses a specialty. If no one has suffered damage yet, this happens to the next character who suffers damage. If either character has no specialty, this card has no effect.

“The problem isn’t that Rodrigo can’t sing well. He NEVER sang well. The problem is that now he thinks he’s really good at it.” —Ensign Buckwalter, Purp, UNS

Wasn't That Cured a Century Ago?

You've acquired a disease so rare everyone thought it was extinct. At the Game Chief's discretion, this disease may alter your skills by up to 3 points.

Medicine checks are required to diagnose this disease (TN 18), and to cure it (TN 21).

*"This? This is why you wash your hands after helping a Neophant extract an armor catheter."
—Doctor Edward Bunnigus, Tagon's Toughs*

 10

What Were We Doing Again?

**Maybe it was head trauma,
the flashing lights, or a nascent
tumor, but you've forgotten the
plan. Play it well to earn a RiPP.**

*"You do sound confused, but without a doctor's note
this condition will not qualify as plausible deniability."*

—Chief Gunther Thurl, Tagon's Toughs

I Can See Why You'd Switch Sides

A grunt that died as Ablative Meat actually survived — and joined the enemy. If this strains the fabric of reality too greatly, it can be the grunt's SO or evil twin instead.

*"Rodrigo! It's good to see you ag— Why are you pointing that at me?" —Chief Halan Rab,
Plan B Armed Response Associates*

They're Not Dead Until the Doctor Says They're Dead

The next enemy you dispatch is not actually dispatched, but instead escapes to trouble you again in the future.

*"Remind me where Uniocs keep their brains?
I want to make sure of something."
—Scion Daniel Strohl, Prodigal Heir Academy*

Shocked, Rattled, and Rolled

Lay this card in front of you. The next 2 skill checks you make are rolled with two dice, one of which is the Mayhem die. After rolling both these checks, discard this card.

“The Blattco Breaker Bar kicks like a mule in power armor. In Burst Fire mode you’ve made the mule angry and told it where you live.”
—Lieutenant Shodan, Tagon’s Toughs

01

Backfire

That worked... sort of. Your success is accompanied by a complementary negative result of the Game Chief's choice.

"Hmph. That's not how that was supposed to go.
What's the call-sign for the HazMat team?"
—PFC Aardman, UNS Morokweng



02

Say What?

Your fire team didn't hear you clearly. The Game Chief assigns them an activity that is not what you ordered.

*"Perfect toss! Now fish it out.
That's the incinerator, not the laundry bin."
—Cmdr. Kevyn Andreyasn, Tagon's Toughs*



03

Friendly Fire

**That was sloppy.
In combat, your target and an
ally both suffer damage.
Outside combat, whatever you
did should have been done
further from everyone else...**

*"Yes, you DO owe me a drink. Also, another 100 hours
of range time." —Corporal Gunther Thurl,
Celeschul Defense Services*



04

Toxic Workplace

**Some environmental factor
is grinding you down.
All party actions suffer
a -3 penalty until another
Mayhem card is played.**

*“Gunny, you’re off the cooking roster. I don’t know
WHAT we did to you, but we are EVEN.” —Master
Sergeant Miki Magalyuk, Icewall Armed Response*



05

No, This is My Trap

Roll Stealth (TN 15).

If you succeed, all players may take 1 action before the enemy.

If you fail, all enemies act before your team can do anything else.

"Are you humming spy music while approaching the hatch? Because if you are, the enemy will have to get in line behind me to put holes in you."

—Major Alexia Murtaugh, Sanctum Adroit



Don't Everybody Stop at Once

Your fire team loses their next combat action. Maybe they're all reloading. Perhaps they're just admiring your work.

"Corporal McConger says there's a donut truck around the corner. We'll reload while we're eating."

—Sgt. Schlock, Tagon's Toughs



07

These Colors Smell Loud

Whether it was muzzle flash, a spark, something on-screen, or the smell of a freshly-cooked combatant, a character of the GC's choice just developed synaesthesia for the rest of the scene. Smells have color. Colors have sound. Sounds have smells. And vision? It's all over the map. The victim may play it up to earn a RiPP.

*"Is something on fire? I think I hear lasagna."
—Bob 'Half-Mag' Balder, from the infirmary*



08

You Have Exactly Half a Chance

**Pass this card to the next
player to act. Their skill check
is now a 50 / 50 coin toss.**

*"Maybe next time use a coin that hasn't had all the
'heads' used up?" —Captain Kaff Tagon, Tagon's Toughs*



09

Give One to the Team

Choose a skill or specialty. Remove 1 point from that skill or lose that specialty. Your fire team gains 1 skill point.

"I'm spending LOTS of time training, sir. Specifically, I'm training THEM." —Lt. Shore PiBald, Tagon's Toughs

I Saw This in a Movie Once

Your success goes to your head. You must attempt something crazy with your next action. The Game Chief is the arbiter of crazy. If this action succeeds, huzzah! If it fails, you lose a point in the skill you're using. Either way, play it up to earn a RiPP.

*"Douse yourself with this. Next time, try a bit more caution and a bit less setting yourself on fire."
—Doctor Edward Bunnigus, Tagon's Toughs*



11

Best Concussion Ever

The player character who most recently suffered damage in this scene may transfer 1 skill point from any one skill to any other skill.

“It rang my bell pretty hard. Now I get the shakes when I’m using a scattergun but I’m a steady dead-eye with a pistol. I guess I came out ahead.

What’s your name again?”

—Foretooth Xiitura Kass, Expat Kssth 202nd Brigade

All Evidence to the Contrary

You absolutely trust an NPC. They'd never betray you or hurt you. Convince the Game Chief you believe this for a RiPP.

Good thing your fellow mercenaries have clear heads. Unless another rule says otherwise, they do not automatically trust this NPC and may speak up accordingly.

"Just look at that soft, hairless face... No carapace to hide behind... I tell you, that smooth, smiling human couldn't possibly lie to us." —Captain Breenogafalla

13

A Bit Premature

**Something you've been
planning gets started early.**

*"Cry havoc and let slip the— NO, WAIT! Not yet!
That wasn't the signal!" —Captain Landon,
UNS Embassy Security, Jumpstar Prime*

You Can't Unsee That

You were so successful that you've developed an aversion to the focus of your action.

If the action was an attack, inflict double damage and gain an aversion to the mess left behind afterward.

This aversion is permanent.

"It's not food poisoning, it's PTSD. Just push the mousse where I can't see it and I'll be fine."

—Corporal McConger, Tagon's Toughs

One of You Dodged the Bullet

Success! Now give this card to the Game Chief. He will play it on the next player who acts. This player must draw a Mayhem Card but may play up the resulting chaos to earn a RiPP (if the card already offers this chance, they may play it up for a second RiPP).

*"I saw it coming, so I jumped out of the way.
I didn't know you were standing behind me."*

—Sgt. Schlock, Tagon's Toughs

Perambulatory Catastrophe

You may increase 2 skills by 1 point each. However, for the rest of this session or until 5 more Mayhem cards are drawn (whichever comes first), all players' Mayhem dice trigger when tied for the highest number.

*"Yeah, the light plays nicely against your heroic pose, but that's because everything around you keeps catching on fire." —Lieutenant Rodney Bliss,
Hypernode Corps of Volunteers*

A Bit Too Inspiring

Upgraded Success! You were so successful that you inspire the nearest two fire teams to seize the initiative in a manner of the Game Chief's choosing. In combat this could mean charging recklessly forward. In the engineering bay it could mean recklessly modifying something important.

"Our lawyer's stirring opening arguments are not an invitation for the whole company to start mouthing off at the judge." —Colonel Drake Pranger, Pranger's Bangers

Who's the New Guy?

Your fire team gains a grunt, as well as the Probie quality — which is not much of a gain because all other team qualities are lost. There are some choice words for just how new this grunt is, but those words are not on this card.

“We’re not tripping over our own feet, sir. We’re tripping over the *probie’s* feet. They’re EVERYWHERE. Are you sure he’s a biped?” —Corporal Gangshee Quol, Pranger’s Bangers

Everybody Saw That

Nice work. You made it look easy. The next skill check made by EVERY player character and fire team gains a +3 bonus... but only if they're trying to do exactly what you just did.

“...and suddenly everybody was dancing on the table. The XO was *not* amused, and the mess chief wouldn't serve me for two weeks straight.”
—Pvt. Mkumba, Neophant Cav, UNS

Overly Ambitious

Pick a member of your fire team, or a named grunt not on any team. They're so eager for promotion, they're always the first one to suffer damage, Ablative Meat-style, in any encounter during this session.

"Corporal, your combat bonus doesn't go up every time you're under fire. And it drops to zero if you die."

—Chief Gunther Thurl, Tagon's Toughs



08

Karmapocalypse

Upgraded Success! Sadly, the universe demands payment. Give this card to the Game Chief. The very next enemy action is automatically an Upgraded Success. Yes, this inflicts double damage if it happens in combat.

*"We hit them so hard the universe shook and the return fire came from the Eye of God."
—2nd Ock Jun-Ron Fabbir, Othlin Assault Corps*

Born Unlucky

Pick a named grunt. As long as they live they may be used as Ablative Meat without anyone spending a RiPP, provided the party role plays it well.

*"Sometimes a bullet has your name on it. Sometimes every bullet has your name on it." —Homicide Detective
1st Class Daani Rowland, Sanctum Adroit*

10

Think Fast, Act Faster

You've just realized that something bad is going to happen if you and/or the party don't do something quickly. Real-time quickly.

"Guys, guys, guys! The Game Chief is counting down on his fingers!" — Specialist Stevedore Jackson, playing the Planet Mercenary RPG

But Will You Take a Bullet for Me?

Hold this card. Hand it to another player when you're hit but before you suffer damage. That player's character suffers this damage for you. If they're lucky their armor might be enough. If not, well, hopefully they have a RiPP to spend on Ablative Meat.

"I'm only using you for cover because you're bigger than I am. Also, I don't like you as much as I like myself." —PFC Aardman, Tagon's Toughs

Now Stick the Landing

**That was awesome.
Unfortunately, you have to do it
again and it's harder this time.
Roll the same check with a
TN 2 higher than last time, or
things are going to get bad, fast.**

"Brilliant work, Corporal. Now try it again with the cameras connected." —Tech Specialist Gary "Hypernet" Henson, Hypernode Corps of Volunteers

Pennies From Heaven

The next NPC you interact with has a wonderful gift for you. This might get weird if your next interaction with an NPC is in combat. Play it up to earn a RiPP.

"This bogie just threw his carbine and his wallet to me. Did one of you tell him it's my birthday?"
—Materiel Specialist Jason Williams, Five Finger Acquisitions and Arbitration

No, THIS is My Hole Card

Hold this card. Play it during your next Negotiate check to gain a +5 bonus with that roll. You must be the one negotiating to gain this bonus.

“When we hand you secret blackmail data, it’s SECRET. Hide it in your chassis and act natural. Or mechanical.

But don’t broadcast it. Because SECRET.”

—Captain Oso, The Peligro Cuidados

Consummate Professional

You're all going to learn from this moment. Hold this card. When you complete the mission (meeting at least one objective), play this card. Each PC gains 1 additional skill point.

"I don't do risk assessment so I can be safe. I do it so I know what I'm risking." —Allen Tagon, Dept of Power and Life Support, Xandarosa

I'm the Best

Success! It'll seem even better soon. Boast impressively about what you just did to earn a RiPP.

*"The only reason I can't do that a second time is that I'm too awesome to repeat myself." —Rookie Mologai
"Barf-eater" Chandless, Expat Kssth 11nd Brigade*

That Wasn't on My Resumé?

Gain 1 point in a skill you don't already have. Use that skill at the earliest possible opportunity to earn a RiPP.

"Is there anything else you're not telling me you're good at? I'm not raising your pay... I just want to know."

—Admiral Chu, CINC-LEO, UNS

We Didn't Think That Was Survivable

You may spend a RiPP to bring back one grunt lost as Ablative Meat. If your explanation of his or her return is good enough, you can earn the RiPP back.

"This is why we scrape everything into the cryokit. Welcome back, Jackson." —Sgt. Specialist Sh'vikko

Call Your Shot

Play this card on the next player who makes an attack. That player must call their shot and roll against a TN 2 higher than normal. With success that character gains 1 skill point. With failure the player may gracefully recoup to earn a RiPP.

"It's pretty simple, really. I'm going to thrust this end toward the enemy." —Explordinance Specialist Hralpho Shu, Pranger's Bangers

Light at the End of the Tunnel

The Game Chief offers a clue to help with the current mission. Also, you gain 1 point in the skill you just used.

"I have a really good feeling about having a bad feeling about this." —Karla Klingbo, Celeschul Defense Services Intelligence

That's Coming Out of Our Pay

You'd probably be making more money if you hadn't just broken / burned / disintegrated / killed / eaten that. But you did it successfully, so go you!

"That feeling you get when you realize the burning thing costs more than you make in a year?

Yeah... I'm getting it right now."

—Officer Ben Argent, Sanctum Adroit

Let's Settle This Like Adults

The next conflict is resolved with a series of contested skill checks of the Game Chief's choice. The Company immediately gains 1 Resources AND 1 Reputation if no shots are fired during this conflict.

"I like the sound of no gunfire but I wish we'd had more time to practice this dance number." —Captain Landon, U.N.S. Embassy Security, Jumpstar Prime

¥ 10

Meta Happy Dance

Upgraded Success! Do your happy dance. If it's good enough, you're off the hook for bringing snacks to the next game session. Okay, you can earn a RiPP, too.

*"It's not your dancing. It's that none of us agree with you when you say that Cheetos are a pizza topping."
—Mike Barbeau, playing the Planet Mercenary RPG*

★ 01

Dirty Laundry

**Embarrassing information
is now in the wind.
Lose 1 Reputation.**

*"The next time you shoot yourself in the foot, please
make sure yours is the only foot in the line of fire."*

—Colonel Menendez, Sanctum Adroit

★ 02

Closet Full of Skeletons

**How DID you manage that?
This isn't just embarrassing,
it's downright damaging.
Lose 2 Reputation.**

"I signed my name to the Councilor's corpse because assassination is an art. Why is everybody mad at me?"

*—Name withheld pending execution of
option on movie rights*

Yup. Standing Right Behind You.

Say something privately about your Captain. Except it's not private at all. Make it good to earn a RiPP.

"ATTENTION! Everyone in the mess hall is now subject to a mandatory non-disclosure agreement stating that WE WILL NEVER SPEAK OF THIS AGAIN."

—Major Alexia Murtaugh, Sanctum Adroit

Somebody Just Earned a Nickname

They won't let you forget this. Another player may now assign your character a nickname based on recent events. If you already have a really good nickname, you may assign one to another player. Or their character. Whatever.

"Everybody thinks Ed is some kind of blade-swinging maniac, but he's not. We call him 'Butcher' because of what he did to 'Tainted Love' in the Kieschegaard Karaoke bar." —Col. Jorge Defendi, UNS

★ 05

Any Publicity is Good Publicity

Word is getting out about you. Hold this card. When you complete a mission objective, play this card to gain 1 Resources OR 1 Reputation, at the Game Chief's discretion.

"Yeah, the whole precinct was covered in blood AND on fire, and at that moment a news-drone swept in for some glamour shots." —Captain Landon, JSCI

Spin Control

The Company's reputation just became your personal mission. You'll do everything you can to make the Company look good. At the end of this session the Company's Reputation increases by 1 for each RiPP you still have (max. +5 Reputation).

*"That was broken before we got here. Gimme a moment so I can come up with some pictures to prove it."
—Exec. Officer Kab Spangler, Femme Federale Security*

Can I Be Your Wingman?

Choose a player at the table. You will now go out of your way to help them, up to and including offering yourself as Ablative Meat.

*"Okay, yes. I probably *would* take a bullet for you, but only because you're AWESOME."*

—Master Sgt. "Rhino" Ron Damico, CDS

You Can Be MY Wingman

Choose a player at the table. They will now go out of their way to help you. This effect lasts until the end of this session.

*"I'm not asking you to take a bullet for me. I'm just asking you to stay close and stand between me and that thing with the guns."
—Lieutenant Ellen "Elf" Foxworthy, Tagon's Toughs*

★ 09

Oh Captain, My Captain

Hold this card. The next time you suffer damage and the Captain is present, play this card and the Captain suffers the damage for you instead.

"Everybody expects your graveside service to feature a 'minimum safe distance' sign."

—Lieutenant Commander Shodan, Tagon's Toughs

★ 10

Introductions Are In Order

The next time you encounter a new NPC, you may introduce the Captain as extravagantly as possible to earn a RiPP.

*"The assonance was nice but don't use 'scourge of the scurvy scamperskate' next time. That's not even a thing."
—Captain Mallory Scot, Icewall Armed Response*



01

Reload

You must spend 1 action to reload your weapon. If you grab another weapon to use instead, you find that it, too, must be reloaded.

"For the last time, if you drink the last of the s'milk, do NOT put the empty jug back in the cooler."

—UNS Ambassador Breya Andreyasn



Buy Cheap, Pay Twice

The equipment you're using breaks. Until it's repaired with an appropriate check (TN 12), all rolls with it suffer a -5 penalty. This is why you carry a spare. You carry a spare... Right?

"That is not a spare. That is the replacement for my backup, and it is MINE."

—Commander Kevyn Andreyasn, Tagon's Toughs



03

They're BOTH Broken?

The Game Chief may secretly choose one piece of equipment owned by any player character and not currently in use, and grant it Failure Prone.

"The newbie 'helped' with inventory. I'm afraid she touched everything." —Materiel Specialist Madison Randall, Tornado Girls Disaster Response



04

It's Working Better Now

Your weapon gains Hyper Accurate until the end of this combat. If this card is drawn outside combat, you gain a +5 bonus with whatever tool you're currently using until the end of this session.

*"I think the barrel trues up when it's warm.
Is that a thing that happens?"*

—Cmdr. Ebbirnoth, Tagon's Toughs



Baling Wire and Brass Ball Bearings

You may make an Engineering check (TN 10). With success, the weapon you're using gains an upgrade for the rest of this combat. Outside combat, you may choose which weapon to upgrade, and this upgrade lasts until the end of the next combat. After this time, the weapon is destroyed. Play up the mod and loss to earn a RiPP.

"This battlefield is now performance art. I'm calling it 'Swan Song of the Shurikannon.'" —Ob'enn Munitions Commander Aladi, Sword of the Open Book



06

Hey! These Might Be Compatible.

You may immediately make an Engineering check (TN 12). With success, your weapon gains 1 upgrade at no cost. As always, this check can trigger Mayhem.

“Oh, this old thing? I just kept dropping it until it started shooting straight.”
—Jr. Engineer Espee Mur, Kronq’s Crushers



07

I Guess They're Not Compatible

You may be abusing this thing. Make an Engineering check (TN 16). With failure, your primary weapon loses an upgrade or gains Failure Prone (your choice if it has an upgrade to lose).

"The quartermaster can't help with this one, son. You need to call the chaplain, and give that Phubar the burial it deserves."

—Captain Weekso "Kronq" Tenbor, Kronq's Crushers



08

Overtaxing the Materiel

A weapon you're using (your choice if there's more than one) gains Failure Prone.

If you aren't using any weapons, mark a tool you're using on your sheet. Any time all the dice roll a 3, 2, or 1 when you're using this tool, it breaks and cannot be repaired.

"It doesn't look broken but trust me, it's broken. It's, like, *ninja* broken. You won't see the problem until it stabs you in the neck."

—Gunnery Sgt. Brent "Hotcakes" McClellan, UNS



Reverse the Polarity

Your successful skill check does the opposite of what you intended. So, it's not really a success. Good roll, though. Maybe you can blame this on the equipment.

*"He nailed my aid kit and it sprayed bandages on everybody. Still, it was a good shot."
—Sr. Medic Engalls, Pranger's Bangers*

Fire the Quartermaster

Every weapon currently in use gains either Failure Prone or Reload Intensive (Game Chief's choice). This can be remedied with a successful Engineering check (TN 17) or, you know, a replacement.

*"This goober-gun jams like a Fobott'r drummer.
At least it's not sleeping on my couch."
—Sgt. Gunther Thurl, Oatmeal Peacekeepers*



01

This Reminds Me of That One Time

You're reminded strongly of an event from your past — so strongly that you're compelled to tell a story instead of doing whatever you're supposed to be doing. Lose your next action but make the story sing to earn a RiPP.

*"My grandfather tells a story about how he burst the XO's eye with hot brass. He's the reason all our ammo is now caseless."
—Ock-lead Tabbil Stentith, Othlin Assault Corps*



02

Let Me Correct Your Form

Immediately play this card on the next player who makes a skill check. Tell them how to do it better to earn a RiPP and grant them a +2 bonus.

“Are you suggesting that I’m using too much Boomex? Because that’s crazy talk. ‘Too much’ and ‘Boomex’ only work in the same sentence if the words ‘unsolicited advice about’ go between them.”
—Lt. Shore Pibald, Tagon’s Toughs



03

Xenophobic Linguistics

Exult in your success by saying something inappropriate about another species of sophont present. Then apologize. Do both well to earn a RiPP. Earn 2 RiPPs if your apology is sincere but sounds even worse.

"Hey, some of my favorite non-machines have fatty gristle for brains!"

—Ennesby, HV-1 AI, Tagon's Toughs



04

Curse of the Silver Tongue

Hold this card. Play it when you try to talk the rest of the party into a stupid plan. Do so convincingly and earn a RiPP. Non-combat skill checks prompted by your plan are made with a +1 bonus.

"Let's just say 'terminal optimism.' I don't have a better explanation for how everybody ended up on that hill."

—Colonel Jaksmouth, UNS



05

Trustworthy, Loyal, and Unconvincing

Immediately make a Negotiate check (TN 15) to convince the nearest player character that you're still on their side. Failure means they're permanently suspicious of you. Present your case passionately to earn a RiPP.

"It's not that I don't trust you. It's that I want to hear a plan from somebody I know is on OUR side."

—Admiral Chu, CINC-LEO, UNS



06

We Are Being Jammed!

Comms are down. Until the end of the scene, player characters may only communicate when they are in line of sight with each other.

“They didn’t just jam us. They forced us to listen to Fob-Twang karaoke. I almost — *almost* — took off my helmet.” —Lt. John Der Trihs, Celeschul Defense Services



07

Cut the Chatter

In the next round, all players must secretly write their action(s) down and pass them to the Game Chief.

*"I SAID 'WOW YOU CAN REALLY FEEL THE BASS.'"
—Tech Specialist Holt, Hypernode Corps of Volunteers*



08

It's All About the Shouting

**Well done! That was inspiring.
Your next fire team order
automatically succeeds, unless
you give them an order like
"cure poverty" or "find God."**

*"I said 'concentrate your fire,' not 'everybody put your rounds into the same ten-ring.' Not complaining though. Not if you can keep concentrating fire that way."
—Cmdr Shodan, Tagon's Toughs*



09

Gun Shy

You're convinced that your favorite weapon has a malfunction. You're afraid to use it until you make a successful Mechanic check on it (TN 18). Until then, you can ONLY fire if another player talks you into firing. Good speeches earn RiPPs. Just not for you.

"But what if I pull the trigger and white-hot death doesn't come out? What then? Who will do a Happy Dance then?" —Sgt. Schlock, Tagon's Toughs



10

Your Saint Crispin's Day Moment

Give a motivational speech to your fire team, the other players, or the entire Company. Your audience gains a +1 bonus with all skill checks for the next 2 rounds. Earn a RiPP if it's a stirring speech. Earn a RiPP and a point in the Inspire skill if you can work in Saint Crispin.

"They came here to die for a cause. Let's be that cause, because, um... BECAUSE!" —name withheld until next of kin have been notified

A Big Bag of Premonitions

Each player draws a Mayhem card, looks at it, and places it face down in front of them. The next time a player rolls Mayhem, they use the card that's face down in front of the player to their right. After that, all face down Mayhem cards are discarded.

"If you really want me to believe you saw that coming you should've told me about it two minutes ago.

Now quit gloating and help me find my foot."

—PFC Edgar 'Hop' Yarrow

No, Look. It Worked Perfectly!

Hold this card. When the player to your right fails a skill check, you may role play a flashback sequence explaining why their skill check was actually an Upgraded Success. This replaces the previous failure. (The Game Chief may overrule you if you say something like "and now we win the game.")

"Remember to shout 'FIRE IN THE HOLE' before you cut that wire." —Lt. Shore Pibald, Tagon's Toughs

These Things Come in Threes

You know how they say things come in threes? Well, this is the first one. Now draw 2 more Mayhem cards. Resolve these cards separately, in the order you prefer.

"It's not that bad things come in threes. It's that most people can't keep more than three things in their head at once. Imagine the disaster if we could count to seven, or fifteen." —Captain Kevyn Andreyasn, Ret.

Hail to the Chief

The Game Chief draws 4 more Mayhem cards and chooses one to resolve on you. The Game Chief holds the other 3 cards and may play each of them anytime Mayhem is triggered, in place of a normal card draw. Any unused cards are discarded at the end of the session.

*“‘Nuclear Party Foul’ has a nice ring to it.”
—Commander Kevyn Andreyasn, Tagon’s Toughs*

Open to Interpretation

Draw 2 more Mayhem cards and pass them to the Game Chief, who will combine and interpret their results in a fashion of his or her choosing. You and the other players can offer your thoughts as well.

“And that’s how an attempt at a hot sandwich ended up cooking off all the ammo in Depot Charlie.”

—Blade 2nd Class Gondrow Chenph

Several Possible Futures

Each player must draw a Mayhem card and show it to the Game Chief, who then decides which card to resolve. The unused cards are discarded.

"I'm not saying it was a good day. I'm just saying that I've got a vivid imagination, and the day could have been a lot worse." —Teves Sonjack, civilian consultant

The Tiger, or the Other Tiger

The player to your left draws 2 Mayhem cards and selects 1 for you to resolve. This card may only be negated by the Game Chief. The unused card is discarded.

*"I'd rather be alive for reasons *other* than an unbroken streak of really good luck."*

—Sergeant Specialist Liz Baker, Tagon's Toughs

History Repeats Itself

Fish through the discard pile for a Mayhem card you like. Resolve that card. The GC will now count down from 10. You have until the count of 0 to pick your card.

*"If you're going to repeat history, don't just repeat the bits that were written by the winners. Repeat the bits that the winners wrote about themselves."
—General Karl Tagon, Adjunct, CDS Officers Academy*

Don't You Remember I Planned for This?

Hold this card. The next time you fail a skill check, you may play this card to role play a flashback sequence explaining why the skill check was actually an Upgraded Success. This replaces the previous failure. (The Game Chief may overrule you if you say something like "and now we win the game.")

"Of course I missed his head. I've been kiting him toward that steam pipe so I could shoot THAT and wreck his day." —Lieutenant Shore Pibald, Tagon's Toughs

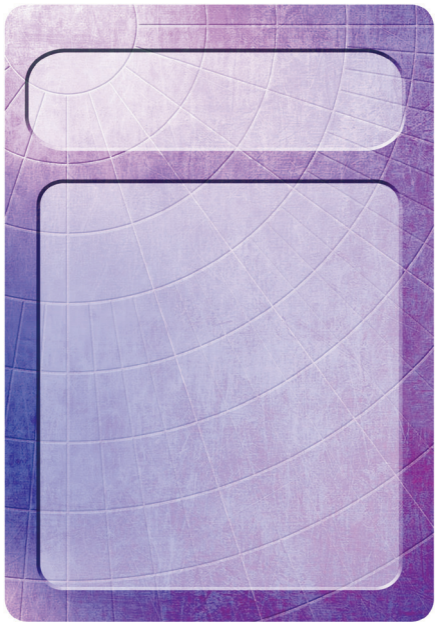
⚡ 10

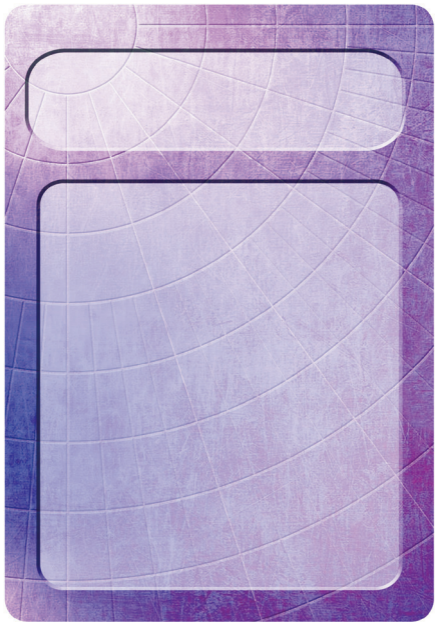
The Universe DOES have a Reset Button

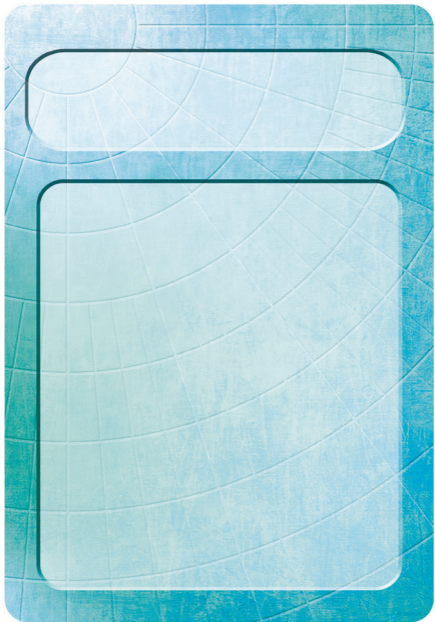
**Shuffle all the Mayhem cards,
including discarded AND held
cards, back into the deck.
This cannot be negated but you
may nominate one player to
spend 1 RiPP to keep 1 card.**

*"There is no such thing as 'peak luck.' Luck is an
inexhausti— Oh... It looks like we just hit peak luck."*

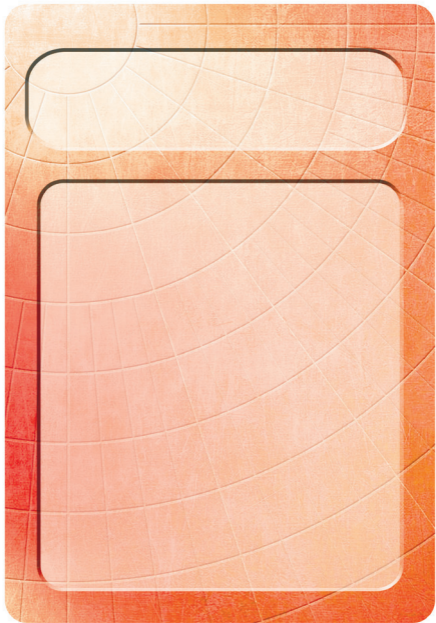
*—4th-Degree Gavariance Susan Bleuel, Gavcorps
Diversity Engineering Institute*

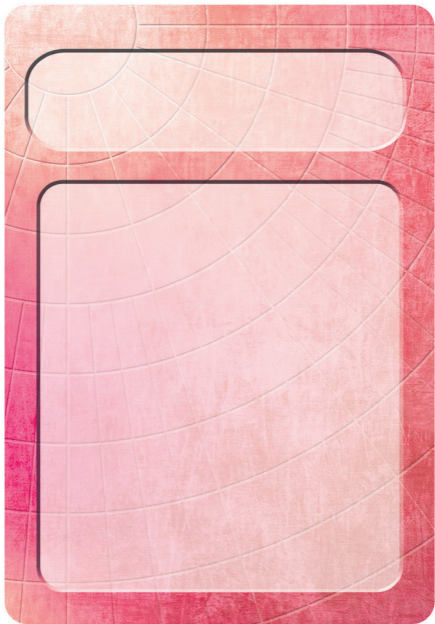












MAKING

© 2013
LIFE

© 2013
LIFE