

## **ROBOT PART DESCRIPTIONS**

### **Chassis**

A chassis holds everything together. Power plant, locomotion, and brain are built in, but other components may take up space on the chassis if they are large and bulky. Everything can be hot-swapped except brains and power plants, which are quite tricky to move around. A large chassis can be an impediment in tight, restrictive areas.

### **Power Plants**

A basic power plant is free and built in to the chassis, but a heavy is needed for laser/maser weapons, and a capacitor is needed for EMP or pumped X-ray laser weapons. An extra basic power plant takes up 2 spaces. Any power plant attached to a functioning brain can be ordered to detonate in a 1 kiloton nuclear explosion. This is known as “suicide”.

### **Brains**

A basic brain is free and built into the chassis. A quantum brain is a self-powered chunk of titanium alloy that is impossible to destroy by any means short of nuclear blast. Quantum brains are distributed by design and can function even if ground to a fine powder. Mean brains are bio-cybernetic living tissue and require 1 space of life-support to operate. As sentient organics, they often possess initiative and creativity as well as a host of derangements. Three module slots are available on every brain. A second basic brain (an emergency backup) takes up 1 space.

### **Brain modules**

These are skills that can be hard-coded into a robot. The default level is Poor but depending on the price of the module can go as high as Superb (Terrible - Poor – Mediocre – Fair – Good – Great – Superb scale). Some have pre-requisites, requiring other modules at Fair or better. The Master module allows control over robots with the Slave module (who can resist, requiring the Master to roll against the Slave module level to maintain control). Meatslaves are meat with implanted Slave modules. The Emo- series modules mimic extreme emotional states and can be hot-swapped as needed. The Meat Interaction Protocol module allows robots to anticipate the irrational behavior of meat and gives them an edge in communicating with meat. Robots default to Terrible for tasks requiring modules.

### **Sensors**

A basic sensor suite (visual, auditory) is free, but advanced sensors (low light/IR/radiation) costs more. Specialized packages require the science module and can include advanced features like olfactory sensing.

### **Communication**

Basic communication is built in to every brain but has a short range (less than a kilometer). Long range and encrypted arrays can transmit and receive up to 100 kilometers.

### **Locomotion**

A variety of locomotive options are available beyond the default tracks. High-mobility wheels allow negotiation of difficult terrain, and advanced legs allow wall-climbing.

### **Manipulators**

Crude, fine, and heavy life manipulators are available. Each contains a pair of arms. Multiple sets can be taken.

### **Tools**

Digger tools include a shovel and plow and can be used to burrow in soft soil.

A combat engineering rig includes winches, hoists, a digger, drill, and other useful tools for fortifying positions, building bridges, and other tasks. It also includes ten shaped charges that can be remotely detonated.

A nuclear engineering rig is a combat engineering rig with a pair of 1 kiloton nuclear warheads included.

Rovers are autonomous vehicles controlled by the host robot. A regular or heli-rover can be equipped with 1 space of hardware at the owner's expense. A combat rover can be equipped with 2 spaces worth of weapons at the owner's expense. Any equipment that takes up no space (such as an advanced sensor suite) can also be added to any rover. Rovers are fragile.

Cutting torch, Buzzsaw, and Giant claws are all possible weapons in close combat.

The EMP generator will stun unhardened robots within 10 meters when it detonates; it requires one minute to re-charge.

The Laser and Maser are both adjustable weapons that can be used for communication, target-designation, and direct combat.

Pumped X-ray lasers are lethal combat weapons that do a lot of damage, but are slow to recharge.

Slugthrowers and cannons are crude but effective ranged weapons, and consume ammunition which must be replenished.

Grenade launchers are short-range weapons that can launch meat-lethal gas grenades (which also emit clouds of obscuring smoke), high-explosive grenades, and self-guided autonomous kill vehicles. Extra ammo (10 gas, 5 HE, or 1 AKV) takes up one space, but the loaded weapon can hold this amount as well. An autonomous kill vehicle is a turbojet-powered high explosive airplane-missile that is capable of loitering for up to an hour, waiting for a preset target.

### **Defenses**

The anti-laser coating is ablative armor that works against lasers and masers.

Armor plating is effective against any weapons.

Brain armor encases the brain in extremely durable protection.

Adaptive camouflage provides a chameleon-like coating for visual blending.

A Signature damper masks heat and radiation.

Radiation hardening prevents damage from external radiation sources and allows the use of EMP and pumped X-ray laser weapons.

Environmental hardening includes waterproofing and the ability to operate in extreme temperatures, including vacuum.

A Meat control system includes non-lethal anti-personnel devices to pacify and drive away dangerous meat. These systems include tear and vomit gas, pellet shotguns and sonic cannons.

### **Storage**

Cargo bins are shaped to hold three times the space they occupy. They come in a variety of sizes, some large enough to hold other robots.

Rover bays are designed to safely house and power a single rover of any type.

A meat bin is designed to sustain meat indefinitely, providing food, water, and waste disposal. A single bin can accommodate a pair of meat comfortably and up to six in truly squalid conditions.

Trailers are detachable and items carried on them are loose and unpowered.

### Faults

Any part with a fault costs half as much as a regular version.

Parts that are battery powered have a Poor chance of running out of juice every time they are used. Batteries can be replaced but they are not common.

Bulky components take up twice as many spaces. A bulky 0-space component takes up 2 spaces.

Fragile components cannot be repaired if damaged.

Unreliable parts have a Poor chance of not working every time they are used. If an unreliable part fails, it can be repaired, but will still be unreliable.

Meat service only components cannot be repaired by robots. They may be highly customized or undocumented.

### ROBOT PARTS TABLE

	SPACES	COST	PRE-REQ
<b>Chassis</b>			
Tiny (2 spaces)	0	free	
Small (4 spaces)	0	1	
Medium (6 spaces)	0	2	
Large (10 spaces)	0	4	
Huge (16 spaces)	0	6	
<b>Power Plant</b>			
Basic	0	free	
Heavy	0	3	
Capacitor	2	3	
<b>Brain</b>			
Basic	0	free	
Meat brain	1	2	
Quantum	0	4	
<b>Brain modules (start at Poor)</b>			
Security	0	.5/lvl	
Stealth	0	.5/lvl	Security module Fair+
Assembly and Repair	0	.5/lvl	
Construction	0	.5/lvl	Assembly module Fair+
Databank	0	.5/lvl	
Science and data collection	0	.5/lvl	Databank module Fair+
Meat Interaction Protocol	0	.5/lvl	
Accounting	0	.5/lvl	
Targeting/Weapon type	0	.5/lvl	
Master	0	6	
Slave	0	.5/lvl	
Meatslave wetware	0	.5/lvl	
Emo-Heroism	0	1	

Emo-Rage	0	1	
Emo-Calm	0	1	
Emo-Mission (defined)	0	1	
<b>Sensor</b>			
Basic suite	0	free	
Advanced suite (low light/IR)	0	1	
Specialized package	1	2	Science module
<b>Communication</b>			
Basic	0	free	
Long-range array	1	1	
Encrypted array	1	2	
<b>Locomotion</b>			
Tracks	0	free	
Road wheels	0	1	
High-mobility wheels	0	3	
Legs	0	2	
Advanced legs	0	4	
<b>Manipulator</b>			
Crude	1	1	
Fine	1	2	
Heavy lift	3	3	
<b>Tool</b>			
Digger	2	1	
Combat engineering rig	4	4	
Nuclear engineering rig	4	6	rad hardening, spec. sensor pkg
Ground Rover	0	2	rover bay
Heli Rover	0	4	rover bay
Combat rover	0	6	rover bay
Cutting torch	0	1	
Buzzsaw	0	1	crude manipulator
Giant claws	0	2	heavy manipulator
EMP generator	2	2	rad hardening, capacitor PP
Laser	2	3	heavy PP
Maser	3	4	heavy PP
Pumped X-ray laser	4	6	rad hardening, capacitor PP
Slugthrower	1	2	
Extra ammo	1	.5	
Cannon	3	3	
Extra ammo	1	.5	
Grenade launcher	2	3	
Smoke/Gas grenade	1	1 for 10 grenades	
HE Grenade	1	1 for 5 grenades	
Autonomous kill vehicle	1	1	
<b>Defense</b>			
Anti-laser coating (ablative armor)	0	2	
Armor plating	0	.5 per space (1/2/3/5/8)	
Brain armor	0	1	
Adaptive camo	0	2	
Signature damper	0	2	
Radiation hardening	0	1	

Environmental hardening	0	1
Meat control	1	2

**Storage**

Cargo bin	1	.5
Rover bay	4	1
Meat bin	4	2
10-space trailer	0	2

**Fault**

Battery powered		x.5
Bulky		x.5
Fragile		x.5
Unreliable		x.5
Meat service only		x.5

## SECURITY ROBOT

This advanced security robot is designed to patrol a complex with the help of his lethal little rover buddy. He can handle simple intruders and rioting mobs, but isn't designed for heavy combat.

### Chassis

Large	(10)	4
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### Power Plant

Basic	0	free
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### Brain

Basic	0	free
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### Brain modules

Security (Superb)	0	3
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Targeting/Slugthrower (Great)	0	2.5
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### Sensor

Basic suite	0	free
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Advanced suite (low light/IR)	0	1
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### Communication

Basic	0	free
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### Locomotion

Road wheels	0	1
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### Manipulator

Crude	1	1
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### Tool

Ground Rover (W/Slugthrower)	0	2	rover bay
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Slugthrower	1	2
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### Defense

Meat control	1	2
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### Storage

Rover bay	4	1
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TOTAL:	8	20
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## SNIPER ROBOT

This robot is a single-purpose combat design, a capable sniper with a tiny chassis, able to climb walls and secrete itself into small spaces and direct precision fire from unexpected angles, day or night.

### Chassis

Tiny	(2)	free	
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### Power Plant

Heavy	0	3	
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### Brain

Basic	0	free	
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### Brain modules (start at Poor)

Security (Fair)	0	1.5	
Stealth (Good)	0	2	Security module Fair+
Targeting/Laser (Great)	0	2.5	

### Sensor

Advanced suite (low light/IR)	0	1	
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### Communication

Basic	0	free	
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### Locomotion

Advanced legs	0	4	
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### Tool

Laser	2	3	heavy PP
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### Defense

Adaptive camo	0	2	
Environmental hardening	0	1	

TOTAL	2	20	
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## ENGINEERING ROBOT

This is a very large and expensive combat engineering design, capable of operating in extreme environments (including underwater) and defending itself if necessary.

### Chassis

Huge	(16)	6
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### Power Plant

Basic	0	free
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### Brain

Basic	0	free
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### Brain modules

Assembly and Repair (Fair)	0	1.5
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Construction (Great)	0	2.5
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Targeting/Grenade (Good)	0	2
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### Sensor

Basic suite	0	free
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### Communication

Basic	0	free
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### Locomotion

Tracks	0	free
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### Manipulator

Fine	1	2
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Heavy lift	3	3
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### Tool

Digger	2	1
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Combat engineering rig	4	4
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Cutting torch	1	1
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Grenade launcher	2	3 (5 HE grenades loaded)
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Smoke/Gas grenade	1	1 for 10 grenades
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### Defense

Environmental hardening	0	1
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Radiation hardening	0	1
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### Storage

2-space Cargo bin	2	1
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TOTAL	16	30
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## FACTORY ROBOT

This simple, sturdy design is inexpensive and reliable. It boasts a heavy lift arm and cutting torch on a small platform.

### Chassis

Small (4 spaces)	0	1
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### Power Plant

Basic	0	free
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### Brain

Basic	0	free
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### Brain Modules

Assembly and Repair (Fair)	0	1.5
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### Sensor

Basic suite	0	free
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### Communication

Basic	0	free
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### Locomotion

Tracks	0	free
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### Manipulator

Heavy lift	3	3
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### Tool

Cutting torch	0	1
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### Defense

Armor plating	0	2
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Environmental hardening	0	1
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### Storage

Cargo bin	1	.5
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TOTAL	4	10
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## MEAT WAR COMBAT SUPPORT ROBOT

This design was intended to support meat in combat, rapidly deploying a six-meat squad, covering their advance with dual lasers, and housing the meat between engagements. The antiquated design requires meat for repair of weapons and sensors. Since the close of the Meat War, such designs have been both common and obsolete.

### Chassis

Large (10 spaces)	0	4
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### Power Plant

Heavy (Meat service only)	0	1.5
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### Brain

Basic	0	free
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### Brain modules

Meat Interaction Protocol (Mediocre)	0	1
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Targeting/Laser (Good)	0	2
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### Sensor

Advanced suite (Meat service only)	0	.5
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### Communication

Basic	0	free
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### Locomotion

Road wheels	0	1
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### Tool

Laser #1 (Meat service only)	2	1.5	heavy PP
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Laser #2 (Meat service only)	2	1.5	heavy PP
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### Defense

Armor plating	0	3
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### Storage

Meat bin	4	2
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TOTAL	8	15
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## MAIN BATTLE ROBOT

An absurdly expensive battlefield monster with a powerful offensive punch as well as distributed attack capability, thanks to an integrated combat rover and autonomous kill vehicles. Heavily armored, slow, and unsubtle.

### Chassis

Huge (16 spaces)	0	6
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### Power Plant

Capacitor	2	3
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### Brain

Basic	0	free
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### Brain modules

Targeting/laser (good)	0	2
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Targeting/grenade launcher (fair)	0	1.5
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### Sensor

Advanced suite (low light/IR)	0	1
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### Communication

Basic	0	free
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### Locomotion

Tracks	0	free
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### Tool

Combat rover (with Laser)	0	6+3	rover bay
EMP generator	2	2	rad hardening, capacitor PP
Pumped X-ray laser	4	6	rad hardening, capacitor PP
Grenade launcher	2	3 (AKV loaded)	
HE Grenade	1	1 for 5 grenades	
Autonomous kill vehicle	1	1	

### Defense

Anti-laser coating (ablative armor)	0	2
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Armor plating	0	8
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Brain armor	0	1
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Radiation hardening	0	1
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Environmental hardening	0	1
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### Storage

Cargo bin	1	.5
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Rover bay	4	1
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TOTAL:	16	50
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## MEAT WAR SCIENCE ROBOT

Designed to explore battle-scarred areas during the Meat War and assess the potential for meat to re-colonize. Like most meat-manufactured equipment, it is cumbersome and inelegant, but surprisingly agile and quite proficient at its assigned task.

### Chassis

Large (10 spaces)	0	4	
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### Power Plant

Basic	0	free	
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### Brain

Basic	0	free	
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### Brain modules (start at Poor)

Databank (Fair)	0	1.5	
Science and data collection (Great)	0	2.5	Databank module Fair+
Targeting/Slugthrower (Mediocre)	0	1	

### Sensor

Basic suite	0	free	
Specialized package (Bulky)	2	1	Science module

### Communication

Basic	0	free	
Long-range array (Bulky)	2	.5	

### Locomotion

High-mobility wheels	0	3	
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### Manipulator

Fine (Bulky)	2	1	
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### Tool

Digger	2	1	
Slugthrower	1	2	
Extra ammo	1	.5	

### Defense

Radiation hardening	0	1	
Environmental hardening	0	1	

TOTAL:	10	20	
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## ROVER VERSION

Change chassis to Huge, remove Digger, add Heli-Rover and Rover Bay. Total spaces used 12 (4 free), total cost 25.