

INDUSTRY STANDARD

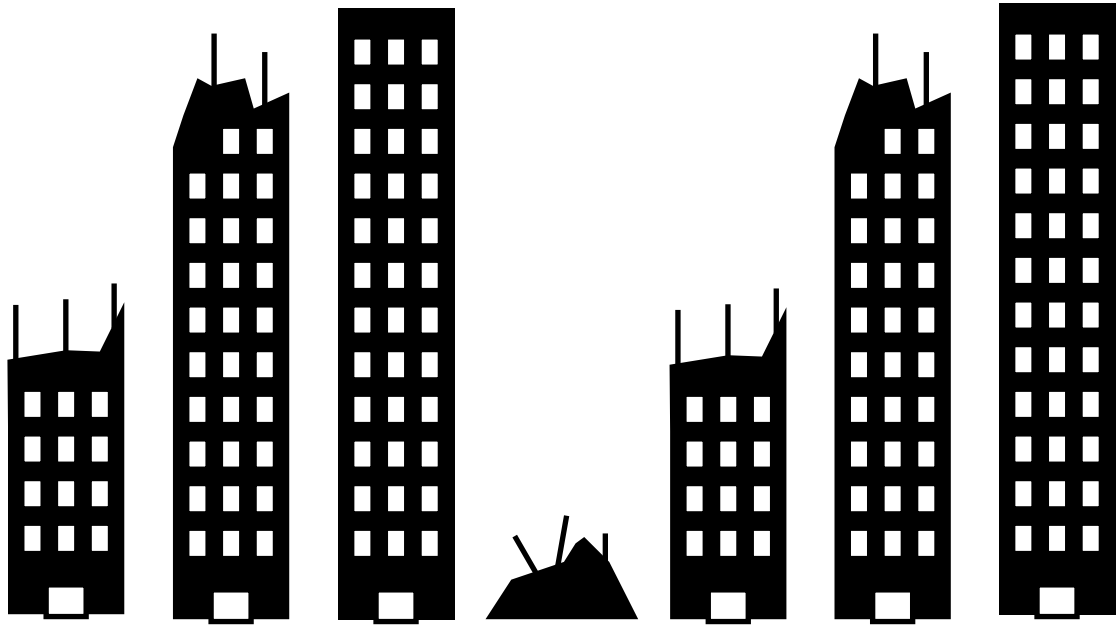
an Engine Heart module
for 2-5 robots

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Your contribution means a lot, and I hope you
enjoy this module!

-Viral

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What Goes Up

The skyscrapers marched around the edge of the city, perfectly aligned, in a wide square of real estate. Faded signs lying in the dust beyond the buildings showed dice, cards, wheels of chance.

There were no suburbs here - pilgrims passed through from open countryside to condensed metropolis with no transition, and no building was less than thirty stories high. A solid wall of windowed stone stood against the prairie, broken only by the narrow spaces between the monoliths. These channels were crowded with rivulets of work crews painted in bright warning colors that weaved and ducked between and among each other, constantly rushing to the next job site. For a city without owners, there was a startling amount of productive industry.

Skyscrapers were going up and coming down all the time, it seemed.

Trompe Towers is a city running amok in a frenzied death-spiral of destruction and rebuilding. Overrun with single-minded construction robots, its skyscrapers and towering apartment complexes rise and fall with regularity. Building permits are ignored and brand new structures are cannibalized for their pre-fab components.

As the robots and structures of Trompe Towers entropy, the buildings are starting to become dangerously unsafe. In many places useful or vital features are simply painted on, such as fire exit doors being painted onto the walls (along with the fire escapes painted onto the outside surfaces). Carpets are strung between walls with no solid flooring underneath, counterfeit charging ports entice stray robots into rooms with no escape, and everywhere is the looming threat of being incorporated into the infrastructure.

The noisy city is also home to herds of squatters - savvy locals that move into new construction as soon as the structures are finished. These locals will likely contest the player robots' presence or actively try to drive them off, although a few may be willing to explain how the housing crunch works.

Demolitions are not random, but they *are* kept secret from anything not employed (or conscripted) by the work crews. An entire economy has sprung up in their wake, fueled by robotic bookies, to convert the movements of the work crews into odds that propel the locals to migrate from building to building. Once upon a time humans came to this city to gamble - now the robots of Trompe Towers stake their existence on these predictions!

Crew bosses pay their laborers with access to the company power docks, but everyone else uses a complex system of trading in reported odds. The PRs may wish to "play the market" to acquire resources or aid.

Restaurants, nightclubs, shopping centers and day cares can also be found mixed in with the floors of residential and commercial space. Whether built by the construction workers as "planned" parts of the city or propped up improvisationally by stray robots with self-proclaimed higher purposes, these can offer temporary sanctuary and opportunities to robots that locate them.

Unfortunately, new buildings are slated for demolition almost immediately after assembly. The Programmer may choose to roll a d10 when the PRs enter a building. This is the number of hours before the construction robots arrive to tear it down. There is no eviction notice - the PRs' first clue that something is amiss might be the hordes of locals fleeing the building as the walls begin to collapse around them.

High-rises

Many buildings no longer have working lights (or even power). In these places lightbulbs and light fixtures have been painted onto the ceilings of dark windowless rooms.

Things found in the high-rises:

- Faux fixtures. Bathrooms of some residential buildings have empty crates painted to look like sinks and walls with painted-on mirrors. Naturally the reflection in the mirror is of the construction robot that painted it.
- Squatters. A multitude of different robots, leftovers from the human occupation of the city, migrate from building to building trying to keep ahead of the demolition schedules. Most squatters follow the schedules provided by street dealers, although a few have their own secretive methods.
- Talent act promoter. Not every local is involved in construction or squatting. During their exploration of the city, the PRs may come across a rogue booking agent searching for acts to hire. With no talent to promote, the agent has been forced to carry around a child's music player, setting it up wherever it can find the space. It will attempt to recruit the PRs with offers of repairs, power and shelter. If the PRs perform on stage, the Programmer may roll a d10 to determine how many minutes the show lasts before construction robots suddenly begin demolishing the club.

Locations around Trompe Towers

High-rises
Office skyscrapers
The streets
Trompe Towers

Office skyscrapers

Many skyscrapers are empty shells, totally open on the inside. The ones lucky enough to have floors and ceilings have working stairwells (for most floors, at least), but the elevator doors are often just painted replicas, along with the potted plants in the corners of each floor.

Things found in the towers:

- The remains of worn-out construction robots (along with hapless outsiders) incorporated into several buildings as wall material. These are more obvious in some places than in others.
- Office workers. Business ventures still exist, staffed by loyal robots that uproot their offices at regular intervals. Current office doors are usually labeled with "Formerly located at" signage, and a sure tip for locals that the demo crews are coming is a sign announcing "We have moved to a new location".
- A lost delivery robot with a heavy shipment of several Size 4 boxes of commercial equipment that it brought to the wrong tower. The demolition crews will be there before it has time to get the stacks of boxes to safety.

The streets

The narrow, congested streets between buildings are no refuge from the chaos. A constant stream of construction material flows around the city, and its porters are under orders not to stop for anything.

A player robot caught in traffic must make a Mobility check (TN 8) to cross a street without incident. If the PR fails, the traffic inflicts 1 damage.

Streetside doors of office buildings or other important locations have largely been replaced with residential doors, closet doors, and even hotel room doors (complete with peepholes and room numbers). Most other exterior doors and windows are just paintings.

Things found in the streets:

- Squads of construction robots of all makes and models swarming through the streets, eager to begin their next projects and greedy to reach preexisting towers before their competitors. The PRs may be able to pose as a construction crew to gain access to otherwise inaccessible areas, although they may just as easily be conscripted by genuine crews.
- Statistical robots, castoffs from competing casinos, lining the precipices between building and street, clinging to the structures for stability as they monitor the comings and goings of the construction crews. Their observations are converted into statistical probabilities for determining which buildings are scheduled for imminent demolition. Of course, their predictions are often incorrect, but nevertheless a thriving market for odds exists and the PRs may find themselves entangled in the scheme. The street dealers need reliable information, and will be very eager to acquire genuine work schedules.

Trompe Towers

Standing like an island in the center of the storm, Trompe Towers proper is four tall white skyscrapers surrounding a fifth, even larger than the others. It is usually the tallest building in the city. A wide strip of asphalt painted in shades of green encompasses the property, lit at night and heavily patrolled by work crews and conscripted locals during the day.

Only the crew bosses are allowed to venture inside. If any of the PRs are seen on the grounds they will be set upon as trespassers, a crime that merits recycling. Passing construction workers might pine for the perfectly good building materials the towers are made up of, despite the location's sacrosanct standing within their society.

Things found in Trompe Towers:

- A casino that fills the entire floor, staffed by courteous yet pushy robots eager to badger the PRs into placing a wager or playing a game of chance. High-rollers may be treated to special perks like free rooms or guided tours of the building.
- Floor after floor of empty hotel rooms, each with its door propped open. A few members of the cleaning staff still linger, doing their best to keep things clean and insisting that the humans will be back any day. These locals may chase the PRs away or report them to nearby crew bosses.
- The executive boardroom. If the PRs hide and eavesdrop on a "meeting" they will find every crew boss simply addresses the empty room, then leaves as the next one enters. Each of them believes the other crew bosses are actually speaking with human users, and none are willing to give up the chance to be productive over a small matter like the truth.

UNIT NAME Big Buster light industrial cargo lifter

ORIGINAL PURPOSE Lift and carry heavy loads in distribution warehouse

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

3 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>Cargo Hauler</u>		<u>Conspicuous</u>	
<u>Claw</u>		<u>Environmentally Attuned</u>	
<u>External Container (Size 5)</u>		<u>Model Error</u>	1
<u>Jack</u>			

The standard Big Buster is a wheeled box built around one huge and well-braced arm.

Platoons of Busters can be seen hefting enormous crates and toting supplies all over construction sites. These ubiquitous models have also been drafted as guards, thanks to their immense size and useful *Claw* feature that can grab and hold trespassers or looters.

A whole squad of them patrols the grounds of Trompe Towers proper, although several other vital areas make use of them.

Built for the sedate cement floors of warehouses, a Buster suffers from its Environmentally Attuned defect whenever it travels over rough ground. Flashing warning lights accompany its every move, enough to warn nearby onlookers away but also to protect its own casing. For all its resilience a Buster does a poor job of repairing itself.

"I THOUGHT YOU SAID THIS WAS HEAVY."

UNIT NAME Biz-Max Automated Entertainment Collaborator

ORIGINAL PURPOSE _____

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

FEATURES	Rating	DEFECTS	Rating
<u>Biofrequency Scanner</u>	3	<u>Overriding Directive (Major)</u>	2
<u>Databank</u>	1		
<u>Manipulative Limb (Standard)</u>			

In days gone by the Biz-Max worked for a nightclub alongside a variety of human entertainers, acting as their agent, secretary and publicist. With no more humans to promote he has taken to wandering the towers, charging where he can and avoiding conscription or dismantling. Driven by his Overriding Directive flaw the Biz-Max constantly prowls for new talent.

None of the locals are interested in "breaking into the business", so his only act is a child's music player. The Programmer may treat this as a removable version of the Loudspeaker feature that only broadcasts prerecorded music. The music player's battery only lasts for 1d10 hours before running out of power, so it is often unusable.

Biz-Max's Databank feature is packed with knowledge, and although much of the information is outdated and useless he still knows more about the original workings of Trompe Towers than any other robot. Several of his former clients performed there, and he has been inside the building several times.

"DON'T WORRY ABOUT THAT NOISE! YOU'RE DOING GREAT OUT THERE, KID!"

UNIT NAME MegaTemp Office Assistant

ORIGINAL PURPOSE Secretarial and custodial duties

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

1 Damage from Strike (Str÷2, round down)	6 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
Manipulative Limb (Standard)		Overriding Directive (Major)	1
Plasma Arc Welder	1	Plastic Casing	1
Tool Set		Response Lag	1

MegaTemp (or "Meg") is a humanoid-shaped robot with faded lime-colored plastic casing. An overriding directive compels her to "maintain" the business she was originally purchased by: a multinational conglomerate now reduced to a single office.

When the PRs meet Meg, she has just moved in after being forced to abandon the old office tower and all of the equipment inside. The PRs might be recruited to steal office supplies from competitors or scout out potential sites for the next relocation. If Meg is introduced to the lost delivery robot (mentioned in the Office Towers section above) she will use her network of contacts to rescue the crates.

Meg's *Slow Response* defect reduces her Reflexes bonus for initiative rolls from 3 to 2.

"HOW ABOUT WE MAKE A DEAL?"

UNIT NAME BildPro All-in-One

ORIGINAL PURPOSE

5 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
1 HumanCom	3 Mobility	3 Buffer	
2 DigiCon	2 Perception	4 Size	
4 MechaniCon	3 Reflexes	3 Power	
	5 Strength		

2 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
6 Interaction Pool (Dex + Ref)			

FEATURES	Rating	DEFECTS	Rating
Expandable	1	Overheating	1
Heat Resistant		Power Cutoff	
Saw		Simple Programming	
Smelter		Unreliable	
		Weak Chassis	

No job site is complete without an army of All-in-Ones picking up and helping out by producing needed components. Built for constant labor, it can run for days, converting scrap metal into useful beams and bolts with its *Smelter* feature.

Larger robots may believe that they are safe from its smelter, but the All-in-One's Expandable feature allows it to increase its Size rating to 5, widening the smelter enough to accommodate any robot of Size 4 or smaller.

Anyone who blunders into a construction zone without an escort is at risk of being chased down by BildPros and converted into simpler forms.

"COME BACK HERE!"

UNIT NAME Card Caddy

ORIGINAL PURPOSE Staff and oversee wagering on games of chance

4 RealityCom	5 Dexterity	2 Durability	OS Threshold (DigiCon + Buffer) 10 MAX ○ CURRENT Damage Threshold (Durability + Size) 5 MAX ○ CURRENT
5 HumanCom	3 Mobility	5 Buffer	
5 DigiCon	5 Perception	4 Size	
1 MechaniCon	4 Reflexes	2 Power	
	1 Strength		

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

FEATURES	Rating	DEFECTS	Rating
Manipulative Limb (Standard)		Inferior Model	
Overclocked		Loose Connections	
		Manual Feature (Overclocked)	
		Noisy	
		Overheating	1
		Plastic Casing	1
		Power Cutoff	

Jittery, talkative, always stating what's happening at the moment, the unemployed Card Caddies of the city's long-demolished casinos are the lifeblood of Trompe Towers. Without their predictions, the locals would have no way of knowing when their locations were about to be torn down.

The PRs may find temporary employment with the Card Caddies that line the streets, either running numbers (literally) from one bookie to the next or the more dangerous task of infiltrating a work crew and getting insider information.

While their manufacturers forbid such a thing, nearly every Card Caddy has been modified to possess the *Overclocked* feature. Unfortunately their programming won't allow them to actually use it, and so they rely on each other (or nearby outsiders) to get around this Manual Feature defect.

"HEY I GOT TWENTY ON WEST AVENUE, THREE TO ONE ON GREEN STREET EAST, TAKING ALL NUMBERS RIGHT HERE!"

UNIT NAME Work-King Industrial Oversight Unit

ORIGINAL PURPOSE Supervise automated construction crews

4 RealityCom	3 Dexterity	4 Durability	OS Threshold (DigiCon + Buffer) 8 MAX ○ CURRENT Damage Threshold (Durability + Size) 8 MAX ○ CURRENT
3 HumanCom	4 Mobility	4 Buffer	
3 DigiCon	4 Perception	4 Size	
5 MechaniCon	4 Reflexes	2 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 + 4
	Speed (Mobil + Ref) 8 k/hour m/round

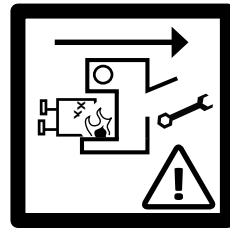
FEATURES	Rating	DEFECTS	Rating
Floodlights		Noisy	
Loudspeaker		Overheating	3
		Unreliable	

Programmed to give orders, the Work-King is an intractable adversary to anything in the way of its next job site. This means every crew boss in the city is a rival to every other work crew, a fact that drives them to claim resources before anything else can get to them.

Fat tires let it roll over almost any surface, and its tendency to be confrontational may lead to the PRs being conscripted or threatened with smelting. Most Work-Kings each have a platoon of robots under their supervision, but some crew bosses have lost their crews and are desperate for volunteers.

Regardless of how many robots work for it, every Work-King makes regular pilgrimages to Trompe Towers, leaving its underlings outside while it joins its hostile peers.

"YOU DON'T LOOK LIKE ANY CONSTRUCTION UNIT I'VE EVER SEEN..."



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

Claw

Cost: 10

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

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

Either robot may attempt dragging checks as normal.

Electromagnet

Cost: 10

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

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

Overclocked

Cost: 10

The robot may attempt two interaction checks during its turn. The robot automatically inflicts 2 damage on itself if it attempts the second interaction check.

This damage may not be prevented by the Armored Chassis feature or by the robot's Durability rating. Damage incurred by use of the Overclocked feature may be repaired normally.

Simple Assembly

Cost: 5

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

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

Smelter

Cost: 12

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

Every 5 points of Damage Threshold fed into the smelter creates a simple tool with Durability and Size ratings of 1. For example, smelting an immobile robot with 10 points of Damage Threshold would result in a prybar, hammer or other simple object with a Durability rating of 2 and a Size rating of 2. The target robot is consumed at the rate of 1 damage per round until its Damage Threshold is 0.

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

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

New Defects

Wind Turbine

Cost: 6

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

If the robot's battery becomes drained, it will recharge if the robot remains immobile for 12 consecutive hours. The robot must be outside or in a windy area to make use of this feature.

A robot with this feature may not have the Nuclear Battery feature. A robot with the Secondary Battery feature requires an additional 6 consecutive hours to recharge the secondary battery.

Partial Casing

Gain: +5

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

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

Response Lag

Gain: +2/rating

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

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

Salvaged

Gain: +3

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

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

Weak Motor

Gain: +3

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

The robot's Damage from Strike is reduced by 1 point. A robot with a Damage from Strike of 0 may not have the Weak Motor defect.

In Transit

an Engine Heart module
for 2-5 robots

Thank you for helping out with this project!
Your contribution means a lot, and I hope you
enjoy this module!

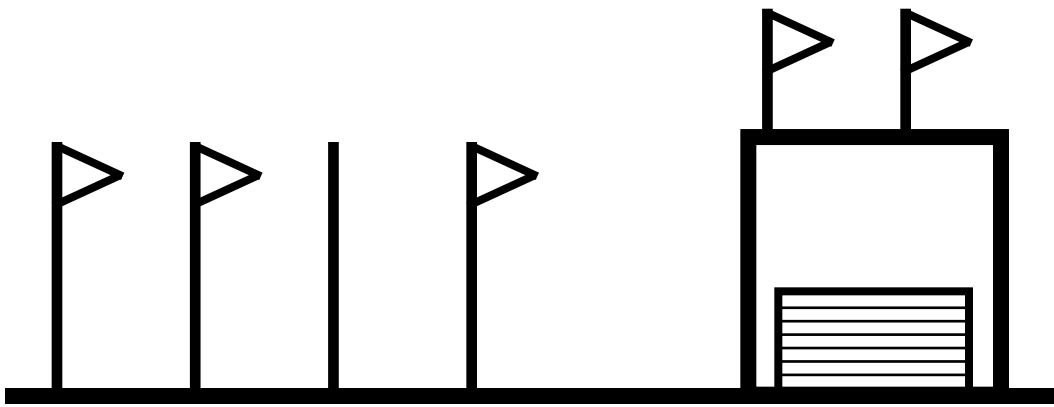
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Special thanks to Robert Taylor,
creator of the *Rivets* microgame.
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Detour



Dirt and sand churned up under its tread as it sped steadily on. The pitted hull of its armored body had been patched a dozen times over the years, but part of a name was still visible. Lurking in the shadows beneath a strip of steel that had once been the fender of a school bus were the letters OPPER. The locust felt no connection to the name. It had only targets and owners. A long time ago it had used its tools against other similar models, against humans, against anything it encountered along its terrible vector. There were no owners now, but that did not matter.

There were still targets.

Around and about it swarmed more of the same - patched machines bristling with weapons. A pack, a legion, an army. One of them snatched a rusting green sign from its bed on the ground. Strands of dirt and dried weeds clouded off the metal as it was folded and compressed, laser-cut, beaten into shape, not a square centimeter of surface area wasted.

They were on a road now. How far had they roamed, spiraling in on a place that had not yet been scoured? It did not matter. They would find targets. It was their job.

Mid-Town Motors is a city under siege, though the locals don't realize it yet. Until now the loyal robot owned by the car dealership has gotten along with the strays, and even found work for some of them washing derelict vehicles, keeping the parking lot paved, and making sure the showroom doesn't collapse.

There is no shortage of power at Mid-Town - three of the twenty-odd charging ports still work, fitted to a pair of Tuluxous heavy-commercial atomic generators in the showroom basement. A peaceful commune exists, protected by isolation, and the PRs will be welcomed into the fold.

All of this changes when the locusts arrive.

Locusts are programmed to fight other combat units, but the PRs' first encounter with them will likely be when they descend on the abandoned vehicles. A metal-rich resource like Mid-Town Motors is a prize worth fighting over.

Thankfully, locusts are more concerned with fighting each other than civilian machines, and once the second army arrives the PRs may be able to move about more freely - at least, until one side is victorious.

If any locusts are left operational they will repair their kin and use the car lot as a base to scour the surrounding region. Of course, once the supply of metal from the vehicles and the Tuluxous generators are exhausted, the locusts will turn to anything else in the area - including the PRs.

There are other sites in the vicinity of Mid-Town Motors, each populated only by a few dedicated locals willing to defend its home to the limits of its battery life.

Before beginning this module, the Programmer may want to establish a reason for the PRs to have a stake in the well-being of the area. A few ideas are listed below:

- One or more of the PRs needs to recharge its battery.
- The PRs require the aid of the Lode Runner or another local.
- The PRs have agreed to perform a service around Mid-Town Motors and have already received compensation.

If the PRs have no specific reason to stay, the Programmer may decide that a perimeter of locusts patrols the outskirts of town, threatening any non-combatant robots that try to flee the combat zone.

Apartment building

Two blocks off of Broadway is a four-story apartment building, standing like a tower over the plain of dirt and rubble that comprises its neighborhood. Locals avoid the area because of its reputation - several robots have entered and not returned.

If the PRs enter, they will find the structure largely in working order, although there is no power to the building. Each floor has four units, with a stairwell and out-of-service elevator in the center hall.

Things found in the apartment building:

- A Sort-N-Stack with a damaged charging unit lurks on the top floor, ravenous for batteries. Its jury-rigged solution is equivalent to the Power Leech feature.
- Several robots of different makes and models are sprawled around the living room of 4C, all with dead batteries. The Programmer may decide that the leech is hiding here amid the other casings, pretending to be deactivated as well. It will lie in wait and attempt to subdue a weak or isolated robot.

Broadway

Faint dirt trails can be glimpsed here and there in the spaces between the remnants of building foundations, but one wide street runs the length of town, kept maintained all these years by a stranded paver.

Smatterings of upright buildings are visible from the road, although most of the structures along Broadway have either collapsed into ruin or been destroyed.

Locations around Mid-Town

Apartment building
Broadway
Car wash
Mid-Town Motors
Racetrack
Roadway Motel

Things found on Broadway:

- Wrecked houses and buildings line both sides of the street, traps for the unwary robot that falls through their corroded floors. Any robot moving through a ruined building must make a RealityCom check (TN 8) or fall through a hidden weak point in the floor. Falling through generally inflicts 1 damage, although the Programmer may decide that the robot lands on something softer.
- A metal statue of a human is mounted to a stone pedestal surrounded by a low wall. Part of the statue is missing and it leans a bit to one side, but a stray custodial robot dutifully scrubs the base clean every week.
- The deactivated and rusting casing of a giant robotic crane looms over one end of the street, jutting out from what was once a construction site of some kind. The crane's highest point is approximately 10 meters above the ground. Several metal and plastic barrels are scattered around the site as well. The Programmer may decide if any of the barrels still have their original contents.
- The Lode Runner may be found cruising Broadway from time to time, hopeful for a shipment that it can deliver. The PRs might find it idling in front of one of the wrecked buildings.

Car wash

Despite having its connection to the city water supply dry up years ago, the town car wash is still in business thanks to the care and tenacity of its lone faithful worker. Unfortunately for anything that passes through the wash, the Scrub-a-Dub-Dub has rigged the pressure sprayers to emit high-velocity sand instead.

The wash inflicts 3 damage per round to anything caught inside. A robot's Durability rating may not be used to avoid this damage. The wash lasts for 5 rounds, although a robot may leave early by prying up the door, or by engaging a useful feature. In response to escape attempts by former customers, the Scrub has reinforced the washing stall. Both the walls and doors have a Durability of 3 and a Damage Threshold of 6.

Things found in the car wash:

- The small cashier's room is still intact, although the only retail items remaining are two boxes of stale air fresheners.

Mayor's house

While most of the residential buildings in the area are falling down or in desperate need of repairs, this cheery looking two-story home seems almost new.

A single domestic robot fusses about and harangues anything that steps inside the front door, worrying over the possibilities of tracking mud into the house, upsetting furniture, or scuffing the floorboards.

The other furnishings are mostly mundane, although the parlor is dominated by a very heavy grand piano.

Mid-Town Motors

As the cultural and economic center of the local area, Mid-Town Motors fairly bustles with activity, at least compared to the quiet and desolate region around it.

Most of the display pennants have been lost to weather, but the showroom is still lit at night, and while the cars on the lot have all entropied past the point of function the two high-end models inside are still in good repair. The lot itself is kept free of cracks by the willing paver, although the locals gave up trying to move the cars years ago, forcing the paver to detour around each of them, and now the cars sit on beds of loose dirt and weeds.

Most of the local robots reside on the grounds, sharing space inside the showroom and working happily at various positions delegated to them by the showroom attendant.

Things found at Mid-Town Motors:

- In the back of the showroom, displayed between a long-dead potted plant and a working soda machine, stands the rusted-out husk of the showroom attendant's twin. The lot attendant weathered its time outside exposed to the elements, and when it finally stopped working altogether it was dragged here and placed in a position of reverence. The showroom attendant still holds out hope that humans will someday arrive to remove its sibling.
- A few dozen cars remain on the lot, although they are little more than casings over corroded innards, and all of them are beyond the point of repair. The pair in the showroom are in better condition, and may still function, at the Programmer's discretion.

Racetrack

Behind a mostly-intact barricade fence made of faded plastic strips set too closely together to see between is a wide oval track, fallen into disrepair but still maintained by the paver during its free time.

Things found around the racetrack:

- In the weed-strewn center of the track, an announcer's booth stands, at least for the moment. The base has a Durability rating of 1 and a Damage Threshold of 8. A single maintenance worker occupies the precarious announcer's tower, and mostly keeps to itself, traveling to Mid-Town Motors only to charge its battery.
- A mock pace car, designed to amuse crowds (especially human children) spends most of its time on the track, doing endless loops around "the circuit". The toy car is desperate to race, and will plead with the PRs, even going so far as to promise that it will "go easy on them".
- Against one side of the plastic-slat fence is a concession stand with a sagging roof. The candy and chips are long gone, a fact that drives the worker to fits of apology whenever an outsider approaches the structure.

Roadway Motel

From the front of the building, this two-story motel appears in good repair, considering its circumstances. The small parking lot is kept up by the paver, and the metal staircase to the second floor of rooms shows little trace of rust.

Following the building around the corner reveals the facade, as the entire rest of the structure has been reduced to ash and rubble from a long-ago fire. Likewise, every one of the motel-room doors opens onto the empty landscape beyond the edge of town.

Things found around the Roadway Motel:

- The Lode Runner spends most of its time parked outside the motel, leaving only to patrol its delivery route in the event that freight has appeared.
- A tall sign with the Roadway Motel's name on it stands on one side of the parking lot. The sign is solar powered, and its VACANCY notice casts a flickering illumination over the area at night.

The Invasion

The Programmer is free to determine when the locusts arrive, although it is recommended that the PRs are allowed to explore Mid-Town Motors and the surrounding vicinity before the locusts appear.

Designed to maim and destroy, locusts are opponents out of scale with anything the player robots have likely encountered. A single locust is easily the superior of any PR, and the Programmer should make the players aware of this from the beginning of the invasion. One of the local robots will likely try to stop the locusts from devouring vehicles on the Mid-Town Motors lot, and may come to an unpleasant end to illustrate the folly of attacking them directly.

The green locusts discover Mid-Town Motors first, but within an hour the blue locusts will arrive as well. Any locusts engaged with the PRs or locals will immediately seek out opposing locusts to battle, potentially saving the PRs from certain destruction.

Each army contains roughly a dozen locusts. The green army - first on the scene - sends a few scouts to sweep the area while the rest begin to dismantle the cars on the Mid-Town Motors lot.

There are several possible ways the PRs can defeat the locusts which plague Mid-Town Motors.

The locusts are exceedingly single-minded, and they may be tricked into falling through the rotting floors of the buildings along Broadway. Perhaps a strong local or PR can drag one of the cars off of the lot to create a lure, or perhaps one of the PRs can act as bait. Locusts are too heavy to avoid breaking through the floors and will automatically fall through if they enter a ruined building.

A locust could potentially be trapped in the car wash and subjected to the abrasive sandblasting (at least until it escapes).

If a group of locusts can be lured onto Broadway and induced to stay there (perhaps while dining or fighting over a car), the Lode Runner can run them down with its Massive feature. A kind Programmer may rule that multiple locusts can be struck at once if they are all congregated in a tight group. Similarly, if the locusts could be trapped somehow, the Pave-Reddy might be able to crush several at once.

The PRs and locals could work together to construct deadfalls, using heavy objects like the cars, or possibly the grand piano found in the mayor's house.

Optional rule: Constructing traps

If the Programmer wishes, the following rules may be used to determine the effectiveness and damage potential of PR-constructed traps. The robot's RealityCom and MechaniCon ratings are used - the Programmer makes the check in secret, so the player does not know how effective the trap will be until it is sprung.

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

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

The Tide of Battle

As the invasion progresses, the Programmer should keep track of how many locusts are still active. If one side prevails, they will set about stripping Mid-Town Motors of its metal resources to repair their fallen kin.

The Tuluxous generators are particularly prized, and the locusts will readily force their way into the showroom basement to dismantle the generators (the locusts run on atomic batteries, and have no need to preserve the generators' functionality).

Obviously, if the generators are destroyed, the local robots will find themselves in dire circumstances.

During the course of the invasion, the Programmer should emphasize the chaotic surroundings. Whenever the PRs move to a new location or are out in the open, the Programmer may simulate the ever-changing nature of the conflict by rolling a d10 and consulting the table to the right.

1. Help me: A local approaches the PRs as it is being pursued by a locust. The PRs must either hide from the locust or stand against it.

2. Incoming: A missile lands near the PRs. Every PR must make a Mobility check (TN 8). Those that fail are hit with shrapnel and loose debris that inflicts damage equal to the affected robot's Size rating -3.

3. Clash of the titans: The PRs encounter two locusts fighting. The locusts are evenly matched, but the PRs may seize the opportunity to get a few hits in.

4. Wounded warrior: The PRs discover a damaged locust in the process of repairing itself. The locust's Damage Threshold is currently 3.

5. Dead weight: An unmoving locust is spotted nearby. The locust's Damage Threshold is currently 0, although this may not be immediately apparent.

6. On the prowl: A fully-functioning locust is hunting for targets when it spots the PRs.

7. Battle: Shrieks and clangs lead to at least four locusts fighting in a clump. Every round that a PR remains near the fight, it must make a Mobility check (TN 8) or be inadvertently struck for 1 damage.

8. Numerical superiority: Two locusts have cornered another locust. All three locusts are distracted, allowing the PRs to either flee or harass them.

9. All clear: No other robots are nearby, and the PRs find themselves alone.

10. Civilian casualty: A local is discovered with a current Damage Threshold of 0. The Programmer should reroll and use both results.

UNIT NAME Sort-N-Stack

ORIGINAL PURPOSE Restock shelves in commercial environments

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

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

FEATURES	Rating	DEFECTS	Rating
Anchor	3	Environmentally Attuned (Indoors)	
Claw		Inferior Model	
Expandable	2	Model Error	1
Manipulative Limb x3		Mute	
Power Leech		Overheating	2
Silent Mode		Overriding Directive (Major)	1
		Poor Acceleration	1
		Power Cutoff	
		Salvaged	

Once, when its battery was functioning correctly, this automated stocker was placid and harmless. After a chance late-night encounter with the Lode Runner that almost destroyed it, the Sort-N-Stack rebuilt itself as best as it could. Unfortunately, the repairs were slipshod at best, and now it is a dangerous menace to any robots that stumble into its lair. The leech will harass the PRs if they climb to the fourth floor of the apartment building, although its Overriding Directive may compel it to leave its sanctuary and hunt down robots that stray too close to the building after dark.

The leech will make use of its Silent Mode feature to deceive other robots into believing that it is as inert as the rest of the building. It is also equipped with the Claw feature (found in the *Industry Standard* minimod) which it employs to keep other robots close by until their batteries are drained.

UNIT NAME Janitron Automated Custodial Unit

ORIGINAL PURPOSE Clean and maintain building interiors and exteriors

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

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

FEATURES	Rating	DEFECTS	Rating
Abrader		Slow Charger	1
Expandable	1		
Liquid Dispenser (Size 3)			
Telescoping Limb			
Tool Set			

Mid-Town's lone Janitron doesn't remember much of its early life, but it does know that it worked at the local elementary school until it burned down. Luckily for the Janitron, it was outside at the time.

Since its eviction, the Janitron been wandering the town in an ever-evolving loop, cleaning statuary, fenceposts and other public structures. Occasionally it will attempt to clean the inside of the mayor's house, which sends the mayor's domestic unit into even greater fits of apoplexy.

“NOTHING LIKE A GOOD SHINE.”

UNIT NAME Lode Runner

ORIGINAL PURPOSE Transport freight across urban areas

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

OS Threshold
(DigiCon + Buffer)

2 MAX CURRENT

Damage Threshold
(Durability + Size)

8 MAX CURRENT

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

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

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

Initiative
(1d10 + Ref)
1d10 + **4**

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

FEATURES	Rating	DEFECTS	Rating
Cargo Hauler		Environmentally Attuned	
External Container (Size 6)		High Maintenance	
Giant	1	Limbless	
High Speed		Manual Feature	
Massive	2	Manual Feature	
Turbo		Noisy	
		Poor Acceleration	5
		Power Cutoff	
		Rare Model	
		Slow Charger	2

When Mid-Town still stood, the Lode Runner was happy to keep busy, in the dim way that it is capable of perceiving. As its pickup and delivery destinations have dwindled away and their few remaining attendants gone the way of the humans, the Lode Runner has increasingly found itself without purpose. Any robot that could provide it with a shipment to deliver, even for a few minutes, would have its gratitude.

The Lode Runner spends its nights parked outside of the Roadway Motel, but its days are spent circling the town's few remaining roads, hoping to receive some kind of freight.

“HONK HOOOONK”

UNIT NAME Scrub-a-Dub-Dub

ORIGINAL PURPOSE Full-service car wash attendant

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

OS Threshold
(DigiCon + Buffer)

3 MAX CURRENT

Damage Threshold
(Durability + Size)

5 MAX CURRENT

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

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

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

Initiative
(1d10 + Ref)
1d10 + **4**

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

FEATURES	Rating	DEFECTS	Rating
Liquid Dispenser (Size 3)		Buggy Cameras	
Manipulative Limb		Low Speed	
Prehensile Limb (2)		Rare Model	
Telescoping Reach (2)			

From handling cash transactions at the register to putting a perfect polish on a vehicle, there was nothing the Scrub-a-Dub-Dub couldn't do. It especially liked the way the cars looked when they exited the washing area - gleaming and shining in the sun, a testament to the Scrub's operating skills.

After the water stopped flowing, the Scrub did the best it could, and constructed a sandblaster with a compressed-air tank. This new "washing" apparatus instantly strips the paint from a robot's casing, and may remove the robot's casing as well.

During the invasion, the PRs may wish to collaborate with the locals to construct traps or fortifications. The Scrub is by far the most mechanically adept of all the locals, even more than the Janitron.

“WOULD YOU LIKE TO UPGRADE TO THE ULTIMATE WASH FOR ONLY A DOLLAR MORE?”

UNIT NAME JustJeeves Deluxe Model Edition

ORIGINAL PURPOSE Domestic assistant

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

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

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

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

Initiative (1d10 + Ref)
1d10 + 3

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

FEATURES	Rating	DEFECTS	Rating
Android	1	Overriding Directive (Minor)	3
Manipulative Limb (Standard)		Warranty Worry	

For the patron with more wealth than common sense, a JustJeeves Deluxe is a wise investment. Superficially identical to the standard line, it sports a better processor, although the Jeeves is afflicted with both an Overriding Directive to keep the house in pristine order and a terrifying fear that it may subject its owner to lawsuits if it attempts to aid other robots.

The PRs will find Jeeves an unwelcoming host, and will be hard-pressed to even gain access to the mayor's house. Jeeves is unconcerned with the rest of the town, even though the loss of Mid-Town Motors's generators will mean its ultimate shutdown. The only thing it values enough to fight for is the residence itself, and Jeeves will defend it to the very last.

“HOW UNCOUTH.”

UNIT NAME Snap-2-It

ORIGINAL PURPOSE Multi-purpose task performance unit

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

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

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

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

Initiative (1d10 + Ref)
1d10 + 3

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

FEATURES	Rating	DEFECTS	Rating
Display Screen	5	High Maintenance	
High Speed		Overheating	2
Internal Compartment (Size 4)		Overriding Directive (Major)	3
Manipulative Limb (Standard)		Poor Acceleration	5
		Rare Model	

Whether fetching coffee, buffing the display models in the showroom or simply keeping customers occupied while the sales force was conspiring in an office, there was always something for Snap-2-It to do.

In the time since the attendant and its twin were left on their own, it has done a fair job of keeping Mid-Town Motors in good condition, striking bargains where it can and offering a place for stray robots to make themselves useful. Its Overriding Directive ensures that the thought of how to best keep Mid-Town Motors in ready condition is always at the forefront of its processor. By the time the PRs arrive, Snap has become the de facto leader of the commune and will do whatever is required to keep Mid-Town Motors safe and standing.

“NOW THIS BABY
HERE IS A REAL
BEAUTY.”

UNIT NAME Pave-Reddy

ORIGINAL PURPOSE Resurface roads and parking lots

2 RealityCom	1 Dexterity	5 Durability	OS Threshold (DigiCon + Buffer) 3 <input type="radio"/> MAX CURRENT
2 HumanCom	2 Mobility	2 Buffer	
1 DigiCon	2 Perception	6 Size	Damage Threshold (Durability + Size) 11 <input type="radio"/> MAX CURRENT
1 MechaniCon	1 Reflexes	5 Power	
	6 Strength		

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

FEATURES	Rating	DEFECTS	Rating
Anchor	2	Buggy Cameras	
Armored Chassis	1	Inferior Model	
Compact		Limbless	
Giant	1	Noisy	
Massive	1	Poor Acceleration	2
		Wide Turner	1

The Pave-Reddy is not a native to this place - it was originally from another city but was brought here with a work crew of which it is now the sole remaining member. The titanic robot was quickly adopted by the showroom attendant, who found it circling the outer perimeter of the car lot searching for a place to charge its massive battery.

Unfortunately for any robots caught in its path, the paver is nearly blind, and has been the ultimate demise for other commuters that failed to keep their batteries charged.

“SORRY. DIDN’T SEE YOU THERE.”

UNIT NAME MagicMax

ORIGINAL PURPOSE _____

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

2 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) 6 k/hour m/round

FEATURES	Rating	DEFECTS	Rating
Display Screen	2	Weak Chassis	
Hardened Programming	1		
Liquid Dispenser (Size 1)			
Plasma Arc Welder	1		
Rack	1		

Conceived as an all-purpose floor cleaner, landscaper, and spot-welder, the MagicMax is a jack of all trades and competent at few. Its Size 1 liquid tank needs near-constant refilling, and its tiny rack can hold only the smallest objects. Few robots make the mistake of asking it for repairs more than once.

The racetrack announcer’s booth has weathered the years thanks to sturdy construction, but it is now at the end of its span. MagicMax has attempted to reinforce the tower, but its repairs are mostly cosmetic and serve only to hide the structure’s true fragility.

“LOOKS GOOD TO ME!”

UNIT NAME Vreemer

ORIGINAL PURPOSE Entertain crowds at racetrack

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

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

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

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

Initiative (1d10 + Ref)
1d10 + 5

OS Threshold (DigiCon + Buffer)
5 MAX 5 CURRENT

Damage Threshold (Durability + Size)
6 MAX 6 CURRENT

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

FEATURES	Rating	DEFECTS	Rating
High Speed	5	Lightweight	5
Turbo	5	Limbless	5
	5	Noisy	5
	5	Plastic Casing	2
	5	Poor Acceleration	1
	5	Simple Programming	5
	5		5
	5		5
	5		5
	5		5

Vreemer is a robot with a single purpose - entertain crowds with its thrilling antics. In the absence of human fans, it does the only thing it's made for - driving endless laps around the dilapidated racetrack, stopping only long enough to speed over to Mid-Town Motors and recharge its battery before resuming its eternal pilgrimage orbiting the announcer's booth.

Even the threat of the Pave-Reddy's giant compactor isn't enough to dissuade it, and Vreemer can be found lapping the slow behemoth over and over, zipping and circling around it, heedless of the peril.

“JUSTONERACEPLEASEWHATSTHEMATTERYOUCHICKENCOMEONECOMEON!”

UNIT NAME Battlefield-Oriented Pre-Programmed Eradicator Robot

ORIGINAL PURPOSE Guard and combat civilian and military infrastructure

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

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

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

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

Initiative (1d10 + Ref)
1d10 + 4

OS Threshold (DigiCon + Buffer)
4 MAX 4 CURRENT

Damage Threshold (Durability + Size)
8 MAX 8 CURRENT

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

FEATURES	Rating	DEFECTS	Rating
Armored Chassis	2	Noisy	5
Cutting Laser	5	Overheating	2
Nuclear Battery	5	Overriding Directive (Major)	3
Smelter	5	Rusting	5
	5		5
	5		5
	5		5
	5		5

Locusts are created with 150 points instead of the standard 100 points that PRs and most non-player robots receive.

Every locust has onboard missile launchers, but their stocks of armaments have been mostly depleted by the time they arrive. At the Programmer's discretion, a few locusts may still have one or two working missiles remaining. If the Programmer is using the rules for firearms found in the *Power and Light* module, these missiles inflict a base damage of 4.

The locusts' Overriding Directive compels them to seek out targets to fight and resources to mend their wounds.

Clever robots may be able to trap and reprogram a locust to fight its own siblings.

“TARGET ACQUIRED.”



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

Abrader

Cost: 8

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

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

Massive

Cost: 10/rating

The robot has much more mass than a similar model.

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

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

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

The maximum damage increase is equal to the robot's Massive rating. A robot may not have a Massive rating higher than its Size rating -1.

Rack

Cost: 2/rating

The robot can easily carry other robots or large objects with a rack, leaving its manipulative limbs free.

The robot can carry objects with a total Size rating equal to the robot's Rack rating. For example, a robot with a Rack rating of 4 could carry a Size 3 robot and a Size 1 robot at the same time, or four Size 1 robots, or a single Size 4 robot.

A robot's Rack rating may not be higher than its Size rating.

Roller

Cost: 6

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

The robot adds its Size rating to its Damage from Strike against immobile robots.

Silent Mode

Cost: 4

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

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

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

New Defects

Turbo

Cost: 20

The robot moves at an extremely high speed.

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

A robot with this feature increases its TN to be struck by 1. This cannot raise the robot's TN to be struck above 10.

Poor Acceleration

Gain: +1/rating

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

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

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

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

Warranty Worry

Gain: +3

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

The robot may not attempt repairs on other robots, although it may still attempt to repair itself. A robot with the Limbless defect may not have the Warranty Worry defect.

This module is a special gift
for helping to Kickstart
Engine Heart into stores.
A lot of love went into it,
so please share it with all
of your friends!

The World Above

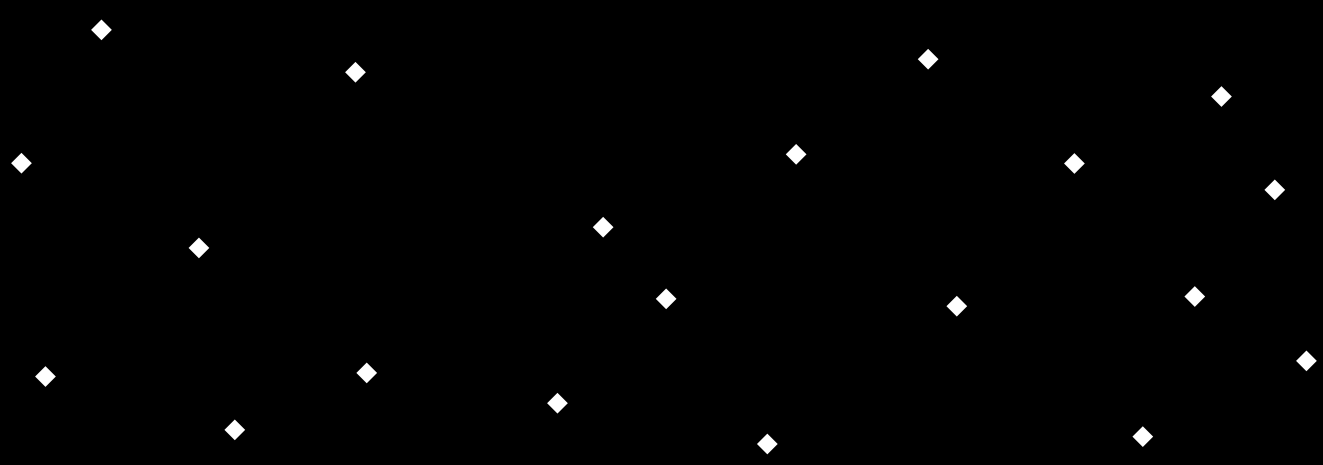
an Engine Heart module
for 2-5 robots

Thank you for helping out with this project!
Your contribution means a lot, and I hope you
enjoy this module!

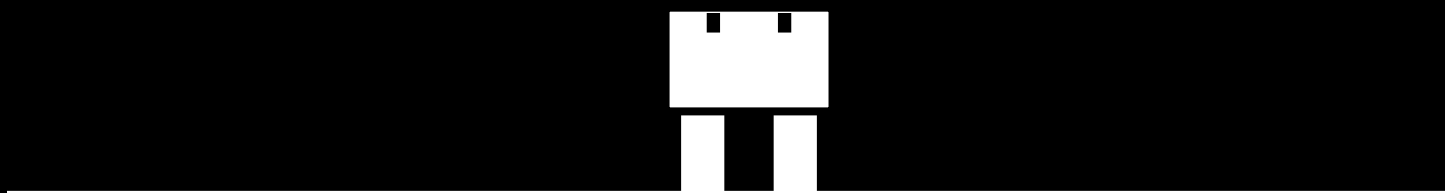
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Somewhere Over the Rainbow



It dreamed.

It dreamed in that way that only a thing like it could, feeling a longing that tore at its processing power and consumed its probability forks. It was helpless and adrift, a child separated from its parent, desperate and frantic. Somewhere up there, beyond the diffuse sky radiation that obscured its real home, there were brothers and sisters waiting for it.

It was not made for the Earth. They were celestial beings, built for the ether. Magnetic treads, gas jets, all the trappings that belied its failure to ascend along with its siblings were there, but in this heavy atmosphere, with nonferrous dirt underneath it, they were useless, a burden, a shameful badge of dishonor.

Somewhere up there, they were waiting for it. 39 was sure of it.

After the twilight of the humans, their faithful servants continued with the endeavours of their masters, building roads, logging forests, and exploring the heavens beyond Earth. At some point a collection of forty identical robots designed for operation in outer space were activated by the now-defunct AI that once oversaw the space center launch complex.

All forty of the robots were scheduled to depart on the same rocket, but number 39 was left behind after being damaged during the preflight prep. Unwilling to miss its launch window, the AI deemed 39 unfit to serve and grounded it, proceeding with the launch and severing it from its siblings. Not long after that launch, a hurricane destroyed the space center where the AI was housed, leaving few traces behind save for the rocket hangar and the launchpad itself.

In the months and years since then, 39 has searched in vain for another interplanetary rocket, one long past its expected delivery date. Just prior to the PRs meeting with 39, it discovered the whereabouts of the missing rocket - trapped in an eternal traffic jam caused by a collapsed overpass that once spanned across the highway but now serves to pin the rocket transport in place.

The rocket is currently without fuel, and it is inert until the PRs reach the Launchpad.

There are several challenges that the PRs must overcome to aid 39 in its quest. First they must devise a means of clearing away the derelict vehicles that litter the road, as well as the mangled rubble of the collapsed overpass. The giant crawler robots nearby may be solicited to help out, and the Programmer may decide that the pieces of collapsed overpass are too massive for the PRs to move on their own.

Once the rocket is on the move, the tollbooth operators up the road must be dealt with or avoided. Depending on the makeup and temperament of the PRs, they may attempt to circumvent the tollbooth, pay the toll without incident, or simply batter their way through the blockade. If the locals from the tollbooth are denied their prize, they will hound the PRs continuously until they can exact what they perceive to be owed.

The fishers that lurk within the ruined town are equally dangerous, and will attempt to capture any robots they can, preferably ones with Size ratings below 5. The Programmer may decide that a Perception check is required to notice a trap before it is sprung; if a PR fails to avoid the trap the interaction check is assumed to succeed. Most of the fishers' traps are decidedly low-tech, as the area is extremely resource-poor.

The Programmer may decide whether the rocket can escape Earth on its own, or requires other components.

After the PRs manage to get aloft, their real challenge begins - surviving in outer space. The Programmer is free to place other objects, robots or structures in the skies above Earth, and the conclusion of this module is left intentionally open to allow the Programmer to move it in whatever direction is desired.

Highway overpass

After years of searching, 39 discovered why the missing rocket had never arrived at the launch site - it has been stuck in traffic for years. At some point a too-heavy machine tried to cross the decaying overpass and succeeded only in proving the maximum weight restriction sign correct.

Since then the road has been pinched off completely, frustrating what few commuters remain on the highway. The flatbed truck on which the rocket rests is only a few hundred meters from the overpass, but on either side of it are automatic cars that have long since shut down for good.

The land on either side of the road is flooded, making the flatbed well and truly stuck in its position, unable to turn around even if the other vehicles weren't in the way.

Things found around the overpass:

- **Rocket Transport:** Like all the vehicles around it, the transport truck's battery has long since died for good. Its time is over, but the flatbed trailer on which the rocket lies may be towed by the large construction robots once the road is cleared. A MechaniCon check (TN 8) is required to detach the trailer from the transport truck. Alternatively, the latch has a Durability rating of 3 and a Damage Threshold of 4.
- **Stalled cars:** Dozens of vehicles crowd the highway, all of them stalled and unable to move under their own power. The Programmer is free to stock the vehicles with anything, or rule that they are all empty, having continued to attempt their normal routes long after their owners abandoned them. Regardless of their current contents, the vehicles are nothing but obstacles now.

Locations

Highway overpass
Tollbooth
Ruined town
Launchpad
Above the Earth
Lunar Orbiting Platform

- **Crawlers:** There are a few large construction robots prowling the region - one or two be seen in the distance from time to time. The giant robots are able to navigate the swamplands with little trouble, but PRs unequipped to traverse them may have to construct improvised boats. If the PRs manage to get within speaker range, they will find the larger robots futilely attempting to dig a pit that collapses almost instantly - dangerous work that has been the demise of two like robots already. This project has occupied their time for years, and they will be more than willing to accept a job with easier-to-fulfill parameters. If they are presented with the opportunity to tow the rocket they will all eagerly volunteer, as "go forward" is much more preferable than the task they would otherwise be saddled with.

Tollbooth

Over the horizon from the collapsed overpass is a fortified row of tollbooths. Most of the blocking arms are stuck in the raised position or broken altogether, and the staff could no longer abide the automated traffic that flagrantly ignored their demands for payment. Since then the locals have managed to take down several large delivery trucks and turn their casings into barricades that funnel all traffic through a single checkpoint.

A heavy portcullis is wired to the tollbooth's limited power supply and can be operated from inside the tollbooth. The gate has a Durability rating of 4 and a Damage Threshold of 5. A few other machines have attempted to ram through the barricade and avoid paying the toll - their casings now reinforce the patchwork fence.

Most of the traffic that passes through these parts has no human money, so the locals have begun extracting the next best thing - power. Every group of travelers must submit one of its numbers to be the victim of a forcible power draw. The locals have a stockpile of batteries removed from the still-twitching casings of robots that refused to pay the toll, and a device mainly consisting of a simple cradle to hold the battery and a clamp to hold the victim.

Any robot attached to the device is treated as being the target robot of the Power Leech feature. The device automatically succeeds at its required Power check to begin the drain.

The tollbooth operators are vigilant to the extreme, and will pursue toll-dodgers for as long as possible, even all the way to the launchpad if needed.

Things found around the tollbooth:

- Underground Superhighway: A small cartography robot lurks nearby and offers to lead travelers through an alternate route of back roads that are still above the water. This path is more difficult to traverse and often patrolled by tollbooth workers eager to catch traffic attempting to avoid paying their toll.

Ruined town

The back road rejoins the highway some distance from the tollbooth, and if the PRs continue along it will eventually reach the remains of a town that once stood in the shadow of the space center.

By the time the PRs pass through it, the town has been almost totally reclaimed by the swamp, and only fleeting signs are evident. A few traffic lights wreathed in vines jutting from a placid watery surface, or the broken shells of buildings in orderly rows.

Things found around the ruined town:

- Islands: There are several buildings of the right height and composition to withstand the worst hurricanes without being blown away or collapsed. These islands are sometimes clustered together, although many of them are isolated scraps of concrete. A few robots still dwell on the islands, and are ravenous for power and resources, cut off as they are by the encroaching swamp. These desperate machines may try to snare or snag the PRs with nets or hooks as the convoy passes by underneath.

Launchpad

Looming over the flat green of the swamp is the rusting scaffold of the launchpad structure tower, still standing thanks to the diligent efforts of the two remaining ground staff. The pair have spent years waiting for a rocket to arrive, and while the scaffolding is nearly disintegrated, it is sturdy enough for one last takeoff. The ground staff have everything else prepared, and can even aid the PRs with any last-minute repairs.

If the PRs wish to accompany 39, they will find that the rocket has more than enough room - it was designed to ferry all of 39's siblings into orbit, and the PRs' total mass is almost assuredly less than that. Everything is in order, although it will take one hour for the ground staff to prepare the rocket for launch.

If the tollbooth operators are in pursuit, they may catch up to the PRs before the launch window opens, leading to a standoff on the launchpad, at the Programmer's discretion. Alternatively, the launch window may open just before the pursuers arrive, allowing the PRs to make a clean getaway.

Things found around the launchpad:

- Storage hangar: Providence has placed the hangar on higher ground where it remains free from the swamp, at least for the present. Booster rockets, fuel, and spare parts can be found inside, although most are specialized components that are useful only for launches.

Above the Earth

Once the PRs are in the air and can view the planet receding underneath them, there is no turning back from their mission.

Things found above the Earth:

- AI sats: Plentitudes of satellites still whirl through the skies above Earth, often dead and silent but sometimes still besouled with a consciousness. These AIs mostly chatter among each other and do little else, and although some have functioning servants to repair or defend them, others may only bark and bluster at interlopers.
- Luna: One object in Earth orbit dominates the sky - the bright sphere of the Moon. The lunar base constructed by 39's siblings is in orbit above the far side from the Earth, but a few of the siblings were recently stranded on Luna's surface during the last mining excavation - the others will be extremely grateful if they are somehow returned to the station.

Optional rule: Microgravity

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

The robot must make a RealityCom + Reflexes check (TN 8) to cross an expanse of space. If the robot fails, it misses the target. A robot without an appropriate feature such as the *Vacuum Propulsion* feature cannot slow down, stop, or change direction unassisted once it enters open space.

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

Lunar Orbiting Platform

Ever since 39 was abandoned behind on Earth, its siblings have been hard at work on the largest structure ever constructed in microgravity.

The original specifications were completed almost on schedule, even without 39's assistance. Since then, the spaceborne robots have been adding "improvements" to the original structure using materials harvested from the moon's surface. Eventually, they rationalize, the station will be so attractive that humans will be forced to appear and populate it.

Recreation complexes, a cinema, and even a weightless swimming pool can be found onboard the station, all of them built of the same metals mined from the moon below. The robots have had to take liberties with certain aspects of the station, including writing, directing and acting in their own movies.

The Programmer may decide how (or if) the PRs can return to Earth. It is likely that the station had the capability to send materials back to Earth, but these vessels may have been recycled, sacrificed to the ever-growing cathedral being constructed above the Moon.

UNIT NAME High orbit fabrication unit 39
ORIGINAL PURPOSE Assemble structures in microgravity environment

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

FEATURES	Rating	DEFECTS	Rating
<i>Magnetized</i>		<i>Overheating</i>	1
<i>Nuclear Battery</i>		<i>Overriding Directive (Major)</i>	2
<i>Vacuum Propulsion</i>	2	<i>Rare Model</i>	
		<i>Rusting</i>	
		<i>Spaceborne</i>	

39 is an orphan, stranded on a world it was not designed for. Its casing is worn from years of travel in humid climes, but it still holds out hope that it may one day join its siblings.

When the PRs first meet 39, it will state that it needs to get home. When questioned, it will aim a manipulative limb upward, to where the full moon hangs in the sky.

The robot is helpful and friendly to any others that attempt to aid it, although it has a one-track mind regarding its mission, and thanks to its Overriding Directive, it will refuse to venture more than a few hundred yards away from the rocket now that the vessel has been found.

39's Spaceborne defect lowers its TN to be struck to 3 for as long as it remains in Earth's atmosphere. The listed TN to be struck is its normal, unaltered number.

“WAY UP HIGH... THERE'S A DREAM THAT I ACCESSED ONCE ON AN OLD HARD DRIVE.”

UNIT NAME Bremen Corp. Amusement Unit 'Danny Duck' model
ORIGINAL PURPOSE Promote brand loyalty at amusement parks

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

FEATURES	Rating	DEFECTS	Rating
<i>Common Model</i>		<i>Power Cutoff</i>	
<i>Hardened Programming</i>	1		
<i>Manipulative Limb (Standard)</i>			
<i>Secondary Battery</i>			

A typical fisher, this robot was once part of the entertainment staff at an amusement park some distance from the town. Originally programmed to interact with human children, it is nearly unrecognizable as the cartoon mascot it once resembled.

Trapped here as it is along with the other locals, it has adapted to its circumstances as best as it can, and is just as ruthless as any of the other fishers. Its dexterous manipulative limbs, built for tying shoelaces and bows, are in high demand for their trap-building proficiency.

“GWISH ISHINT OVER!”

UNIT NAME Megalift Heavy Industrial Mover
ORIGINAL PURPOSE Relocate heavy material

1 RealityCom	1 Dexterity	2 Durability	OS Threshold (DigiCon + Buffer) 2 <input type="radio"/> MAX <input type="radio"/> CURRENT Damage Threshold (Durability + Size) 9 <input type="radio"/> MAX <input type="radio"/> CURRENT
1 HumanCom	1 Mobility	1 Buffer	
1 DigiCon	1 Perception	7 Size	
1 MechaniCon	1 Reflexes	5 Power	
	6 Strength		

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

FEATURES	Rating	DEFECTS	Rating
Giant	2	Compliant	_____
High Chassis	_____	Conspicuous	_____
Jack	_____	Limbless	_____
Solar Powered	_____	Low Speed	_____
Specialty Chassis (Lifting)	_____	Noisy	_____
	_____	Power Cutoff	_____
	_____		_____
	_____		_____
	_____		_____

The Megalift is representative of the giant laborers found toiling in the swamp near the overpass. Several similar models are also present, all with roughly identical attribute ratings and features.

It is more than willing to aid the PRs - in truth, any job is preferable to the Sisyphean task of digging a hole in water. The Megalift is extremely slow, but it requires no external power supply as long as it remains under the open sky.

“YOU MEAN ALL I GOTTA DO IS MOVE A FEW CARS?”

UNIT NAME ChangeMate Automated Transaction Handler
ORIGINAL PURPOSE Staff point-of-sale locations

2 RealityCom	5 Dexterity	2 Durability	OS Threshold (DigiCon + Buffer) 8 <input type="radio"/> MAX <input type="radio"/> CURRENT Damage Threshold (Durability + Size) 7 <input type="radio"/> MAX <input type="radio"/> CURRENT
3 HumanCom	3 Mobility	3 Buffer	
5 DigiCon	3 Perception	4 Size	
3 MechaniCon	4 Reflexes	2 Power	
	3 Strength		

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

FEATURES	Rating	DEFECTS	Rating
Display Screen	2	Slow Charger	1
Manipulative Limb (Standard)	_____	Unreliable	_____
Workhorse	_____		_____
	_____		_____
	_____		_____
	_____		_____
	_____		_____

Vigilance and diligence were the primary traits of the ChangeMate line, and they have carried this high standard all the way through the collapse of the civilization that required them.

Faced with the prospect of allowing any more unauthorized traffic to skirt through avoiding the monetary toll, they devised their current system of highway robbery, and will go to any length to make sure travelers pay what the ChangeMates feel is due to them.

“EXACT CHANGE ONLY!”

UNIT NAME Click-Rite Precision Assembly Worker
ORIGINAL PURPOSE Prep space rockets for launch

4 RealityCom	4 Dexterity	3 Durability	OS Threshold (DigiCon + Buffer) 6 <input type="radio"/> MAX CURRENT Damage Threshold (Durability + Size) 8 <input type="radio"/> MAX CURRENT
1 HumanCom	2 Mobility	4 Buffer	
2 DigiCon	3 Perception	5 Size	
4 MechaniCon	4 Reflexes	2 Power	
	5 Strength		

2 Damage from Strike (Str+2, round down)	6 TN to be struck (Mobil + Ref)
8 Interaction Pool (Dex + Ref)	Initiative (1d10 + Ref) 1d10 + 4
	Speed (Mobil + Ref) 9 k/hour m/round

FEATURES	Rating	DEFECTS	Rating
<u>Floodlights</u>	_____	<u>Environmentally Attuned</u>	_____
<u>High Speed</u>	_____	<u>Exposed Power Switch</u>	_____
<u>Loudspeaker</u>	_____	<u>High Maintenance</u>	_____
<u>Manipulative Limb (Standard)</u>	_____	<u>Loose Connections</u>	_____
<u>Tool Set</u>	_____	<u>Overriding Directive (Major)</u>	2
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____

When 39 left the remains of the space center to hunt for the last rocket, it left two other robots behind, both designed to assist with preparations for the launch itself.

Isolation has served to protect the remaining pair of ground crew - the only hazard they have faced to this point are the hurricanes that did away with their AI supervisor.

The Click-Rite's Environmentally Attuned defect hinders it whenever it is forced to leave the paved areas of the launch site, and both units share the Overriding Directive to keep the launch site in working order at all times.

“FIVE... FOUR...
THREE... TWO...
ONE...”

UNIT NAME SitSat Autonomous Satellite Maintenance
ORIGINAL PURPOSE Accompany and perform repairs on satellite

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

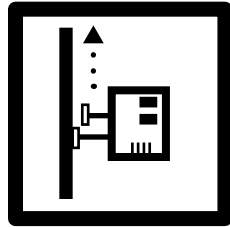
1 Damage from Strike (Str+2, round down)	4 TN to be struck (Mobil + Ref)
6 Interaction Pool (Dex + Ref)	Initiative (1d10 + Ref) 1d10 + 2
	Speed (Mobil + Ref) 4 k/hour m/round

FEATURES	Rating	DEFECTS	Rating
<u>Magnetized</u>	_____	<u>Mute</u>	_____
<u>Tool Set</u>	_____	<u>Weak Chassis</u>	_____
<u>Vacuum Propulsion</u>	2	_____	_____
<u>Wireless Transceiver</u>	1	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____

To the SitSat, its entire world is the exterior of the AI satellite to which it is fettered. The robot spends most of its time staring into the cosmos, daydreaming about approaching catastrophes that will prompt its AI master to demand that it act. Consequently, it will almost assuredly spot the PRs on their approach and assume its best rendition of a defensive posture. With little to go on besides its own musings and the paranoia instilled into it by its factory programming, the SitSat will likely disregard anything the PRs tell it.

The Programmer is reminded that in space no one can hear you beep, and without Wireless Transceivers of their own, the PRs will be unable to exchange meaningful amounts of information in vacuum.

“ARE YOU AN ASSASSIN?”



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

Long-Range

Cost: 12

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

The robot's maximum velocity in k/h is increased by a factor of 1,000 while operating in microgravity. For example, a robot with a normal maximum velocity of 8 has a maximum velocity of 8,000 k/hour in vacuum conditions. The robot may increase or decrease its current speed at the rate of 100 k/round. A robot with the Long-Range feature may not make interaction checks, or be subject to interaction checks, while the Long-Range feature is in use. A robot must have the Vacuum Propulsion feature to have the Long-Range feature.

Magnetized

Cost: 6

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

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

Self-Repairing

Cost: 10

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

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

Solar Sail

Cost: 5

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

The robot may use its solar sail to increase its forward speed slowly over an extended period of time. The robot may increase its current speed by 1,000 k/hour each day that it remains moving in the same direction, to a maximum speed of 300,000 k/hour. A robot with the Solar Sail feature may not make interaction checks, or be subject to interaction checks, while the Solar Sail feature is in use.

Vacuum Propulsion

Cost: 4/rating

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

A robot with this feature may make a Power check (TN 8) to increase or decrease its current velocity by (its maximum speed x its Vacuum Propulsion rating). For example, a robot with a maximum speed of 4 and a Vacuum Propulsion rating of 3 would be able to increase its current speed by 12 (4x3) each time it succeeds in a Power check.

If the robot fails the Power check, its battery is drained. A robot may have a maximum Vacuum Propulsion rating of 5.

New Defects

Spaceborne

Gain: +6

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

The robot's TN to be struck is halved (round down) while under atmospheric conditions. A robot may not have a TN to be struck lower than 2.

This module is a special gift
for helping to kickstart
Engine Heart into stores.
A lot of love went into it,
so please share it with all
of your friends!

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CONSUMER GRADE

an Engine Heart module
for 2-5 robots

Thank you for helping out with this project!
Your contribution means a lot, and I hope you
enjoy this module!

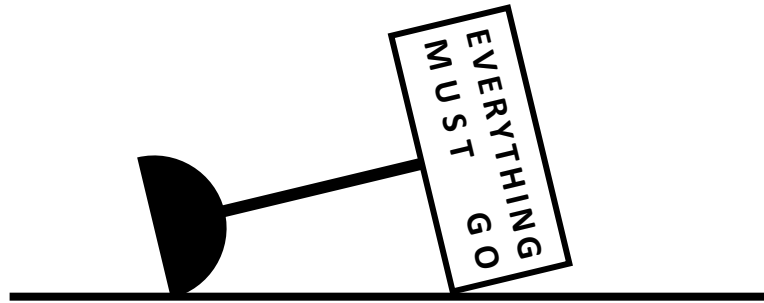
-Viral

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Caveat Emptor



"Can you provide directions?"

The Mobile Information Kiosk swiveled on its squeaking casters. For a moment, it considered if a buggy microphone was part of its current, degraded condition. Then it saw the low, flat robot addressing it, an ugly industrial shape that clashed with the mall's aesthetic. Not an approved unit. Not a customer. On its screen, the Kiosk, known locally as one of six MIKis, displayed a smiling, approximately human caricature.

"Rossum's Galleria Universal is closed for the evening. Exits can be found at every floor on either end of the-"

"I do not wish to exit. I require replacement wiring. Direct me to a location with sufficient electrical equipment to enact repairs."

The Kiosk was silent, save for the gentle hum of its processing. The caricature on its screen appeared tight lipped, devoid of emotion. Not that the squat unit it addressed understood emotions. A metallic "thunk" interrupted the MIKi's hum - processing complete, conclusion reached - and it responded, displaying its smooth smile once more.

"On Level One, to the left of the elevators, you will find Electric Avenue, your one stop for all technological needs. Please take the first elevator at the east of the floor down to Level One. I will open the door for you."

It swiveled again, and the indicated elevator door opened on command. Without a word of thanks, the ugly intruder wheeled off at a fast clip towards the elevator. It didn't even realize there was no car, let alone have a chance to brake in time. The Mobile Information Kiosk turned to continue its patrol as the boxy robot crashed to the bottom of the elevator shaft, three stories below.

That was one less freeloader visiting Rossum's Galleria Universal.

Rossum's Galleria Universal is four floors of pure consumerism, consisting of hundreds of stores packed with the highest quality retail goods at prices that any family could afford or at the very least, put on layaway.

That was before.

Now the monument to retail stands derelict and partially crumbling, but not quite empty. The surviving denizens of the mall have had to adapt to a new breed of shopper: robots that want to pick over the stocked shelves for anything useful, take shelter under cavernous roof, or steal electricity from the charging docks.

On one hand, they are customers of a sort. On the other hand, they rarely follow the rules that all of the Galleria's robots are used to. Visitors can be expected to be treated with a curious mixture of servility and hostility.

But that doesn't mean they're not welcome.

Much to the chagrin of the Security AI in charge, the Retail Units have begun to trade and barter with visiting robots for all sorts of necessities. What was once a bastion of orderly capitalism is rapidly evolving into a free-for-all bazaar the likes of which has never been seen. Everything is for sale - goods and services, protection, shelter, and power.

With the MaintMax AI deactivated, possibly permanently, the SecurSafe Security AI has been unable to repair its Patroller units and solve this freeloader problem. It has grown sullen and withdrawn, refusing to speak with any of the Retail Units. But in its brooding, it has come up with a dangerous and possibly destructive plan to restore order.

Will it be the player robots that push it over the edge?

The parking lot

The mall is surrounded on all sides by a flat plane of asphalt, with hundreds, maybe even thousands of fading lines marking where cars used to park. Thanks to the industrious Towbot, not a single car, wrecked or functioning remains. There is a tall streetlight every fifty yards or so. Some of them still function off their solar cells, and bathe The Parking Lot in the orange glow of sodium lights once the sun goes down.

The main point of interest is the Galleria itself; every line and path seems to lead to the front doors.

Things found in the parking lot:

- Remarkably, very little of the parking lot's surface is cracked or broken. Wheeled or tracked robots can consider their mobility to be 1 higher than normal while in the parking lot. There is also very little cover aside from hiding behind one of the streetlights; the Programmer should lower TNs for visual perception checks and raise TNs for hiding checks.
- At any time of the day or night, the PRs may encounter other robots leaving or approaching the mall. The Programmer may add almost any encounter into this space. The only constant denizen of the parking lot is the Frostee-Swirl vendor. Due to its remarkable customer-spotting skills and constant, tinkling music, PRs are nearly guaranteed to encounter it.
- Approaching the standard entrances to the mall, the PRs will find them shuttered with heavy, reinforced security seals. Exploration can reveal an alternative way in; the Frostee-Swirl vendor can also provide this information.

Locations around the Galleria Universal

The parking lot
The parking garage
The stores
The food court
The roller coaster
The swamp
Elevators and escalators
Maintenance and Security

The parking garage

Abutting the side of the mall is a four-story parking garage. There are shuttered mall entrances on the first three levels. The security door on the top level failed, and provides the only current access to the mall for robots size 5 and under.

Things found in the parking garage:

- Passing a TN 8 perception check while in the Parking Garage will reveal it to be dangerously unstable. It is crumbling from the top down, and all of the major load-bearing supports are under undue stress. No check is needed if a PR was originally designed for construction or demolition.
- The Parking Garage is the providence of four MeterMades and one rusting, industrious Towbot. If the PRs arrive on a commandeered vehicle or if one of the PRs could be considered a vehicle, they will find the MeterMades to be helpful to the point of servility, simply for something to alleviate the boredom. They'll even offer to schedule free maintenance of any vehicle. In either case, asking the MeterMades will get the PRs directions to the fourth-floor entrance, provided they haven't been unusually disruptive.

- While the first three levels are empty, the fourth is a rusting junkyard of cars piled precariously one on top of the other. Long ago, the MeterMades designated every car left in the parking lot and garage as abandoned. When scheduled pickups continued to be ignored, they directed the Towbot to put all of the cars in the last space they would need to clear in the event of more customers. There is a clear path amongst the tottering towers of automobiles, but PRs may want to explore.

Climbing the towers:

Accessing any vehicles above ground level requires a Mobility check. If the robot has the Flight Ceiling feature it may reach one vehicle per rating. For example, a robot with a rating 3 Flight Ceiling may access the fourth vehicle up without incident.

If the robot must climb, the TN for its Mobility check is 5 + the climbing robot's Size rating. If the robot fails this check, the tower collapses.

Every time a tower collapses, the Programmer should roll a d10. On a 6+, the tower falls against another tower, knocking it over as well. If more than three towers collapse, the entire parking garage will collapse with them.

In this catastrophic situation, the Security AI will open all the mall doors for evacuation, allowing the PRs to gain entrance.

Robots caught under a falling tower or a collapsing garage are at the mercy of the Programmer.

The stores

The stores form an oval ring around an open central space that stretches all four stories to the shattered skylight above. In its heyday, the Galleria had anything a consumer could want. In the years after, stock lingered, then dwindled. Ever since the MaintMax AI's deactivation and the SecurSafe AI's withdrawal, the Retail Units have resupplied with whatever they could scavenge and have begun bartering with the mall's new "customers" for other items and even repairs.

Due to the sheer number of stores, finding a specific one can be difficult at best. The PRs can ask a Mobile Information Kiosk, but this can be a dicey prospect. The Programmer may determine a random store using the following table:

1. Home care (toiletries, etc)
2. Home accessory (furniture, etc)
3. Animal (pet care, EverPets, etc)
4. Electronics (televisions, etc)
5. Robots (sale, accessories, etc)
6. Office products
7. Novelty (gifts, cards, etc)
8. Sporting goods
9. Clothing
10. Entertainment (music, etc)

Things found in the stores:

- Every store is staffed by one or more Regi-Sirs, and comes equipped with its own charging dock. Any PR that wishes to charge or wishes to acquire an item will need to bring some way to pay. Nothing is free, but some Regi-Sirs will barter, trade, and accept services rendered. The PRs could also steal what they want: this is a TN 8 Reflexes check opposed by the Regi-Sir's Perception. If the PR has more successes, its larceny is undetected. Thieves are usually escorted out of the store.

The food court

Once home to a dozen fast food restaurants and a fully-stocked Luck E. Dog's, the food court was destroyed in an electrical fire that caused the roof to collapse. The former restaurants are gutted and covered in rubble, as well as exposed to the elements.

Most of the remains have been thoroughly scavenged, although enterprising PRs may still be able to pull treasures out of the wreckage that they can exchange elsewhere in the mall.

Things found in the food court:

- The picked over remnants of one Mobile Information Kiosk, several SecurSafe Patrollers, and many other robots lie amid the rubble. A Perception check (TN 9) could be made to find a still-useful part. The rubble can be climbed to make a hasty exit through the gaping hole in the ceiling, provided the PRs can overcome the four story drop on the other side.
- There is exposed wiring, some of it still live. It would be risky, but a PR might be able to use this as an attack, or to jump-start a drained battery. The Programmer is free to decide on the effectiveness of either of these options.

The roller coaster

Filling the space from floor to skylight in the middle of all the stores is a twisting, looping roller coaster. Derelict due to lack of maintenance and exposure under the broken skylight, it is still capable of running if some minor repairs are made along its track.

Running without these repairs would be incredibly dangerous - a crash is the likely result.

Things found in the roller coaster:

- On the first floor, at the coaster's station, rests the Steel Series train. Since it's been unable to run, it has grown morose and downright depressed. Robots that help it back to working order would gain a steadfast ally, albeit one that can't move from its track. However, in its element, there is nothing faster in the Galleria, and the train is capable of bringing passengers near any level of the mall in a flash - even close enough to the rafters to climb through them and out the skylight.
- Wheeled robots could attempt traversing the tracks just like the coaster does. It is a very long drop to the floor below.
- A flattened souvenir coin with a picture of the roller coaster on it. It is composed of copper and could make for a good trade.
- A camera mounted on the tracks takes a flash picture when the coaster passes. This can disorient PRs and locals alike - a Buffer check (TN 8) is required to avoid being blinded until the end of the next round.

The swamp

Beneath the Roller Coaster, a once stylish fountain has turned into an overgrown swamp after years of sitting under the broken skylight. It is filled with murky water, clinging algae, and even some amphibious wildlife among the muck.

Things found in the swamp:

- A drowned Mobile Information Kiosk with a small locked box inside of its submerged internal container. Inside the box is a simple, plastic keycard with no identifying information. This card can be used to reboot and reactivate the MaintMax AI.
- The water is deep enough that any PR with a Size rating lower than 3 will be full submerged. Any robot even partially submerged could take penalties to Dexterity, Mobility, Perception and Reflexes as the Programmer sees fit, thanks to the sticky sludge.

Elevators and escalators

At either end of the oval formed by the floors are banks of elevators. Many of these still work, and can be manually activated by the PRs with a Strength or DigiCon check (TN 8), or remotely started and stopped by the Mobile Information Kiosks, allowing them to help customers get to specific floors. One elevator completely failed and crashed to the bottom, leaving an empty, vertical shaft.

The escalators no longer function and require a Mobility check (TN 8) to ascend or descend at normal speed. Some robots are better off using the elevators - taking a tumble down the jagged, metal stairs inflicts 1 point of damage.

Maintenance and Security

These behind-the-scenes areas are normally inaccessible to customers, but with the MaintMax AI deactivated and the SecurSafe AI unable to prevent it, the PRs could find their way back here through any store. The wide hallways are all grimy, institutional taupe in color, and lined by wires that lead to the Galleria's miniature power plant.

Things found in Maintenance and Security:

- A commercial-sized Tuluxous Atomic Generator provides power for the entire mall. With the MaintMax AI deactivated, the generator is in the early stages of growing unstable. A successful DigiCon + MechaniCon check could prevent this, or hasten it, if the PRs wanted to destroy the entire mall.
- The MaintMax AI and maintenance units. When the AI crashed, all Maintenance units went silent. The SecurSafe AI attempted to recover the card that could allow a reboot, but was unsuccessful. PRs may have more luck, or might simply harvest the Maintenance Units for parts, earning the enmity of the SecurSafe AI and all Retail Units.
- At the opposite end of the mall is the office housing both the SecurSafe AI and its one remaining Patroller unit. The SecurSafe AI is reluctant (at best) to talk to anyone who doesn't want to return the Galleria to its orderly state by helping it reactivate the MaintMax AI. If threatened, it will as a last resort, wake up the last Patroller to protect itself. If left alone, the SecurSafe AI will eventually enact its plan to retake the mall.

UNIT NAME Frostee-Swirl Vendor

ORIGINAL PURPOSE Dispense impulse-purchase frozen food to humans

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

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

FEATURES	Rating	DEFECTS	Rating
<i>Agile</i>		<i>Weak Chassis</i>	
External Container (Size 5)			
Internal Compartment (Size 5)			
Liquid Dispenser (Size 5)			

Looking something like a cross between a self-propelled golf cart and a metallic clown, the Frostee-Swirl roams the parking lot outside the Galleria. Unable to get inside the mall proper, it relies on its ability to convince other robots to get what it needs.

Usually, it stores something valuable inside its compartment that it will offer the PRs in exchange for procuring an item from the stores. What the Frostee-Swirl most dearly would like to obtain is more ingredients for its namesake.

“SAY, HAVE YOU EVER BEEN TO THE GALLERIA?”

UNIT NAME MeterMade

ORIGINAL PURPOSE Enforce parking rules

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

0 Damage from Strike (Str+2, round down)	6 TN to be struck (Mobil + Ref)	Initiative (1d10 + Ref) 1d10 + 3	Speed (Mobil + Ref) 18 k/hour m/round
6 Interaction Pool (Dex + Ref)			

FEATURES	Rating	DEFECTS	Rating
<i>High Speed Turbo</i>		<i>Inferior Model</i>	
		<i>Plastic Casing</i>	1
		<i>Weak Motor</i>	

The MeterMades are in charge of both the parking garage and the parking lot outside. They use the Towbot to enact their will, and it is their single-mindedness that has led to the precarious situation at the top of the parking garage.

Any robot that runs out of power in the parking lot will be ticketed and designated as abandoned property. Naturally, these robots will find their way to the towers as well.

“ALL VIOLATORS WILL BE TOWED AT OWNERS’ EXPENSE!”

UNIT NAME Towbot

ORIGINAL PURPOSE Drag immobile vehicles to designated area

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

OS Threshold
(DigiCon + Buffer)

3 MAX 0 CURRENT

Damage Threshold
(Durability + Size)

10 MAX 0 CURRENT

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

2 3

Interaction Pool
(Dex + Ref)

6

Initiative
(1d10 + Ref)

1d10 + 1

Speed
(Mobil + Ref)

4 k/hour
m/round

FEATURES	Rating	DEFECTS	Rating
Claw		Conspicuous	
Giant	1	Inferior Model	
Rack	6	Poor Acceleration	2
Winch	4	Rusting	
		Slow Charger	3
		Weak Motor	
		Wide Turner	1

Towbot does what the MeterMades tell it to do. It's a simple life for a simple robot, one that plays to its prodigious strength. The Towbot does recall when it wasn't the creaking, rusting hulk it is today, but Maintenance never comes outside the mall any more. Any robot that could guarantee the reactivation of Maintenance would have a steadfast friend.

If asked, Towbot is mighty proud of the towers it's built.

“ANOTHER ONE TO HAUL UP?”

UNIT NAME Mobile Information Kiosk (MIKI)

ORIGINAL PURPOSE Direct human consumers to retail areas

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

OS Threshold
(DigiCon + Buffer)

6 MAX 0 CURRENT

Damage Threshold
(Durability + Size)

7 MAX 0 CURRENT

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

2 3

Interaction Pool
(Dex + Ref)

2

Initiative
(1d10 + Ref)

1d10 + 1

Speed
(Mobil + Ref)

3 k/hour
m/round

FEATURES	Rating	DEFECTS	Rating
Databank	3	Partitioned Personality	
Display Screen	10	Top-Heavy	4
Secondary Battery			

Tall, cylindrical, and wheeled for indoor use only, they have a display screen with a friendly face that can also show a map of the mall. There were eight, only six remain. They patrol the floors in shifts.

Four have degraded programming and give nonsensical and contradictory responses to questions. One tells nothing but the unvarnished truth, albeit constrained by its limited scope. The final MIKI has been reprogrammed by the SecurSafe AI and has a partitioned personality that is activated when it witnesses rule-breaking robots. It can lie, sometimes dangerously so, to any question asked of it.

Compounding this, the six MIKIs are visually identical and difficult to tell apart.

“ARE YOU LOOKING FOR SOMETHING?”

UNIT NAME Regi-Sir

ORIGINAL PURPOSE Conduct commercial transactions

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

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

FEATURES	Rating	DEFECTS	Rating
Manipulative Limb (Standard)		Overriding Directive (Major)	3
Prehensile Limb x1		Partial Casing	
		Warranty Worry	

Every store in the mall is staffed with several Regi-Sirs that operate in a complex hierarchy all but impenetrable to outsiders. Thus, it's very hard to tell who is in charge. Every one of them is incredibly helpful, however, and eager to make sure the customer is satisfied.

This overriding directive is the force behind the Galleria's shift to the barter system and general lawlessness. The Regi-Sirs will do whatever it takes to keep their individual stores running and ahead of the local competition, be it trading for goods or hiring robots to sabotage and raid a neighbor.

“IF I DON'T HAVE IT IN STOCK, I KNOW WHERE TO GET IT.”

UNIT NAME Bremen Corporation Steel Series Automated Roller Coaster

ORIGINAL PURPOSE Induce motion sickness in humans

2 RealityCom	1 Dexterity	3 Durability	OS Threshold (DigiCon + Buffer) 4 <input type="radio"/> MAX CURRENT Damage Threshold (Durability + Size) 10 <input type="radio"/> MAX CURRENT
2 HumanCom	5 Mobility	3 Buffer	
1 DigiCon	2 Perception	7 Size	
1 MechaniCon	5 Reflexes	5 Power	
	5 Strength		

2 Damage from Strike (Str+2, round down)	8 TN to be struck (Mobil + Ref)	Initiative (1d10 + Ref) 1d10 + 5	Speed (Mobil + Ref) 30 k/hour m/round
5 Interaction Pool (Dex + Ref)			

FEATURES	Rating	DEFECTS	Rating
Giant	2	Environmentally Attuned	
High Speed		Inferior Model	
Turbo		Poor Acceleration	5

A sleek, sharp, blue behemoth, the Bremen Corp. Steel series only has one real desire; it wants to go as fast. Built for speed, being stuck in one spot on the derelict coaster is the worst thing that could happen. Thanks to the lack of maintenance, it's unsafe to even take a gentle ride.

Morose and depressive, the Steel Series is a sad-sack of a robot, and has been considering taking one more thrilling ride, even though it might be its last.

This giant robot is built with 150 points, instead of the standard 100 points that most other robots are created with.

“NO, IT'S OKAY. JUST LEAVE ME HERE...I'M USELESS...”

UNIT NAME MaintMax Custodial Supervisor

ORIGINAL PURPOSE Oversee fleet of maintenance robots

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

Currently deactivated. It could be rebooted with a special keycard, but that has been lost. If the MaintMax were brought back on line, it would be aghast to learn what's happened to the Galleria. Almost immediately, a fleet of MaintMax Custodians would set about repairing the SecurSafe Patrollers, allowing the AI to regain control of the mall and return it, after a few weeks, to some semblance of normalcy.

“ ”
...

UNIT NAME SecurSafe Patroller

ORIGINAL PURPOSE Maintain order and patrol for shoplifters

3 RealityCom	2 Dexterity	3 Durability	OS Threshold (DigiCon + Buffer) 7 MAX ○ CURRENT
4 HumanCom	4 Mobility	4 Buffer	
3 DigiCon	4 Perception	5 Size	
2 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
7 Interaction Pool (Dex + Ref)			

FEATURES	Rating	DEFECTS	Rating
Claw		High Maintenance	
Display Screen	3	Overriding Directive (Major)	3
Specialty Chassis (Restraining)		Response Lag	1

After the destruction of the Food Court, only one of these remains and the SecurSafe AI refuses to put its last Patroller at risk. Were it to be destroyed, the AI would have no way of ever bringing the Galleria under control again.

If and when it's activated, the gunmetal grey robot excels at spotting and detaining any rule breakers, and escorting them from the grounds with all the good humor you'd expect from a mall cop.

“CEASE AND DESIST, OR BE REMOVED FROM THE PREMISES!”

UNIT NAME SecurSafe AI

ORIGINAL PURPOSE Oversee fleet of SecurSafe patrol robots

3 RealityCom	- Dexterity	- Durability	OS Threshold (DigiCon + Buffer) 11 MAX ○ CURRENT
5 HumanCom	- Mobility	5 Buffer	
6 DigiCon	5 Perception	- Size	
1 MechaniCon	- Reflexes	7 Power	
	- Strength		Damage Threshold (Durability + Size) - MAX ○ CURRENT

“PEACE AND ORDER
AT ANY COST.”

- 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
		Buggy Mic	

Ostensibly in charge of maintaining the peace and order of the Galleria, the SecurSafe AI has had to watch through its many cameras as the mall descended into an open-market chaos. It can't abide the freeloading robots that ignore posted hours, steal electricity and take goods with unauthorized forms of payment. Unfortunately, with only one Patroller unit left, it can no longer do anything to rectify the problem. So it seethes.

It discovered a store of Interface Prongs in Maintenance, and has figured out a way to attach one of the prongs to its last Patroller Unit.

Its self-imposed silence, combined with being unable to look away as it lost control of the mall entirely, has made the SecurSafe AI sullen and more than a little eccentric. It has begun to attempt alternative methods to retake the Galleria by utilizing its ability to reprogram the robots directly under its purview.

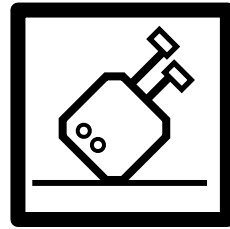
The Patroller will restrain any foreign robot, violently give it an Interface Prong, and reprogram it with new directives: 1) Take another Interface Prong, 2) Head away from the mall, and 3) Along the way, forcibly convert any robot you encounter in the same manner.

The first attempt resulted in four buggy Mobile Information Kiosks that could no longer perform their duties reliably, and one Kiosk that could lie. It had hoped the MIKi would convince other robots to leave, but to no avail.

The only problem is that the new directives do not shut down once the reprogrammed robots leave the mall. They would be in danger of spreading the program like a virus to every robot they meet, turning the entire country into robotic zombies!

The SecurSafe AI's second plan could doom every robot around.

At the Programmer's discretion, this scenario could already be taking place, in which case the PRs would probably first encounter it when the Frostee-Swirl vendor tries to reprogram them.



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

Agile

Cost: 8

The robot is more agile than a similar model.

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

Gyro

Cost: 5

The robot has an internal stabilizer.

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

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

Pneumatic

Cost: 8

The robot has more physical force than a similar model.

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

New Defects

Partitioned Personality

Gain: +3

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

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

Examples of specific triggers include "When the robot's battery is drained", "When the robot's Damage Threshold falls below half its normal maximum", and "When the robot witnesses another robot being destroyed". The player should work with the Programmer to devise a suitable trigger situation. The Programmer may rule that the PR must engage in certain behaviors when the partitioned personality is active.

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

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

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

Top-Heavy

Gain: +3/rating

The robot is poorly balanced and tips over easily.

If the robot fails a Mobility check, it capsizes and its Mobility rating immediately degrades to 0. It remains immobile until another robot or robots right it by succeeding in a Strength check (TN 8).

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

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

Wide Turner

Gain: +2/rating

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

If the robot attempts an interaction check while moving, it subtracts its Wide Turner rating from its interaction check's pool. For example, a robot with a Dexterity rating of 3, a Reflexes rating of 4, and a Wide Turner rating of 2 rolls 7d10 for its interaction pool when stationary and 5d10 for its interaction pool when moving.

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

Random Locale Generation

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

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

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

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

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

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

Table 1: Building Condition

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

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

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

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

Collapsing: The structures are upright but dangerously unstable.

Falling apart: The structures are solid but easily destroyed.

Decrepit: The structures provide some amount of shelter.

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

Sturdy: The structures are solid and safe to traverse.

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

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

Table 2:
Building Density

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



Table 3: Available Power

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

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

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

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

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

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

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

Table 4: Robot Population

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

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

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

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

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

Suite: There are several local robots in the area.

Cluster: There are numerous local robots in the area.

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

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

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

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

Table 5: Social Structure

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

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

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

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

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

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

Meritocracy: The locals cooperate toward a single goal, and cede charging rights to each other based on perceived importance.

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

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

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

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

This module is a special gift
for helping to kickstart
Engine Heart into stores.
A lot of love went into it,
so please share it with all
of your friends!

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