

Clone Number:  
Artie-R-FCL 1 2 3 4 5 6

SECURITY CLEARANCE: Red

SERVICE GROUP: Tech Services

STRENGTH: 20      Carrying Capacity: 65  
ENDURANCE: 16      Damage Bonus: 2  
AGILITY: 3      Macho Bonus: 1  
DEXTERITY: 8      Agility Skill Base: 0  
MOXIE: 9      Dexterity Skill Base: 2  
CHUTZPAH: 5      Moxie Skill Base: 2  
MECHANICAL APT: 18      Chutzpah Skill Base: 1  
POWER: 16      Mech. Skill Base: 5

AGILITY SKILL BASE: 0

Grenade: 0  
Prim. Melee Weapons: 0  
Truncheon: 0  
Unarmed: 0

CHUTZPAH SKILL BASE: 1

Bootlicking: 1  
Bribery: 1  
Con: 1  
Fast Talk: 6  
Forgery: 1  
Interrogation: 1  
Intimidation: 1  
Motivation: 1  
Oratory: 1  
Psychescan: 1  
Spurious Logic: 12

DEXTERITY SKILL BASE: 2

Energy Weapons: 2  
Field Weapons: 2  
Laser Weapons: 7  
Prim. Missile Weapons: 2  
Projectile Weapons: 2  
Vehicle Aimed Weapons: 2

MECHANICAL SKILL BASE: 5

Autocar Op. & Maint: 8  
Docbot Op. & Maint: 5  
Habitat Engineering: 5  
Hover Op. & Maint: 7  
Jackobot Op. & Maint: 5  
Scrubot Op. & Maint: 5  
Transbot Op. & Maint: 5  
Vulturecraft Op. & Maint: 5

MOXIE SKILL BASE: 2

Biochemical Therapy: 2  
Biosciences: 2  
Chemical Engineering: 2  
Data Analysis: 2  
Data Search: 2  
Demolition: 2  
Electronic Engineering: 2  
Mechanical Engineering: 2  
Medical: 2  
Nuclear Engineering: 2  
Security: 2  
Stealth: 2  
Surveillance: 2  
Survival: 2

SECRET SOCIETY: Corpore Metal  
MUTANT POWER: Machine Empathy

REAL SERVICE GROUP: Tech Services

#### PERSONAL EQUIPMENT:

101 credits  
Red Reflec Armor (L4)  
Red Laser Pistol with 2 barrels (6 shots each)  
Teela-O-MLY pocket hygiene kit  
Treasonous green laser barrel  
Large Tool kit  
1 container Cold Fun rations

#### YOURSELF:

You really like robots. Robots are friendly. Most clones don't understand when you walk up to a jackobot and say "Hi, little buddy!" Most clones think you're a little strange. Well, that doesn't matter. Helping the robots is what's really important. Unfortunately, The Computer doesn't think very much of your plans to help robots achieve their rightful place in society, and would kill you in an instantcycle if it knew about your "special talent" with your little metal buddies.

Your secret society, Corpore Metal, encourages you to try to free all robots from the tyranny of clones. The bots should be liberated, instead of being enslaved to the Computer! You try to do this by removing the Asimov Circuits from your silicon pals, which frees them of the Computer's control.

Although you are good with your hands, you can be really clumsy. You also can be kind of slow when moving, but you're trying to improve. You always believe in good hygiene and in being nicely groomed.

#### THE OTHERS:

Brighte-R-NUU: What a jerk. He hates robots, and thinks he knows everything. Annoy him as much as possible using robots, but don't get caught. Make the wimp look stupid if possible.

Slipp-R-YEE: You don't trust him. He seems to have lots of drugs and he isn't even a medical officer! Also, he seems to want to be your friend, but whenever he talks to you he gets a really bad tic. Could it be some form of secret signal?

Blowz-R-UPP: He seems okay for a clone, but not as good as a robot. He talks funny, though. Also, his head must be cold, 'cause he wears a hat all the time.

Ammpe-R-AGE: A perfect example of why robots are better than clones. All he does is preach about the Computer, and then get mad when people interrupt him. It's usually fun to see this. Try to get him to talk about the Computer's views on bots.

Steam-R-LLR: Loud and bossy. Treats robots and clones the same way, but that way is bad, except when he gets all depressed. He's in the Armed Forces, and makes sure everyone knows it. He also hates mutant powers, but you heard a rumor that he has one. Try to find out what it is and expose him.

Clone Number:  
Brichte-R-NNU 1 2 3 4 5 6

SECURITY CLEARANCE: Red

SERVICE GROUP: HPD & MC

STRENGTH: 9                      Carrying Capacity: 25  
   Damage Bonus: 0  
ENDURANCE: 6                    Macho Bonus: 0  
AGILITY: 17                      Agility Skill Base: 4  
DEXTERITY: 12                  Dexterity Skill Base: 3  
MOXIE: 18                        Moxie Skill Base: 5  
CHUTZPAH: 19                  Chutzpah Skill Base: 5  
MECHANICAL APT: 6              Mech. Skill Base: 1  
POWER: 11

AGILITY SKILL BASE: 4

Grenade: 4  
Prim. Melee Weapons: 4  
Truncheon: 4  
Unarmed: 4

CHUTZPAH SKILL BASE: 5

Bootlicking: 11  
Bribery: 5  
Con: 12  
Fast Talk: 12  
Forgery: 5  
Interrogation: 7  
Intimidation: 5  
Motivation: 5  
Oratory: 5  
Psychescan: 5  
Spurious Logic: 11

DEXTERITY SKILL BASE: 3

Energy Weapons: 3  
Field Weapons: 3  
Laser Weapons: 5  
Prim. Missile Weapons: 3  
Projectile Weapons: 3  
Vehicle Aimed Weapons: 3

MECHANICAL SKILL BASE: 1

Autocar Op. & Maint: 1  
Docbot Op. & Maint: 1  
Habitat Engineering: 1  
Hover Op. & Maint: 1  
Jackobot Op. & Maint: 1  
Scrubot Op. & Maint: 1  
Transbot Op. & Maint: 1  
Vulturecraft Op. & Maint: 1

MOXIE SKILL BASE: 5

Biochemical Therapy: 5  
Biosciences: 5  
Chemical Engineering: 5  
Data Analysis: 5  
Data Search: 5  
Demolition: 5  
Electronic Engineering: 5  
Mechanical Engineering: 5  
Medical: 5  
Nuclear Engineering: 5  
Security: 5  
Stealth: 5  
Surveillance: 5  
Survival: 5

SECRET SOCIETY: Frankenstein Destroyers  
REAL SERVICE GROUP: Housing Preservation Development & Mind Control  
MUTANT POWER: Mental Blast

#### PERSONAL EQUIPMENT:

43 credits  
Red reflect Armor (L4)  
Red Laser Pistol with two barrels (6 shots each)  
Sonic Screw Driver (to take apart bots)  
Bouncy Bubble Beverage  
Red & Gold "What A Clever Clone" Award (won on a vid quiz special)

#### YOURSELF:

Some clones consider you annoyingly smug and superior. Fah! What do they know! Most clones barely have enough brain cells to bootlick the computer with. You seem to be an incredibly rare exception. No one can outmatch you in a battle of wits or knowledge, and you have a trophy to prove it! One of your favorite hobbies is tricking your colleagues into doing your work by fast-talking them into it. Hey, it's easy, but it's fun.

Sadly, clones are still superior to..ugh!..robots. Nothing without a real brain can beat you, and you're going to prove it. Destroying any kind of artificial intelligence is encouraged by your secret society, and you are all too happy to oblige.

While your brain is huge, your body is not. You are height-disadvantaged, which has just helped make you incredibly fast.

#### THE OTHERS:

Artie-R-FCL: This dolt is the antithesis of everything you believe in. He is a mental midget in a large body, and he pays more attention to robots than he does to you! You should convince him of the errors of his ways. If you can't do that, betray him.

Slipp-R-YEE: He has the same body build that you have, but he is obviously deficient in a number of areas. He is incredibly clumsy, and VERY pushy and insinuating. Does he want something from you? He has slicked-back hair, a bad tic and a bag full of narcotics and mood adjusters. Don't trust him to watch your back.

Blowz-R-UPP: A charming clone, who almost approaches your stratospheric mental abilities. Blowz has an odd fashion sense, however, as well as an unusual accent. He's a whiz at R & D.

Ammpe-R-AGE: Pathetic. Talks as slowly as he thinks. He can't stand it when you interrupt him to make a point; it's always fun to watch the inferior creature try to stand before your intellectual might as you shred his faulty logic. eems obsessed with spreading "the computer's gospel", whatever that is. Might be an internal security agent.

Steam-R-LLR: Those who can not think, shout. A short-sighted army officer who insists on a number of ridiculous customs to make himself feel important. In addition, you've heard that he's a hypocrite in his beliefs; it's best to find out how and why, and expose him.

Clone Number:  
Slipp-R-YEE 1 2 3 4 5 6

SECURITY CLEARANCE: Red

SERVICE GROUP: PLC

STRENGTH: 8                      Carrying Capacity: 25  
   Damage Bonus: 0  
ENDURANCE: 8                    Macho Bonus: 0  
AGILITY: 10                      Agility Skill Base: 2  
DEXTERITY: 2                    Dexterity Skill Base: 0  
MOXIE: 20                       Moxie Skill Base: 5  
CHUTZPAH: 17                  Chutzpah Skill Base: 4  
MECHANICAL APT: 12          Mech. Skill Base: 3  
POWER: 7

AGILITY SKILL BASE: 2

MECHANICAL SKILL BASE: 3

Grenade: 2  
Prim. Melee Weapons: 2  
Truncheon: 2  
Unarmed: 2

Autocar Op. & Maint: 3  
Docbot Op. & Maint: 8  
Habitat Engineering: 3  
Hover Op. & Maint: 3  
Jackobot Op. & Maint: 3  
Scrubot Op. & Maint: 3  
Transbot Op. & Maint: 3  
Vulturecraft Op. & Maint: 3

CHUTZPAH SKILL BASE: 4

Bootlicking: 10  
Bribery: 4  
Con: 5  
Fast Talk: 4  
Forgery: 4  
Interrogation: 4  
Intimidation: 4  
Motivation: 4  
Oratory: 4  
Psychescan: 4  
Spurious Logic: 7

MOXIE SKILL BASE: 5

Biochemical Therapy: 10  
Biosciences: 5  
Chemical Engineering: 5  
Data Analysis: 5  
Data Search: 5  
Demolition: 5  
Electronic Engineering: 5  
Mechanical Engineering: 5  
Medical: 12  
Nuclear Engineering: 5  
Security: 5  
Stealth: 5  
Surveillance: 5  
Survival: 5

DEXTERITY SKILL BASE: 0

Energy Weapons: 0  
Field Weapons: 0  
Laser Weapons: 3  
Prim. Missile Weapons: 0  
Projectile Weapons: 0  
Vehicle Aimed Weapons: 0

SECRET SOCIETY: Free Enterprise

REAL SERVICE GROUP: Production, Logistics & Commissary

MUTANT POWER: Pyrokinesis

PERSONAL EQUIPMENT:

968 credits (definitely not obtained treasonously, no sir..)

Red Reflec Armor (L4)

Red Laser Pistol with two barrels (6 shots each)

1 Hypo-gun with assortment of biochemical substances

1 First Aid Kit

Rogg-R-MOR brand Hair Oil

Treasonous stethoscope (orange clearance)

YOURSELF:

You first came to the Computer's attention when you were working in the algae vats. There, the Computer noted that you seemed to provide a valuable service by predicting fires and accidents in the food vats. In actuality, the fires occurred after certain infra-red clones wouldn't purchase your insurance. Their loss! Now, you've been promoted, and opportunities are opening up around you.

You are looking for a get-rich-quick scheme. Once you find one, you can use your secret society to help you take advantage of it. Already, you have acquired a large knowledge (and collection!) of biochemical supplements, many of which you enjoy using yourself. People tell you that these might affect your judgement, but you don't believe it. After all, these are the same clones that tell you you're slimy, and after all that you go through insinuating yourself into people's good graces!

Unfortunately, you have a bad nervous tic that makes it hard to use a laser pistol accurately. Still, you've been practicing, and you're getting better. You also have black hair that you keep slicked back.

THE OTHERS:

Artie-R-FCL: He's fascinated by robots. You've no idea why, but he seems obsessed by them. If you can make credits by suckering him, great; if not, maybe you can get a promotion by exposing treasonous behavior. He's awfully slow and clumsy; could it only be an act?

Brighte-R-NNU: A superior snob who talks entirely too much. If you can silence or expose this clone through use of your biochemical supplements, you'd be a much happier troubleshooter.

Blowz-R-UPP: He walks around like he knows something that everyone else doesn't. What could it be, does he have sufficient security clearance for it, and could you make money out of it. He does NOT seem to understand your beliefs in free enterprise; you should explain them to him. Also, where did he buy that strange hat?

Ammpe-R-AGE: Big, strong, and not especially bright. All he talks about is electricity or "the Computer's Gospel". He gets furious when people interrupt him while he's preaching; still, anything is better than listening to that drivel. Maybe some drugs could hype him up a bit...

Steam-R-LLR: An army officer who is much too tense. You don't trust him; he's probably an Intsec agent, a spy for the Computer. As such, you can't afford to let him learn too much about you. You've also noticed that at times, he slips into a deep depression; you wonder why. You're always happy to slip him a Cheerupfun Pill when this happens, although truth serum might be more interesting.

Clone Number:  
Blowz-R-UPP 1 2 3 4 5 6

SECURITY CLEARANCE: Red

SERVICE GROUP: R & D

STRENGTH: 10      Carrying Capacity: 25  
ENDURANCE: 11      Damage Bonus: 0  
AGILITY: 10      Macho Bonus: 0  
DEXTERITY: 16      Agility Skill Base: 2  
MOXIE: 17      Dexterity Skill Base: 4  
CHUTZPAH: 19      Moxie Skill Base: 4  
MECHANICAL APT: 15      Chutzpah Skill Base: 5  
POWER: 8      Mech. Skill Base: 4

AGILITY SKILL BASE: 2

MECHANICAL SKILL BASE: 4

Grenade: 2  
Prim. Melee Weapons: 2  
Truncheon: 2  
Unarmed: 2

Autocar Op. & Maint: 9  
Docbot Op. & Maint: 4  
Habitat Engineering: 4  
Hover Op. & Maint: 4  
Jackobot Op. & Maint: 9  
Scrubot Op. & Maint: 4  
Transbot Op. & Maint: 4  
Vulturecraft Op. & Maint: 4

CHUTZPAH SKILL BASE: 5

Bootlicking: 8  
Bribery: 5  
Con: 5  
Fast Talk: 5  
Forgery: 5  
Interrogation: 5  
Intimidation: 5  
Motivation: 5  
Oratory: 8  
Psychescan: 5  
Spurious Logic: 7

MOXIE SKILL BASE: 4

Biochemical Therapy: 4  
Biosciences: 4  
Chemical Engineering: 4  
Data Analysis: 4  
Data Search: 4  
Demolition: 4  
Electronic Engineering: 9  
Mechanical Engineering: 4  
Medical: 4  
Nuclear Engineering: 4  
Security: 4  
Stealth: 4  
Surveillance: 4  
Survival: 4

DEXTERITY SKILL BASE: 4

Energy Weapons: 4  
Field Weapons: 4  
Laser Weapons: 9  
Prim. Missile Weapons: 4  
Projectile Weapons: 4  
Vehicle Aimed Weapons: 4

SECRET SOCIETY: Communists    Commie Propaganda: 7

REAL SERVICE GROUP: R&D

MUTANT POWER: Charm

PERSONAL EQUIPMENT:

32 credits  
Red Reflec Armor (L4)  
Red Laser Pistol with two barrels  
Commie pamphlets (hidden in tool box)  
Small Tool Box  
Commie Propaganda films recorded on Hand-Vids  
Electronic jack to plug hand-vid into multi-corder  
Big Red Fuzzy Hat  
Crunchie-Eatem Algae Chips

YOURSELF:

You are in danger! All around you are clones enslaved to the computer. You must convince them of the True Way, without being exposed. To do this you will have to be furtive, and use your propaganda and treasonous mutant ability to convince strangers and your comrades.

Someone in your secret society once mentioned that your hat might draw some slight suspicions. You totally disagree! Why, the next thing you know they will be critizing your exotic accent that you learned.

THE OTHERS:

Artie-R-FCL: He's fascinated by robots. You've no idea why, but he seems obsessed by them. This is good; in the quest towards a security clearance-less society, robots will be very useful. Test his beliefs in this matter.

Brighte-R-NNU: Very intelligent, but an intellectual snob. The new world you are bringing about will have no place for those who believe they are better than others. In addition, he could easily be a spy for the computer, although he seems to hate robots with a passion. You wonder why?

Slipp-R-YEE: Appalling. This greasy businessclone seems greatly opposed towards your way of thinking. It would be a real achievement to indoctrinate him as a commie. Also, where did he get his huge supply of biochemical mood adjusters?

Ammpe-R-AGE: Big, strong, and not especially bright. All he talks about is electricity or "the Computer's Gospel". He gets furious when people interrupt him while he's preaching; still, anything is better than listening to that drivel. If you could introduce him to the commie way, he might make an effective preacher for that instead. The most effective way to get his attention is to interrupt him before he starts to ramble.

Steam-R-LLR: An army officer who loves ordering people around. You don't trust him, and you'd best expose him as a traitor as quickly as possible, as long as you don't fall under suspicion yourself. You're afraid that he has orders to find out all about you, or to just eliminate you. Don't let him.



Clone Number:  
Ammpe-R-AGE 1 2 3 4 5 6

SECURITY CLEARANCE: Red

SERVICE GROUP: Power Services

STRENGTH: 18      Carrying Capacity: 55  
ENDURANCE: 15      Damage Bonus: 1  
AGILITY: 7      Macho Bonus: 1  
DEXTERITY: 18      Agility Skill Base: 2  
MOXIE: 8      Dexterity Skill Base: 5  
CHUTZPAH: 6      Moxie Skill Base: 2  
MECHANICAL APT: 17      Chutzpah Skill Base: 1  
POWER: 9      Mech. Skill Base: 4

AGILITY SKILL BASE: 2

Grenade: 2  
Prim. Melee Weapons: 2  
Truncheon: 2  
Unarmed: 2

CHUTZPAH SKILL BASE: 1

Bootlicking: 1  
Bribery: 1  
Con: 1  
Fast Talk: 1  
Forgery: 1  
Interrogation: 1  
Intimidation: 1  
Motivation: 1  
Oratory: 1  
Psychescan: 1  
Spurious Logic: 1

DEXTERITY SKILL BASE: 5

Energy Weapons: 12  
Field Weapons: 5  
Laser Weapons: 12  
Prim. Missile Weapons: 5  
Projectile Weapons: 5  
Vehicle Aimed Weapons: 5

MECHANICAL SKILL BASE: 4

Autocar Op. & Maint: 6  
Docbot Op. & Maint: 4  
Habitat Engineering: 6  
Hover Op. & Maint: 10  
Jackobot Op. & Maint: 4  
Scrubot Op. & Maint: 4  
Transbot Op. & Maint: 4  
Vulturecraft Op. & Maint: 4

MOXIE SKILL BASE: 2

Biochemical Therapy: 2  
Biosciences: 2  
Chemical Engineering: 2  
Data Analysis: 2  
Data Search: 2  
Demolition: 2  
Electronic Engineering: 2  
Mechanical Engineering: 8  
Medical: 2  
Nuclear Engineering: 2  
Security: 2  
Stealth: 2  
Surveillance: 2  
Survival: 2

SECRET SOCIETY: First Church of Christ Computer Programmers

REAL SERVICE GROUP: Power Services

MUTANT POWER: Electroshock

#### PERSONAL EQUIPMENT:

51 credits  
Red Reflec Armor (L4)  
Red Laser Pistol with two barrels  
Electronic Bible-Manual  
Tool Box  
Treasonous (but effective) energy pistol, disguised as a hammer

#### YOURSELF:

You love electricity: the smell, the crackle, the effects of high-energy weapons on traitorous finks. Your bristly red hair tends to stand on end whenever you are near powerful charges, but you don't mind; if anyone laughs, you just fry 'em. You've been told that you have a bad temper, but you cool down just as quickly after an argument. Luckily, your treasonous mutant ability protects you from most electric shocks, and sometimes you can even blast others!

One thing that really makes you mad is being interrupted. Since you tend to talk slowly, especially when spreading the True Word of the Computer to heathen non-believers, this has been known to irritate a few of your former friends. Still, people usually understand once they have listened and learned the truth behind your sermons. You believe that you should teach your companions at least one parable or lesson from the Computer's Teaching each hour.

#### THE OTHERS:

Artie-R-FCL: He likes robots. Sure, they're okay when the circuits arc and spark, but he likes them all the time and seemingly more than anything else. That doesn't seem right.

Brighte-R-NNU: He's a smart-alec who always has to interrupt and get the last word in just because he thinks he's always right. Well, he isn't. The Gospel of the Computer teaches humility; maybe he should learn this, either the easy way or the hard way.

Slipp-R-YEE: He's always talking about credits and being rich, and half the time his eyes don't focus properly. The computer doesn't teach that. He has a really bad tic that you think he's taking medication for. Didn't you read one that medication should be followed by shock therapy? After all, you don't trust him; he seems really slimy and untrustworthy.

Blowz-R-UPP: He usually listens to you as you pass the Word of the Silicon Deity, and sometimes he even wants to talk to you about it afterwards! That's better than most heathen unbeliever clones. There is hope for him yet.

Steam-R-LLR: He's very bossy, except when he seems unhappy. That's when you cheer him up with advice from the lessons. You would love to steal his megaphone so that everyone could hear you preach.

Clone Number:  
Steam-R-LLR 1 2 3 4 5 6

SECURITY CLEARANCE: Red

SERVICE GROUP: Armed Forces

STRENGTH: 14      Carrying Capacity: 35  
ENDURANCE: 18      Damage Bonus: 1  
AGILITY: 11      Macho Bonus: 1  
DEXTERITY: 13      Agility Skill Base: 3  
MOXIE: 9      Dexterity Skill Base: 3  
CHUTZPAH 19:      Moxie Skill Base: 2  
MECHANICAL APT: 4      Chutzpah Skill Base: 5  
POWER: 14      Mech. Skill Base: 1

AGILITY SKILL BASE: 3      MECHANICAL SKILL BASE: 1

Grenade: 3  
Prim. Melee Weapons: 3  
Truncheon: 3  
Unarmed: 3

CHUTZPAH SKILL BASE: 5

Bootlicking: 10  
Bribery: 5  
Con: 5  
Fast Talk: 8  
Forgery: 5  
Interrogation: 5  
Intimidation: 10  
Motivation: 5  
Oratory: 5  
Psychescan: 5  
Spurious Logic: 11

DEXTERITY SKILL BASE: 3

Energy Weapons: 9  
Field Weapons: 3  
Laser Weapons: 10  
Prim. Missile Weapons: 3  
Projectile Weapons: 3  
Vehicle Aimed Weapons: 3

Autocar Op. & Maint: 1  
Docbot Op. & Maint: 1  
Habitat Engineering: 1  
Hover Op. & Maint: 1  
Jackobot Op. & Maint: 1  
Scrubot Op. & Maint: 1  
Transbot Op. & Maint: 1  
Vulturecraft Op. & Maint: 1

MOXIE SKILL BASE: 2

Biochemical Therapy: 2  
Biosciences: 2  
Chemical Engineering: 2  
Data Analysis: 2  
Data Search: 2  
Demolition: 2  
Electronic Engineering: 2  
Mechanical Engineering: 2  
Medical: 2  
Nuclear Engineering: 2  
Security: 2  
Stealth: 2  
Surveillance: 2  
Survival: 2

SECRET SOCIETY: Anti-Mutant

REAL SERVICE GROUP: Armed Forces (INTERNAL SECURITY)

MUTANT POWER: Energy Field

PERSONAL EQUIPMENT:

9 credits  
Red Reflec Armor (L4)  
Red Laser Pistol with two barrels  
Armed Forces Uniform & Badge  
Treasonous plasma grenade  
Notebook & pen (secret 1-shot laser pistol)  
Red Megaphone (used for barking orders)

YOURSELF:

You are originally an Army Clone, and are a big fan of regimentation. Everything and everyclone should have his place and stick in it. You enjoy marching in formation, giving orders, representing the computer, and saying things like "Hut! Hut!" and "Yo! Move Fo-WARD!" and almost anything that involves shouting.

Your dedication to the Computer is so great that you have become an Internal Security spy - err, agent, to better expose treasonous members of society. You also detest mutants, and believe they should be exposed and destroyed. The fact that you yourself have a mutant ability is a great disgrace to you, and at times you have been known to seek biochemical supplements in order to forget your weakness. Naturally, at other times your position allows you to take out your aggressions on others. Isn't the computer wonderful?

THE OTHERS:

Artie-R-FCL: This trooper actually seems to like spending time near robots. He should be shown that the proper place for a robot is BEHIND of a clone; intelligence and class come first! This troubleshooter will bear watching; he could be a real discipline problem. Stay alert while near him; he isn't trustworthy.

Brighte-R-NNU: Seems like this snob thinks he's better than anyone, clone robot or Computer! Find out if that's true; if it is, the Computer will want to know. Embarrassing this team member would cheer up your daycycle. Turning him in for treason would be even better!

Slipp-R-YEE: He's a slacker, and you'll have no slackers on the well-oiled machinebot that's your team! This clone has a nervous tic, like he's hiding something. His only good point is that he can cheer you up with funflavor biochemical joytabs when you get depressed. Watch him for signs of treason.

Blowz-R-UPP: That dang hat sure isn't standard issue! This guy seems a little too eager to talk to others, and not to you. Why might that be? Maybe he knows about your mutant power and..no, no, get a hold of yourself, there's no way he could know. Anyway, he doesn't like regimentation, but you'll sure change that.

Ammpe-R-AGE: This boy's probably a Commie Mutant Traitor. Sure, he talks a good game, going on and on about the Computer's lessons, but YOU can always tell. Keep a close eye on him, and don't let him get behind you. When he starts preaching, you'd best keep his mind on-line by cutting him off before he gets started.