

ROBOTS

Many commercial and military robots are available by 2020, with varieties of uses. Construction of custom robots is also possible by someone with money and the right technical training. Robotics Difficulties are listed for many options to allow individual construction of robotic constructs piece by piece by technical experts.

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Building a Robot Steps

1. Decide Robot's Physical Stats (Chassis) and Mental Stats (CPU)
2. Decide Size of Robot Chassis
3. Determine Chassis Options & Armoring
4. Determine Limbs & Options if present
5. Determine Method of Movement

Robot Statistics/Ability Scores

Robots have the following stats, Strength (not really Body), Reflex, Movement Ability, Memory, and Tech. These 5 stats reflect their abilities, and unlike humans, do not cap at 10. Strength, Reflex, and Movement ability are entirely dependent on the Robot's Body, whereas Memory and Tech rely on the CPU of the unit. The Memory stat is added to skill ranks for determining Intelligence based skill checks.

Robotic Body

Strength for lifting and pushing Cost: 50eb/per 1 point. A Robot's Strength is limited by its chassis size. For damage bonus and lift/carrying capacity refer to following chart (Max Metal).

CHASSIS INVENTORY TABLE			
STR	DAM. MOD.	LIFT/CAP.	CARRY
12	+4	600	180
14	+6	700	210
16	D6+2	800	240
20	D10	1000	300
25	D10+2	1250	375
27	D10+5	1350	405
30	D10+5	1500	450
32	3D6-1	1600	480
35	3D6-1	1750	525
37	3D6-1	1850	555
40	2D10	2000	600
42	2D10	2100	630
45	2D10	2250	675
50	2D10+5	2500	750
52	2D10+5	2600	780

Reflex for fine manipulations, Cost: \$75/per 1 point.

Movement Ability for either walking or normal movement, Cost: 50eb/per 1 point.

Core CPU

Per point of **Memory**, Cost: 100eb

Per point of **Tech**, Cost: 100eb

Attractiveness Package

Per point of Attractiveness with RealSkinn, Cost: 200eb

Per point of Attractiveness with TrueSkinn, Cost: 400eb

Empathy Package

Per point of Empathy, Cost: 500eb

Robots with an Empathy Package can only mimic real humans; it is rare to find a Robot with a higher Empathy score than 4.

Robot Chassis

Size, the size of the robot modifies what options it can fit on its chassis and how expensive it is, very tiny and very large robots are more expensive than trashcan or people sized versions. Weight: If all options are filled use the maximum listed weight value, if options are empty then assume the lowest.

Bug Sized (between ½ inch to 8 inches, Average Weight: 1/2lb-10lbs)

Base Cost: 1,000eb, SDP: basic robot SDP for this size chassis is 2 until disabled, 5 until destroyed. Max Strength: 4, Bonus Spaces: None

Pet Sized (12 inches to 2ft, Average Weight: 12-30lbs)

Base Cost: 500eb, SDP: basic robot SDP for this size chassis is 5 until disabled, 10 until destroyed. Max Strength: 7, Bonus Spaces: None

Trashcan Sized (3ft-4ft, Average Weight: 50-100lbs)

Base Cost: 750eb, SDP: basic robot SDP for this size chassis is 10 until disabled, 20 until destroyed. Max Strength: 12, Bonus Spaces: None

Human Sized (5ft-7ft, Average Weight: 100lbs-500lbs)

Base Cost: 1,000eb, SDP: basic robot SDP for this size chassis is 20 until disabled, 30 until destroyed. Max Strength: 20, Bonus Spaces: 1

Giant Sized (8ft-15ft, Average Weight: 600-2,000lbs)

Base Cost: 2,500eb, SDP: basic robot SDP for this size chassis is 30 until disabled, 40 until destroyed. Max Strength: 30, Bonus Spaces: 2

2 Stories or More (20ft+, Average Weight: 1-3 Tons)

Base Cost: 5,000+eb, SDP: basic robot SDP for this size chassis is 40 until disabled, 50 until destroyed (for every additional \$5,000, a larger size +5ft, +10 SDP, adds 1 ton of weight). Max Strength: 40 +3 per additional size increase, Bonus Spaces: 3

Chassis Options:

Additional Torso Option Spaces based on Strength of Chassis

STR	Torso Spaces
1-5	1
6-10	2
11-15	3
16-20	4
25-37	5
40-52	6

Reinforced Structure, Adds a +5 SDP for Disabled/Destroyed (this SDP doesn't take into effect when influencing price of other options reliant on the amount of SDP until disabled). Space: 1, Availability: Excellent, Robotics Tech Difficulty: 20 Cost: 100eb x SDP (until disabled)

Storage Space gives the robot its strength's carrying capacity in kilograms as storage space on its chassis (This space cannot exceed half its normal weight). Sometimes it's a locked locker accessible by a human; otherwise it's a series of internal pockets only operable by the robot itself. With mounted Weapons, Storage Space can be dedicated to Ammunition and automatically fed into the weapon through feed belt systems; the amount of ammo carried is dependent on the weapon's size. For Flight-Capable Robots, only half the normal storage space can be allotted, due to requirements for Fuel-Space to allow flight. Space: ½ Torso Space Available, Availability: Excellent, Robotics Tech Difficulty: 15 Cost: 50eb x SDP (until disabled)

Vehicle Option: Instead of using Chassis rules, a skilled Tech can install a CPU Core into a standard vehicle body. Use the SP and SDP of the vehicle for determining prices of additional options added to the robotic vehicle. MaxMetal rules can be used as standard for creating robots by these rules. Space: None, Availability: Excellent, Robotics Tech Difficulty: 15 Cost: Same as Vehicle (Requires Cybernetic linkage equipment)

General Systems Listed from MaxMetal for Convenience (these are not detailed here)

GENERAL SYSTEMS						
NAME	WEIGHT	SPACES	COST	SP	SDP	ENCLOSED
WINCH & GRAPPLE	20KG	1	500EB	NA	40	YES
FIRE EXTINGUISHER	10KG	1	500EB	[20]	20	YES/NO
SEARCHLIGHT	5KG	NA	300EB	[10]	5	NO
HEAVY TOOL SUITE	50KG	2	400EB	15	40	NO
LIGHT TOOL SUITE	8KG	1	560EB	NA	15	YES

Notes: SP in brackets [#], represents intrinsic protection for retractable devices when they are extended. It also represents protection for items in permanent external mounts.

Armoring:

SP 1-5 (allowed by all sizes) 10eb x SP wanted

SP 6-10 (allowed by all sizes except Bug-Sized) 20eb x SP wanted

SP 11-16 (allowed by all sizes except: Bug-Sized, Pet Sized) 40eb x SP wanted

SP 17-25 (allowed by all sizes except: Bug-Sized, Pet Sized, Trashcan sized) 80eb x SP wanted

SP 26-40 (allowed by all sizes except: Bug-Sized, Pet Sized, Trashcan sized, Human sized) 160eb x SP wanted

SP 41+ (allowed by only larger than giant size robots) 320eb x SP wanted

Limbs: The Cost per Limb on a Robot: 10eb x SDP (until disabled), each limb has half the SDP of the robot itself for disabled/destroyed.

Additional Limb Option Spaces based on Strength of Chassis

STR **Arm/Leg Spaces**

1-5 1

6-10 2

11-15 3

16-20 4

25-37 5

40-52 6

Hand/Limb Options:

Manipulator Claw – allows use of skills that require basic hand (not things like surgery, lock-picking, etc.) If used as a weapon, this does 1d6/3 for a bug-sized robot, 1d6/2 for a trashcan sized robot, 1d6 for a human sized, 2d6 for giant sized, and 3d6 for bigger.

Space: 1/4, Availability: Excellent, Robotics Tech Difficulty: 15 Cost: +5eb x SDP (until disabled)

Manipulator Hand – allows use of fine manipulation skills. If used as a weapon, this does 1d6/3 for a bug-sized robot, 1d6/2 for a trashcan sized robot, 1d6 for a human sized, 2d6 for giant sized, and 3d6 for bigger. Space: 1/4, Availability: Excellent, Robotics Tech Difficulty: 15, Cost: +10eb x SDP (until disabled)

Tool Hand – carries specific tool for one kind of skill (surgery, lock-picking, basic tech, etc.), provides +2 to that skill but usually is incapable of performing other skills with that hand, 500eb, If used as a weapon, this does 1d6/3 for a bug-sized robot, 1d6/2 for a trashcan sized robot, 1d6 for a human sized, 2d6 for giant sized, and 3d6 for bigger. Space: 1/2, Availability: Common, Robotics Tech Difficulty: 15, Cost: 10eb x SDP (until disabled)

Weapon Arm – Mounts a specific weapon (robot must have the skill to fire it, otherwise

it just carries it around), A weapon mount is equal to the cost of the weapon being mounted +20eb x SDP (until disabled) of the robot. If there is storage space on the robot could be used to carry extra ammo that either auto-feeds to the weapon or has to be reloaded by personnel supporting the robot or the robot itself. To make it auto-feed add an extra 150eb to the weapon mount, but only if a storage space option is included into the chassis. Space: Dependent on Weapon, Availability: As weapon, Robotics Tech Difficulty: 20, Cost: Weapon Cost +20eb x SDP (until Disabled)

AMMO TYPE	SPACES (PER EXTRA MAGAZNE)
Heavy MG/Rifle	1
12.7mm Gatling	2
PA Cannon	1
PA Autocannon	2
Light ATGM	1
Anti-Personnel Weapon	1/2
5.56mm Gatling	1
7.62/10mm Gatling	2
25mm GL	1/2
30/40mm Auto-GL	1
Small Arms	1/2

Weapon Options Listed from MaxMetal for Convenience (Not detailed here)

MELEE WEAPONS											
NAME	WA	DAMAGE	#SHOTS	ROF	RANGE	SPACE	COST	WEIGHT	SP	SDP	
CUMBER CLAWS	+1	1D10+FIST/KICK	NA	2	1.5M	1/2@	1000EB/PAIR	1KG/ LIMB	15	15	
FIST	0	SPECIAL (SPCL)	NA	2	1.2M	NA	NA	NA	NA	NA	
KICK	-1	SPECIAL (SPCL)	NA	2	1.2M	NA	NA	NA	NA	NA	
HEAVY BLADED WEAPON (1-HAND)	+1	4D6AP+FIST (4+SPECIAL)	NA	1	2M	1/2	550EB	6KG	[20]	20	
HEAVY BLADED WEAPON (2-HAND)	-1	6D6AP+FIST (5+SPECIAL)	NA	1	3M	1	1000EB	10KG	[20]	30	
HEAVY BLUNT WEAPON (1-HAND)	0	4D6+FIST (2+SPECIAL)	NA	1	2M	1/2	200EB	10KG	[20]	25	
HEAVY BLUNT WEAPON (2-HAND)	-1	6D6+FIST (3+SPECIAL)	NA	1	3M	1	500EB	20KG	[20]	40	
HEAVY POINTED WEAPON (2-HAND)	0	3D6AP+FIST (2+SPECIAL)	NA	1	5M	1	225EB	6KG	[20]	15	
LARGE POWER SAW	-2	8D6AP (6)	NA	1	2M	1	1250EB	15KG	20	25	
RETRACT MOND-PA SWORD	+1	4D6AP+FIST (6+SPECIAL)	NA	1	2M	1	2000EB	4KG	NA	15	

Notes: The damage # in parentheses () is the Vehicle Penetration rating for the weapon. Vehicle Penetration for Fist/Kick is calculated as per page 4. SP in brackets [#], represents the protection of the weapons sheath. Other SP are the intrinsic toughness of the weapon.

HEAVY MGS & RIFLES											
NAME	WA	DAMAGE	#SHOTS	ROF	RANGE	SPACE	COST	WEIGHT	SP	SDP	
12.7MM HVY MG	+1	6D10 (3)	100	5 OR 10	550M	2	2000EB	30/13KG	[25]	30	
13.9x99MM HVY RIFLE	+2	6D10+5 (4)	60	3	600M	2	2400EB	18/11KG	[25]	30	
14.5MM HVY MG	0	7D10 (4)	100	3 OR 5	550M	2	2500EB	50/25KG	[25]	35	
12.7MM GATLING	0	6D10 (3)	500	100	500M	4	6000EB	140/65KG	[20]	25	
4MM RAILGUN	+3	5D10+10AP (7)	5	1/2RND	1500M	3	11,370EB	35KG	[20]	15	

Notes: The damage # in parentheses () is the Vehicle Penetration rating for the weapon. SP in brackets [#], represents the optional protection for external/carried weapons. Weight ratings that have two #s separated by a slash /, are the weapon's empty weight and the weight of a full magazine. Prices are for the weapon only, for ammo costs, see the Ammo section.

BEAM WEAPONS											
NAME	WA	DAMAGE	#SHOTS	ROF	RANGE	SPACE	COST	WEIGHT	SP	SDP	
PAINTING LASER	+3	NA	NA	NA	SPECIAL	1/2	1000EB	3KG	[15]	10	
"PHOTON" ASSAULT CANNON	+2	1-10D6AP (SPECL)	30	2	300M	3	80,000EB	40KG	[25]	10	

Notes: The damage # in parentheses () is the Vehicle Penetration rating for the weapon. SP in brackets [#], represents the optional armored protection for external/carried weapons.

SCATTER PACKS

NAME	WA	DAMAGE	#SHOTS	ROF	RANGE	SPACE	COST	WEIGHT	SP	SDP	NOTES
BRP RIPPLE FLECH PACK	+4	3D10AP (3)	6X24	2D6	15M	1	500EB	2KG	[20]	20	60° CONE
BFC-2 FLECH CLOUD	+6	2D10AP (2)	1X144	3D6	25M	1	300EB	2KG	[20]	20	120° CONE
BFC-3 FLECH CLOUD	+9	1D10AP (1)	1X288	4D6	30M	1	300EB	2KG	[20]	20	120° CONE
BFC-4 FLECH CLOUD	+3	4D10AP (4)	1X72	1D6	20M	1	1200EB	2KG	[20]	20	120° CONE
BFCWA FLECH CLOUD	+5	2D10AP (2)	1X144	2D6	30M	1	300EB	2KG	[20]	20	180° CONE
BIM MINELET VOLLY	+3	4D6 (1)	1X50	1D6	50M	1	1000EB	2KG	[20]	20	60° CONE
BSP VARIETY SHOW	+3	SPECIAL	1X50	1D6	50M	1	300EB	2KG	[20]	20	60° CONE

Notes: The damage # in parentheses () is the Vehicle Penetration rating for the weapon. SP in brackets [#], represents intrinsic protection for packs in external mounts.

UTILITY PACKS

NAME	WA	DAMAGE	#SHOTS	ROF	RANGE	SPACE	COST	WEIGHT	SP	SDP	NOTES
BLP BREECH SPRAY	-1	VARIABLES	1	1	2M	1/2	300EB	1KG	[20]	10	
BOM WIRE OBSTACLE	-1	NA	1	1	5M	1/2	100EB	2KG	[20]	10	
BPL PLASTIC OBSTACLE	0	NA	1	1	10M	1/2	10EB	2KG	[20]	10	
BSS SILICON SPRAY	-1	NA	1	1	5M	1/2	30EB	2KG	[20]	10	
BES EPOXY SPRAY	-1	NA	1	1	2M	1/2	30EB	2KG	[20]	10	

Notes: SP in brackets [#], represents intrinsic protection for packs in external mounts.

ROCKETS & MISSILES

NAME	WA	DAMAGE	#SHOTS	ROF	RANGE	SPACE	COST	WEIGHT	SP	SDP	NOTES
IFAR	-2	8D10 (4)	1	1	500M	2	200EB	10KG	[20]	30	6M BURST
IFAR 3-POD	-2	8D10 (4)	3	SPECIAL	500M	3	2100EB	40KG	[20]	45	6M BURST
IFAR 6-POD	-2	8D10 (4)	6	SPECIAL	500M	4	4200EB	81KG	[20]	105	6M BURST
MINI-ROC 6	-2	6D10 (3)	6	SPECIAL	500M	2	1800EB	69KG	[20]	45	3M BURST
MINI-ROC 15C	-2	6D10 (3)	15	SPECIAL	500M	3	4500EB	171KG	[20]	112	3M BURST
LAW-III	-2	4D10AP (4*)	1	1	200M	1	300EB	3KG	[20]	10	2M BURST
LIGHT ATGM	+2	12D10AP (12*)	1	1	1000M	2	3000EB	25KG	[20]	20	4M BURST
SPECTRE ATGM	SPCL	18D10 AP (18*)	1	1	3000M	NA	10,000EB	86KG	[20]	25	4M BURST
SCORPION 16 SAM	-1	7D10 (4)	1	1	2000M	2	1000EB	15KG	[20]	20	6M BURST
RED KNIGHT SAM	SPCL	10D10 (5)	1	1	4500M	NA	4600EB	23KG	[20]	15	10M BST

Notes: The damage # in parentheses () is the Vehicle Penetration rating for the weapon. Weapons with an * by their Pen. are HEAT/shaped-charge weapons. Armor is x1/2 vs these weapons, but any damage that penetrates is not halved. Further effects are noted in the Vehicle Combat section. SP in brackets [#], represents the optional protection for external mounts/carried weapons. Ranges for rockets (IFAR, Mini-Roc) are Direct-fire only, for Indirect Fire, triple range.

ANTI-PERSONNEL WEAPONS

NAME	WA	DAMAGE	#SHOTS	ROF	RANGE	SPACE	COST	WEIGHT	SP	SDP	NOTES
5.56MM LIGHT MG	+1	5D6 (2)	100	10	450M	1	1200EB	6/2KG	[25]	25	
7.62MM LIGHT MG	0	6D6+2 (2)	100	10	500M	1	1200EB	10/3KG	[25]	25	
G-20 CASELESS 10MM MG	0	8D6 (2)	200	20	600M	2	3000EB	15/3KG	[25]	25	
5.56MM MINIGUN	+1	5D6 (2)	1000	100	450M	2	2000EB	13/15KG	[25]	20	
7.62MM MINIGUN	0	6D6+2 (2)	2000	100	500M	3	4000EB	25/30KG	[25]	20	
HIVE 10MM CASELESS GATLING	0	5D10AP (4)	2400	60 OR 120	500M	4	12,500EB	50/25KG	[20]	20	
ONI AUTOSHOTGUN	0	4D6+3 (2)	180	5 OR 20	75M	2	1350EB	7/12KG	[25]	20	

Notes: The damage # in parentheses () is the Vehicle Penetration rating for the weapon. SP in brackets [#], represents the optional protection for external mounts/carried weapons. Weight ratings that have two #s separated by a slash /, are the weapon's empty weight and the weight of a full magazine. Prices are for the weapon alone, for ammo costs, see the Ammo section.

GRENADE LAUNCHERS										
NAME	WA	DAMAGE	#SHOTS	ROF	RANGE	SPACE	COST	WEIGHT	SP	SDP
TSUNAMI 25MM GRENADE-LAUNCHER	0	SPECIAL	20	1/3/5	1500M	1	1700EB	18/2KG	[20]	25
40MM AUTO-GL	+1	SPECIAL	50	3 OR 20	1600M	2	2500EB	40/25KG	[25]	30
30MM AUTO-GL	0	SPECIAL	30	1 OR 10	1300M	2	2000EB	20/11KG	[25]	25
SUPER RAKATE	0	5D6 (1)	8	SPECIAL	300M	1	700EB	5KG	[20]	20
SAUCER SHOOTER	-1	2D6+3 (0)	30	1	250M	1	1500EB	15KG	[20]	20
EMP GRENADE	0	SPECIAL	5	1	300M	1	2000EB	10KG	[20]	15

Notes: The damage # in parentheses () is the Vehicle Penetration rating for the weapon. SP in brackets [#], represents the optional protection for external mounts/carried weapons. Weight ratings that have two #s separated by a slash /, are the weapon's empty weight and the weight of a full magazine. Prices are for the weapon alone, for ammo costs, see the Ammo section.

SMALL ARMS										
NAME	WA	DAMAGE	#SHOTS	ROF	RANGE	SPACE	COST	WEIGHT	SP	SDP
M-31PA	+2	4D6 (1)	300	1/3/30	400M	1	1800EB	6/2KG	[20]	10
AUTO-FLETCHETTE "PISTOL"	+2	1D6x1D6AP (1)	100	3 OR 30	200M	1/2	900EB	3/2KG	[20]	15
14MM PISTOL	0	6D6 (1)	20	2	75M	1/2	2260EB	2/1KG	[20]	15
"DRAGON" FLAMER	0	3D6/1D6 (1)	8	1	8M	1	990EB	5KG	[20]	10
MICRO-MISSILES	+2	4D6 (1)	8	2	200M	1	900EB	5/3KG	[20]	10
"BIG BOOMER"	+1	5D6AP (2)	8	2	100M	1/2	550EB	12/1KG	[20]	20

Notes: The damage # in parentheses () is the Vehicle Penetration rating for the weapon. SP in brackets [#] represents the optional protection for items in external/carried mounts. Weight ratings that have two #s separated by a slash /, are the weapon's empty weight and the weight of a full magazine. Prices are for the weapon alone, for ammo costs, see the Ammo section.

Methods of Movement:

Wheels moves at robot's MA, only half move on rough terrain.

Limb/Torso Space: 1, Availability: Excellent, Robotics Tech Difficulty: 10, Cost: +10eb x SDP (until disabled)

Treads moves at robot's MA, full move for rough terrain. Limb/Torso Spaces: 2, Availability: Poor, Robotics Tech Difficulty: 15, Cost: +30eb x SDP (until disabled)

Limbs (See limb cost), moves at robot's MA, and allows for leaping and climbing when combined with arms.

Flight, has an Acceleration of robot's MA, max speed is 10 times robot's MA in MPH, cost 500eb x SDP (until disabled). Robot's Range Capability from Fuel/Power Source is dependent on its size, Bug Sized: 10 Miles, Pet Sized: 50 Miles, Trashcan Sized: 125 Miles, Human Sized: 250 Miles, Giant Sized: 500 Miles, 2 Stories or More: 1,000 Miles +50 Miles per size increase. Limb/Torso Space: 1/4 Torso Space Available (minimum 1 space), Availability: Poor, Robotics Tech Difficulty: 25, Cost: +500eb x SDP (until disabled)

Additional Fuel Tanks can be added to double the range, at an additional \$250 x SDP (until disabled). They typically detach and drop after used for half the new range to lessen the weight. Weight with fully loaded additional Fuel Tanks is typically +1/3rd Normal weight. Limb/Torso Space: 1/4 Torso Space Available (minimum 1 space), Availability: Poor, Robotics Tech Difficulty: 20, Cost: +250eb x SDP (until disabled)

Water Movement allows half robot's MA when in water by using water jets or a caterpillar drive. Space: 1/4 Torso Space Available (minimum 1 space), Availability: Poor, Robotics Tech Difficulty: 25, Cost: +100eb x SDP (until disabled)

Movement Options Listed from MaxMetal for Convenience (these are not detailed here)

MOVEMENT SYSTEMS						
NAME	WEIGHT	SPACES	COST	SP	SDP	ENCLOSED
CLIMBERS	1KG/LIMB	1/2 [Ⓢ]	1000EB/ PAIR	[30]	15 [Ⓢ]	YES/NO
JETS	SPECIAL	1/UNIT	10,000EB/UNIT	20	30	SPECIAL
GLIDERS	45KG	6	3000EB	[15]	30	RETRACT
FLIGHT UNIT	300KG	SPECIAL	75,000EB	30	60	NO
SKATES (POWERED)	14KG	1/LEG	4000EB	[20]	20	RETRACT
SKATES (UNPOWERED)	5KG	1/2 PER LEG	500EB	20	20	NO
SWIMMER	50KG	2	6000EB	25	60	NO

Notes: SP in brackets [#], represents intrinsic protection for retractable devices when they are extended. It also represents protection for items in permanent external mounts.

CPU Core

Every robot comes with one camera-eye network, which allows the robot to observe its environment and a computer which houses the programming (Memory and Tech stat as well as all software on hard-disk). CPU Cores typically have an access panel with a standard data-disk acceptor panel, which will accept 10 slots worth of additional program disks for transferring skills and data (This panel works similar to a Chipware socket option from neuralware, only allowing the CPU's normal max-skill amount but extra disks can be changed during operation). Switching between programs stored and current programs used towards Max, spends 1 round, as it uploads the new program and deletes the old one from current memory. Recording disks can be placed in each slot to store output from the Camera Optic in a manner similar but less efficient than a Black Box. Base Cost: 400eb +Cost from Memory & Tech Statistics. The CPU Core does not change for any size of robot except Bug-Sized, where as the computer must be miniaturized (Costing double base cost, 800eb) and the standard data-disk panel has been shrunk to only allow 2 disks. The following options add increases to the CPU Core unit's cost and provide the listed benefits/options. If a CPU is moved into something not built for it, such as a Vehicle chassis, it is treated as being 1 Space or it can replace a spot where ordinarily a human driver/pilot would fit.

Sensory/System Options:

Motion Detector – Detects movement within a number of meters equal to the robot's SDP (until disabled) in a radius, with a 70% detection chance. Cost: +1,000eb, Availability: Poor, Robotics Tech Difficulty: 20, Spaces: 1

Cyberoptics – Mounts any of the standard cyberoptics (up to 3 total) in the Robot's camera housing. Cost: None (Standard), Availability: Common to Poor, Robotics Tech Difficulty: 15, Spaces: None (Standard)

Optic Mount Turret – This is usually a part of the torso or head of the robot and typically contains a Cyberoptic or other sensory equipment, which can rotate 360 degrees. It is armored at the same rate as the torso and contains 1/4th the SDP of the unit. Cost: +250eb, Availability: Common, Robotics Tech Difficulty: 15, Spaces: 1/2

Cyberdeck/Wireless Modem – This allows connection through the net or internet directly to control or monitoring systems for the Robot itself, standard firewall or datafortress software comes equipped on the unit to prevent unauthorized users. All other onboard options can be accessed remotely as long as they are connected to the network, such as a blackbox recorder or radar input. Cost: 3,000eb, Availability: Common, Robotics Tech Difficulty: 20, Spaces: 1/2

Additional Camera Optic Mount – This additional camera allows for more cyberoptics (another 3 spaces), and provides the option of either switching to the new cyberoptic or using them in unison for multiple image readouts (requiring additional black box space to record information from separate cameras). These additional cyberoptics can be mounted anywhere on the chassis, but ultimately run via wire back to the CPU itself. Cost: +50eb x SDP (until disabled), Availability: Common, Robotics Tech Difficulty: 15, Spaces: 1/4

Air/Ground Radar – Works for 10 KM (cannot be mounted on a Robot Chassis smaller than Trashcan sized) Cost: 1,000eb, Availability: Poor (Military Version Rare, 10,000eb and 50km range), Robotics Tech Difficulty: 25, Spaces: 1/2

ECM Jammer/Suite - Allows the robot to jam electronics and communications in a 100m radius with a successful opposed communications roll. Cost: 500,000eb, Availability: Rare, Robotics Tech Difficulty: 25, Spaces: 2

Increased Size Data-Disk Acceptor Panel, Doubles number of available chip slots. Cost: +400eb, Availability: Poor, Robotics Tech Difficulty: 20, Spaces: 1

“Black Box”– records everything the robot has seen and done within the last (number = SDP until disabled) in hours from a single camera input, additional camera inputs require extra memory storage space, costing an additional 200eb. Cost: 1,000eb +200eb for each additional camera input past the first, Availability: Common, Robotics Tech Difficulty: 15, Spaces: 1/4

Sensor Options Listed from MaxMetal for Convenience (these are not detailed here)

AUDIO-VISUAL, COMMO, SPECIAL SENSORS						
NAME	WEIGHT	SPACES	COST	SP	SDP	ENCLOSED
COMMO LINK	SPECIAL	SPECIAL	SPECIAL	NA	SPECIAL	YES
SAT UPLINK	20KG	1	3000EB	NA	15	RETRACT
CELL PHONE	2KG	1/4	500EB	NA	5	YES
SCRAMBLER	NA	1/4	500EB	NA	5	YES
LASER COM	10KG	1/4	7000EB	NA	10	YES
SENSORY EXTENSIONS	2KG	1/2	500EB	15	15	NO
REMOTE TARGETING	1KG	1/2	800EB	NA	5	YES
ANTI-DAZZLE	NA	1/4	200EB	NA	5	YES
LOW LIGHT	NA	1/4	200EB	NA	5	YES
INFRA RED	NA	1/4	400EB	NA	5	YES
THERMAL TARGETING	NA	1/4	500EB	NA	5	YES
TELESCOPICS	NA	1/4	150EB	NA	5	YES
IMAGE ENHANCE	NA	1/4	450EB	NA	5	YES
VISUAL SPECTRUM BACKUP	1KG	1/2	300EB	NA	15	YES
AUDIO/VISUAL RECORDER	2KG	1/4	300EB	NA	10	YES
RADAR	5KG	1/2	1000EB	NA	15	YES
SONAR	10KG	1	2000EB	NA	10	YES
MAGNETOMETER	20KG	1	3000EB	NA	15	YES
LASER DETECTOR	NA	1/4	1000EB	NA	5	YES
MICROWAVE DETECTOR	NA	1/4	5000EB	NA	5	YES

DEFENSIVE SYSTEMS										
NAME	WA	DAMAGE	#SHOTS	ROF	RANGE	SPACE	COST	WEIGHT	SP	SDP
EMP "SPONGE"	NA	NA	NA	NA	NA	1/2	500EB	2KG	NA	30
EMP CAPACITOR	NA	NA	NA	NA	NA	1	1500EB	2KG	NA	10
SMOKE CANNISTER	NA	NA	6	1	NA	1	200EB	4KG	[20]	15
STARDUST CANNISTER	NA	NA	2	1	NA	1/2	500EB	2KG	[20]	
RIBBON CANNISTER	NA	NA	3	1	NA	1	300EB	3KG	[20]	20
FLASH CANNISTER	NA	NA	6	1	NA	1	300EB	6KG	[20]	20
GHOST CANNISTER	NA	NA	1	1	NA	1/2	3000EB	4KG	[20]	10
ECM	NA	NA	NA	NA	100M	2	500K EB	25KG	NA	15
ECCM	NA	NA	NA	NA	NA	1	100K EB	5KG	NA	15
STEALTHING	NA	NA	NA	NA	NA	SPCL	SPECIAL	SPECIAL	NA	NA
IR BAFFLING	NA	NA	NA	NA	NA	NA	SPECIAL	NA	NA	NA
AGAMS	NA	3D6 (0)	30	SPECIAL	400M	2	24,000EB	25/13KG	[20]	20

Notes: The damage # in parentheses () is the Vehicle Penetration rating for the weapon. SP in brackets [#], represents intrinsic protection for items in external mounts. Weight ratings that have two #s separated by a slash /, are the weapon's empty weight and the weight of a full magazine.

Robot Programming/Skills – Robot's can mimic any human skill, but only to a max of +4 ranks in any of these skills; although attachments, calibration, and extra equipment can improve this. Robot skill checks are made as 1d10 +stat used (Body skills now use STR) + Skill rank, if the robot does not have a stat that a skill uses, they only have that skill bonus, Robots can be programmed to be social, but they are very bad at it. Certain skill-programs for robots are regulated, any program relating to combat is considered Poor availability. A robot can only have a number of programs equal to double its Memory score. (So an Memory 1 robot can have 2 skills, Mem 2 can have 4, etc.) Without knowing the codes for reprogramming and changing software on a robot, hacking checks must use a Break-In program opposing a routine Fortress program which protects almost all Robot computer's as standard issue, once the Fortress is broken in, each round the hacker may choose to delete, edit, or replace existing software (he could alter friend or foe so that they are reversed, or delete it all together so it goes on a rampage.) Robots are not usually hooked to the Internet, so it is impossible to gain control of them without a hard-line to their internal computer (usually requires opening a user access panel for the robot). All Robots come standard with one language skill at +4 (this is really treated as the robot's operating system), the language all their programming is in and what they can speak if given skills that require them to do so (to change this base skill and replace it with something else, it takes a Programming or Hack check at Diff 25, as its imbedded into the core-code systems themselves rather than the changeable company-stock programming) Hacking this "hidden" program and changing it is a good way to hide routines inside a robot or include another slot for programs. 25eb/per point in skill to a max of 4 (price is multiplied by IP multiplier if present)

Actions Per Round & Command Programs

A Robot's maximum number of actions per round are determined by the Tech skill of its CPU divided by 2 (minimum of 1), determining how many possible actions a Robot's CPU can compute in one round of combat. Additionally a Robot can be preprogrammed with a set list of actions based on certain criteria, with a max list of standard commands equal to double its Tech score. Preset Commands are simply default lists of behavior routines based on certain conditions that exist, they are a simple way of determining how a Robot acts if one would want to elaborate a routine. Additional Program routines can be

far more complicated and added as one would a skill; the level of the new skill is treated as double for additional routines or simply can be used, in the case of a Friend or Foe Identification Program, as the awareness of the robot between a Friendly Unit and an Enemy Unit. Routine Command Programs cost 50eb/per point in a skill to a max of 4. In commercially sold models, Basic Command Routines are usually left blank and changed by the operator.

Maximum Actions per Round = Tech/2

Maximum List of Commands = Tech x 2

Example Command Routine (Tech 3 Security Robot):

1. If no enemy is present = Patrol preset Route
2. If Enemy Spotted = Stop Patrol, Open Fire
3. If Enemy LOS Lost = Pursue off patrol route
4. If Civilian draws Weapon = Enemy
5. If Civilian approaches Restricted Area = Warn Civilian of Trespassing
6. If Civilian has been warned and continues into Restricted Area = Alert Security

Sample Robots:



Triple Co. ACC-13 Robomaid Floor-Sweeper, Size: Pet Sized, Movement: Wheels,

Stats: STR 1, Ref 6, MA 2, Mem 2, Tech 1;

Skills: Floor Mapping +3, Cleaning +3, Dodge +3;

SP: 5, SDP: 5/10, Spaces: 1

Cost: 1,975eb/\$3,950

Options: Vacuum space: ½, Floor Mopper space: ½;

Avail: Excellent

Standard Command Routine: 1. Map Floor by noting Obstructions, 2. Clean Floor

The top of the line Robotic Floor Cleaner, these are often found in wealthy homes.

Triple Co. ACC-15 Civil Servant, Size: Trashcan Sized, Movement: Wheels,

Limbs: 1 with Manipulator Claw, Stats: STR 4, Ref 4, MA 2, Mem 2, Tech 4;

Skills: Navigation +2, Cleaning +3, Basic Tech +3;

SP: 5, SDP: 10/20, Spaces: 1

Cost: 5,700eb/\$11,400

Options: Storage Space (Recycling Bin) space: ½, Cybermodem space: ½;

Avail: Excellent

Standard Command Routine: 1. Identify Recyclable Materials, 2. pick up Recyclable Materials and place in Storage Space, 3. Map City route through Obstructions and

Collision Avoidance Subroutines, 4. Identify Broken City Utilities, 5. Repair Broken City Utilities, 6. Avoidance Subroutine, avoid fast moving obstacles: Cars and Civilians

Description:

A robot common on streets of corporate or modern cities, primarily as a sanitation measure and a constant monitor of city utilities in areas such as sewers, sometimes they are found in Arcologies as integral systems. They are designed to report maintenance problems to City utilities and update their position via their Cybermodem. They are occasionally stolen by poorer residents and sold as scrap.



Bomb Disposal Robot, Size: Trashcan, Movement: Treads,
Limbs: 1 with Tool Hand (Demolitions); Stats: STR 4, Ref 6, MA 3, Mem 2, Tech 6;
Skills: Navigation +2, Demolitions +4 (6), Basic Tech +4, Electronics +4;
SP: 16, SDP: 15/25, Spaces: 1
Cost: 8,324eb/\$16,648
Options: Cyberoptic (Thermograph & IR), Cyberdeck/Wireless Modem space: ½, Turret
Optic Mount space: ½;
Avail: Common

Description:

Common among all 1st world police forces, the bomb disposal robot is designed to identify and search potential explosive-containers and disarm bombs inside if found based on a program routine. Typically they are controlled directly through their cyber modem and serve as a tool for demolitions experts, but can handle the task on their own without skilled personnel in most cases.



Fuji Robotics Greetings Bot, Size: Trashcan Sized, Movement: Limbs,
Limbs: 4, 2 with Manipulator Claws, Stats: STR 4, Ref 4, MA 3, Mem 4, Tech 1, Emp 2;
Skills: Navigation +3, Social +3, Language (Any) +4, Persuasion +3, Perform +3,
History +3, Mathematics +3, Library Search +3;
SP: 10, SDP: 10/20, Spaces: 1
Cost: 5,225eb/\$10,450
Options: Storage Space space: ½, Turret Optic Mount space: ½;
Avail: Common

Description:

This robot is common as a greeter in Corporate Lobbies and used as assistance in libraries or as guide in a building. They are often programmed to shamelessly promote the business in question. Their storage space is sometimes refrigerated for selling drinks to visitors.

Triple Co. ACC-10 Construction Robot, Size: 2 Stories, Movement: Limbs, Treads
Limbs: 8, 2 with Manipulator Claws, 2 with Tool Hands (1 is for Basic Tech and the other is a Backhoe for digging), Basic Tech Tool Hand also has Cutting Torch as Weapon Mount; Stats: STR 30, Ref 6, MA 6, Mem 3, Tech 8;
Skills: Navigation +4, Basic Tech +4(6), Electronics +4, Demolitions +4, Expert (Construction) +4, Physics +4;
SP: 10, SDP: 45/55 Spaces: 8
Cost: 25,600eb/\$51,200

Options: Storage Space (4 Spaces): Contains a full Tech Toolkit along with shovels and a jackhammer, Reinforced Structure (1 space), Optic Turret Mount (1/2 Space), Extra Cyberoptic (1/2 Space, Antidazzle) Mounted on the end of Basic Tech Tool Arm, Standard Cyberoptic (Antidazzle) Mounted in Optic Turret Mount

Avail: Poor

Description:

This four-legged robot can switch between treads or simple walking in order to clear demolished buildings or rubble-strewn areas easier. The Construction Robot also has four arms each with a variety of different tools for construction or demolition purposes.

Triple Co. ACC-7S Security Robot, Size: Trashcan Sized, Movement: Treads,

Limbs: 2 (2 Spaces each, each with 2 Weapon Mounts: Bizon SMGs (1 space) and extra magazine for each gun (1 space), Total of 4 SMGs; Stats: STR 6, Ref 6, MA 2, Mem 2, Tech 2; Skills: Navigation +4, SMG +4, Awareness +4, Expert (Friend & Foe) +4; SP: 16, SDP: 10/20, Space: 1

Cost: 8,404eb/\$16,808

Options: Storage Space, extra clip for each gun space: 1/2., Optic Mount Turret space: 1/2, Standard Cyberoptic (Lowlight)

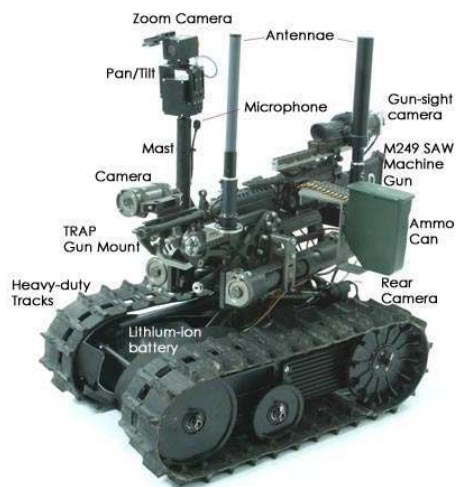
Avail: Poor

Weapon:

Bizon Submachine gun, Skill: SMG Accuracy: +1 Clip: 64 Rate of Fire: 2/30, Damage: 2d6+1 (9mm) Reliability: Very Reliable, Range: 200m; Total Robot To Hit: +11

Description:

A ACC-7S security robot will auto fire with all 4 guns if there are no “Friends” nearby, doing so is a -6 penalty, which is lessened to -2 by the +3 from ROF and +1 accuracy when in short range. This hail of 120 rounds of ammunition is usually enough to take down any opponent. Otherwise the robot simply uses one gun at a time in single or automatic, and switches when one gun runs out. The robot is trained to fire in single shot when dealing with an enemy among friendly units or when dealing with enemies at medium or longer ranges, to minimize collateral damage. The robot has an extra clip for each gun, which can be switched and auto fed, to keep the robot from running out of ammunition during a battle. These weapons are stripped down and attached to the robot. This robot is becoming common for Security Corporations operating in Russia, Eastern Europe, and 3rd World Countries. They can be found in poorer sections of the United States to guard high security facilities.



USMC Shadow Cougar Assault Robot, Size: Human Sized, Movement: Treads, Water, Limbs: 2 (2 Spaces each), Weapon Mount with M249 SAW (1/2 Space) w/ Extra Belts of Ammo (1, 1/2 Spaces) and Manipulator Claw. Stats: STR 6, Ref 6, MA 4, Mem 6, Tech 4; Skills: Navigation +4, Heavy Weapons +4, Awareness +4, Expert (Friend & Foe) +4, Basic Tech +4, WeaponTech +4;

SP: 25, SDP: 20/30 (Reinforced) Spaces: 2

Cost: 16,850eb/\$33,700

Options: Motion Detector space: 1, Black Box space: 1/2, Turret Optic Mount space: 1/2;

Availability: Rare

M249 SAW LMG, Total to hit bonus: +11, Type: Light Machinegun Accuracy: +1 Capacity: 200 (box) or 250 (tape), uses the box first and then feeds ammo from belts in its storage compartment. Rate of fire: 30 Ammo: 7.62N (5D6+2) Reliability: Very reliable Range: 1000 meters

Description:

This USMC amphibious assault robot acquired its features off of its predecessors in SouthAm/Iraq. The robot carries 750 rounds of ammo in its arm-mounted storage compartment and 200 rounds in an external box magazine affixed to the weapon. Once the box is empty, the robot loads and clips in the belt from its cargo compartment with its manipulator claw to continue firing. The robot, although expensive, is fairly effective on the battlefield, supporting troops in the field and serving as the point-man role.



Bell “Wasp” AV Remote, Size: Pet Sized, Movement: Flight 100mph, Range: 50 miles, Limbs: None, Stats: STR 1, Ref 6, MA 10, Mem 2, Tech 2;

Skills: Navigation +4, Awareness +4(6), Photography +4, Evasion Techniques (Dodge) +4;

SP: 10, SDP: 5/10, Spaces: 1

Cost: 4,400eb/\$8,800

Options: Black Box space: ½, Standard Cyberoptic (LL, TE, IE), Optic Turret Mount space: ½;

Availability: Common

Standard Command Routine: 1. Fly Patrol Route Avoiding Obstructions, 2. Monitor Moving Targets Below, 3. Follow Set Reconnaissance Points, 4. Refuel at standard station

Description:

These small Aerodyne Robots dart quickly about large cities and in military combat zones, as so called “Eyes in the Sky” using a top mounted 360 degree camera turret with zoom and 20x zoom to allow overhead monitoring from high altitudes. Their primary disadvantage is that they need to refuel frequently due to limited range. In large cities, automatic refueling depots are present, while in combat zones they are refueled manually by soldiers on the ground.

Triple Co. ACC-23 Helix Defense Drone, Size: Giant Sized, Movement: Limbs,

Limbs: 4 (4 spaces), Weapon Mount with .50 caliber M2A5HB Machinegun and Manipulator Hands (2, 1/2 spaces; each arm has both weapon and hand), Stats: STR 20, Ref 6, MA 6, Mem 4, Tech 4;

Skills: Navigation +3, Heavy Weapons +4, Awareness +4, Expert (Friend & Foe) +4, Basic Tech +4, WeaponTech +4, Electronics +4, Strength Feat +4;

SP: 40, SDP: 30/40, Spaces: 6

Cost: 42,925eb/\$85,850

Options: (IR, LL, TS) in Standard Camera Eye mounted in the Turret Optic Mount, 2 Extra Optic Mounts (IR, AD, TA) mounted in Turret Optic Mount space: 1, Black Box space: 1, Motion Detector 30m radius space: 1, Cybermodem space: 1/2, Reinforced Structure space: 1, Satellite Uplink space: 1, EMP Sponge space: 1/2;

Availability: Rare

Weapons: +6 to hit, Two Manipulator Claws, Damage: 2d6+1d10 Knife AP

+12 to hit, Two 12.7mm Machine Guns, Damage: 6d10, ROF: 5/10, Clip: 100

Description:

This heavy defense drone is used by Military Contractor's and Security forces in highly restricted sections for defense against vehicles and intruders. It was first deployed in Israel to keep car bombs away from the United States Embassy. Personnel must reload it manually as it does not have storage space for extra ammo; this means it only has 200 bullets between its 2 arms, which is still usually enough. It can be operated by remote satellite uplink and all data from the Black Box can be routed electronically.

Triple Co. ACC-31 Wardog Defense Drone, Size: Giant Sized, Movement: Limbs,

Limbs: 4, 2 Weapon Mounts with 40mm auto grenade launcher and 25mm Autocannon, Stats: STR 22, Ref 6, MA 4, Mem 6, Tech 4;

Skills: Navigation +4, Heavy Weapons +4, Awareness +4, Expert (Friend & Foe) +4, Communications +4, WeaponTech +4, Electronics +4, Strength Feat +4

SP: 40, SDP: 35/45, Spaces: 6

Cost: 40,000eb/\$80,000

Options: (IR, LL, TS) in Standard Camera Eye, Black Box space: 1, Motion Detector 30m radius space: 1, ECM Jammer space: 2, Air/Ground Radar 10 Km space: 1/2;

Availability: Rare

Description:

The Wardog is a large robot most frequently sold to foreign armies as a cheap alternative to a tank or armored troops. The Wardog uses its radar systems, ECM jammer, and motion detector to great effect against a variety of targets. The multi-role robot is built exclusively for warfare and it is rare to see it serving guard duty outside of a military base or in the field of battle. Triple Co. has been indicted by the Geneva Convention hearing in 2024 by the international council for its unethical sales of 40mm flechette reloads to 3rd world countries for their Triple Co. Wardog units. It has a 40mm grenade launcher and a 25mm autocannon.

40mm Grenade Launcher, Skill: Heavy, Acc: 0, ROF: 4, Clip: 8, Damage: 7D6, Range: 200m

25mm Autocannon, Skill: Heavy, Acc: +2, ROF: 3/20, Clip: 200, Damage: 8d10, Range: 1000m



Arasaka Robotics “Coffee Mate” Robo-Maid,

Size: Human Sized, Movement: Limbs,

Limbs: 2 (2 Spaces), with Manipulation Hands, Stats: STR 6, Ref 6, MA 6, Mem 6, Tech 6, Attr 8, Emp 4;

Skills: Navigation +4, (4 Languages) +4, Awareness +4, Social +4, Expert (Menu) +4, Cleaning +4, Dodge +4

SP: 0, SDP: 20/30, Spaces: 3

Cost: 7,450eb/\$14,900

Options: Standard Camera Eye (TH), Extra Cyberoptic (TH) space: 1/4, Internal Coffee Maker and Storage Unit space: 2

Availability: Poor

Typically used as Robotic Servants in Corporate Coffee houses, they also have a place in the civilian markets in luxury homes as Maids. They are far more common in Japan and Europe than the United States market. They are covered with Realskinn™ and are occasionally thought to look “doll-like,” one of the few things discerning them from human servers.



BEG Robotics “Angel” Fully Human Functional Artificial Lifeform,

Size: Human Sized, Movement: Limbs,

Limbs: 2 (2 Spaces), with Manipulation Hands, Stats: STR 6, Ref 12, MA 5, Mem 10, Tech 5, Attr 10, Emp 4;

Skills: Navigation +4, (5 Languages) +4, Awareness +4, Seduction +4, Expert (Kama Sutra) +4, Social +4

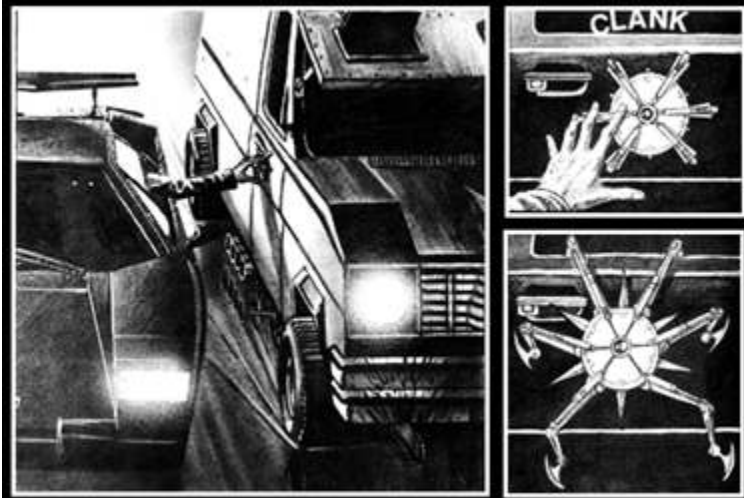
SP: 0, SDP: 20/30, Spaces: 3

Cost: 12,000eb/\$24,000

Options: Standard Camera Eye, Extra Cyboptic space: ¼, Optic Turret Mount (Head) space: ½, Mitsubishi Slip N’ Slide Vaginal Interface space: 1, Lubrication System space: 1, Flavor Nipples™ space: ¼;

Availability: Poor

These so called “Sex Bots” are used in many major cities where legitimate or even illegitimate prostitution is common. The Angel is designed to mimic a human woman in every way, while surpassing human capability sexually. They are covered in TrueSkinn rather than RealSkinn and can often pass for human unless they’ve seen heavy wear and tear through use.



Arasaka RDAK-II "Mono-Spider"

Size: Pet Sized, Movement: Limbs,

Limbs: 6 (2 Spaces), with Monobladed Climber Claws (Space ½), Stats: STR 7, Ref 10, MA 8, Mem 2, Tech 2;

Skills: Navigation +4, Melee +4, Awareness +4, Athletics +4

SP: 10, SDP: 10/15, Spaces: 2

Cost: 7,200eb/\$14,400

Options: Standard Camera Eye, Reinforced Structure space: 1, Motion Detector 5m space: 1, Exterior Defense Blades (Small Monoblades around the Spider cause 1d6 Mono AP damage to anyone who touches the spider), Magnetic Clamp (Underside latches onto metal with magnets)

Availability: Poor

Weapons: +14 to hit, Monobladed Climber Claws, Damage: 1d10 (Mono AP), Rof: 6 (6 separate claws)

This assassination tool has been found in the hands of Yakuza as well as Arasaka Corporate employees. It typically is programmed only with a single target, seeking out its foe with a vengeance. Hiding from the robot is difficult if not impossible due to the Motion Sensor and typically use of this robot guarantees the death of the target. The Robot has a dormant state in which it is only activated by the pressing of a button on the top of its metal casing. Its magnetic clamps allow it to be stuck to a passing vehicle or hidden on a ceiling or similar place. The Mono-Spider has an operational time of 6 hours before it retracts and must have its batteries recharged.



Cybermax Deployable Defense Drone

Size: Pet Sized, Movement: Treads,

Limbs: 1 (2 Spaces), Weapon Mount: Twin-Linked Auto-flechette Pistols (1 Space) with extra ammo (1 Space); Stats: STR 6, Ref 6, MA 4, Mem 2, Tech 1;

Skills: Navigation +4, SMG +4, Awareness +4, Expert (Friend & Foe) +4;

SP: 10, SDP: 10/15, Spaces: 2

Cost: 5,700eb/\$11,400

Options: Standard Camera Eye (TH), Reinforced Structure space: 1, Motion Detector 5m space: 1

Availability: Rare

Weapons: +12/12 to hit, Twin-Linked Auto-Flechette Pistols, Damage: 1d6x1d6 AP, ROF: 3/30 each (3-shot burst x2/60), Clip: 100each (100 in auto feeding extra magazine, each. 200/200)

Often used as Emergency Security countermeasures in case of invasion by Hostile forces in a corporate operated facility, these drones were initially deployed as alternatives to heavier and less portable Robotic Defenses. Their Flechette guns make them ideal for use in Urban Environments or Heavily Armored Corporate Facilities.



Militech “War Eagle” UAV

Size: Human Sized, Movement: Flight 120mph, Range: 500miles,
Limbs: 2 (2 Spaces), Weapon Mount: 5.56mm Minigun (2 Spaces); Stats: STR 6, Ref 6,
MA 12, Mem 3, Tech 1;

Skills: Navigation +4, Heavy Weapons +4, Awareness +4(6), Expert (Friend & Foe) +4,
Pilot +4, Tactics +4

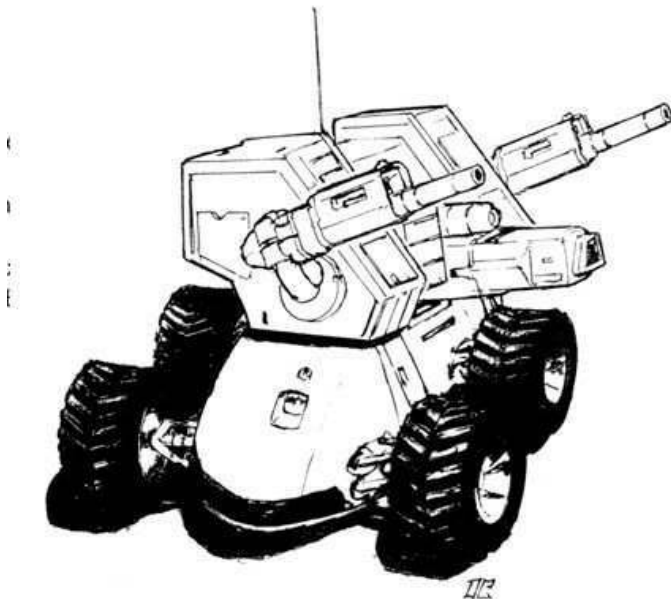
SP: 20, SDP: 20/30, Spaces: 2

Cost: 9,350eb/\$18,700

Options: Standard Camera Eye (AD, TE, IE), Flight Jets & Extra Fuel Tanks space: 1,
Optic Turret Mount space: ½, Air/Ground Radar 10km space: ½;

Availability: Rare

Weapons: +11/11 to hit, Twin-Linked 5.56mm Miniguns, Damage: 5d6, ROF: 100 each
(200), Clip: 1000each (2000), Range: 450m



tion. 2

Militech “Possum” Point Defense Drone

Size: Human Sized, Movement: Wheels,

Limbs: 2 (2 Spaces), 2 Arms, Weapon Mount: Tsunami 25mm Grenade launcher (1
Space) w/ Auto-Feed Extra Ammo (1/2 Space) and Extra Cyberoptic (1/4 Space, IR, TE,
TA) w/Black Box Recorder (1/4 Space); Stats: STR 6, Ref 6, MA 20, Mem 3, Tech 1;

Skills: Navigation +4, Heavy Weapons +4, Awareness +4(6), Expert (Friend & Foe) +4,
Pilot +4, Tactics +4

SP: 25, SDP: 20/30, Spaces: 3

Cost: 44,700eb/\$89,400

Options: Standard Camera Eye (AD, TE, TA), Anti-Missile Defense Laser System space:
2, Satellite Uplink space: 1;

Availability: Rare

Weapons: +11/11 to hit, Twin-Linked Tsunami 25mm Grenade Launchers, Damage: 5d6,
ROF: 1/3/5 (2/3 round bursts x2/10), Clip: 20 w/ auto-feeding extra magazine (20
rounds), Range: 1,500m

+16 to hit, Anti-Missile Defense Laser, Damage: 6d6AP, ROF: 1, Clip: 20, Range: 1,000m; Uses Satellite Assisted Tracking (+5 Accuracy)

Description:

This Robotic Defense Drone is used to support advancing infantry through hostile combat zones. Its twin 25mm Tsunami grenade launchers allow it to protect troops in urban combat environments, while it's Anti-Missile Defense Laser protects against slow moving artillery and even rockets, while Missiles are often difficult for it to shoot down. However it's Satellite Uplink usually allows it to be alerted to any such threat or attack, giving it time to prepare for such an attack. This allows the Drone to defend units from artillery.



ZetaTech RoboFrog

Size: Bug Sized, Movement: Limbs,

Limbs: 4 (1 Space), Manipulator Hands (1/4 Space); Stats: STR 2, Ref 8, MA 3, Mem 2, Tech 1, Attr 2;

Skills: Navigation +4, Awareness +4(6), Athletics +4, Photography +4

SP: 0, SDP: 2/5, Space: 1

Cost: 6,130eb/\$12,260

Options: Standard Camera Eye (TH, IE, LL), Extra Cyboptic (TH, IE, LL) space: ¼, Black Box space: ¼, Optic Turret Mount space: ½;

Availability: Rare

Description:

Originally the RoboFrog was developed as a curious experiment in producing fake-animals and was not thought out beyond the efforts to produce an imitation of a South American Tree Frog. The exhibit was displayed during a Technology Fair in Brazil and was designed as a sort of pet or toy that required little care, during the exhibit all the models in the case were bought for double their miniscule cost of 3,000eb at the time. The man who purchased them all was an Ex-Nicaraguan General turned Cartel Leader. After purchasing the Frogs, he had them altered by Cybertechs in Brazil and he unleashed all 50 of them into the jungle as a sort of reconnaissance early warning against Government Forces or DEA agents. Through these early warning critters, which are indistinguishable from real frogs due to their RealSkinn™ covering, the General is able to keep ahead of forces that would otherwise stop his Cartel's operations. This ingenious idea has caused modified RoboFrogs to be a hot seller from ZetaTech in South American

countries. The RoboFrog has a Solar Panel on its back, which allows it to recharge its batteries during the day, allowing almost continuous operation.