

**After the Watershed**

All good children have gone up the wooden hills to Bedfordshire. There are only adults watching so the gloves (and more) are off! Any damage from Melee attacks can inflict Hits (rather than Stuns) in this turn and models making *Seduce* attempts add +2 to their Morale rolls.



SS1 of 9

**Chase Sequence**

If operating a vehicle you gain an immediate extra Move action or ignore an Out of Control roll when playing this card.



SS2 of 9

**Dire Dialogue**

Some truly appalling dialogue made it into the final episode. No *Leader* or *Inspirational* special effects may be used by either side this turn.



SS3 of 9

**The Great Escape**

Some cunning diversion causes your captor to become distracted. One of your cast members may immediately remove their Captured status or escape from being taken Hostage at no penalty.



SS4 of 9

**Mwah-ha-ha!**

**Heroic player only**

Your heroes can delay the enemy by making them reveal their plans. No villainous Star or Co-Star may activate in this turn if they are within 6" of a heroic Star.



SS5 of 9

**Never Work with Children or Animals**

Your animal stars are running riot! Move any models with the *Animal* special effect 6" in a random direction.



SS6 of 9

**Power Cut!**

Damn the three day week – go grab some candles! No Audience Appreciation tokens can be spent for the remainder of this turn.



SS7 of 9

**Self Destruct**

By heroically cutting the wrong wire or activating the countdown sequence of your evil doomsday device, you trigger an explosion. Place a 5" Blast template anywhere on the table and then roll for Scatter. Any model touched by the template suffers a Str 4 Hit.



SS8 of 9

**Weapons Jam**

No *Advanced*, *Heavy* or *Military* Weapons Types can be used in this turn.



SS9 of 9

<p><b>1</b></p> <p><b>Knuckledusters</b></p> <p>This pocket-sized weapon slips over the hand to deliver a devastating blow. The wearer can count their Str as +1 when making a Brawl attack, but Knuckledusters can only ever Stun opponents.</p>  <p>SS1 of 9</p>	<p><b>2</b></p> <p><b>Smelling Salts</b></p> <p>This small phial of unguent emits a smell noxious enough to clear the most befuddled mind. The Smelling Salts can be used either on the equipped model or one model in base contact. This gadget automatically removes any Confused, Dominated or Stunned statuses from the target model.</p>  <p>SS2 of 9</p>	<p><b>3</b></p> <p><b>Caltrops</b></p> <p>These spiked balls can be scattered to delay and disable opponents. Place the 5" Blast template adjacent to the base of the model using this gadget. This area is now considered as Rough Ground (7TV, page 16). If a Wheeled vehicle passes through the marker it suffers the Disabled status. The template remains in play for the entire game.</p>  <p>SS3 of 9</p>
<p><b>4</b></p> <p><b>Manchurian Medicine</b></p> <p>When injected, this heavy cocktail of psychotropic drugs bestows the user with the <i>Fanatic</i> special effect. Models can elect to begin the game under the influence of these drugs. Roll 1D6 in each end phase – the drugs will wear off on the roll of 6.</p>  <p>SS4 of 9</p>	<p><b>4</b></p> <p><b>Tranquilliser Gyn</b></p> <p>This lightweight pistol has a single dart laced with a powerful tranquilliser. Any non-Mechanoid models who suffer damage from this weapon will suffer the Slow Disadvantage special effect for the remainder of the game.</p> <p><b>Range:</b> 12" <b>To Hit:</b> 3+ <b>Str:</b> 4  <b>Notes:</b> Pistol, Stuns. Target Slow, except Mechanoids.</p>  <p>SS5 of 9</p>	<p><b>4</b></p> <p><b>Pheromone Spray</b></p> <p>Disguised as a ladies' compact or cigar case, this gadget directs a potent chemical outwards which repels all animals. Place the 3" Blast template adjacent to the base of the model using this gadget. All <i>Animal</i> models under this template will be Confused on a roll of 2+ on 1D6.</p>  <p>SS6 of 9</p>
<p><b>6</b></p> <p><b>Mechanical Claw</b></p> <p>This prosthetic appendage provides increased strength and a nasty nip. The wearer benefits from the <i>Great Strength</i> special effect and gains a 4+ melee attack with the claw. The model equipped with the Mechanical Claw cannot otherwise use weapons with that 'hand'. This gadget is retained for the whole game.</p>  <p>SS7 of 9</p>	<p><b>10</b></p> <p><b>X-Special</b></p> <p>This small suitcase provides a scope, stock and extended barrel to upgrade a simple pistol to a deadly weapon. This gadget can be used by any model able to use any type of pistol. The cost of this gadget includes the pistol.</p> <p><b>Range:</b> 18" <b>To Hit:</b> 3+ <b>Str:</b> 5  <b>Notes:</b> High Calibre, Eagle Eyes</p>  <p>SS8 of 9</p>	<p><b>20</b></p> <p><b>Security System</b></p> <p>In the prologue phase, take four objective markers to represent your cameras and place them anywhere on the table, no closer than 8" to any board edge or any other model. When determining how many activation markers you receive, add +1 if one or more cameras have at least one enemy model within 6" and line of sight. If your enemies are using gadgets or special effects that may obscure them e.g. <i>Invisible</i>, <i>Incorporeal</i> or <i>Concealment</i> then you can only count that camera on the 1D6 roll of 4+. This gadget is retained for the entire game, although cameras can be disabled if an enemy model gets into base contact and uses a special action.</p>  <p>SS9 of 9</p>

# Templates & tokens

## Flame Markers



## 8" Cone Template



## Range Ruler

