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
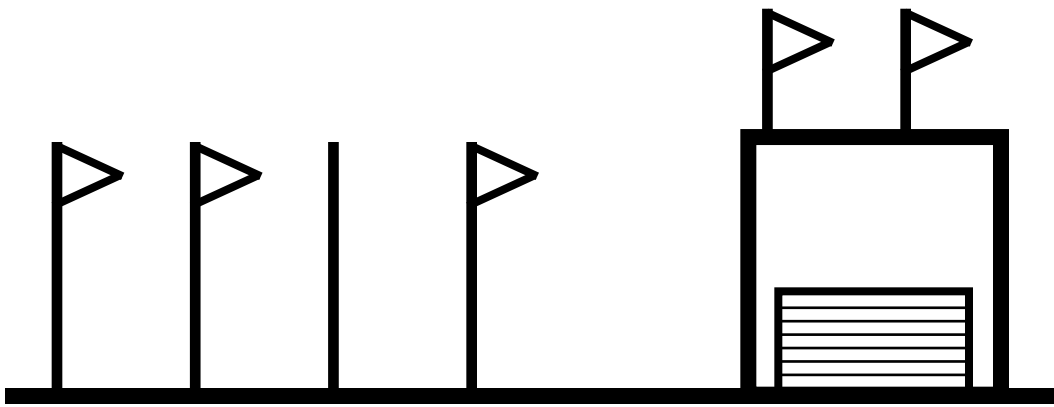enjoy this module!

-Viral

Special thanks to Robert Taylor,
creator of the *Rivets* microgame.
Rivets is ©1977 Metagaming.

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.

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

OS Threshold
(DigiCon + Buffer)
(5) MAX   ( ) CURRENT

Damage Threshold
(Durability + Size)
(5) MAX   ( ) CURRENT

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

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

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

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

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

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

OS Threshold
(DigiCon + Buffer)
(4) MAX   ( ) CURRENT

Damage Threshold
(Durability + Size)
(6) MAX   ( ) CURRENT

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

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

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

Initiative
(1d10 + Ref)
1d10 + (2)

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

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 HOOOOONK"

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	

OS Threshold
(DigiCon + Buffer)
6 MAX   **◯** CURRENT

Damage Threshold
(Durability + Size)
6 MAX   **◯** CURRENT

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	

OS Threshold
(DigiCon + Buffer)
8 MAX   **◯** CURRENT

Damage Threshold
(Durability + Size)
6 MAX   **◯** CURRENT

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

6 TN to be struck
(Mobil + Ref)

7 Interaction Pool
(Dex + Ref)

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

Stat	Value
RealityCom	2
HumanCom	2
DigiCon	1
MechaniCon	1

Stat	Value
Dexterity	1
Mobility	2
Perception	2
Reflexes	1
Strength	6

Stat	Value
Durability	5
Buffer	2
Size	6
Power	5

OS Threshold (DigiCon + Buffer)
MAX 3   CURRENT ( )

Damage Threshold (Durability + Size)
MAX 11   CURRENT ( )

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

TN to be struck (Mobil + Ref) 2

Interaction Pool (Dex + Ref) 1

Initiative (1d10 + Ref) 1d10 + 1

Speed (Mobil + Ref) 2 k/hour m/round

FEATURES	Rating
Anchor	2
Armored Chassis	1
Compactor	
Giant	1
Massive	1

DEFECTS	Rating
Buggy Cameras	
Inferior Model	
Limbless	
Noisy	
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 _____

Stat	Value
RealityCom	3
HumanCom	2
DigiCon	1
MechaniCon	2

Stat	Value
Dexterity	2
Mobility	3
Perception	3
Reflexes	3
Strength	4

Stat	Value
Durability	3
Buffer	4
Size	4
Power	2

OS Threshold (DigiCon + Buffer)
MAX 5   CURRENT ( )

Damage Threshold (Durability + Size)
MAX 7   CURRENT ( )

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

TN to be struck (Mobil + Ref) 6

Interaction Pool (Dex + Ref) 5

Initiative (1d10 + Ref) 1d10 + 3

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

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

DEFECTS	Rating
Weak Chassis	

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	

OS Threshold
(DigiCon + Buffer)
5 MAX ◯ CURRENT

Damage Threshold
(Durability + Size)
6 MAX ◯ CURRENT

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

10 TN to be struck (Mobil + Ref)

6 Interaction Pool (Dex + Ref)

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

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

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

" JUSTONERACEPLEASEWHATSTHEMATTERYOUCHICKENCOMEONECOMEON!"

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.

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	

OS Threshold
(DigiCon + Buffer)
4 MAX ◯ CURRENT

Damage Threshold
(Durability + Size)
8 MAX ◯ CURRENT

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

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.

Compactor
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.

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.

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.

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.

New Defects

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!