

## ROBOTS

ROBOTS	Complexity/GP	Vigor	Flex	Armor	DUR	WT	DR	Movement
Aerostat	Mod/2	0	0	6/4	20	5	40	8/32 Microlight
Ware: Chem Sniffer, Enhanced Vision, Laser Link, Radar, T-Ray Emitter								
Gnat	Min/1	0	1	2/2	20	4	40	8/32 Rotor
Ware: Chameleon Skin, Enhanced Hearing, Enhanced Vision, Radar								
Saucer	Min/1	0	0	2/2	25	5	50	8/40 Ionic
Ware: Chameleon Skin, Enhanced Hearing, Enhanced Vision, Radar								
Speck	Min/1	0	0	2/2	5	1	10	4/12 Hopper, 8/32 Winged
Ware: Enhanced Hearing, Enhanced Vision, Grip Pads, Synthetic Mask								
Zephyr	Mod/2	0	1	6/4	30	6	60	8/32 Winged
Ware: Chameleon Skin, Enhanced Vision, Laser Link, Radar, Radar Absorbent, T-Ray Emitter, Weapon Mount (2 Fixed)								

## UTILITY ROBOTS

Automech	Mod/2	1	0	8/6	30	6	60	8/40 Thrust/Wheeled
Ware: Electrical Sense, Magnetic System, Radiation Sense, Tool Kit, Utilimod								
Barracuda	Mod/2	1	0	8/6	30	6	60	8/32 Submarine
Ware: Cryonic Protection, Enhanced Hearing, Pressure Adaptation, Retractable Limbs, Sonar, Utilimod								
Dwarf	Maj/3	3	0	18/14	150	30	300	4/20 Walker
Ware: Disassembly Tools, Electrical Sense, Radar, Sonar, Tool Kit								
Robomule	Mod/2	0	1	8/6	40	8	80	4/20 Walker, 8/40 Thrust Vector
Ware: Autocook								