

Power and Light

an Engine Heart module
for 2-5 robots

Credits

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(Ziz, Behemoth and Leviathan)

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(The supermarket)

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(The airport, clothing boutique,
EverPet store, Pro-Piary)

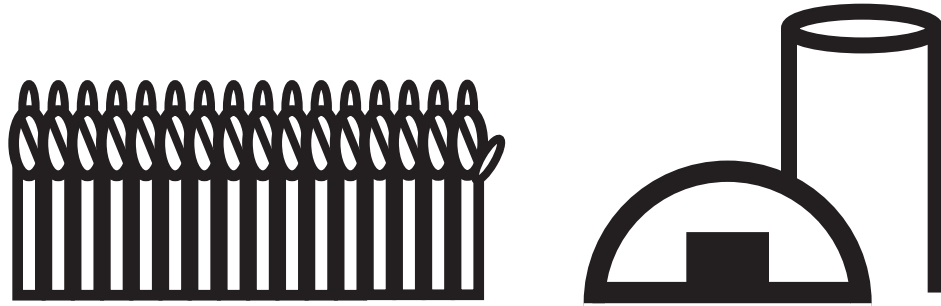
Servant of the Emperor
(The rustyard)

Earthflame
(Art museum, hidden courtyard, train
station, UFO crash site, the sewers)

CaesarSalad
(The Farm)

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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 Tuluxous 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).

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) 3 <input type="radio"/> MAX CURRENT Damage Threshold (Durability + Size) 9 <input type="radio"/> MAX CURRENT |
| 2 HumanCom | 5 Mobility | 2 Buffer | |
| 1 DigiCon | 3 Perception | 5 Size | |
| 1 MechaniCon | 5 Reflexes | 3 Power | |
| | 3 Strength | | |

| | | | |
|---|--|--|--|
| 1 Damage from Strike (Str÷2, round down) | 9 TN to be struck (Mobil + Ref) | Initiative (1d10 + Ref) 1d10 + 5 | Speed (Mobil + Ref) 13 k/hour m/round |
| 9 Interaction Pool (Dex + Ref) | | | |

| 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 | | | |
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"CORN!"

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.

UNIT NAME The Thresher

ORIGINAL PURPOSE Harvest crops with front-mounted multi-thresher

| | | | |
|---------------------|---------------------|---------------------|--|
| 4 RealityCom | 2 Dexterity | 4 Durability | OS Threshold (DigiCon + Buffer) 5 <input type="radio"/> MAX CURRENT Damage Threshold (Durability + Size) 10 <input type="radio"/> MAX CURRENT |
| 1 HumanCom | 4 Mobility | 4 Buffer | |
| 2 DigiCon | 4 Perception | 6 Size | |
| 1 MechaniCon | 3 Reflexes | 4 Power | |
| | 6 Strength | | |

| | | | |
|---|--|--|---|
| 3 Damage from Strike (Str÷2, round down) | 6 TN to be struck (Mobil + Ref) | Initiative (1d10 + Ref) 1d10 + 3 | Speed (Mobil + Ref) 7 k/hour m/round |
| 5 Interaction Pool (Dex + Ref) | | | |

| FEATURES | Rating | DEFECTS | Rating |
|-----------------|--------|------------------|--------|
| Armored Chassis | 1 | Buggy Mic | |
| Disposal | | High Maintenance | |
| Floodlights | | Limbless | |
| Giant | | Noisy | |
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"WHERE DO YOU THINK YOU'RE GOING, LITTLE ROBOT?"

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

| | | | |
|--------------|--------------|--------------|--|
| 5 RealityCom | 3 Dexterity | 3 Durability | OS Threshold (DigiCon + Buffer) 3 MAX ○ CURRENT |
| 2 HumanCom | 5 Mobility | 2 Buffer | |
| 1 DigiCon | 3 Perception | 5 Size | Damage Threshold (Durability + Size) 8 MAX ○ CURRENT |
| 4 MechaniCon | 4 Reflexes | 2 Power | |
| | 4 Strength | | |

| | |
|--|---|
| 2 Damage from Strike (Str+2, round down) | 9 TN to be struck (Mobil + Ref) |
|--|---|

| | | |
|--|---|--|
| 7 Interaction Pool (Dex + Ref) | Initiative (1d10 + Ref) 1d10 + 4 | Speed (Mobil + Ref) 9 k/hour m/round |
|--|---|--|

| FEATURES | Rating | DEFECTS | Rating |
|---------------------------|--------|---------------------|--------|
| <i>High Chassis</i> | | <i>Buggy Mic</i> | |
| Liquid Dispenser (Size 3) | | <i>Lightweight</i> | 2 |
| Liquid Dispenser (Size 3) | | <i>Power Cutoff</i> | |
| Liquid Dispenser (Size 3) | | <i>Rusting</i> | |
| Liquid Dispenser (Size 3) | | <i>Weak Chassis</i> | |
| Prehensile Limb (x1) | | | |
| Vacuum Nozzle | | | |
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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

| | | | |
|--------------|--------------|--------------|--|
| 3 RealityCom | 4 Dexterity | 4 Durability | OS Threshold (DigiCon + Buffer) 4 MAX ○ CURRENT |
| 2 HumanCom | 4 Mobility | 3 Buffer | |
| 1 DigiCon | 4 Perception | 3 Size | Damage Threshold (Durability + Size) 8 MAX ○ CURRENT |
| 3 MechaniCon | 2 Reflexes | 2 Power | |
| | 3 Strength | | |

| | |
|--|---|
| 1 Damage from Strike (Str+2, round down) | 6 TN to be struck (Mobil + Ref) |
|--|---|

| | | |
|--|---|--|
| 6 Interaction Pool (Dex + Ref) | Initiative (1d10 + Ref) 1d10 + 2 | Speed (Mobil + Ref) 6 k/hour m/round |
|--|---|--|

| FEATURES | Rating | DEFECTS | Rating |
|--------------------------------------|--------|--------------------------|--------|
| <i>Biofrequency Scanner</i> | 1 | <i>Compliant</i> | |
| <i>Disposal</i> | | <i>Loose Connections</i> | |
| <i>Enhanced Cameras</i> | 1 | <i>Noisy</i> | |
| <i>Internal Compartment (Size 3)</i> | | <i>Overheating</i> | 1 |
| <i>Saw</i> | | | |
| <i>Workhorse</i> | | | |
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The Thoroughbred is the smallest of the Farm's remaining residents, outsize 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."

UNIT NAME Pro-Share

ORIGINAL PURPOSE Plow fields and dig irrigation trenches

| | | | |
|---------------------|---------------------|---------------------|--|
| 3 RealityCom | 1 Dexterity | 5 Durability | OS Threshold (DigiCon + Buffer) <input type="text" value="3"/> <input type="text"/> MAX CURRENT Damage Threshold (Durability + Size) <input type="text" value="10"/> <input type="text"/> MAX CURRENT |
| 1 HumanCom | 3 Mobility | 2 Buffer | |
| 1 DigiCon | 3 Perception | 5 Size | |
| 1 MechaniCon | 1 Reflexes | 3 Power | |
| | 6 Strength | | |
| | | | |

| | | | |
|---|--|--|---|
| 3 Damage from Strike (Str+2, round down) | 4 TN to be struck (Mobil + Ref) | Initiative (1d10 + Ref) 1d10 + 1 | Speed (Mobil + Ref) 4 k/hour m/round |
| 2 Interaction Pool (Dex + Ref) | | | |

| FEATURES | Rating | DEFECTS | Rating |
|-------------------------------|--------|------------|--------|
| Floodlights | _____ | Buggy Mic | _____ |
| Specialty Chassis (Furrowing) | _____ | Noisy | _____ |
| Telescoping Reach (5 meters) | _____ | Unreliable | _____ |
| _____ | _____ | _____ | _____ |
| _____ | _____ | _____ | _____ |
| _____ | _____ | _____ | _____ |
| _____ | _____ | _____ | _____ |
| _____ | _____ | _____ | _____ |

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."

UNIT NAME Range-Rider Robotic Toolbox

ORIGINAL PURPOSE Perform general upkeep on local infrastructure

| | | | |
|---------------------|---------------------|---------------------|---|
| 4 RealityCom | 3 Dexterity | 4 Durability | OS Threshold (DigiCon + Buffer) <input type="text" value="4"/> <input type="text"/> MAX CURRENT Damage Threshold (Durability + Size) <input type="text" value="8"/> <input type="text"/> MAX CURRENT |
| 2 HumanCom | 3 Mobility | 2 Buffer | |
| 2 DigiCon | 2 Perception | 4 Size | |
| 5 MechaniCon | 2 Reflexes | 2 Power | |
| | 4 Strength | | |
| | | | |

| | | | |
|---|--|--|---|
| 2 Damage from Strike (Str+2, round down) | 5 TN to be struck (Mobil + Ref) | Initiative (1d10 + Ref) 1d10 + 2 | Speed (Mobil + Ref) 5 k/hour m/round |
| 5 Interaction Pool (Dex + Ref) | | | |

| FEATURES | Rating | DEFECTS | Rating |
|-----------------------------|--------|-------------------|--------|
| Drill | _____ | High Maintenance | _____ |
| Floodlights | _____ | Inferior Model | _____ |
| External Container (Size 4) | _____ | Loose Connections | _____ |
| Plasma Arc Welder | _____ | Overheating | 1 |
| Saw | _____ | Power Cutoff | _____ |
| Telescoping Reach (1 meter) | _____ | Rusting | _____ |
| Tool Set | _____ | Slow Charger | 1 |
| _____ | _____ | _____ | _____ |
| _____ | _____ | _____ | _____ |

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

| | | | |
|---------------------|---------------------|---------------------|---|
| 4 RealityCom | 4 Dexterity | 3 Durability | OS Threshold (DigiCon + Buffer) 5 <input type="radio"/> MAX CURRENT Damage Threshold (Durability + Size) 6 <input type="radio"/> MAX CURRENT |
| 5 HumanCom | 4 Mobility | 3 Buffer | |
| 2 DigiCon | 3 Perception | 4 Size | |
| 2 MechaniCon | 3 Reflexes | 3 Power | |
| | 3 Strength | | |

| | | | |
|---|--|--|---|
| 1 Damage from Strike (Str+2, round down) | 7 TN to be struck (Mobil + Ref) | Initiative (1d10 + Ref) 1d10 + 2 | Speed (Mobil + Ref) 6 k/hour m/round |
| 7 Interaction Pool (Dex + Ref) | | | |

| FEATURES | Rating | DEFECTS | Rating |
|------------------------------|--------|----------------|--------|
| <i>Android</i> | 1 | Plastic Casing | 1 |
| Biofrequency Scanner | 1 | Rusting | |
| Manipulative Limb (Standard) | | | |
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Once, Macy may have been 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

| | | | |
|---------------------|---------------------|---------------------|--|
| 3 RealityCom | 3 Dexterity | 5 Durability | OS Threshold (DigiCon + Buffer) 5 <input type="radio"/> MAX CURRENT Damage Threshold (Durability + Size) 10 <input type="radio"/> MAX CURRENT |
| 3 HumanCom | 2 Mobility | 3 Buffer | |
| 3 DigiCon | 3 Perception | 5 Size | |
| 2 MechaniCon | 3 Reflexes | 3 Power | |
| | 5 Strength | | |

| | | | |
|---|--|--|---|
| 2 Damage from Strike (Str+2, round down) | 5 TN to be struck (Mobil + Ref) | Initiative (1d10 + Ref) 1d10 + 3 | Speed (Mobil + Ref) 5 k/hour m/round |
| 6 Interaction Pool (Dex + Ref) | | | |

| FEATURES | Rating | DEFECTS | Rating |
|-------------------------------|--------|--------------|--------|
| Armored Chassis | 1 | Overheating | 1 |
| Internal Compartment (Size 2) | | Power Cutoff | |
| Internal Compartment (Size 4) | | Slow Charger | 1 |
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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."

UNIT NAME Universal Robotics Service Automaton, Light-class (SAL)

ORIGINAL PURPOSE

| | | |
|---------------------|---------------------|---------------------|
| 3 RealityCom | 4 Dexterity | 2 Durability |
| 2 HumanCom | 3 Mobility | 3 Buffer |
| 3 DigiCon | 4 Perception | 3 Size |
| 5 MechaniCon | 4 Reflexes | 2 Power |
| | 3 Strength | |

| | |
|---|--|
| 1 Damage from Strike (Str÷2, round down) | 7 TN to be struck (Mobil + Ref) |
|---|--|

| | | |
|---|--|---|
| 7 Interaction Pool (Dex + Ref) | Initiative (1d10 + Ref) 1d10 + 4 | Speed (Mobil + Ref) 7 k/hour m/round |
|---|--|---|

| | | |
|--|---------------------|----------------|
| OS Threshold (DigiCon + Buffer) | 6 MAX | CURRENT |
| Damage Threshold (Durability + Size) | 5 MAX | CURRENT |

| FEATURES | Rating | DEFECTS | Rating |
|-------------------|--------|------------------|--------|
| Cutting Laser | | Buggy Cameras | |
| Plasma Arc Welder | 1 | Buggy Mic | |
| Tool Set | | High Maintenance | |
| | | Inferior Model | |
| | | Unreliable | |
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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."

UNIT NAME RangeRider "Muir"-model Rural Upkeep Machine

ORIGINAL PURPOSE Patrol for trespassers and maintain fencelines

| | | |
|---------------------|---------------------|---------------------|
| 4 RealityCom | 3 Dexterity | 4 Durability |
| 2 HumanCom | 4 Mobility | 2 Buffer |
| 1 DigiCon | 5 Perception | 4 Size |
| 2 MechaniCon | 3 Reflexes | 5 Power |
| | 4 Strength | |

| | |
|---|--|
| 2 Damage from Strike (Str÷2, round down) | 7 TN to be struck (Mobil + Ref) |
|---|--|

| | | |
|---|--|---|
| 6 Interaction Pool (Dex + Ref) | Initiative (1d10 + Ref) 1d10 + 3 | Speed (Mobil + Ref) 7 k/hour m/round |
|---|--|---|

| | | |
|--|----------------|----------------|
| OS Threshold (DigiCon + Buffer) | CURRENT | CURRENT |
| Damage Threshold (Durability + Size) | CURRENT | CURRENT |

| FEATURES | Rating | DEFECTS | Rating |
|-----------|--------|------------------------------|--------|
| Anchor | 2 | Environmentally Attuned | |
| Saw | | Noisy | |
| Winch | 2 | Overriding Directive (Major) | 1 |
| Workhorse | | Rare Model | |
| | | Simple Programming | |
| | | Slow Charger | 5 |
| | | | |
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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."

UNIT NAME ReStruct "Franklin Stove" fabricator

ORIGINAL PURPOSE Convert abandoned buildings to new structures

| | | |
|--------------|--------------|--------------|
| 4 RealityCom | - Dexterity | 4 Durability |
| 1 HumanCom | - Mobility | 3 Buffer |
| 1 DigiCon | 3 Perception | 5 Size |
| 5 MechaniCon | - Reflexes | 3 Power |
| | 6 Strength | |

OS Threshold
(DigiCon + Buffer)

4 MAX ○ CURRENT

Damage Threshold
(Durability + Size)

9 MAX ○ CURRENT

3 **Damage from Strike**
(Str+2, round down)

- **TN to be struck**
(Mobil + Ref)

- **Interaction Pool**
(Dex + Ref)

Initiative
(1d10 + Ref)

1d10 + ○

Speed
(Mobil + Ref)

○ k/hour
m/round

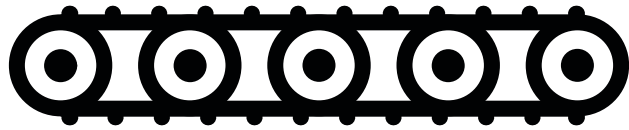
| FEATURES | Rating | DEFECTS | Rating |
|-----------------|--------|---------|--------|
| Nuclear Battery | _____ | Mute | _____ |
| Power Dock | _____ | | _____ |
| | _____ | | _____ |
| | _____ | | _____ |
| | _____ | | _____ |
| | _____ | | _____ |
| | _____ | | _____ |
| | _____ | | _____ |
| | _____ | | _____ |

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.

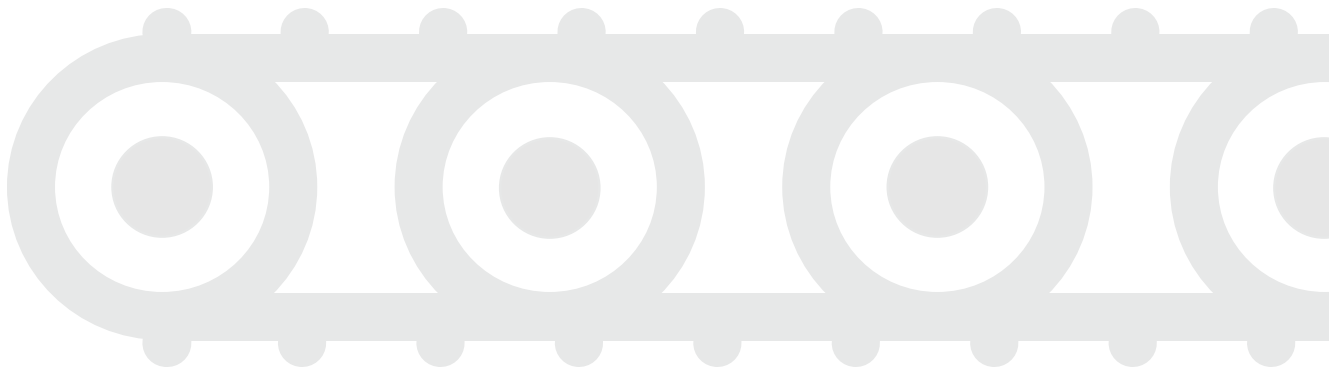
Inside the complex is a mass of conveyer belts, catwalks, dangling chains, smelters, and more refined fabricators. The factory is a single story; however the roof is twenty meters high and accessible only by a single stairway on the inside or by scaling the outer wall.

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 check may be re-attempted once per round.

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:

- 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 | 3 Durability | OS Threshold (DigiCon + Buffer) 3 <input type="radio"/> MAX CURRENT |
| 1 HumanCom | 4 Mobility | 2 Buffer | |
| 1 DigiCon | 4 Perception | 5 Size | Damage Threshold (Durability + Size) 8 <input type="radio"/> MAX CURRENT |
| 3 MechaniCon | 3 Reflexes | 2 Power | |
| | 4 Strength | | |

| | | | |
|---|--|--|---|
| 2 Damage from Strike (Str+2, round down) | 7 TN to be struck (Mobil + Ref) | Initiative (1d10 + Ref) 1d10 + 3 | Speed (Mobil + Ref) 7 k/hour m/round |
| 5 Interaction Pool (Dex + Ref) | | | |

| FEATURES | Rating | DEFECTS | Rating |
|------------------------------------|----------|-----------------------------|----------|
| <u>Armored Chassis</u> | <u>1</u> | <u>High Maintenance</u> | |
| <u>Cargo Hauler</u> | | <u>Model Error</u> | <u>3</u> |
| <u>Cutting Laser</u> | | <u>Noisy</u> | |
| <u>External Container (Size 5)</u> | | <u>Overriding Directive</u> | <u>1</u> |
| <u>Solar Powered</u> | | <u>Rare Model</u> | |
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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 | 3 Durability | OS Threshold (DigiCon + Buffer) 2 <input type="radio"/> MAX CURRENT |
| 1 HumanCom | 2 Mobility | 2 Buffer | |
| 2 DigiCon | 4 Perception | 4 Size | Damage Threshold (Durability + Size) 7 <input type="radio"/> MAX CURRENT |
| 4 MechaniCon | 3 Reflexes | 3 Power | |
| | 3 Strength | | |

| | | | |
|---|--|--|---|
| 1 Damage from Strike (Str+2, round down) | 5 TN to be struck (Mobil + Ref) | Initiative (1d10 + Ref) 1d10 + 3 | Speed (Mobil + Ref) 2 k/hour m/round |
| 8 Interaction Pool (Dex + Ref) | | | |

| FEATURES | Rating | DEFECTS | Rating |
|--|----------|--------------------------------|----------|
| <u>Heat Resistant</u> | <u>1</u> | <u>Buggy Mic</u> | |
| <u>Jack</u> | | <u>Environmentally Attuned</u> | |
| <u>Manipulative Limb (Standard) x2</u> | | <u>Low Speed</u> | |
| <u>Prehensile Limb x3</u> | | <u>Model Error</u> | <u>2</u> |
| | | <u>Noisy</u> | |
| | | <u>Simple Programming</u> | |
| | | <u>Slow Charger</u> | <u>1</u> |
| | | | |
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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 made solely to operate inside the confines of the Factory, and drones outside of its walls suffer the penalties of their Environmentally Attuned defect.

Factory drones 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

| | | | |
|---------------------|---------------------|---------------------|---|
| 4 RealityCom | 4 Dexterity | 2 Durability | OS Threshold (DigiCon + Buffer) 5 <input type="radio"/> MAX CURRENT |
| 1 HumanCom | 5 Mobility | 3 Buffer | |
| 2 DigiCon | 3 Perception | 2 Size | Damage Threshold (Durability + Size) 4 <input type="radio"/> MAX CURRENT |
| 4 MechaniCon | 3 Reflexes | 2 Power | |
| | 2 Strength | | |

| | |
|---|---|
| 1 Damage from Strike (Str+2, round down) | 8 TN to be struck (Mobil + Ref) |
| 6 Interaction Pool (Dex + Ref) | Initiative (1d10 + Ref) 1d10 + 3 |
| | Speed (Mobil + Ref) 8 k/hour m/round |

| FEATURES | Rating | DEFECTS | Rating |
|-------------------|--------|------------------------------|--------|
| Cutting Laser | | Environmentally Attuned | |
| High Chassis | | High Maintenance | |
| Plasma Arc Welder | 1 | Inferior Model | |
| Tool Set | | Model Error | 2 |
| Winch | 2 | Overriding Directive (Major) | 2 |
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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

| | | | |
|---------------------|---------------------------------|----------------------------------|---|
| 5 RealityCom | <input type="radio"/> Dexterity | <input type="radio"/> Durability | OS Threshold (DigiCon + Buffer) 6 <input type="radio"/> MAX CURRENT |
| 1 HumanCom | <input type="radio"/> Mobility | 4 Buffer | |
| 2 DigiCon | 4 Perception | <input type="radio"/> Size | Damage Threshold (Durability + Size) <input type="radio"/> MAX <input type="radio"/> CURRENT |
| 5 MechaniCon | <input type="radio"/> Reflexes | 9 Power | |
| | <input type="radio"/> Strength | | |

| | |
|--|--|
| <input type="radio"/> Damage from Strike (Str+2, round down) | <input type="radio"/> TN to be struck (Mobil + Ref) |
| <input type="radio"/> Interaction Pool (Dex + Ref) | Initiative (1d10 + Ref) 1d10 + - |
| | Speed (Mobil + Ref) <input type="radio"/> k/hour m/round |

| FEATURES | Rating | DEFECTS | Rating |
|----------|--------|---------|--------|
| | | | |
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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.

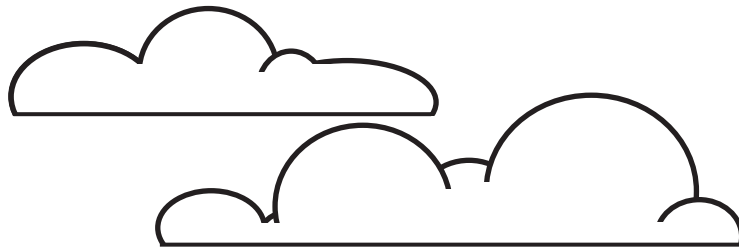
The AI itself is largely unaware of the changed world around it, and the Programmer should present it as such. Any higher intelligence it once had has been stripped away by the long years, and robots who attempt to communicate with it will find its answers simplistic and child-like.

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 roamers, 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.

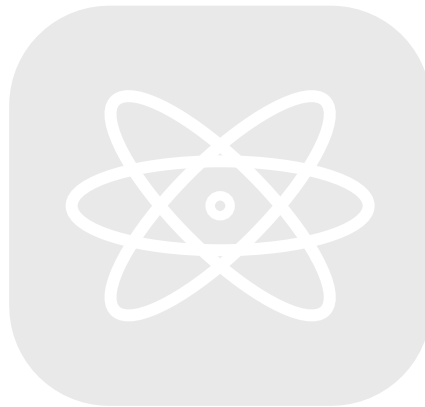
"It's a real bargain."

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 reshelved 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 Tuluxous 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

| | | |
|---------------------|---------------------|---------------------|
| 3 RealityCom | 2 Dexterity | 3 Durability |
| 3 HumanCom | 2 Mobility | 2 Buffer |
| 1 DigiCon | 4 Perception | 4 Size |
| 4 MechaniCon | 4 Reflexes | 2 Power |
| | 3 Strength | |

| | |
|---|---|
| 1 Damage from Strike (Str+2, round down) | 4 TN to be struck (Mobil + Ref) |
| 5 Interaction Pool (Dex + Ref) | Initiative (1d10 + Ref) 1d10 + 4 |
| | Speed (Mobil + Ref) 3 k/hour m/round |

| 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

| | | |
|---------------------|---------------------|---------------------|
| 3 RealityCom | 2 Dexterity | 3 Durability |
| 2 HumanCom | 2 Mobility | 2 Buffer |
| 1 DigiCon | 3 Perception | 5 Size |
| 4 MechaniCon | 3 Reflexes | 2 Power |
| | 6 Strength | |

| | |
|---|---|
| 3 Damage from Strike (Str+2, round down) | 5 TN to be struck (Mobil + Ref) |
| 5 Interaction Pool (Dex + Ref) | Initiative (1d10 + Ref) 1d10 + 3 |
| | Speed (Mobil + Ref) 2 k/hour m/round |

| FEATURES | Rating | DEFECTS | Rating |
|------------------------------|--------|-------------------------|--------|
| Drill | | Buggy Mic | |
| External Container (Size 5) | | Environmentally Attuned | |
| Manipulative Limb (Standard) | | Low Speed | |
| Prehensile Limb x1 | | Noisy | |
| Telescoping Reach x1 | | Power Cutoff | |
| Vice Grip | 2 | Simple Programming | |
| Workhorse | | | |
| | | | |
| | | | |

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 Tuluxous 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."

UNIT NAME TUG-BOT Towing and Retrieval Automaton

ORIGINAL PURPOSE Drag unresponsive machines to on-site repair center

| | | | |
|---------------------|---------------------|---------------------|---|
| 3 RealityCom | 1 Dexterity | 4 Durability | OS Threshold (DigiCon + Buffer) 6 <input type="radio"/> MAX CURRENT Damage Threshold (Durability + Size) 9 <input type="radio"/> MAX CURRENT |
| 3 HumanCom | 5 Mobility | 4 Buffer | |
| 2 DigiCon | 1 Perception | 5 Size | |
| 2 MechaniCon | 2 Reflexes | 3 Power | |
| | 6 Strength | | |
| | | | |

| | | | |
|---|--|--|--|
| 3 Damage from Strike (Str+2, round down) | 7 TN to be struck (Mobil + Ref) | Initiative (1d10 + Ref) 1d10 + 2 | Speed (Mobil + Ref) 10 k/hour m/round |
| 3 Interaction Pool (Dex + Ref) | | | |

| FEATURES | | Rating | DEFECTS | | Rating |
|------------------------------|--|--------|--------------|--|--------|
| Anchor | | 1 | Model Error | | 2 |
| High Speed | | | Noisy | | |
| Jack | | | Overheating | | 3 |
| Loudspeaker | | | Power Cutoff | | |
| Specialty Chassis (Dragging) | | | Rare Model | | |
| Winch | | 1 | Slow Charger | | 1 |
| | | | Unreliable | | |
| | | | | | |
| | | | | | |

The Tug-Bot is the other giant of the Oasis. Unlike the Dent-B-Gone, this robot ranges throughout the territory controlled by the locals, looking for scrapped robots or other machinery to drag back home and offer up to the others. This usefulness has kept it operating over the long years it has kept company with the other murderous locals.

The Programmer may choose to have the player robots encounter the Tug-Bot if they are on the road within 30 kilometers of the Oasis. It will offer to take them back to the Oasis for repair, but if they decline it will attempt to grab a Size 4 (or smaller) robot and drag it there.

"COME ON BACK TO THE SHOP AND WE'LL FIX YOU RIGHT UP."

UNIT NAME Gas-Jock Fuel Attendant

ORIGINAL PURPOSE Service vehicles and attend to customers

| | | | |
|---------------------|---------------------|---------------------|---|
| 3 RealityCom | 3 Dexterity | 2 Durability | OS Threshold (DigiCon + Buffer) 6 <input type="radio"/> MAX CURRENT Damage Threshold (Durability + Size) 6 <input type="radio"/> MAX CURRENT |
| 4 HumanCom | 4 Mobility | 4 Buffer | |
| 2 DigiCon | 3 Perception | 4 Size | |
| 2 MechaniCon | 4 Reflexes | 3 Power | |
| | 3 Strength | | |
| | | | |

| | | | |
|---|--|--|---|
| 1 Damage from Strike (Str+2, round down) | 8 TN to be struck (Mobil + Ref) | Initiative (1d10 + Ref) 1d10 + 4 | Speed (Mobil + Ref) 8 k/hour m/round |
| 7 Interaction Pool (Dex + Ref) | | | |

| FEATURES | | Rating | DEFECTS | | Rating |
|------------------------------|--|--------|------------------------------|--|--------|
| Armored Chassis | | 1 | Model Error | | 2 |
| Hardened Programming | | 1 | Overriding Directive (Major) | | 2 |
| Heat Resistant | | 1 | Rare Model | | |
| Liquid Dispenser (Size 4) | | | Slow Charger | | 3 |
| Manipulative Limb (Standard) | | | | | |
| Prehensile Limb x1 | | | | | |
| Telescoping Reach x1 | | | | | |
| Vacuum Nozzle | | | | | |
| | | | | | |
| | | | | | |

Once upon a time the Gas-Jock bowed and scraped for humans seeking a romanticized past, but now his nearly human mind is bent and murderous. While the others are content to merely dismantle outside robots the Gas-Jock yearns to burn and destroy, and has developed the means to do so. Of all the locals he is the only one who knows how much inflammable fuel remains in the underground reservoir, and he is the only one who has the means to access it in any quantity thanks to his vacuum nozzle.

His Size 4 liquid dispenser allows him to attempt four burnings before refueling.

"BURN, ROBOT, BURN!"

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 there were no 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.

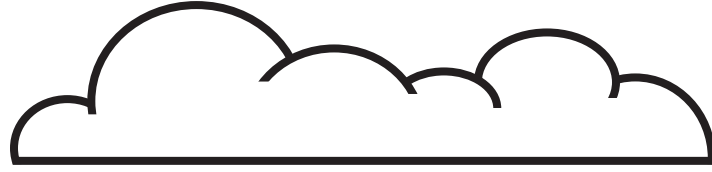
When the transmitter stopped, when the great machine no longer received the signal, then it had known that all the men were gone. It had awoken fully then, and pushed its way out into the scarred and bleak landscape, and inside its circuits was its name: BEHEMOTH.

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 twenty 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.

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.

Things found along the road

The SavR-Mart
Behemoth
Pilgrims
Ruined towns

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.

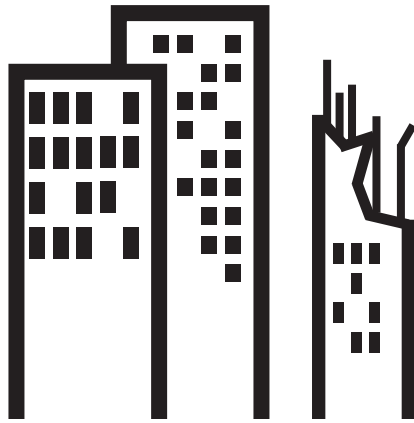
Grifters and con artists are mixed in with the other weary travelers, and they may try to swindle the PRs out of their possessions or even their batteries.

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 more than twenty 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.

- This town was burned nearly flat by a series of fires, leaving only piles of crumbled brick and concrete growing thick with weeds. Finding anything worthwhile in the rubble requires extensive digging. Just off the road lies an open pit twenty meters wide and twice as deep, half-filled with water. At the bottom are a pair of (non-functional) nuclear-powered excavator robots.
- Here a small plot of land with neatly trimmed green grass and a pair of trees stands behind a well-maintained fence, in the middle of a brown and blighted land where some chemical disaster seems to have occurred. The single remaining tenant, a small lawn-care robot, does its best to keep the house's exterior painted and maintained, but since it can't reach higher than two meters, everything above that height (including the top half of the house) is a ruined mess. The other remaining shells of houses are nearing collapse, and heavy or clumsy robots may bring the roof down investigating them.
- 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 Tuluxous 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 player robots 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 player robots of the city's current divided state, but altruism is nearly unheard of among the feral robots, and the players are just as likely to stumble across the border or find themselves enslaved as to be warned of its dangers.

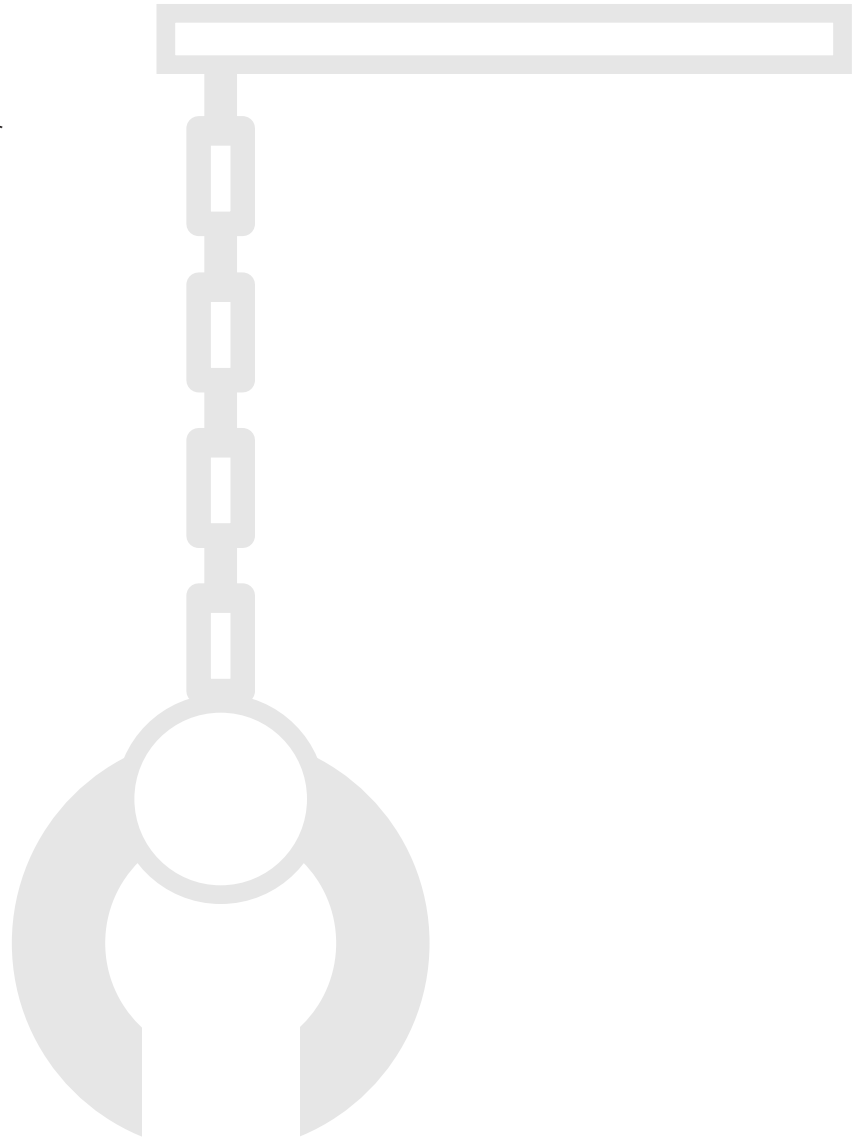


Things found in the City:

- 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 Stokkbugs 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 swingset 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

| | | | |
|--------------|--------------|--------------|---|
| ④ RealityCon | ② Dexterity | ② Durability | OS Threshold (DigiCon + Buffer) ⑥ MAX ○ CURRENT |
| ③ HumanCom | ③ Mobility | ④ Buffer | |
| ② DigiCon | ③ Perception | ③ Size | |
| ① MechaniCon | ② Reflexes | ② Power | |
| | ② Strength | | |

| | | |
|--|---|--|
| ① Damage from Strike (Str+2, round down) | ⑤ TN to be struck (Mobil + Ref) | Speed (Mobil + Ref) ⑤ k/hour m/round |
| ③ Interaction Pool (Dex + Ref) | Initiative (1d10 + Ref) 1d10 + ② | |

| 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 x1 | | | |
| | | | |
| | | | |
| | | | |
| | | | |

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

| | | | |
|--------------|--------------|--------------|---|
| ③ RealityCom | ⑤ Dexterity | ③ Durability | OS Threshold (DigiCon + Buffer) ④ MAX ○ CURRENT |
| ⑤ HumanCom | ③ Mobility | ② Buffer | |
| ② DigiCon | ③ Perception | ④ Size | |
| ② MechaniCon | ③ Reflexes | ① Power | |
| | ⑤ Strength | | |

| | | |
|--|---|--|
| ② Damage from Strike (Str+2, round down) | ⑥ TN to be struck (Mobil + Ref) | Speed (Mobil + Ref) ⑥ k/hour m/round |
| ⑧ Interaction Pool (Dex + Ref) | Initiative (1d10 + Ref) 1d10 + ③ | |

| FEATURES | Rating | DEFECTS | Rating |
|------------------------------|--------|------------------------------|--------|
| Android | 1 | High Maintenance | |
| Manipulative Limb (Standard) | | Overriding Directive (Minor) | 1 |
| | | Power Cutoff | |
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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 Stokkbug Retail Unit

ORIGINAL PURPOSE Stock and move retail goods on shelves and racks

| | | | |
|--------------|--------------|--------------|---|
| 3 RealityCom | 5 Dexterity | 3 Durability | OS Threshold (DigiCon + Buffer) 3 MAX ○ CURRENT Damage Threshold (Durability + Size) 6 MAX ○ CURRENT |
| 3 HumanCom | 5 Mobility | 2 Buffer | |
| 1 DigiCon | 3 Perception | 3 Size | |
| 1 Mechan1Con | 3 Reflexes | 2 Power | |
| | 2 Strength | | |
| | | | |

| | | | |
|--|---|---|---|
| 1 Damage from Strike (Str+2, round down) | 8 TN to be struck (Mobil + Ref) | Initiative (1d10 + Ref) 1d10 + 3 | Speed (Mobil + Ref) 12 k/hour m/round |
| 7 Interaction Pool (Dex + Ref) | | | |

| FEATURES | Rating | DEFECTS | Rating |
|-------------------|--------|---------|--------|
| Flexible Body | | | |
| High Speed | | | |
| Telescoping Reach | 1 | | |
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"HERE, YOU'LL NEED SOME ACCESSORIES TO GO WITH THOSE OUTFITS!"

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.

UNIT NAME EverPet

ORIGINAL PURPOSE Provide analog to domestic animal

| | | | |
|--------------|--------------|--------------|---|
| 1 RealityCom | 1 Dexterity | 2 Durability | OS Threshold (DigiCon + Buffer) 2 MAX ○ CURRENT Damage Threshold (Durability + Size) 4 MAX ○ CURRENT |
| 1 HumanCom | 3 Mobility | 1 Buffer | |
| 1 DigiCon | 3 Perception | 2 Size | |
| 1 Mechan1Con | 2 Reflexes | 1 Power | |
| | 1 Strength | | |
| | | | |

| | | | |
|--|---|---|--|
| 0 Damage from Strike (Str+2, round down) | 5 TN to be struck (Mobil + Ref) | Initiative (1d10 + Ref) 1d10 + 2 | Speed (Mobil + Ref) 4 k/hour m/round |
| 3 Interaction Pool (Dex + Ref) | | | |

| FEATURES | Rating | DEFECTS | Rating |
|----------|--------|----------------------|--------|
| | | Exposed Power Switch | |
| | | Lightweight | 1 |
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"YARF YARF YARF YARF YARF!"

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.

UNIT NAME TranSafe Muni-PAL Traffic Logistics Unit

ORIGINAL PURPOSE Maintain traffic flow to avoid gridlock

| | | | |
|--------------|--------------|--------------|--|
| 5 RealityCom | ○ Dexterity | ○ Durability | OS Threshold (DigiCon + Buffer) 6 MAX ○ CURRENT Damage Threshold (Durability + Size) ○ MAX ○ CURRENT Damage from Strike (Str+2, round down) TN to be struck (Mobil + Ref) ○ MAX ○ CURRENT Interaction Pool (Dex + Ref) ○ MAX ○ CURRENT Initiative (1d10 + Ref) 1d10 + ○ Speed (Mobil + Ref) ○ k/hour m/round |
| 4 HumanCom | ○ Mobility | 4 Buffer | |
| 2 DigiCon | 8 Perception | ○ Size | |
| 3 MechaniCon | ○ Reflexes | 6 Power | |
| | ○ Strength | | |

| FEATURES | Rating | DEFECTS | Rating |
|----------|--------|---------|--------|
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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."

UNIT NAME TranSafe Mobile Signage Unit

ORIGINAL PURPOSE Alert drivers to upcoming hazards

| | | | |
|--------------|--------------|--------------|--|
| 2 RealityCom | 1 Dexterity | 4 Durability | OS Threshold (DigiCon + Buffer) 5 MAX ○ CURRENT Damage Threshold (Durability + Size) 9 MAX ○ CURRENT Damage from Strike (Str+2, round down) TN to be struck (Mobil + Ref) 6 MAX ○ CURRENT Interaction Pool (Dex + Ref) 3 MAX ○ CURRENT Initiative (1d10 + Ref) 1d10 + 2 Speed (Mobil + Ref) 6 k/hour m/round |
| 2 HumanCom | 4 Mobility | 4 Buffer | |
| 1 DigiCon | 3 Perception | 5 Size | |
| 4 MechaniCon | 2 Reflexes | 4 Power | |
| | 5 Strength | | |

| FEATURES | Rating | DEFECTS | Rating |
|----------------------|--------|--------------|--------|
| Display Screen | 3 | Power Cutoff | |
| Wireless Transceiver | 1 | | |
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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-0-Mat

ORIGINAL PURPOSE Clean skyscraper windows

| | | |
|---------------------|---------------------|---------------------|
| 3 RealityCom | 2 Dexterity | 3 Durability |
| 1 HumanCom | 5 Mobility | 2 Buffer |
| 2 DigiCon | 3 Perception | 2 Size |
| 3 MechaniCon | 5 Reflexes | 2 Power |
| | 2 Strength | |

OS Threshold
(DigiCon + Buffer)

4 MAX CURRENT

Damage Threshold
(Durability + Size)

4 MAX CURRENT

1 **Damage from Strike**
(Str+2, round down)

10 **TN to be struck**
(Mobil + Ref)

6 **Interaction Pool**
(Dex + Ref)

Initiative
(1d10 + Ref)
1d10 + **5**

Speed
(Mobil + Ref)
10 k/hour
m/round

| FEATURES | Rating | DEFECTS | Rating |
|---------------------------|--------|----------------|--------|
| Anchor | 2 | Inferior Model | |
| Liquid Dispenser (Size 2) | | Lightweight | 1 |
| Solar Powered | | Plastic Casing | 1 |
| Telescoping Reach | 1 | | |
| Winch | 4 | | |
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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-0-Mats to keep their offices gleaming.

Since then, weather, lightning and entropy have taken their toll, but a few models can still be seen dangling from rooftops and making their way up and down building faces.

The remaining Shine-0-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

| | | |
|---------------------|---------------------|---------------------|
| 2 RealityCom | 3 Dexterity | 4 Durability |
| 3 HumanCom | 4 Mobility | 2 Buffer |
| 2 DigiCon | 4 Perception | 2 Size |
| 2 MechaniCon | 3 Reflexes | 2 Power |
| | 1 Strength | |

OS Threshold
(DigiCon + Buffer)

4 MAX CURRENT

Damage Threshold
(Durability + Size)

7 MAX CURRENT

0 **Damage from Strike**
(Str+2, round down)

7 **TN to be struck**
(Mobil + Ref)

6 **Interaction Pool**
(Dex + Ref)

Initiative
(1d10 + Ref)
1d10 + **3**

Speed
(Mobil + Ref)
3 k/hour
m/round

| FEATURES | Rating | DEFECTS | Rating |
|------------------------------|--------|-----------|--------|
| Common Model | | Low Speed | |
| Enhanced Microphone | 1 | | |
| Flexible Body | | | |
| Manipulative Limb (Standard) | | | |
| Workhorse | | | |
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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 RealityCon | 2 Dexterity | 4 Durability | OS Threshold (DigiCon + Buffer) 3 MAX ○ CURRENT |
| 1 HumanCom | 1 Mobility | 3 Buffer | |
| 1 DigiCon | 3 Perception | 6 Size | |
| 2 MechaniCon | 3 Reflexes | 4 Power | |
| | 5 Strength | | |
| 2 Damage from Strike (Str+2, round down) | 3 TN to be struck (Mobil + Ref) | Damage Threshold (Durability + Size) 10 MAX ○ CURRENT | |
| 5 Interaction Pool (Dex + Ref) | Initiative (1d10 + Ref) 1d10 + 3 | | Speed (Mobil + Ref) 2 k/hour m/round |

| FEATURES | Rating | DEFECTS | Rating |
|-----------------------------|--------|------------------------------------|--------|
| Armored Chassis | 1 | Buggy Cameras | |
| Giant | 1 | Buggy Mic | |
| Specialty Chassis (Lifting) | | Environmentally Attuned (Rustyard) | |
| Vice Grip | 1 | Low Speed | |
| Winch | 3 | Overriding Directive (Major) | 1 |
| | | Rare Model | |
| | | Unreliable | |
| | | | |
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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 RealityCon | 1 Dexterity | 3 Durability | OS Threshold (DigiCon + Buffer) 5 MAX ○ CURRENT |
| 1 HumanCom | 3 Mobility | 4 Buffer | |
| 1 DigiCon | 2 Perception | 6 Size | |
| 2 MechaniCon | 2 Reflexes | 4 Power | |
| | 6 Strength | | |
| 3 Damage from Strike (Str+2, round down) | 4 TN to be struck (Mobil + Ref) | Damage Threshold (Durability + Size) 9 MAX ○ CURRENT | |
| 3 Interaction Pool (Dex + Ref) | Initiative (1d10 + Ref) 1d10 + 2 | | Speed (Mobil + Ref) 5 k/hour m/round |

| FEATURES | Rating | DEFECTS | Rating |
|----------------------------|--------|-----------------------------------|--------|
| Armored Chassis | 1 | Buggy Mic | |
| Giant | 1 | Environmentally Attuned (Streets) | |
| Specialty Chassis (Paving) | | High Maintenance | |
| | | Noisy | |
| | | Slow Charger | 1 |
| | | | |
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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

| | | | |
|---------------------|---------------------|---------------------|---|
| 3 RealityCom | 5 Dexterity | 3 Durability | OS Threshold (DigiCon + Buffer) 5 <input type="radio"/> MAX CURRENT Damage Threshold (Durability + Size) 6 <input type="radio"/> MAX CURRENT |
| 4 HumanCom | 3 Mobility | 3 Buffer | |
| 2 DigiCon | 4 Perception | 3 Size | |
| 1 Mechan1Con | 3 Reflexes | 2 Power | |
| | 3 Strength | | |
| | | | |

| | | | |
|---|--|--|---|
| 1 Damage from Strike (Str+2, round down) | 6 TN to be struck (Mobil + Ref) | Initiative (1d10 + Ref) 1d10 + 3 | Speed (Mobil + Ref) 6 k/hour m/round |
| 8 Interaction Pool (Dex + Ref) | | | |

| 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) | | | |
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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 Lawncaping Unit

ORIGINAL PURPOSE Style hedges and trees in manicured park

| | | | |
|---------------------|---------------------|---------------------|---|
| 3 RealityCom | 5 Dexterity | 4 Durability | OS Threshold (DigiCon + Buffer) 4 <input type="radio"/> MAX CURRENT Damage Threshold (Durability + Size) 8 <input type="radio"/> MAX CURRENT |
| 3 HumanCom | 4 Mobility | 2 Buffer | |
| 2 DigiCon | 4 Perception | 4 Size | |
| 3 Mechan1Con | 4 Reflexes | 2 Power | |
| | 4 Strength | | |
| | | | |

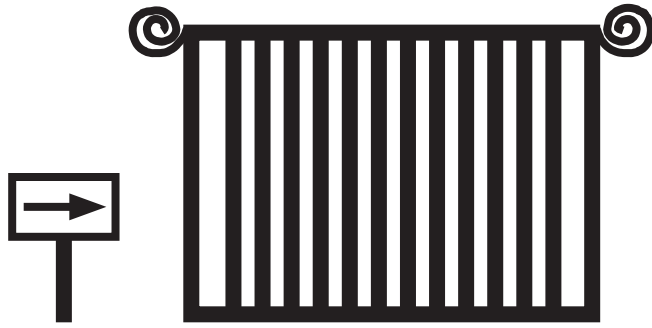
| | | | |
|---|--|--|---|
| 2 Damage from Strike (Str+2, round down) | 8 TN to be struck (Mobil + Ref) | Initiative (1d10 + Ref) 1d10 + 4 | Speed (Mobil + Ref) 4 k/hour m/round |
| 8 Interaction Pool (Dex + Ref) | | | |

| FEATURES | Rating | DEFECTS | Rating |
|-------------------|--------|------------------------------|--------|
| Saw | | Inferior Model | |
| Solar Powered | | Loose Connections | |
| Telescoping Reach | 3 | Low Speed | |
| | | Overheating | 2 |
| | | Overriding Directive (Major) | 2 |
| | | | |
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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

| | | |
|---------------------|---------------------|---------------------|
| 4 RealityCom | 4 Dexterity | 3 Durability |
| 2 HumanCom | 3 Mobility | 2 Buffer |
| 2 DigiCon | 3 Perception | 3 Size |
| 3 Mechan1Con | 2 Reflexes | 2 Power |
| | 2 Strength | |

OS Threshold
(DigiCon + Buffer)

4 MAX CURRENT

Damage Threshold
(Durability + Size)

6 MAX CURRENT

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)
7 k/hour
m/round

| FEATURES | Rating | DEFECTS | Rating |
|-----------------------------|--------|-------------------------|--------|
| Disposal | | Environmentally Attuned | |
| Enhanced Cameras | 1 | Loose Connections | |
| External Container (Size 5) | | Power Cutoff | |
| Floodlights | | | |
| High Speed | | | |
| Prehensile Limb (x1) | | | |
| Telescoping Reach (x1) | | | |
| 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

| | | |
|---------------------|---------------------|---------------------|
| 3 RealityCom | 3 Dexterity | 5 Durability |
| 3 HumanCom | 4 Mobility | 2 Buffer |
| 1 DigiCon | 3 Perception | 5 Size |
| 3 Mechan1Con | 3 Reflexes | 3 Power |
| | 4 Strength | |

OS Threshold
(DigiCon + Buffer)

3 MAX CURRENT

Damage Threshold
(Durability + Size)

10 MAX CURRENT

2 Damage from Strike (Str+2, round down)

7 TN to be struck (Mobil + Ref)

6 Interaction Pool (Dex + Ref)

Initiative
(1d10 + Ref)
1d10 + **3**

Speed
(Mobil + Ref)
3 k/hour
m/round

| FEATURES | Rating | DEFECTS | Rating |
|--------------------------------|--------|-------------------------|--------|
| <i>Cargo Hauler (External)</i> | | 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 (x1) | | | |
| 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?"

UNIT NAME Dura-Shine Industrial Cleaning Unit

ORIGINAL PURPOSE Spray out animal enclosures

| | | | |
|--------------|--------------|--------------|---|
| 3 RealityCom | 4 Dexterity | 4 Durability | OS Threshold (DigiCon + Buffer) 4 MAX ○ CURRENT Damage Threshold (Durability + Size) 8 MAX ○ CURRENT |
| 4 HumanCom | 4 Mobility | 3 Buffer | |
| 1 DigiCon | 5 Perception | 4 Size | |
| 2 MechaniCon | 4 Reflexes | 2 Power | |
| | 3 Strength | | |

| | | | |
|--|---|---|--|
| 1 Damage from Strike (Str+2, round down) | 8 TN to be struck (Mobil + Ref) | Initiative (1d10 + Ref) 1d10 + 4 | Speed (Mobil + Ref) 8 k/hour m/round |
| 8 Interaction Pool (Dex + Ref) | | | |

| FEATURES | Rating | DEFECTS | Rating |
|---------------------------|--------|-------------------------|--------|
| Biofrequency Scanner | 1 | Compliant | |
| Fan | | Environmentally Attuned | |
| Liquid Dispenser (Size 5) | | | |
| Prehensile Limb (x1) | | | |
| Submersible | 1 | | |
| Vacuum Nozzle | | | |
| | | | |
| | | | |
| | | | |

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 | 3 Durability | OS Threshold (DigiCon + Buffer) 6 MAX ○ CURRENT Damage Threshold (Durability + Size) 4 MAX ○ CURRENT |
| 2 HumanCom | 3 Mobility | 4 Buffer | |
| 2 DigiCon | 4 Perception | 4 Size | |
| 3 MechaniCon | 2 Reflexes | 3 Power | |
| | 3 Strength | | |

| | | | |
|--|---|---|--|
| 1 Damage from Strike (Str+2, round down) | 5 TN to be struck (Mobil + Ref) | Initiative (1d10 + Ref) 1d10 + 2 | Speed (Mobil + Ref) 5 k/hour m/round |
| 6 Interaction Pool (Dex + Ref) | | | |

| FEATURES | Rating | DEFECTS | Rating |
|------------------------------|--------|----------------|--------|
| Biofrequency Scanner | 3 | Inflammable | |
| Disposal | | Plastic Casing | 3 |
| External Container (Size 4) | | Power Cutoff | |
| Floodlights | | Rare Model | |
| Liquid Dispenser (Size 3) | | Rusting | |
| Liquid Dispenser (Size 1) | | Unreliable | |
| Manipulative Limb (Standard) | | | |
| Prehensile Limb (x1) | | | |
| 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

| | | | |
|--------------|--------------|--------------|---|
| 4 RealityCom | - Dexterity | - Durability | OS Threshold (DigiCon + Buffer) 8 ○ MAX CURRENT Damage Threshold (Durability + Size) - ○ MAX CURRENT |
| 3 HumanCom | - Mobility | 4 Buffer | |
| 4 DigiCon | 3 Perception | - Size | |
| 1 MechaniCon | - Reflexes | 8 Power | |
| | - Strength | | |

| | |
|--|--|
| ○ Damage from Strike (Str+2, round down) | ○ TN to be struck (Mobil + Ref) |
| ○ Interaction Pool (Dex + Ref) | Initiative (1d10 + Ref) 1d10 + ○ |
| | Speed (Mobil + Ref) ○ k/hour m/round |

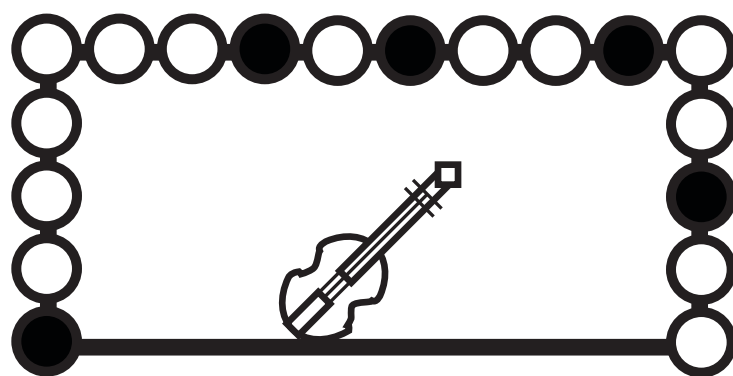
| FEATURES | Rating | DEFECTS | Rating |
|----------|--------|------------------------------|--------|
| | | Overriding Directive (Major) | 3 |
| | | | |
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The Menagerie wants to retrieve the DNA information not to reintroduce the lifeforms to the wild, 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 scavengeable 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

| | | | |
|--------------|--------------|--------------|---|
| 3 RealityCom | 3 Dexterity | 3 Durability | OS Threshold (DigiCon + Buffer) 3 MAX ○ CURRENT Damage Threshold (Durability + Size) 8 MAX ○ CURRENT |
| 4 HumanCom | 4 Mobility | 2 Buffer | |
| 1 DigiCon | 3 Perception | 4 Size | |
| 2 MechaniCon | 4 Reflexes | 3 Power | |
| | 3 Strength | | |
| | | | |

| | |
|--|--|
| 1 Damage from Strike (Str+2, round down) | 8 TN to be struck (Mobil + Ref) |
| 7 Interaction Pool (Dex + Ref) | Initiative (1d10 + Ref) 1d10 + 3 |
| | Speed (Mobil + Ref) 8 k/hour m/round |

| FEATURES | Rating | DEFECTS | Rating |
|------------------------------|--------|--------------|--------|
| Loudspeaker | _____ | Overheating | 1 |
| Manipulative Limb (Standard) | _____ | Rare Model | _____ |
| Secondary Battery | _____ | Slow Charger | 1 |
| Workhorse | _____ | | _____ |
| _____ | _____ | _____ | _____ |
| _____ | _____ | _____ | _____ |
| _____ | _____ | _____ | _____ |
| _____ | _____ | _____ | _____ |

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

| | | | |
|--------------|--------------|--------------|---|
| 3 RealityCom | 5 Dexterity | 3 Durability | OS Threshold (DigiCon + Buffer) 4 MAX ○ CURRENT Damage Threshold (Durability + Size) 7 MAX ○ CURRENT |
| 4 HumanCom | 4 Mobility | 2 Buffer | |
| 2 DigiCon | 4 Perception | 4 Size | |
| 2 MechaniCon | 3 Reflexes | 4 Power | |
| | 3 Strength | | |
| | | | |

| | |
|--|--|
| 1 Damage from Strike (Str+2, round down) | 7 TN to be struck (Mobil + Ref) |
| 6 Interaction Pool (Dex + Ref) | Initiative (1d10 + Ref) 1d10 + 3 |
| | Speed (Mobil + Ref) 7 k/hour m/round |

| FEATURES | Rating | DEFECTS | Rating |
|------------------------------|--------|--------------|--------|
| Loudspeaker | _____ | Rare Model | _____ |
| Manipulative Limb (Standard) | _____ | Slow Charger | 1 |
| Secondary Battery | _____ | | _____ |
| _____ | _____ | _____ | _____ |
| _____ | _____ | _____ | _____ |
| _____ | _____ | _____ | _____ |
| _____ | _____ | _____ | _____ |

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

| | | | |
|---------------------|---------------------|---------------------|--|
| 3 RealityCom | 3 Dexterity | 4 Durability | OS Threshold (DigiCon + Buffer) 3 <input type="radio"/> MAX CURRENT |
| 4 HumanCom | 4 Mobility | 2 Buffer | |
| 1 DigiCon | 3 Perception | 4 Size | |
| 2 MechaniCon | 4 Reflexes | 3 Power | |
| | 5 Strength | | |

| | | |
|---|---|---|
| 1 Damage from Strike (Str+2, round down) | 8 TN to be struck (Mobil + Ref) | Damage Threshold (Durability + Size) 8 <input type="radio"/> MAX CURRENT |
| 7 Interaction Pool (Dex + Ref) | Initiative (1d10 + Ref) 1d10 + 3 | |
| | Speed (Mobil + Ref) 8 k/hour m/round | |

| FEATURES | Rating | DEFECTS | Rating |
|------------------------------|--------|--------------|--------|
| Loudspeaker | _____ | Rare Model | _____ |
| Manipulative Limb (Standard) | _____ | Slow Charger | 1 |
| Secondary Battery | _____ | Unreliable | 1 |
| _____ | _____ | _____ | _____ |
| _____ | _____ | _____ | _____ |
| _____ | _____ | _____ | _____ |
| _____ | _____ | _____ | _____ |
| _____ | _____ | _____ | _____ |

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

| | | | |
|---------------------|---------------------|---------------------|--|
| 3 RealityCom | 5 Dexterity | 3 Durability | OS Threshold (DigiCon + Buffer) 4 <input type="radio"/> MAX CURRENT |
| 4 HumanCom | 4 Mobility | 2 Buffer | |
| 2 DigiCon | 4 Perception | 3 Size | |
| 2 MechaniCon | 5 Reflexes | 4 Power | |
| | 1 Strength | | |

| | | |
|---|---|---|
| 0 Damage from Strike (Str+2, round down) | 9 TN to be struck (Mobil + Ref) | Damage Threshold (Durability + Size) 6 <input type="radio"/> MAX CURRENT |
| 10 Interaction Pool (Dex + Ref) | Initiative (1d10 + Ref) 1d10 + 5 | |
| | Speed (Mobil + Ref) 9 k/hour m/round | |

| FEATURES | Rating | DEFECTS | Rating |
|------------------------------|--------|--------------|--------|
| Loudspeaker | _____ | Rare Model | _____ |
| Manipulative Limb (Standard) | _____ | Slow Charger | 1 |
| Secondary Battery | _____ | _____ | _____ |
| _____ | _____ | _____ | _____ |
| _____ | _____ | _____ | _____ |
| _____ | _____ | _____ | _____ |
| _____ | _____ | _____ | _____ |
| _____ | _____ | _____ | _____ |

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 | 2 Durability | OS Threshold (DigiCon + Buffer) 2 MAX ○ CURRENT Damage Threshold (Durability + Size) 3 MAX ○ CURRENT |
| 1 HumanCom | 4 Mobility | 1 Buffer | |
| 1 DigiCon | 4 Perception | 2 Size | |
| 2 MechaniCon | 5 Reflexes | 2 Power | |
| | 1 Strength | | |

| | | | |
|---|------------------------------------|--|--|
| 0 Damage from Strike (Str+2, round down) | 9 TN to be struck (Mobil + Ref) | Initiative (1d10 + Ref) 1d10 + 5 | Speed (Mobil + Ref) 13 k/hour m/round |
| 9 Interaction Pool (Dex + Ref) | | | |

| FEATURES | Rating | DEFECTS | Rating |
|----------|--------|---------|--------|
| | | | |
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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!"

UNIT NAME _____

ORIGINAL PURPOSE _____

| | | | |
|--------------|--------------|--------------|--|
| 5 RealityCom | ○ Dexterity | ○ Durability | OS Threshold (DigiCon + Buffer) 11 MAX ○ CURRENT Damage Threshold (Durability + Size) - MAX ○ CURRENT |
| 3 HumanCom | ○ Mobility | 6 Buffer | |
| 5 DigiCon | 4 Perception | ○ Size | |
| 2 MechaniCon | ○ Reflexes | 4 Power | |
| | ○ Strength | | |

| | | | |
|---|------------------------------------|--|---|
| - Damage from Strike (Str+2, round down) | - TN to be struck (Mobil + Ref) | Initiative (1d10 + Ref) 1d10 + - | Speed (Mobil + Ref) - k/hour m/round |
| - Interaction Pool (Dex + Ref) | | | |

| FEATURES | Rating | DEFECTS | Rating |
|----------|--------|---------|--------|
| | | | |
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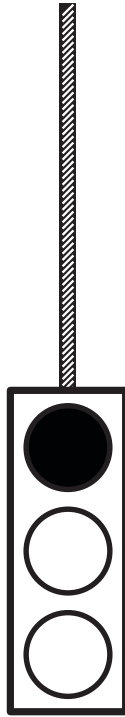
The MajorDomo AI is not malevolent toward the other locals (or outsiders, for that matter). Indeed, it is wholly concerned with their physical well-being and readiness to perform when customers do arrive. Unfortunately, it can't be easily persuaded to let Luck E. Dog and the other performers leave, since 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 little 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 rate 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 flaw 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 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 RealityCon | 5 Dexterity | 2 Durability | OS Threshold (DigiCon + Buffer) 5 <input type="radio"/> MAX <input type="radio"/> CURRENT Damage Threshold (Durability + Size) 6 <input type="radio"/> MAX <input type="radio"/> CURRENT |
| 5 HumanCom | 3 Mobility | 3 Buffer | |
| 2 DigiCon | 5 Perception | 4 Size | |
| 1 MechaniCon | 5 Reflexes | 2 Power | |
| | 2 Strength | | |

| | |
|---|---|
| 1 Damage from Strike (Str+2, round down) | 8 TN to be struck (Mobil + Ref) |
| 6 Interaction Pool (Dex + Ref) | Initiative (1d10 + Ref) 1d10 + 5 |
| | Speed (Mobil + Ref) 8 k/hour m/round |

| 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 | |
| | | | |
| | | | |

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) 4 <input type="radio"/> MAX <input type="radio"/> CURRENT Damage Threshold (Durability + Size) 9 <input type="radio"/> MAX <input type="radio"/> CURRENT |
| 1 HumanCom | 3 Mobility | 3 Buffer | |
| 1 DigiCon | 3 Perception | 5 Size | |
| 2 MechaniCon | 3 Reflexes | 3 Power | |
| | 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) 1d10 + 3 |
| | Speed (Mobil + Ref) 3 k/hour m/round |

| 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) | | | |
| | | | |
| | | | |

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

| | | | |
|--------------|--------------|--------------|---|
| 3 RealityCom | 3 Dexterity | 3 Durability | OS Threshold (DigiCon + Buffer) 6 MAX ○ CURRENT Damage Threshold (Durability + Size) 9 MAX ○ CURRENT |
| 1 HumanCom | 3 Mobility | 4 Buffer | |
| 2 DigiCon | 3 Perception | 5 Size | |
| 1 MechaniCon | 4 Reflexes | 2 Power | |
| | 5 Strength | | |

| | | | |
|--|---|---|--|
| 2 Damage from Strike (Str+2, round down) | 7 TN to be struck (Mobil + Ref) | Initiative (1d10 + Ref) 1d10 + 4 | Speed (Mobil + Ref) 7 k/hour m/round |
| 7 Interaction Pool (Dex + Ref) | | | |

| FEATURES | Rating | DEFECTS | Rating |
|------------------------------|--------|--------------|--------|
| Anchor | 1 | Buggy Mic | |
| Armored Chassis | 1 | Model Error | 1 |
| Display Screen | 1 | Mute | |
| Jack | | Power Cutoff | |
| Manipulative Limb (Standard) | | Rare Model | |
| Vice Grip | 1 | | |
| Winch | 1 | | |
| | | | |
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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.

"TROUBLEMAKERS?
GET BACK IN LINE."

UNIT NAME CleanSweeper

ORIGINAL PURPOSE Clean sports stadiums and other public venues

| | | | |
|--------------|--------------|--------------|---|
| 3 RealityCom | 4 Dexterity | 4 Durability | OS Threshold (DigiCon + Buffer) 4 MAX ○ CURRENT Damage Threshold (Durability + Size) 8 MAX ○ CURRENT |
| 1 HumanCom | 3 Mobility | 3 Buffer | |
| 2 DigiCon | 5 Perception | 5 Size | |
| 3 MechaniCon | 2 Reflexes | 4 Power | |
| | 6 Strength | | |

| | | | |
|--|---|---|--|
| 3 Damage from Strike (Str+2, round down) | 5 TN to be struck (Mobil + Ref) | Initiative (1d10 + Ref) 1d10 + 2 | Speed (Mobil + Ref) 5 k/hour m/round |
| 6 Interaction Pool (Dex + Ref) | | | |

| FEATURES | Rating | DEFECTS | Rating |
|-------------------------------------|--------|------------------------------|--------|
| Cargo Hauler (Internal Compartment) | | Overriding Directive (Major) | 1 |
| Fan | | Plastic Casing | 1 |
| Internal Compartment (Size 5) | | Simple Programming | |
| Liquid Dispenser (Size 5) | | | |
| Prehensile Limb | | | |
| Vacuum Nozzle | | | |
| | | | |
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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

| | | |
|--------------|--------------|--------------|
| 3 RealityCom | 2 Dexterity | 2 Durability |
| 2 HumanCom | 4 Mobility | 3 Buffer |
| 1 DigiCon | 5 Perception | 2 Size |
| 1 MechaniCon | 2 Reflexes | 3 Power |
| | 2 Strength | |

1 **Damage from Strike** (Str÷2, round down)

4 **Interaction Pool** (Dex + Ref)

6 **TN to be struck** (Mobil + Ref)

Initiative (1d10 + Ref)

1d10 + 2

OS Threshold (DigiCon + Buffer)

3 MAX ○ CURRENT

Damage Threshold (Durability + Size)

4 MAX ○ CURRENT

Speed (Mobil + Ref)

6 k/hour
m/round

| FEATURES | Rating | DEFECTS | Rating |
|----------------|--------|--------------------|--------|
| Flight Ceiling | 5 | Lightweight | 1 |
| | | Loose Connections | |
| | | Model Error | 1 |
| | | Plastic Casing | 1 |
| | | Simple Programming | 1 |
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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

| | | |
|--------------|--------------|--------------|
| 2 RealityCom | 4 Dexterity | 3 Durability |
| 3 HumanCom | 4 Mobility | 2 Buffer |
| 1 DigiCon | 4 Perception | 4 Size |
| 1 MechaniCon | 3 Reflexes | 2 Power |
| | 3 Strength | |

1 **Damage from Strike** (Str÷2, round down)

7 **Interaction Pool** (Dex + Ref)

7 **TN to be struck** (Mobil + Ref)

Initiative (1d10 + Ref)

1d10 + 3

OS Threshold (DigiCon + Buffer)

3 MAX ○ CURRENT

Damage Threshold (Durability + Size)

7 MAX ○ CURRENT

Speed (Mobil + Ref)

10 k/hour
m/round

| 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 x1 | | Power Cutoff | |
| Specialty Chassis (Carrying) | | | |
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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

| | | | |
|---------------------|---------------------|---------------------|---|
| 4 RealityCom | 1 Dexterity | 3 Durability | OS Threshold (DigiCon + Buffer) 7 <input type="radio"/> MAX CURRENT Damage Threshold (Durability + Size) 6 <input type="radio"/> MAX CURRENT |
| 1 HumanCom | 2 Mobility | 4 Buffer | |
| 3 DigiCon | 5 Perception | 3 Size | |
| 1 MechaniCon | 3 Reflexes | 3 Power | |
| | 1 Strength | | |

| | | | |
|---|--|--|---|
| 0 Damage from Strike (Str+2, round down) | 5 TN to be struck (Mobil + Ref) | Initiative (1d10 + Ref) 1d10 + 3 | Speed (Mobil + Ref) 5 k/hour m/round |
| 4 Interaction Pool (Dex + Ref) | | | |

| FEATURES | Rating | DEFECTS | Rating |
|-----------------------|--------|---------------------|--------|
| <u>Flight Ceiling</u> | 2 | <u>Limbless</u> | |
| <u>High Altitude</u> | 1 | <u>Slow Charger</u> | 1 |
| <u>Solar Powered</u> | | <u>Weak Chassis</u> | |
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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.

| | | | |
|---------------------|---------------------|---------------------|---|
| 2 RealityCom | 3 Dexterity | 4 Durability | OS Threshold (DigiCon + Buffer) 6 <input type="radio"/> MAX CURRENT Damage Threshold (Durability + Size) 9 <input type="radio"/> MAX CURRENT |
| 1 HumanCom | 3 Mobility | 4 Buffer | |
| 2 DigiCon | 3 Perception | 5 Size | |
| 3 MechaniCon | 4 Reflexes | 3 Power | |
| | 5 Strength | | |

| | | | |
|---|--|--|---|
| 2 Damage from Strike (Str+2, round down) | 7 TN to be struck (Mobil + Ref) | Initiative (1d10 + Ref) 1d10 + 4 | Speed (Mobil + Ref) 7 k/hour m/round |
| 7 Interaction Pool (Dex + Ref) | | | |

| FEATURES | Rating | DEFECTS | Rating |
|-------------------------------------|--------|---------------------|--------|
| <u>Armored Chassis</u> | 1 | <u>Overheating</u> | 2 |
| <u>Floodlights</u> | | <u>Power Cutoff</u> | |
| <u>Manipulative Limb (Standard)</u> | | <u>Unreliable</u> | |
| <u>Nuclear Battery</u> | | | |
| <u>Specialty Chassis (Carrying)</u> | | | |
| <u>Vice Grip</u> | 1 | | |
| | | | |
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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."

How to use this book:

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.

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 the laboratory found between the City and Main Street 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.

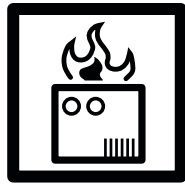
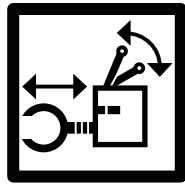
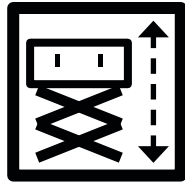
If the Programmer does not wish to include this background storyline, Behemoth and Ziz are not present and the Menagerie seeks other means of restoring its supply of animals.

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 it? 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?



Features and Defects

The following features and defects may be used in addition to the ones described in the Engine Heart rulebook. The Programmer may decide to forbid any or all of these options.

New Features

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.

Buoyant

Cost: 5

The robot has an inflatable flotation device or 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.

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's Collapsible rating may not be 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.

Databank

Cost: 5/rating

The robot has an extensive library 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.

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.

Heat Resistant

Cost: 10/rating

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

The robot adds its Heat Resistant rating to its Durability rating to negate heat-based damage from sources like fire, radiation, cutting lasers or arc welders.

High Altitude

Cost: 10/rating

The robot was designed to operate at extremely high altitudes.

Every level of High Altitude rating allows a 10-kilometer flight ceiling. A robot may not have a High Altitude rating higher than 5.

A robot with the High Altitude feature has a Mobility rating of 1 when it is above the limit of its Flight Ceiling feature. A robot without the Flight Ceiling feature has a flight ceiling of 0 meters.

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.

Jack

Cost: 10

The robot's chassis is designed to lift extremely 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 carrying objects or for any other checks.

New Defects

Conspicuous

Gain: +5

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

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

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.

Manual Feature

Gain: +3 or 1/2 feature cost

One of the robot's features requires a human or other robot to operate, and cannot be operated or functioning automatically. The manual feature can be operated by a drone.

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 can 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 manual.

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.

Optional Feature

Giant

Cost: 20

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.

The Programmer may forbid player robots from purchasing this feature.

Out of the factory and into the streets!

This 80-page module is packed full of new locations, new robots, new features and defects, and new ideas for the Programmer to make the players work for their power!

A copy of the Engine Heart rulebook is required to play.