

TWIN CITIES METROPLEX



A
technor
TRANSMISSION

The Twin Cities Metroplex 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 for more information and downloads.

CREDITS

WRITING, DESIGN, LAYOUT

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3 Factions	Archangels of S. Paul	Cybertronic Sys.	Daedalus Innovation
4 Locations	Daedalus Arcology	Light Rail Terminal	Mpls Skyway System
5 Objects	The Bag	Cyberbody	The Device
6 Threats	Angry Citizens	Bleeding Razors	Renegade Cyborgs



TECHNOLOGY

It wasn't much of a leap for the Minnesota to go from the forefront of medical devices—heartvalves, pacemakers, stents—to become the leading pioneer of cybertechnology in the United States. The twin cities of Minneapolis and Saint Paul are now the primary destinations for those who want to get spliced into some new hardware. Daedalus Innovation was the new megacorporate entity that emerged from the explosion.

ENVIRONMENT

The upper midwest has seen some of the harshest winters over the past several years. It all but killed the independent and organic farms in the state. Daedalus built an arcology to keep their employees and facilities protected from the elements in one massive, self-contained monolith in Minneapolis. Those left outside have become tougher, harder.

SOCIETY

Last year, Daedalus Innovation laid off 80% of its workforce. Its completely robotic manufacturing facility and proprietary software do the work now. The sparsely populated arcology is being rennovated as a giant pleasure palace for the obscenely rich. Meanwhile the jobless masses out in the streets are growing fearful and getting desperate.

[1D6 by 1D6]

4	5	6
Dok Petrov	Pen Re	Arma Winn
The Hennepin Riots	Sawyer Rose Incident	Twister
Free Farmers	Project Rejuvination	Siamese Syndicate
Nordeast Safehouse	Pig's Eye Tavern	Uptown Market
Pulsecore Alpha	Tanser	Windrider 33
SecTec Complex Tm.	Syndicate Assassins	WolfStrike One

CONNECTIONS

Adrienne Chao

The heiress to the Siamese Syndicate.

COAX	●●●●○	■+ Deadly	_____	⊖
DETECT	●●○●○	■+ Clever	_____	⊖
FIGHT	●●●●○	■+ Ruthless	_____	⊖
HACK	●●○●○	■+ Fast	_____	⊖
MOVE	●●○●○	■+ _____	_____	⊖
OPERATE	●○●○●○			
PROWL	●●●●○	Objects: knife, headjack, switchblade cycle		
SHOOT	●●○●○	Favors: date, shark		
TREAT	●○●○●○			

January Jade

A smuggler and gun dealer in Lowertown Saint Paul.

COAX	●●●●○	■+ Suave	_____	⊖
DETECT	●○●○●○	■+ Fast	_____	⊖
FIGHT	●○●○●○	■+ Sneaky	_____	⊖
HACK	●●○●○	■+ _____	_____	⊖
MOVE	●●○●○			
OPERATE	●●○●○	Objects: stinger pistol, duster shotgun, hauler, specs		
PROWL	●●●●○	Favors: deal, fix (armor, guns, weapons)		
SHOOT	●●○●○			
TREAT	●○●○●○			

Kallico North

A local singer hitting it big on the Interface.

COAX	●●●●○	■+ Passionate	_____	⊖
DETECT	●●●●○	■+ Musical	_____	⊖
FIGHT	●○●○●○	■+ Sexy	_____	⊖
HACK	●●○●○	■+ _____	_____	⊖
MOVE	●●○●○			
OPERATE	●●○●○	Objects: specs, aCar		
PROWL	●●○●○	Favors: date, ride		
SHOOT	●○●○●○			
TREAT	●○●○●○			



Adrienne Chao's Leads

1d6	Un-connected	Connected
1	Arma Winn (connection)	Kallico North (connection)
2	Corporate Takeover (event)	The Hennepin Riots (event)
3	Archangels of Saint Paul (faction)	The Siamese Syndicate (faction)
4	Northeast Safehouse (location)	Daedalus Arcology (location)
5	Tanser (object)	The Bag (object)
6	Bleeding Razors (threat)	SecTec Complex Team (threat)

January Jade's Leads

1d6	Un-connected	Connected
1	Pen Re (connection)	Doc Petrov (connection)
2	Twister (event)	The Anti-Nano March (event)
3	Cybertronic Systems (faction)	Archangels of Saint Paul (faction)
4	Light Rail Terminal (location)	Northeast Safehouse (location)
5	Cyberbody (object)	The Device (object)
6	WolfStrike One (threat)	Angry Citizens (threat)

Kallico North's Leads

1d6	Un-connected	Connected
1	Doc Petrov (connection)	Adrienne Chao (connection)
2	The Hennepin Riots (event)	The Sawyer Rose Incident (event)
3	Free Farmers (faction)	The Siamese Syndicate (faction)
4	Uptown Market (location)	Pig's Eye Tavern (location)
5	The Bag (object)	Windrider 33 (object)
6	Syndicate Assassins (threat)	Bleeding Razors (threat)

Dok Petrov

A cyber-surgeon with a bodyshop in the Minneapolis skyway.

COAX	●●○○○○	■+ Knowledgeable	_____	⊖
DETECT	●●○○○○	■+ Practiced	_____	⊖
FIGHT	●○○○○○	■+ Calm	_____	⊖
HACK	●●○○○○	■+ _____	_____	⊖
MOVE	●○○○○○			
OPERATE	●●○○○○	Objects: cyberarm, cybereye, headjack		
PROWL	●●○○○○	Favors: fix (cybernetics), splice		
SHOOT	●●○○○○			
TREAT	●●●●○○			

Pen Re

A cybernetics engineer working on a classified project.

COAX	●●●○○○	■+ Analytical	_____	⊖
DETECT	●●●○○○	■+ Knowledgeable	_____	⊖
FIGHT	●○○○○○	■+ Personable	_____	⊖
HACK	●●○○○○	■+ _____	_____	⊖
MOVE	●○○○○○			
OPERATE	●●●○○○	Objects: specs		
PROWL	●○○○○○	Favors: date, splice		
SHOOT	●○○○○○			
TREAT	●●●○○○			

Arma Winn

Owner of AllPawn in East St. Paul.

COAX	●●●○○○	■+ Charming	_____	⊖
DETECT	●●●○○○	■+ Quick	_____	⊖
FIGHT	●○○○○○	■+ Fearless	_____	⊖
HACK	●●○○○○	■+ _____	_____	⊖
MOVE	●○○○○○			
OPERATE	●●○○○○	Objects: kevlar vest, barker pistol, specs, goblin		
PROWL	●●○○○○	Favors: fence, ride, shark		
SHOOT	●●●○○○			
TREAT	●○○○○○			



Dok Petrov's Leads

1d6	Un-connected	Connected
1	January Jade (connection)	Pen Re (connection)
2	The Anti-Nano March (event)	Twister (event)
3	Daedalus Innovation (faction)	Cybertronic Systems (faction)
4	Uptown Market (location)	Mpls Skyway System (location)
5	Pulsecore Alpha (object)	The Device (object)
6	Renegade Cyborgs (threat)	Syndicate Assassins (threat)

Pen Re's Leads

1d6	Un-connected	Connected
1	Arma Winn (connection)	Adrienne Chao (connection)
2	Corporate Takeover (event)	The Big Blizzard (event)
3	Daedalus Innovation (faction)	Project Rejuvenation (faction)
4	Pig's Eye Tavern (location)	Mpls Skyway System (location)
5	Cyberbody (object)	Pulsecore Alpha (object)
6	SecTec Complex Team (threat)	Renegade Cyborgs (threat)

Arma Winn's Leads

1d6	Un-connected	Connected
1	Kallico North (connection)	January Jade (connection)
2	The Sawyer Rose Incident (event)	The Big Blizzard (event)
3	Project Rejuvenation (faction)	Free Farmers (faction)
4	Light Rail Terminal (location)	Daedalus Arcology (location)
5	Windrider 33 (object)	Tanser (object)
6	Angry Citizens (threat)	WolfStrike One (threat)

EVENTS

The Anti-Nano March

Protests against new nanotechnology legislation at the state capital.

The Big Blizzard

An overnight storm with high winds and record snowfall.

Corporate Takeover

Daedalus Innovation buys out corporate giant 3M.

The Hennepin Riots

Recently unemployed rise up in downtown, looting shops and setting fire to buildings.

The Sawyer Rose Incident

A riverboat unexplainably sinks into the Mississippi River.

Twister

A tornado touches down in the metro area.

FACTIONS

Archangels of Saint Paul

A militant religious organization looking to cure the city of its sins.

Cybertronic Systems

A medical technology startup competing directly with Daedalus Innovation.

Daedalus Innovation

The largest corporation based in the Twin Cities Metroplex.

Free Farmers

A nomadic commune of renegade farmers.

Project Rejuvenation

An ecological action group watching and protesting corporate activities.

The Siamese Syndicate

Organized crime family prevalent throughout the Midwest.



LOCATIONS

Daedalus Arcology

Once corporate habitat reworked into an opulent palace for Daedalus executives.

Light Rail Terminal

One of the many platforms used to access the Metro Light Rail System.

Minneapolis Skyway System

Enclosed corridors bridging downtown buildings with an array of shops and services.

Northeast Safehouse

A dilapidated urban abode, perfect for hiding out.

Pig's Eye Tavern

A seedy bar with low-life regulars in Saint Paul.

Uptown Market

Street vendors and shady commerce packing the avenues of South Minneapolis.

OBJECTS

The Bag

A suitcase full of cash.

⊕ fingerprints, linked, stolen

Cyberbody

A fully articulated humanoid drone.

⊕ articulate, cam, experimental, infrared, linked, mic, sonar-imaging

The Device

A bomb, active when implanted in the base of the skull.

⊕ condition monitor, explosive, linked, nerve-linked

Pulsecore Alpha

A revolutionary artificial heart prototype.

⊕ condition monitor, experimental, linked, nerve-linked, prototype

Tanser

An armored, four-speel drive vehicle used to transport VIPs.

⊕ armored, heavy, linked, passengers, speels

Windrider 33

A helicopter transporting black-market organs.

⊕ armored, cargo, linked, passengers, rotor-fans



THREATS

Angry Citizens

An inflamed uprising of ordinary people.

Bleeding Razors

A bike gang out of North Minneapolis.

Renegade Cyborgs

Military-spec cyborgs escaped from a top-secret testing ground.

SecTec Complex Team

Private security assigned to guard and patrol corporate facilities.

Syndicate Assassins

A deadly team of covert killers.

WolfStrike One

A contracted SWAT team, specializing in raid and rescue scenarios.



Threat: Angry Citizens

Heavies

Cathryn, rabble rouser

COAX	●●●●○	⊕ Loud	_____	⊖
DETECT	●●○●○	⊕ Bossy	_____	⊖
FIGHT	●●○●○	⊕ Spatial	_____	⊖
HACK	●○●○●	⊕ Clever	_____	⊖
MOVE	●●●●○	⊕ _____	_____	⊖
OPERATE	●●○●○			
PROWL	●●●●○			
SHOOT	●●●●○			
TREAT	●●○●○			

Objects: stinger pistol, specs

Tom, bruiser

COAX	●●○●○	⊕ Strong	_____	⊖
DETECT	●●○●○	⊕ Tough	_____	⊖
FIGHT	●●●●○	⊕ Quiet	_____	⊖
HACK	●●○●○	⊕ Threatening	_____	⊖
MOVE	●●●●○	⊕ _____	_____	⊖
OPERATE	○●○●○			
PROWL	●●●●○			
SHOOT	●●●●○			
TREAT	○●○●○			

Objects: duster, specs

Object Pool

Duster shotgun

⊕ loud, scattershot

Stinger pistol

⊕ small

Baseball bat

⊕ blunt

Knife

⊕ sharp, small

Stone

⊕ blunt, thrown

Specks

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

Medkit

⊕ bandages, linked, stims

Henchmen

Henry, protester

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

⊕ Dedicated _____ ⊖

Objs: specs

Luger, punk

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

⊕ Angry _____ ⊖

Objs: knife, specs

Sally, doctor

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

⊕ Attentive _____ ⊖

Objs: specs, medkit

Mike, loudmouth

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

⊕ Loud _____ ⊖

Objs: specs

Threat: Bleeding Razors

Heavies

Trillio, gangleader

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

■+ Confident	_____	■-
■+ Fast	_____	■-
■+ Spatial	_____	■-
■+ Clever	_____	■-
■+ _____	_____	■-

Objects: stinger pistol, duster shotgun, cybereyes, switchblade cycle

Veda, razorgirl

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

■+ Sexy	_____	■-
■+ Reflexive	_____	■-
■+ Agile	_____	■-
■+ Sneaky	_____	■-
■+ _____	_____	■-

Objects: knife, cyberarms, cybereyes, reflex stimulators

Henchmen

Welksy, biker

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

■+ Fast	_____	■-
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Objs: stinger pistol, reflex stimulators, switchblade cycle, specs

Zip, gunboy

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

■+ Angry	_____	■-
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Objs: stinger pistol, jaguar smg, duster shotgun, cybereyes

Jarul, stitch

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

■+ Steady	_____	■-
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Objs: stinger pistol, cyber arms, switchblade cycle, specs, medkit

Sibo, geek

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

■+ Technical	_____	■-
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Objs: stinger pistol, cybereyes, reflex stimulators, switchblade cycle, interface duds

Object Pool

Duster shotgun

+ linked, loud, scattershot

Jaguar smg

+ burst fire, cam, linked

Stinger pistol

+ linked, small

Knife

+ sharp, small

Cyberarms

+ agile, claws, detachable, gesture input, linked, matched pair, nerve-linked

Cybereyes

+ cam, display, gesture input, matched pair, nerve-linked, ocular screen

Reflex Stimulators

+ nerve-linked, reflexive, quick

Specs

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

Medkit

+ bandages, linked, stims

Switchblade cycle

+ 3D-shocks, linked, spheel, turbo

Threat: Renegade Cyborgs

Heavies

Jack Simon, infiltrator class

COAX	●○○○○	■+	Sneaky	_____	●
DETECT	●●○○○	■+	Clever	_____	●
FIGHT	●●●○○	■+	Authoritative	_____	●
HACK	●●○○○	■+	Reckless	_____	●
MOVE	●●●○○	■+	_____	_____	●
OPERATE	●○○○○				
PROWL	●●○○○				
SHOOT	●●○○○				
TREAT	●●○○○				

Objects: stinger pistol, knife, bodysuit, cyberlegs, headjack, medkit

Ona Re, decimator class

COAX	●○○○○	■+	Strong	_____	●
DETECT	●●○○○	■+	Tough	_____	●
FIGHT	●●●○○	■+	Persistent	_____	●
HACK	●●○○○	■+	Obedient	_____	●
MOVE	●●○○○	■+	_____	_____	●
OPERATE	●●○○○				
PROWL	●●○○○				
SHOOT	●●○○○				
TREAT	●○○○○				

Objects: jaguar smg, knife, bodysuit, cyberarms, headjack

Object Pool

Stinger pistol

⊕ cam, derma-linked, small

Jaguar smg

⊕ burst fire, cam, implant, nerve-linked

Knife

⊕ derma-linked, sharp, small

Bodysuit

⊕ ballistic armor, condition monitor, derma-linked

Cyberarms

⊕ compartment, matched pair, nerve-linked, strong, synthskin, tough

Cyberlegs

⊕ agile, compartment, fast, matched pair, nerve-linked, synthskin, tough

Headjack

⊕ cerebral input, cochlear splce, derma-linked, experimental, firewall, linked, nerve-linked, optical-splce, somatic-splce

Medkit

⊕ stims, bandages, linked

Threat: SecTec Complex Team

Heavies

Leory, security chief

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

⊕ Authoritative	_____	▢▢
⊕ Observant	_____	▢▢
⊕ Confident	_____	▢▢
⊕ Disciplined	_____	▢▢
⊕ _____	_____	▢▢

Objects: stinger pistol, baton, kevlar vest, specs, medkit

Cypress, information specialist

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

⊕ Clever	_____	▢▢
⊕ Technical	_____	▢▢
⊕ Analytical	_____	▢▢
⊕ Logical	_____	▢▢
⊕ _____	_____	▢▢

Objects: stinger pistol, cybereyes, headjack

Henchmen

Griffon, patroller

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

⊕ Observant	_____	▢▢
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Objs: stinger pistol, jaguar smg, baton, kevlar vest, specs

Wilson, drone master

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

⊕ Logical	_____	▢▢
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Objs: headjack

Peters, desk guard

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

⊕ Disciplined	_____	▢▢
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Objs: stinger pistol, kevlar vest, specs

Rio, systems security

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

⊕ Sneaky	_____	▢▢
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Objs: headjack

Object Pool

Jaguar smg

⊕ burst fire, cam, derma-linked

Stinger pistol

⊕ cam, derma-linked, small

Baton

⊕ blunt, derma-linked, stunning

Kevlar vest

⊕ ballistic armor, condition monitor, derma-linked

Cybereyes

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

Headjack

⊕ cerebral input, cochlear splice, encrypted, experimental, firewall, linked, nerve-linked, optical splice, somatic splice

Specs

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

Medkit

⊕ bandages, linked, stims

Buzzer

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

Griller

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

Spyder

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

Threat: Sydicate Assassins

Heavies

Saowaluk, leader

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

⊕ Confident	_____	▢▢
⊕ Authorative	_____	▢▢
⊕ Disciplined	_____	▢▢
⊕ Persistant	_____	▢▢
⊕ _____	_____	▢▢

Objects: stinger pistol, knife, stealthsuit, cyberears, cybereyes, reflex stimulators

Jainukul, hitman

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

⊕ Strong	_____	▢▢
⊕ Tough	_____	▢▢
⊕ Intuitive	_____	▢▢
⊕ Reflexive	_____	▢▢
⊕ _____	_____	▢▢

Objects: hawkeye rifle, stinger pistol, knife, stealthsuit, cyberears, cybereyes, reflex stimulators

Henchmen

Wattana, sniper

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

⊕ Reflexive	_____	▢▢
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Objs: hawkeye rifle, stinger pistol, knife, stealthsuit, cyberears, cybereyes, reflex stimulators

Pradchaphet, assassin

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

⊕ Precise	_____	▢▢
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Objs: katana, knife, stealthsuit, cyberears, cybereyes, reflex stimulators

Montri, driver

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

⊕ Ace	_____	▢▢
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Objs: stinger pistol, cyberears, cybereyes, reflex stimulators, honda zoomer

Kasemsarn, hacker

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

⊕ Technical	_____	▢▢
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Objs: stinger pistol, stealthsuit, cyberears, cybereyes, reflex stimulators

Object Pool

Hawkeye rifle

⊕ armor-piercing, cam, derma-linked, large, long-range, scope, silencer

Stinger pistol

⊕ cam, derma-linked, silencer, small

Katana

⊕ deadly, derma-linked, sharp

Knife

⊕ derma-linked, sharp, small

Stealthsuit

⊕ condition monitor, derma-linked, thermal dampeners

Cyberears

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

Cybereyes

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

Reflex Stimulators

⊕ derma-linked, gesture input, nerve-linked, reflexive, quick

Honda Zoomer

⊕ automatic, linked, speels, turbo

Threat: WolfStrike One

Heavies

Captain Armond

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

⊕ Confident	_____	○
⊕ Authorative	_____	○
⊕ Disciplined	_____	○
⊕ Persistent	_____	○
⊕ _____	_____	○

Objects: kevlar vest, barker pistol, knife, specs, medkit

Sergeant Brusel

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

⊕ Strong	_____	○
⊕ Tough	_____	○
⊕ Intuitive	_____	○
⊕ Reflexive	_____	○
⊕ _____	_____	○

Objects: kevlar vest, barker pistol, duster shotgun, knife, cyberarm, specs

Henchmen

Simmons, driver

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

⊕ Reflexive	_____	○
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Objs: kevlar vest, barker pistol, specs, hauler, griller

Quint, sniper

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

⊕ Precise	_____	○
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Objs: kevlar vest, barker pistol, hawkeye rifle, specs

Rico, pilot

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

⊕ Ace	_____	○
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Objs: kevlar vest, barker pistol, specs, skyrabbit, hoveroid

Ferdinand, hacker

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

⊕ Technical	_____	○
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Objs: kevlar vest, jaguar smg, barker pistol, specs

Object Pool

Barker pistol

⊕ linked, loud, powerful

Duster

⊕ linked, loud, scattershot

Hawkeye rifle

⊕ armor-piercing, cam, large, linked, long-range, scope

Jaguar smg

⊕ cam, burst fire, linked

Knife

⊕ sharp, small

Kevlar vest

⊕ ballistic armor, condition monitor, linked

Cyberarm

⊕ nerve-linked, linked, spring-loaded

Specs

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

Medkit

⊕ bandages, linked, stims

Hauler

⊕ armored, cam, cargo, heavy, huge, linked, riot-hose, treads

SkyRabbit

⊕ burst-fire, cam, gun, linked, rotorfans, thrusters

Buzzer

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

Griller

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