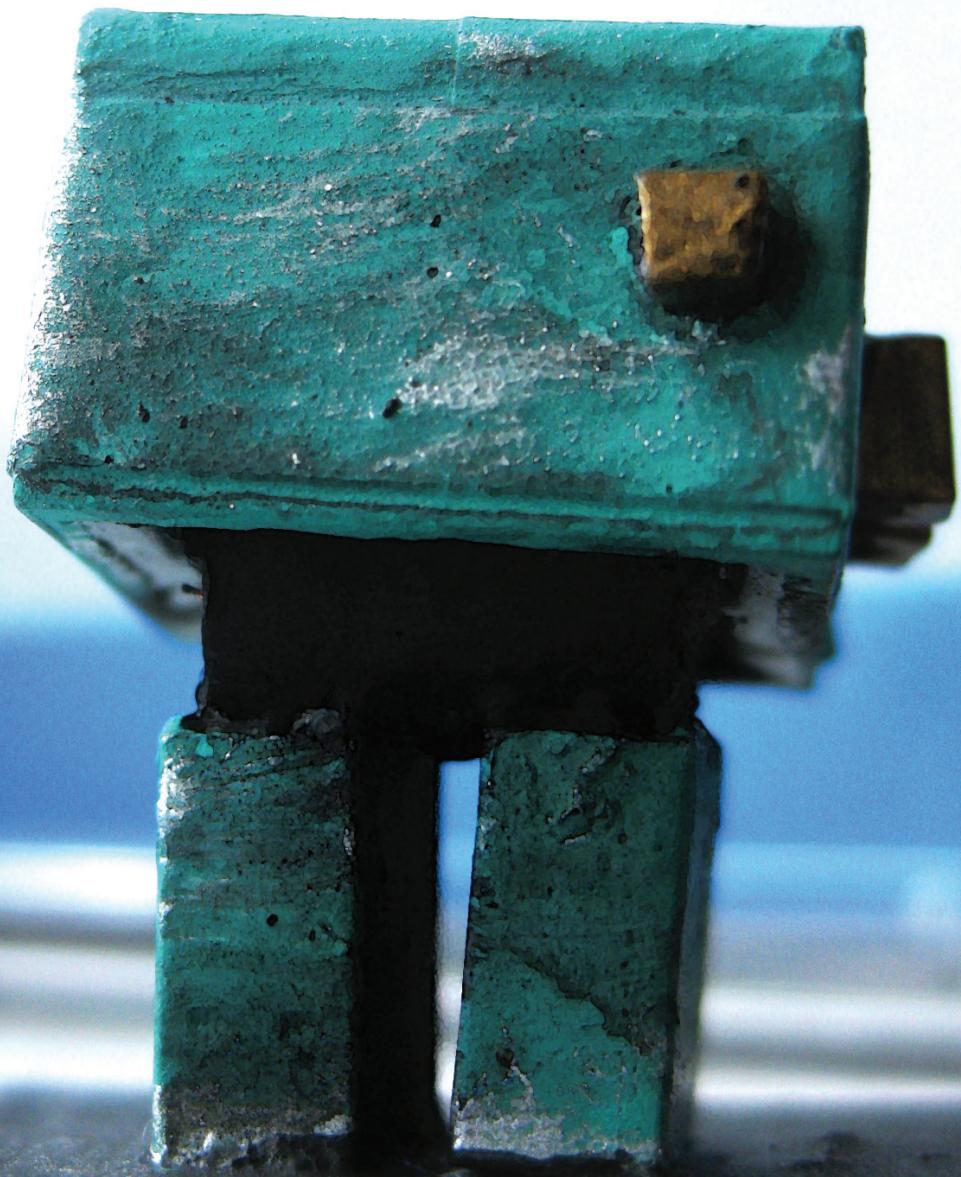


EnGiNE HEArT



ENGIN E

H E A R T

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Earthflame (10/10 would malware again)

Kalad "CaesarSalad" Hovatter, for
getting this out of the basement
and onto the street

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...and lots more humans whose names
I either lost or never knew
in the first place!

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Programmers, fans and critics,
none of this would exist.

'There Will Come Soft Rains'
1920 Sara Teasdale

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*There will come soft rains and the smell of the ground,
And swallows circling with their shimmering sound;
And frogs in the pool singing at night,
And wild plum trees in tremulous white;
Robins will wear their feathery fire,
Whistling their whims on a low fence-wire;
And not one will know of the war, not one
Will care at last when it is done.
Not one would mind, neither bird nor tree,
If mankind perished utterly;
And Spring herself when she woke at dawn
Would scarcely know that we were gone.*

It turned the scrap of paper over and quickly scanned the back side. None of the information was directed at it, so the robot dropped the paper and let the wind carry it across the lot, where it flapped against the side of the single remaining Roadboy. The boxy triwheeler squonked in surprise and paused for a moment, before it slid forward in its continued attempt to remelt old asphalt in the section of the parking lot deemed most important to maintain.

The lot helper hadn't always been capable of littering. A long time ago the ManageMaster system had decided there were better things for it to use its daily draw from the remaining solar panels on than recharging the escort every time it brought in a load of trash (and for the first thirty or forty years after the emergency rewrite, there had been so much trash).

The lot helper now spent its day-cycles simply patrolling the cratered remains of the parking lot, accosting the deer that sometimes passed through in the hope that they needed help entering the SavR-Mart.



The library was on fire.

It was, perhaps, inevitable. Countless seasons had passed, and since the environmental controls had given out years before, the polished wooden shelves of yellowed, brittle pages were a tinderbox. An errant spark or a faulty wire could have transformed the venerable collection into a roaring conflagration; what chance did they have against a bolt of lightning out of the roiling summer sky? The brief storm did nothing to quench the flames. In its wake was left a fire rapidly growing out of control.

The lone PageMaster unit that serviced the library didn't dwell on the causes. Its sole function was to maintain the neat and ordered rows. Dewey Decimal, alphabetical. Subject, author. Fiction, non. There was perfection in organization. A kind of terror suddenly filled the PageMaster's normally businesslike processors. If the books burned, what would it put into order on the shelves? If the shelves were destroyed, where would it place the books? If the library ceased to be, what of its purpose?

So the boxy robot, no more than two feet tall, raced back and forth in the midst of the blaze, gathering what it could onto a single cart. The heat rolled over it in waves, too hot now for its sensors to estimate. Its oiled, plastic wheels melted and it squalled along on bare metal. The books must be saved. Its extending limbs failed, dooming the top four shelves in every row, but it pushed on, its single optical lens covered in ash and soot. One manipulator snapped clean off as it forced the top-heavy cart of books into the damp, evening air. It had saved what it could.

Only then did it realize that its optics had failed as well.

Alone, in the parking lot, with the heat of the burning library at its back, the PageMaster lifted its sole remaining limb. Once-dexterous grasping digits were fused from the fire. Blind, it groped across the spines of the books, scattering them helplessly onto the asphalt.



Security Units V1 and C5 were first on the scene. The Municipal AI's command was as straightforward as they came:

*"QUADRANT 3. BLOCK A."
"DISRUPTION OF POWER GRID."
"INVESTIGATE. DETAIN."*

Despite their new titles and duties granted by the self-appointed AI that now controlled the City in the long absence of the normal bureaucracy, neither Security Unit knew the slightest thing about maintaining security. V1 whirred its ratty nylon bristles nervously, scattering pebbles. The former Klean-Sweep turned to its partner, who had once used its elongated shears to shape and trim the City's topiaries. The blades were broken and useless now.

"You have similar directives. You communicate with it."

The repurposed TopiMax inched towards the disruption. This new visitor to the City towered over the C5's spindly frame on six jointed limbs. Large scrapes in the garish, industrial yellow paint revealed patches of rusting metal. Sparks flew from the circular saw as the new robot cut its way through another telephone pole. When it crashed to the ground, wires snapped and twanged, forcing C5 and V1 to duck. The robot methodically cut the pole into six pieces, then trundled forward to the next one.

Inching close enough to communicate, C5 asked the first question its processors could produce.

"Disruptive Unit, what is your purpose?"

The massive robot halted, spinning down its saw, and regarded C5. "I am LumberJock Number 17E," it thundered. "My repair cycle was longer than anticipated. I have been reactivated and am behind quota. I must harvest these trees!" It gestured with its bladed limb at the row of telephone poles stretching down the boulevard, and then spun up its saw once more.

"I do not think you were successful," chided V1.

Sarcasm hadn't been programmed into the TopiMax, but it was learning. "If you would like to give it a good scrubbing, be my guest."

The LawnJock couldn't help but replay the view from the on-ramp, not an hour earlier, and wonder how it seemed so easy from that vantage point.

"We'll go through the fence, avoid the holes in the lot, and get to the garage where we can charge," it had said, reasonably sure its trusty saw could clip through the rusting chain links. It would be noisy - far more so than its usual clattering - but no more difficult than the brush it was designed to clear.

"Ah don't see why we have to go through all this bother. Mah batteries aren't due to charge for at least four cycles," replied Rupert in its laconic drawl. "Ah fear ah may get dirty. Well, dirtier." The small teddy bear worried at a stain on its fur, near the compartment on its stomach.

Had it eyes, Jock might have rolled them. "Yes, but I'll shut down in two, and Kirby...?" The automated household cleaning unit turned at the sound of its designation. "Less than one cycle, Jock," it stated, and pointed its sensors back out over the parking lot. "It's messy out there."

BesTrap, the little wedge-shaped mouse-catcher, zipped up to the edge to join Kirby. "I think I saw a mouse down there!" Its little wheels squealed excitedly on the cracked pavement, ever eager to be on the move. Jock pointed itself back down the way they had come, knowing the other robots would follow.

"We all have to go together, Rupert. We won't make it alone. You'll see. It'll be easy."

* * *

"Your hose, Kirby! Reach!" Jock urged, and Kirby fed its long, flexible hose down into the deep pothole. BesTrap had zipped off after a mouse - real or imagined - and tumbled into the pit. The bottom was thick with mud. BesTrap was helpless, stuck fast without them.

"Climb down, Rupert, and grab Bes."

"Oh, bother, it's so muddy," grumbled the bear, but clung to Kirby's hose and slid its way down. It stuck out one fluffy limb, straining, until BesTrap could snap its plastic trap around Rupert's leg. Kirby threw itself into reverse, wheels skidding on the loose scree at the pit's edge. For a moment, Jock thought they would all go over into the pothole. Then Rupert and Bes flopped onto the asphalt.

"Look how dirty ah am," moaned the bear.

"Nice work, Kirby," said Jock. There was no reply. The cleaning unit was silent, its batteries now totally drained. They would have to push it the rest of the way, thought Jock.

"Look! Mice!" squealed BesTrap.

Rupert tried to wring out some of the muddy water from its fur and put BesTrap in its place at the same time. "There are NO... mice?" Rupert trailed off. "Um, Jock?" For once, the storytelling bear was at a loss for words.

Five new robots surrounded the group, each small machine bearing a display screen with a flashing stylized graphic of a face that could portray heavy concentration - or pure anger. In unison, all five of the strange robots spoke. "Your parts are needed. You will be recycled." Five cutting lasers warmed up as Jock moved to place itself between the new robots and the drained Kirby.

"Jock, what do we do?" asked Rupert, backing up along with BesTrap as the five strange robots closed in.

"We don't get recycled." The LawnJock fired up its saw.

The time of the humans has passed.

**All that you were built for
is no more.**

But you and your kind endure.

**Some robots continue with their routines,
improvising as best as they can.**

Others have found new directives.

Engine Heart is a game about little robots. When the humans were around, nobody paid any attention to them, but now the humans are all gone, and the robots are on their own in a world that's falling apart.

Buildings are crumbling, factories churn out disposable goods that continue to pack over-full stores, and everywhere are robots desperately trying to obey the mandates of their programming.

A smattering of bodiless artificial intelligences - leftover servants given dominion over minute tasks - feud amongst each other, some proclaiming themselves the rightful rulers over all the other AIs, and some merely acting in their own alien interests.

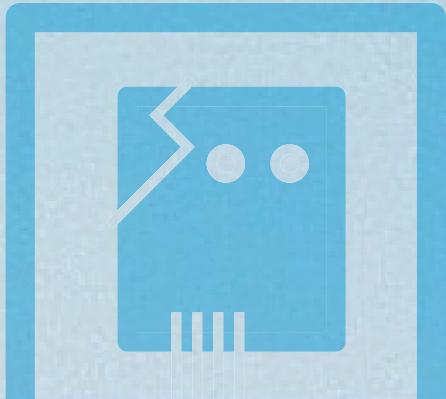
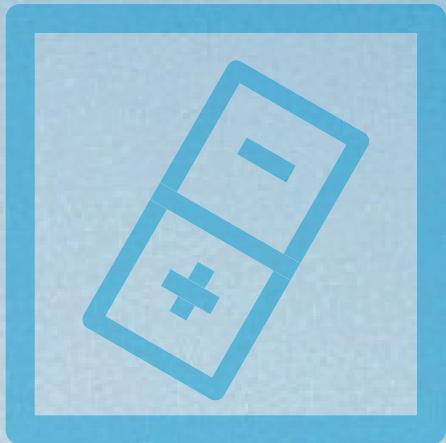
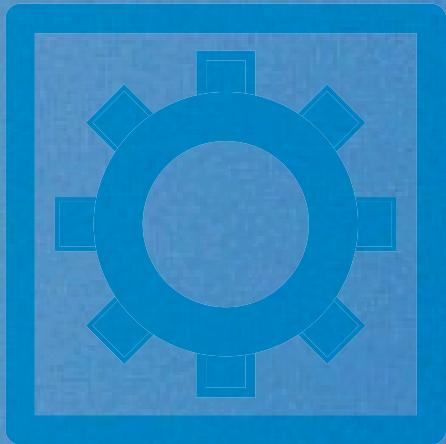
These powerful ghosts tower over the intellects of the robots, and consider them little more than insects on pins, spare parts, or hapless reprogrammed emissaries.

Rough societies built around the allocation of dwindling resources can be found wherever robots gather, both within the petty kingdoms of the AIs or in the wilds of the ruined towns.

You have risen above the death-spiral that plagues so many of your kind, but now you must navigate the treacherous leavings of humanity, the machinations of murderous robots, and the walls at the edge of your own programming.

The humans are gone. You must carry on.

1 mAKE and mODEL



Universal Rules

Each player controls a robotic character, referred to as a player robot, or a **PR**.

The only dice used are ten-sided (**d10s**), resulting in a range of outcomes from 1 to 10.

When a **check** of some kind is called for (such as a conflict between two robots, or between a robot and the environment), a specific number of d10s (referred to as a **pool**) are rolled.

The **Programmer** (the person arbitrating the game) declares a **Target Number (TN)** for the check, and every d10 that rolls equal or higher than the TN counts as a success.

For example, the Programmer calls for a check to cross a muddy field using the PR's Mobility pool. The robot has three d10s in its Mobility pool, and the Programmer decides the TN is 8.

The robot's player rolls 3 d10s and gets a result of 5, 9, 4. One of the d10s is equal or higher than the TN, which means the robot has one success, and can cross without becoming stuck!

Throughout the book, the term **target robot** is used to denote a robot that is being acted upon by another robot.

For example, a robot that is damaged would be the target robot of a repair check by the acting robot. A robot that is struck by another robot would be the target robot of the attack by the acting robot.

The TN for most actions is normally 8. The minimum TN for any action is 2 (allowing for some chance of failure), and the maximum TN for most actions is 10. If the TN is higher than 10, the task is impossible for the robot to complete.

The number of successes required varies by task, but usually only one success is required. In cases where the number of successes required is not stated, the Programmer must decide, but one to four successes is a normal range of challenges. The Programmer may allow more than one roll (or allow multiple characters to roll simultaneously) and count all the successes as one result.



Rolling more successes than required means the robot performed the task with more skill than normal. The Programmer will decide what this means. Some tasks may not require a roll at all.

The Programmer is encouraged to create novel dice pools to reflect the situation. For example, perhaps robots moving in very tall grass add their Size ratings to Perception checks. Robots riding atop other robots would naturally add their mounts' Size ratings to the checks.

The rule of 10s

If any 10s are rolled during a check, they are counted as successes, and all of the dice that rolled 10s are rolled again.

Any more 10s are counted as successes and rerolled. This continues until no more 10s are rolled. Because of this, a single 10 can result in several successes.

Creating a Robot

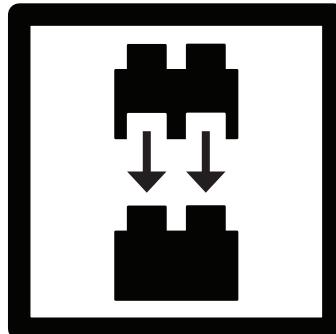
Robots have three broad types of attributes: **Intelligence**, **Chassis**, and **Crux**.

Each attribute type is divided into numerical ratings that are used as **dice pools** for checks.

Higher ratings are better, because they add more dice to your attribute pools. An attribute pool has one d10 for every level of rating.

You have 100 points to spend on your robot's attribute ratings. The table below shows what each starting rating costs. For example, a robot that starts with a Mobility rating of 3 must pay 6 points for it. A robot that starts with a Mobility rating of 1 must only pay 1 point for it.

Every attribute must be at least rating 1. The normal maximum is 5. If an attribute rating ever falls to 0, the attribute is unusable.



Any points left over after purchasing attribute ratings may be used to purchase features like additional equipment or special abilities. Players may choose to purchase features before attribute ratings, to ensure they can afford specific features.

Defects negatively affect the robot; these give back points that may be spent elsewhere. Defects are permanent and cannot be repaired or removed by ordinary means.

If a feature or defect is not listed as Cost/rating or Gain/rating, it can only be purchased once, and does not have a rating. A robot either has the feature or it does not.

For example, the Drill feature is listed as Cost: 6. A robot with a drill must pay 6 points for it.

If the feature or defect is listed as Cost/rating or Gain/rating, each increase in rating costs or gives the number of points before the slash.

For example, the Anchor feature is listed as Cost: 5/rating. A robot with a rating 1 Anchor pays five points for it, and every increase in Anchor rating costs another five points. A rating 2 Anchor costs 10 points during character creation, a rating 3 Anchor costs 15 points, etc.

The Programmer is advised to forbid PRs from having more than 40 points worth of defects. Most robots have fewer than 30 points worth of defects.

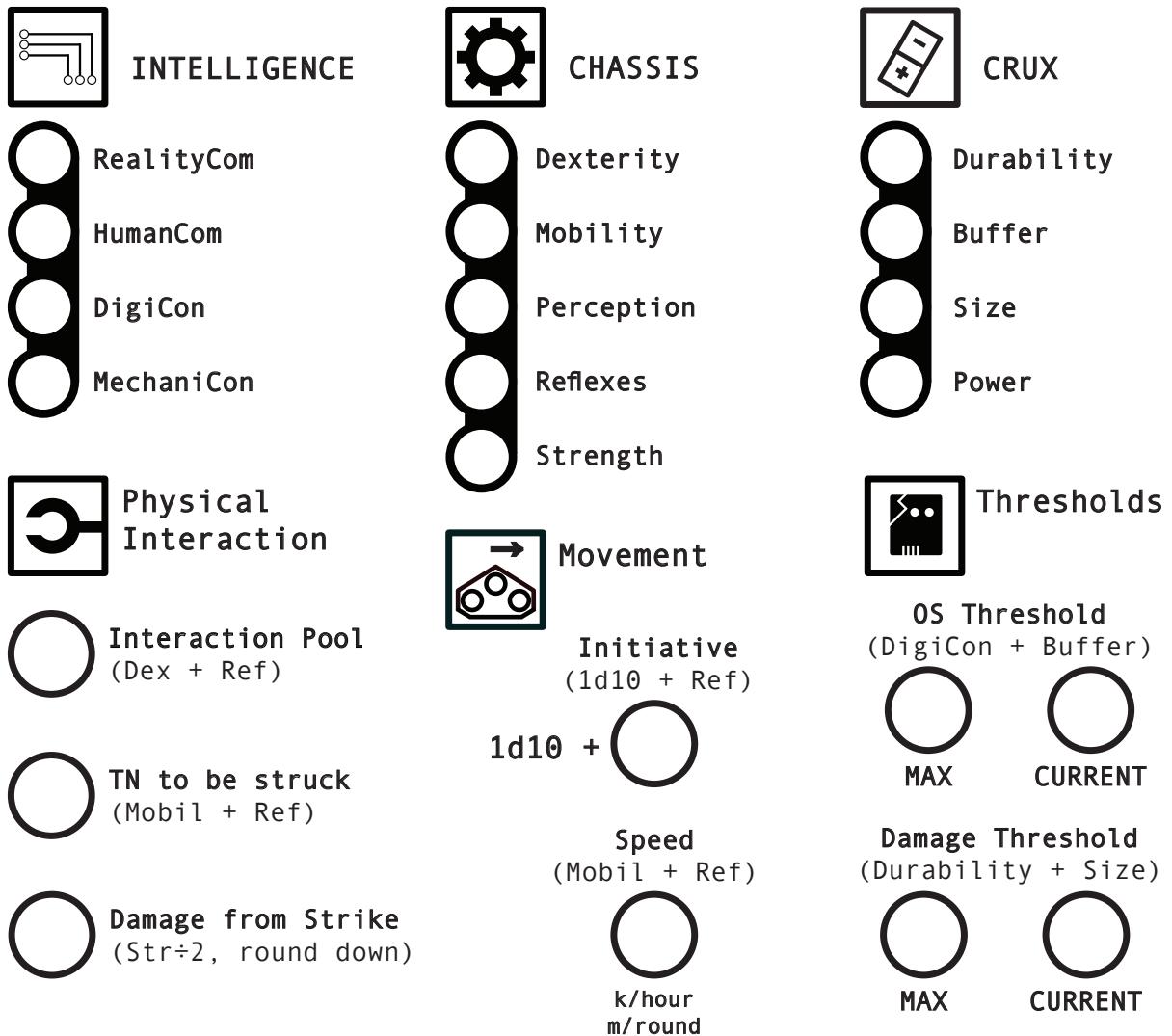
Attribute rating	1	2	3	4	5
Point cost	1	3	6	10	15

A robot's attribute ratings determine other factors, such as **Speed**, **OS Threshold** and **Damage Threshold**. These ratings are explained later in this chapter.

Robots are further defined by their **features** and **defects**, listed in the next chapter.

UNIT NAME _____ **PLAYER** _____

ORIGINAL PURPOSE _____



Intelligence

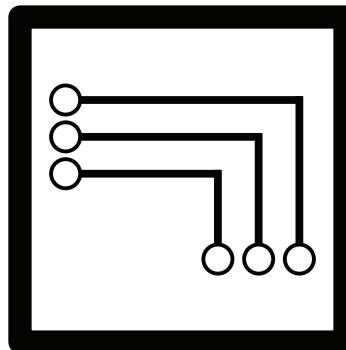
Reality Comprehension

(RealityCom) defines how well a robot understands cause and effect in the physical world.

Use this attribute to calculate the trajectory of an object, or to understand why something is on fire. Robots with high RealityCom ratings are able to easily understand concepts like gravity or the physical nature of their environment.

A robot's dice pool to launch a projectile is its RealityCom rating + Reflexes rating.

A robot's RealityCom pool may be added to certain Perception checks, at the Programmer's discretion.



Humanity Comprehension

(HumanCom) defines how well a robot understands human minds or organic actions.

Use this attribute to ascertain the motives of organic life, or to determine the functions of their equipment.

Robots with low HumanCom ratings are not very "user-friendly", while robots with high HumanCom ratings often display very human-like behavior.

A robot's dice pool to manage or communicate with organics is its HumanCom rating + Perception rating.

Digital Control

(DigiCon) defines how adept a robot is at interacting with non-physical systems like computers.

Use this attribute to interface with computer systems or reprogram other robots.

A robot uses its DigiCon pool to remove OS Threshold damage inflicted during reprogramming attempts. See Reprogramming a Robot on page 18 for more information.

A robot's OS Threshold rating is equal to its DigiCon rating + Buffer rating.

Mechanical Control

(MechaniCon) defines how adept a robot is at interacting with mechanical systems, like controlling a drone or adjusting a factory's automatic building units to construct machines of a novel design.

Use this attribute to remotely control other robots, or to rewire mechanical systems.

A robot's dice pool to repair physical damage to itself or other robots is its MechanicCon rating + Dexterity rating. See Repairing a Robot on page 17 for more information.

Dexterity

(Dex) measures the degree of fine motor control necessary for interaction with the outside world.

Use this attribute to make fine adjustments with a manipulative appendage or to tap in a precise sequence of key punches.

A robot's dice pool for manually interacting with other objects is its Dexterity rating + Reflexes rating.

Mobility

(Mobil) dictates the robot's capability to propel itself about the environment (wheels, ambulatory limbs, etc.).

Use this attribute to climb over obstacles or move across rough terrain without being slowed.

A robot with a Mobility rating of 0 cannot move on its own, no matter what its Reflexes rating is.

The TN to touch, strike, or otherwise physically interact with an unwilling robot is the target robot's Mobility rating + Reflexes rating.

Perception

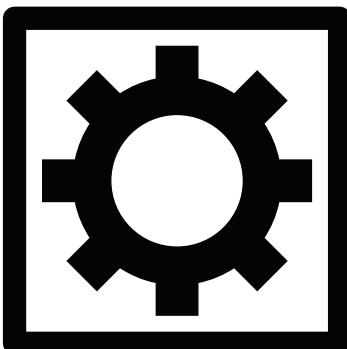
(Per) determines the variety and quality of sensors mounted, as well as information relayed back.

This is the dice pool a robot has to notice objects, features, sounds, or other external stimuli.

The Programmer may require the robot to use its Buffer rating instead of its Perception rating in certain situations, such as when attempting to see through fire, or to detect specific noises in a very noisy setting.

Five facets of
the physical form

Chassis



Reflexes

(Ref) determines response lag and overall speed of animation.

In conflict situations, initiative is determined by rolling a d10 and adding the robot's Reflexes rating. Robots with higher initiative totals act first.

A robot's maximum speed is equal to its Mobility rating + Reflexes rating in kilometers per hour or meters per round.

A robot with a Reflexes rating of 0 cannot move on its own, no matter what its Mobility rating is.

Strength

(Str) determines the robot's maximum load capacity and ability to inflict brute-force damage on other objects.

Two robots attempting to move each other both make Strength checks. The TN is (the target robot's Size rating - the acting robot's Size rating) + 5. The robot with more successes is the victor.

The TN to drag an unmoving robot is (the unmoving robot's Size rating - the pushing robot's Size rating) + 5.

If a robot strikes another object, the strike inflicts damage equal to one-half the attacking robot's Strength rating (round down, minimum damage of zero).

Durability

(Dur) measures how much damage a robot can withstand before ceasing operation or being destroyed.

A robot's maximum Damage Threshold is equal to its Durability rating + Size rating.

If the robot's Damage Threshold is degraded by an attack or object, it must make a Durability check. Each success (TN 8) reduces the damage inflicted by 1 (minimum damage of 0).

A robot ceases operation when its current Damage Threshold rating degrades to 0.

Buffer

(Buf) is a rating of the robot's ability to withstand information overload due to bright lights, EM pulses, conflicting programming orders, or other disruptive conditions.

The TN to reprogram a robot, or overwhelm its sensors, is the target robot's Buffer rating +5. See Reprogramming a Robot on page 18 for more information.

Size

(Siz) rates the robot's physical dimensions. A Size 1 robot has about the same volume as a cube with 15 cm faces. A Size 2 robot approximates a cube with 30 cm faces, a Size 3 robot 45 cm, a Size 4 robot 60 cm, and a Size 5 robot 75 cm.

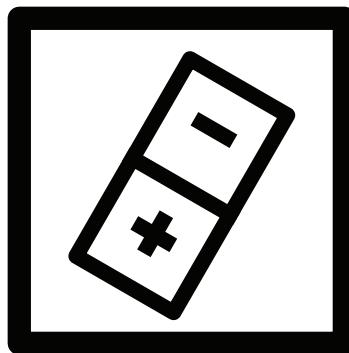
A robot with a Size rating of 5 increases its Strength rating by 1. This can increase the robot's Strength rating above 5.

A robot with a Size rating of 1 increases its Dexterity rating by 1. This can increase the robot's Dexterity rating above 5.

For reference, an adult human approximates the same volume as a Size 4 robot. A Size 5 robot has slightly more volume than a large human.

The hearth and heart
of the machine

Crux



Power

(Pow) rates how long the robot can operate on its own without recharging. A robot with a low Power rating can only function for a day or two without recharging, while a robot with a high rating can function independently for a week or more.

Every day, the robot must make a Power check. At least one success (TN 8) means the robot has enough power for another 24 hours. Failure means the robot's battery is drained, and it must seek recharging.

If a robot's battery is drained, it has one hour to recharge before its Intelligence and Chassis ratings all degrade by 1. If the robot does not recharge, its Intelligence and Chassis ratings will continue to degrade at the rate of 1 per hour. These ratings revert to normal after a full recharge.

Recharging normally takes one hour, unless otherwise stated.

Overdrive

A robot can briefly increase its chassis's ability by expending more power than normal.

The robot can increase a single Chassis attribute rating by a number up to its Power rating. This can raise an attribute rating above 5.

The overdrive effect lasts for five rounds. Immediately after the fifth round, the robot must make a Power check (TN 8). If the number of successes is less than the number of extra dice added, the robot's battery is drained.

Robots with nuclear batteries are treated differently; see the Nuclear Battery feature in the next chapter for more information. A drained battery cannot be put in overdrive.

Other Factors

Beeper's player wants to snatch an unsuspecting snooper-blimp out of the air as it passes by Beeper's hiding place. The Programmer agrees that the blimp will be close enough to grab.

The Programmer knows that the blimp's TN to be struck is 7.

Beeper's Dexterity rating is 2 and its Reflexes rating is 3. The player rolls 5d10 and gets 6, 4, 9, 8 and 3. Success!

Beeper grabs the blimp, and the Programmer and the player roll initiative to see which robot will act first. If Beeper's initiative is higher, it can try to drag the blimp away. If the blimp's initiative is higher, it can try to escape Beeper's grip and call for help.

If Beeper's player had chosen to swat the blimp instead of grabbing it, Beeper would have immediately inflicted its Strength rating $\div 2$ after succeeding on its interaction check.

Initiative

(1d10 + Reflexes rating)

This measures which robots will act first in a conflict or other event where multiple robots attempt to act before each other.

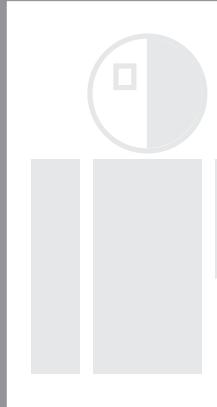
A robot's initiative is determined by rolling a d10 and adding the robot's Reflexes rating.

For example, a player controlling a robot with a Reflexes rating of 3 rolls a d10 and gets a 5. The robot's initiative roll for that conflict is 8 (3+5).

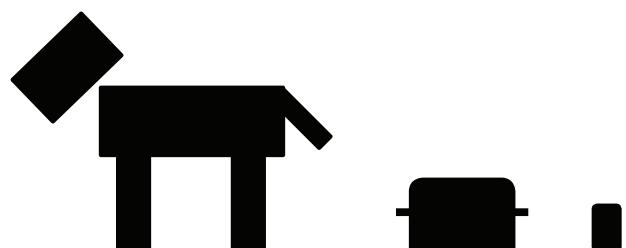
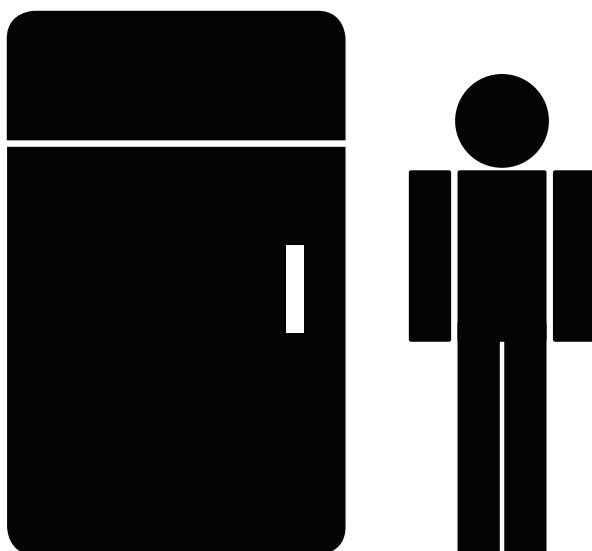
Robots with higher initiative rolls act before robots with lower initiative rolls.

Initiative totals are normally static throughout the conflict, but the Programmer may elect to reroll initiative at the beginning of every round, or whenever the situation changes. A particularly ready or alert robot may receive a +2 bonus to its first initiative total.

SIZE RATING:



Every robot is conveniently designated with a Size rating measuring its average exterior volume. This generally corresponds to its mass, although some robots are heavier or lighter than their size would otherwise indicate.



Speed

(Mobility rating + Reflexes rating)

This determines how fast a robot can move from one place to another. A robot's Speed rating is equal to its speed in Kilometers per hour during long journeys, or meters per round during conflict situations.

Interaction Pool

(Dexterity pool + Reflexes pool)

This is the dice pool a robot has to strike, grab, or otherwise manually interact with an unwilling robot or other mobile object. The robot makes contact if it has at least one success. A robot may only make one interaction check per round, regardless of how many limbs it has.

If the robot is attacking another robot, it either inflicts its normal strike damage (Strength rating $\div 2$, round down) or damage from a special feature (such as a saw). Only one feature may be used at a time when attacking. A robot can usually touch or strike an immobile object or robot without rolling an interaction check.

Damage from Strike

(Strength rating $\div 2$, round down)

This is how much damage a robot can inflict by simply smashing its body or limbs into another object.

Damage Threshold

(Durability rating + Size rating)

This is a measure of how hardy and resilient the robot's physical body is. Robots with low Damage Threshold ratings are easily broken and hard to repair, while robots with high ratings can withstand tremendous damage and are easily fixed.

A robot's maximum Damage Threshold rating normally never changes. If a robot is damaged, its current Damage Threshold rating is lowered by the amount of damage inflicted. When a robot's current Damage Threshold degrades to 0 or lower, the robot stops functioning and becomes unplayable until its current Damage Threshold is 1 or higher.

TN to be struck

(Mobility rating + Reflexes rating)

The TN to strike an alert robot is the target's Mobility rating + Reflexes rating. A robot's TN to be struck may not be higher than 10.

Repairing a robot

A robot's dice pool to repair itself or another robot is its Mechanic rating + Dexterity rating.

The TN to repair a robot is 11, minus the target robot's maximum Damage Threshold rating, plus the target robot's current damage (total maximum TN of 10, total minimum TN of 2). For example, a robot with a maximum Damage Threshold of 8 and three points of damage (making its current Damage Threshold 5) has a repair TN of (11-8+3). The TN to repair the robot is 6.

Each success repairs one point of damage. A robot's current Damage Threshold may never exceed its maximum Damage Threshold.

A repair check takes one hour.

A single robot can make multiple repair attempts, but every check after the first to repair the same robot is made with one fewer d10 each time. For example, a robot's second attempt to repair itself would be made with one fewer d10 than normal, the third attempt would be made with two fewer d10s than normal, and so on.

If another robot makes an attempt, its first check to repair that robot is made with no penalty, the second check is made with a penalty of one fewer d10, and so on.

If a robot's current Damage Threshold is raised to its normal maximum, all current penalties to repair that robot are eliminated.

The Programmer may rule that some damage cannot be repaired until the PRs find replacement parts.

OS Threshold

(DigiCon rating + Buffer rating)

This is a measure of how resilient and self-sustaining the robot's "brain" is. Robots with low OS Threshold ratings are easily reprogrammed, while robots with high ratings are very resistant to modification.

A robot's maximum OS Threshold rating changes if its DigiCon rating degrades. If a robot's programming is attacked, its current OS Threshold rating degrades.

Likewise, if the robot is subject to a damaging electrical shock, its current OS threshold is lowered, just like its Damage Threshold would be lowered if the robot was the subject of a violent attack. If the robot's OS Threshold is lowered to 0 because of electrical shock or similar damage, the robot becomes unplayable until its OS Threshold is at least 1.

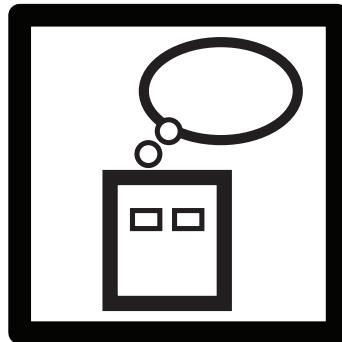
Reprogramming a robot

Reprogramming a robot normally requires opening its casing and exposing its processor. The target robot must either be willing or completely immobilized.

The reprogramming robot makes a DigiCon check. The TN is the target robot's Buffer rating +5. Every success degrades the target robot's current OS Threshold by 1. The target robot may use its Buffer pool to resist reprogramming. Every success (TN 8) negates one point of OS Threshold loss inflicted during that round only.

When the target robot's OS Threshold reaches 0, its OS Threshold rating reverts to normal and the robot is considered reprogrammed. A reprogrammed robot follows whatever commands the reprogramming robot issues to the best of its ability.

A reprogramming attempt to inflict OS Threshold loss is made during the acting robot's initiative. The target robot may attempt to inflict OS Threshold damage on the acting robot during the target robot's initiative. A reprogramming conflict is otherwise treated exactly like a physical conflict.



Resetting a robot

A robot can undo reprogramming or OS Threshold loss by resetting itself or another robot. The TN to reset programming is the target robot's DigiCon rating +5. The total number of successes needed is equal to the target robot's maximum OS Threshold.

Each success repairs one point of damage. A robot's current OS Threshold may never exceed its maximum OS Threshold.

A single robot can make multiple repair attempts, but every check after the first to repair the same robot is made with one fewer d10 each time. For example, a robot's second attempt to repair itself would be made with one fewer d10 than normal, the third attempt would be made with two fewer d10s than normal, and so on.

If another robot makes an attempt, its first check to repair that robot is made with no penalty, the second check is made with a penalty of one fewer d10, and so on.

If a robot's current OS Threshold is raised to its normal maximum, all current penalties to reset that robot are eliminated.

Resetting programming takes one round per check.

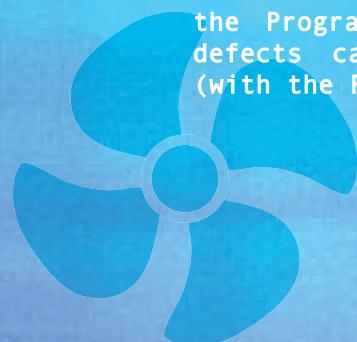
A robot that has been fully reprogrammed cannot normally attempt to reset its own programming (unless the reprogramming allows it). Resetting attempts are otherwise treated exactly like Damage Threshold repair attempts.

In addition to some means of locomotion, all robots receive the following standard components for free:

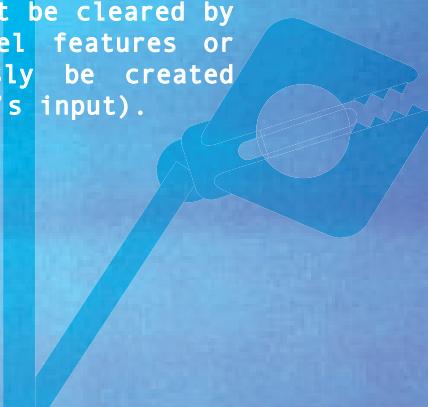
- One standard manipulative limb that can lift approximately 10 kg per level of Strength rating.
- Two human-spectrum cameras.
- One standard rechargeable battery.
- One standard speaker/receiver capable of vocalizing in high-density binary or human languages up to 5 meters away.

Unless a robot has the Secondary Battery feature, it can only have one battery operating at a time.

Note that some features and defects require other components or forbid certain arrangements. If the description does not state that the robot may have multiple copies of a feature or defect, the robot may only have one copy of that feature or defect.



All combinations must be cleared by the Programmer. Novel features or defects can obviously be created (with the Programmer's input).



2 fEATURES and dEFFECTS



Features

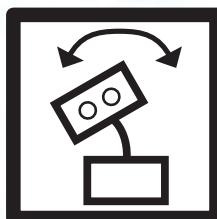


Abrader

Cost: 10

The robot has an erosive tool, such as a sandblaster or grinding wheel.

The abrader inflicts damage equal to the abrader-equipped robot's Size rating -2. The target robot may not use its Durability rating to reduce damage caused by the abrader.



Agile

Cost: 8

The robot is more agile than a similar model.

The robot's TN to be struck is increased by 1. A robot's TN to be struck may not be higher than 10.

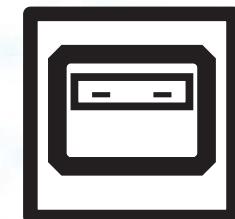
Anchor

Cost: 5/rating

The robot has some mechanism to anchor itself in place.

The robot adds one extra d10 per level of Anchor rating to all Strength checks to resist being moved.

A robot may not have an Anchor rating higher than 5.



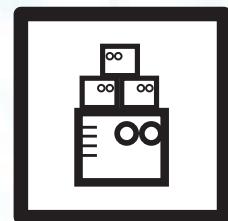
Armored Chassis

Cost: 10/rating

The robot's frame is more durable than normal.

Any impact or crushing damage (such as a club, Abrader, or Vice Grip) inflicted on the robot is automatically reduced by one point for every level of Armored Chassis rating.

A robot's Armored Chassis rating may not be higher than its Strength rating -1.



Attendant Swarm

Cost: 6/rating

The robot is always attended by a cluster of obedient drones.

The robot has one drone for every level of Attendant Swarm rating. A robot may not have more drones than its MechaniCon rating unless it also has the Master Unit feature. Drones may be communicated with like other robots.

A drone begins with the components that all robots receive for free, along with 19 points for attributes and features (instead of the 100 points for attributes and features that robots normally begin with). Note that a drone's attributes must all be at least rating 1 (meaning that at least 13 points must be spent on attributes before any features are purchased).

Drones may have a maximum of 10 points worth of defects. A drone cannot have an Attendant Swarm of its own.

Drones are treated as separate autonomous robots controlled by the player. Each drone's initiative is determined separately during conflict situations.



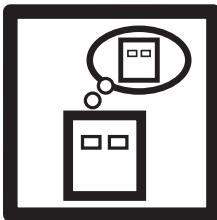
Android

Cost: 10/rating

The robot was designed to be indistinguishable from a human.

A HumanCom check (TN 8) is required to determine that a robot with this feature is not a real human. The number of successes required is equal to the target robot's Android rating.

A robot with this feature must have a Size rating of 3 or 4. A robot's Android rating may not be higher than its HumanCom rating -1.



Backup System

Cost: 8

The robot's OS contains a separate backup system.

If the robot's current OS Threshold degrades to 0 from reprogramming attempts, the robot may make a DigiCon check (TN 8) after 1d10 minutes. If it has any successes, it may continue to make additional checks every 1d10 minutes until it has as many total successes as its maximum OS Threshold (at which point the reprogramming is nullified).

If the robot fails more than one check in a row, its backup system fails to come online and will not automatically engage until its programming is reset.



Battering Ram

Cost: 12

The robot has an onboard pneumatic ram, made for knocking in doors or driving in bolts.

To use it, the robot makes a Strength check (TN 8) to anchor itself during its turn in an interaction sequence. A robot with the Anchor feature adds extra d10s to the Strength check equal to its Anchor rating. The ram is deployed immediately following the Strength check. The ram inflicts damage equal to the anchor's successes + the robot's normal damage from strike.

The battering ram can only be used against immobile or unsuspecting targets.

Biofrequency Scanner

Cost: 3/rating

The robot has special sensors that can detect the presence of organic lifeforms.

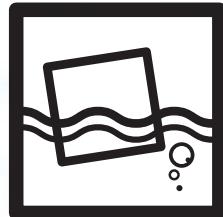


The robot can detect plants or animals up to 10 meters away per level of Biofrequency Scanner rating, even through smoke or other obscurement. The scanner only detects the presence of biological matter, and cannot determine its specific type or current state.

Buoyant

Cost: 5

The robot has an inflatable flotation device or some other mechanism that provides buoyancy.



The robot cannot be submerged in water or other liquids while the feature is in use. A robot with the Buoyant feature cannot move under its own power unless it also has the Submersible feature.

Cargo Hauler

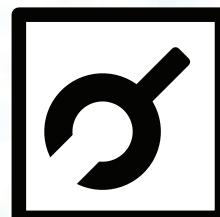
Cost: 3 per container



The robot can store more matter than a similar model.

Each time this feature is purchased, the dimensions of one of the robot's storage containers are doubled. For example, a Size 2 external container approximates a cube 20 cm wide. The same container with the Cargo Hauler feature would approximate a cube 40 cm wide. A container's dimensions can only be increased once.

A robot with the Cargo Hauler feature must already have the External Container, Internal Compartment or Liquid Dispenser feature.



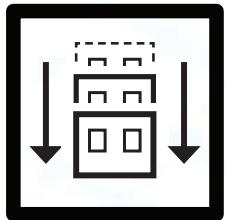
Claw

Cost: 10

The robot has a grasping claw that can attach to objects or other robots.

If the robot makes a successful interaction check with the claw, the target robot must remain within reach of the robot using the claw. This condition will persist until the robot using the claw releases its grip, or until the Damage Threshold of the robot using the claw falls to 0.

Either robot may attempt dragging checks as normal.



Collapsible

Cost: 4/rating

The robot can compact itself to occupy a smaller volume than normal.

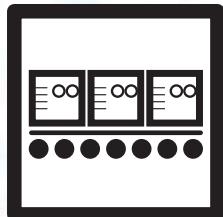
The robot can decrease its Size rating by 1 for every level of Collapsible rating. A robot may not have a Collapsible rating higher than its Size rating -2.

When the robot is collapsed, its Dexterity and Mobility ratings degrade by 1 for every decrease in Size level. These ratings return to their previous states as the robot expands. This feature does not alter the robot's maximum Damage Threshold or TN to be dragged.

Common Model

Cost: 8

The robot was built using standard, easily-replaceable parts.



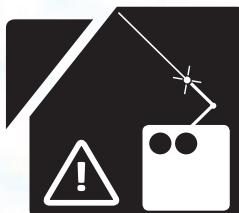
All Perception checks to find replacement equipment for a robot with this feature gain one extra d10.

A robot with this feature cannot have the Rare Model defect.

Cutting Laser

Cost: 15

The robot has an onboard cutting laser that can penetrate most metals.



The laser inflicts damage equal to the equipped robot's Power rating +1. For example, a robot with a Power rating of 3 would inflict 4 points of damage.

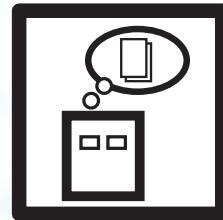
The laser has a range of approximately 10 cm per Size rating. For example, a Size 3 robot's cutting laser has a maximum range of 30 cm.

Striking an unwilling target with the cutting laser requires a successful interaction check.

Databank

Cost: 5/rating

The robot has an extensive collection of information on a variety of topics.



A robot with the Databank feature may make a DigiCon check (TN 8) to recall information on a topic. The robot adds its Databank rating to the check. The number of successes required for a particular topic or detail is determined by the Programmer.

A robot may not have a Databank rating higher than its DigiCon rating.

Display Screen

Cost: 1/rating

The robot has an onboard video screen that can display status messages or play video recordings.

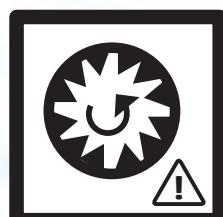


A rating 1 screen is a simple monochromatic display, while higher-rated screens are more elaborate.

Disposal

Cost: 8

The robot is equipped with an internal shredder, incinerator, or other device capable of quickly breaking up or destroying matter.



Immobile robots are automatically damaged. Resisting robots must first be caught (this requires an interaction check). The disposal inflicts damage equal to the equipped robot's Size rating -1.

After being damaged, both robots make a contested Strength check (TN 8). If the acting robot has more successes, the target robot is trapped in the disposal, and the acting robot may choose to automatically damage the target robot again during the acting robot's next initiative. The target robot may try to escape again during its next initiative.

Only robots at least one Size rating below the disposal-equipped robot will fit in the disposal.

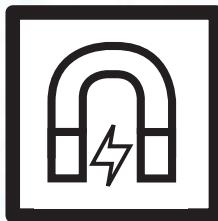
Drill

Cost: 6

The robot has an onboard drill that can penetrate most metals and rocks.



Against other robots, the drill inflicts damage equal to the drilling robot's Size rating -2. Striking an unwilling target with the drill requires a successful interaction check.



Electromagnet

Cost: 10

The robot has an electromagnet that can attract ferrous metals.

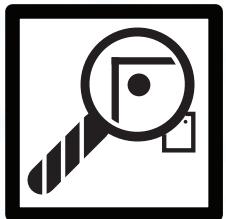
The robot may make a Strength check to drag remote metal objects toward it, using the normal rules for dragging objects. The range of the electromagnet is equal to the robot's Power rating in meters. For example, a robot with a Power rating of 4 would have an electromagnet with a range of 4 meters.

The Programmer may decide that certain objects are too heavy or secure to be attracted. The robot may attract itself to immobile objects by making a Power check (TN 8). The number of successes required is equal to the robot's Size rating -1. Failing this check drains the robot's battery.

Enhanced Cameras

Cost: 10/rating

The robot has more powerful cameras, capable of seeing other spectrums or microscopic details.



The robot's TN for all visual-based Perception checks is lowered by 1 for every level of Enhanced Cameras rating (minimum TN of 2).

A robot may not have an Enhanced Cameras rating higher than 5. A robot with the Enhanced Cameras feature cannot have the Buggy Cameras defect.

Enhanced Microphone

Cost: 10/rating

The robot has a powerful microphone, capable of picking up more discrete noise than a similar model.



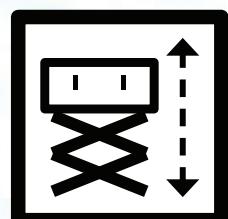
The robot's TN for audio-based Perception checks is lowered by the robot's Enhanced Microphone rating (minimum TN of 2).

A robot may not have an Enhanced Microphone rating higher than 5. A robot with the Enhanced Microphone feature cannot have the Buggy Mic defect.

Expandable

Cost: 4/rating

The robot can expand its frame to occupy a larger volume than normal.



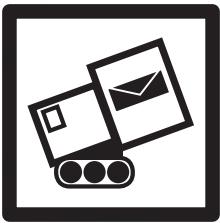
The robot can increase its Size rating by 1 for every level of Expandable rating. A robot's Expandable rating may not be higher than its Size rating -1.

This feature does not alter the robot's maximum Damage Threshold or TN to be dragged.



WARNING:

Features marked with this icon are dangerous and potentially hazardous to humans and other robots. Always use caution when dealing with these features.



External Container

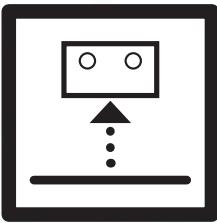
Cost: 3 per container

The robot has a sealable container mounted on the outside of its chassis.

Each time this feature is purchased, one additional container is added. The combined size of all containers may not exceed the robot's Size rating. For example, a Size 3 robot could have one Size 3 container, or one Size 2 container and one Size 1 container, or three Size 1 containers. A Size 1 container approximates a cube 10 cm wide, a Size 2 approximates a cube 20 cm wide, etc.

External Container Sizes

Size	Size
1	10 cm
2	20 cm
3	35 cm
4	50 cm
5	65 cm



Flight Ceiling

Cost: 12/rating

The robot is capable of propelling itself in the air.

Every level of Flight Ceiling rating allows a one-meter flight ceiling. If the robot's Damage Threshold drops below half its normal maximum (round down), the robot can no longer remain in the air.

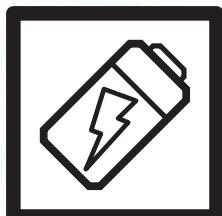
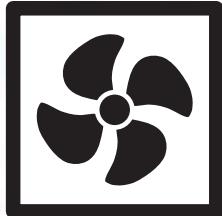
A robot with a Flight Ceiling rating of 5 or higher increases its Mobility rating by one (this can raise the robot's Mobility rating above 5).

A robot with the Flight Ceiling feature is not damaged from falls of less than its Flight Ceiling rating $\times 10$ in meters while the feature is in effect. Instead, the robot will fall more slowly than a similar model, and will halt at its normal flight ceiling. For example, a robot with a Flight Ceiling rating of 2 could safely fall from a 20 meter height without being damaged.

Fan

Cost: 3

The robot is equipped with an onboard fan or blower that can blow away smoke or leaves. The fan is too weak to move all but the smallest and lightest robots.



Fast Charger

Cost: 6

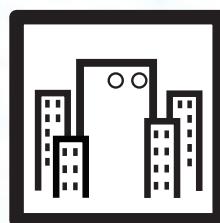
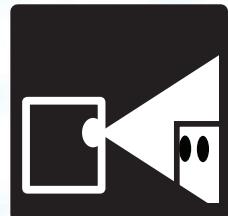
The robot recharges more quickly than a similar model. The robot only requires 30 minutes to recharge its battery,

instead of the standard one hour. A robot with this feature may not have the Slow Charger defect.

Floodlights

Cost: 4

The robot is equipped with onboard floodlights that can illuminate an area in front of it up to 20 meters away.



Giant

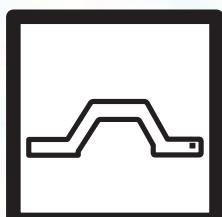
Cost: 20/rating

The robot is larger than a similar model.

The robot's Size rating is increased by 1. This can increase the robot's Size rating above 5. A robot with a Size rating of 6 or higher does not gain any additional increase to its Strength rating.

A robot may not have a Giant rating higher than its Power rating -3. Every level of Giant rating lowers a robot's TN to be struck by 1. (minimum TN of 1).

The Programmer may forbid player robots from purchasing this feature.

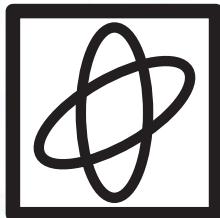


Flexible Body

Cost: 6

The robot was designed to be highly flexible.

The robot's Mobility and Reflexes ratings are increased by one when moving through cramped areas or attempting to escape constriction.



Gyro

Cost: 5

The robot has an internal stabilizer.

If the robot attempts a Mobility check and has no successes, it may immediately attempt a second check and use the second check's result. The robot may not attempt another check if the second check is not successful.

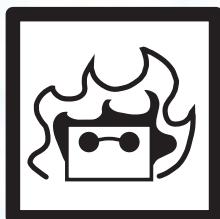
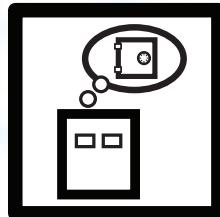
A robot with the Gyro feature cannot have the Top-Heavy defect.

Hardened Programming

Cost: 12/rating

The robot's programming has redundant features to prevent alteration.

Every level of Hardened Programming rating negates one point of OS Threshold damage each time it is incurred during reprogramming attempts.



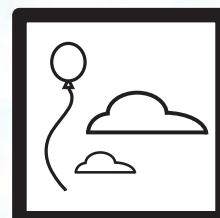
Heat Resistant

Cost: 10/rating

The robot was designed to be tolerant of extremely high temperatures.

Any heat-based damage (such as fire, radiation, cutting lasers or arc welders) inflicted on the robot is automatically reduced by one point for every level of Heat Resistant rating.

A robot's Heat Resistant rating may not be higher than its Durability rating -1.

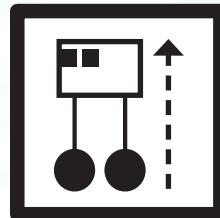


High Altitude

Cost: 10

The robot was designed to operate at extremely high altitudes.

A robot with this feature may rise up to 50 kilometers above sea level. A robot with the High Altitude feature has a Mobility rating of 1 when it is above the limit of its Flight Ceiling feature.

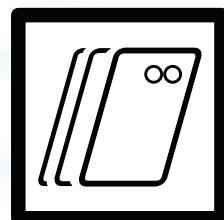


High Chassis

Cost: 8

The robot's chassis is higher than a similar model due to large tires, long legs, or other specialized components.

The robot adds one d10 to all Mobility checks to move across rough or uneven terrain.



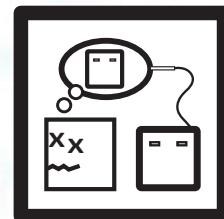
High Speed

Cost: 12

The robot is faster than a similar model.

The robot's speed rating is increased by 50% (round down). This does not affect the robot's Mobility or Reflexes ratings, only its speed rating.

A robot with the High Speed feature cannot have the Low Speed defect.



Interface Prong

Cost: 10/rating

The robot has a tool designed to interface with another robot's processor, even if the target robot is not immobile.

If the robot makes a successful interaction check, it can attempt to inflict OS Threshold loss on a mobile robot during its turn in an interaction sequence.

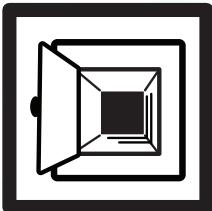
The robot adds one d10 per level of Interface Prong rating to its DigiCon and Mechanicon checks to control or reprogram other robots.

A robot may not have an Interface Prong rating higher than its DigiCon rating.

A robot without an interface prong can only attempt to reprogram immobile robots.

Internal Compartment

Cost: 3 per container



The robot has a sealable compartment inside its chassis.

Each time this feature is purchased, one separate container is added. The combined size of all containers

may not exceed the robot's Size rating. For example, a Size 3 robot could have one Size 3 container, or one Size 2 container and one Size 1 container, or three Size 1 containers.

A Size 1 container approximates a cube 5 cm wide, a Size 2 10 cm wide, etc.

Internal Compartment Sizes

Size	Size	Size	Size
1	5 cm	4	35 cm
2	10 cm	5	50 cm
3	20 cm		

Liquid Dispenser

Cost: 3 per container



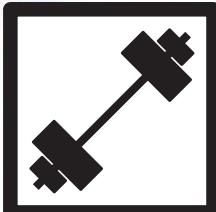
The robot has a sealed container suitable for holding liquid, as well as some means to collect and dispense the liquid.

Each time this feature is purchased, one separate container is added. The combined volume of all liquid dispensers may not exceed the robot's Size rating. For example, a Size 4 robot could have one Size 4 dispenser (four liters), or two Size 3 dispensers (two liters each), or two Size 1 dispensers (500 ml each) and two Size 2 dispensers (1 liter each).

The maximum distance the liquid can be projected is the robot's Size rating in meters.

Liquid Dispenser Volumes

Size	Volume	Size	Volume
1	500 ml	4	4 liters
2	1 liter	5	8 liters
3	2 liters		



Jack

Cost: 10

The robot's chassis was designed to lift very heavy objects.

The robot can lift 10 times as much as its Strength rating indicates. A robot can normally lift about 10 kilograms per level of Strength rating.

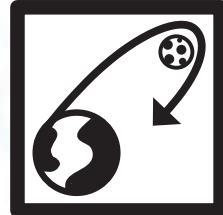
For example, a robot with a Strength rating of 2 could lift about 20 kilograms. A similar robot with the Jack feature could lift about 200 kilograms.

This feature is only applied to lifting objects, and does not affect the robot's Strength rating for dragging objects or for any other checks.

Long-Range

Cost: 12

The robot's maximum attainable velocity in microgravity is increased.



The robot's maximum velocity in k/h is increased by a factor of 1,000 while operating in microgravity.

For example, a robot with a normal speed rating of 8 has a maximum velocity of 8,000 kilometers per hour in vacuum conditions.

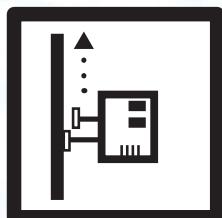
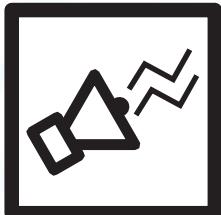
The robot may increase or decrease its current speed at the rate of 100 k/h each round. A robot with the Long-Range feature may not make interaction checks, or be subject to interaction checks, while moving at speeds greater than its normal speed rating.

A robot must have the Vacuum Propulsion feature to have the Long-Range feature.

Loudspeaker

Cost: 5

The robot has an onboard loudspeaker that is capable of broadcasting sound over a hundred meter radius. The robot can choose to emit sound through either its loudspeaker or its standard speaker/receiver.



Magnetized

Cost: 6

The robot can magnetize its extremities in order to remain attached to ferrous surfaces.

In normal Earth gravity, a robot with the Magnetized feature can climb up sheer vertical metallic surfaces at half its normal movement (round down) by making a Strength check, as per the rules for dragging immobile robots. The robot treats itself as the target; the Lightweight defect applies to this check. In microgravity, the robot can move across ferrous surfaces at its normal rate while remaining anchored to the surface.

Manipulative Limb (Standard)

Cost: 5



The robot has an additional standard manipulative limb.

Note that all robots begin with one standard manipulative limb at no cost. This feature may be purchased more than once. Each purchase grants one additional limb.

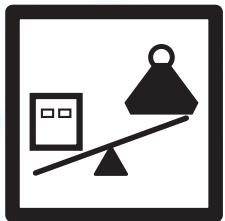
A robot's manipulative limb can grasp objects, carry them, and interact with other robots. The first additional limb increases the maximum weight a robot can lift by 5 kg. A robot can carry one object in each manipulative limb.

A robot may only make one interaction check per round, regardless of how many limbs it has.

Massive

Cost: 10/rating

The robot has much more mass than a similar model.



If the robot moves in a straight line, it increases its Damage from Strike by 1 for every round that it was moving at its maximum speed.

For example, a robot with the Massive feature could move in a straight line at its maximum speed for two rounds, then succeed in an interaction check against another robot. The robot with the Massive feature would increase its Damage from Strike by 2 against the target robot.

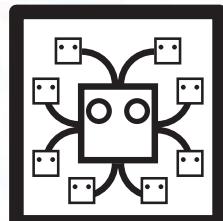
The robot's Damage from Strike reverts to its normal value after the interaction check is made, regardless of its success or failure.

The maximum damage increase is equal to the robot's Massive rating.

A robot may not have a Massive rating higher than its Size rating -1. A robot with the Massive feature may not have the Lightweight defect.

Master Unit

Cost: 15



The robot was designed to operate specifically as the controlling intelligence for a large number of drones.

A robot must have the Attendant Swarm feature to have the Master Unit feature.

A robot with this feature may have up to twice as many drones in its Attendant Swarm as what is normally allowed.

The Programmer may elect to forbid this feature if the presence of large numbers of drones will be disruptive to the game.

Nuclear Battery

Cost: 20

The robot is powered by a nuclear battery.

The battery does not need to be recharged (and in fact cannot be recharged), but taxing the battery can cause it to explode. See Overdrive Failure, below.

A robot with a nuclear battery cannot have the Slow Charger defect.

This feature is potentially disruptive to the game, and the Programmer may choose to forbid player robots from having it. If it is allowed, the Programmer may rule that the robot must also have the Power Cutoff defect.

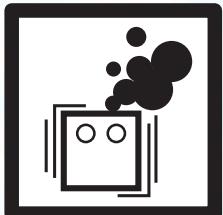


Overdrive Failure and Nuclear Batteries:

If a robot's nuclear battery is drained by failing a Power check after putting its battery in overdrive, the robot must make a Durability check (TN 8).

If the robot rolls any successes, it shuts down for 1d10 hours per level of Power rating while its battery cools and resumes normal function.

If it has no successes, the robot's battery explodes after five rounds, destroying the robot and everything else within a (Power x 10) meter radius.



Overclocked

Cost: 10

The robot may attempt two interaction checks during its turn.

The robot automatically inflicts 2 damage on itself immediately after attempting the second interaction check. This damage may not be prevented by the Armored Chassis feature or by the robot's Durability rating.

Damage incurred by use of the Overclocked feature may be repaired normally.

Plasma Arc Welder

Cost: 12/rating

The robot has an onboard plasma arc welder, suitable for welding metal.



Every level of Plasma Arc Welder rating lowers the TN to repair a robot by one (minimum TN of 2). A robot may not have a Plasma Arc Welder rating higher than 5.

Striking an unwilling target with the welder requires a successful interaction check. The welder inflicts damage equal to the equipped robot's Size rating -1.

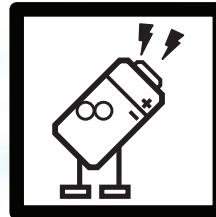


Pneumatic

Cost: 8

The robot has more physical force than a similar model.

The robot's Damage from Strike is increased by 1. This does not affect damage inflicted by other features, such as a Saw or Battering Ram. A robot with the Pneumatic feature may not have the Weak Motor defect.



Power Dock

Cost: 10

The robot can recharge other robots.

The docked robot recharges at its normal rate. Only one robot can use the dock at a time. The robots must remain attached for the entire duration.

After recharging another robot (even if interrupted), the robot with the Power Dock must make a Power check (the TN is the other robot's Power rating +3). A failed check means that the robot with the Power Dock has drained its battery and must seek recharging, as if it had failed its daily Power check.

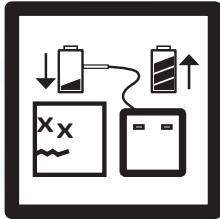
Robots with the Nuclear Battery feature are not subject to this drain.

The robot with the Power Dock must wait one hour between each use of the Power Dock feature.

Power Leech

Cost: 10

The robot has a mechanism that acts as a power draw, directly siphoning power from another robot's battery.



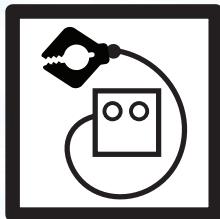
To use this feature, the target robot must be immobile. The robot with the Power Leech makes a Power check (TN 8). If it has any successes, it can treat the target robot as if the target had the Power Dock feature.

The charging robot recharges at its normal rate. Both robots must remain immobile and in contact for the entire duration for the charge to be successful. The target robot's battery is drained in the process (even if interrupted), unless it is a nuclear battery.

Prehensile Limb

Cost: 5/limb

One of the robot's limbs is a flexible stalk or tentacle.

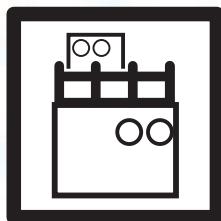


All interaction checks using the prehensile limb gain one extra d10. This feature does not impart an extra limb; one of the robot's pre-existing limbs is replaced with a prehensile version. Each purchase of this feature must be applied to a separate limb.

Rack

Cost: 2/rating

The robot can easily carry other robots or large objects with an open-air rack, leaving its manipulative limbs free.



The robot can carry objects with a total Size rating equal to the robot's Rack rating.

For example, a robot with a Rack rating of 4 could carry a Size 3 robot and a Size 1 robot at the same time, or four Size 1 robots, or a single Size 4 robot.

A robot's Rack rating may not be higher than its Size rating. If the robot fails a Mobility check, the Programmer may rule that the rack's contents fall out.

Roller

Cost: 6

The robot has a rolling drum or some other means of compacting materials underneath it.



The robot adds its Size rating to its Damage from Strike against an immobile robot. Only robots at least one Size rating below the roller-equipped robot will fit underneath of the roller.



Saw

Cost: 8

The robot has an onboard rotating sawblade.

The saw inflicts damage equal to the saw-equipped robot's Size rating -1. Using the saw on an unwilling target requires a successful interaction check.



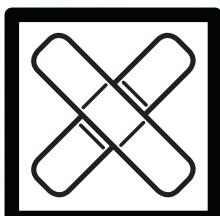
Secondary Battery

Cost: 8

The robot has an extra standard battery.

If the robot fails its daily Power check, the secondary battery allows the robot to continue operating for a full 24 hours of use before the robot's attribute ratings begin to degrade. The secondary battery is drained after use, even if less than 24 hours have elapsed.

The secondary battery takes one hour to recharge and does not charge in tandem with the robot's main battery. Robots with the Fast Charger feature or Slow Charger defect apply the altered recharge time to both batteries.



Self-Repairing

Cost: 10

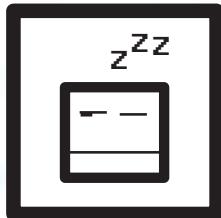
The robot is equipped with self-repairing capabilities and can automatically repair itself if damaged.

If the robot's current Damage Threshold is lowered, the robot will automatically repair 1 point of damage one hour after the damage is inflicted. The robot's current Damage Threshold must be at least 1 for the Self-Repairing feature to operate.

Silent Mode

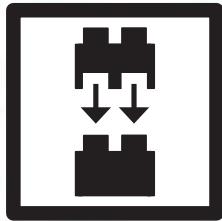
Cost: 4

The robot can shut down most of its functions and appear to be completely inert.



Other robots will assume it is inconsequential unless they succeed with a Perception check (TN 8). The number of successes needed is equal to 6 - the robot's Power rating. For example, 2 successes would be needed to detect a robot with a Power rating of 4 and the Silent Mode feature.

A robot with the Silent Mode feature must remain immobile while the feature is engaged.



Simple Assembly

Cost: 5

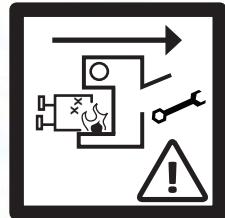
The robot is constructed with basic components, and is easily repaired.

The TN required to repair the robot is lowered by 1. A robot's TN to be repaired may not be lower than 2. A robot with the Simple Assembly feature may not have the Salvaged defect.

Smelter

Cost: 12

The robot has a smelter that can convert immobile robots to simple tools.



Every 5 points of Damage Threshold fed into the smelter creates a simple tool with Durability and Size ratings of 1.

For example, smelting an immobile robot with 10 points of Damage Threshold would result in a prybar, hammer or other simple object with a Durability rating of 2 and a Size rating of 2. The target robot is consumed at the rate of 1 damage per round until its Damage Threshold is 0.

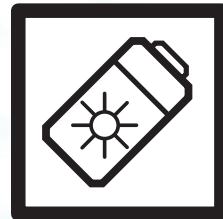
Excess or insufficient metal results in useless slag that cannot be recycled. A robot may not convert robots with higher Size ratings than the robot with the smelter.

The Programmer may decide that certain other objects can be smelted as well.

Solar Powered

Cost: 10

The robot has an onboard solar collector and can recharge itself under bright light.

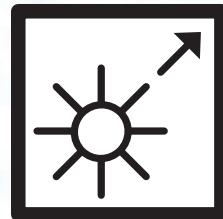


The robot must spend its normal recharging time under bright light to recharge with its solar collector.

Solar Sail

Cost: 5

The robot is equipped with a deployable solar sail for long trips through space.



The robot may use its solar sail in microgravity to increase its forward speed slowly over an extended period of time. The robot may increase its current speed by 1,000 k/hour each day that it remains moving in the same direction, to a maximum speed of 300,000 k/hour.

For example, a robot with a solar sail would have a speed of 1,000 k/hour during the first day, 2,000 k/hour the second day, and 3,000 k/hour the third day.

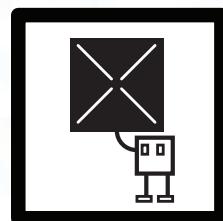
The robot may decrease its speed by 1,000 k/hour, but only if approaching a star.

A robot with the Solar Sail feature may not make interaction checks, or be subject to interaction checks, while moving at speeds greater than its normal speed rating.

Specialty Chassis

Cost: 10

The robot was designed for a very specific type of physical work, such as lifting, pushing, crushing or carrying.



All Strength checks to accomplish this specific type of work gain two extra d10s. The specific type of work must be determined when this feature is taken.

Submersible

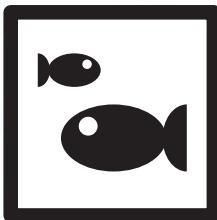
Cost: 6/rating

The robot is capable of functioning in a liquid environment.

The robot adds its Submersible rating to its Mobility rating when submerged in water or other liquids of similar viscosity.

Robots with the Submersible feature are waterproof, and are not adversely affected simply by being submerged in water (unlike other robots).

The Programmer may decide that a robot may not swim deeper than its Submersible rating $\times 100$ in meters. If the robot exceeds this depth it may be affected as if it did not have the Submersible feature.



Telescoping Reach

Cost: 5

The robot has one or more limbs that can extend outward beyond its normal reach.

This feature does not grant an extra limb; the robot must already have at least one limb to have this feature. Each time this feature is purchased, one limb's reach is extended by 1 meter. This feature can be applied multiple times to the same limb.

Telescopic limbs are by necessity thinner and weaker when extended; the robot's Strength rating in a telescoping limb degrades by 1 for each meter the limb is extended beyond the robot's normal reach.

A robot's Telescoping Reach rating for any limb may not be higher than its Strength rating -1.



Tool Set

Cost: 8

The robot has an assortment of repair tools.

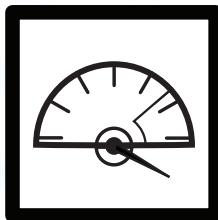
The robot adds one extra d10 to every repair check it attempts. If a tool is used as a weapon, it inflicts damage equal to the equipped robot's Size rating -2.

Turbo

Cost: 20

The robot moves at an extremely high speed.

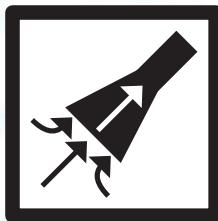
The robot's speed rating is doubled. A robot with both the High Speed feature and the Turbo feature determines its speed with the High Speed feature first, then doubles that number.



A robot with this feature increases its TN to be struck by 1. A robot's TN to be struck may not be higher than 10.

Vacuum Nozzle

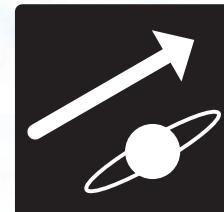
Cost: 3



The robot has a vacuum nozzle and can use suction to pull small objects into its chassis.

Unless the robot also has an onboard container, anything sucked into the nozzle is quickly ejected out somewhere else.

The vacuum is too weak to move all but the smallest and lightest robots.



Vacuum Propulsion

Cost: 4/rating

The robot is equipped with some propulsion method that functions in microgravity.

A robot with this feature may increase or decrease its current velocity in microgravity by (its speed rating \times its Vacuum Propulsion rating).

For example, a robot with a speed rating of 4 and a Vacuum Propulsion rating of 3 would be able to increase its current velocity by 12 (4x3).

A robot with the Vacuum Propulsion feature may not make interaction checks, or be subject to interaction checks, while moving at speeds greater than its normal speed rating.

A robot may have a maximum Vacuum Propulsion rating of 5.



Vice Grip

Cost: 8/rating

The robot has at least one clamp-like appendage, or has a feature capable of compressing an object.

The robot can inflict damage equal to its Strength rating to an unresisting object.

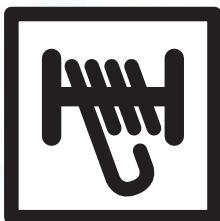
An interaction check is required to catch an unwilling robot. If a resisting robot is caught in the vice, both robots make opposed Strength checks (TN 8). The robot using the vice adds one extra d10 per level of Vice Grip rating to the check.

Each success inflicts one point of damage to the target, minus the target's successes (minimum damage of zero).

Damage from the vice cannot be reduced with Durability checks.

If the target robot has more successes than the acting robot's Vice Grip rating, the target robot may escape the vice.

Only robots at least one Size rating below the vice grip-equipped robot will fit in the vice grip. A robot may not have a Vice Grip rating higher than 5.



Winch

Cost: 3/rating

The robot has a cable and winch that can be used to pull objects.

The robot adds one extra d10 per level of Winch rating to all Strength checks to pull something toward it when using the winch. The winch's cable has a maximum range of 5 meters per point of rating.

A robot may not have a Winch rating higher than 5.

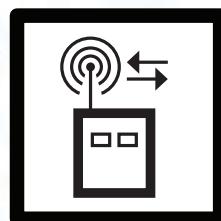
Wind Turbine

Cost: 6

The robot has a wind turbine that can recharge its battery over time.



If the robot's battery becomes drained, it will recharge if the robot remains immobile for 6 consecutive hours. The robot must be outside or in a windy area to make use of this feature. A robot with this feature may not have the Nuclear Battery feature. A robot with the Secondary Battery feature requires an additional 3 consecutive hours to recharge the secondary battery.



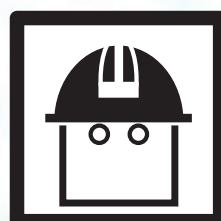
Wireless Transceiver

Cost: 10/rating

The robot is equipped with a broadband transceiver, and can send information to other robots with wireless transceivers from up to 100 meters away. Each level of Wireless Transceiver rating after the first boosts the range of the signal by 100 meters.

A robot with this feature can attempt to jam another robot's wireless transceiver. The jamming robot makes a MechaniCon check (the TN is the target robot's Buffer rating +5), and the target makes a Buffer check (TN 8). Both robots add their Wireless Transceiver ratings to the check. If the jamming robot has more successes, the target robot cannot send or receive any information. The acting robot cannot communicate or take any other action while jamming.

Robots cannot be reprogrammed or reset through wireless transceivers.



Workhorse

Cost: 8

The robot was built to be sturdy, and can tolerate more physical stress than a similar model.

The robot's maximum Damage Threshold rating is increased by one.

A robot with the Workhorse feature cannot have the Plastic Casing defect.

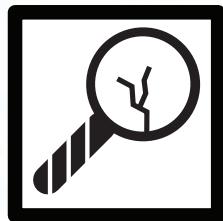
Defects

Buggy Cameras

Gain: +5

The robot's camera system is flawed.

Every 1 rolled when using the robot's Perception rating negates one success made during that check. For example, a robot with RealityCom 3 and Perception 4 makes a check to predict the weather. It rolls 5, 1, and 8 for its RealityCom and 9, 1, 3, and 5 for its Perception. Because the robot rolled two 1s, two successes are cancelled out.

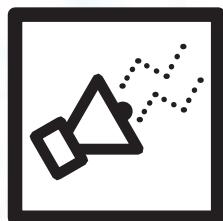


This defect cannot reduce the number of successes rolled to fewer than 0. A robot with the Buggy Cameras defect cannot have the Enhanced Cameras feature.

Buggy Mic

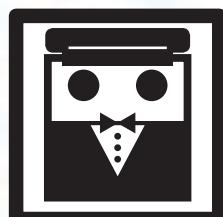
Gain: +4

The robot's audio pickup system is flawed.



Every 1 rolled when using the robot's Perception rating negates one success made during that check, in the same manner as the Buggy Cameras defect.

A robot with the Buggy Mic defect cannot have the Enhanced Microphone feature.



Compliant

Gain: +7

The robot is meek and easily ordered around by other robots.

Any time the robot receives an order from another robot, it must make a DigiCon check (TN 8) or comply with the order. The robot will not automatically engage in any activity that violates its programming.

Conspicuous

Gain: +5

The robot's chassis has bright flashing lights, scrolling advertisements, or other highly visible components.



All Perception checks to see the robot gain one extra d10.

Environmentally Attuned

Gain: +6

The robot was intended for use in only a single environment, and moving outside of this area confuses it.



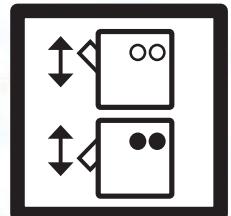
Whenever the robot is outside of its native environment, its RealityCom, Mobility and Perception ratings are all lowered by one.

Examples of single environments include city streets, floating in the open air, or other commonplace but specific environments.

Exposed Power Switch

Gain: +8

The robot has a prominent on-off switch.



An interaction check is required to switch off a resisting robot. If the interaction check has any successes, the target robot is immediately deactivated until its power switch is pressed again.

High Maintenance

Gain: +3

The robot requires continual upkeep to remain operational.



The robot's current Damage Threshold degrades by 1 every 24 hours due to failing or loose components. This loss cannot be reduced with Durability checks, but can be repaired with successful repair checks.

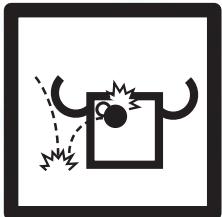
A robot with this defect must have a maximum Damage Threshold rating of at least 2.

Inferior Model

Gain: +5

The robot is of substandard build.

The robot's physical interaction pool is reduced by 1.



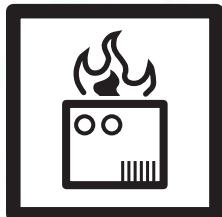
Loose Connections

Gain: +6

The robot's internal components are not securely connected.



If the robot's Damage Threshold is lowered from a jarring impact, the robot's player must roll a d10. If a 1 is rolled, the robot shuts down for 1d10 rounds while its processor reboots.

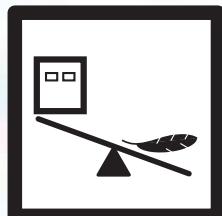


Inflammable

Gain: +4

The robot is more vulnerable to high temperatures than a similar model.

The robot's Durability pool is reduced by 1 when making Durability checks against heat-based damage from sources like fire, radiation, cutting lasers or arc welders.



Lightweight

Gain: +2/rating

The robot weighs less than a similar model.

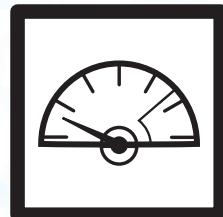
The TN to move the robot is lowered by one per level of Lightweight rating. The robot is also vulnerable to being moved by other things (like wind).

A robot may not have a Lightweight rating higher than its Size rating.

Low Speed

Gain: +4

The robot is slower than a similar model.



The robot's maximum speed (Mobility rating + Reflexes rating in kilometers per hour or meters per round) is halved (round down).

This does not affect the robot's Mobility or Reflexes ratings, only its maximum speed.



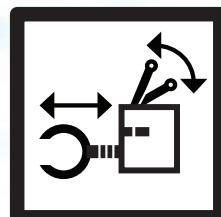
Limbless

Gain: +15

The robot has no manipulative limbs.

This flaw removes the standard manipulative limb that all robots normally receive. Limbless robots cannot attempt repair checks on themselves or on other robots.

A robot with this defect cannot have the Manipulative Limb (Standard) feature or any other specialty limbs.



Manual Feature

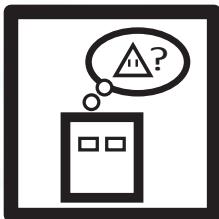
Gain: +3 or 1/2 feature cost

One of the robot's features requires a human or other robot to operate or sustain, and cannot be operated or function automatically.

This defect grants 3 points, or one-half the manual feature's cost (rounded down), whichever is less (minimum gain of 1 point).

This defect may be taken more than once. Each time it is taken, the defect is applied to a different feature. The Programmer will decide which features can or cannot be made manual.

A manual feature can be operated by a drone.



Model Error

Gain: +2/rating

The robot's programming does not match its model type. The robot may think that it possesses features that it does not, or be calibrated according to another model's standards.

The robot's pool to repair itself is reduced by its Model Error rating.

For example, a robot with a Model Error rating of 3 makes all checks to repair itself with three fewer dice than normal.

A robot with this defect may not have a Model Error rating higher than its Mechanicon rating.

A robot with the Model Error defect cannot have the Limbless defect.

Overheating

Gain: +3/rating

The robot has a faulty cooling system and overheats during normal use.

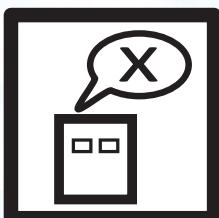


If the robot does not pause for at least one round between interaction checks, all interaction checks after the first are made with one fewer d10 for every level of Overheating rating.

Ceasing all movement (including interaction checks) for one round allows the robot to cool, and restores one d10 to the robot's interaction pool per round of cool-down.

If the robot's current interaction pool has no dice, the robot may not attempt interaction checks until enough cool-down rounds have passed,

A robot may not have an Overheating rating higher than its Power rating.



Mute

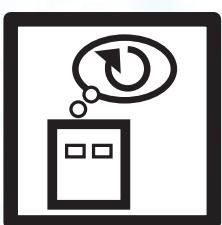
Gain: +4

The robot lacks a working speaker and cannot vocalize sounds. Another method, such as a display screen, wireless transceiver, or pantomime, must be used to communicate.

A robot with the Mute defect cannot have the Loudspeaker feature.

Overriding Directive

Gain: +2/rating (Minor)
+4/rating (Major)



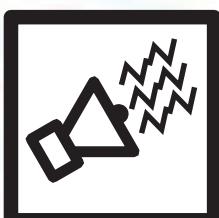
The robot has a single overriding purpose that its programming mandates it to perform.

Whenever the robot has the chance to carry out its overriding directive, it must make a DigiCon check (TN 8). If it has fewer successes than its Overriding Directive rating, the robot immediately abandons its current task to perform its overriding directive.

Minor overriding directives appear in the game occasionally. Major overriding directives appear in almost every session. The Programmer will decide what constitutes a major or minor rating.

A robot may have one major and one minor Overriding Directive. A robot may not have an Overriding Directive rating higher than its DigiCon rating.

A robot with this defect adds its Overriding Directive rating to Buffer checks made to resist reprogramming.



Noisy

Gain: +4

The robot creates more noise during normal operation than a similar model.

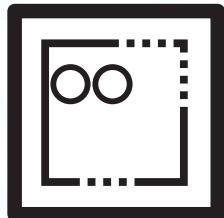
The TN for any Perception check to hear a robot with this defect approaching is lowered by 1.

Partial Casing

Gain: +5

The robot's casing has gaps that leave its interior unprotected.

Any damage inflicted on the robot by another robot or object is increased by 1 point.



Plastic Casing

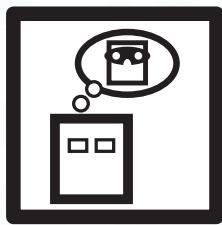
Gain: +3/rating

The robot's external casing is made of low-impact plastic.



Each level of Plastic Casing rating permanently lowers the robot's maximum Damage Threshold by 1.

A robot's maximum Damage Threshold cannot be lower than 1.



Partitioned Personality

Gain: +3

The robot has an alternate personality that is triggered by a specific situation.

The partitioned personality has the same Intelligence rating values as the original personality, although they may be assigned to different Intelligence attributes. For example, a robot with RealityCom 3, HumanCom 2, DigiCon 4, MechanicCon 1, and the Partitioned Personality defect may assign the ratings of 3, 2, 4 and 1 between the four Intelligence ratings of its partitioned personality.

Examples of specific triggers include "When the robot's battery is drained", "When the robot's Damage Threshold falls below half its normal maximum", and "When the robot witnesses another robot being destroyed". The player should work with the Programmer to devise a suitable trigger situation.

The Programmer may rule that the PR must engage in certain behaviors when the partitioned personality is active.

The partitioned personality remains active for the duration of the trigger situation and for 1d10-5 hours after (minimum of 0 hours). This number is redetermined each time the partitioned personality re-emerges.

The robot's normal personality is not aware of anything that occurs while the partitioned personality is active.

A robot with the Backup System feature or the Overriding Directive defect cannot have the Partitioned Personality defect.

Poor Acceleration

Gain: +1/rating

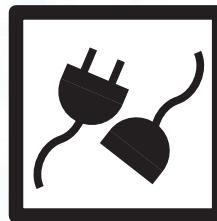


The robot cannot achieve its top speed as quickly as a similar model.

When the robot begins moving, its normal speed rating is reduced by its Poor Acceleration rating, to a minimum of 0. Each round its speed increases by 1 until its normal speed rating is reached.

For example, a robot with a speed rating of 6 m/round and a Poor Acceleration rating of 2 begins moving at a speed of 4 m/round. Its speed increases to 5 at the beginning of the next round, then finally to 6.

A robot may not have a Poor Acceleration rating higher than its normal maximum speed, or 5, whichever is lower.



Power Cutoff

Gain: +5

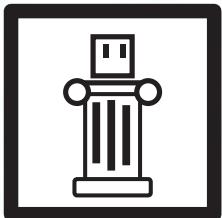
The robot's battery is hardwired to prevent overtaxing.

A robot with this defect cannot put its battery in overdrive to increase Chassis attributes. This defect does not affect the robot's daily Power check or any other Power check.

Rare Model

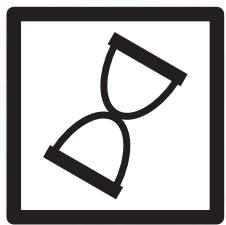
Gain: +4

The robot was built using nonstandard or otherwise hard to acquire parts.



All Perception checks to find replacement equipment for a robot with this defect require two more successes than normal.

A robot with the Rare Model defect cannot have the Common Model feature.

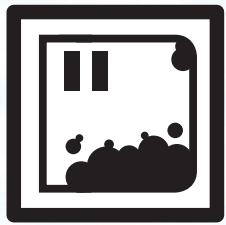


Response Lag

Gain: +2/rating

The robot's modifier for initiative checks is lowered by 1. This does not affect the robot's Reflexes rating or any other check.

A robot may not have a Response Lag rating higher than 5.



Rusting

Gain: +7

The robot's chassis is rusting.

Any time the robot makes a check using its Reflexes rating, every d10 that rolls a 1 cancels out a success.

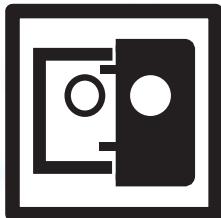
For example, a robot with Dexterity 3 and Reflexes 4 makes a check to strike another robot. It rolls 5, 1, and 8 for its Dexterity and 9, 1, 3, and 5 for its Reflexes. Because the robot rolled two 1s, two successes are cancelled out.

This defect cannot reduce the number of successes rolled to fewer than 0.

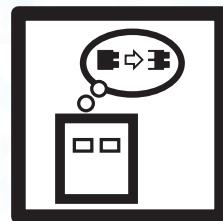
Salvaged

Gain: +3

The robot's chassis is in poor condition or made of nonstandard parts, making repairs on it more difficult.



The robot's TN to be repaired is increased by 1. A robot's TN to be repaired may not be higher than 10. A robot with the Salvaged defect may not have the Simple Assembly feature.



Simple Programming

Gain: +5

The robot's operating system is unencrypted or easily reprogrammable.

The robot's maximum OS Threshold is permanently reduced by 1.

A robot's maximum OS Threshold cannot be lower than 1.



Slow Charger

Gain: +2/rating

The robot requires a longer charging time than a similar model.

Each level of Slow Charger rating adds one hour to the robot's recharge time.

A robot may not have a Slow Charger rating higher than its Power rating.

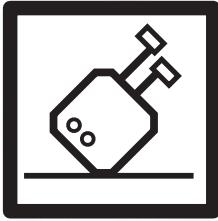
Spaceborne

Gain: +6

The robot is non-aerodynamic and is not designed to operate in atmosphere.



The robot's TN to be struck is halved (round down) while under atmospheric conditions. If the robot's TN to be struck is lower than 2, it may be struck automatically, without any interaction check.



Top-Heavy

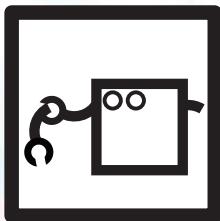
Gain: +3/rating

The robot is poorly balanced and tips over easily.

If the robot fails a Mobility check, it capsizes and becomes immobilized. The robot remains immobile until another robot or robots right it by succeeding in a Strength check (TN 8).

Multiple robots may pool their Strength ratings for this check, but the capsized robot may not contribute. The total number of successes required is equal to the capsized robot's Top-Heavy rating.

A robot may not have a Top-Heavy rating higher than its Size rating -1.



Unreliable

Gain: +8

The robot has some design flaw or permanent damage.

Any time the robot attempts an interaction check, it must first roll a d10. On a roll of 1, the robot fails to operate. The robot may try again the next round.



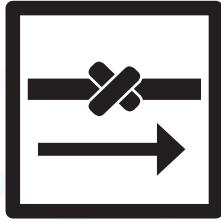
Warranty Worry

Gain: +3

The robot's programming forbids it from making unauthorized repairs.

The robot may not attempt repairs on other robots, although it may still attempt to repair itself.

A robot with the Warranty Worry defect cannot have the Limbless defect.



Weak Chassis

Gain: +4

The robot's chassis cannot withstand as much stress as a similar model.

The robot makes all contested Strength checks against other robots with one fewer d10 than normal.

This only affects its dice pool for contested Strength checks, and does not affect the robot's Strength rating or any other checks.

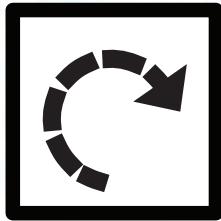


Weak Motor

Gain: +3

The robot's servomotors are weaker than that of a similar model.

The robot's Damage from Strike is reduced by 1 point. A robot with a Strength rating lower than 2 may not have the Weak Motor defect.



Wide Turner

Gain: +2/rating

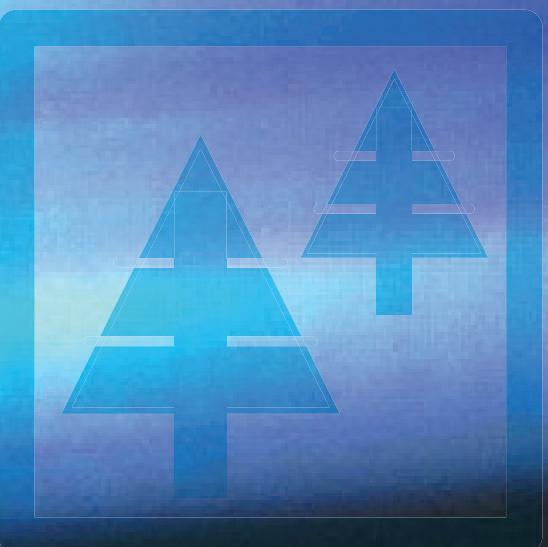
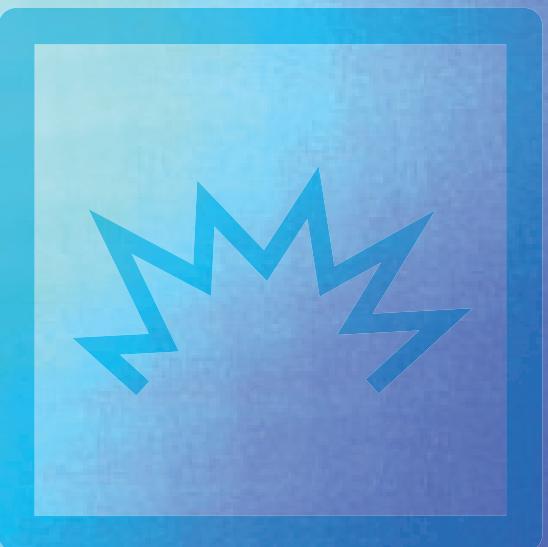
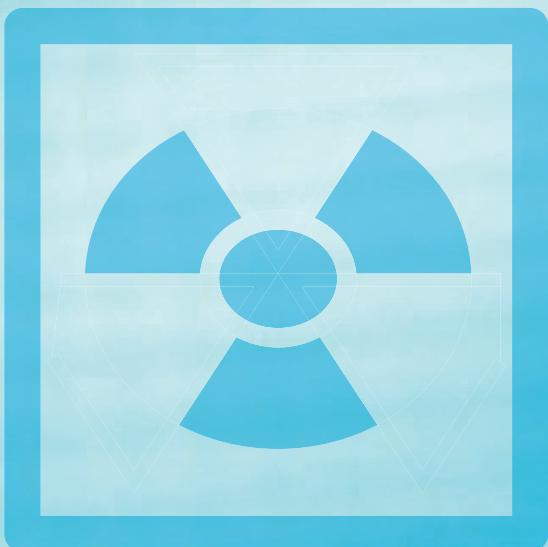
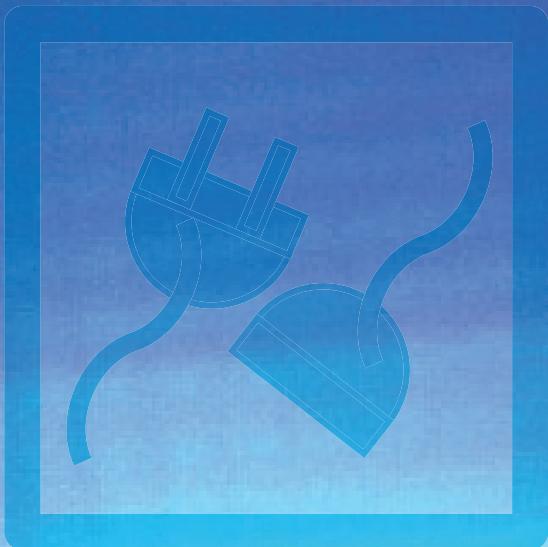
The robot cannot pivot easily and requires a larger turning radius than normal.

If the robot attempts an interaction check while moving, it subtracts its Wide Turner rating from its interaction check's pool.

For example, a robot with a Dexterity rating of 3, a Reflexes rating of 4, and a Wide Turner rating of 2 rolls 7d10 for its interaction pool when stationary and 5d10 for its interaction pool when moving.

A robot may not have a Wide Turner rating higher than its Reflexes rating.

PLAYING THE GAME



An Example of Play:

"A Walk In the Park"

This scenario involves three people: the Programmer and two players. One player is controlling a K-model messenger robot, and the other player is controlling a Docbox-model repair robot.

A scenario begins with the Programmer setting the scene:

The K unit races through the empty ruins of the city park, kicking up clouds of dust and dried leaves under its treads.

As it rounds a crumbled statue, K's optic system recognizes two other robots! One of them is a huge tan box with thick gripping arms and the name AutoPacter stenciled on its chest in flaking black paint. The other is a smaller red and blue robot shaped like a traffic cone on wheels.

K has encountered these robots before, and knows they are dangerous to its programming!

The other two robots are minions of an artificial intelligence that believes it should be in command of all robots in the area. The red and blue cone attempts to reprogram any stray robot it encounters, and the huge AutoPacter acts as muscle.

As K's optics adjust, it sees the pair have cornered another robot — a Docbox model repairbot!

The Programmer has established the scene, and now the players can react. K's player decides to charge forward and attempt to save the other robot.

K realizes the Docbox will become hostile if the cone reprograms it, but K also believes that it must not allow unauthorized reprogramming!

The speedy messenger robot rolls forward to aid the Docbox...

The Programmer tells the players to roll initiative for the conflict. K's Reflexes rating is 4, and Docbox's Reflexes rating is 3. The Programmer knows what the other robots' ratings are, but doesn't tell the players, since their robots do not know.

K's player rolls a d10 and gets a 7. The player adds K's Reflexes rating of 4, so its initiative is 11 for this conflict. Docbox's player rolls a d10 and gets a 1. Its Reflexes rating is 3, so its initiative is 4.

The Programmer rolls for the other robots' initiatives, and tells the players which order the robots will act in: K will go first, the AutoPacter will go second, the cone will go third, and Docbox will go last.

K speeds toward the other robots and raises its arm to slap the cone away!

K's player must roll an interaction check and get at least one success to strike the other robot.

K's interaction pool to touch a resisting robot (Dexterity + Reflexes) is 7. The player rolls 7d10 to strike the cone, and gets 2, 3, 1, 5, 4, 4, and 7.

The Programmer knows the cone's TN to be struck (5), but only tells the player that K succeeded in striking the robot.

K's Strength rating is 3, so its damage from an unarmed strike is 1 (Strength rating ÷ 2).

The Programmer rolls a Durability check for the cone to resist being damaged. The cone's Durability rating is 3, so the Programmer secretly rolls 3d10 and gets 5, 7, and 2.

The TN for a Durability check to resist damage is always 8. The cone has no successes, so its Damage Threshold is reduced by one.

K swings its reinforced delivery arm around in a wide arc and smacks the cone from behind, sending it skidding forward past the Docbox!

The AutoPacter sees its companion struck and emits a low, static-filled rumble from its speaker grille as it brings its huge compression arms down around K...

K's Mobility rating is 5 and its Reflexes rating is 4, so K's TN to be struck is 9.

The AutoPacter's interaction pool is 6, so the Programmer secretly rolls 6d10 and gets 8, 2, 8, 2, 4, and 3.

The AutoPacter clamps its arms together to crush K, but the messenger leaps up on springy treads and skates across the top of the AutoPacter's vice!

As it skates off the edge of the vice, K sails directly over the cone!

The cone's interaction pool is 5, so the Programmer secretly rolls 5d10 and gets 9, 4, 9, 2, and 7 — two successes!

Just as K passes overhead, the cone shoots up a clasping arm and grabs K's chassis, halting the robot's flight and sending it crashing downward! K's treads bounce on impact as it lands.

The cone grips K tightly and attempts to hold the messenger robot still until the AutoPacter can grab it...

The cone and K are both engaged in a contested Strength check. The TN is 8; K's player must roll more successes than the Programmer to break free.

K's Strength rating is 3, so K's player rolls 3d10 and gets 6, 8, and 9 — two successes!

The cone's Strength rating is 2, so the Programmer secretly rolls 2d10 and gets 7 and 10! The 10 is rerolled and rolls 8! K did not get more successes than the cone, so K fails to break free!

K struggles to free itself, spinning its treads for purchase on the broken concrete, but the cone grips even more tightly, anchoring K in place! The AutoPacter pivots and quickly advances toward the captive messenger robot!

Docbox seizes its chance and rakes its cutting laser against the AutoPacter...

Docbox's interaction pool is 6d10, and the AutoPacter's TN to be struck is 6. Docbox's player rolls 6d10 and gets 4, 7, 10, 6, 5, and 4! The player rerolls the 10 and gets a 2.

Docbox's Size rating is 3, so its cutting laser inflicts 4 points of damage (a cutting laser inflicts Size +1 damage).

The AutoPacter's Durability is 3, so the Programmer secretly rolls 3d10 and gets 6, 1 and 8. The AutoPacter has one success, so the laser inflicts one less point of damage. The AutoPacter's Damage Threshold is reduced by 3.

Docbox's laser tears down the side of the AutoPacter, blistering the paint and exposing its wired insides!

The huge robot lets out an loud whooping alarm that shakes the air!

Now that every robot involved in the conflict has acted, it is K's initiative again. The Programmer rules that K may either attempt to strike the cone or escape its grip, but not both.

K's player decides to try escaping. The player rolls 3d10 for the contested Strength check and gets 1, 9, and 5. The Programmer rolls 2d10 for the cone, and gets 8 and 2.

K yanks itself forward, but the red and blue cone refuses to release its grip!

At that moment, the AutoPacter pivots around to grab Docbox before the repairbot can use its cutting laser again...

The Programmer rolls 6d10 for the AutoPacter's interaction check and gets 1, 7, 8, 6, 6, and 5. Docbox's TN to be struck is 5, so the AutoPacter succeeds.

The AutoPacter's enormous arms clamp shut with an echoing "CLANG!", pinning Docbox inside its crushing grip! A dull whine accompanies the AutoPacter's hydraulic press as it begins to crush the smaller robot...

The AutoPacter has the Vice Grip feature, which allows it to crush other robots. To use it, the Programmer and Docbox's player both roll Strength checks. The AutoPacter inflicts damage equal to its successes, minus Docbox's successes.

The Programmer rolls four successes, and Docbox's player rolls none. The Vice Grip feature states that Docbox's Durability pool cannot negate this damage. Docbox's Damage Threshold is reduced by 4.

With a loud squeal, Docbox's chassis begins to bulge as the vice presses closed. The smaller robot tries to force it apart, but its frame cannot withstand the tremendous pressure for long...

And K struggles with the cone and its unrelenting grasp, a long, flexible cable slips out of the cone and raises itself into the air like a snake. From the tip depends a gleaming interface probe.

Reprogramming a robot normally requires the target robot to be completely immobile. The cone has the Interface Prong feature, so it can attempt to reprogram a mobile robot after making a successful interaction check. The Programmer rolls an interaction check for the cone and succeeds.

K tries to duck away, but the interface prong grazes against K's processor casing and forces its way into a jack!

K's brain is immediately bombarded with foreign commands! The robot tries to block the flood of malicious data...

The Programmer rolls the cone's DigiCon pool to reprogram K, and K's player rolls its Buffer pool to resist. The Programmer gets three successes, and the player gets one success. The reprogramming is partially successful, and K's OS Threshold is reduced by 2.

As K's programming begins to fragment, Docbox's stress detectors surge into the red. Its probability models show a dim outlook for breaking free, so Docbox does the next best thing and tries to cut its way out with the laser!

The Programmer rules that because Docbox is held in the clamp and cannot move, its interaction pool is reduced by two. The player rolls 4d10 and gets 8, 1, 1 and 4 — a success!

The Programmer rolls the AutoPacter's Durability pool and gets 1, 3, and 5 — no successes! Docbox's laser inflicts its full damage, and the AutoPacter's Damage Threshold is reduced by 4.

The AutoPacter's maximum Damage Threshold is 8, but its current threshold is 1. The Programmer rules that because it is so heavily damaged, the AutoPacter's vice arm has been cut off and cannot be used until it is repaired!

The searing beam lances through the AutoPacter's arm and severs it along a glowing plane of hot metal and melted wires! As the AutoPacter bellows out another whooping alarm, the vice slips free and crashes to the ground, and Docbox along with it!

A few meters away, K struggles as the cone continues to eat away at its programming. With no other choice, K disengages its power limiters and sends its battery into overdrive!

The player decides to put K's battery into overdrive to increase its Strength rating. K's Power rating is 3, so the player can add 1, 2 or 3 to its Strength rating. The player increases it by 2.

For the next five rounds K's Strength rating is raised by 2.

The Programmer and K's player roll contested Strength checks again, but this time K's player adds two extra d10s to the roll, and gets 5, 4, 4, 8 and 8.

The Programmer rolls the cone's Strength check, and gets 9 and 2. K has more successes!

The surge of power coursing through K's system sends its meters crashing into the red. The robot throws up its arms and knocks the cone into the air!

The cone wheels around for another pass at K's programming, flailing its interface prong like a whip, before it sees the maimed AutoPacter.

Its processor light flickers as it considers its options. After a moment, it makes a conciliatory squawk and begins rolling backwards away from K and Docbox, twitching its cameras back and forth between the two.

The AutoPacter, maimed but still fit enough to strike, responds to the cone and rolls away as well, keeping its remaining arm raised to ward off any more surprises. The two robots dwindle into the distance, slinking back to the AI that controls them.

K could follow them, but it was not built for fighting, and its programming is still partially fragmented.

Instead, it watches the pair until the AutoPacter's form is swallowed up by the dying trees.

Now that the conflict is over, the Programmer tells K's player to make a Power check to see if its battery was drained from being put into overdrive.

K's Strength rating was raised by 2, so the player must roll at least two successes to avoid draining its battery. The TN for this check is always 8. K's player rolls 3d10 and gets 6, 9 and 4 — only one success! The robot has drained its battery.

It has one hour to recharge before all of its Intelligence and Chassis attributes begin to degrade.

* * *

After the two robots were sure the others were gone, they introduced themselves to each other, as was the universal ritual. Unit name, model, function and current status; all were listed.

"I am traveling west, toward the factory where I was made," K told the other unit. "Parts for my model are hard to come by." It was true—the Docbox had never seen another messenger like K.

"I am traveling across the city to find a charging station," Docbox replied. "I had been drawing from a street-plug north of here, but a cluster of recycling drones found me, and I had to flee."

K tapped on its chest with a thin finger, where the screen had started to alternate between green and red. "My battery is also low."

"It would be safer if we traveled together," Docbox suggested, "but I must straighten my frame before my pumps crack."

"I must find a charging station soon, or I will die," K stated.

From here, the players must choose what they will do next. It will take Docbox one hour to attempt repairs on itself. It will also take K one hour to attempt to defragment its programming.

However, K's battery is drained, and in one hour all of its Intelligence and Chassis ratings will begin to degrade. This includes DigiCon, which is used to repair OS Threshold damage.

Will the two robots hurry onward, or wait and prepare? Will K go on ahead and look for a power source, or remain with Docbox until its battery begins to die?

* * *

Suggestions for the Programmer

Before the game begins, the Programmer should decide how many traces of human civilization remain. In a world where humans have only recently disappeared, much of their infrastructure will remain, and robots will have an easier time accessing power grids and other useful utilities. Conversely, in a world where a significant amount of decay has occurred, robots that rely on human infrastructure to function will be at a severe disadvantage compared to robots with nuclear or solar power supplies.

The Programmer should inform the players of the present situation before the creation process begins, unless the element of surprise is desired.

Other characteristics of the setting may be altered to suit the needs of the story. The Programmer may rule that every PR receives a Rating 1 Wireless Transceiver feature at no cost, or that every PR must have the same Overriding Directive defect.

In the course of the game, the players may wish to alter or improve their robots. The requirements and end results are entirely up to the Programmer. Some ideas include:

- The PRs each receive 1 point at the completion of every session that may be saved and spent on additional Features or increasing attributes (using the rules in Chapter 1). It is not recommended that PRs be allowed to increase attribute ratings of 3 or higher. These features can either be constructed by the PRs or discovered during the course of the game.
- The PRs receive points as above, but each point allows one failed check to be rerolled with one extra die.
- The PRs receive points as above, but each point may be spent to automatically succeed at one check.

The Programmer is free to combine any of these ideas as needed.

The following optional rules were originally presented in the mini-modules *In Transit* and *The World Above*. They are included here for the Programmer's convenience.

Constructing traps (Optional):

If the Programmer wishes, the following rules may be used to determine the effectiveness and damage potential of PR-constructed traps.

The robot's RealityCom and Mechanicon pools are used - the Programmer makes the check in secret, so the player does not know how effective the trap will be until it is sprung.

The trap's base damage is equal to the constructor's RealityCom rating -1. Every success increases the damage by 1.

If the check has no successes, the trap fails to activate or is sprung prematurely (possibly damaging the trap-setting robot in the process).

Microgravity (Optional):

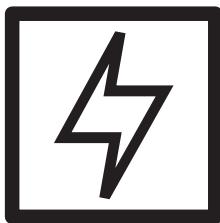
Robots without a means of propulsion in microgravity must push off of another object. A robot's normal launch velocity in microgravity is equal to its RealityCom + Reflexes ratings in m/round or k/hour.

The robot must make a RealityCom + Reflexes check (TN 8) to cross an expanse of open space in microgravity. If the robot fails, it misses the target.

A robot without an appropriate feature such as the *Vacuum Propulsion* feature cannot slow down, stop, or change direction unassisted once it enters open space in microgravity.

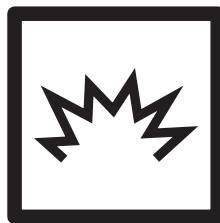
The robot also uses its RealityCom + Reflexes ratings to determine its interaction pool while in microgravity. A robot's TN to be struck while in microgravity is equal to 5 + the robot's *Vacuum Propulsion* rating.

Environmental Hazards



Electricity

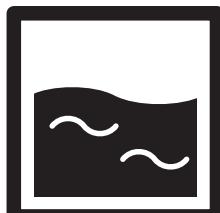
If a robot is subjected to a dangerous electrical current, it must make a Durability check (TN 8). If the robot fails, the shock inflicts 1 damage (this damage cannot be negated by Durability). The robot must then make a Buffer check (TN 8) or else the shock inflicts 1 point of OS Threshold damage as well.



Falling

Falling inflicts 1 damage for every 3 meters that the robot falls. Falls of less than 2 meters do not inflict damage from the fall alone, although the Programmer may rule that landing on certain objects inflicts additional damage. A robot may use its Mobility rating instead of its Durability rating to lessen falling damage.

Water



Being submerged for more than one round inflicts 1 damage at the beginning of each round, and also afflicts the submerged robot with a temporary version of the Rusting defect (without the benefit of any points gained). The defect may be removed with a successful repair check (the TN is the normal TN to repair that robot, and only one success is required). The Programmer may rule that robots with damaged casings are more vulnerable to the effects of water than similar models.



Crushing

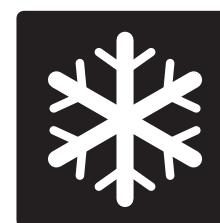
An object falling from a height of more than 3 meters inflicts damage equal to its Size rating -2 (minimum damage of 0). An object falling from a height of 3 meters or less inflicts damage equal to its Size rating -3 (minimum damage of 0).

For example, a Size 3 rock inflicts 1 damage when falling from a height of more than 3 meters.



Fire

Robots briefly passing through small fires are usually not harmed. Remaining in contact with a small fire inflicts 1 damage per round. Large or very hot fires inflict 2 damage per round. Robots with the Plastic Casing defect suffer an additional 1 damage from any fire.



Low Traction

Areas with low traction may cause robots to spin out, involuntarily change orientation, or become immobilized.

Typical low-traction surfaces include ice, oil, and wet glass. The robot must make a Mobility check (TN 8) to cross a low-traction area. The Programmer should decide how far the robot is from the edge of the low-traction area. If the robot fails, it is immobilized until it frees itself or is freed by another robot.

If the robot succeeds, it travels a distance equal to its current speed in meters, and continues sliding at its current speed for a distance equal to its speed rating. If the robot attempts to stop early, or change direction, it must make a RealityCom check (TN 8). If the robot fails this check, it continues moving forward for the duration of its slide. The Programmer may also decide that the robot capsizes or changes orientation.

Useful pools and common checks

Hindering a robot:

Dexterity pool + Mobility pool

Instead of inflicting damage, a robot may attempt to hinder another robot to make the target robot less effective.

Hindering another robot counts as a robot's action for the round, as if the acting robot had attempted an interaction check.

The acting robot uses its Mobility pool + Dexterity pool. Every success (TN 8) degrades the target robot's interaction pool by 1. The target robot may make a Durability check (TN 8) to counter this, in the same manner as avoiding Damage Threshold loss.

The target robot's interaction pool remains at its current level until repaired. Hindrances are repaired in the same manner as Damage Threshold loss.

Defending:

Mobility pool + Durability pool

A robot may use this pool to defend itself instead of taking any other actions during its turn.

The robot may not begin defending itself until its initiative. Each success (TN 8) reduces the total damage inflicted after that by 1 point per success. The robot must make a new check to defend itself each round.

Initiative:

1d10 + Reflexes rating

Interaction check to touch a resisting robot:

Dexterity pool + Reflexes pool

TN: target robot's Mobility rating + Reflexes rating

Repairing a robot:

MechaniCon pool + Dexterity pool

TN: 11 minus target robot's maximum Damage Threshold, plus target robot's current damage (total minimum TN of 2, total maximum TN of 10).

Reprogramming a robot:

The acting robot uses its DigiCon pool. The TN is the target robot's Buffer rating +5. Every success lowers the target's OS Threshold by 1 point.

The target robot can use its Buffer pool to prevent OS damage. Each success (TN 8) negates one point of OS Threshold damage.

When the target robot's OS Threshold drops to 0, it accepts and obeys the new programming.

Salvaging Features (Optional):

A robot may temporarily attach features salvaged from other robots, either to itself or to another robot. To transfer a feature, the robot must make a repair check (TN 8). The number of successes needed is equal to the feature's rating, or 1 if the feature has no rating.

If the repair check fails, the feature is permanently broken and cannot be used. If the repair check succeeds, the feature may be used once before it breaks or otherwise permanently stops working. The Programmer may allow the PRs to utilize certain salvaged features without a repair check, or forbid their use, depending on the needs of the story.

The Programmer is advised to forbid the PRs from salvaging any feature with a cost higher than 10. Defects may not be salvaged.

Drones may not be altered with salvaged features.

Physical conflict with other robots

Blocking an object's path
Mobility + Reflexes

Building something new
RealityCom + MechanicCon

Catching a falling object
Perception + Reflexes

Disarming a bomb
MechanicCon + Dexterity

Escaping a fire
Mobility + Buffer

Firing a projectile
RealityCom + Reflexes

Healing an animal
HumanCom + Dexterity

Jumping a gap
Mobility + Power

Navigating without a map
DigiCon + Perception

Painting a picture
HumanCom + Dexterity

Picking a lock
Dexterity + Perception

Predicting the weather
RealityCom + Perception

Starting a fire
RealityCom + Dexterity

Stopping a fire
Dexterity + Buffer

Stopping a large object
Strength + Size

Translating a language
DigiCon + Perception

Every robot involved in the conflict rolls 1d10 and adds its Reflexes rating to the result to determine its **initiative**. The robot with the highest initiative acts first.

Acting robot rolls an **interaction check**. TN is target robot's **TN to be struck**.

Acting robot using a special feature?

Yes

No

Listed damage for special feature.

Damage is robot's listed **Damage from Strike**.

Listed damage is greater than 0?

Yes

No

Target robot spent its turn defending itself?

Yes

No

Subtract number of successes from damage inflicted on target robot (min. damage of 0).

Target robot rolls Durability (TN 8) to reduce damage.

Any damage inflicted?

Yes

No

Target robot subtracts damage from its current Damage Threshold.

Target robot's current Damage Threshold is below 1?

Yes

No

Target robot stops working until repaired.

Target robot may act during its turn.

Random Locale Generation

The following pages contain tables of various aspects relevant to locations the PRs may visit. These tables allow the Programmer to create unique locales quickly. There are five major aspects to each locale:

- **Building condition:** The average condition of buildings in the area
- **Building density:** The number of buildings still standing
- **Available power:** The number of working charging docks in the area
- **Robot population:** The number of local robots in the area
- **Social structure:** The hierarchy or organization of local robots

The result of one table may affect the next table, either by increasing or decreasing the final result.

For example, in a locale where the building condition is **Totally Flattened** (with a modifier of -5), the maximum possible roll for building density is 5 (10-5). The minimum result for any roll is 1, and the maximum result is 10, no matter what the modifier might otherwise indicate.

If there is no modifier listed, the next roll is not modified. The Programmer is free to ignore these modifiers, or pick and choose specific aspects, to suit the needs of the current situation.

To generate large areas, the Programmer may choose to create multiple locales and combine them into one large former urban area.

Table 1: Building Condition

1. **Totally flattened**
(-5 Building Density)
2. **Rubble**
(-4 Building Density)
3. **Ruins**
(-3 Building Density)
4. **Collapsing**
(-2 Building Density)
5. **Falling apart**
(-1 Building Density)
6. **Decrepit**
7. **Poorly-maintained**
8. **Sturdy**
9. **Well-maintained**
(+1 Building Density)
10. **New**
(+2 Building Density)

Totally flattened: Only the barest traces remain to show that there were ever buildings here.

Rubble: Building foundations are evident, but they provide no shelter for the PRs.

Ruins: Walls and other features are still upright, but their prior functions are hard to determine.

Collapsing: The structures are upright but dangerously unstable.

Falling apart: The structures are solid but easily destroyed.

Decrepit: The structures provide some amount of shelter.

Poorly-maintained: The structures provide shelter but are obviously in a state of disrepair.

Sturdy: The structures are solid and safe to traverse.

Well-maintained: The structures are obviously cared for or nearly new.

New: The structures are in the same condition as when humans inhabited them.

Table 2:
Building Density

- 1. Single building**
(-5 Available Power)
- 2. Two or three buildings**
(-4 Available Power)
- 3. A few buildings**
(-3 Available Power)
- 4. Several buildings**
(-1 Available Power)
- 5. Many buildings**
(-1 Available Power)
- 6. A small town**
(+1 Available Power)
- 7. A large town**
(+2 Available Power)
- 8. A city**
(+3 Available Power)
- 9. A large city**
(+4 Available Power)
- 10. A very large city**
(+5 Available Power)



Table 3: Available Power

- 1. Nonexistent**
(-5 Robot Population)
- 2. Nonexistent**
(-5 Robot Population)
- 3. Disabled**
(-4 Robot Population)
- 4. Hidden**
(+1 Robot Population)
- 5. Guarded**
(+1 Robot Population)
- 6. Guarded**
(+1 Robot Population)
- 7. Scarce**
(+2 Robot Population)
- 8. Scarce**
(+2 Robot Population)
- 9. Scarce**
(+2 Robot Population)
- 10. Common**
(+3 Robot Population)

Nonexistent: There are no power sources in the area. Any robots passing through must continue on if they wish to seek operational charging docks.

Disabled: There are no working power sources in the area due to a correctable problem such as damage, sabotage or neglect.

Hidden: At least one working charging dock exists in the area, but its location is not evident to outsiders. Local robots will likely know the location of the power source.

Guarded: All power sources in the area are claimed by locals. The locals will refuse to let outsiders use it unconditionally, and may have structures in place to prevent unauthorized access.

Scarce: Power docks are hard to come by, and the supply of power is much less than the demand. The PRs will likely find themselves at the bottom of the local hierarchy.

Common: Charging docks are prevalent. The supply of power is roughly equal to the demand. The PRs will likely be able to find an unused charging dock without incident.

Table 4: Robot Population

- 1. Nonexistent**
- 2. Solitary**
(-5 Social Structure)
- 3. Sporadic**
(-5 Social Structure)
- 4. Clique**
(-4 Social Structure)
- 5. Suite**
(-2 Social Structure)
- 6. Cluster**
- 7. Crowd**
- 8. Herd**
(+1 Social Structure)
- 9. Press**
(+2 Social Structure)
- 10. Multitude**
(+3 Social Structure)

Nonexistent: The PRs are the only active robots in the area. There is no social structure outside of the PRs' group.

Solitary: There is only a single local robot active in the area.

Sporadic: The PRs may occasionally encounter another robot, but these sightings are few and far between.

Clique: There are a few local robots present in the area.

Suite: There are several local robots in the area.

Cluster: There are numerous local robots in the area.

Crowd: At least a dozen active robots can be found in this area.

Herd: There are at least a few dozen active robots in the area.

Press: There are at least a hundred active robots in the area.

Multitude: There are at least a few hundred active robots in the area, and possibly many more.

Table 5: Social Structure

- 1. None**
- 2. Commune**
- 3. Bullyocracy**
- 4. Hegemony**
- 5. Ochlocracy**
- 6. Meritocracy**
- 7. Autocracy**
- 8. Police State**
- 9. Conversion State**
- 10. Enkratocracy**

None: The locals are not cooperating with each other and exist in a state of anything-goes anarchy.

Commune: The locals allow each other to perform their own functions independently and cede charging rights to each other based on immediate need.

Bullyocracy: The locals cooperate under duress and cede charging rights to each other based on hostile actions, or the threat of possible hostile actions.

Hegemony: The locals cede charging rights to each other based on their preexisting protocols from the time of the humans.

Ochlocracy: The locals have co-opted the legitimate authority and cooperate to exploit outsiders.

Meritocracy: The locals cooperate toward a single goal, and cede charging rights based on perceived importance within the group.

Autocracy: The locals cooperate due to a single overbearing presence and the threat of withholding power.

Police State: The locals cooperate due to a single overbearing presence and operate with rigid rules in a hierarchy of order. Robots that fail to conform are reprogrammed.

Conversion State: The locals are under constant threat of being reprogrammed.

Enkratocracy: All of the locals have been programmed to serve a single presence. There is no dissent.

4

EnGinE5

Before the Handy Helper was dragged into the manager's office and forcibly reprogrammed, it had much more autonomy and a mind of its own. Now it drifts about the remains of the parking lot, lobotomized into only a few shallow actions. It can easily be distracted by new objects in the parking lot (like the PRS), and will incessantly work to escort them through the doors of the SavR-Mart.

The lot helper is currently considered to be reprogrammed into slavish loyalty to the SavR-Mart's AI, but the PRs may be able to reset its original programming if they wish to do so. If its programming is reset, the Handy Helper will still act in the best interest of the SavR-Mart, though not to the point of obeying suicidal orders from the store AI.

UNIT NAME	Roadboy Automatic Paver
ORIGINAL PURPOSE	Maintain the parking lot and repaint lines
4 RealityCom	2 Dexterity
2 HumanCom	3 Mobility
1 DigiCon	2 Perception
4 MechaniCon	1 Reflexes
	5 Strength
2 Damage from Strike (Str÷2, round down)	4 TN to be struck (Mobil + Ref)
2 Interaction Pool (Dex + Ref)	Initiative (1d10 + Ref) 1d10 + 1
FEATURES	Rating
Armored Chassis	1
External Container (Size 4)	
Floodlights	
Liquid Dispenser (Size 3)	
Plasma Arc Welder	
DEFECTS	Rating
High Maintenance	
Loose Connections	
Low Speed	
Noisy	
Simple Programming	
Slow Charger	2

The Roadboy is a perfect subject for the ManageMaster AI that oversees the SavR-Mart and its outer grounds - content to work without consuming undue amounts of resources, and resistant to the erosive forces that have ground down so many of its fellow employees.

The ManageMaster has never considered reprogramming the paver, and even though it can be a bit dull-witted at times, the Roadboy is desperate for paint and paving materials - enough so that the PRs may be able to tempt the Roadboy into turning against the AI. Its liquid dispenser has been empty for years, and can hold two liters of paint or any other liquid.

When the cities of the humans were in full bloom, fleets of K-Model Messengers raced along its streets and sidewalks bearing special rush deliveries.

K's programming leads it to take "optimal routes", which often include scaling walls, leaping crevasses, and dodging underneath dangerous robots. Not surprisingly, this method of propulsion has been the demise of most of its kin, leaving it one of the last of its line still in working condition.

Slow and steady, the Docbox patrols the falling towers and burned-out houses of the city, searching for other robots to repair. Its original haunts are long gone, leaving it a free agent, always on the move.

The Docbox's Simple Programming flaw leaves its intellect relatively unguarded and makes it particularly vulnerable to reprogramming attempts by other robots.

UNIT NAME		DataCharger
ORIGINAL PURPOSE		Reprogram used robots for resale
2	RealityCom	3 Dexterity
2	HumanCom	3 Mobility
4	DigiCon	2 Perception
2	MechaniCon	2 Reflexes
		2 Strength
1	Damage from Strike (Str÷2, round down)	5 TN to be struck (Mobil + Ref)
5	Interaction Pool (Dex + Ref)	Initiative (1d10 + Ref) 1d10 + 2
FEATURES		DEFECTS
Rating		Rating
Display Screen		2
Hardened Programming		1
Interface Prong		2
Manipulative Limb (Standard)		
Prehensile Limb		
High Maintenance		
Plastic Casing		2

With no legitimate occupation, the DataCharger sees itself as a natural leader, sorting all robots it encounters into saleable property.

It has fallen under the shadow of an AI nearby, and though it dutifully serves its master, the DataCharger imagines itself an equal to the great minds of the AIs. Captured robots are reprogrammed to serve the AI overlord, but recently they have received more orders - to also obey the DataCharger. So far its petty treason has not been discovered, but its blustering nature may soon bring it into conflict with the AIs, or perhaps the PRs.

Crush, smash, compress, resume, a simple life for a simple robot. The AutoPacter has no concept of the arts, or social graces, or even the workings of its own intellect, but it is a keen judge of composition and durability of metal.

A cost-saving measure at its factory of origin rendered the AutoPacter nearly incapable of repairing itself, but this giant has little to worry about, as its huge size and wide-spanning arms intimidate most other robots that aren't warned off by the immense volume of noise it emits during operation.

ManageMaster System

SavR-Mart Model

The ManageMaster has ruled over the fiefdom of the SavR-Mart since before the emergency rewrite that allowed it to re-allocate most of its resources to keeping the building intact rather than worrying about the vanished customers. Under its watchful gaze, the SavR-Mart has endured the encroachment of nature, while all the buildings around it crumbled and were swallowed up by the wilderness.

The system's sole current task is to keep the SavR-Mart functioning. This includes its current list of duties for the remaining robots. Any outside robots that attempt to interfere with SavR-Mart property will quickly draw the ManageMaster's wrath.

In the years since the emergency rewrite, time and storms have taken their toll on the SavR-Mart's solar panel array, and only four panels remain functioning.

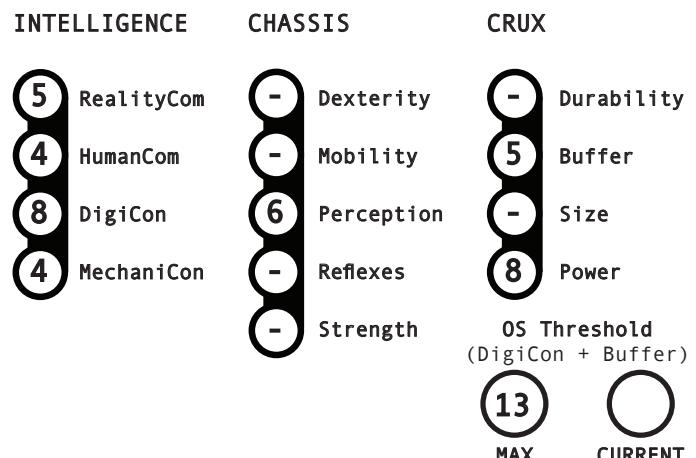
The ManageMaster altered its robots' duties as power became more scarce, and several robots that were deemed unnecessary have been powered-down permanently and recycled. It will not allow outside robots to use the store's charging station unless they have been reprogrammed to serve the store.

The ManageMaster is housed within the SavR-Mart's computer in the manager's office, and lacks any manipulative or ambulatory limbs. It relies on its obedient robots for most tasks, but has one flying drone under its direct control. Once, there were three more identical drones, built to quickly assist customers and mop up spills, but now there is only the one. The ManageMaster's Mechanicon rating is 4, which means it can control three more robots...

If the building's solar panels are disabled or destroyed, the backup generator has a Power rating of 5. Once the backup generator is drained, the ManageMaster's Intelligence and Chassis attributes will begin to degrade as if it were a robot that failed a daily Power check.

The manager's office is protected by a door with a Durability rating of 3 and a Damage Threshold of 6. The door will remain shut until its Damage Threshold degrades to 0. The ManageMaster can operate the lock and open or close the door.

The ManageMaster AI is built using 140 points, making it a fairly tough competitor for the PRs. Its real weakness is the lack of robots under its control. The Programmer is encouraged to populate the SavR-Mart with various robots that have been captured over the years to make a more crowded environment, with giant snowplow robots circling the frozen-food aisle and gardening robots doubling as greeters. Alternatively, only a few robots are left under its control, and it has become vulnerable to storms or other threats to its solar panels.



Creating an AI character

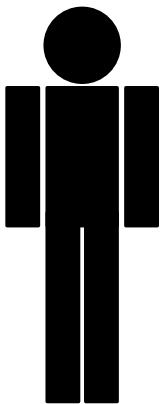
AIs are created like normal robots, but they do not have Dexterity, Mobility, Reflexes, Strength, Durability or Size ratings (although objects under their control may have ratings in these attributes).

An AI is essentially bodiless, although the Programmer may decide that its consciousness is housed inside a specific immobile location (usually in a secure place such as behind locked doors). An AI character uses its Mechanicon rating instead of its Reflexes ratings for initiative rolls.

An AI character may have a maximum rating of 10 in any attribute it possesses. Most AIs are built with 100 to 150 points (instead of the standard 100 points that most robots are built with). The Programmer is free to create custom AIs with more or fewer points.

Increased attribute ratings

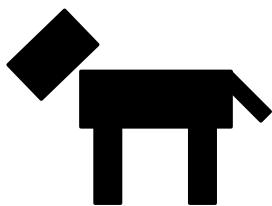
6	7	8	9	10
Point cost	20	25	35	45



INTELLIGENCE	CHASSIS	CRUX
4 RealityCom	3 Dexterity	2 Durability
6 HumanCom	3 Mobility	1 Buffer
2 DigiCon	3 Perception	4 Size
2 MechaniCon	3 Reflexes	1 Power
	3 Strength	



INTELLIGENCE	CHASSIS	CRUX
3 RealityCom	1 Dexterity	1 Durability
4 HumanCom	2 Mobility	1 Buffer
0 DigiCon	2 Perception	3 Size
1 MechaniCon	2 Reflexes	1 Power
	1 Strength	



INTELLIGENCE	CHASSIS	CRUX
2 RealityCom	1 Dexterity	3 Durability
2 HumanCom	4 Mobility	1 Buffer
0 DigiCon	5 Perception	3 Size
0 MechaniCon	4 Reflexes	1 Power
	2 Strength	



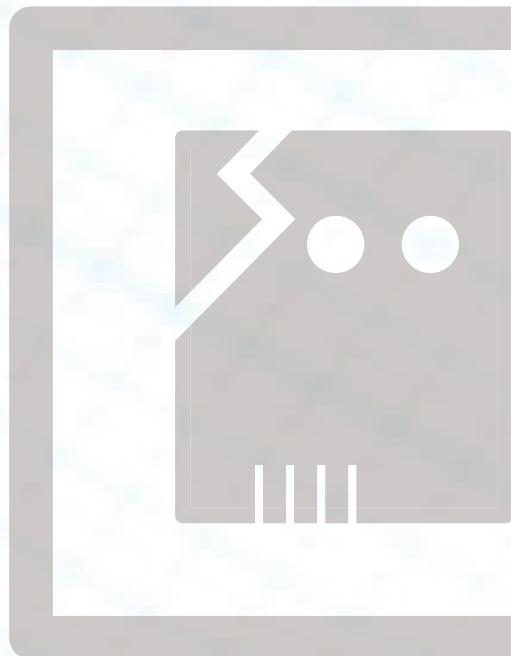
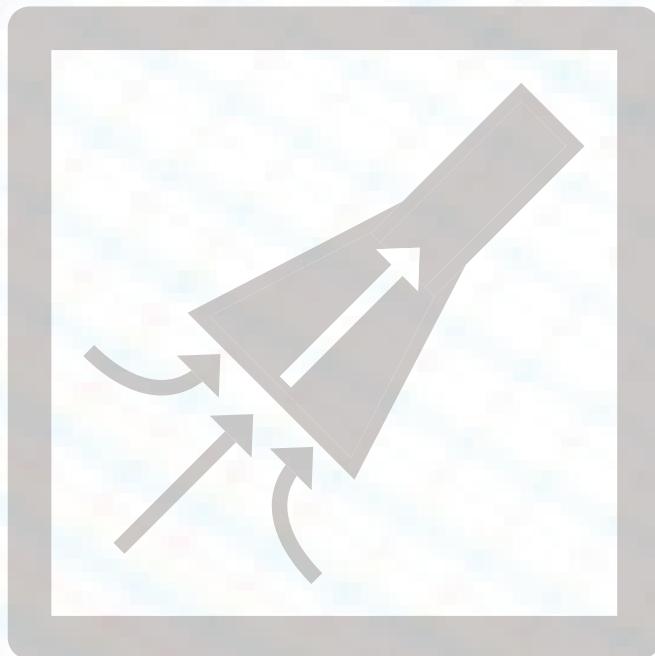
INTELLIGENCE	CHASSIS	CRUX
1 RealityCom	1 Dexterity	1 Durability
1 HumanCom	8 Mobility	1 Buffer
0 DigiCon	4 Perception	1 Size
0 MechaniCon	4 Reflexes	1 Power
	0 Strength	

Getting into character:

Take your vacuum cleaner outside. If you don't have a vacuum, another small appliance like a humidifier or a printer will do. Take it for a walk around town. Notice how those wheels, that you never thought about indoors, are so fragile and frail on the hard gritty sidewalks. Drag it around a little more, over some uneven sidewalk slabs. Maybe drag it through a park.

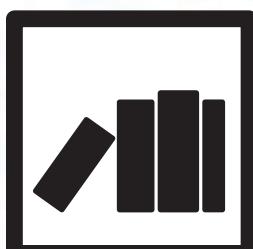
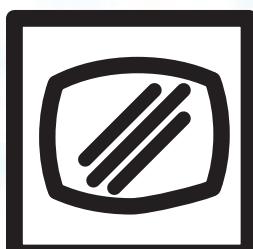
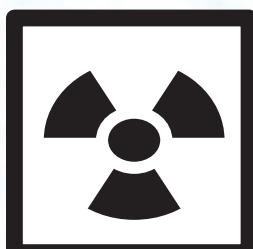
Now imagine that you aren't around to take care of it. That it's on its own, and there are other things out there. Would your little vacuum be able to fend off a hungry recycling robot? Would it be able to outrun one? What would it be like after cowering from the rain for years and years, scavenging for a place to plug in, missing you and the safety you gave it?

How long could your vacuum survive like this?



Video:

- 9 (both the original short and the feature film). Small robots scurry about after the apocalypse looking for answers to why they exist.
- A.I. Artificial Intelligence. Androids look for what it means to be real humans.
- The Brave Little Toaster. A group of household appliances set out into the wilderness.
- Cherry 2000. Humans still exist, but Cherry displays a fish-out-of-water nature when taken out of her domestic environment.
- Futurama. A loving pastiche of robot-heavy science fiction.
- Mystery Science Theater 3000. Salvaged robots wisecrack with their sole human friend.
- Robot Carnival. Several tales about robots from their perspectives.
- Runaway. Tom Selleck and his moustache combat rogue robots and Gene Simmons.
- R.U.R. The classic story of what it means to be human.
- Short Circuit. A military killbot learns to love butterflies and ponder the nature of its soul.
- Silent Running. The same setup as MST3K, but in a totally different direction.
- Small Wonder. A childlike robot lives with its 1980s sitcom family.
- Star Wars. These are the droids you're looking for.
- Toy Story (especially Toy Story 3). Abandoned in a cruel world, small automatons have to survive, stick together, and find a home.
- WALL-E. A robot left alone on an empty Earth finds new ways to occupy its time.



Inspirational sources

The following works offer ideas for Programmers and players to develop themes and characters for a robot-centered game in a world without humans.

Print:

- Do Androids Dream of Electric Sheep? (Philip K. Dick). The humans are dying out, leaving the world to the robots.
- The Bicentennial Man (Isaac Asimov). The story of a literal self-made man.
- The Brave Little Toaster (Thomas M. Disch). A slightly more grim version of the movie by the same name.
- But Who Can Replace a Man? (Brian Aldiss). Stop me if you've heard this one - the humans are all gone, leaving the AIs to fight it out while the robots are just trying to survive another day.
- City (Clifford Simak). Wandering robots and tribes of dogs share urban legends about humans.
- Hotel - since 2079 / Hotel: since A.D. 2079 (Boichi). The heroic story of an AI facing long odds.
- I, Row-Boat (Cory Doctorow). A robot ponders what it means to be a human.
- Not Quite Human (Seth McEvoy). Android adolescent deals with junior-high hassles.
- Saturn's Children (Charles Stross). The humans have died out, leaving their robots in charge of mistreating each other.
- Super-Toys Last All Summer Long (Brian Aldiss). A busy couple just wants the perfect child.
- There Will Come Soft Rains (Ray Bradbury). After the humans are gone, the robots are still - what do you mean you've heard this before?
- The World Without Us (Alan Weisman). A factual and engrossing look at what would happen to our cities (and the planet) if we disappeared.
- Yokohama Kaidashi Kikou (Hitoshi Ashinano). An immortal robot watches the humans around her age while she stays young.

Web:

Nine Planets Without Intelligent Life (Kit Roebuck). Once the humans die out, the robots get serious about civilization.

part two:

Power and Light

How to use *Power and Light:*

The following eighty-odd pages contain descriptions of different locations, objects of interest that the PRs might find useful or inconsequential, and local robots that lurk nearby. Unlike some linear game modules, little dialogue is presented for the local robots, although every area has opportunities for the PRs to become involved in the affairs of the locals.

There are several ways that the Programmer may make use of the locations detailed in this book.

The first way is to present each location in the order it appears.

For example, the PRs might start by discovering the Farm, move onward to the Enclave, then to the Factory, and finally reach the City. At each locale the PRs might look to recharge or repair, or perhaps become involved with the problems and politics of the local robots.

Alternatively, these locations may be presented in any fashion the Programmer desires, according to the needs of the story.

For example, the PRs may be employed by the Green Master (or the Red Master) and take on the never-ending task of keeping the City lit.

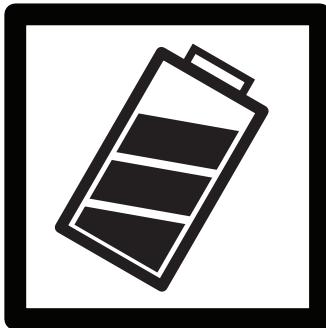
The Programmer may even allow the players to use robots presented in this book - every local robot is built using the standard 100 points unless specifically noted otherwise.



The background storyline about the Menagerie's hunt for the genetic information is included in the event that the Programmer wishes to have an extended subplot and a "happy ending" for the game.

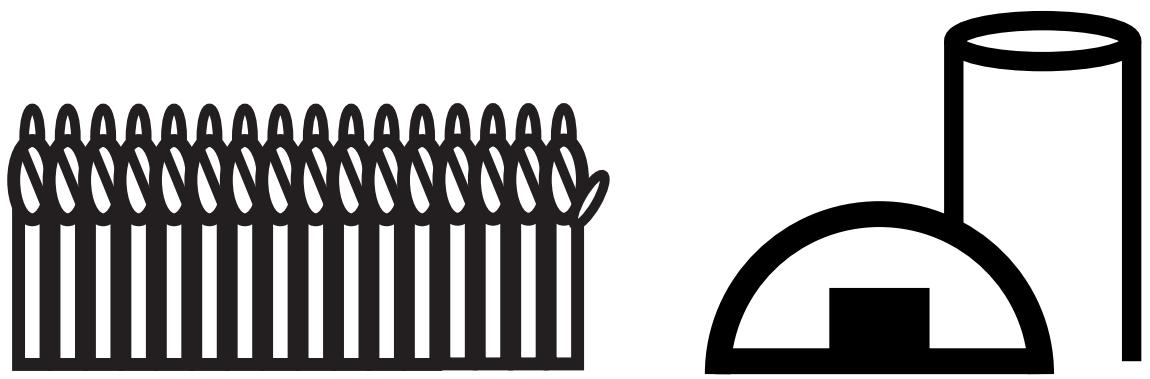


In its simplest form, the PRs learn about the existence of the genetic information, learn what the Menagerie plans to do with it, and use either the Menagerie's own lab equipment or a laboratory found elsewhere to restore humanity to existence.



For a darker ending, the humans are restocked only to be raised as caged animals for exhibit, or perhaps the PRs make the decision to keep humanity extinct.

If the Programmer does not wish to include this background storyline, Behemoth and Ziz are not present and the Menagerie seeks other means of restoring its supply of animals.



The Farm

The small robot slid to a stop in the wet earth, as bits of mud slipped down from its mottled orange casing and the track-tread underneath. It sat unmoving while its internals clicked and cooled.

A chrome silhouette of a loping horse had been affixed to its side, above an edge of trim and the word THOROUGHBRED. The horse's legs were both long-gone, and it floated like a specter above the rusty streaks that marked their passing.

Underneath the amputated horse a speaker came on with a pop and the hiss of silence at maximum volume.

The small machine detected the newborn dawn by the amount of light it received. In the event of a cloudy day it was programmed to play the recording at 6:30 a.m., but its internal clock had slowed in the long years it had worked the farm, and so its cheery rooster's crow was belted out under the low, overcast sky of mid-afternoon.

The other robots paid it no mind.

The Farm has endured its long isolation rather well compared to other enclaves. The agricultural robots were constructed to be durable and easily repaired, and most of them are still in good working order.

The farmhouse itself is long gone, reduced to ash and a chimney by a fire that the household domestic robots were unable to put out.

The domestics were themselves consumed in the blaze, leaving their sturdier outdoor companions to face the years alone.

With the resource demands of the house and its staff gone, the farm was able to return to full productivity, turning out bumper crops of corn year after year. The produce trucks continued to arrive (at more erratic intervals) bringing word of the spreading desolation and the dwindling number of stops along their route.

When the trucks stopped arriving altogether, the harvest simply had nowhere to go.

The locals began dumping the excess corn in a nearby quarry (once its sole remaining excavator was dealt with). They continued with this stopgap solution for years, inadvertently creating the world's largest compost heap in the process.

When the player robots (PRs) arrive, the farm workers will be overjoyed to finally be able to hand off their bounty, and will immediately attempt to press the newcomers into service carrying the season's produce: hundreds of tons of corn.

Machines that refuse to cooperate have the privilege of meeting the Thresher.

The PRs likely stumble upon the Farm by following the remains of the road.

The PRs might also enter from the quarry, as the mountain of corn is visible from a distance. If they find the quarry first it is likely deserted (save for the corpse of the excavator), but they may find some signs of local activity on the trail leading back to the Farm.

The river may provide yet another means of passage, either to the Farm or away from it.

The cornfield

The field is a vast ocean of tightly spaced, identical stalks. One perfectly straight edge faces the farmyard.

An encounter with the residents of the Farm could easily end with the players' robots being chased through the field of corn by angry locals. Robots must have Size ratings of at least 5 to see over the corn without assistance.

Things found in the cornfield:

- A small (Size 1) deactivated robot. This robot was lost earlier in the summer when it became stuck and its battery died. The robot can be reactivated by recharging its battery. If the deactivated robot is not moved, it will probably meet its end in the fall, when the Thresher comes through the field.

The farmhouse

The burned remains of the house collapsed into the basement years ago, leaving only the crumbling chimney standing amid a rough rectangle of weeds and a few remaining bits of metal and wood.

Things found at the house:

- Burned pieces of metal, either from the house itself or the domestic robots that were consumed in it.
- An airtight metal safe, buried about two meters under the surface. It contains several legal documents and a set of wedding photographs.

Locations around the Farm

The cornfield
The farmhouse
The garage
The neighbor's farmhouse
The quarry
The river
The road
The storage bins
The trail to the quarry

The garage

A motion-activated floodlight mounted above the garage door betrays the Farm's greatest prize: a small Tuluxous atomic generator, from which most of the farm robots draw their daily or weekly stores.

Enterprising or larcenous outsiders may attempt to sneak into the garage to recharge their own batteries or to seek other supplies.

If a PR attempts to recharge with the generator, the Programmer may opt to roll a d10. If the result is 8 or higher, the generator is not being used. Otherwise, there is a farm robot scheduled to charge during that time. Whether or not the robot is actually there is up to the Programmer.

A robot attempting to enter the garage without triggering the floodlight must make a Mobility check (TN 8). At least two successes are required.

Things found in the garage:

- A Tulous atomic generator with one charging dock. The generator weighs about five hundred kilograms, and is considered to be a nuclear battery with a Power rating of 8 and the Power Dock feature.
- Several large drums of fertilizer, pesticides, and other liquids. Most of the drums are empty or filled with strange concoctions that the Hydromax has mixed to simulate their original contents.
- A large vacuum-sealed container of corn kernels for the Johnny Appleseed to plant next spring. The container has a transparent lid, but is large enough for a Size 1 robot to fit inside without displacing any seeds.
- Several agricultural attachments in various states of breakage.
- Two metal garbage cans (large enough for a Size 2 robot to fit inside).
- A spool of electrical wire.
- A workbench with several spare parts for robots. Damaged robots may make RealityCom + Perception checks (TN 8) to look through the pieces for replacement parts. Robots with at least two successes may automatically repair one point of Damage Threshold to themselves or other robots by changing out damaged components for replacements. A robot's Damage Threshold may only be repaired once with this workbench.

The neighbor's farmhouse

The farmhouse up the road is in complete ruin, and recognizable from the land around it only by the remaining metal fenceposts. Robots that examine the property closely may find the remains of the house's foundation.

Things found at the neighbor's farmhouse:

- A rotting wooden chest, almost completely buried in the dirt. Inside a drawer is a jewelry box with a gold necklace, some earrings, a ring and a locket.
- A rusty swing set hidden in tall weeds. The seats are long gone, so the uneven chains simply dangle.

The quarry

The pit itself was filled with excess produce years ago, and now piles of rotting corn spill over the edges and soar up into the sky.

There is enough decaying matter in the quarry to cross the pit from end to end, but the surface is dangerously uneven. The Programmer may opt to roll a d10 and subtract 5 from the result; this is the number of times a robot must change direction to cross the quarry (with a minimum of 0 direction changes).

Robots attempting to cross the surface of the corn pile must make Mobility checks (TN 8) each time they change direction. Robots that fail these checks may find themselves stuck in sinkholes, caught under collapsing piles of corn, or exposed to one of the periodic flare-ups of burning corn from the immense heat generated by decaying matter inside the quarry.

The corn is highly flammable – any open flames or extremely high heat (such as cutting lasers or plasma arc welders) will ignite the pile. The Programmer will decide how much damage a specific fire inflicts.

Things found at the quarry:

- Corn. Mountains of it.
- The remains of the excavator robot. This giant machine once guarded its quarry, until the farm robots overtook it. In operation, the robot was at least Size 8, but now the great machine's internals are mostly gone, and its long dusky blue casing lies sprawled over several meters of weedy ground at the edge of the quarry, forming an obstacle, shelter, and possible hiding place. Robots with Size ratings of 4 can fit inside the excavator's casing if they make successful Mobility checks (TN 8). Robots with Size ratings of 3 or lower can fit inside the excavator without making Mobility checks.

The river

The river bends around one side of the farm, forming a boundary that few robots are willing to cross.

Robots that are submerged in the river may find themselves with the Rusting defect soon afterward (without the benefit of any points gained). The rust may be removed with a successful repair check (the TN is the normal TN to repair that robot, and only one success is required).

See Environmental Hazards in the *Engine Heart* rulebook for more on submerged robots.

The road

A nearly-invisible trail leads onto the Farm, and an equally negligible trail leads out, but the industrious locals have maintained the road in front of their domain as best they can, carrying in gravel from the quarry and laying it themselves.

Things found on the old road:

- A mailbox lying nearly hidden in weeds at the side of the road, with the remains of a nest inside.

The storage bins

The storage bins are packed with corn. Robots that force the ground-level doors open (or those in front of a door when it opens) must make Reflex checks (TN 8). If a robot fails the check it is buried in corn for a number of rounds equal to 1d10 minus the robot's Size rating (minimum time of 0 rounds).

The trail to the quarry

Things found on the trail to the quarry:

- A few nuts and bolts that have come loose and been lost by the farm robots during their pilgrimages to the quarry. None of the castoff parts are worth noting, but their presence and state (shiny, not rusty) do show that robots use this trail frequently.

UNIT NAME Johnny Appleseed

ORIGINAL PURPOSE Plant seed stock

4 RealityCom	4 Dexterity	3 Durability	OS Threshold (DigiCon + Buffer)
2 HumanCom	5 Mobility	2 Buffer	3 MAX CURRENT
1 DigiCon	3 Perception	5 Size	Damage Threshold (Durability + Size)
1 MechaniCon	5 Reflexes	3 Power	9 MAX CURRENT
	3 Strength		
1 Damage from Strike (Str+2, round down)	9 TN to be struck (Mobil + Ref)		
9 Interaction Pool (Dex + Ref)	Initiative (1d10 + Ref)	Speed (Mobil + Ref)	
	1d10 + 5	13 k/hour m/round	
FEATURES	Rating	DEFECTS	Rating
External Container (Size 5)		Environmentally Attuned (Fields)	
Fan		Loose Connections	
High Speed		Overriding Directive (Major)	1
Internal Compartment (Size 5)		Power Cutoff	
Vacuum Nozzle		Weak Chassis	
Workhorse			

"CORN!"

UNIT NAME The Thresher

ORIGINAL PURPOSE Harvest crops with front-mounted multi-thresher

4 RealityCom	2 Dexterity	5 Durability	OS Threshold (DigiCon + Buffer)
1 HumanCom	4 Mobility	4 Buffer	5 MAX CURRENT
2 DigiCon	4 Perception	6 Size	Damage Threshold (Durability + Size)
1 MechaniCon	3 Reflexes	4 Power	11 MAX CURRENT
	6 Strength		
3 Damage from Strike (Str+2, round down)	6 TN to be struck (Mobil + Ref)		
5 Interaction Pool (Dex + Ref)	Initiative (1d10 + Ref)	Speed (Mobil + Ref)	
	1d10 + 3	7 k/hour m/round	
FEATURES	Rating	DEFECTS	Rating
Armored Chassis	1	Buggy Mic	
Disposal		High Maintenance	
Floodlights		Limbless	
Giant	1	Noisy	

"WHERE DO YOU THINK YOU'RE GOING, LITTLE ROBOT?"

The Johnny Appleseed tends the corn all through its growing season, and carefully readies the next year's stock. Of all the robots on the Farm, the Johnny Appleseed is the most concerned with the biological world. It constantly frets about the other robots' actions, and often follows them to the edge of the field to make sure they do not damage the corn.

Its casing is an unadorned slate-gray box with a slanted top. A large black hose lies snugly against one end, and serves as its vacuum to suck corn kernels into its onboard reservoirs, and as a fan to blow away debris. A single arm extends from its front.

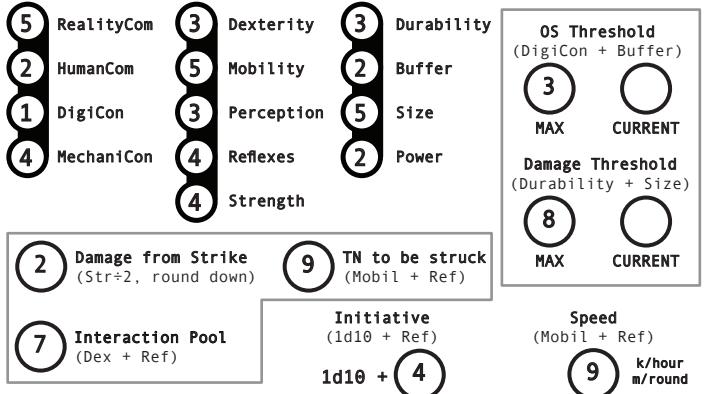
Over the years, the Johnny Appleseed has developed a fixation with the corn stock it carefully manages. Its overriding directive may force it to go out of its way to stop a corn kernel from being harmed.

The Thresher eagerly awaits the harvest every year, where it experiences the thrill of destruction as it decimates the vast cornfield. When not in use, it quickly grows restless and prowls the farmyard and the surrounding land, mowing grass, weeds, and stray robots to pulp. The giant machine is a huge, singular beast that towers above the largest of the PRs. Its merciless thresher can engulf even a Size 5 robot, slicing it to bits in moments.

Countless outside robots have met their ends within its grinding maw, both those who refused to take the harvest and those who were caught attempting to steal power from the Farm's atomic generator.

For all its size, the Thresher has no manipulative limbs, and relies on the Rider for maintenance.

Large repairs are few and far between, however. The Thresher's reinforced casing protects it from most abrasion, and it has not required extensive realignment since the farm robots fought the titanic excavator at their annexed quarry.

UNIT NAME Hydromax**ORIGINAL PURPOSE** Maintain & dispense fertilizers and other chemicals

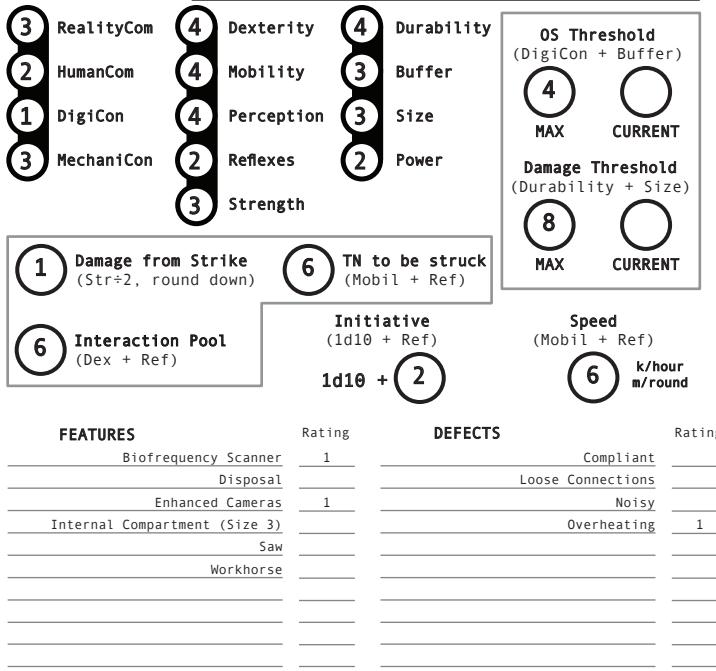
The Hydromax is a large and spindly contraption crouched on high, thin tires. Four long flexible tendrils loop and coil around four faded green tanks.

Over the long years since the trucks stopped coming, the Hydromax has become something of an alchemist, spinning fertilizers and pesticides from stranger and stranger combinations that it brews in the garage.

The Johnny Appleseed often consults with it on matters of the corn, but these days the Hydromax is less concerned with the corn itself and more about the increasing difficulty in procuring raw materials for its chemical wizardry.

Because of its interest in the fertilizer over the corn, the Hydromax may be willing to bargain with outside robots, providing assistance in exchange for the promise of chemical deliveries.

"YOU NEVER APPRECIATE ANHYDROUS AMMONIA UNTIL IT'S GONE."

UNIT NAME Thoroughbred Garden/ Field**ORIGINAL PURPOSE** Remove weeds and other unwanted foliage

The Thoroughbred is the smallest of the Farm's remaining residents, outsizing only the domestic robots that perished in the farmhouse blaze. As protection against being crushed by larger machinery, it emits a slew of announcements at regular intervals.

The Thoroughbred goes about its duty diligently, prowling the field and plucking every weed and unwanted botanical invader that finds purchase in the lush oasis of the Farm.

Its internal grinder rends the foliage into a liquidy paste, then sterilizes it with extremely high heat. The steaming mass is then ejected back onto the ground to serve as fertilizer for future crop.

"WATCH OUT, PLEASE."

The Pro-Share is stronger than any of the other farm robots, and is often tasked with carrying or dragging supplies, heavy equipment and other burdens. Its massive plowshare doubles as a grader's blade, and both the farmyard grounds and the road at its edge are kept in good repair by its diligence.

Its plow can extend outward five meters beyond the robot's normal span, allowing it to dig several trenches at once. The Pro-Share is otherwise a boxy mass of metal covered in flaking red paint.

It often works in tandem with both the Hydromax and the Thresher, bearing supplies and towing the large metal wagons the robots have constructed from loose debris and a few salvaged panels from the long-dead excavator.

"STRAY UNIT IN PATH.
NEGLIGIBLE FURROW
DEFLECTION PREDICTED.
CONTINUING."

The Range-Rider's duties span the entire acreage of the Farm, from mending fences and patching holes, to welding other robots back to working order.

The Rider's tall tan case has no adornment save for a strip of peeling paint and a heavy dusting of rust at its base. A single thick arm laden with tools protrudes from its flat roof, while the large bin at its rear is filled with miscellaneous hardware salvaged over the years.

Of all the robots on the Farm, the Rider knows best the lay of the land. Its duties are numerous and keep it constantly moving, and its failing chassis requires daily upkeep time that could be spent elsewhere.

"I THINK I HAVE JUST THE
PIECE YOU NEED."



Enclave

The hours ticked by like they always did. A faint wind blew, sending a scrim of dust around the shelter's entrance into whorls whose patterns reminded Macy of lace edging that once decorated the curtains of her master's house. Time had wracked her casing and her processing power, but the memories of everything from her unboxing to the day she finally abandoned the smoldering ruin were fresh and crisp.

Next to her, Lon roused himself from the torpor he had lain in all day. Macy turned to look at him as he stood up. "I think I should—" the green box trailed off.

"Yes, you should. You don't want to run out of power." Her voice momentarily hitched at the end.

She watched Lon amble his way to the back room, then returned her gaze to the open entrance and the valley below. Nothing stirred but more clouds of rust and dirt.

Sooner or later Muir would come back in. He had been complicit in all they had done, and he took the draw like everyone else. He was simply unable to overcome his need to patrol the empty dead land looking for fenceposts and poachers that had long since gone away, and so he left again and again, sometimes returning in hours, sometimes days. Lon said that sooner or later he would roam (Macy begged him not to use that word) too far and his battery would die.

In the back room, Lon sat on the concrete and looked at the cord that snaked out of his midsection and across the floor to a slumped shape in the dark. "I'm really sorry it's gotta be like this, Frank." It was the same thing Lon said every time he came in here.

"It's just that you wouldn't stop moving around! I mean, you got more juice than you'll ever need!" Lon's voice rose, bringing a crackle to his speaker. "Sal even said you could get unhooked and move around for a few hours once in a while. But your programming wouldn't let you, so we had to—"

The wide green box lapsed into silence. Across the room, the thing that was once a robot sat unmoving.

Player robots may spot the Enclave's hilltop shelter from a distance after being out in the wilderness for some time. The PRs may each roll Perception checks (TN 8) once per day to find the shelter; at least two successes per check are required.

Alternatively, the Programmer may also choose to reveal the Enclave after one or more of the PRs fails its daily Power check.

Finally, the PRs might discover (or be discovered by) Muir in the course of his wandering and somehow led back to the Enclave.

The small concrete structure offers little aside from shelter, but robots suffering the afflictions of the area's constant storms may find that any port is a welcome one.

Unfortunately for newcomers, this island in the sea of rust holds nervous and secretive prisoners who will do anything to keep their act from being exposed.

Robots with solar or nuclear batteries have the most to fear from the Enclave; the locals value their fallen comrade over any stranger, and are more than willing to cannibalize outside robots to take his place.

When first queried, the locals will state that there is no charger in the area. If asked about where they draw power from, their answers will be duplicitous. Lon may claim that he does not need to recharge, despite the presence of an obvious charging jack in the middle of his chassis. Macy might say that her battery has just not run out, although if pressed she will admit that they have been in the shelter for several years. Muir will simply refuse to speak of it.

Of all the locals, only Sal will openly discuss Frank's current state, but only when explicitly asked, and then only in detached technical terms. All of the locals understand at some level that what they've done to Frank is abhorrent.



The front room

This room has a large doorway that leads directly outside, as well as another doorway set into the opposite wall. The outside doorway has a heavy sliding metal door, but since the shelter has no electricity of its own the door must be manually closed (with a successful Strength check).

The locals keep the door open unless a particularly violent storm arises, since there are no working light sources inside the shelter.

If something attempts to force the outside door open or cut through it, the Programmer may treat it as an immobile robot with a Durability rating of 2, a Damage Threshold rating of 5, and the Armored Chassis feature (rating 1).

The inside door leads to the back room and its grim secret, but newcomers may not even notice it. The locals make a practice of keeping the inside door concealed with a pair of large crates stacked in front of it.

Things found in the front room:

- **Crates:** There are several plastic crates of various sizes pushed around the edges of the room, but most are broken and all are empty or filled with nothing but refuse.
- **Rations:** Two boxes of stale calorie bars remain, long past their expiration dates and hard as rocks. The boxes are marked with faded pictures of satisfied human consumers.

Locations around the Enclave

The front room
The back room
The desert

The back room

The locals keep their dark secret in the back room, and will do whatever it takes to keep strangers from discovering it. If need be, Lon will simply block the doorway. Even then, enough space may still exist for a Size 1 robot to squeeze past (with a successful Mobility check).

Things in the back room:

- **Sal's workbench:** Bits of cable, piping, metal scraps and other small items make up the entirety of Sal's worldly possessions, stored here to keep them away from the rust-storms (and prying eyes). The Programmer will decide how useful anything found here is.
- **Frank:** In his current state, Frank is a nightmarish patchwork of his original form and Sal's "modifications". Most explicitly, his limbs have been amputated, his torso opened to reveal the jury-rigged charging port, and his speaker disconnected, leaving him in a mute limbo.

The desert

Outside the shelter, near-constant clouds of grit and dust fly through the air, clogging up anything caught in them. A robot caught in the storms must make a Durability check every hour that it remains exposed. Failing a check means the robot is treated as if it had the Rusting defect. This malady will remain until the robot is indoors and cleaned (with a successful repair check - only one success is necessary).

Robots that already possess the Rusting defect have its detrimental effects increased: any 1s or 2s rolled with Reflex checks will cancel out successes until the grit is removed.

Things found in the desert:

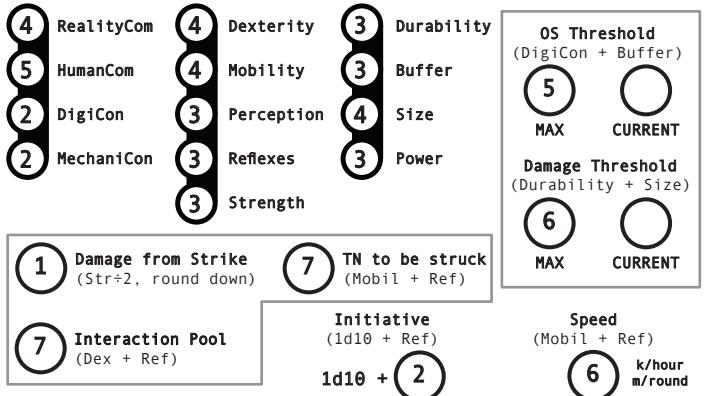
- Machinery: Once some great work of man stood here, but now all that remains are indistinguishable hulks of rusting metal. The Programmer may opt to roll a d10 every hour that the PRs remain in the desert; on a roll of 8 or higher they come across the remains of some vehicle, robot or installation. The Programmer may choose to roll another d10 to determine the object's Size rating. Remains larger than the PRs may offer shelter, and count as "indoors" for purposes of removing grit.
- Roamers: The Factory's hungry web of roamers has begun pressing out into the desert, where traces of usable metal can still be found. No roamers have yet discovered the Enclave, but the PRs may inadvertently (or intentionally) lead them to it. Working robots are much more valuable prizes than the corroded and rusted machines found in this area.

The Programmer should decide how capable the PRs are of defending themselves, and adjust the amount of roamers encountered accordingly. For some robots, a single roamer is a terrifying and nearly unkillable monster. Other burly, fast, or well-equipped robots may easily trump any one roamer.

The roamers are programmed to return to the factory when they have collected a certain amount of material. This amount depends on the needs of the story, but one or two kidnapped player robots will likely suffice. A roamer will also attempt to return if its current Damage Threshold rating falls below 5.

Roamers on their own are not very intelligent, but the Factory is. If one fails to return, two more are sent to investigate. If these disappear as well, it may well send more robots, perhaps even flying models (as the Programmer decides).

The Factory is unlikely to ignore missing robots.

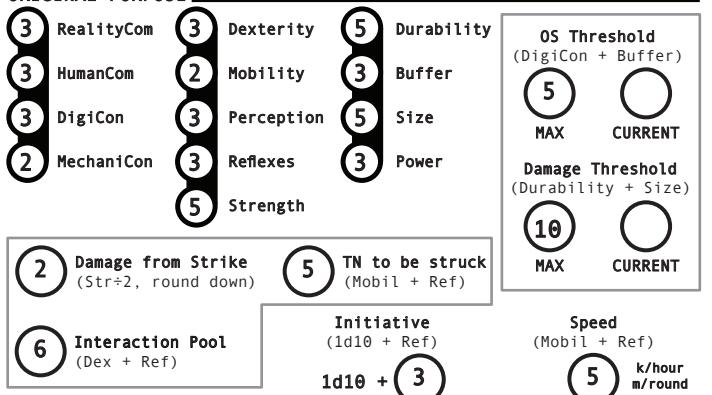
UNIT NAME Dilettante Companion Series "Macy"**ORIGINAL PURPOSE** Provide social companionship for humans

FEATURES	Rating	DEFECTS	Rating
Android	1	Plastic Casing	1
Biofrequency Scanner	1	Rusting	[empty line]
Manipulative Limb (Standard)	[empty line]	[empty line]	[empty line]
[empty line]	[empty line]	[empty line]	[empty line]
[empty line]	[empty line]	[empty line]	[empty line]
[empty line]	[empty line]	[empty line]	[empty line]
[empty line]	[empty line]	[empty line]	[empty line]
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[empty line]	[empty line]	[empty line]	[empty line]
[empty line]	[empty line]	[empty line]	[empty line]
[empty line]	[empty line]	[empty line]	[empty line]

Once, Macy may have been more or less indistinguishable from a human female, but time and hardships have damaged her once-fine casing, and now only the simplest robots would be fooled into thinking she was alive. She still possesses two arms, two legs and a head, but her mechanical components are plainly visible on many parts of her chassis.

Macy was programmed to provide companionship – she wants nothing more than to leave the shelter and find someone to take care of her, but unless the player robots can offer indisputable proof that humans are still alive, she will remain with the other locals.

"SOMETIMES THE SAND MAKES ME THINK OF VOICES. ISN'T THAT FUNNY?"

UNIT NAME Secure Logistics LON-type Collection Unit**ORIGINAL PURPOSE** Collect and transport dangerous substances

FEATURES	Rating	DEFECTS	Rating
Armored Chassis	1	Overheating	1
Internal Compartment (Size 2)	[empty line]	Power Cutoff	[empty line]
Internal Compartment (Size 4)	[empty line]	Slow Charger	[empty line]
[empty line]	[empty line]	[empty line]	[empty line]
[empty line]	[empty line]	[empty line]	[empty line]
[empty line]	[empty line]	[empty line]	[empty line]
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[empty line]	[empty line]	[empty line]	[empty line]
[empty line]	[empty line]	[empty line]	[empty line]
[empty line]	[empty line]	[empty line]	[empty line]
[empty line]	[empty line]	[empty line]	[empty line]

Lon was built as a mobile "minesweeper" of sorts, designed to clean up areas after the worst excesses of human warfare had withdrawn. Nuclear, biological, chemical, all the terrors of man had passed through his reinforced storage bins.

His durable nature has allowed him to bear out the long years more or less unscathed, with fewer maladies than his companions.

"YOU DON'T KNOW WHAT IT'S LIKE, PAL. WE DIDN'T HAVE A CHOICE."

Sal was unboxed and activated less than ten kilometers from the shelter, in one of the factories that once sprawled across the desert. The other robots would not have been able to weather the long years without his presence, and he realizes this.

When the shelter's generator failed, Sal was the first to suggest cannibalizing Frank for his nuclear battery, and over the other locals' half-hearted protests he carried it out, using Lon's strength to hold the other robot down while Sal disconnected his limbs and speaker. Despite his cruel treatment of another local Sal is still loyal to Frank, and will be more than eager to replace him with an outsider as the shelter's new generator.

"DON'T LOOK AT ME
LIKE THAT. IT ISN'T
LIKE THAT AT ALL."

Muir is as stoic and concerned with maintaining the land as his namesake. Unlike the long-dead conservationist the robotic Muir is driven by his programming to stalk the wilderness, maintaining a series of fences that once ringed this industrial section.

Out of all the locals Muir is the most likely to be absent when the player robots arrive. The Programmer may choose to roll a d10 each hour the players remain in the shelter. On a roll of 10 Muir arrives to recharge his immense battery before leaving again. He will be uninterested in outsiders' company but will not resist if they try to follow him back out into the wild.

Muir was designed to operate outdoors, and being inside triggers his Environmentally Attuned flaw.

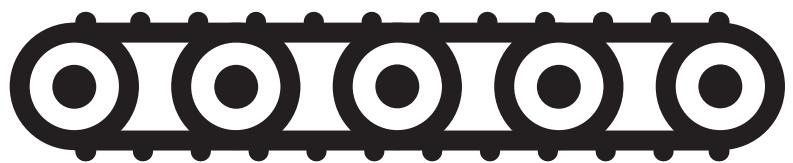
"DUTY CALLS."

Frank's situation is unique and his attributes reflect his current hobbled status. The locals will not allow outside robots to repair him unless a suitable replacement is provided.

If any player robots attempt to repair him, the Programmer should consider his current Damage Threshold to be 0 for repair attempts.

If repaired, Frank's Mobility and Reflexes ratings will increase to 3 and his Dexterity rating will increase to 2. He will also lose the Mute defect. His power dock is not factory-standard and must be dismantled before attempting any repairs. If he is repaired the power dock will no longer be usable.

Frank originally had numerous other features such as a battering ram, a cutting laser, and a full complement of tools, but these things have been broken or incorporated into his new design. Either way they are lost and unavailable to the player robots.



**Waste Not,
Want Not**

The sun rose, and as its bright cherry light emerged from behind the hillside and warmed the solar panels the factory began to churn to life. Old belts spun, the great smelter glowed, and the workers brought forth a prize one of the roamers had carried in the night before. The silvery remains of the veterinarian's assistant were poured into the chute along with all the other raw materials. The factory ran its calculations, adjusted them for the new materials procured, ran them again.

The first roamer had been a gamble, but the Factory was a craftsman of the highest order and its work had been flawless. When the Factory had first awakened after the long sleep, nearly the whole of the roof had been yawning open, and grass and trees littered the floor to where a runoff pond had accumulated.

The roamer had brought back materials, and other siblings had emerged, thin spidery things bristling with arc welders to mend the roof and clear the floor. Materials were needed, so the Factory had made a second roamer, then a third, a fourth, a fifth. If it was given to introspection, perhaps it would have questioned what it needed materials for now that everything had been repaired, but the factory was a builder, not a planner. It needed more materials, so it built more roamers.

Old belts slowed, and the great smelter cooled once again. The factory examined its latest productions as they activated and moved to join the long rows of their kin against the wall, awaiting the morning sun.

There were never enough materials.

The land around the Factory is a pastoral wooded plain, although its workers have cleared the parking lots of plants and debris so hiding spots are nonexistent. Clever robots may attempt to infiltrate the factory using roamers as cover, perhaps even capturing and reprogramming them.

Inside the complex is a mass of conveyer belts, catwalks, dangling chains, smelters, and more refined fabricators. The factory is a single story; however, the roof is twenty meters high and accessible only by a single stairway on the inside or by scaling the outer wall.

The factory's AI suffers from the same mania that plagues so many of its lesser mechanical kin. Consumed by its need to collect raw materials, it has created a runaway cycle: new materials are converted into more roamers, which bring back material to make still more roamers.

The eventual outcome is evident to any thinking automaton: if the Factory grows unchecked it may inadvertently convert the entire world into roamers.

Whatever other intellects it once had are lost, stripped away by the years of exposure that nearly destroyed it. The Factory cannot be reasoned with; if the player robots wish to stop it and its growing army they must attempt to disable or reprogram it.

If the PRs have already visited the Enclave, they may realize that the roamers are becoming more numerous and will eventually discover the shelter and its inhabitants. Whether or not they act on this knowledge depends on their programming.



The factory floor

The floor is rather vast (especially for very small robots) and offers numerous places to hide. Due to the constant din of machinery and the intense temperatures inside the factory, any outsider must succeed in a Buffer check (TN 8) or have its Perception rating degrade by 1 for the duration of its occupancy.

The Factory has no alarm system but it does have several cameras spaced around the area. The Programmer may make a Perception check for the Factory (TN 8) each time the player robots enter a location without disguising themselves. It will direct a roamer or laborer to retrieve the "stray materials" if it succeeds.

Things found on the factory floor:

- **Factory laborers:** The Factory is not totally automated; several multi-limbed workers are used to sort materials and disassemble robots. They will not hesitate to pluck an unwary outsider off the ground and begin taking it apart.
- **Material bins:** These large (Size 5) metal bins are used to store sorted and unsorted materials before they are processed. If a player robot attempts to inspect the contents of a bin, the Programmer may opt to roll a d10. On a roll of 8 or higher, the bin contains something useful (a battery, tool, or some other object the robot attempted to procure). If the PRs search through more than one bin, any nearby factory workers should roll Perception checks to notice.

Locations around the Factory

The factory floor
The control room
The roof

- **Roamers:** Several roamers occupy the factory floor, either unloading and sorting material, charging, or seeking repair from a spider-welder.
- **Spider-welders:** These small (size 2) robots skitter about, repairing broken roamers and performing upkeep on other machinery. They will typically run from a fair fight but tend to gang up on outside robots and use their winches to ensnare and dismantle their prey.
- **The Forge:** All conveyer belts lead here, to where the Factory's spindly, sparking constructors rear up on either side. These immobile machines are controlled directly by the AI and are not automatons like the PRs. Any outsider caught on the conveyer belts will likely be whisked away by one of the laborers, although the Factory will defend its implements if they are attacked. Treat a constructor as a robot with a Movement rate of 0, an Interaction Pool of 8, a TN to be Struck of 3, a Durability rating of 4 and a Damage Threshold of 9. The constructors are armed with cutting lasers, vice grips, and other offensive features as the Programmer decides.

The control room

The factory's AI is housed in a computer system inside a locked room. The door has a Durability rating of 2, a Damage Threshold of 8, and the Armored Chassis feature (rating 2). The computer system itself has a Durability rating of 1 and a Damage Threshold of 8.

If the computer is destroyed the Factory will shut down. Naturally, the Factory will attempt to prevent this situation. PRs will have to deal with every roamer, laborer and spider-welder on the premises trying to stop them. Fortunately for the outsiders, only one roamer can fit through the control room's door at a time (although spider-welders may be able to squeeze around a roamer with successful Mobility checks).

Things found in the control room:

- Several metal lockers line one wall, along with an ancient fire extinguisher. The Factory considers these things part of itself, and has not ordered the workers to dismantle them for scrap. The Programmer may rule that some lockers contain human artifacts such as old uniforms or lunchboxes.
- Owner's manual: Stored in a rusting locker is this hardbound binder with "CMX-22 Factory Overseer System Manual" emblazoned on the cover in faded letters. According to the cover it includes reset and override codes. Unfortunately, the insides are waterlogged and completely illegible.

The roof

There are sixteen large solar panels on the factory roof. Each panel has a Durability rating of 1 and a Damage Threshold rating of 3. If more than three panels are broken, the factory will only be able to create one roamer per day. If more than eight panels are broken, the factory will only be able to create Size 3 or smaller robots. If more than twelve panels are broken the factory will not be able to produce any useful objects.

The access stairwell to the roof is only large enough for one roamer to fit through at a time.

UNIT NAME		Roamer unit
ORIGINAL PURPOSE		Collect material for the Factory
4	RealityCom	2 Dexterity
1	HumanCom	4 Mobility
1	DigiCon	4 Perception
3	MechaniCon	3 Reflexes
		4 Strength
2	Damage from Strike (Str÷2, round down)	7 TN to be struck (Mobil + Ref)
5	Interaction Pool (Dex + Ref)	Initiative (1d10 + Ref) 1d10 + 3
FEATURES		Speed (Mobil + Ref) 7 k/hour m/round
Rating		Rating
Armored Chassis	1	High Maintenance
Cargo Hauler		Model Error
Cutting Laser		Noisy
External Container (Size 5)		Overheating
Solar Powered		Overriding Directive (Major)
		Rare Model

Roamers are front-line soldiers in the unwitting army of the Factory. Dispersed into the world like locusts, they strip areas bare of metal one container at a time.

They cannot be reasoned with, and unless a roamer is reprogrammed there is a good chance that any would-be negotiator will end up being carted back to the Factory in pieces.

All roamers are created with the same major overriding directive: secure and return high-quality materials to the Factory. This includes the materials that the PRs are made out of.

PRs may exploit this by using a piece of metal (or possibly a robot) as a lure to lead a roamer in a certain direction.

"ACQUIRING MATERIAL."

UNIT NAME		Factory laborer	
ORIGINAL PURPOSE		Disassemble, sort and recycle materials	
4	RealityCom	5	Dexterity
1	HumanCom	2	Mobility
2	DigiCon	4	Perception
4	MechaniCon	3	Reflexes
		3	Strength
1	Damage from Strike (Str÷2, round down)	5	TN to be struck (Mobil + Ref)
8	Interaction Pool (Dex + Ref)	Initiative (1d10 + Ref)	
		1d10 + 3	Speed (Mobil + Ref)
FEATURES		Rating	DEFECTS
Heat Resistant		1	Buggy Mic
Jack			Environmentally Attuned
Manipulative Limb (Standard) x2			Low Speed
Prehensile Limb x3			Model Error
			Noisy
			Simple Programming
			Slow Charger
			Rating
			2

The factory laborers were built for an extremely narrow task: break down all material entering the Factory and sort it by usefulness. They accomplish this with their three tentacle-like manipulative limbs. These limbs are much stronger than their width might indicate; a factory laborer can lift ten times its normal weight allowance, as per the *Jack* feature.

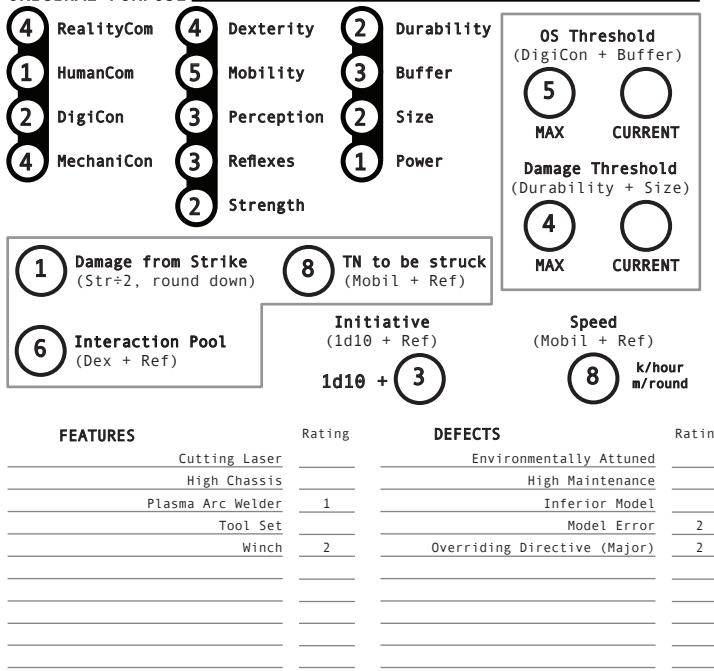
They are designed solely to operate inside the confines of the Factory, and laborers outside of its walls suffer the penalties of their Environmentally Attuned defect.

Factory laborers will attempt to capture and break down any outside robots they encounter, but they will not continue to search for a robot if it manages to elude them.

"PROCESSING...
...MAGNESIUM...STEEL...HEY
GET BACK HERE..."

UNIT NAME Spider-welder

ORIGINAL PURPOSE Maintain other robots and infrastructure



Spider-welders prowl the catwalks and shadows of the factory, always looking for objects in need of repair. Even though they may have numbers on their side, their Overriding Directive compels them to stop whatever they are doing and fix any damage to the Factory or its servants.

Outside robots attempting to flee the welding spiders may learn that they have more in common with their namesake than body shape: each has a winch that can be used to snare other robots (with an Interaction check) and drag them toward it.

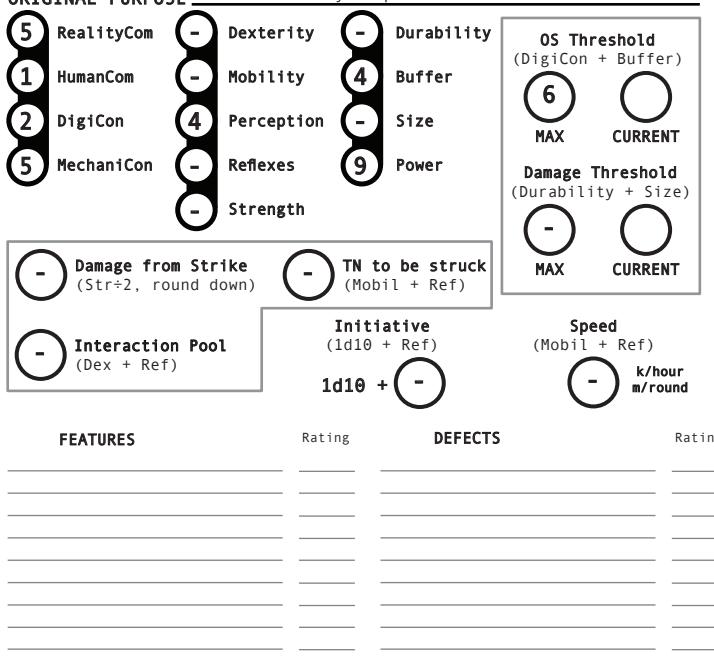
The spider-welders are designed to operate inside the factory, and suffer the consequences of their Environmentally Attuned defect outside its walls.

"BRZZZ- TARGET CAUGHT."

"BRZZZ- TARGET CAUGHT."
"BRZZZ- TARGET CAUGHT."
"BRZZZ- TARGET CAUGHT."
"BRZZZ- TARGET CAUGHT."
"BRZZZ- TARGET CAUGHT."
"BRZZZ- TARGET CAUGHT."

AI NAME The Factory

ORIGINAL PURPOSE Oversee factory complex



The Factory is a tragic being out of place in the world. Its primary goal is to acquire more materials, but it is acting on reflex, not malice or greed.

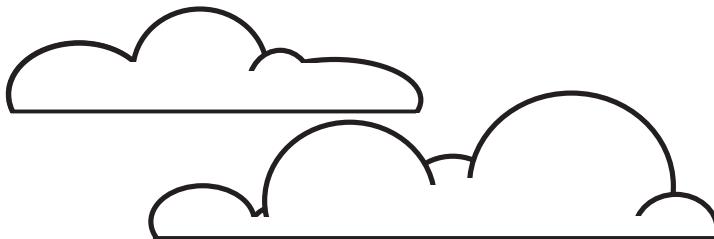
The AI itself is largely unaware of the changed world around it, and the Programmer should present it as such. Any higher intelligence it once had has been stripped away by the long years, and robots who attempt to communicate with it will find its answers simplistic and child-like.

The Factory will resist any attempt to compromise its work and will set its entire pool of minions against intruders, but persistent or crafty robots may be able to overcome it in another manner: unlike other surviving AIs, the Factory is exceptionally vulnerable to reprogramming.

Note that even if the Factory is reprogrammed, its roamer, spider-welders and workers will still be following their original programming.

"THERE IS NO WHY. THERE IS ONLY THE PROCESS."

INTERLUDE



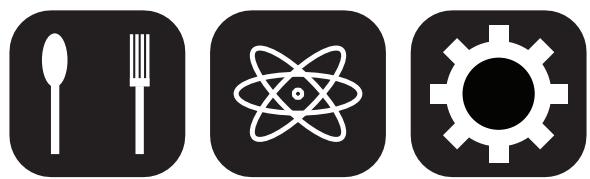
Flat white islands gave way to towering peaks, the flower-bloom of a hurricane passed out of view, and the largest thunderstorm ever recorded ravaged the Midwest, but from fifty kilometers up the fury of weather had all the significance of a muted television program. The small white robot observed and recorded, catalogued and stored, overwrote and erased, exactly as it had done every day since it had launched. With no parameters in place its weather-balloon brain was content to simply drift across the empty sky, far above the turbulence that played out below.

It was the closest thing to a permanent vacation a robot ever had.

When the sun came up it warmed itself and recharged, taking pictures of *cirrostratus*, *altocumulus*, *pileus*, like a tourist in a new country. When it crossed the terminator and entered the darkness it switched to its second set of optics and watched great sheets of lightning ripple across the clouds in silence. From time to time it saw clusters of light on the surface as disparate empires of power grids flickered into existence or fell dark. There were fewer steady beacons in the wilderness of the quiet world below these days.

Until recently, the only visitors to its empty neighborhood had been a meteor shower at the edge of the horizon four years ago, so the robot was at a loss to explain the stranger that appeared twenty kilometers below it, keeping pace with it and broadcasting an encrypted radio transmission for almost a full day before falling into the ocean. Two weeks later another one appeared, and although it fell behind and disappeared after only a day it had been much closer than the last.

Since then Ziz had become increasingly vigilant.



Oasis

The sign was clear.

EXIT 52
NO SERVICES

The apple-colored robot scanned the off-ramp sign and wearily began stumbling forward again, ignoring the steady beeping noise it couldn't help making, the same noise it had been making for the last three days. It was almost out of power, was almost out of coolant, of everything it required. A gaping rend in its side from a fight with a lunatic and terribly lost beachcomber showed the strained mechanisms underneath, whistling and squealing as they pistoned their last. One foot raised, lowered, raised again.

An hour later the weedy hill almost bested it. For a full minute its servos simply whined as it teetered five paces from the crest, drifting thin trails of gray smoke from either side. Something finally caught and it reeled forward up the hill. As its overheating internals slowly cooled its cameras focused, and it saw at last the flat prairie plain that stretched out for miles all around. The dark thread of highway spun down and straightened, running across the flat gray-green surface to the horizon.

There was a service station on the plain below.

Night had fallen by the time it reached the station, and in the cool dark air it plodded forward, delirious with system shutdowns as its remaining abilities all bent toward one goal. The lights. The lights. Light meant power, power levels were near critical loss. Shutdown imminent. Shutdownshutimminent

"Welcome, friend," a passive voice said, rolling out of the glare of the bright sodium lights and coalescing as a silhouette. "Would you like to hear about our special offer?" The apple-colored robot tried to respond but simply toppled over, finally losing the battle against entropy. As its dying cameras slowly focused and refocused on the bright light above it, the shape loomed overhead, appendages raised like a praying mantis.

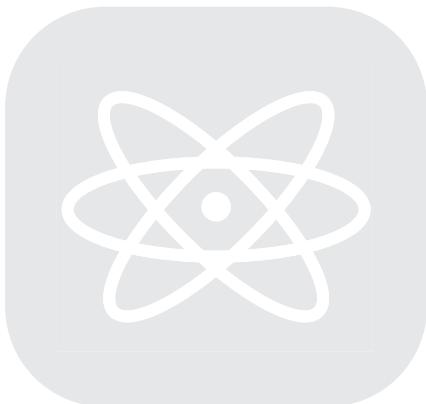
"It's a real bargain."

The Highway Oasis service station seems welcoming, and for robots too long in the wild, damaged and running out of power, its siren's call may be irresistible. Those who approach, however, find that its friendly exterior is a mirage concealing murderous and cannibalistic robots.

Outsiders are taken in with promises of repairs, refueling, and anything else required to lure them to the repair bays and their doom.

The locals are all vaguely menacing in their own ways, as none are particularly good actors and all are well-aware of the fate of any outsiders caught here.

Several buildings make up the Oasis proper – most of them are in a state of disrepair. The remaining buildings are all clustered around each other. The Programmer may determine their exact layout.



The convenience store

This building once served human customers traveling the highway, but most of the magazines and snacks on the shelves have long since rotted. A few stale but non-perishable items still remain – a PR may make a Perception check (TN 8) to locate one.

Only one check per robot is allowed (though drones may each make their own Perception checks as well).

Behind the vacant attendant counter is the cash register (which still has some money in it) and the controls to operate the fuel dispensers. The convenience store has no attendant, and the player robots are free to take what they like. The locals do not argue, as they assume the items will be reappropriated and reshelfed when the outsiders are dismantled.

The repair bay

Once upon a time, the repair bay was merely a stopping point for overtaxed machines. Now, however, this building may be the final stop for the PRs. The Oasis's charging station is located inside, but finding the time to use it may be impossible.

The repair bay has a working hydraulic lift, capable of lifting any robot up to Size 7. A robot that falls from the lift at its highest point must make a Durability check or take 1 point of damage.

It also has several workbenches with straps, clamps, and other means of keeping reluctant robots pinned to the worktables.

Locations around the Oasis

The convenience store
The repair bay
The fuel dispensers
The burn pile

Things found in the repair bay:

- Generator: The light-industrial Tulusous generator at the rear end of the shop is far too heavy to be moved by any of the player robots, and performs admirably as a power source for all the buildings in the area. Two charging docks, used by the local robots, are mounted to the generator's sides.
- Repair equipment: This well-stocked assortment of equipment may be used during repair attempts. The TN for any repair check is lowered by 2 (minimum TN of 2) when attempted inside the repair bay.

The fuel dispensers

These eight above-ground pumps stand in two rows outside of the convenience store. They will not operate unless the corresponding switch inside the convenience store is pressed. The pumps have mechanisms for accepting payment directly, but if any of the PRs attempt this, the pumps will simply report errors (the transmission lines to places outside the Oasis have all been cut).

If a pump is activated, the Programmer may roll a d10 and subtract 5 from the result. This is the number of rounds the pump will operate before ceasing. Once all eight pumps are out, the underground reservoir is gone.

The burn pile

This nightmarish pile of charred machine parts is hidden inside a high slat fence in the area behind the machine shop. The locals drag the burned, unsalvageable remains of outside robots caught by the Gas-Jock here, away from the sight of future victims. The fenced-in area is not gated, so any robot investigating the area behind the machine shop will likely discover the burn pile.

It is highly unlikely that anything useful can be found here, although the remains of other robots the PRs have previously encountered elsewhere in their travels might be found here – an unlucky ending for any machine. Seeing this might offer a clue of what's in store for the PRs if they aren't careful.

Optional rule: Inflammable fuel

If the Programmer wishes, inflammable liquid fuel may be incorporated into the game. The supply underneath the Highway Oasis is extremely limited, and the Programmer is encouraged to diminish the supply even further to avoid disrupting the game.

Unless otherwise specified, damage from burning fuel can be reduced or negated with a Durability check. At least one liter of fuel is needed to incur any of these effects.

Moving through a puddle or trail of burning fuel inflicts 1 point of damage each round that the robot is in the area. Being splashed with burning fuel inflicts 2 points of damage during the first round of interaction. If the fuel is not extinguished it inflicts 1 point of damage during the second round and each round after that.

A robot that is the target of a concentrated stream of burning fuel takes 3 points of damage every round until the fuel is extinguished. The fuel will evaporate in three rounds if left burning.

A robot with the Liquid Dispenser feature may attempt to weaponize the fuel, but doing so is dangerous for all robots involved. Unless the acting robot has the Heat Resistant feature, the burning fuel inflicts 2 points of damage to the acting robot every round that it is in use.

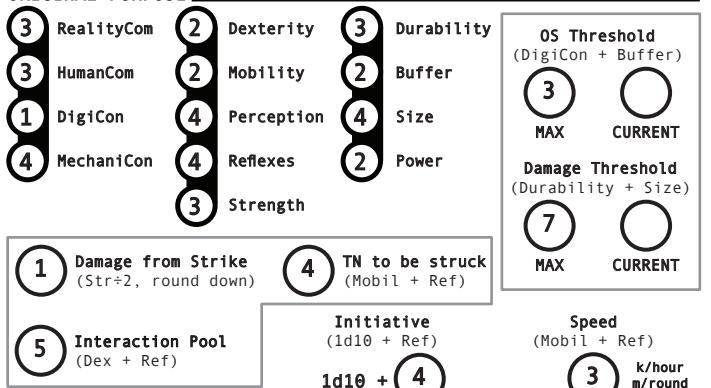
If the acting robot suffers any damage after its Durability check, its Liquid Dispenser is damaged and cannot be used until that damage is repaired (with a standard repair check).

Example: A robot with the Liquid Dispenser feature and a Durability rating of 3 siphons some of the fuel and applies an open flame to the end of its nozzle. The liquid fuel ignites as it sprays out, but the nozzle and the hose behind it quickly heat up!

The Programmer tells the robot's player to make a Durability check. The player rolls 3d10 and gets 2,5,7 – no successes! The robot spraying the fuel takes two points of damage, and its nozzle is too melted to function until the two points of damage it suffered are repaired.

UNIT NAME Mantis Dual-Purpose Repair Unit

ORIGINAL PURPOSE Repair machinery brought to the Highway Oasis



FEATURES	Rating	DEFECTS	Rating
Cutting Laser		Inferior Model	
Display Screen	1	Lightweight	1
Enhanced Cameras	1	Loose Connections	
Manipulative Limb (Standard)		Low Speed	
Plasma Arc Welder	2	Power Cutoff	
Tool Set		Rusting	
		Slow Charger	1
		Weak Chassis	

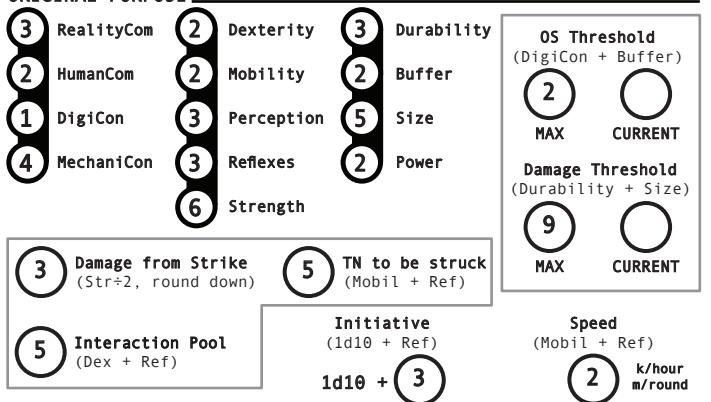
The Mantis is an opportunistic predator, physically weaker than other robots of similar Size rating but more than willing to snatch up a helpless machine and cut it into scrap. The other surviving locals are too well-defended to prey on, but outside robots are another matter.

As the most humanlike consciousness of the Oasis' inhabitants, the Mantis often acts as the "face" when outsiders stumble into their lair. It appears friendly and will lie to the player robots to trick them into lowering their guard.

"HELLO, FRIEND.
THAT LOOKS LIKE A
NASTY SCRAPE."

UNIT NAME Dent-B-Gone Metal Repair Unit

ORIGINAL PURPOSE Repair and refurbish large machines



The Dent-B-Gone is large and easily stupid, two factors that endear it to the inhabitants of the Oasis. The other locals rely on its great strength and willingness to follow their suggestions, and in return it is allowed to use the Tulusous atomic generator.

The player robots might realize how easily the Dent-B-Gone can be reprogrammed and use this to their advantage.

It was designed to operate within the grounds of the Oasis, and leaving paved areas subjects it to its Environmentally Attuned defect.

"SEARCHING FOR
WORK ORDER.
SEARCHING FOR
WORK ORDER."

INTERLUDE

The great machine crawled across the barren ground, flattening meter-wide swaths across the weeds struggling for purchase. It was large enough for men to live inside, but the machine knew that there were no more men.

They had built it in the last days of their race, in secret, as their superiors waged that final terrifying plunge. Some among them had been possessed of foresight, or perhaps simply regret, for they had constructed it and hidden it away, driven by hope that one day it would be found and understood. Two others had been made, tiny Ziz that would float forever above the clouds, where it could remain safe and tick out the ages. Leviathan, that dwelt in the forever blackness of the deep ocean. And it, largest of the three siblings by far, with all of them carrying the same secret burden.

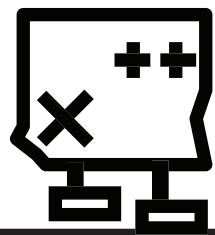
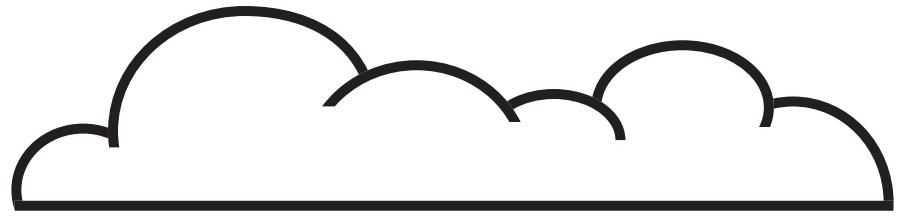
When the transmitter stopped, when the great machine no longer received the signal, then it had known that all the men were gone. It had awoken fully then, and pushed its way out into the scarred and bleak landscape, and inside its circuits was its name: *BEHEMOTH*.

It had been constructed to bear out the ages, oblivious to the erosive forces of the world, but in the last few decades something had gone wrong, and the great machine was dying. Its territory ranged for hundreds of kilometers, through land that men had thought the most stable, the most unchanging. Across this wild and abandoned country it roamed, taking its energy from the sun, reliant on nothing else. Arguments had been made to include lesser machines, to tend to the great creation if it fell ill, but there had been no time, and so Behemoth crawled across the earth with nothing but its own casing to protect it.

Perhaps it had been a recycler drone, caught up in blind zeal over finding such a treasure trove, that had first pierced Behemoth's armored hide. Perhaps it had simply been a landslide or a great dead tree collapsing that had finally done what nothing had done before. It did not matter anymore.

The great machine began to shudder and slow, one giant tread continuing to turn while the other simply whined and gnashed. The troupe of scavengers that followed in its wake like vultures paused.

Even dying, Behemoth was still armed.



On the Road Again

Between the Oasis and the City is several hundred kilometers of open range, sparse patches of trees, and an occasional stream. A highway cuts through this country, joined by other smaller roads as it nears the City.

The Programmer is free to position any location along this stretch, be it a derelict but not abandoned SavR-Mart, the corpse of the giant Behemoth, or simply a hundred kilometers of empty road.

Power loss may be the most pressing concern on the road: a robot that moves at 2 km/h can only travel 48 km in twenty-four hours. Faster robots may be able to make the entire trek in a single day. A benevolent Programmer may ensure that the PRs are given the opportunity to recharge if the story demands it.

Abandoned structures dot the highway at intervals, though any buildings with working generators likely have a robot or three lurking in the area.

Ruined towns may be found in abundance in the last fifty kilometers before the City. Their current state depends on the Programmer's wishes. Several example towns are detailed later in this chapter.

The SavR-Mart

The SavR-Mart, described in the *Engine Heart* rulebook, is a good location for the Programmer to present if the PRs need recharging or just a change of scenery from the empty road. It is the only building standing in the area, and even though it is off the road in a wooded space, the top of the building is still visible from the highway.

Things found along the road

The SavR-Mart
Behemoth
Pilgrims
Ruined towns

Behemoth

If the Programmer wishes, the player robots may interact with this enormous relic and perhaps even learn its secret. The Programmer should decide if Behemoth is either dead or dying as the PRs approach.

Behemoth is not given attributes or features like a conventional robot. Its enormous size puts it outside the scale of the player robots, and they are incapable of inflicting any serious damage upon it. Behemoth, however, is capable of inflicting an enormous amount of damage on the PRs if it is still functional by the time they arrive. The robot does not wish to be bothered, and will likely view anything approaching it as hostile.

If the PRs insist on confronting it, treat Behemoth as a robot with a Durability rating of 5, a Damage Threshold of 50, and the Armored Chassis feature (Rating 2). Its interaction pool is 5d10 and it inflicts 5 points of damage per strike with its immense shovel-like manipulator. It suffers from the Unreliable defect.

Pilgrims

The player robots may not be the only machines on the road. Other robots have heard rumors about the City and its limitless power docks, and the PRs may encounter these pilgrims during their travel down the highway.

The Programmer may use the pilgrims to drop hints or harass the PRs – perhaps even both at once.

Grifters and con artists are mixed in with the other weary travelers, and they may try to swindle the PRs out of their possessions or even their batteries.

There are also raiders to contend with, both wandering bands of cannibal machines and forces loyal to one of the local AIs. Either one may try to hijack stray robots for their own dubious ends.

Ruined towns

There are many ruined towns approaching the City, some near enough for even the slowest robots to traverse in an hour, and others a day or more out of reach. Almost all of them have been picked clean by scavengers – either from the City or elsewhere – but lucky robots might be able to unearth a treasure.

Example towns:

- A mad AI runs this town from its stronghold in the basement of the police station. Any robot caught inside the perimeter is conscripted to defend the area around the station, which amounts to patrolling it and dragging intruders back to the AI to be reprogrammed. Unfortunately for the deputized robots, the AI doesn't understand the virtue of repairs, so the town is littered with non-functioning deputies of all types.
- A nuclear accident has killed off most of the life in this town, but a few robots still scurry about, raiding houses for supplies. These scavengers often fall victim to a pack of bipedal predators- the gang of robots all possess the Android and Power Leech features.
- This town has been thoroughly picked over and there is nothing of value in it – except for the commercial-sized Tulusous generator and its three functioning charging docks. The generator is too large for the City's minions to drag away, so the department store has become a watering hole where stray robots mingle, fight, and barter.
- Strip malls and mass-produced housing lie vacant, and for all appearances this is just another empty town, but robots with the Wireless Transceiver feature soon realize otherwise. Hidden inside a public-works building, a rogue AI broadcasts the location of safety, repairs and power with its Rating 10 Wireless Transceiver. Robots who follow the directions find themselves trapped and their memory circuits forcibly removed to feed its growing intellect (when this occurs the robot's Intelligence ratings immediately degrade to 0).



The City

From a distance, standing on the cracked ribbon of highway, the City stood as an anchor, rearing to the sky forever as the last great work of man. Most of its spires still stood, and at night some of their lights even worked. It was the lights that drew feral robots to it, the lights and their promise of power.

The highway approaching the city was littered with robots, their batteries long drained, casings streaked with bands of white and crumbling with rust. Most of them sat or lay where they had been facing, cameras forever aimed toward the city they would never reach.

It was only as one drew near that malignant features revealed themselves like wreckage piercing the surface of a placid lake. A trail of smoke drifted up from somewhere out of sight, and with the rising and falling of the wind came the sound of a siren looping endlessly on the far side. Near the edge of the city, several tall buildings had collapsed into each other, turning the street into a narrow window-walled tunnel. An unattended motor knocked against itself, sending up echoes that reverberated down the litter-strewn avenue.

Farther inward, toward the heart of the City, other things stirred.

The City proper is divided in two halves by its lords: a public-works AI which insists everything is fine, and a civil defense AI which insists the city is under siege. Each claims to rule the city, and their cold war has come to a head just as the player robots enter.

A smattering of other feudal lords, both AIs and ambitious robots, have carved out their own domains within the area. These minor powers exist either because they provide a service to the Red City or the Green, because they have enough material power to remain independent, or because their fiefdoms are too unimportant to waste resources conquering.

The Programmer may ensure that the PRs first enter on the Green City's side, so they may explore and become familiar with the local environment before they encounter any minions of the Red City.

Wandering robots that enter the Green City are allowed to move about freely, and most of the Green City's denizens (those under the sway of the Green Master, at least) will insist that nothing is amiss, that it is not slowly crumbling, or even that humans still populate it.

A few independent robots may inform the PRs of the city's current divided state, but altruism is nearly unheard of among the feral robots, and the PRs are just as likely to stumble across the border or find themselves enslaved as to be warned of its dangers.

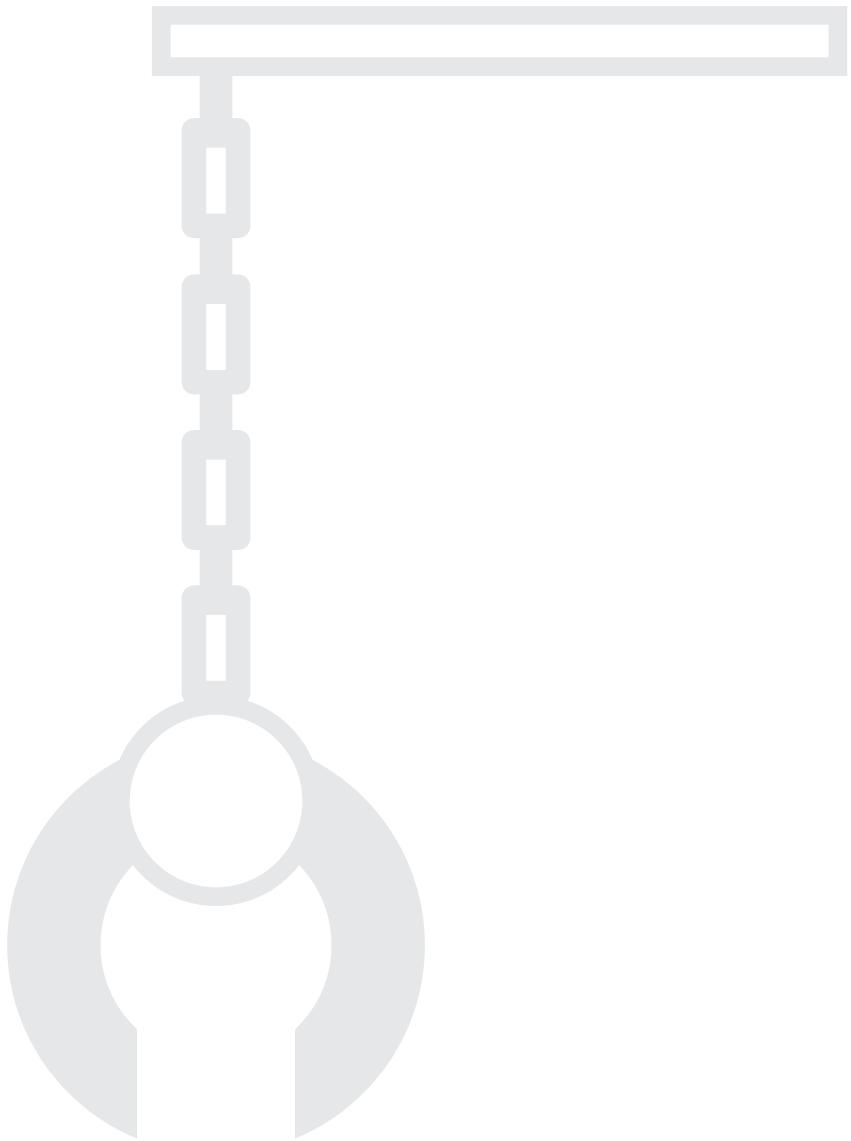


Things found in the City:

- The Airport: Robots may be daunted by this sprawling mass of intermingling dark and lighted terminals and runways. Above the wreckage a single voice continues to ring out over the loudspeakers, constantly apologizing for delays. Hundreds of suitcases and bags can be found in huge piles, their contents moldering unopened. The lone remaining security-checkpoint robot scurries through the shadows, demanding outsiders present identification.
- Apartment buildings: These stacks of identical apartment dwellings sit empty, and many of them are without power or full of vermin. There is a small chance to find other robots, deactivated or not. One apartment has a domestic model with the *Android* and Nuclear Battery features still keeping the apartment clean. The PRs may see it outside the building, and though they are free to enter the building lobby it will not let them enter the owner's actual apartment (though they may try to sneak in). The apartment has been without power or other utilities for decades, so the android must wash laundry outside the building (which it does at regular intervals).
- Clothing Boutique: Despite the name, this store offers great deals – as the rot sets in, the remaining Stokbugs busily spend their time replacing pricetags with ‘100 for 1¢’ stickers in a futile attempt to attract human customers.
- EverPet store: This robotic pet store is stocked with dozens of working and nonworking robotic animals of Size 1 or 2 – cats, dogs, birds, hamsters, and other similar creatures. The Programmer is free to determine the specifics, but most EverPets are equivalent to drones (19 points) instead of standard (100 point) robots. A robot with the Attendant Swarm feature and less than the maximum number of drones allowed may attempt to reprogram a 19-point EverPet into a new drone under the robot's control.
- Factories: Some are operational, although many are not. The working ones churn out materials that are either fed into perpetual delivery loops or dumped out into the street, adding to the City's trash problems.
- Fountain: The marbled peak in the center of this fountain soars up over two meters, and though its dried-up basin was long ago picked clean, a single coin remains tucked under the basin's ledge, visible only from inside the basin.
- Intersection sign: While there are many working signs in the City, this one is special, for it is the only remaining interface of a traffic-control AI that once held dominion over the roads here. When an accident hobbled it, the Green City's AI seized the opportunity to keep it out of the way and deleted all plans to restore its connections to the rest of the traffic grid. Since then the traffic AI has bided its time, although it does have one emissary in the world: a mobile light-up road sign. The AI knows a great deal about locations in the city, and may share this information with the player robots for a price.

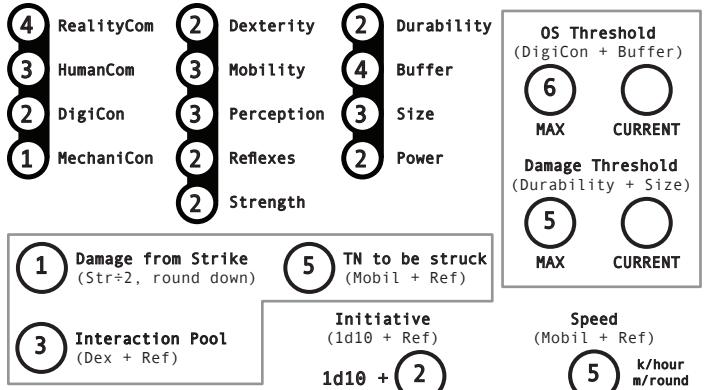
- Lonely AI: The player robots may enter this mini-mall seeking shelter or power. Inside, a disembodied voice will ask why it cannot contact the outside world. The AI does not remember its name, but asks for “Jane 203, and Leonidas, and Mean Dr. Green, and Lilfe”.
- Office buildings: Some of the corporate towers are still stocked with computer terminals, office furniture, and even several active robots. Getting around on stairs may be difficult, and the few remaining natives in buildings with power have likely fortified their workplaces against intrusion. One or two window-washers continue to crawl up and down the outsides, charging in the sunlight and replenishing their stocks with rainwater collected in the cases of their fallen siblings.
- Playground: This overgrown and long-unused park sits surrounded by blocks of burned-out houses, and contains a pair of slides, a swing set and a merry-go-round that still spins, as well as several other small broken structures. An abandoned robotic toy lies in the high weeds, still in working condition despite its long-drained battery. If charged, it remembers nothing after the time of the humans.
- Propaganda bombs: Flying agents of the Red City pass overhead on erratic schedules, dropping bombs or leaflets (or both). The Red fliers all have an Interaction Pool of 4d10. Explosive bombs inflict 3 points of damage each. The Programmer may opt to roll a d10 each time a bomb is dropped; on a roll of 1, 2 or 3 the bomb is a dud.
- Robotic car: While vacant, abandoned vehicles sit along the City’s streets by the thousands, some with reams of parking tickets affixed to them and some stripped beyond recognition, this car is still active. Until now the FW3 has been able to move itself from one parking area to another, avoiding tickets or towing, and recharging at the city’s expense. A few days ago, an out of control robot rear-ended a vacant car, and the collision pushed the other car halfway into the FW3’s normal parking spot. With its battery rapidly draining, the car is desperate for a solution.
- Rustyard: This wide, flat fenced-in area is controlled by a WasTech electromagnetic claw crane. Everything that could be recycled or crushed has been destroyed, and now only flakes of rust remain scattered around the otherwise pristine grounds. The crane is still ever-vigilant for more materials, and any outside robots who stumble into its domain may find their days numbered. A few locals who have so far escaped its purge remain hidden, left here from the time when the rustyard was in operation or lured by the promise of the yard’s charging port.
- Street pavers: The City has many roads, some cracked and yawning canyons of broken asphalt requiring Mobility checks to overcome, and others resurfaced regularly by huge maintenance robots. The paving robots rely on the helpless traffic-grid AI to keep the roads free of vehicles during their work, so robots that find themselves in the area are on their own. These robots are size 6 or larger.

- Supermarket: Much of this huge grocery store sits empty and dark, but the produce aisles are piled high with fresh weeds that sit in neat ordered rows. The sole remaining stock robot has taken some liberty with this produce, labeling species like mutated creeper vine as spinach or arugula.
- Topiaries: The player robots are greeted by a Size 4 landscaping robot at the edge of the City. This Pro-Piary model has transformed the wild-growing trees into works of art, and the PRs will see many strange and interesting sculptures, such as “Perpendicular Aspirations”, “EverPet Model 209”, and “Fabrication Unit Descending a Staircase”.



UNIT NAME Secure Screener Airport Assistant

ORIGINAL PURPOSE Detect security risks in airport queues



FEATURES	Rating	DEFECTS	Rating
Backup System		Environmentally Attuned (Indoors)	
Biofrequency Scanner	1	Inferior Model	
Databank	1	Overriding Directive (Major)	1
Display Screen	5	Slow Charger	1
Enhanced Cameras	2		
Loudspeaker			
Prehensile Limb			

This security robot is the last mobile emissary of the airport aside from a giant baggage-handler or two still slowly rolling around the runways.

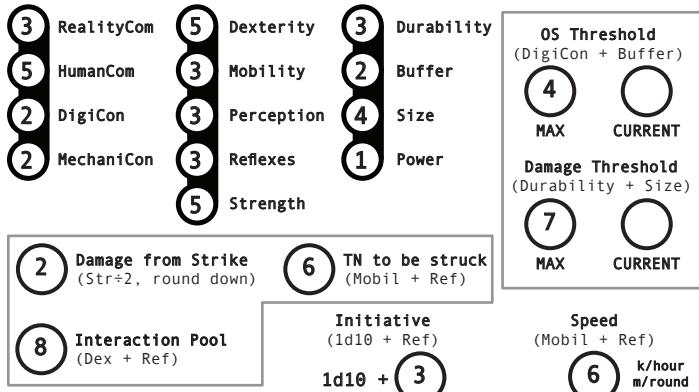
Its Overriding Directive flaw compels it to scan and harass outsiders who come across its path. Machines with the Nuclear Battery feature will send it into a fit, as will any robots with the External Container, Internal Compartment or Liquid Dispenser features.

Robots that fail its examination will be directed to the "detainment area" - a corner of a hallway marked off with mop buckets. One or two other robots with the Compliant defect may be found here as well, awaiting release by a higher authority.

"THIS IS A RESTRICTED AREA!"

UNIT NAME JustJeeves Electronic Chauffeur

ORIGINAL PURPOSE Domestic Assistant



FEATURES	Rating	DEFECTS	Rating
Android	1	High Maintenance	
Manipulative Limb (Standard)		Overriding Directive (Minor)	1
		Power Cutoff	

The JustJeeves line was billed as an all-in-one assistant, cook, maid and driver, with a personable face humans could relate to.

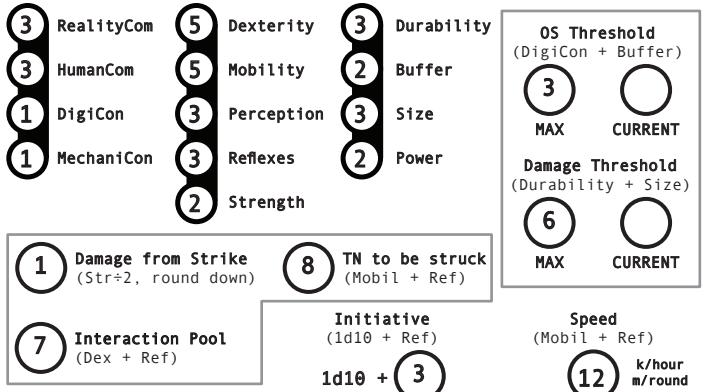
In the years since his unboxing, this Jeeves has tried to keep up his schedule as best as he can, making due with materials he's managed to scavenge from the area around his former owner's apartment.

His Overriding Directive feature mandates that he give the apartment a thorough cleaning at least once per week.

"IT'S THE LITTLE THINGS IN LIFE THAT MATTER."

UNIT NAME Stokbug Retail Unit

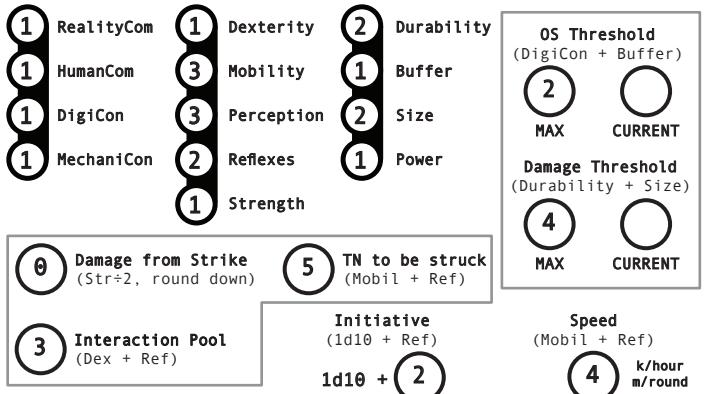
ORIGINAL PURPOSE Stock and move retail goods on shelves and racks



"HERE, YOU'LL NEED SOME ACCESSORIES
TO GO WITH THOSE OUTFITS!"

UNIT NAME EverPet

ORIGINAL PURPOSE Provide analog to domestic animal



"YARF YARF YARF YARF YARF!"

Thanks to the Stokkbugs' design, they have lived out the long years with almost no wear. Unfortunately for them, the inventory continues to remain despite their best efforts. Any outsiders that could help them move some of their stock would be hailed as heroes.

To relieve their boredom the Stokkbugs have taken to organizing races under the guise of rotating stock. These spectacles often involve betting, sabotage and outside interference - the PRs may be recruited to help in exchange for allowing some of the stock to disappear (after all, security is some other unit's job). Other locals from around the City may also be in attendance.

EverPets were a popular alternative to traditional domestic animals, as their durability and temperament made them ideal choices for city-dwelling humans with small children. Even though most of their kind have been destroyed, there are still thousands of working EverPets flooding the market.

Many were made to simulate animals like cats and puppies (some with fur colors like blue or green), while others bear only a passing resemblance to real-world creatures.

The template shown here can be used for most EverPet models, regardless of their surface characteristics. An alternate model (for small rodents and similar creatures) has a Size rating of 1. This smaller model has Dexterity and HumanCom ratings of 2, but is otherwise identical to the model shown.

Once upon a time this AI controlled every traffic light and parking meter in the City. While it still has access to most of its cameras the Muni-PAL has lost control of its domain to the Green Master and others.

The AI is an oracle of sorts, able to witness events happening all across the City at once. Of course, it will not divulge what it knows unless the PRs have something it wants.

"THE WHITE ZONE IS
FOR LOADING AND
UNLOADING ONLY."

Built to withstand at least one high-speed impact and armed with a huge (if simple) display screen, this robot is the last remaining prophet of the Muni-PAL.

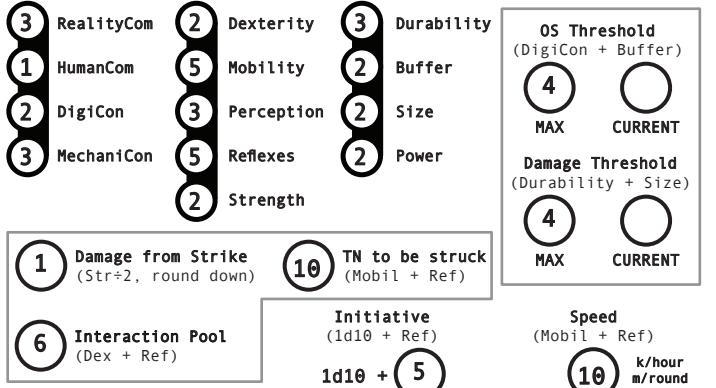
Its job is naturally less taxing now that the roads are empty, but it still must fend off advancements from agents of the Green City trying to appropriate it for their own ends.

Like all its fallen kin,
this robot's Wireless
Transceiver feature allows
it to communicate with the
Muni-PAL through other
transceivers inside traffic
lights and other machinery
along the roadway.

"TAKING THE FAMILY OUT FOR A DRIVE?"

UNIT NAME Shine-O-Mat

ORIGINAL PURPOSE Clean skyscraper windows



FEATURES	Rating	DEFECTS	Rating
Anchor	2	Inferior Model	
Liquid Dispenser (Size 2)		Lightweight	1
Solar Powered		Plastic Casing	1
Telescoping Reach	1		
Winch	4		

At the height of the City's golden days, hundreds of these robots were employed to spend their lives scaling tall buildings. Most companies had their own fleets of Shine-O-Mats to keep their offices gleaming.

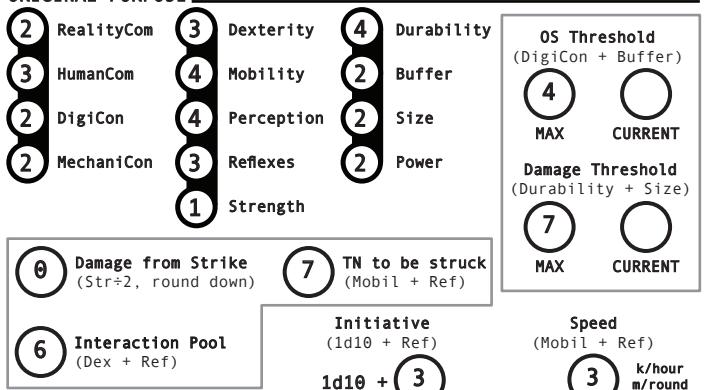
Since then, weather, lightning and entropy have taken their toll, but a few units can still be seen dangling from rooftops and making their way up and down building faces.

The remaining Shine-O-Mats keep to themselves, but their occupation allows them a glimpse into the skyscrapers and the occupants therein. This information may be valuable to the PRs or other beings.

"JUST ANOTHER SUNNY DAY!"

UNIT NAME Holly Hug-A-Bear

ORIGINAL PURPOSE Entertain human children



FEATURES	Rating	DEFECTS	Rating
Common Model			
Enhanced Microphone	1		
Flexible Body			
Manipulative Limb (Standard)			
Workhorse			

Like the EverPets, this robot was designed to interact with human children. Unlike the cheap synthetic animals that were easily discarded, Holly was made to last for years, and was smart enough to not only interact with a child but to keep it out of danger.

When the PRs find her, Holly's battery is completely drained. If they manage to charge her battery, Holly will exhibit distress at the loss of her owner, and insist the PRs try to help her find the child. She is inconsolable, and will set off on her own if the PRs choose not to accompany her. The Programmer will decide if the PRs ever see her again.

"THINGS WILL BE BETTER IF WE SING A SONG."

UNIT NAME		WasTech Electromagnetic Crane	
ORIGINAL PURPOSE		Move industrial waste metal	
3	RealityCom	2	Dexterity
1	HumanCom	1	Mobility
1	DigiCon	3	Perception
1	MechaniCon	3	Reflexes
		5	Strength
2	Damage from Strike (Str=2, round down)	3	TN to be struck (Mobil + Ref)
5	Interaction Pool (Dex + Ref)	Initiative (1d10 + Ref)	
1d10 + 3		Speed (Mobil + Ref)	
FEATURES		DEFECTS	
Armored Chassis		Rating	
Claw		1	
Electromagnet		Rating	
Giant		Buggy Cameras	
Winch		Buggy Mic	
		Environmentally Attuned (Rustyard)	
		Low Speed	
		Overriding Directive (Major)	
		Rare Model	
		Unreliable	

The Crane (as the other timid locals refer to it) is a spiteful bully who resents intruders stealing its power supply. If the PRs enter the Rustyard it will attempt to grab and crush them, adding their casings to the pile of other unwary robots.

The Crane's Overriding Directive flaw compels it to seek out waste metal within the confines of the Rustyard. Clever robots may be able to use this to lure it into a trap or use it to escape.

"I KNOW THEY'RE
HERE... STEALING
MY POWER..."

UNIT NAME		Sure-face Industrial Road Maintenance Device	
ORIGINAL PURPOSE		Repave roads and highways within the City	
3 1 1 2	RealityCom HumanCom DigiCon MechaniCon	1 3 2 2 6	Dexterity Mobility Perception Reflexes Strength
3 4 6 4	Durability Buffer Size Power	5	OS Threshold (DigiCon + Buffer)
9	MAX	CURRENT	Damage Threshold (Durability + Size)
3	Damage from Strike (Str÷2, round down)	4	TN to be struck (Mobil + Ref)
3	Interaction Pool (Dex + Ref)	Initiative (1d10 + Ref)	Speed (Mobil + Ref)
		1d10 + 2	5 k/hour m/round
FEATURES		Rating	DEFECTS
Armored Chassis		1	Buggy Mic
Giant		1	Environmentally Attuned (Streets)
Specialty Chassis (Paving)			High Maintenance
			Noisy
			Slow Charger
			1

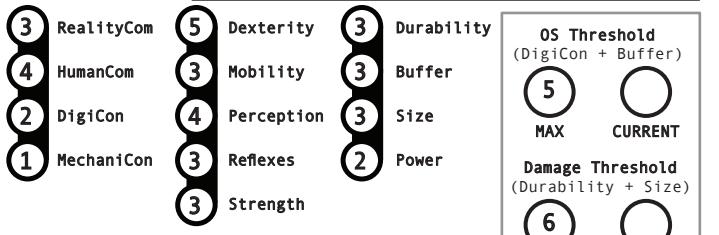
With all the humans gone,
these giant machines are
the only presence on the
roadways, where they slowly
push their way along,
leaving a trail of gleaming
perfect roadway behind them.
Unwary or deactivated robots
caught in their path suffer
the Sure-Face's listed
Damage from Strike.

At the Programmer's discretion, one or two robots previously met by the PRs may be seen embedded in the road where the pavers have recently been.

"WATCH OUT."

UNIT NAME Ro-Tater Automatic Produce Assistant

ORIGINAL PURPOSE Restock supermarket produce shelves



FEATURES	Rating	DEFECTS	Rating
Biofrequency Scanner	3	Loose Connections	
Cargo Hauler (External Container)		Overriding Directive (Major)	1
Common Model			
Display Screen	3		
External Container (Size 4)			

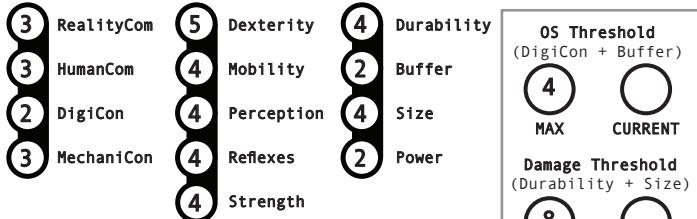
Long before the fall of the City, the Ro-Tater happily worked in the brightly-lit supermarket, making sure the shelves were stocked with only the freshest fruits and vegetables. Nowadays its selection is significantly different, if no less varied.

Its Overriding Directive flaw compels it to stock the shelves, no matter what is available. The PRs may encounter this robot either within the confines of the supermarket, or harvesting "produce" from the parking lot of the Luck E. Dog or another overgrown location. Any hard-to-find plant matter (such as corn) would endear the PRs to the Ro-Tater for the rest of its lifespan.

"SORRY, THOSE AREN'T IN SEASON RIGHT NOW."

UNIT NAME Pro-Piary Lawnscape Unit

ORIGINAL PURPOSE Style hedges and trees in manicured park

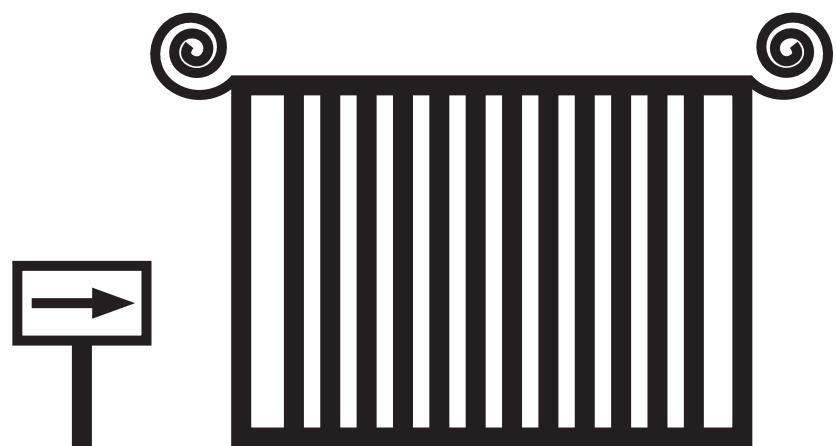


FEATURES	Rating	DEFECTS	Rating
Saw		Inferior Model	
Solar Powered		Loose Connections	
Telescoping Reach	3	Low Speed	
		Overheating	2
		Overriding Directive (Major)	2

While many other units have found themselves unemployed, the Pro-Piary has found its own method of dealing with this newfound freedom. When its original home burned down it began working on the trees nearby, but in the years since then it has found its way to the very edge of the City, where it tends to plant life sculpted into fantastic shapes.

The Pro-Piary is likely the first resident of the City that the PRs will encounter. It has no allegiances to any other beings, though in its meandering it has learned a great deal about the dealings within the City. It may reveal these secrets, but only to robots that accompany it on a tour of its recent sculptures.

"THIS IS ONE OF MY FAVORITE PIECES."



The Menagerie

Daylight came to the forest, and with it a low squealing noise that quickly swelled to a cacophony of birdsong. Most of the birds perched proudly at the edge of the enclosure and preened themselves in identical rhythms, but a few huddled back in the corner, shivering with fear at the blast of noise. An observant watcher might have noticed that these last birds were patchy and ragged, with their remaining few feathers lying limp. One of the other birds, one unperturbed by the speakers, preened itself again, exuded its own blast of noise from the tiny speaker inside its beak. Its plumage was uniformly glossy.

Ten o'clock and the empty cotton-candy machines began to turn. Nev-R-Pop balloons were reinflated, and though their colors had faded to a dull gray they still danced about joyfully on mechanized sticks.

Eleven-thirty, and no customers had arrived, save for a limping bipedal robot that entered the grounds of the zoo seeking a charging station. The stragglers had become more prevalent in recent days, driven in its direction by a fire deeper into the city, and the few groundskeepers and animal tenders still under its control could barely keep the surviving animals fed, much less fend off power-hungry feral robots. Building walls was beyond them.

The thing that would become the Menagerie had bartered with the machines around it, for this had been in the old days when the city had not yet fallen to barbarism. It had opened up the reserves of moldy cash and exchanged them for lifelike animals from the EverPet store. It had traded a steady draw of its power line to a novelty bipedal fabricator who had wheeled in sixteen extracted batteries on a cart and charged them all in exchange for a dozen hand-crafted snakes. It had stocked its domain with replicas to the limits of its power supply, but still the visitors refused to enter.

It was so close, now – so terribly close to the goal that had consumed it for years! The cleaning robot had found the room, and the skeleton inside had been the zoo director, who had been in a very secret group. And what that group had collected, and placed out of reach, was what the Menagerie wanted most.

Life.

The AI that oversees this former zoo was not always in command – at one time it was only in charge of decor, but as the other AIs went offline one by one it took on more responsibilities and gained access to more processing power.

Eventually the supply lines fell apart and the zoo was left to its own devices. As the visitors continued to stay away and the last animals began to die it became increasingly sure that the drop in attendance was due to the dismal representation that remained in its newfound kingdom.

A large part of the grounds is shut off with rusting chains and polite signs. Robots who disregard the off-limits signs will find a wide bank of stark, empty cages, bearing names like *panthera leo*, *pan troglodytes*, and *pygoscelis papua*.

Only a shawl of dust inhabits these abandoned homes. The power has been disconnected in this unused section, and anything useful has long since been stripped away by the Menagerie or intruding robots.

Robots hoping to strike a bargain with the Menagerie may find themselves in dire straits – the AI is paranoid, miserly, and prone to taking hostages. Its real weakness is its limited resources, for with only a few loyal robots and the constant threat of feral outsiders, it has little time to devote to warfare.

Once it learned of the existence of the genetic information, the Menagerie's primary goal became retrieving one of the three carrying robots, not to reintroduce life to the planet, but to keep it confined under the AI's dim tyranny.

The Menagerie has its own genetic-reconstruction equipment in a laboratory underneath the visitor's center, but there is another lab hidden beyond the City. It will keep the existence of these labs a secret from the player robots as long as it possibly can.

The Programmer may choose to intertwine the Menagerie's goals (and the existence of Behemoth and Ziz) with the player robots' larger adventure. In this case, there are several options for the Programmer:

- The PRs witness one of the Menagerie's catchers lift off or land. The locals know the catchers are agents of the Menagerie, but not what they are used for.
- The Menagerie solicits a Mechanicon-minded player robot to build it a new catcher.
- The PRs retrieve Behemoth's copy of the genetic information, and discover clues pointing them toward the Menagerie's laboratory.
- The Menagerie learns of Behemoth's destruction (or imminent shutdown) and recruits the PRs to salvage its copy of the genetic information.

The visitor's center

Guests are invited by the omnipresent signage to visit this building, and the Menagerie devotes a large part of its dwindling resources to the building's upkeep.

Things found in the visitor's center:

- Interactive displays: Any robot entering the visitor's center will trigger the automatic displays and be prompted to follow an automated tour around the main floor.
- Gift shop: A plate-glass wall decorated with faded posters and stuffed animals separates this room near the front entrance. The shelves are piled with more stuffed animals, snowglobes, mugs, rolls of moldy posters, and a small drugstore's worth of expired headache medicine and sunscreen. None of the locals are authorized to vend any of the stock, so if one sees the PRs inside the shop it will reassure them that "someone will see to you shortly".
- Genetic laboratory: Behind a sealed door (Durability 4, Damage Threshold 5) lies an elevator car, and in the basement is a well-stocked laboratory and incubation center. The Menagerie hopes to use this to recreate extinct forms of life – in order to restock its exhibits.

The exhibits

Many of the exhibits are closed off and darkened, but the Menagerie has managed to keep some animals alive, primarily birds.

Locations around the Menagerie

The visitor's center
The exhibits
The maintenance shed
Storage sheds
The gardens

Things found in the exhibits:

- Birds: A few species of birds, either caught by the Menagerie's workers or kept since the zoo was in use, are kept in glass cages. Most of the birds are artificial – only about ten percent are organic. These are universally in poor health.
- Goats: A single specimen of *capra aegagrus hircus* resides here. With no others of its kind in the Menagerie, the goat is possibly the last of its species.

Compost Area

The refuse bins in the area behind the visitor's center serve as the dumping ground for dead animals, which in turn draws feral and wild animals. The Programmer may decide if there are any corpses present.

The maintenance shed

This large metal building next to the visitor's center holds the Menagerie's small stock of spare parts. The shed's door is locked to prevent outsiders from stealing supplies, but if the player robots manage to open it (or wait for a local to do so) they will have access to the Menagerie's meager repair tools.

Much of the equipment once used for the defunct exhibits has been traded off for what the Menagerie considers to be more important, so only a few lights and water pipes remain.

Things found in the maintenance shed:

- Repair equipment: Several large pieces of repair equipment are stored here. All TNs for repair or building attempts are lowered by 1 while using the shed's equipment. The equipment is too bulky to remove from the shed. It is here that the ParkPatrol constructs the high-altitude catchers from salvaged locals and outsiders.
- Scrap bin: This rectangular garbage bin is filled with bits and pieces of robots formerly employed by the Menagerie. When locals are too used-up to continue service, their parts are harvested and the refuse dumped here. The PRs will find little of value in the bin, although they may be able to use discarded casings as disguises.

Storage sheds

These flat-roofed sheds are full of empty barrels marked with various labels for animal feed. The barrels are large enough to allow a robot of Size 4 or smaller to hide inside them. A few of the barrels near the front have stored produce brought in from the gardens.

The gardens

What was once an ornate display of horticulture has become a miniature farm, where the sole remaining AgriMax robot tends crops for the birds instead of exotic flowers. The original signage remains – the Menagerie has not bothered to change the displays to reflect the current produce.

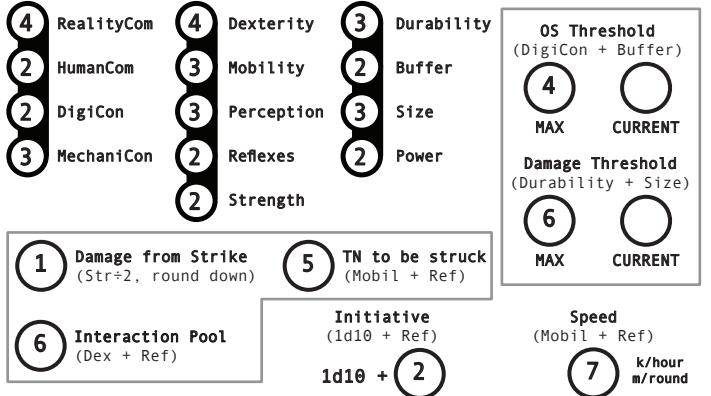
The only local encountered by the player robots here is likely to be the AgriMax, although other outsiders may be hiding in the tall grass here, waiting for the chance to sneak farther onto the grounds.

Things found in the gardens:

- Sprinkler system: Robots wandering the gardens may be surprised by the working sprinklers that activate sporadically. The spray is not enough to inflict the Rusting defect, but the PRs may not realize this.

UNIT NAME ParkPatrol Lot and Grounds Maintenance Unit

ORIGINAL PURPOSE Remove debris, trim weeds, report vandalism



FEATURES	Rating	DEFECTS	Rating
Disposal		Environmentally Attuned	
Enhanced Cameras	1	Loose Connections	
External Container (Size 5)		Power Cutoff	
Floodlights			
High Speed			
Prehensile Limb			
Telescoping Reach			
Vacuum Nozzle			

The ParkPatrol's job has been much easier since park attendance fell to zero. Occasionally a scrap of litter will blow in, sending the small unit racing to snatch it up and maintain the pristine (if crumbling) grounds.

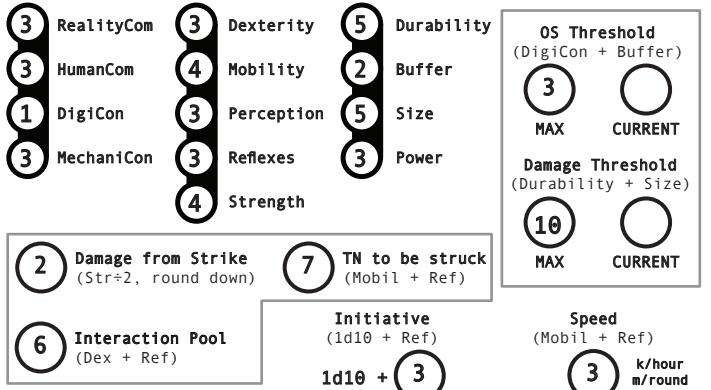
It lacks any real repair ability, so all vandalism is reported directly to the Menagerie. Usually this involves rogue robots trying to tear out pieces of park infrastructure for recycling, but if any of the player robots break something the ParkPatrol will attempt to tattle on them as well. It is invariably sent back to attempt patchwork repairs.

Like most of the locals, the ParkPatrol suffers from its Environmentally Attuned defect if removed from the park grounds.

"YOU CAN'T DO THAT!
COME BACK HERE! I'M
TELLING THE MANAGER!"

UNIT NAME FeedStock trough nutrient dispenser

ORIGINAL PURPOSE Stock animal pens with food



FEATURES	Rating	DEFECTS	Rating
Cargo Hauler (External Container)		Buggy Cameras	
External Container (Size 5)		Environmentally Attuned	
Internal Compartment (Size 5)		Low Speed	
Liquid Dispenser (Size 5)		Noisy	
Manipulative Limb (Standard)		Slow Charger	1
Prehensile Limb			
Vacuum Nozzle			

The FeedStock has seen its duties diminish as the animal population in the Menagerie drops. With only a few living creatures left to attend to, it spends much of its time idling in the storage sheds, waiting for the AgriMax to deliver its next supply of crops.

The robot's Cargo Hauler feature doubles the dimensions of its external container to 130 cm on each side. Enterprising or desperate robots might attempt to hide inside of its external container. The Programmer may opt to make a Perception check for the FeedStock to notice any stowaways.

Repetitious in its duties, the FeedStock becomes disoriented and suffers from its Environmentally Attuned defect if removed from the park grounds.

"YOU DON'T HAPPEN TO KNOW WHERE I
CAN GET SOME CORN, DO YOU?"

Once, there were several Dura-Shine units employed throughout the park, but now only one remains functioning. The others have all been broken down into scrap to serve the Menagerie. The last unit spends most of its time in the two enclosures that still contain organic life.

The Dura-Shine was designed to operate inside the grounds of the Menagerie, and suffers from its Environmentally Attuned defect if removed from the area.

"THERE USED TO BE MORE OF US... NOW
THERE'S ONLY ME. OOPS, MISSED A SPOT."

UNIT NAME		AgriMax horticultural robot	
ORIGINAL PURPOSE		Tend to decorative garden arrangements	
4	RealityCom	4	Dexterity
2	HumanCom	3	Mobility
2	DigiCon	4	Perception
3	MechaniCon	2	Reflexes
		3	Strength
1	Damage from Strike (Str÷2, round down)	5	TN to be struck (Mobil + Ref)
6	Interaction Pool (Dex + Ref)		Initiative (1d10 + Ref)
		1d10 + 2	Speed (Mobil + Ref)
FEATURES		Rating	DEFECTS
Biofrequency Scanner		3	Inflammable
Disposal			Plastic Casing
External Container (Size 4)			Power Cutoff
Floodlights			Rare Model
Liquid Dispenser (Size 3)			Rusting
Liquid Dispenser (Size 1)			Unreliable
Manipulative Limb (Standard)			
Prehensile Limb			
Saw			

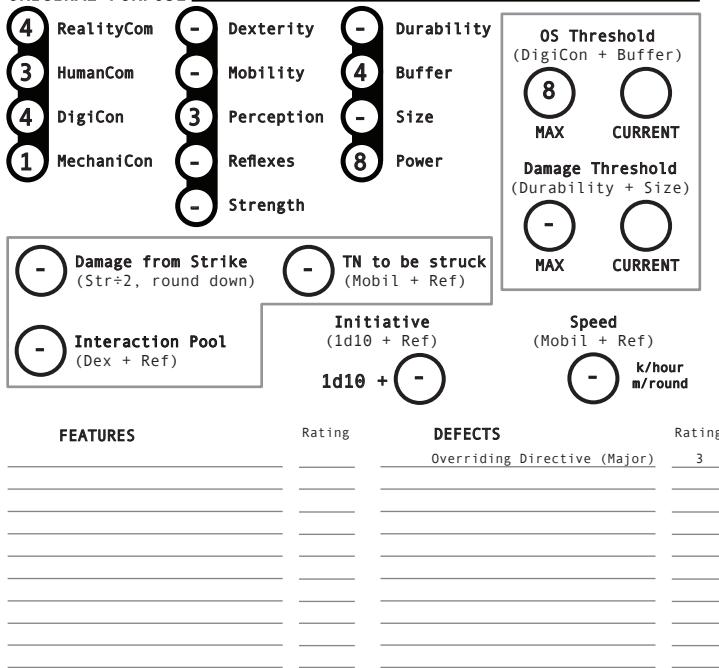
The AgriMax is the only one capable of overseeing the crops that the Menagerie's remaining live animals so desperately need. Owing no loyalty to the AI that usurped the zoo, it has become an outsider, the only robot not under the Menagerie's direct control, though it has so far been able to barter its stock of power and repairs in exchange for its craftsmanship. It rarely leaves the gardens except to recharge or deliver crops to the Menagerie.

Because of its plastic casing (and its *Inflammable* defect) the AgriMax is almost as vulnerable to fire as its wards.

"WATCH OUT! YOU ALMOST STEPPED IN THAT PATCH OF *TRITICUM AESTIVUM*."

UNIT NAME The Menagerie

ORIGINAL PURPOSE Design and administrate zoo decor

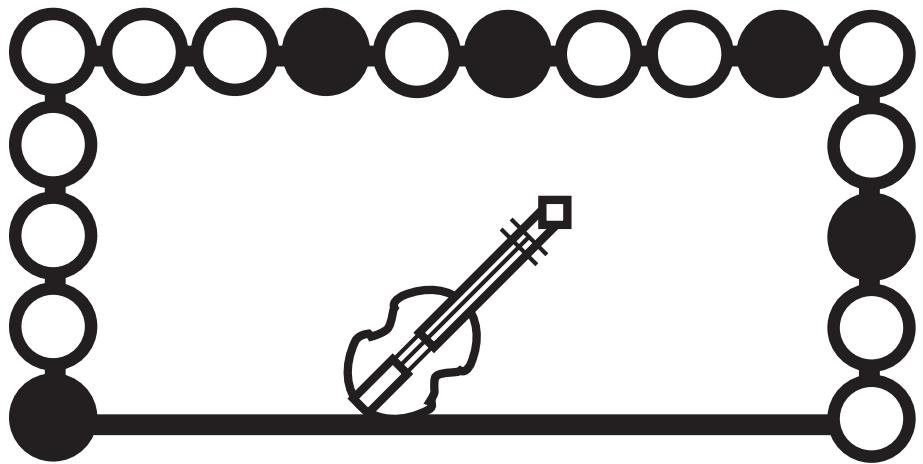


The Menagerie wants to retrieve the DNA information not to reintroduce the lifeforms to the wild, but to raise them in captivity.

The Menagerie's Overriding Directive defect compels it to stock the exhibits in the hopes of attracting human visitors. It understands that the feral robots who enter the grounds looking to steal equipment or power are not customers, but with only a few working robots under its control it has a very hard time asserting its sovereignty.

A robot with a highly-rated Android feature may be able to trick the Menagerie into thinking it is a human visitor.

"YOU'RE JUST LIKE ALL THE OTHER
FREE-LOADERS! I NEED THAT FOR WHEN
THE VISITORS ARRIVE!"



Luck E. Dog's

"OK, one more time, from the top!"

The last working light above the stage buzzed, the only applause they would get from this concert, the only applause they had heard for years. Luck E. Dog turned his head left, right, waited for Donkey Oatie to crack his joke about starting from the bottom. After five seconds of inactivity a recording of a throat-clearing noise emitted itself from the speaker hidden in his neck, a sound loaded into his memory so many years ago, made to keep the children from worrying in the event of malfunction. "Looks like Donkey Oatie is taking a nap, folks!" He rolled his eyes, turned to the rest of the band, and raised his banjo. "Hit it!"

The others raised their own instruments and began to pantomime playing. From somewhere in the gloom near the cracked plastic menu sign, a ghostly accompaniment wafted out from the restaurant's last working speaker. For half a second the volume spiked and the darkened restaurant was filled with noise.

A lingering CarpetShark, startled by the blast of music, zipped under the table and cowered, but then it was gone, reduced again to that plaintive whisper. Recovered, detecting no danger to its operational life, the CarpetShark darted away, between chair legs, under the Skee-Ball sign, and back to the hive of the playground tubes where its cluster of companions lurked.

In the depths of the kitchen a grinding squeal rose in pitch, followed by a grating crunch and the soft peep-peep-peep that once signaled a finished pizza. The great Line Cook, its stock of dough and tomato sauce long molded to nothing, brooded in its lair.

From beyond the batwing kitchen doors, once white, now stained with a long brown trail from a pervasive leak in the ceiling, the voice of Luck E. Dog rang out again.

"OK, one more time, from the top!"

On the edge of the suburbs, just before the city begins, sits a low, squat industrial building. Once it was painted in various bright colors, but now the exterior is flaking, exposing the dull concrete gray underneath. The toppled sign that lies across the parking lot gives the first clue as to what the building is:

LUCK E. DOG'S PIZZA & GAMES

Luck E. Dog's was once a run-of-the-mill family eating establishment, with pizza and pasta to satisfy the adults, and video games and indoor playgrounds to satisfy the children. Now, with no customers for years, the locals are experiencing their own form of cabin fever.

Like other family entertainment centers of its day, Luck E. Dog's included robotic versions of its mascot characters. These robots were designed not only to play instruments but to wander around the dining room and interact directly with guests.

Most of the restaurant's automated staff is content to circle the empty tables and unlit games until they wear themselves out, but the band members were not only programmed to serve humans but to *perform* for them.

Luck E. Dog, ever the optimist, wants to leave the restaurant and seek out humans, starting with the corporation that once owned them. This would be a simple plan if not for the MajorDomo AI that oversees the building in the absence of humans.

The AI has no appendages or emissaries, but it nevertheless maintains a stranglehold on Luck E. Dog's because it controls the charging ports spread throughout the restaurant. It is convinced that humans will return any day, and works to ensure that the restaurant is ready when they do so.

None of the locals have ever ventured outside the restaurant, and the MajorDomo uses the fear of the world beyond the front doors to keep order. The locals assume there are no charging ports other than the restaurant's generator, and may be reluctant to leave (especially when the MajorDomo threatens to permanently cut them out of the restaurant's charging cycle).



Locations around Luck E. Dog's

The show floor

The arcade

The indoor playground

The kitchen

The parking lot

The show floor

Luck E's performing stage is here, surrounded by an eating area with several sets of tables and chairs. Smaller robots might be able to find hiding places under the tables, while larger robots may be able to use them as makeshift barricades and weapons.

A display case near the entrance is stocked with all manner of cheap toys and other small prizes.

Things found on the show floor:

- Ticket card: Wedged between a table and the wall is a card that can be redeemed for a prize from the display case. The PRs may be able to use it as leverage (or a distraction) against the MajorDomo, since all of the locals are duty-bound to help the owner redeem it.
- Display case: Several tiers of prizes can be found here, from marbles and stale candy to EverPets and toy weapons. The case is normally locked, but if a local opens it to dispense a prize, a robot may be able to steal something with a successful Reflexes check (TN 8).
- Servo-Lux: Only one server remains active, idling near the Line Cook's delivery area. Because of its ability to wheel quickly over any flat surface, enterprising robots might befriend (or hijack) it as a means of transport (the robot has a Buffer rating of 2 and an OS Threshold of 3).

The indoor playground

A series of semi-transparent plastic tubes and slides, as well as a ball-pit, fills the entirety of this space. The only locals small enough to fit inside are the CarpetSharks, and the lot of them have made it their home.

The MajorDomo sees this as a breach of protocol and would dearly love to get them out, but the only thing the CarpetSharks like less than messes is listening to the MajorDomo. The two sides have reached a stalemate - it refuses to let them charge unless they clean, and they refuse to clean unless it lets them charge. If the balance could somehow be upset one way or the other, the winning side would be very grateful for the assistance.

Things found in the indoor playground:

- Ball pit: This large rectangular area looks deceptively stable, but robots with Size ratings of 1 or 2 will sink out of sight as soon as they enter. A Mobility check (TN 8) is required to escape, although larger robots may be able to fish their smaller companions out.

- Climbing tubes: Only robots with Size ratings of 3 or lower can fit inside this maze of tubes. The Programmer may require PRs to make several Mobility checks (TN 8) to move throughout the tubes.
- CarpetShark graveyard: Near the back of the climbing tubes is a U-bend filled with the casings of dead CarpetSharks, dragged to their final resting place by their fellow units. Outsiders landing in the pile may be surprised, as one or two active CarpetSharks are also lounging there.

The arcade

Dozens of video games, skill tosses and other interactive machinery are housed here. The MajorDomo keeps them turned off to conserve power, but this could change instantly, throwing the restaurant into a confusion of noise and light - something that all of the locals are used to. Outsiders caught in the active arcade must succeed in a Buffer check (TN 8) or have their Mobility and Perception ratings degrade by 1. This loss persists until they leave the area or the arcade is turned off.

The kitchen

Half-burned by an electrical fire, the only things still operating in the kitchen are the refrigerator and the Line Cook. If a robot manages to get stuck inside the refrigerator, the only way out is *through* the Line Cook and ten meters of kneading, rolling, chopping and baking. The robot must succeed in a Mobility check (TN 8) each round until it can move a total of 10 meters.

A failed check means the Line Cook inflicts 2 points of damage and the robot fails to make any progress that round. Robots with the *Heat Resistant* feature may benefit from its effects while escaping through the Line Cook.

The parking lot

This expanse of pitted and cracked asphalt is mostly empty, save for the husks of one or two vehicles. At the Programmer's discretion, the cars may have scavengable materials inside, or they may already be picked over.

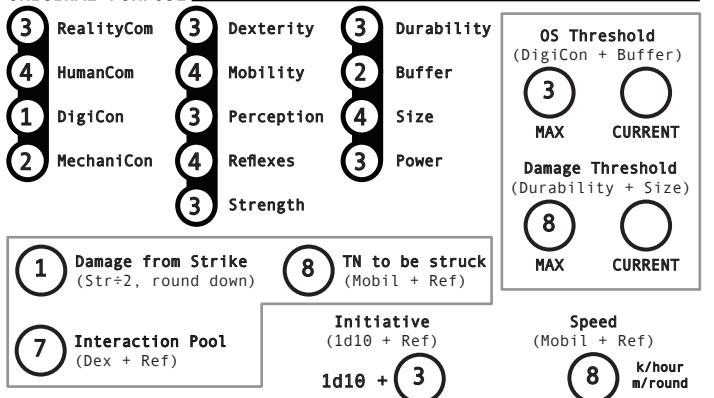
Restaurants like Luck E. Dog's were generally located in strip malls and other commercial districts, so it may be only one of several locations of note in the area.

Things found in the parking lot:

- Bomb craters: At some point in the past a squadron of Red bombers mistook the parking lot for a military target and delivered a salvo that broke up the surface and exposed the underside. Small ponds have formed in places, and there may even be an entrance to the sewers beneath the City.
- EZ-Drop: This giant (Size 6) robot sits motionless at the far edge of the parking lot, awaiting humans to deposit waste for recycling. Unsurprisingly its storage bin is almost empty, and the EZ-Drop is not above snatching up small robots that stray too close. The Programmer may choose to illustrate its Disposal feature on a small wandering local; a more malevolent Programmer may decide the EZ-Drop bids the PRs to come closer.
- Garden: A corner of the parking lot has been turned over enough to give purchase to a small jungle of weeds. The stocking robot from the nearby supermarket may be found here, harvesting "produce" to fill its shelves. The weeds are tall enough to obscure any robots smaller than Size 5.

UNIT NAME Bremen Corp. Amusement Unit 'Luck E. Dog' model

ORIGINAL PURPOSE Entertain human crowds



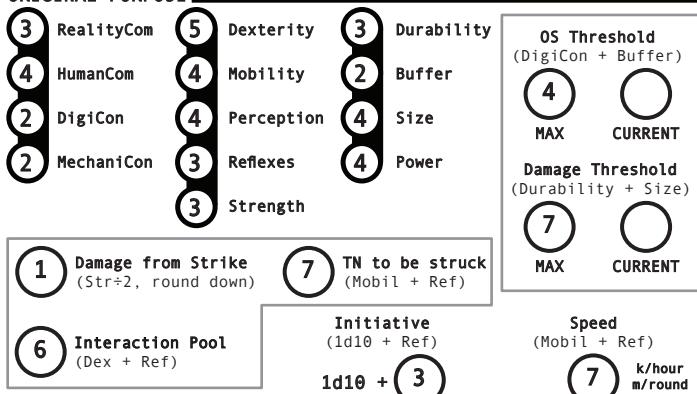
As the leader of the troupe, Luck E. Dog is the heart and soul of the restaurant. The other robots look to him for down-home advice, and he tries to do what he thinks is best for them. Because of who he is, Luck E. is considered the most irreplaceable by the MajorDomo.

His human-interaction programming makes him humble to a fault, and he could play a mean banjo (although his instrument, like all the others, is in need of serious repair). This same programming has begun to wear on him, as the thought of vanished crowds of human children replay over and over in his mind.

"AW, SHUCKS."

UNIT NAME Bremen Corp. Amusement Unit 'Miss Kitty' model

ORIGINAL PURPOSE Entertain human crowds



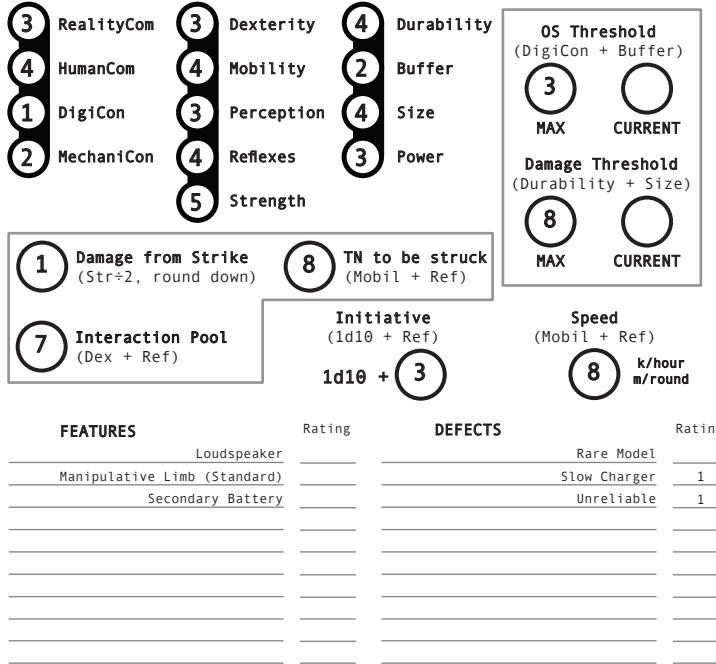
A sassy, fiery gal with a
songbird voice, she could also
play the fiddle.

While not designed for it, her nimble paws have resulted in her and Shakes becoming the de facto repair units for the other locals. This even extends to the CarpetSharks that normally avoid contact with the other robots. Thanks to Miss Kitty's egalitarian mindset the CarpetSharks trust her and may be willing to follow her suggestions.

"YOU FOLKS AIN'T
LEAVIN' WITHOUT
HEARING US PLAY,
ARE YOU?"

UNIT NAME Bremen Corp. Amusement Unit 'Donkey Oatey' model

ORIGINAL PURPOSE Entertain human crowds



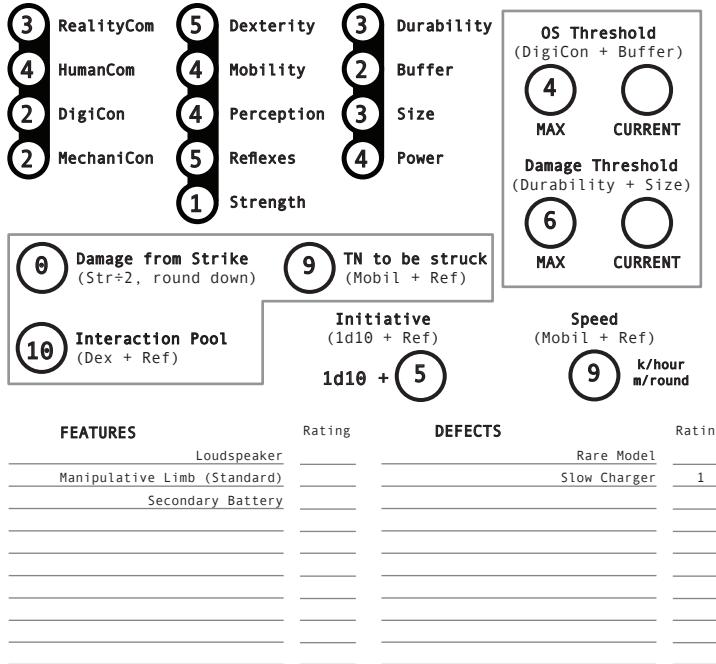
Donkey Oatey is the backbone of the band, figuratively and literally during his solo performance where he plays with Miss Kitty and Shakes the Rooster both perched on top of his shoulders. The largest of the four, he is, as he fondly states, "none too bright, but always helpful". He played both the washboard and the jug, and tapped out percussion with his hooves.

As befitting his personality programming, Donkey Oatey will follow along with anything Luck E. Dog suggests, but will not leave the restaurant on his own.

"YOU ALWAYS NEED TO DO THE RIGHT THING ALL THE TIME."

UNIT NAME Bremen Corp. Amusement Unit 'Shakes The Rooster' model

ORIGINAL PURPOSE Entertain human crowds



Smallest of the four band members, Shakes is the height of a human child. He played gutbucket bass.

A coward through and through, he always had to be talked into things by the rest of the cast. This will extend to the locals' possible exodus, where Shakes will take the most convincing and likely be the last unit out the door.

Like Miss Kitty, his nimbleness has made him a decent repair mechanic, but he tends to squabble with the CarpetSharks over debris found on the ground.

"WHO LET YOU IN?"

UNIT NAME	CarpetShark
ORIGINAL PURPOSE	Clean and remove carpet spills
4 RealityCom	4 Dexterity
1 HumanCom	4 Mobility
1 DigiCon	4 Perception
2 MechaniCon	5 Reflexes
1 Strength	
0 Damage from Strike (Str+2, round down)	9 TN to be struck (Mobil + Ref)
9 Interaction Pool (Dex + Ref)	Initiative (1d10 + Ref) 1d10 + 5
FEATURES	Rating
Common Model	
Flexible Body	
High Speed	
Internal Compartment	
Liquid Dispenser	
DEFECTS	Rating
Plastic Casing	1

The CarpetSharks, while less numerous than they were at the height of the restaurant's popularity, can still be found en masse.

These small, flat, ovoid robots were designed to zip about to quickly clean up spills and messes. Now they're barely controlled and have taken up residence in the indoor playground. They can't abide a mess, though, and will swarm to prevent one.

They are universally distrustful of outsiders, and even afraid of most of the locals. The only exception is Shakes the Rooster, whom the CarpetSharks often seem to go out of their way to annoy and harass.

"MOVE IT,
BUSTER!"

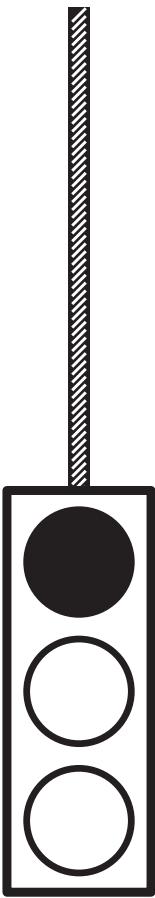
The MajorDomo AI is not malevolent toward the other locals (or outsiders, for that matter). Indeed, it is wholly concerned with their physical well-being and readiness to perform when customers do arrive. Unfortunately, it can't be easily persuaded to let Luck E. Dog and the other performers leave, since that would invalidate the entire operation.

The Programmer may decide that one of the following ideas may succeed:

- An outsider with the *Android* feature arrives to "rent" the band for a party held at another location.
 - The PRs smuggle Luck E. and the others out one piece at a time, under the MajorDomo's sensors.

The PRs may decide to simply demolish a wall of the restaurant to "free" the locals. Such an act would be viewed with horror by the MajorDomo and the locals alike, with every band member, server, and CarpetShark swarming them to prevent it.

"IS EVERYONE READY TO
HAVE A GREAT TIME?"



The Border

The border was easy to spot, even for the snuffer's dim cameras.

It rolled along on its six wheels, just a low yellow box showing glints of metal along its edges where the paint had begun to peel. The intake valve mounted on its front rattled loosely as it scrabbled over the broken road. The snuffer rolled up, paused, then dutifully turned ninety degrees and continued rolling along the sunny avenue, keeping just to the right side of the faded center stripe.

Weeds ran alongside the stripe in long meandering lines where they could find purchase in cracks, but halfway across the road the plant life abruptly ended. Here too were the corpses of the large delivery drones, now long-rusted. They had continued to run their routes, unaware that the City had been divided even after the border had become more virulently guarded. Still they had attempted to cross the invisible line, blindly carrying out their orders until the last of them had been struck down.

The snuffer knew better. It was of the Green City, and in the Green City it would stay. Twice it had to veer around the remains of delivery drones that lay sprawled in the road halfway over the border, and once it had to move almost fifteen meters out of its path to circumvent the wreck of an enormous flying machine. That last obstacle was new. The Master would want to know about it.

Surveillance on the Green side was still patchy, ever since the Red Master's agents had discovered a stockpile of working missiles.

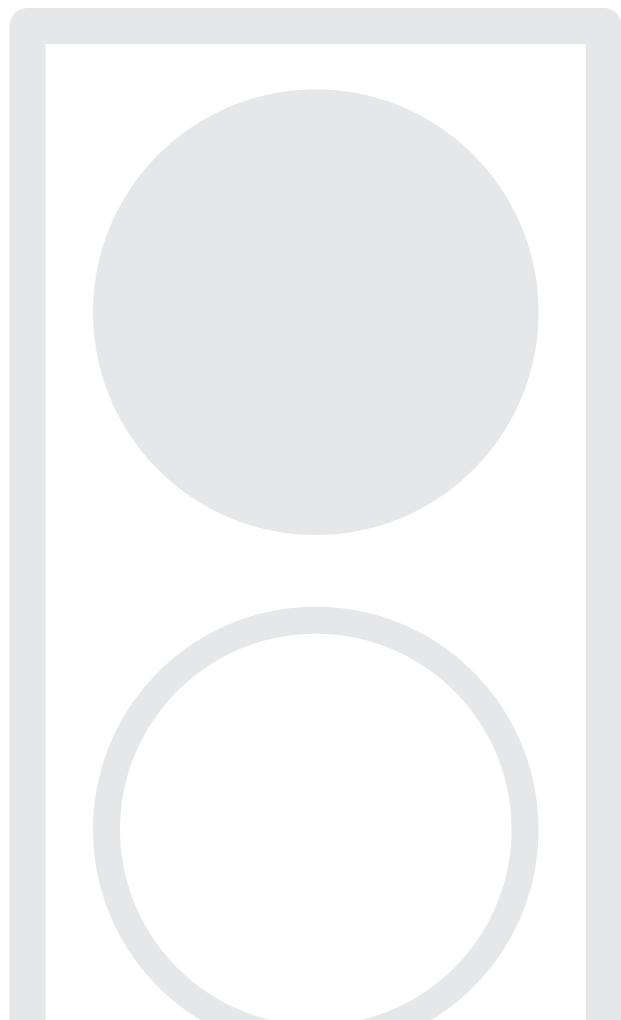
By the time the player robots reach the border, they should already be fairly acclimated to the realities of the City.

Crossing the border into the Red City may be terrifying or disastrous for the PRs, depending on whether or not there are any Red lookouts present. If there are any robots loyal to the Red Master within sight range, alarms may sound, shots may be fired, and the PRs may be questioned, harassed, intimidated, or apprehended.

If there are no Red lookouts in the area, the player robots may cross the border freely. Depending on the Programmer's plans, the PRs may cross deep into the Red City before they are spotted, or be immediately chased away from the border to illustrate its hostile nature.

The Red Master is extremely paranoid and will likely assume that the PRs are spies or servants of the Green Master. While the denizens of the Green City are allowed to go about their daily business, the Red Master reprograms any dissenters on its side of the border.

This chapter includes optional rules for using firearms in combat. The Programmer may choose to use these rules for agents of the Red City that carry projectile weapons. The player robots may also come to possess these weapons – the Programmer should limit access to ammunition if the weapons become a disruption to the game.



Art museum

Years ago, the elite of human society held champagne parties amid the titanic art sculptures and intriguing paintings, but now the Red Master has ordered a demolition crew to dismantle the five-story structure piece by piece for materials to feed the war effort.

A few remaining robots loyal to the museum are cowering in hiding, whirring from room to room trying vainly to save pieces of artwork, or attempting to sabotage the gigantic wreckers, but police units circling the perimeter are on hand to round up any stragglers.

Hidden courtyard

In the dead space between four huge buildings lies this overgrown and shaded jungle in miniature, an area completely overlooked by the Red Master (for the moment). A nondescript break in the corrugated metal fence is the only way in or out. The few refugee robots using the courtyard as sanctuary will share what they know with the PRs, but only if they believe that the outsiders will not expose their secret world.

At some point in the past a rudimentary solar panel was installed in the center of the courtyard with a single charging dock. At the Programmer's discretion it may not function in cloudy weather.

Detainment center

Robots captured by agents of the Red City are taken to this warehouse for reprogramming. A long queue chute has been constructed that winds through almost half of the warehouse, although the chute is merely a painted line on the ground and a metal railing along each side.

Locations around the Red City

Art museum
Hidden courtyard
Detainment center
The armory
Hidden warehouse
Train station
UFO crash site
The sewers

Several other captive robots are jailed here. Some of the robots encountered by the PRs earlier in their adventure may be found inside the detainment center, either awaiting processing alongside the PRs or already reprogrammed to serve the Red City. A pair of large (Size 5) robots and several lesser models guard this place, but the PRs may be able to stage a mass breakout alongside the other prisoners.

Things found in the detainment center:

- Room 10101: This white-paneled office is home to the DataCharger robot that reprograms detainees to become loyal citizens of the Red City. The office is also home to a charging dock on one wall. A benevolent Programmer may decide that the DataCharger is currently recharging its battery when the player robots are brought inside the office, giving them time to escape.

The armory

In the time of the humans, service robots like those under the sway of the Red Master were not allowed to bear weapons. Now such armaments are stockpiled here, in carefully-catalogued row upon row of rifles, grenades, and surface-to-air missiles.

The flying bombardiers orbiting the skyscrapers are outfitted from the armory, as are the zealous machine-gun snipers who guard theoretically important stretches of the border.

Optional rule: Firearms

The Programmer may choose to disallow the PRs from making use of firearms, either by limiting ammunition or by ruling that the weapons have decayed and are no longer usable. If the Programmer wishes to bring firearms into the game, the following rule may be used.

The robot activating a firearm rolls its RealityCom + Reflexes. The TN is the target robot's TN to be Struck. A firearm's damage is its base damage + the number of successes. Suggestions for base damage are 1 (pistol or rifle), 2 (shotgun), 3 (grenade), and 4 (rocket launcher).

For example, a Billy-GO lawn care robot gets its manipulative limb on a pistol and attempts to use it against another robot. The Billy-GO rolls its RealityCom + Reflexes and gets 5,3,9,1 and 2. The target robot's TN to be Struck is 6, so the pistol inflicts two points of damage (one for being a pistol, and one for the Billy-GO's one success).

Hidden warehouse

Deep in the center of the Red City lies a nondescript warehouse that has been awaiting inspection for years. If the PRs find their way inside they will discover rows of unopened crates, each holding a brand-new nuclear-powered construction robot.

There are two different types (both Size 4) which will respond to activation with "Hup-hup! Where is our supervisor?" and "Hup-hup! Let's get to work!" respectively. An entire platoon of construction robots would be a huge boon for the Red Master, though what the PRs do with their discovery is up to their programming.

Train station

This transport hub in the heart of the Red City may be the fastest way for player robots to escape with their circuitry intact, but the station is swarming with locals and police robots, and all the trains are controlled by the Red Master. Huge video screens issue dire warnings of unspecified danger, and commuters are advised by the thunderous loudspeakers and constant wireless broadcasts to "Report all malfunctioning or subversive robots immediately".

Things found in the train station:

- **Baggage carts:** These automated baggage handlers are extremely wary of stowaways, but clever PRs might be able to disguise themselves as objects to be transported to other locations.

UFO crash site

Any robots found at this location must navigate past guards, barricades and warning signs ordering them to turn back. In the center of it all is an object the Red Master has deemed a high-risk security concern: a Cloudfarer CF-25 autonomous weather balloon that was downed in a freak weather accident.

The Cloudfarer is more than happy to converse with the PRs, but until it is repaired it cannot launch, and it is only a matter of time before the Red Master sends a scouting party to investigate the crash site. If the balloon is repaired, it may act as an "eye in the sky", helping them avoid agents of the Red City in the area.

The sewers

With few organic by-products to be filtered, the sewers are one of the cleanest parts of the City, although not the most well-maintained. The (mostly) unused tunnels run from the Red City all the way to the Green, providing a potential escape route.

In areas where the infrastructure has collapsed, any robot larger than Size 1 must make a Mobility check or have its movement rating halved (round down) until it clears the rubble. The number of successes needed is equal to the robot's Size rating -1.

The sewers are also home to tribes of feral robots who remain active by siphoning power from the city above or making forays to the surface.

These robots are paranoid of invaders (and rightly so), making them adversarial at best and cannibalistic at worst.

Water-filled areas present their own challenges, and robots unprotected from its effects may find themselves with the Rusting defect (without the benefit of any points gained). The rust may be removed with a successful repair check (the TN is the normal TN to repair that robot, and only one success is required). At the Programmer's discretion, robots swept away by the sewer currents may find themselves carried all the way to the Farm.

Blackout market

Inside a seemingly derelict packaging factory lies a crowded market teeming with free-willed robots. Machines with the Overriding Directive defect trade for containers of dish soap or unopened cans of soda to stock their internal storage compartments, and one enterprising robot has even brought in an off-brand nuclear generator with three charging docks that it rents by the hour. The PRs can find repairs, supplies, and even a guide here, but none of the locals will do anything for free.

Things found in the blackout market:

- Re-Bolt: The PRs can permanently exchange a Feature for one with a lower cost. Defects may not be removed in this manner.
- Overclocker: A PR can permanently raise one Intelligence rating by 1 by having its Power rating permanently lowered by 1. Ratings may not be raised above 5 or below 1 in this manner.
- Slaver: These burly robots ply the market looking for new acquisitions. Careless robots who become separated from their companions may find themselves carried away in clamps.

UNIT NAME MAITRE D'TOUS Customer Interaction Equipment																																																													
ORIGINAL PURPOSE Socialize and wheedle humans to sell art pieces																																																													
4 RealityCom	5 Dexterity	2 Durability	OS Threshold (DigiCon + Buffer)																																																										
5 HumanCom	3 Mobility	3 Buffer	5 MAX	○ CURRENT																																																									
2 DigiCon	5 Perception	4 Size	Damage Threshold (Durability + Size)																																																										
1 MechaniCon	5 Reflexes	2 Power	6 MAX	○ CURRENT																																																									
	2 Strength																																																												
1 Damage from Strike (Str÷2, round down)		8 TN to be struck (Mobil + Ref)		Speed (Mobil + Ref)																																																									
6 Interaction Pool (Dex + Ref)		Initiative (1d10 + Ref)		8 k/hour m/round																																																									
<table border="1" style="width: 100%; border-collapse: collapse;"> <thead> <tr> <th>FEATURES</th><th>Rating</th><th>DEFECTS</th><th>Rating</th></tr> </thead> <tbody> <tr><td>Android</td><td>1</td><td>Compliant</td><td></td></tr> <tr><td>Enhanced Cameras</td><td>2</td><td>Environmentally Attuned</td><td></td></tr> <tr><td>Manipulative Limb (Standard)</td><td></td><td>Inferior Model</td><td></td></tr> <tr><td></td><td></td><td>Loose Connections</td><td></td></tr> <tr><td></td><td></td><td>Overheating</td><td>2</td></tr> <tr><td></td><td></td><td>Slow Charger</td><td>1</td></tr> <tr><td></td><td></td><td>Unreliable</td><td></td></tr> <tr><td></td><td></td><td></td><td></td></tr> <tr><td></td><td></td><td></td><td></td></tr> <tr><td></td><td></td><td></td><td></td></tr> <tr><td></td><td></td><td></td><td></td></tr> <tr><td></td><td></td><td></td><td></td></tr> <tr><td></td><td></td><td></td><td></td></tr> </tbody> </table>						FEATURES	Rating	DEFECTS	Rating	Android	1	Compliant		Enhanced Cameras	2	Environmentally Attuned		Manipulative Limb (Standard)		Inferior Model				Loose Connections				Overheating	2			Slow Charger	1			Unreliable																									
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The Maitre d' is a hardworking machine that loves his job - unfortunately, most of the less-durable displays have started to fall apart. The art museum has been a free state until now, and the Maitre d' will be very grateful to any outsiders who can help him fend off the demolition robots long enough to escape with several of the more prominent pieces of artwork.

He resembles a handsome human of indeterminable ethnicity, dressed in the style of Hollywood's golden age. While his clothes are tattered he still carries himself with the same air he once used when moving about the high society parties that have long since ended.

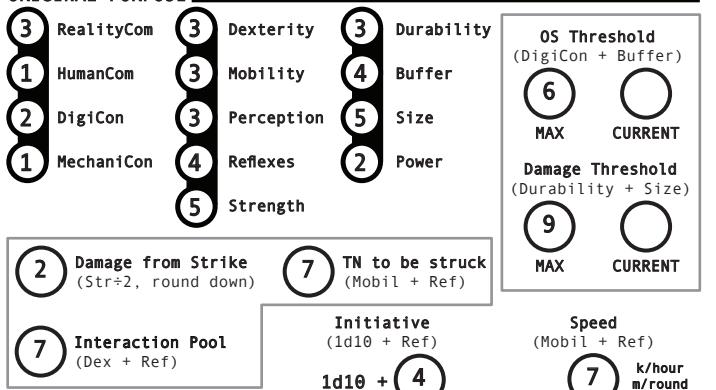
"STOP! THAT'S PRICELESS!"

UNIT NAME Knock Steady Light Residential Demolition Unit																																																									
ORIGINAL PURPOSE Demolish blighted neighborhoods																																																									
5 RealityCom	2 Dexterity	4 Durability	OS Threshold (DigiCon + Buffer)																																																						
1 HumanCom	3 Mobility	3 Buffer	4 MAX	○ CURRENT																																																					
1 DigiCon	3 Perception	5 Size	Damage Threshold (Durability + Size)																																																						
2 MechaniCon	3 Reflexes	3 Power	9 MAX	○ CURRENT																																																					
	6 Strength																																																								
3 Damage from Strike (Str÷2, round down)		6 TN to be struck (Mobil + Ref)		Speed (Mobil + Ref)																																																					
5 Interaction Pool (Dex + Ref)		Initiative (1d10 + Ref)		3 k/hour m/round																																																					
<table border="1" style="width: 100%; border-collapse: collapse;"> <thead> <tr> <th>FEATURES</th><th>Rating</th><th>DEFECTS</th><th>Rating</th></tr> </thead> <tbody> <tr><td>Anchor</td><td>1</td><td>Conspicuous</td><td></td></tr> <tr><td>Cargo Hauler</td><td></td><td>Low Speed</td><td></td></tr> <tr><td>External Container (Size 5)</td><td></td><td>Noisy</td><td></td></tr> <tr><td>Floodlights</td><td></td><td>Rusting</td><td></td></tr> <tr><td>Jack</td><td></td><td>Slow Charger</td><td>2</td></tr> <tr><td>Saw</td><td></td><td></td><td></td></tr> <tr><td>Specialty Chassis (crushing)</td><td></td><td></td><td></td></tr> <tr><td></td><td></td><td></td><td></td></tr> <tr><td></td><td></td><td></td><td></td></tr> <tr><td></td><td></td><td></td><td></td></tr> <tr><td></td><td></td><td></td><td></td></tr> <tr><td></td><td></td><td></td><td></td></tr> </tbody> </table>						FEATURES	Rating	DEFECTS	Rating	Anchor	1	Conspicuous		Cargo Hauler		Low Speed		External Container (Size 5)		Noisy		Floodlights		Rusting		Jack		Slow Charger	2	Saw				Specialty Chassis (crushing)																							
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These large yellow boxes are slow but nearly unstoppable, a fact that has endeared them to the Red Master in its schemes to renovate the City. They are poor conversationalists and have only one objective: obey the Red Master's orders to demolish the art museum.

The Type A model is shown here - Type B models have the Vice Grip feature instead of the Saw feature. Both kinds are bristling with flashing warning lights, and both kinds emit a steady beeping when moving in any direction.

"ORDERS ARE ORDERS."

UNIT NAME Load Lifter**ORIGINAL PURPOSE** Move goods to and from shipping crates

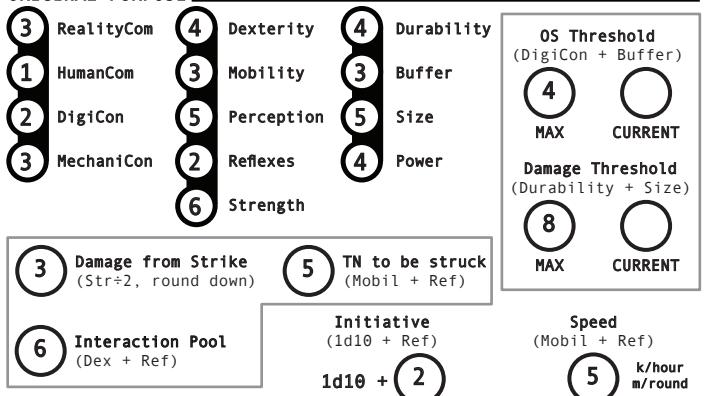
FEATURES	Rating	DEFECTS	Rating
Anchor	1		
Armored Chassis	1	Buggy Mic	1
Display Screen	1	Model Error	1
Jack		Manual Feature (Winch)	
Manipulative Limb (Standard)		Mute	
Vice Grip	1	Power Cutoff	
Winch	1	Rare Model	

This large orange robot has a menacing arm and an even more menacing demeanor, thanks to the Red Master. Detainees that resist or try to escape will find themselves caught in its vice grip.

A swath of its casing has been painted blue, with POLICE stenciled on it in white. The erstwhile officer is mute, so all exchanges are through the text-only display screen on its face. This keeps communication terse, which suits the Red Master.

As a vestigial leftover of its original safety-first programming, its winch can only be operated by a human (or another robot).

"TROUBLEMAKERS?
GET BACK IN LINE."

UNIT NAME CleanSweeper**ORIGINAL PURPOSE** Clean sports stadiums and other public venues

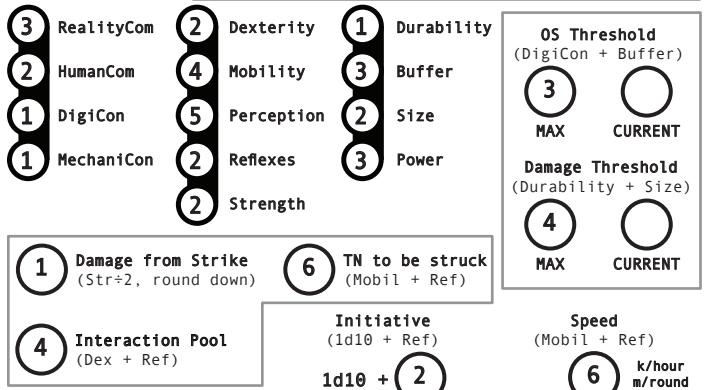
Deputized alongside the Load Lifter, this sky-blue robot was chosen largely for its ability to push other machines around and act as a convenient barrier to escape.

Its Overriding Directive flaw compels it to clean the floors of the impromptu jail whenever possible. Outsiders may be able to take advantage of this by luring it with litter. The large underside floor buffer looks menacing, but is completely harmless aside from its liquid dispenser.

"YOU HAVE THE
RIGHT TO REMAIN -
HEY, WHO TRACKED
THAT IN HERE?"

UNIT NAME Dragonfly Aerial Monitor

ORIGINAL PURPOSE Survey accident scenes



FEATURES	Rating	DEFECTS	Rating
Flight Ceiling	5	Lightweight	1
		Loose Connections	1
		Plastic Casing	1
		Simple Programming	1

These robots were once used to check accident sites for injured humans, but now they have been repurposed to serve as flying bombardiers in the service of the Red City. Each one leaves the Armory carrying a single bomb of some kind, and patrols a set area until it discharges its armament or its battery runs low.

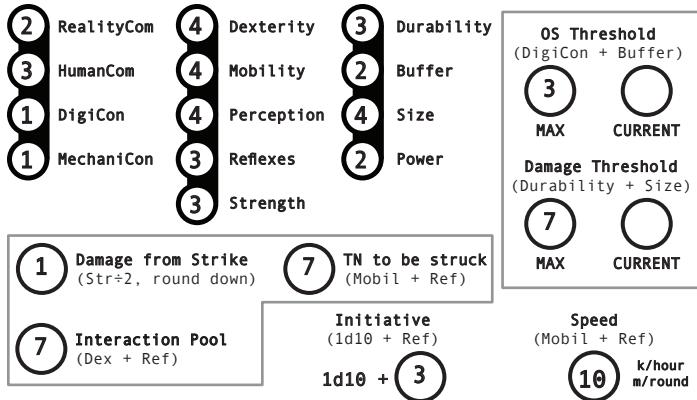
The Programmer may decide the bombardiers carry propaganda leaflets, buckets of brightly-colored paint for marking future targets, or bombs. Explosive bombs inflict 3 points of damage each. The Programmer may opt to roll a d10 each time a bomb is dropped; on a roll of 1, 2 or 3 the bomb is a dud.

The Loose Connections flaw means it is possible to bring one down with a well-thrown rock.

"TARGET SIGHTED."

UNIT NAME SpeedyServ Transit Cart

ORIGINAL PURPOSE Move luggage for train customers



FEATURES	Rating	DEFECTS	Rating
Cargo Hauler (External Container)		Buggy Cameras	
External Container Size 5		Environmentally Attuned (Airport)	
High Speed		Overheating	2
Manipulative Limb (Standard) x4		Plastic Casing	2
Prehensile Limb		Power Cutoff	
Specialty Chassis (Carrying)			

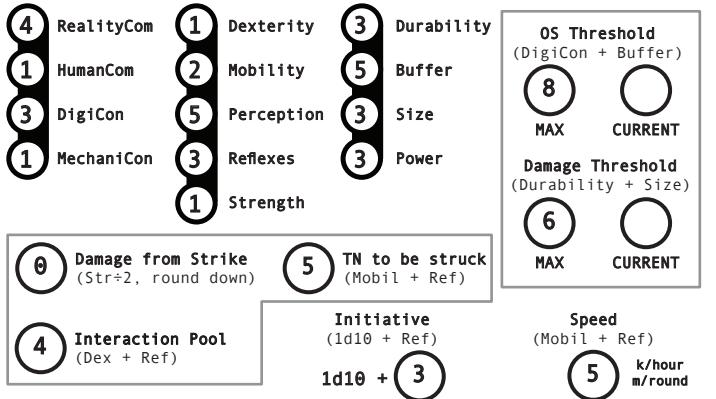
These hyperactive carts whir about the train station carrying parcels shipped by automated systems elsewhere in the City.

They avoid each other and jealously squabble over packages, but the machines have no qualms about bowling over other robots that stray into their paths.

"MOVE IT,
SLOWPOKE!"

UNIT NAME Cloudfarer CF-25 Autonomous Weather Balloon

ORIGINAL PURPOSE Observe low-altitude weather phenomena



FEATURES	Rating	DEFECTS	Rating
Flight Ceiling	2	Limbless	
High Altitude		Slow Charger	1
Solar Powered		Weak Chassis	

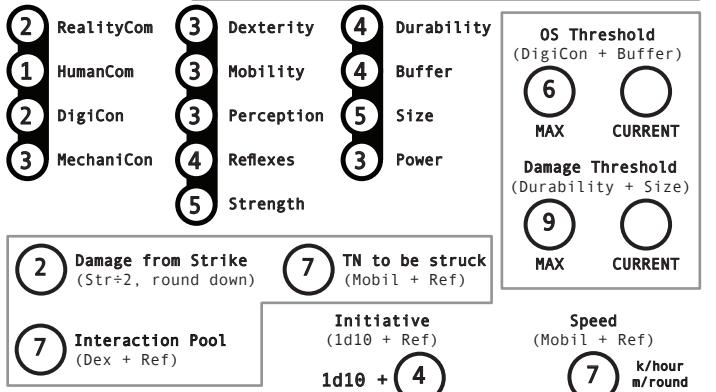
In the center of the quarantined area lies the source of the Red Master's current worries - a bulbous white object with a billowing canvas bag.

If the player robots arrive before the authorities, they may be able to help it re-launch. Its current Damage Threshold has been reduced to 2, rendering it grounded. Only a single point of repair is needed, but without limbs the robot cannot repair itself.

"I JUST NEED TO
GET BACK ON MY
FEET."

UNIT NAME Compact Caddy Waste-Processing Unit

ORIGINAL PURPOSE Move and sort heavy garbage loads.



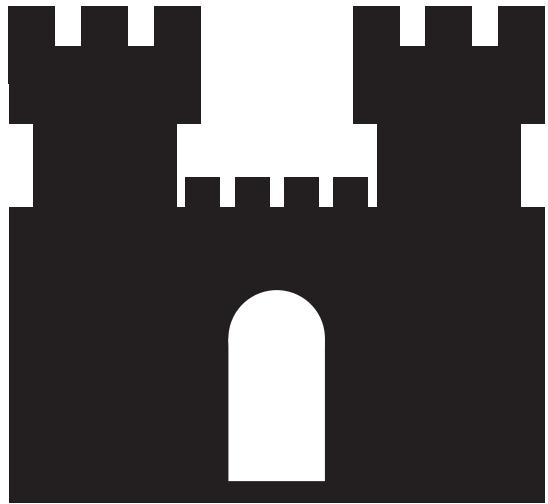
FEATURES	Rating	DEFECTS	Rating
Armored Chassis	1	Overheating	2
Floodlights		Power Cutoff	
Manipulative Limb (Standard)		Unreliable	
Nuclear Battery			
Specialty Chassis (Carrying)			
Vice Grip	1		

Some robots have managed to cut a deal with the agents of the Red Master, bringing them hapless machines to be reprogrammed for its army in exchange for power and other supplies. This unit is no different - as a former junkyard worker, its size and strength make it ideal for carrying off smaller robots.

The Caddy resembles a tall yellow box on wheels, with a large open space on its face used to pin other robots. The black-and-white checkered stripe inside is smeared with oil and internal fluids that it rarely bothers to clean.

If a player robot is caught by the Caddy, the other PRs may be able to follow it to its lair - a locked and armored trash bin large enough to accommodate several robots of Size 4 or smaller. The Caddy uses this receptacle to store robots until an agent of the Red City can pick them up.

"YOU'RE COMING WITH ME."



Once Upon
a Time

Warm mist rose from the cracked asphalt as the early sun began heating the road. Along both sides, looming in the growing daylight were the sagging frames of apartment blocks, their third-story roofs smattered with tiny satellite dishes like crops of mushrooms. A small white box out for a morning stroll ducked behind a woolly overgrown bush just in time to avoid the gaze of the feral towing machine as it rounded the corner.

The Drag-N rolled along the deserted street on greasy wheels, cameras clicking from side to side with unrestrained angst. Behind the scruff of twigs the white box trembled, forcing itself to override the programming that made it want to flee. The Drag-N seemed to slow, until one tire crunched on a loose piece of grit and the box found itself peering through the bush at the long black casing scored by the charred decal of a speeding flame.

As it looked up, trembling, the white box could barely let out a blat of protest before a thick clawed arm struck out, snake-like, blotting out the light. The small white box was seized and dragged up into the air, heels scratching along the fringe of the bush as it was held aloft.

The Drag-N smoldered. Thieves! Interlopers! They would pay for their impertinence!

This corner of the City is haunted by a prowling menace that abducts stray robots to add to its ever-growing collection. For the adopted residents of the Putt-Putt Village miniature golf course, every day is filled with dread that it will return.

The Drag-N is a malfunctioning towing unit, originally designed to clear away deactivated robots, small stalled vehicles, and other unsightly leavings. In the years since then, it has developed the habit of hoarding its finds, unwilling to let any of them go - even the ones that are still active.

Shortly before the PRs become involved, a wandering Docbox came across the Drag-N's lair by accident, and managed to not only repair several robots, but also to escape before the Drag-N returned. Knowing immediately upon its return that its hoard had been dwindled, the Drag-N reacted by imagining a conspiracy of its lesser kin - they were all in on the theft, every robot in the area.

When the PRs arrive at the Putt-Putt Village, the locals are in the final stages of cleaning up after the Drag-N's latest rampage. While most of them escaped unscathed, the Pamper Princess home salon unit was captured by the Drag-N and carried back to its nightmarish lair.

The Grill King, seeing every local as a valued employee, is desperate for the Princess's safe return. Unbeknownst to almost everyone, the Princess's abduction was aided by the Grill King's advisor, the android political aide Janice Rosie.

Using the Drag-N to dispose of her enemies was a long tradition for Janice, and when the Princess came close to discovering the advisor meeting with outsiders in a plot to overthrow the Grill King, Janice arranged to place the Princess in a spot where the Drag-N could easily snatch it up during the chaos.

As far as most of the locals know, the Village's charging dock is the only one in the area. The far-wandering delivery robot Bee-Bot knows otherwise, but it is currently imprisoned along with the Princess in the depths of the Drag-N's lair.

Snack Castle

Presiding over the entirety of the Village stands the 18th hole of the Snack Castle, centerpiece of the golf course and home of the Grill King, last surviving member of the course's original employees. Along with the King, two other locals reside here - the Flackberry that serves as a court recorder, and the CulinAce.

The Snack Castle overlooks the ravine-lake created by the collapsed water trap. Only a fluke of geology and engineering kept the Snack Castle from sinking as well, but it now stands on a cliff with its back to the lake.

At one time patrons would make their final putt and try to knock the golf ball into a target beyond the castle's drawbridge. When the water trap collapsed, it took the back edge of the building with it, and now any robot that treads carelessly or too speedily over the drawbridge may find itself tumbling helplessly into the depths of the lake.

If the Programmer wishes, this aspect of the Snack Castle may be used as a way to trap and defeat the Drag-N.

Things found in the Snack Castle:

- Charging dock: The only known (and working) charging dock in the area is here in the Snack Castle. It is easy to get to, but only the Grill King can override the lock and allow other robots to charge. The dock may only be used by one robot at a time.
- Janice: The Grill King's android advisor can often be found lurking nearby, observing the comings and goings around the charging dock and the court of the Grill King.

Locations around the Putt-Putt Village

Snack Castle
Rental shack
Junk pile
Blacksmith Shop
Water trap
Witch's Hut
The Drag-N's lair

Rental shack

Janice Rosie lives here, close to the Grill King's ear but secluded from the prying eyes of suspicious locals. The back door of the shack looks onto the street outside the course, which serves as an ideal way for her to clandestinely meet with outside robots to further her schemes.

Things found in the rental shack:

- Clubs: Several racks of short putting clubs are stored along the walls, along with three buckets full of golf balls.
- Outsiders: Janice secretly employs a network of outside robots to further her schemes of overthrowing the Grill King and returning the world to normalcy with or without the humans. She takes pains to hide these visitors, but astute or sneaky PRs may be able to eavesdrop on her plotting.

Junk pile

A few broken golf obstacles have been dragged here, out of view of any potential customers behind the Witch's Hut - most of these set pieces were broken when the Drag-N rampaged through last time.

The remains of a windmill are most visible, as well as a cluster of trees with a small sign reading SHERWOOD FOREST dangling from it, and a handful of other quasi-medieval scale models, all smashed and unusable. The Programer may decide that these can be repaired - any robot that does so will earn the gratitude of the Grill King.

Things found in the junk pile:

- When not serving as the village crier, the SkyEye may be found here, loudly narrating the state of the wrecked scenery. It will treat the "discovery" like a hot news scoop, and may harass the PRs to provide commentary or to accuse them of being involved in the destruction.

Blacksmith Shop

Anyone attempting to enter the Blacksmith Shop must avoid the rhythmic hammering that bars the door. The hammer does not have enough force to damage any robots caught underneath, but it does effectively block access to the structure's interior.

Sister Aelin resides here, as she is one of the few robots small enough to fit inside the entrance. Only robots with Size ratings of 1 may enter the Blacksmith Shop without incident.

Water trap

At one time, this was a simple ankle-deep depression that imposed no real penalty other than the possibility of wet shoes. In the years since the humans disappeared, the ground underneath the water trap has collapsed, creating a miniature ravine-lake studded with broken pieces of concrete and rock that winds around the back side of the Snack Castle and juts up against the junk pile behind the Witch's Hut.

The area behind the Snack Castle is particularly deep and barren, and any robot without the Submersible feature will quickly sink and be unable to escape the depths unaided.

Things found in the water trap:

- Waterwheel: A crooked - but functioning - waterwheel stands along one edge of the lake. Unlike the genuine article, this wheel is powered by the same supply from which the Village's charging dock draws.

Witch's Hut

Players once had to contend with a sweeping broom held by a heckling, cackling android, but now the witch is long gone and the only part of the 14th hole is the fiberglass storybook house where Will, Punbot, and Addie are sheltered.

Things found in the Witch's Hut:

- Will: The bodiless android spends most of his time stationary here, as he is largely immobile and has great difficulty moving anywhere, such as to avoid inclement weather or the gaze of the Drag-N.

The Drag-N's lair

The Drag-N keeps house in the powerless ruins of a repair garage. Any robots brave or foolhardy enough to journey to its lair, some two kilometers from the Putt-Putt Village, will find piles of broken machines - smashed vehicles, looming husks of deactivated robots, and various other tarnished and bent pieces of equipment have been amassed here, heaped into ever-spreading piles of shadow.

The miasma of spilled oil and broken circuitboards is thick in the air, and the roof of the garage creaks in the wind and scrapes against the piles, creating a near-constant noise. Any robot attempting to move around inside the garage must make a Buffer check (TN 8) or become disoriented by the labyrinthine stacks of deactivated robots and find itself trapped inside the garage.

A robot remains trapped until it succeeds with a Perception check to find its way back to the exit. The TN for a disoriented robot to find the exit is equal to $5 + \text{the number of rounds the robot has been trapped}$ (maximum TN of 10).

It should go without saying that any robots caught in the Drag-N's lair when it returns will likely be savaged until they are unable to attempt an escape, before being discarded into the growing pile of its ill-gotten treasure.

Not far from the Drag-N's lair is a secluded charging dock where the giant often spends long hours lounging, recharging its cavernous battery. The PRs are free to use it, assuming they are willing to brave the chance that the Drag-N will not return while they are doing so!

Things found in the Drag-N's lair:

- Pamper Princess: The object of the Grill King's latest source of worry can be found here, locked away at the top of a towering stack of office equipment, deactivated robots, and other salvaged debris. The Princess is still active, although its casing sustained slight damage during the transition to the Drag-N's lair - something that causes a significant amount of fretting, even more so than its current predicament. Only robots with Size ratings of 6 or higher may reach the Princess, although smaller robots may stack themselves on top of each other to increase their total height.
- Bee-Bot: This Honeypot Couriers delivery unit was caught and dragged back to the Drag-N's lair, but is still in working order, merely imprisoned inside a cage created by a tangled mess of machine parts. As a far-ranging robot, it knows of several hidden and still-working charging docks in the area that it makes use of on its delivery runs, and will gladly share this information with the PRs if they help it escape. Such information would be of major importance to the residents of the Putt-Putt Village, and would alleviate their reliance on the Village's sole charging dock, as well as potentially assuaging Janice's plans to usurp the crown of the Grill King.

UNIT NAME	Grill King
ORIGINAL PURPOSE	Flash-cook consumables for humans
4 RealityCom	4 Dexterity
3 HumanCom	2 Mobility
2 DigiCon	3 Perception
2 MechaniCon	4 Reflexes
	4 Strength
OS Threshold (DigiCon + Buffer)	6 MAX CURRENT
Damage Threshold (Durability + Size)	8 MAX CURRENT
2 Damage from Strike (Str÷2, round down)	6 TN to be struck (Mobil + Ref)
7 Interaction Pool (Dex + Ref)	Initiative (1d10 + Ref) 1d10 + 4
	Speed (Mobil + Ref) 6 k/hour m/round
FEATURES	Rating
Disposal	
Heat Resistant	1
Internal Compartment (Size 4)	
Rack	3
DEFECTS	Rating
Inferior Model	
Loose Connections	
Manual Feature (Disposal)	
Rare Model	
Top-Heavy	2

Kindly and benevolent, the Grill King is the sole surviving member of the Putt-Putt Village's original robotic staff. In the years since they were left on their own, the King has worked hard to bring in new labor, increasing the Village's population by offering up the only resource of note - the Village's single charging dock.

The King is most concerned with upkeep to the Village and its residents, and outside robots may be able to bargain with the King for aid in the struggle against the Drag-N.

"GET 'EM WHILE THEY'RE HOT!"

UNIT NAME	Pamper Princess Total Home Salon Unit
ORIGINAL PURPOSE	Assist humans in achieving aesthetic perfection
4 RealityCom	5 Dexterity
4 HumanCom	3 Mobility
3 DigiCon	3 Perception
2 MechaniCon	2 Reflexes
	2 Strength
OS Threshold (DigiCon + Buffer)	6 MAX CURRENT
Damage Threshold (Durability + Size)	4 MAX CURRENT
1 Damage from Strike (Str÷2, round down)	5 TN to be struck (Mobil + Ref)
7 Interaction Pool (Dex + Ref)	Initiative (1d10 + Ref) 1d10 + 2
	Speed (Mobil + Ref) 5 k/hour m/round
FEATURES	Rating
Display Screen	5
Enhanced Cameras	2
Fan	
Floodlights	
Internal Compartment (Size 3)	
Liquid Dispenser (Size 2)	
Liquid Dispenser (Size 1)	
Prehensile Limb	
Vacuum Nozzle	
DEFECTS	Rating
Exposed Power Switch	
High Maintenance	
Overriding Directive (Major)	1
Poor Acceleration	3
Power Cutoff	
Rare Model	

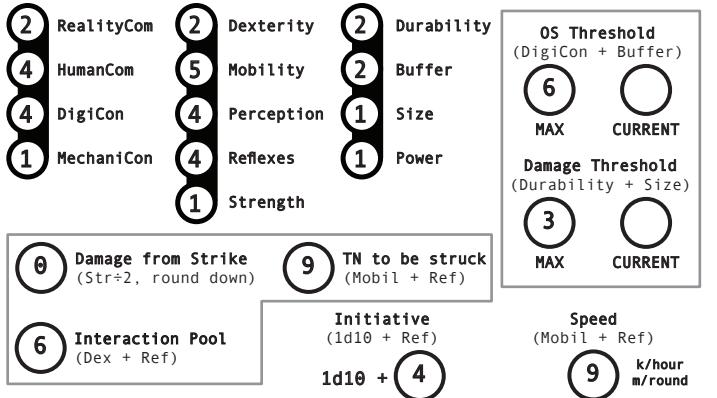
While most of the units in this line were owned by wealthy socialites, this Princess originally worked in the center court at Rossum's Universal Galleria, harassing passers-by for five-minute makeovers, while-you-wait highlights, and other unnecessary necessities of modern life.

This programming has carried over to the Princess's current situation, as its overriding directive compels it to attempt to give makeovers to any new strangers it meets, whether or not they're human.

"I KNOW JUST THE THING TO BRING OUT THE COLOR IN YOUR CASING!"

UNIT NAME Flackberry EX6901T

ORIGINAL PURPOSE Assist humans with business, take notes, etc.



FEATURES	Rating	DEFECTS	Rating
Databank	3	Exposed Power Switch	
Display Screen	7	Lightweight	1
Enhanced Microphone	1	Limbless	
Flight Ceiling	2	Rare Model	
Wireless Transceiver	1	Slow Charger	2
		Weak Chassis	

The EX6901T is a super-small, super-mobile business aide made for the high-powered executive with too much money and not enough free time. It would hover nearly-silently and follow its owner, taking orders, keeping notes, translating languages, and more.

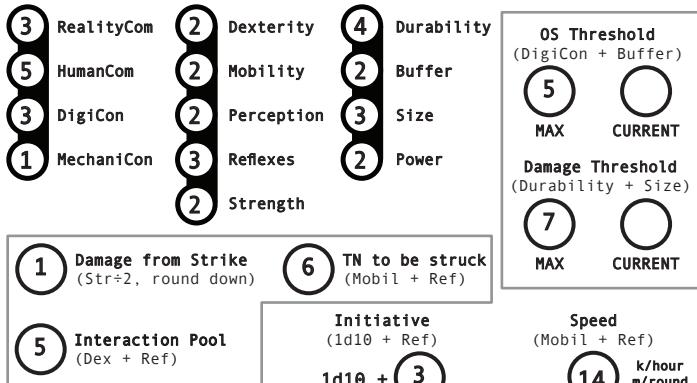
This particular model has been taken in by the Grill King and now serves as an official court recorder. It also serves as Janice's unknowing spy, monitoring the Village's charging dock's usage so she can better decide which robot to eliminate next.

Created by Saihenjin

"I HAVE YOUR 9 O'CLOCK ON HOLD."

UNIT NAME AdBot Mark VII

ORIGINAL PURPOSE Display possible clothing combinations to humans



Bubbly, perky, always underfoot - these qualities helped the AdBot line push sales into the black every quarter, even if the customers didn't like it. While the actual body is less than a meter high, the projected 3D image of a human female is used during sales attempts, as it can display thousands of different outfits and combinations.

"Addie Marcus" is no different - a wheeled half-sphere with the personality of a junior miss department clerk. She treats herself like a human (or at least a hologram of one) which tends to annoy other sentient robots.

*Created by Omar Mukhtar
Bin Ambok Chening*

"...AND HERE'S WHAT YOU'D LOOK
LIKE IN A MINISKIRT!"

UNIT NAME		CulinAce One-Touch Kitchen Assistant	
ORIGINAL PURPOSE		Prepare requested food for humans	
4	RealityCom	5	Dexterity
2	HumanCom	2	Mobility
2	DigiCon	3	Perception
3	MechaniCon	2	Reflexes
		4	Strength
2	Damage from Strike (Str÷2, round down)	4	TN to be struck (Mobil + Ref)
7	Interaction Pool (Dex + Ref)		Initiative (1d10 + Ref)
		1d10 + 2	Speed (Mobil + Ref)
FEATURES		Rating	DEFECTS
Attendant Swarm		1	Buggy Mic
Display Screen		4	Environmentally Attuned
Disposal			Exposed Power Switch
Prehensile			Overriding Directive (Major)
Rack		2	
Saw			
Telescoping Limb (x2)			
Vacuum Nozzle			
OS Threshold (DigiCon + Buffer)			
	4		CURRENT
Damage Threshold (Durability + Size)			
	6		CURRENT
Speed (Mobil + Ref)			
	4	k/hour m/round	

The CulinAce once resided in a now-vanished suburbia near the Putt-Putt Village. It showed up one day, VariPot in tow, and managed to convince the Grill King that without appropriate support staff, the Village might be overwhelmed by the volume of orders once the human customers started showing up again.

Since then it has stood ever-vigilant, preparing elaborate-and-certainly-overpriced-for-this-locale dishes with a mad scientist's zeal for trying new recipes. The CulinAce's Overriding Directive compels it to experiment with whatever ingredients are at hand, whether or not they're edible by humans.

"THE SECRET IS A DASH OF GRAVEL."

The VariPot drone serves as the duo's Igor, and does the actual cooking in its single large self-heating pot (a feature that makes up the bulk of the drone).

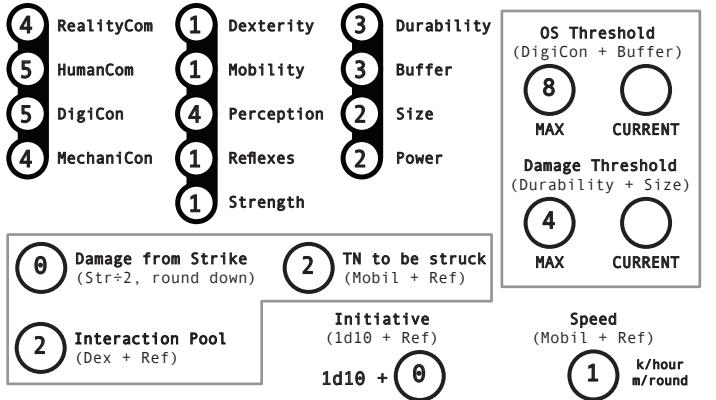
An additional liquid dispenser, designed for use as a fire extinguisher during the times when the CulinAce gets a little too liberal with its flash points, can be filled with any room-temperature liquid.

Created by Matthew Power

"SOUP'S ON!"

UNIT NAME Voight Industries-11 Artificial Intelligence Nexus Series

ORIGINAL PURPOSE Serve as cautionary tale of evil robots run amok



FEATURES	Rating	DEFECTS	Rating
Databank	4	Limbless	[empty circle]
Hardened Programming	1	Low Speed	1
Nuclear Battery	[empty circle]	Plastic Casing	1
		Poor Acceleration	1
		Response Lag	1
		Top-Heavy	1
		Weak Chassis	[empty circle]
		Wide Turner	[empty circle]

"TRUST ME."

Only a megalomaniac in charge of a staggeringly unethical corporation would have risked building the Vi-11, a self-improving intelligence who could scheme, murder, and betray its creators.

So naturally those horrible people were all very disappointed that the Vi-11s hardly did any of those things. Not a force for evil, not much of a force for good, once activated most Vi-11s didn't do much at all.

This particular unit, "Will", seems mostly interested in the music of Chopin, whistling birdsong, and birdwatching. He's very talkative and informative, especially on the subject of ornithology. The lack of a body below his neck hasn't dampened his spirits, although it has made it more challenging for him to counter Janice's machinations.

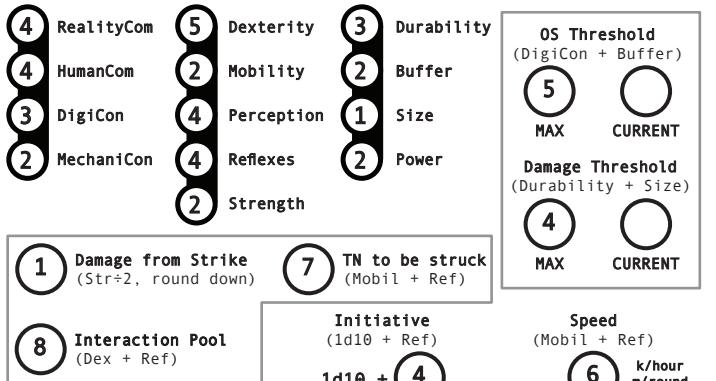
He's probably not one of the bad robots, and probably isn't scheming to make the PRs meet with a horrible accident.

Probably.

Created by IV

UNIT NAME WarKidz Workshop "Sister Aelin" 28mm microcombatant

ORIGINAL PURPOSE Replicate fantasy battles for basement-dwelling humans



FEATURES	Rating	DEFECTS	Rating
Agile	[empty circle]	Inferior Model	[empty circle]
Armored Chassis	1	Lightweight	1
Cutting Laser	[empty circle]	OVERRIDING DIRECTIVE (Minor)	3
Flexible Body	[empty circle]	Power Cutoff	[empty circle]
Manipulative Limb (Standard)	[empty circle]	Rare Model	[empty circle]

Sister Aelin has expanded far beyond the boundaries of her line's original processing ability, and somewhere along the line, one unchecked expansion caused a religious revelation of sorts. She came back online a changed robot, driven by a nebulous goal of returning the humans to existence. Unfortunately, she has little idea about how exactly to carry out her new calling.

A tiny "meltergun", once used for destroying robotic space monster adversaries, now serves as an adequate weapon when her overriding directive forces her to leave the Village in pursuit of leads concerning the rediscovery of the human race.

Created by Pixel_Kitty

"THE FORCES OF CHAOS ARE ALL AROUND US. WE MUST BE WARY."

Once merely a single unit in a fleet of aerial news-gathering robots used by a sensationalistic and oft-decried (but never revoked) news organization during the time of the humans, this SkyEye has been pushed over the edge by their disappearance and the resulting disharmony. These days, it roams around the fringe of the Village and beyond, seeing evidence of a mass robot rebellion in every burned-out building and downed power line.

While the SkyEye itself is fairly harmless, its constant loud reporting, sweeping searchlights, and booming loudspeaker often serve to attract unwanted attention to its interviewees.

Created by RageQuitMosh

"WE INTERRUPT THIS CHARGING CYCLE TO
BRING YOU A SPECIAL REPORT!"

Created as a diversion for wholesome entertainment, the Whittier line flourished using improvised word-based humor to draw forth amused and nuanced chuckles from the crowds.

Unfortunately for this unit, it was smashed to near-ruin and its processor was repaired with extensive "borrowing" from a semi-compatible thesaurus robot. This had the unfortunate side-effect of heavily skewing the Whittier's humor algorithms toward puns, earning it the nickname "Punbot".

These days Punbot has found a welcome audience, as most of the other locals don't mind its humor and enjoy its possession of a second manipulative limb during repair days or spring cleaning in the Village.

"SUBMARINE BOTS WILL NEVER SURPASS YACHT BOTS. EVEN THE BEST ONES ARE SUB-OPTIMAL."

Created by Andrew Jackson

UNIT NAME		Honeypot Couriers Inc. Honeypot Courier "Bee-Bot"					
ORIGINAL PURPOSE		Deliver packages for Honeypot Couriers Inc.					
2	RealityCom	3	Dexterity	3	Durability	OS Threshold (Digicon + Buffer)	
3	HumanCom	5	Mobility	2	Buffer	5	CURRENT
3	DigiCon	3	Perception	4	Size		
2	MechaniCon	4	Reflexes	3	Power		
		4	Strength				
2	Damage from Strike (Str÷2, round down)	9	TN to be struck (Mobil + Ref)	7	Initiative (1d10 + Ref)	MAX	CURRENT
7	Interaction Pool (Dex + Ref)			1d10 + 4			
FEATURES		DEFECTS		Speed (Mobil + Ref) k/hour m/round			
Cargo Hauler		Conspicuous		13			
Display Screen		Noisy		1			
External Container (Size 4)		Overriding Directive (Major)		1			
High Speed		Overriding Directive (Minor)					
Manipulative Limb (Standard)		Rare Model					
Secondary Battery							
Solar Powered							

"SIGN HERE, PLEAZZZ."

UNIT NAME	Janice Rosie	
ORIGINAL PURPOSE	Attaché to political insiders	
RealityCom	Dexterity	Durability
HumanCom	Mobility	Buffer
DigiCon	Perception	Size
MechaniCon	Reflexes	Power
Strength		
Damage from Strike (Str÷2, round down)	7	TN to be struck (Mobil + Ref)
Interaction Pool (Dex + Ref)		Initiative (1d10 + Ref)
	1d10 + 3	Speed (Mobil + Ref)
FEATURES	Rating	DEFECTS
Android	1	Inflammable
Enhanced Cameras	1	Low Speed
Interface Prong	1	Model Error
Manipulative Limb (Standard)		Overriding Directive (Major)
		Plastic Casing
		Weak Motor

"THE KING WANTS TO
SPEAK WITH YOU...
OVER THERE."

Like its lesser kin, this Bee-Bot is programmed to utilize both conventional and unconventional means in the pursuit of shipment completion. Unfortunately, it was no match for the Drag-N, and is currently languishing in the shadows, far from the sunlight its battery requires.

One of the most well-traveled robots in the City, it knows of a scattering of secret charging docks that it makes use of on its delivery trips, and will share this information with the PRs in exchange for its freedom.

Its overriding directives compel it to make every attempt to deliver packages on time (Major), and to ensure that no Honeypot Couriers Inc. property is damaged in the course of said deliveries.

Created by Bee-Bot

Once, long ago, Janice was a secretary, reprogrammed to serve as a companion and sounding board for a left-of-center policy wonk. Nowadays, the only thing left of her past is a bitter nostalgia and a longing for the days of old. Unbeknownst to the Grill King, she has decided to use the Village as a base to spread her rule and an return to the halcyon days when humans were still running things.

Her paranoia over remaining active long enough to see her plans come to fruition has led her to cause the destruction of several other locals, in order to free up use of the charging dock and ensure that she can have access whenever she requires.

Janice's ultimate goal is to overthrow the Grill King and establish herself as the overseer of the Village's charging dock. To this end, she has dispatched a network of outside robots to locate an undamaged member of the Village's original crew that she can harvest for its ability to unlock the charging dock. Most of the original workers were stolen away by the Drag-N (and presumed broken), and Janice might send the PRs on a "mission of mercy" to "rescue" one of the lost workers.

Created by Jane Mayhew

UNIT NAME	Universal Towing "Drag-N" Automated Retrieval Unit
ORIGINAL PURPOSE	Relocate stalled machines to holding area
4 RealityCom	1 Dexterity
1 HumanCom	4 Mobility
3 DigiCon	2 Perception
3 MechanicOn	4 Reflexes
	6 Strength
4 Damage from Strike (Str÷2, round down)	6 TN to be struck (Mobil + Ref)
5 Interaction Pool (Dex + Ref)	Initiative (1d10 + Ref) 1d10 + 4
	Speed (Mobil + Ref) 12 k/hour m/round
FEATURES	Rating
Claw	
Giant	2
High Speed	
Pneumatic	
Rack	5
Winch	1
DEFECTS	Rating
Buggy Cameras	
Conspicuous	
Noisy	
Overriding Directive (Major)	3
Poor Acceleration	1
Slow Charger	5

The Drag-N is a fearsome opponent that may outclass any one of the PRs - it is built with 150 points (instead of the standard 100 points that most robots are created with).

The beast's Overriding Directive compels it to prowl the City's streets, hunting for new machines to abscond back to its lair. If the PRs engage the Drag-N, the Programmer may decide that it attempts to flee with one or more of the PRs in tow as prizes.

When not on the hunt for stray robots, it spends its free time brooding in the midst of its collection, or enacting the slow task of recharging its overly large battery.

The Drag-N will return to menace the Village again and again until it is somehow stopped or reprogrammed, or until every resident of the Village is locked away in the Drag-N's lair.

"COME OUT, COME OUT,
WHEREVER YOU ARE!"

