

THE GIANT ROBOT ROLE PLAYING & BATTLE GAME

ROBOT WARRIORS™



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ROBOT WARRIORS

THE WORLD OF GIANT ROBOTS

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INTRODUCTION — THE WORLD OF GIANT ROBOTS

Welcome to the world of high-tech fantasy; the world where brave pilots and their sophisticated robot armor fight far-ranging battles with their armored adversaries for supremacy, freedom, and the love of their singing sweethearts.

Some unsung creative genius in Japan first developed the idea of giant armored vehicles shaped like men that would fight with tremendous weapons against similar armored giants. The generic term, “giant robots”, has come to apply to these vehicles, though in most cases the giant robots are piloted by one or more men rather than being a robot in the traditional sense of a self-willed machine. These robot warriors are sometimes part of the armed forces of a future Earth nation, sometimes soldiers fighting for Earth or another planet, and sometimes they're just wandering mercenaries. The setting for *Robot Warriors* is in the future when the technology exists to create huge manlike machines. Their purpose is to fight evil in whatever guise it appears, be it giant robot, alien, or beast.



There are certain constants in these sagas of robot conflict.

First, the threat to the peace of whatever world or worlds are involved is always monumental. At the least, the world faces devastation equal to that from a world war. More likely, entire worlds are threatened by destruction.

Second, the robot or robots involved are almost always controlled by humans. In the few cases where the robots seem capable of taking their own actions, they still are motivated and accompanied by humans, usually one specific human who has become emotionally attached to the robot and vice versa.

These constants aside, almost anything can be done with the robots that can be done with any other form of adventure fiction. To this end, we are presenting *Robot Warriors* as a game to allow you, the players, to build and deploy your own robots against any menace that threatens to destroy your campaign, and thus, the world.

To find out more about giant robots, look to your television set. Many of the original Japanese shows are now being syndicated in the USA, and Japanese animators have yet to be surpassed in creating metal marvels to defend this world and others from invading aliens, giant “fossil-beasts”, and other giant robots. There are also the original Japanese shows available on videotape, though they may be hard to find. Some hobby or comic book stores may carry Japanese anime books, which have many detailed drawings and pictures of giant robots (though unless you read Japanese you may find it hard to follow the stories). Of course, you've seen some of the hundreds of toys and models available in toy and hobby stores everywhere. These toys and models are not only great reference material, they make great game aids as well.

ABOUT THIS GAME

Robot Warriors is a Hero System game. Character generation, Skills use and general combat are much the same as *Champions*, *Danger International*, *Justice Inc.*, *Fantasy Hero*, and *Super Agents*. We are attempting to make this game stand alone, but players will find much in the other games (particularly *Champions*, *DI*, and *SA*) that will be useful in *Robot Warriors*. In particular, skills or special abilities may be taken from *Danger International* to add more variety to your characters.

Robot Warriors has nine major sections. The first section, *The Battle Game*, introduces the robots themselves and demonstrates what they can do. Complete robot conflicts can be played with just the information in this chapter — using the sample robots provided and the adventure given. If you are new to role playing games, or adventure games in general, you should attempt to play a game or two with these robots before you go on to further sections of the book. This is a complete game in itself.

The second section, *Robot Building*, takes you backstage in the robot works to see just how a robot is built. Here you will learn all the tricks of the trade, and just why a robot can't be built with all the sensors and armor in the world on it. You will find that building a successful robot is a tricky business, and can provide many hours of solitary interest as you attempt to build the perfect robot. This and the subsequent section provide a complete robot combat game that allows you to build your own robots and fight their battles. For many people, this will be game enough.

The third section, *Role Playing Combat*, finishes what the first section started; it shows you everything you need to know to make your robot combats exciting and to properly simulate the animation extravaganzas we are trying to duplicate here. It outlines how to interface role playing the robot pilots with the mechanics of combat.

The fourth section, *Robot Pilots*, turns your attention to the heart of the roleplaying game, creating the character who will operate this battle machine. Without the character, a giant robot is just a tank with legs. With the character, the player has the chance to interject the human equation into his robot fighting. Like the Japanese adventures which inspire this game, a character can laugh, love, have his own out-of-robot adventures, and generally bring the player into the game. Individual game sessions can be run with these rules, telling short stories of robot combat and pilot adventure.

The fifth section, *Campaigning*, opens the game out from simple fighting into a rich campaign environment. Using these guidelines, the Game Master can create sagas to rival those on the screen. Rivalry, romance, alien menaces, in short everything that makes giant robot bashing worthwhile.

The sixth section, *Sourcebook*, provides all the background needed on these battlefield behemoths, complete with rationales for their construction, various environments for them to work in, potential sponsoring agencies for the robots, and a bibliography of books and movies to help get into the mood of the giant robot genre.

Section seven, *Adventures*, provides a ready-made campaign for your Robot Warriors, and a bunch of starting places for more adventures.

Finally, section eight provides *Sample Characters* and *Sample Robots* with their modular hardware for aid in robot building. For easy reference, section nine repeats the important tables and cost listings found throughout the book. It also provides a blank character sheet and a blank robot sheet.

WHAT IS ROLE PLAYING?

In a role playing game, often abbreviated RPG, each player (with one exception) takes the role of particular person, such as a Robot Pilot or a Warrior or a Superhero or a Spy, depending on the game. The player who does not play a single character, portrays and controls the world the other players are playing in. He is the Game Master, often abbreviated GM, and he acts both as the director of the action and the referee of the game. A GM creates a situation and populates it with characters not played by players, often called "non-player characters" or NPCs. The GM plays each NPC as he or she relates to the characters played by the other players, using these NPCs as employers, helpers, encounters and adversaries for the player-run characters, often abbreviated PCs. In many ways, the GM acts as a host to the party of players, showing them his world and letting them wander through it.

Think of a role-playing game as "improvisational radio theater." The GM is the director who provides a general situation, but the players are the actors who must provide the dialogue and precipitate the actual action. Since all the action can take place with pencil and paper, without board or markers, the action takes place in the minds of the players, just like a radio drama. Many gamers use plastic or metal figurines and elaborate maps the figurines can be moved around on. In this case, the play becomes improvisational puppet theater. The results are much the same.

Gaming is very much a social activity. Two or more people have to get together to share a game. If the gamers share other interests, such as collecting giant robot models or toys, so much the better.



DICE

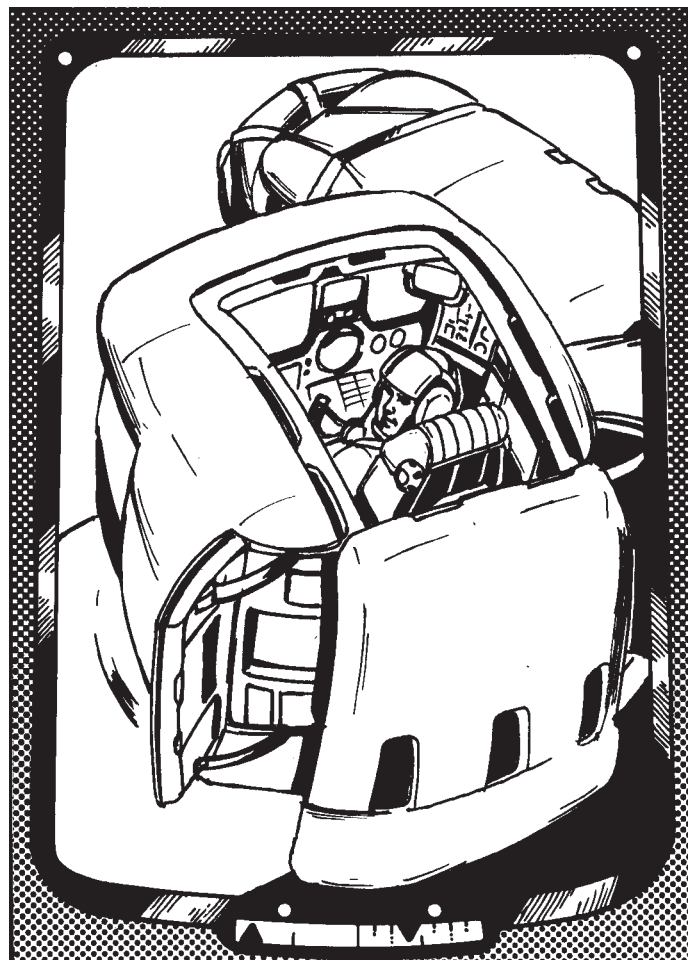
Like many games *Robot Warriors* calls for the use of dice to determine the actual results of actions. The dice used are the simple six-sided dice found in any *Monopoly* or *Yahtzee* game. One of these dice (a "die") is commonly referred to as

a "d6" in these rules. Often you have to roll more than one of these dice at a time. The number you have to roll is shown by adding a number to the start of the expression. Thus, the need to roll 6 six-sided dice is shown as "roll 6d6." Ideally, each player should have at least 3d6 ready at all times, though dice-poor groups can share whatever they have.



Often the game refers to "rolling under" a given number in order for something (an event or action) to happen or succeed. This means that three d6 (3d6) must be rolled and added together; if the total is less than the given number then the event (or action) happens (or succeeds). This is often abbreviated as the given number followed by a minus sign. For example, "11" means a 3d6 roll of 11 or less and a "9" means a 3d6 roll of 9 or less.

Similarly, "rolling over" a given number is often abbreviated as the given number followed by a plus sign. For example, "15 + " means a 3d6 roll of 15 or more and a "7 + " means a 3d6 roll of 7 or more.



THE BATTLE GAME

INTRODUCTION

Don't feel overwhelmed by the size of the rulebook — you don't have to read the whole book to start playing. To get you right into the action we present The Battle Game. The Battle Game strips all the role playing and complexity out and gets down to the basic focus of the game: fighting giant robots. First, we'll describe the robots used in *Robot Warriors*; then we'll describe how they fight. A bunch of pre-built robots are included in the campaign section in the back of the book so that you can get started as soon as you've finished reading this section.

To get started right away, read the sections here discussing the robot control sheet and combat, copy a couple of robots from the examples given, and start playing. As you run across systems and hardware that you don't understand, read the explanations listed in this section. It would help if you read through those descriptions before starting, but

you're probably eager to begin play. So, gentlemen, start your robots!

THE ROBOT

Taken to its basics, a Robot (or Mecha as they are sometimes called throughout these rules) is simply a man-shaped machine, controlled by a human operator, capable of walking where the operator directs. In *Robot Warriors* the robot's abilities come from Systems, which are essentially computer programs and small mechanisms that allow the robot to perform a variety of useful functions, and Hardware, which are the weapons and armor that allow the robot to perform its main function: fighting other robots.

Let's look at a basic combat robot. For simplicity this robot has no Disadvantages and is built on a common 300 Construction Point Base.

Robot Name: <i>Defender</i>	Pilot: John Smith
Systems	Construction Points
Dexterity: 20 (Base 10, +1 per 3 Pts) Speed: 4 (Base 1 + (DEX/10), +.1 per 1 Pt) 10	30
Damage Control (16-)	15
Base Mass: 500 + Additional: 450 (+ 10 per 1 Pt) = Total Mass: 950 Mass Points (Size Class 4)	200 45
Total Construction Points:	300
Hardware	Mass Points
Chassis and Power Plant, Capacity: 1000 Body: 34 Crew Members: 1 Accommodations: Controls, Totally Sealed Life Support, Escape System	64 10
Armor, Base Defense: 19 - (Size Class) 4 = 15 Modifiers: One Quarter of the Defense is a Shield Carried, Only Covers Shielded Side, Activates on 11- Final Defense: 11 + 8 on 11-	250
Ground Movement: 5 (1 Hex per 8 Pts) Type: Legs Non-Combat x 2 Non-Combat Move 10 Flight Movement: 11 (1 Hex per 16 Pts) Type: Rockets Non-Combat x11 Non-Combat Move 121 Lifters, Capacity 1000 Hand to Hand Damage: 4D6	40 176 64
Radar -1 per 40 Hexes 2-Way, All Band, Radio	64 8
6D6 Rocket Cannon, Missiles, 16 Charges 4D6 Autofire Laser, 10 pts Piercing 7D6 Sword, Carried, Burnout on 15 + , No Range, May Not Move When Used	64 125 64
18 Spares Points 50 Mass Point Cargo Capacity	18 3
Total Mass Points:	950

SAMPLE ROBOT EXPLANATION

This Defender Robot is shown complete with the Construction Points and Mass Units that would be used with the robot construction rules, given later. You can ignore them for now.

SYSTEMS

All robots have the first three systems: Dexterity, Speed, and Total Mass. In the Battle Game the robot with the highest Speed gets to move and fire first. If the robots have the same Speed then the robot with the highest Dexterity gets to move and fire first. If Dexterity and Speed are the same, then each player rolls 3D6 and the higher roll goes first. The Total Mass is how much the robot weighs. Total Mass is bought in two parts, hence the Base Mass and Additional listing. Each Mass Point is 1/10 of a ton.

The Defender also has one optional system: Damage Control. This allows the robot to repair systems and hardware during combat.

HARDWARE

All robots have the first four pieces of hardware: a Chassis and Power Plant, Crew, Armor, and some form of Movement. The Chassis and Power Plant is what holds the rest of the robot together and supplies the power. It has a Capacity of 1000 Mass Points, enough for the robot and all of its cargo. It also gives the robot 34 Body, the measure of the damage the robot can take before it is rendered inoperable.

The Defender only carries one crew member, its pilot. The pilot is fully outfitted with controls to run the robot and its weapons, life support to protect him against poison gas or vacuum, and an escape system if the robot is destroyed.

The Defender has 11 Armor all of the time, and carries a heavy shield. The shield adds 8 Defense if the attack comes from the 180 degree arc of the shielded side, and the player running the Defender rolls 11 or less on 3D6: i.e., an "11" or "11".

The Defender has two different movement systems, legs for walking and rockets for flying. The legs allow the Defender to walk 5 hexes a phase in combat, or 36 kilometers an hour. Under non-combat conditions it can double that to 10 hexes a phase or 72 kilometers an hour.

The Defender's rockets allow it to take off and land vertically, hover, and move 11 hexes a phase in combat (79 kph). Out of combat the Defender can fly 11 times that fast, 121 hexes per phase, or 871 kph.

The Defender Robot carries three different weapon systems: a rocket cannon, a tight beam laser, and a giant sword. The rocket cannon has a limited number of shots, and its missiles can be shot down. The laser fires multiple pulses each time it is fired and is designed to pierce through enemy armor. The sword gives the robot a good attack in hand-to-hand combat.

The Defender has a set of *lifters*, or arms, that allow it to carry its shield and sword, pick up heavy items, and get up if it falls over. The lifters have a capacity of 1000 Mass Units and will do 4D6 damage if used to attack hand-to-hand.

Finally, the robot carries a radar set with very long range, a multi-band radio for sending and receiving pictures, voice, and data, 18 points of spare parts for use with its damage control, and enough room for 50 Mass Points of cargo. All of the Systems and Hardware are explained in greater detail in the following sections.

BASIC ROBOT COMBAT

Combat in *Robot Warriors* is really quite simple. When it's your turn, your robot decides what he wants to do. If he wants to try to hit someone or something, he rolls an Attack Roll. If he misses the roll, then his Phase is over, and the GM goes on to the next character's action Phase. If he makes his Attack Roll, then he determines his damage or other effects of his attack, and what the result is to the target. Then his Turn is over, and the GM goes on to the next robot's Turn.

There are many optional rules for fighting that can be used. These are explained in the Role Playing Combat section. However, it's easier to ignore those when you're just learning the game and concentrate on the basic rules. Also, the more players you have the fewer optional rules you should use, just to keep the game moving faster. With six or more players (unless they're very familiar with the rules), no optional rules should be used.

SCALE

Space in *Robot Warriors* is marked off in "hexes." Combat usually takes place on a battlemat or map marked in hexagons for easy range measurement. The actual distance represented by a hex is 16 meters. This is enough area to hold one standard one-man robot at one time, assuming it is upright and man-shaped.

Combat time in Basic Robot Combat is marked off in phases. A phase is the time it takes a robot to move and fire once. In this basic game, it represents about 6 seconds of time.

In the more advanced version, we expand the phase into turns of between 10 and 15 seconds and divide that turn into new "phases" of variable length. This is when the General System of Speed becomes important; but that's for later.

Example:

A Defender robot comes up over a hill and spots an enemy prisoner holding facility 500 meters away. The pilot of the Defender knows he has only 2 minutes to get to the facility before it blows up and kills his friends who are being held prisoner within. Unfortunately, an enemy Enforcer robot (see Invader Enforcer robot statistics in the Invader Scenario in the Adventure section) stands between him and the installation.

In Game terms the pilot of the Defender has to travel 500/16 or about 31 hexes in 120/6 or about 20 turns.

ORDER OF COMBAT

Initiative: In any combat, one of the most important questions is "who gets to go first?" For Basic Robot Combat the robot with the highest Speed score goes first. If two robots have the same Speed score, the one with the highest Dexterity score goes first. If two robots have equal Speed and Dexterity Scores then each rolls 3D6, the higher roll goes first. This Initiative Roll is made at the start of each turn.

Example:

The Defender and Enforcer spot each other and combat ensues. The Defender is Dexterity 20, Speed 4. The Enforcer is Dexterity 17, Speed 3. Each turn the Defender will move and fire first, then the Enforcer will move and fire.

WHAT CAN YOU DO?

Each player's robot can, in order of the rolled initiative, move up to its full movement allowance and perform one action.

An action is usually one or more attacks; you can attack more than once during your turn (at a penalty detailed below), as long as each attack is done with a different weapon. Other actions include "setting" to make your chance to hit better in the next round, "searching" for targets, "transforming" into another robot form, or even "delaying" your action until another robot has moved and given you a chance to use an action.

Example:

The combatants begin the battle 31 hexes apart. Because of the range, the Defender runs his full move (5 hexes), and holds his fire because of the extreme range. The Enforcer flies his full movement (8 hexes), then fires his Laser at a range of 18 hexes. After all of his attacks are resolved, the turn is over and a new turn starts with the Defender's turn again.



CHANCE TO HIT

Making an attack with a robot weapon is simple. Pick a target and roll 3d6. The basic chance of success is an 11 or less rolled on 3d6. If the attacker rolls 3-11, it is a hit; if it is 12 or more is a miss (i.e., an "11" hits).

RANGE AND OTHER MODIFIERS

Of course, things are not quite this easy. They never are in battle. Factors such as range, the number of guns being fired, the degree of concealment, etc. all act to subtract (or sometimes add) to that 11 or less chance of success. The Combat Modifiers Table gives adds and minuses to the chance of hitting with an attack.

Example:

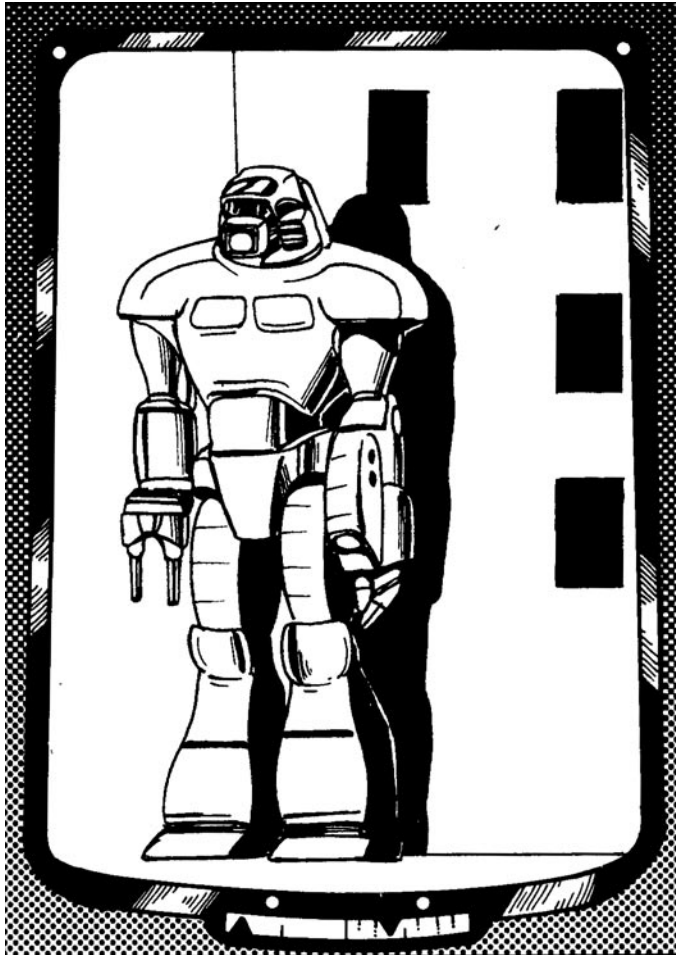
When the Enforcer fires his Laser at a range of 18 hexes his chance to hit is 11, -1 for moving, and -5 because of the range (-1/3 hexes, the first 3 are no modifier). He must roll 11 - 1 - 5 = 5 or less on 3D6 to hit. The Enforcer is going to have to get closer to increase his chance to hit.

COMBAT MODIFIERS TABLE

Situation	Modifier to 11-
Attacker:	
has moved	-1
is firing more than one weapon	-1/extra weapon
has set for one phase	+1, double range modifier *
has braced for this phase is	+1, double range modifier #
using Autofire	+4, range mod reduced by 1/2
Target	
is surprised in combat	+ 2 @
is surprised out of combat	+ 5
is prone	+ 2, range modifier halved \$
is braced	+ 5
is using Non-Combat Movement	+ 5
is one-quarter concealed	-1
is half concealed	-2
is three-quarters concealed	-3
is more than 3 hexes away	-1/3 hexes
<p>* — "set" means that the robot has not moved and has spent the entire phase focussing on a specific target. He can fire on the next phase. This also doubles the range modifier, so that the robot only loses 1 from its chance to hit for every 6 hexes away the target is.</p> <p># — "brace" means that the robot is using terrain items to steady itself and provide a more stable gun platform. A robot in the air can use its flying apparatus for the same effect. As shown later on the table, this makes the bracing robot easier to hit. This tactic also gives the robot a doubled range modifier, so that the robot only loses 1 from its chance to hit for every 6 hexes away the target is. The robot can also set and brace to get a +2 chance to hit and a range modifier of -1/12 hexes.</p> <p>@ — "surprised" includes both being hit from behind when the robot has no 360 degree vision, the target being blinded by a previous Flash attack, or being Entangled.</p> <p>\$ — A "prone" target is not moving and is therefore easier to hit. However, the range modifier between the attacker and a prone target is half the weapon's usual range modifier.</p>	

COMBAT SEQUENCE CHECKLIST

- 1) Attacker makes his Attack Roll (3D6); his chance to hit is 11 or less on 3D6.
- 2) If he misses, his Action Phase is over; go to the next character's Phase.
- 3) If he hits, determine the damage and any effects of damage, including the result of the Penetration Table; then go to the next character's Turn.

**DAMAGE**

Each weapon used by a robot does a certain amount of dice of damage. This means that the attacker who has succeeded in an attack rolls the dice designated by the weapon description and counts the pips. The total pips are the points of damage done by the weapon. The armor of the target is subtracted from the damage and any remainder is applied against the target's Body points. If the robot's Body is reduced to 0 or below the robot is incapacitated. If the remainder is 0 or negative no actual damage was done to the target; its armor absorbed all the damage.

The points of damage that penetrate the armor are also compared against the Penetration Table. The attacker rolls 3d6 and adds the total to the amount of penetrating damage. Comparing this number to the Penetration Table tells if some system or item of hardware has been disabled and cannot be used again.

PENETRATION TABLE

3D6 + Damage	Effect of Hit
3-15	No Effect
16	Low point Sensor Disabled
17	Lowest mass weapon disabled
18	Fire Control: -1 to all attacks
19	Low Point General System disabled
20	Fire Control: -1 to all attacks, +1 to enemy attacks
21	Motive Power: 1 Movement halved
22	Limb Disabled: Roll D6, 1-3 Arm, 4-6 Leg
23	High Point Sensor Disabled
24	Pilot killed
25	x1/8 Lift capacity
26	Communications Disabled
27	Fire Control: -3 to all attacks if moved this phase
28	A Weapon gains 11- Activation Roll
29	Power Plant: All Movement x1/2, Force Field Activate 14-
30	Fire Control: May Move or Shoot, not both
31	Motive Power: 1 movement system destroyed
32	Highest mass weapon disabled
33	Pilot Stunned
34	Motive Controls: Move every other Turn
35	Power Plant: Move or use 1 weapon or use force field
36	Escape Pod gone
37	Power Plant: Only 1 robot powered weapon usable a turn
38	No Life Support
39	High point General System disabled
40	Power Plant: no movement or force field
41	1d6-1 turns until robot blows up
42 +	Divide damage by 2 & reroll on Penetration Table Twice

Example:

The Defender moves up 5 hexes in the second turn, fires his Rocket Cannon, and hits! The Rocket Cannon does 6D6 damage. The Defender rolls the 6 dice and gets a total of 25 pts. of damage. The Enforcer has an 8 Defense Force Field which affects all damage, and he carries a 12 Defense Shield, which only stops damage if he rolls a 14 or less on 3D6. The Enforcer rolls a 12, so the shield's defense will count, giving him a total defense of $8 + 12 = 20$. The 25 point attack is reduced to $25 - 20 = 5$ damage points.

The 5 points of damage that have penetrated the Enforcer's Armor are subtracted from his Body total of 37. This leaves the Enforcer with $37 - 5 = 32$ Body. Because some damage penetrated the attacker may also roll on the Penetration Table to cause additional damage. The attacker rolls 3D6 and adds the amount of Body that penetrated the armor to find the value on the Penetration table. He rolls a 12 for a total value of $12 + 5 = 17$. The value 17 on the Penetration Table is "Lowest Mass Weapon Disabled". The Enforcer's lowest mass weapon is its Electric Touch. The Enforcer may not use its Electric Touch until it is repaired.

SYSTEMS

Systems are mostly programs and pre-set control mechanisms which take up negligible mass but give the robot its unique characteristics. Further description and costs of these systems may be found in the second section, Robot Building.

COMBINE

This system is a form of *Transform* (see *Transform System*) used when two or more smaller robots form a larger/more powerful robot.

The specific robots needed for the combination and the exact robot being created must be specified on purchase of this ability. There must be some rationale for the powers of the smaller robots combining into the more powerful systems and hardware of the larger one.

Example:

The Mighty Panthron is a huge robot. Five smaller "Panther-robos" are required in order for Panthron to form. All five Panther-robos must, have the Combine system, as must the Panthron.



DAMAGE CONTROL

This System allows the Robot to attempt to repair Body or System damage during a phase. This takes the entire phase during which the robot cannot do anything else, because the Damage Control system usurps all the robot's systems to do its work. Success with this system depends on a successful Damage Control roll.

A successful Damage Control Roll allows the robot to repair one Body point for each point it makes the Damage Control roll by, with a minimum of 1 point of Body repaired. Thus, a Damage Control Roll of 12 on a 15 success chance means that the robot can repair 3 points of Body.

Alternately, the robot can repair one General System or Hardware System simply by succeeding in a Damage Control roll. If repairing a system, it cannot repair Body.

If Spares are available (see Hardware), the Robot loses ten Spares points for each Body point repaired, or one Spares point for a system repaired.

If no Spares are available, each time Damage Control is used the total repairable Body is reduced by 1. Thus, if the Defender's pilot uses Damage Control three times, the Defender's total possible Body is now 31, instead of its original 34. Thus, unless Spares are available, Damage Control cannot repair a robot up to its original body because that Body has been cannibalized to repair the damaged parts of the robot.

Example:

The Enforcer has taken a hit which disabled its Electric Touch. It spends a turn repairing the weapon with its Damage Control of 16 or less. The Enforcer rolls 3D6. If he rolls 16 or less, the weapon is repaired and the Enforcer loses 1 Spares Point. If he "blows" the role he still loses the Spares Point, but the Electric Touch is still disabled.

FIND WEAKNESS

This is a computer program which operates only on other robots. The basic program gives the robot a chance of 8 or less on 3d6 to find a weakness in the defenses of a target, halving its defenses against an attack. This means that the target's armor is only half as effective against the attack. This halving rounds in the defender's favor. Thus, after finding weakness, an attacker can treat a target's 15 point armor as if it was 8 point armor; however, this only applies to one of the attacker's weapons.

A particular Find Weakness System can only be used for one weapon. Each weapon must have separate Find Weakness System.

Find Weakness can only be used once on one particular target. Either the user finds the weak spot in the target's armor or he doesn't. Once obtained, this Find Weakness effect lasts for an entire combat. However, if the Find Weakness system is destroyed on a Penetration Hit (See Combat), any benefit gained from a previous Find Weakness roll is lost. If the robot regains its Find Weakness system through Damage Control, it must re-Find Weakness on any target. If a target goes through a Transformation or Combination, the Find Weakness must be rerolled on the target's new form.

Example:

The Enforcer moves to within 3 hexes of the Defender and attempts to find a weakness in the Defender's armor to exploit. The Enforcer has Find Weakness on 8 or less for his Laser. The Enforcer gets very lucky, rolls 3D6 = 7, and finds a weakness. For the rest of the battle every time the the Enforcer hits the Defender with his Laser, the Defender's Armor defense will be halved.

The Enforcer's Laser also has 10 Points of Piercing. The Piercing effects the armor first, then the Find Weakness. So, if all 19 points of the Defender's Armor activates against the Enforcer's Laser attack, the defense is reduced to $19 - 10 = 9$, then halved to $9 \div 2 = 4.5$, which rounds to 5.

LACK OF WEAKNESS

Each point of Lack of Weakness subtracts 1 from an attacker's chance to Find Weakness on the robot.

Example:

If the Defender had 5 points of Lack of Weakness, then the Enforcer would have to roll $8 - 5 = 3$ or less on 3D6 to find a weakness (good luck)!

LEAP

This System allows the Robot to Leap — something robots normally cannot do. A robot using this system can leap 5 hexes. Robots with better than normal Lift capacity can leap more than 5 hexes (in multiples of 5 hexes).

MISSILE DEFLECTION

This system allows the robot to parry or dodge incoming ranged attacks by rolling 11 or less on 3d6. Area Effect, Explosion attacks, and any attacks not perceived by the robot, cannot be Deflected (unless the special effects of the attack might allow deflection, such as an explosive with a timed fuse). A successful Missile Deflection roll means that the robot takes no damage.

Missile Deflection is an action. A Robot cannot deflect a thrown object weighing more than half what he can Lift. Once a robot has started Missile Deflecting, he can parry as many ranged attacks as are fired at him, but each attempt after the first is made at a cumulative -2 penalty. Thus, the second attempt is at -2, the third at -4, etc.

Example:

A Mark II Enforcer is equipped with Missile Deflection on 13 or less on 3D6. In a return battle with the Defender the Mk II Enforcer is successfully attacked 3 times in one phase. Even though the Enforcer is slower, he may use his turn and attempt to "deflect" the incoming attacks. The Enforcer must roll 13 or less to deflect the first attack, $13 - 2 = 11$ or less to deflect the second attack, and $13 - 4 = 9$ or less to deflect the third attack. The enforcer rolls 3D6, gets 11 and deflects the first shot. Then he rolls 12 and misses deflecting the next shot. Because he missed his roll, he can't even try to deflect the third shot.

TRANSFORM

This system allows a robot to switch from one form to another. Each form is defined as a separate robot. Transformation takes a half phase to accomplish.

Example:

The Multi-Hawk is a transforming robot that can go from Ground-Hawk to Aero-Hawk. While in Ground-Hawk mode, the pilot sees an enemy robot flying away at high speed. He transforms his robot into Aero-Hawk (taking half an action) and then flies after him.

HARDWARE

Weapons, Armor, Movement Systems and other equipment are part of the payload of the robot. Unlike Systems, altering the payload of the robot is simply a process of taking off one weapon system and putting on another. All the player needs to do is make sure the total mass of the replacement hardware is no greater than the mass of the original hardware.

These payload changes must take place in an appropriate facility. A robot which goes from one combat to another cannot simply replace his broken war axe by fiat. There must be a stopover with a repair and replenishment depot (or mobile repair shop). Such facilities are as available or scarce as the Gamemaster wishes.

Further description and costs of hardware may be found in the second section, Robot Building.

ARMOR

Armor protects against attacks by subtracting the points of armor from the points of damage done by the attack. If the remainder is 0 or a negative number, the armor blocked the entire attack. Otherwise, it reduces the damage done (see Combat).

Some defenses may be defined as *Force Fields* instead of as Armor. A Force Field may give the robot special defense against unusual attacks which avoid regular armor (See NNDs and AVLs under Weapon Advantages). However, a Force Field generator is vulnerable to damage by a penetrating hit (see the Penetration Table). All Armor Advantages and Limitations apply to Force Fields.

Example:

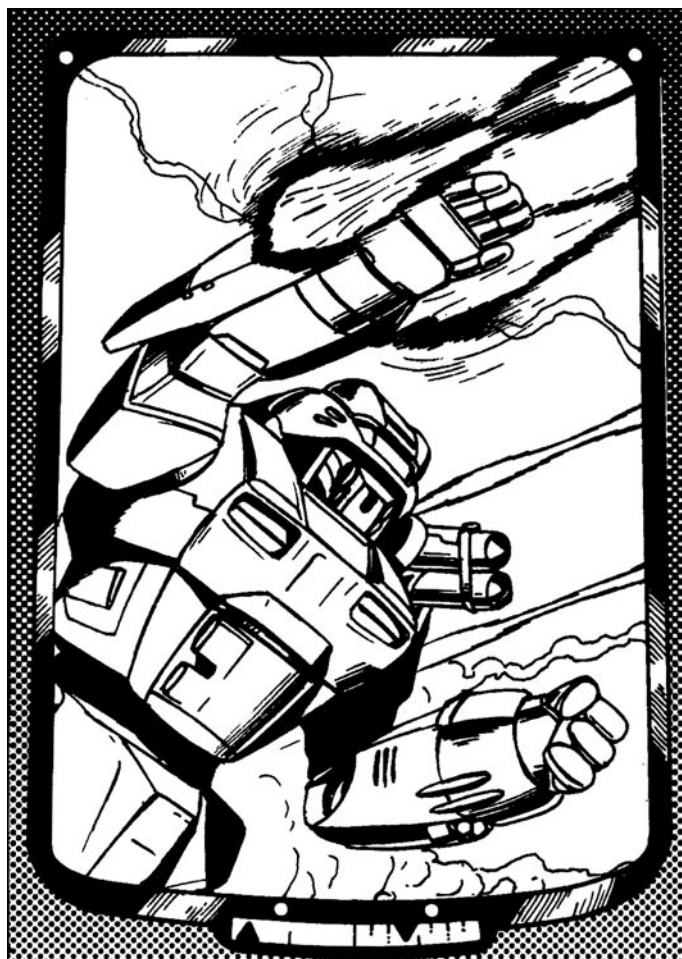
The Defender has its Armor split into 2 parts: The Base Armor which is Defense 11, and the Shield which is Defense 8. If an attack comes from the Defender's shielded side, and he makes his activation roll, then his total Defense is $11 + 8 = 19$.

CHASSIS AND POWER PLANT

The Chassis and Power Plant of the robot are all one chunk of hardware. The Chassis and Power Plant have a maximum capacity which is the maximum amount of mass that can be carried and powered. The Chassis and Power Plant also provide the Body of the robot and represent how much damage the robot can take and still be functional.

Example:

The Defender has a 64 Mass Chassis and Powerplant with a Capacity of 1000, and 34 Body. The Defender weighs 950 Mass Points now. The pilot may not make modifications to bring the Mass over 1000 without replacing the Chassis and Powerplant.



ESCAPE POD

Some Robots may carry their crew in a small Escape Pod. This Pod is built just like a full size robot with a Chassis and Power Plant, Armor, Weapons, Movement, etc. Its weapons may be used when attached to its parent robot. The Escape pod's maximum mass is restricted to the mass of its parent robot's Chassis and Power Plant.

12 Hardware

Example:

A Mark II Defender is equipped with an Escape Pod for the pilot. The Escape Pod has a Maximum Mass of 64, and must have its own Chassis and Powerplant, Movement, Armor, etc.

FLASH DEFENSE

Flash Defense acts as armor against Flash Attacks. If the Flash effect is reduced to 0 or below the target is unaffected by the flash.

LIFE SUPPORT

Most Robot Warriors have human (or alien) pilots who cannot survive in the chaos a Robot Warrior wades through. Thus, each robot usually needs a Life Support system for its pilot. This life support system protects the pilot from all toxic and noxious gases, immersion, and extremes of heat and cold.

Fully Closed Systems protect a pilot from the rigors of vacuum.

Full recycling facilities for the pilot's wastes and a well-stocked galley, (though we won't speculate on where the material for the galley comes from) cost extra mass.

A destroyed life support system (see Combat) means that the pilot can no longer survive under the above conditions. If more than one person is supported by the Life Support, randomly determine which crew member is affected.

LIFTERS

Lifters are the hardware that allow the robot to pick up and move objects and hold weapons. The actual special effects are incidental to these functions. The robot might have arms and hands, cranes, force beams, tentacles, or anything else which will perform the lifting and holding functions. A fallen robot cannot stand up unless it has enough Lift to carry its own mass. An erect robot can carry any mass its Lift allows, without regard to its own mass.

Example:

The Defender has Lifters with a capacity of 1000 Mass Points. These lifters are in the form of a pair of giant mechanical arms with 4 fingered hands. The lifters allow the Defender to pick itself up if it gets knocked down. Also the Defender can pick up and throw items, carry other robots, and strike for 4D6 in Hand to Hand Combat.

SENSORS

All crew are assumed to be able to see and hear what is happening outside their robots. Normally, the pilot can see and hear other things with a roll of 11 or less on 3d6 (unless, of course, the sensed object has no wish to hide and is quite obvious). This chance diminishes by -1 for every three hexes away the object is.

All Sensors work in the front 180 degree arc of the robot, unless the robot has 360 Degree Vision. The Sensors a robot can have include:

Discriminatory Smell: This Sensor is a airborne-chemical tracer that allows the robot to recognize and identify smells if the Pilot makes a Perception Roll.

Enhanced Vision: This sensor adds +1 to the pilot's visual Perception roll. Multiple levels of Enhanced Vision count as further additions to the Perception Roll.

Enhanced Hearing: This adds +1 to the pilot's hearing Perception roll. Multiple levels of Enhanced Hearing count as further additions to the Perception Roll.

Infrared Vision (IR): This sensor allows the robot pilot to see heat patterns and traces. The robot pilot has normal Perception rolls at night, but can only perceive outlines of people and objects. Cold objects are very dark, and hot things might be blindingly bright.

Parabolic Hearing: This mechanism allows the pilot to define a point at a distance and hear as if the point were 1/5 the distance away. Each level of Parabolic hearing increases the range by 5 time. Thus, two levels give hearing as if it were 1/25th the distance away, three levels give hearing as if 1/125th the distance away, etc.

Radar: This apparatus allows the robot pilot to extend his range modifier for Perception to -1/10 hexes, but radar only gives general outlines of an object, not details. The range modifier can be doubled by increasing the unit's mass. A robot using Radar is a Radio Emitter and can be located with an All Band Radio.

Sonar, Active: This system allows the pilot to find objects with a successful Hearing Perception Roll. The robot emits high-frequency sound that bounces off nearby objects and returns to him, so he knows where the object is as well as if he could see it. Like radar, this only gives outlines, not details. A robot using this sensor is an Ultrasonic Sound Emitter and can be found with Ultrasonic Hearing.

Sonar, Passive: This sensor acts just like Active Sonar except that the robot is not an Ultrasonic Sound Emitter. Instead, it uses the ambient sound around to find objects.

Telescopic Vision: This sensor allows the robot pilot to define a point at a distance and sight to that point as if it were 1/10th the distance away. This does not modify the normal Sight Perception Roll, it just increases the Range Modifier for the specific spot looked at. Each extra level increases the magnification by 10 times more. Thus, two levels make it seem 1/100th the distance away; three levels make it seem 1/1000th the distance away, etc.

360 Degree Vision: This allows the robot pilot to see in every direction around his robot simultaneously. This is done with cameras, mirrors, sensory programs which alert the pilot to anomalous movement, etc. If this sensor is present, assume that it works with all other sensors present.

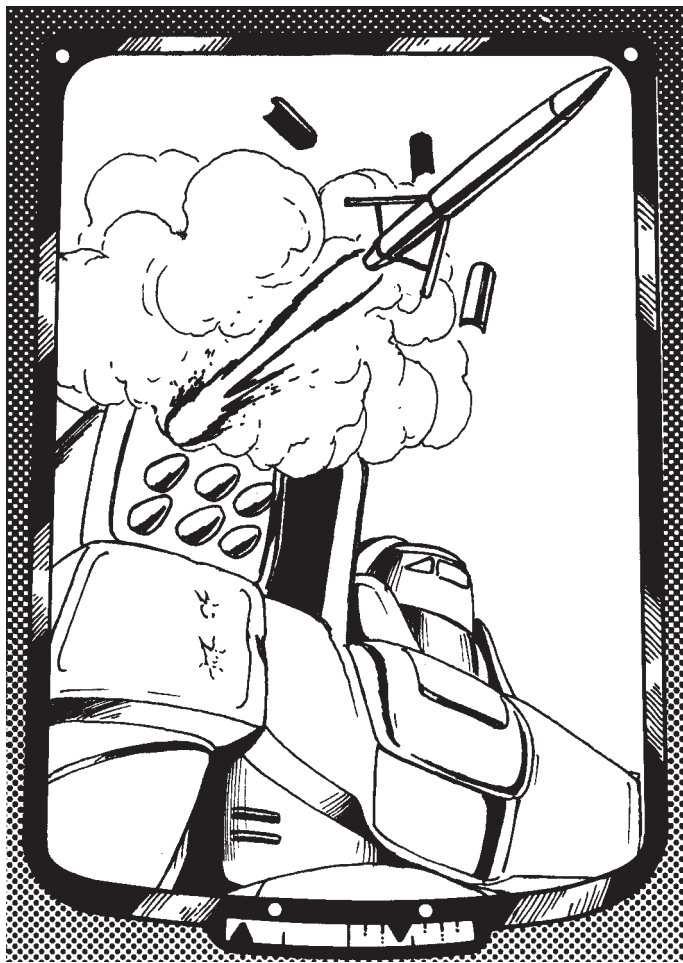
2-Way Radio, Limited Band: This is the basic communicator which allows the robot pilot to send and receive voice on the channels normally used by his friends.

2-Way Radio, All Bands: This is a more elaborate communications device meant to be able to transmit and receive all communication bands. It includes voice, picture, and data communications. The user can also Trace back a radio or radar signal, or find a specific radio frequency on a roll of 11 or less.

Ultrasonic Hearing: This sensor allows the pilot to hear very high and very low frequency sound. Among other things, it allows the pilot to spot someone using Active Sonar.

Ultraviolet Vision: This allows the robot pilot to see at night as well as he does during the day. There must be some Ultraviolet light from the stars present, or it does not work. For instance, being in a cave would block UV radiation.

X-Ray Vision: This sensor allows the robot pilot to use normal Sight Perception rolls through walls and light substances. X-Ray Vision does not penetrate lead, other dense substances, or high energy fields (like Force Fields).



SPARES POOL

This is a pool of spare parts which can be used by both the pilot (using Robotics and Mechanics skills) and the robot itself using a Damage Control System. This Pool consists of numerous small but vital parts which can be used to repair Systems, Hardware, and even Body.

For game purposes, a Spares Pool consists of "Spare Points," an abstraction which symbolizes the materials which can be used to reinforce or substitute for mass units, Construction Points, and Body. Repairing a robot uses up these spares, and how they are replaced is up to the Gamemaster of a campaign. Guidelines are given in the Advanced Combat section of these rules.

WEAPONS

Weapons are bought as either physical or energy weapons. Their type must be specified when bought, and the special effects should also be specified in case an opponent has bought a Vulnerability (see Creating Robots) to that special effect of damage. As shown on the Weapon Range Table, the greater damage a weapon does, the longer its maximum range.

Example:

The Defender has 3 weapons: The Rocket Cannon, The Autofire Laser, and The Sword. Each weapon description includes the weapons damage, a name or special effect, and a list of modifiers.

To use the Rocket Cannon the player should note that it does 6D6 when it hits. Its attacks are considered a Missile, and therefore can be "blocked" or fired at in flight. The Defender only carries 16 shots.

The Autofire Laser does only 4D6 damage, but pierces 10 points of an enemy's Armor and can hit a target multiple times because it is autofire.

The Sword does the most damage, 7D6, but it must be carried, can burnout when used (it's a power sword), and the Defender may not move when he uses it. It will be the player's job to combine the capabilities of these weapons to use the Defender to its best advantage.

WEAPON RANGE TABLE

Weapon Damage	Maximum Range in Hexes	Weapon Damage	Maximum Range in Hexes
3D6	45	7D6	105
3D6 + 1	50	7D6 + 1	110
3 1/2D6	55	7 1/2D6	115
4D6	60	8D6	120
4D6 + 1	65	8D6+1	125
4 1/2D6	70	8 1/2D6	130
5D6	75	9D6	135
5D6 + 1	80	9D6+1	140
5 1/2D6	85	9 1/2D6	145
6D6	90	10D6	150
6D6 + 1	95	10D6+1	155
6 1/2D6	100		

MOVEMENT HARDWARE

A robot's travel is measured in hexes. Each robot has two ways of using each of its modes of movement: Combat Movement and Non-Combat Movement.

Combat Movement is the base number of hexes listed of the robot's movement. It can move this number of hexes in a combat round and still use its weapons or perform some other action.

Non-Combat Movement is the number of hexes the robot can travel without paying attention to combat. It is calculated as a multiple of the robot's combat movement. The robot cannot dodge much while moving at non-combat speeds, so it's very easy to hit. The robot cannot do anything else during a phase in which it uses Non-Combat Movement.

FASTER THAN LIGHT TRAVEL

This is an option only in those campaigns allowing for FTL travel as a matter of course. It allows a robot to fly faster than light when in space. A robot may only travel faster than light in space, never in atmosphere. The Gamemaster will determine whether FTL travel can be attained instantly or needs a period of acceleration. A robot with FTL Travel can fly its Non-Combat Flight times its Speed times 4 Light Years per day.

FLIGHT

Flight hardware can be propellers, jets, rockets, wings, anti-gravity resonators, or any other method you can dream up to account for 50 tons of machinery flying. (Don't despair, passenger jets do it all the time.) In effect, Flight Hardware allows the robot to leave the ground, change altitude, and generally make like a clumsy Harrier jump jet. The robot Flight systems generally allow for vertical takeoff, hovering, and no stalling at any speed. Flight will normally work underwater at one quarter speed. Flight modes that will not work at all underwater or in vacuum, (such as air jets) have less mass than all-around Flight hardware.

GROUND MOVEMENT

Ground Movement covers a number of movement modes — legs, tracks, wheels, and ducted fans. Ground-bound robots are often affected by major terrain features like major rivers and lakes, thick forests, extremely uneven ground, etc. Each method of ground movement has its own limits and advantages. If a robot is to be able to take advantage of more than one form of ground movement, each type must be bought separately.

Legs: Legs have been found to be the most efficient method of getting around in rough terrain, wading through rivers, stepping over buildings, etc. Rough terrain does not normally slow legged vehicles. The non-combat multiple for legged movement is x2.

Tracks: Tracks are also serviceable for movement off road, but their movement is halved in rough terrain, heavy forest, or through heavily built up towns. They are almost useless for fording deep rivers. The non-combat multiple for tracked movement x3.

Wheels: Wheels are the most limited of the ground movement styles, but are excellent for movement over areas with large flat areas and good roads. Their movement is halved whenever they are off road and they may not move through rough terrain, heavy forest, or heavily built up towns. The non-combat multiple for wheeled movement is x4.

Ducted Fans: Ducted fans are the fastest possible method of ground movement, but are only useful for flat areas with almost no irregularities. Often, they are the best option for sea movement in clear weather. Combat movement for ducted fans is twice the normal available for the listed mass units, and the non-combat multiple is x4 that. Ground Effect robots have the same problems with turn mode, acceleration, and deceleration as flying robots.



WATER MOVEMENT

Water Movement will take a robot over or under the waves, depending on its special effects. The cost for Water Movement is the same as for Ground Movement, but it must be bought separately. Of course, Flight can be used in water unless Limited, as stated before, a particularly tall robot can just go wading with its Ground Movement, and an airtight robot can simply walk on the bottom of a body of water, but Water Movement hardware must be bought if the robot is to act as a boat or submersible.

Example:

The Enforcer has two kinds of Movement Hardware: Legs for running and Jets for Flying. The Legs have a Base Move of 5 and a Noncombat Move of 10. The Jets have a Base Move of 8 and an Noncombat Move of 64. When Moving Noncombat, the Enforcer is very inaccurate and vulnerable to enemy fire. On any given turn the Enforcer may either run or fly.

MODIFIERS

Some equipment will have specific Advantages that will raise its flexibility but lower its performance. It is also possible to put specific Limitations on a weapon which will restrict its flexibility but increase its performance.

ADVANTAGES

AREA EFFECT - RADIUS

Area Effect — Radius allows the damage to spread over a circular area. How much of an area depends on the damage done by the weapon. Divide the number of dice in the weapon by 3, dropping all fractions, and add 1 to get the radius (including the beginning hex) of the area. Thus, a 9d6 weapon would have a radius of 4 hexes.

AREA EFFECT - HEXES

Area Effect — Hexes, allows the damage to spread over a number of hexes equal to the number of dice in the attack. The hexes must be connected, and be in some geometric pattern, such as a line or a triangle, designated when the weapon is designed. The aiming point of the area effect must be the same specific hex of the formation each time it is used.

AREA EFFECT - CONE

Area Effect — Cone allows the damage to spread out in a cone shape. The aiming hex is the apex of the cone, and the damage moves out in a 120 degree arc from that hex. The length of each side of the cone can be found by dividing the number of dice in the weapon by 3, dropping all fractions, and adding 1 to get the radius (including the beginning hex) of the area. Thus, a 9d6 weapon would have a cone with 4 hex long sides.

ATTACK VERSUS LIMITED DEFENSE (AVLD)

This represents special attacks which can bypass some form of armor and do damage to the Internal mechanisms of the robot. Electric fields, intense radiation, and sonic vibrations are just some of the possible special effects which would cause this phenomenon. The damage is rolled normally. The type of armor specified (if it is one the target has) subtracts its points from the damage done, and the remainder is added to the Penetration Table roll.

This attack does no body damage to the target, but systems are affected. The special effect (electricity, x-rays, etc.) of AVLD must be specified and some form of armor must be able to act against the special effect. Only a few of these special effects should be allowed in any campaign, otherwise AVLDs become entirely too powerful.

Of course, many robot sagas are full of invention and counter-invention as one side, then the other, find a new superweapon and a defense must be concocted for it.

SOME ATTACKS VS. LIMITED DEFENSE

Special Effect	Effective Defense
Hard Radiation	Hardened Armor or Force Field
Electric Attack	Ablative Armor
Magnetic Attack	Force Field
Chemical Attack	Force Field
Gravity Attack	Force Field
Sonic Attack	Hardened Armor
Vibration Attack	Ablative Armor
Photonic Attack	6+ points of Flash Defense

ATTACK VERSUS SPECIFIC SYSTEM (AVSS)

This is an attack which will only affect one particular set of systems on the Penetration Table (see Combat). If any damage gets through the target's defenses, roll on the Penetration Table. If the system listed is not the system this attack affects, look to higher and higher values on the Table until you reach such a system and then take that effect. This attack can be combined with an AVLD or NND attack.

The following are the different kinds of systems that can be affected:

- Power Plant
- Motive Power
- Control Systems
- Pilot
- Weapons
- All other systems

Example:

The Mighty Greatsword is hit with an AVSS attack which affects only the Power Plant. The damage puts 15 points past its armor. The attacking player rolls a 13, for a total of 28. This is "Random Weapon Disabled" on the Penetration Table. Because that is not a Power Plant hit, the attacker looks down the table until he gets to 29, "Power Plant hit, all movement modes halved, force field has -3 activation." The Greatsword takes this damage, along with the 15 points of Body destroyed.

AUTOFIRE

Autofire allows a weapon to put out 10 shots (projectiles, plasma bolts, or whatever) at once. The quantity of attacks allows the user a +4 chance to hit, but the range modifier for the attack is reduced by half.

Most Autofire weapons automatically have the potential for Burnout (see Limitations) on a roll of 15 or more, when used on Burst or Autofire. If Burnout is rolled for an autofiring weapon, roll 1d6 to determine how many shots were fired before the burnout took place. All Autofiring weapons are Selective Fire weapons, capable of firing a single shot, Burst, or Full Auto blast.

EXPLOSION

An explosion does its maximum damage in its target hex and loses the two highest dice of damage for every hex away from the point of impact.

Example:

A 10d6 Explosion goes off in the hex next to the Mighty Greatsword. The roll is 6, 6, 5, 5, 5, 4, 3, 3, 2, 1, a total of 40. Since the Greatsword is 1 hex away the two highest dice (both 6's) are lost. The Greatsword is hit with 28 Points of damage.

HARDENED ARMOR

Each hardened point of defense negates one point of the Weapon Advantage of Piercing.

INCREASED RANGE MODIFIER

All ranged weapons normally have a range modifier of -1 OCV per 3 hexes of range to the target (see Combat). This Advantage allows the weapon to double the Range Modifier.

NO NORMAL DEFENSE

This Advantage allows the total Body done in an attack to bypass armor and add to the Penetration Table roll. No body damage is done to target, but the system listed on the penetration table is disabled as in a normal hit. The special effect (electricity, x-rays, etc.) of NND must be specified and some form of System or special effect must be able to totally stop the attack. Only a few NNDs should be allowed in any campaign, otherwise NNDs become entirely too powerful.

SOME NO NORMAL DEFENSE ATTACKS

Special Effect	Example Defenses
Gas	Basic Life Support
X-Rays	Hardened Force Field
Photonic Blast	Extra Flash Defense or Lack of Weakness

PIERCING

Piercing allows the attacker to subtract points of the target's defense. This means that a 4d6 weapon with 10 points of Piercing negates 10 points of a target's Defense. It does not work against points of Hardened armor. This Advantage is used for such things as armor-piercing shells or "needle-rays".

LIMITATIONS

ABLATIVE ARMOR

This is a limitation used to describe armor that can get blown away from the robot with a sufficiently hard blow. Ablative Armor is always considered to be the "top" armor. Anytime the Ablative armor gets in the way of an attack, and the attack does more damage than the defense of the ablative armor, some of the armor is scrubbed off. The armor's defense is not reduced, it simply acquires an Activation Roll (see Activation Roll).

The first time the damage exceeds the defense of ablative armor the armor acquires an activation roll of 14 or less. If, when the robot is hit again, the player makes the activation roll, he gets the ablative armor's defense. But, if the attack did more damage than the defense of the ablative armor, the activation roll drops by 3. If the activation roll is not made, then the Activation Roll remains the same, but the Ablative Armor is not effective against that hit.

Ablative Armor can also be bought with a beginning activation roll. In that case, the beginning activation roll goes down by 3 every time the ablative armor activates and the attack exceeds the ablative armor's defense.

Ablative Armor is not destroyed (i.e., its activation roll is not lowered) by Piercing attacks unless it is Hardened.

Example:

Anton Derk's robot has 10 defense of Ablative Armor on top of 8 defense of regular armor. The first shot that hits his robot does 12 points of damage, is stopped by the ablative armor, and gives that armor a 14- Activation Roll.

If Anton makes this activation roll against a second Hit of 12 points the activation roll will drop to 11-. But if Anton blows the activation roll the defense of the ablative armor is ignored and the activation roll will stay the same. Also, if any attack of 10 points or less hits the ablative armor its activation roll will not be affected.

ACTIVATION ROLL

This Limitation is used to simulate weapons which are not built as solidly as usual and can be momentarily disrupted by vibration, dust, etc. Similarly, armor may not be distributed over the entire body of the robot, and may or may not get in the way of attack.

Anytime a piece of equipment is called on to be used the player must roll the Activation Roll or less on 3D6, or the piece of equipment fails to work. A robot needs to make only one armor activation roll against an autofire attack. Either the armor got in the way of all the "bullets", or it didn't.

ARC OF DEFENSE/FIRE

As is indicated by the table below, a robot is assumed to have a 180 degree arc of fire with any weapon. This might involve turning the torso or arm of the robot slightly. A robot is also assumed to be able to bring its weapons to bear on targets above and below it unless so specified by use of this Limitation. This Limitation reduces mass because there is no need to build in traversing mechanisms.

Similarly, a robot is assumed to be covered all over with armor. It is possible to just armor the front, back, top, or sides of the robot, so that an attack coming from an uncovered angle does not meet that particular bit of armor.

ARC OF FIRE/PROTECTION COVERAGE

Arc	Definition
0 deg	Weapon only fires down one hexrow, armor only covers attacks from that hexrow.
60 deg	Weapon only fires in a cone pattern, starting with one hexside, armor only covers attacks from that cone.
80 deg	Weapon fires through three hexsides; this is normal for weapons. Entire front and sides or back and sides of robot is armored Same level Weapon cannot be aimed up or down. No top or bottom armor
360 deg	Weapon can traverse a full 360 degrees, robot is armored all over; this is normal for armor

BURNOUT

Weapons, armor, movement systems, and force fields can burn out or break in the heat of use. After each time an item with burnout is used the player rolls 3D6. If the roll is higher than the burnout roll the item can not be used again until it is repaired.

If an item is bought with the possibility of burning out, then the player and Gamemaster must determine just what is needed to get usage of the device again. If Burnout is rolled on an autofire attack, roll 1D6 to determine how many shots were fired before the device burned out. For armor (usually a Force Field), only one Burnout Roll is necessary against an autofire attack, but against a series of different attacks it must be rolled for each attack.

CARRIED

Carried weapons and armor have less mass because the necessary reinforcements don't need to be built into the robot. Of course, a robot must be built with hands to be able to carry weapons. As as armor Limitation, Carried should always be combined with an Activation Roll Limitation and generally

only covers 180 degrees of the robot's surface. Carried gear can be taken out of a robot's hand by a successful Grab maneuver by another robot (see Combat).

CHARGES

Most weapons, force fields, and movement hardware are powered by the robot's Power Plant; they can keep going as long as the robot has power. Charges on a piece of hardware mean that it is self powered, and is not restricted by any possible damage to the robot's Power Plant from the Penetration Table. Also, Autofire weapons with charges need not worry about burnout. Each charge gives a weapon one shot, gives armor one phase of protection, or gives one phase of movement.

DELAYED ACTIVATION

This applies to Weapons which take time to warm up for necessitating a delay of anywhere from a phase to five minutes or even an hour to fire. It also applies to Movement Systems which take time to warm up for use, necessitating a delay of anywhere from a phase to a turn to five minutes or even an hour to move. The pilot activates the system, when it is ready to work it may be used normally. If the user is incapacitated before the activation time is up, the hardware doesn't work.

DELAYED STRIKE

This applies to weapons such as missiles which take time after firing to hit their target. Once fired the attack will hit even if the user is incapacitated before it is time for the attack to strike.

FLASH EFFECT

A weapon with Flash Effect does no damage. Instead, it emits a brilliant light which temporarily blinds its target. If the attack is successful, compare the amount of "damage" done against the Flash Defense (if any) of the robot. If any damage gets through the Defense, all of the robot's visual sensors (including Infrared and Ultraviolet) are useless for his next action phase. Flash Effect can also be built to affect other sensors, such as Radar and Sonar.

LIMITED ARMOR

This applies to armor which is limited in what kind of damage it can stop. If the armor can only stop physical or only stop energy damage, the defense is increased.

MISSILE

An attack that is defined as a missile can be shot down or destroyed before it reaches its target. Any opponent can use a weapon out of turn (it cannot be used again in the user's next turn) to shoot at the missile. The chance to hit the missile is 11 or less on 3d6 (do not take modifiers for distance on the chance to hit). The missile must be hit with a weapon that does at least half the damage the missile does, or it is unhurt.

NO RANGE

This applies to all weapons such as swords, claws, etc. which do normal attacks but cannot be used more than a hex away from the user.

PENETRATION TABLE ARMOR

The specific "hit locations" indicated on the Penetration Table (See Combat section) may be "armored," in effect adding insulation, internal force fields, etc.

Remember this sequence: Ablative Armor, Armor on an Activation Roll, Constant Armor, and then Armor on a specific location. Subtract all of the Ablative, Activating, and Constant Armor from the attack. If damage still penetrates then roll on the Penetration Table to find where the attack hits. If the remaining damage is greater than the armor at the location, including that from the AVSS attack (see Weapon Advantages) then the effect listed on the table is taken and any remaining Body is applied to the robot's Body score; if the armor is equal to or greater than the remaining damage then the attack does no damage.

SIDE EFFECTS

This applies to hardware which has bad side effects due to lack of shielding, power drains on the main power source, etc. Whenever the equipment is used the side effect takes place. No defense on the user robot will protect it against the side effect.

MAKING BATTLE GAME SCENARIOS

There are three things you need to create to make up Battle Game scenarios: robots, terrain, and a situation. The simplest way to create a scenario is to have the players split into two teams. Each player picks a robot. Then the players agree on the terrain and the basic situation and victory conditions.

Over a dozen different robots are defined throughout these rules; all of them can be used in Battle Game scenarios. The easiest way to balance a scenario, however, is to restrict your choice of robots to those built with a 300 Construction Point Base. This isn't much of a restriction, though, as the Defender used as a sample in the Battle Game, Invader Enforcer, Underground Defender, Imperial Robot with additional equipment, and The Sample Robots (Wildcat, Checkmate, Multi-Hawk, Black Magic, and Armadillo) are all built on a 300 point base. Any of these robots can be used in Battle Game scenarios.

Once the players have chosen their robots they should agree on terrain. The terrain used in a scenario will help control what kinds of robots and tactics will be effective. Heavy terrain with short lines of sight will emphasize hand to hand combat and legged vehicles. Open terrain with long lines of sight will give the advantage to fast flyers and robots with long range weapons. When in doubt, players should make the terrain as dense and varied as possible. Normally, the more complex the terrain, the more interesting the tactical choices open to the players.

Finally, after the players have chosen their robots and the terrain of the battlefield, they must decide on the scenario's situation and victory conditions. The simplest situation is a meeting engagement, where both sides fight to the death. Each team takes one edge of the battlefield as its friendly territory. If both sides are even, then have each player start his robot on the friendly edge of the battle board. If one team outnumbers the other the smaller team can start as the "defender," with his robots already on the map and behind cover. In either case play proceeds normally, with each player getting 1 point for each enemy robot he kills. The pilot and the side with the most kills after a given number of turns (10 or 20 turns) is the winner.

ROBOT BUILDING

INTRODUCTION

Now that you know how to fight with robots, you need to learn how to design the giant armored beasts. Designing a robot is a trade off of guns vs. armor, agility vs. size, and flexibility vs. power. You have complete control over what the robot looks like, moves like, and fights like. Your success in battle depends as much on your ability to build a good robot as on your pilot's tactical skill.

HOW TO BUILD ROBOTS

The main limit on the construction of a robot is the number of Construction Points the designer has to work with. Construction Points are a representation of the money and resources the designer has to use. They are not a linear representation; every 50 Construction Points represents a doubling of cost, resources and, hopefully, combat power.

The base number of Construction Points may differ from game to game, depending on whether the players are building light recon vehicles or heavy assault robots. The scenario the players are enacting or the Game Master of a campaign determines the point base of the robots.

Example:

To help you understand robot construction we'll follow along as a designer builds a medium weight robot, the Mantis.

Because of the campaign the designer starts with a 300 Construction Point base. Next the designer must decide if the vehicle has any special Disadvantages. Some of these Disadvantages affect the robot in combat, such as being vulnerable to a certain type of attack or being difficult to operate when doing special maneuvers. Other Disadvantages are a representation of the campaign the robot operates in, such as a sponsoring group being able to take control of the robot from the pilot; or a robot that is cranky, difficult to keep going, or generally unlucky. Each of these Disadvantages gives the robot additional Construction Points which make it more powerful; hopefully powerful enough to overcome its Disadvantages.

Example:

The designer decides his robot doesn't have an everburning fusion power plant, so it needs special fuel every 6 hours. It has arms to lift with, but no hands for delicate work. It also is slightly unlucky, to represent the rushed wartime design and construction. Finally, the robot is watched by The Underground, who sponsored its design. The Underground can cut off supplies of fuel, spare parts, and ammunition if the pilot doesn't "toe the line". The total of these Disadvantages is worth + 50 Construction Points. The designer has a total of 350 Construction Points to work with.

Now the designer has the total number of Construction Points available for his robot. He uses the points to purchase two things: Systems and Mass.

Systems are the micro-electronics and feedback controls that allow a robot to operate. Each Robot begins with some control circuits that give it a base Dexterity of 10 and a Speed of 2. Possible Systems include all of the special abilities of science fantasy like a robot's ability to transform itself into another shape or combine with another robot. Those things that have a negligible mass but a significant cost in resources are Systems and must be purchased with Construction Points.

Mass defines how much Hardware the robot can have. Hardware is the other half of a robot's equipment. Hardware includes the robot's weapons, its armor, and its ability to move. Mass is purchased with *Mass Units*. Each Mass Unit is 1/10 of a metric ton or 100 kg. To find the weight of a robot divide its Mass Units by 10 to get tons. Any item whose power is constrained by mass is defined as Hardware and must be purchased with Mass Units.

The designer uses some of his Construction Points to purchase Systems. Each System is listed with its cost and description in the section titled Systems. Normally a designer doesn't spend more than about one third of his Construction Points on Systems, or his robot will be much smaller and less powerful than robots with the same number of Construction Points.

Example:

The designer decides to buy up the robot's Speed and Dexterity to facilitate its maneuverability. He also buys special stabilizer and control circuits so the robot can Leap, be stable when knocked back, and use Martial Arts to attack other robots "hand to hand". These systems cost a total of 76 Construction Points.

After the designer purchases the robot's Systems he spends the remaining Construction Points buying Mass Units. The Mass Unit Cost Chart shows how to buy Mass Units.

Example:

The designer has $350 - 76 = 274$ Construction Points to spend on Mass Units. He looks at the 250 line and gets a base of 1000 Mass Units, plus 20 for each Construction Point over 250. His total Mass Units equal $1000 + (24 \times 20) = 1480$.

The designer now uses his Mass Units to purchase Hardware. Each Piece of Hardware is listed with its cost and description in the section titled Hardware. The designer must buy a Chassis and Power Plant, and should buy some form of movement, armor and weapons.

The Total Mass Units of the robot determine its size class. The Size Class is used in robot building as a modifier to represent how big the robot is. It is also used in combat for determining Range Mod in an attack. A human is Size 1 and each Size Class is twice as tall (or long) and eight times as heavy as the one before it. The robot's Size Class is found on the Size Class table.

MASS UNIT COST TABLE

Construction Points	Base Mass Units	Additional Mass Units per +1 Construction Point
50	64	+1
100	125	+2.5
150	250	+5
200	500	+10
250	1000	+20
300	2000	+40
350	4000	+80
400	8000	+160
450	16000	+320
500	32000	+640
550	64000	+1250
600	125000	+2500
650	250000	+5000
700	500000	+10000
750	1000000	+20000
etc.	etc.	etc.

SIZE CLASS TABLE

Robot Mass Units	Robot Size Class	Height or Length
0-3	1	0-2 meters
4-31	2	3-4 meters
32-249	3	5-8 meters
250-1999	4	9-16 meters
2000-15999	5	17-32 meters
16000-124999	6	33-64 meters
125000-999999	7	65-125 meters
1000000+	8	126-250 meters

Example:

Thus the 1480 Mass Unit Mantis is Size Class 4 and between 9 and 16 meters tall.



The designer now has all of the information necessary to finish building his robot. He simply fills out the robot with Hardware, spending all of his Mass Units.

Example:

The designer finishes the Mantis by purchasing 125 Mass Units of Chassis/Power Plant, 500 Mass Units of Armor, Four 125 Mass Unit Weapons, 192 Mass Units of Legs for Running, and 163 Mass Units of Sensors, Lifters, Life Support, and other Hardware for a total of 1480 Mass Units. The completed Mantis is listed with the other pre-built robots.

SELF-AWARE ROBOTS AND MONSTERS

Most giant robots have a pilot or pilots. Some can, however, be self aware and not need a pilot. Also, the genre is full of living monsters who battle giant robots on their own terms. Constructing both of these potential participants in a scenario is very simple.

Self-aware robots and monsters have several Characteristics like those of a human character, though they don't have limits like a human character (See Creating a Character). A self aware robot has a base Intelligence and Ego of 10. Each additional point of Intelligence costs 1 Construction Point, each additional point fo Ego costs 2 Construction Points.

Many of a human's characteristics are reflected in a robot's capabilities. Strength is represented by the robot's lifters. BODY is found from its Chassis and Power Plant. Presence is 10 times the robot's Size, just like normal robots. Physical and Energy Defense are represented by the robot's Armor. The robot doesn't need Constitution, Comeliness, Recovery, Endurance, or Stun.

Like normal robots these creatures and mechanisms ignore Stun effects. If they lose all their Body, they are unconscious. If they lose double their Body, they are dead. Many self aware robots and creatures have Damage Control to represent their ability to heal.

Self-aware robots and monsters are bought with a base of 50 Construction Points less than a regular robot in the same campaign. They may take the regular robot Disadvantages and the Character Disadvantages Berserk, Dependent NPC, and Hunted. These Disadvantages are worth three times their Character Point listed value in Construction Points, rounded to the nearest 5 points.

Self-aware robots and monsters have all the "systems" and "hardware" of a normal robot, and they are purchased in the same way. These items represent the creature's physical abilities and are lost in combat the same as robots.

ROBOT DISADVANTAGES

Like their pilots, Robot Warriors often have disadvantages which make them distinctive, give Game Masters ideas for adventures, and indirectly benefit them by providing Construction Points. In effect, the player who builds a robot with these Disadvantages is saying that the builder scrimped for money by not supplying all that is necessary to make up the complete robot.

Many Disadvantages common to characters are inappropriate to piloted robots, though they are shared by Self-Aware Robots and Monsters, and the robots have some Disadvantages that are all their own.

Remember, a Disadvantage that is not really a Disadvantage is not worth any points. A Robot which "Cannot Climb," but is unlikely to run into any cliff it can't fly or jump over is not really Disadvantaged.

If a robot has several of the same kind of disadvantage (several Vulnerabilities, several Physical Limitations, etc.) then successive Disadvantages are worth fewer points. For the highest two Disadvantages take the full bonus, the next two are half value, etc. The Disadvantage Cost Chart shows how successive Disadvantages have a reduced value.

DISADVANTAGE COST

1st Disadvantage	x1 Bonus Points
2nd Disadvantage	x1 Bonus Points
3rd Disadvantage	x1/2 Bonus Points
4th Disadvantage	x1/2 Bonus Points
5th Disadvantage	x1/4 Bonus Points
6th Disadvantage	x1/4 Bonus Points
Any more similar Disadvantages	x0 Bonus Points

Example:

A Troll Crusher robot (designed as a counter to the enemy Troll series robots) has three Physical Limitations that are worth 25, 20, and 10 points. The third disadvantage is only worth halfM value so the Troll Crusher gets a total of 25 + 20 + (10 x 1/2) = 50 points for Physical Limitations.

DIFFICULT TO OPERATE

This Disadvantage requires that the pilot make his Piloting Skill roll every time he wants to do anything but go in a straight line and fire one weapon at a target in front of him. It is a common failing of both early prototype robots and ones that have been through many battles.

A pilot in a robot that requires a Movement Maneuver must make a Piloting Roll any time the robot does anything but move ahead in a straight line. A missed Movement Maneuver roll means that the robot continues in a straight line if moving, or stands still if it is currently stopped. If the robot is trying to use movement as part of an attack, as in an Overrun attack, the pilot must make his roll or the robot automatically misses with the maneuver.

A pilot in a robot that requires an Aiming Maneuver must make a Piloting Roll any time the robot tries to fire at a target for the first time or moves before firing. The pilot must also make a roll to attempt gang fire. A missed Pilot Roll on an Aiming Maneuver means that the robot's attacks missed.

DIFFICULT TO OPERATE BONUS

Difficulty	Bonus
Requires Movement Maneuvers	10 pts.
Requires Aiming Maneuvers	10 pts.
Each -1 to Pilot Roll	+ 5 pts.

LIMITED FUEL

This Disadvantage is used for those robots who need to make periodic stops for re-fueling. Robots are generally considered to have ultra-efficient multi-year-use fission or fusion or solar engines, but some still need to stop off at the old fuel dump to keep going.

Robots with limited fuel need replenishment after certain amount of time cruising. This is their operating limit. Cruising is moving at half of non-combat speed or less and not firing any weapons. A robot's cruise range in kilometers equals:

$$\text{Cruise Range} = (\text{Non-Combat Move} \times \text{Speed} \times \text{Operating Limit}) / 25$$

A robot moving more than half of non-combat move, or maneuvering in combat and firing weapons, burns up 1 minute's worth of fuel every turn or part of a turn. This reduces the robot's Cruise Range in kilometers by:

$$1 \text{ Turn in Combat} = (\text{Non-Combat Move} \times \text{Speed}) / 25$$

Generally, the fuel substance is very common, but the robot gets more Construction Points for requiring rare and exotic fuels. The Game Master can even make lack of fuel a major factor in a campaign. Refueling usually takes one full turn.

LIMITED FUEL BONUS

Circumstance:	Bonus
Very Common Fuel	10 pts.
Common Fuel	20 pts.
Uncommon Fuel	30 pts.
Operating Limit:	Bonus
480 minutes (8 hours) between refueling	0 pts.
120 minutes (2 hours) between refueling	+5 pts.
30 minutes between refueling	+10 pts.

PHYSICAL LIMITATION

Piloted Robots can be assumed to be able to perform any function their pilots perform, allowing for considerations of size and anatomy. However, robots commonly have Physical Limitations that represent limited design or equipment that has been left off. Physical limitations often are an important tool in personalizing a designer's robot.

Some Physical Limitations include "Cannot Climb Walls and Cliffs", "Sensors don't work above head level", "Limited Turning Radius", Bad Stabilizers, -4 DEX Roll vs. "Knockback", "Common Robot, Enemy can Find Weakness at +3", or "No Hands, lifters can not do fine work". Physical Limitations are defined by how often they limit the robot and, when they come into play, how much the limitation impairs the robot.

PHYSICAL LIMITATION BONUS

How Often Limitation Affects:	Bonus
Infrequently	5 pts.
Frequently	10 pts.
All the Time	15 pts.
Limitation Impairs:	Bonus
Slightly	+0 pts.
Greatly	+5 pts.
Fully	+10 pts.

SUSCEPTIBILITY

Most robots only take damage when they are attacked. But some robots have weak areas that can be damaged by factors that wouldn't normally be considered attacks. The designer left some form of protection out of the robot so that it is susceptible to such things as dust clouds getting in the gears or electromagnetic fields disrupting systems.

A Susceptibility has two aspects: how often the effect occurs and how dangerous it is. Every phase the robot is exposed to its Susceptibility the robot will experience a system failure. Roll the indicated number of dice and add 15. Refer the result to the Penetration table. The system listed is out of action until the robot is no longer exposed to its Susceptibility. The robot gets twice as many bonus points from the Susceptibility if the system damage is permanent until repaired.

SUSCEPTIBILITY BONUS

Object or Effect is:	Bonus
Uncommon	5 pts.
Common	10 pts.
Very Common	15 pts.
Effect on Penetration Table:	Bonus
1d6 + 15 each phase	+0 pts.
2d6 + 15 each phase	+5 pts.
3d6 + 15 each phase	+10 pts.
System is permanently damaged	x2 pts

UNLUCK

Machines are often unlucky. Everyone has had the experience of a car or toaster or washing machine that seemed to cause trouble at the worst possible time. Some robots are like that, too.

A robot with this Disadvantage has improbably unlucky things happen to it. The Game Master calls for an Unluck roll any time the robot must do a task it can accomplish easily. Also, any time the robot has an even chance to be a target, an Unluck roll means that the Unlucky robot has more chance to be the target.

To use Unluck the player (or Game Master depending on the circumstances) rolls 1d6 for each 5 points of Unluck. Each "1" that appears on the dice counts as one level of Unluck. The more levels of Unluck, the more intense the disaster is. See the Unluck Effects Table. No robot can have more than 15 Disadvantage Points in Unluck (3d6).

Unluck is not just a roll. It affects the robot in minor ways whenever it is winning or on top of a situation.

UNLUCK EFFECTS TABLE

Levels of Unluck	Possible Effects
1	The robot might suddenly catch a foot assembly and be put in a disadvantage, or one of his minor weapons might fail.
2	The robot might have falling buildings get between himself and his target, one of the major weapons might malfunction.
3	The robot might suddenly have a building collapse on him, another enemy robot might show up, or a downed enemy is revived by a spectacular coincidence.

VULNERABILITY

Sometimes a designer will scrimp, just a little, in order to make his robot bigger and better. A robot with this Disadvantage takes extra damage whenever he is attacked by his Vulnerability. This Disadvantage is a good way of describing robots that are well defended against bombs and bullets, but are not built to take hits from energy beams, or vice versa.

This Disadvantage adds half again the damage that hits a robot before any armor is subtracted from the damage done. Thus, if a robot is hit with a 20 damage point attack that it has a Vulnerability to, it would apply $20 + (20 \times 1/2) = 30$ points of damage against its armor.

The pilot of the robot does not take any extra Stun from this Vulnerability. If the weapon damage would not have gotten through the robot's armor without the Vulnerability, the pilot takes no Stun damage from the penetrating Body.

Normally, a robot takes half again as much damage from an attack it is Vulnerable to. However, the robot builder can get twice as many bonus points by making the robot take double damage from its Vulnerability.

VULNERABILITY BONUS

Take half again damage from:	Bonus
Uncommon attack	5 pts.
Common attack, or a group of uncommon attacks	10 pts.
Very Common Attack, or a group of common attacks	15 pts.
Take double damage from attack	x2 pts.

WATCHED

The robot is being watched by some organization, such as its sponsoring organization. This Disadvantage assumes that the watchers have some real control over the robot, enough to keep it from going on a mission or perhaps overriding the pilot control and bringing it home. The Disadvantage is defined by how much control the watchers have and how often they monitor the robot. Unlike the similar Disadvantage for pilots (who might be Watched by the same organization/person), this Disadvantage takes no account of the number of people in the watching organization, just on the control the watchers have over the robot.

WATCHED BONUS

Watcher Can:	Bonus
Curtail future activities	5 pts.
Override control of robot	10 pts.
Destroy robot instantly from afar	15 pts.
Watcher monitors robot:	Bonus
Sometimes (8 or less)	+0 pts.
Full time (11 or less)	+5 pts.
Fanatically (14 or less)	+10 pts.

SYSTEMS

The following are the costs in Construction Points for the various Systems described in the battle game. The explanation of some Systems are expanded and some new Systems are fully described for the first time here.

CAMOUFLAGE

This System allows the robot to attempt to foil enemy perceptions. It is particularly useful for reconnaissance robots. Each -1 to Perception costs 1 Construction Point. Camouflage to more than one sense, including different sensors, must be bought individually.

Thus, a robot which must be hidden from normal sight, radar, sound perception, and infrared, can gain a -5 to perception rolls with all of these senses for 20 Construction Points.

Camouflage Cost: 1 point for -1 Perception to one sense.

COMBINE

This system allows several smaller robots to combine into one larger robot. The cost for the smaller robots is equal to one tenth of the base Construction Points of the larger robot divided among the smaller robots. The larger robot must pay one tenth its own base Construction Points. Combine is in some ways a limited Transform System, with the cost split among the smaller robots.

Normally the mass of the combined robot is equal to the total mass of the separate robots. More fantastic campaigns may ignore this rule, however.

Example:

The Mighty Panthron is a 7500 Mass, Size 5, robot with a base cost of 500 points to build. Five smaller 1500 Mass, Size 4 "Panther-robos" are required in order for Panthron to form. Each of the 5 "panthers" pays 10 points while the Mighty Panthron pays 50 points.



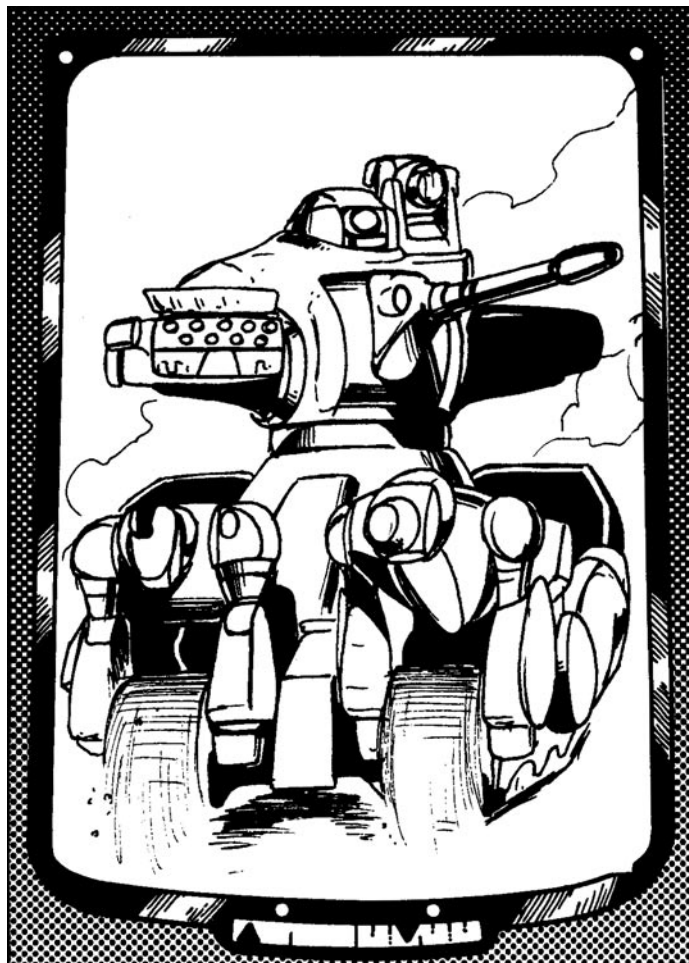
A robot must pay for each combination it can be a component of. If there are intermediate robot forms, such as two out of the five panthers in the above example being able to form a special tank, the points for this Combine must be paid separately, but each Combine after the first is bought at half cost. The most expensive Combine must be bought at full value.

In a role playing campaign the players are normally responsible for keeping up the smaller robots, while the Game Master is responsible for the combined forms. Thus the players will build their own robots and the Game Master will build the combined form.

When robots combine or separate their Body Damage is retained. The Combined robot will have taken damage equal to the total damage of all of its component robots. The component robots may not combine if their total damage exceeds the Body of the Combined robot. Any Damage taken while the robot is combined is distributed evenly to the component robots when they split up.

The Combined robot is built according to the normal rules, and gets its Body from its Chassis and Power Plant. This is sure to be smaller than the combined total Body of the component robots. If all of the Combined robot's Body is destroyed, the Robot falls apart into its component robots, and they may not recombine until repaired.

Combine Cost: One tenth the base Construction Points of the Combined robot divided among its component robots.



DAMAGE CONTROL

Damage Control may be attempted not only during a phase, as shown in the preliminary description, but during the "Post-Twelve-Recovery" period. This represents the ongoing efforts of a Damage Control System which do not take away from the usual use of the robot's systems. A robot can be repaired fully in a proper workshop, as described in the Combat section.

Damage Control Cost: 5 Construction Points for an 11 or less Damage Control Roll, +1 for 2 points.

DEXTERITY

A robot's Dexterity (DEX) determines when it can move in a combat. The higher the DEX, the better the chance the robot can move before its enemies (See Combat). However, the robot's Dexterity in action is actually no better than its pilot's. Thus, a DEX 18 robot with a DEX 15 pilot will move as if had a DEX of 15. Similarly, A DEX 20 pilot in a DEX 18 robot is limited to a DEX 18 performance, because the robot does not have the systems to match the pilot's lightning reflexes.

Dexterity costs the same in Construction Points for a robot as it costs in Character Points for a man, but it does not have the limits that human Dexterity does. Like humans, a robot is automatically built with a 10 Dexterity, which costs no Construction Points.

Dexterity Cost: Base DEX = 10, +1 Dexterity for 3 Construction Points

**FIND WEAKNESS**

This computer program works just as described in the Battle Game. It allows one weapon to target on an opponent's weak spot, halving his armor against that attack.

Find Weakness Cost: 10 points for a Find Weakness on 8, +1 for 5 points.

LACK OF WEAKNESS

This System works just as in the Battle Game. Each 1 point of Lack of Weakness subtracts 1 from an opponent's Find Weakness Roll.

Lack Of Weakness Cost: 1 Construction Point per point of Lack of Weakness.

LEAP

A robot using this system must have extra Lift capacity to leap more than 5 hexes. For each doubling of the basic LIFT needed to lift the robot's mass, the robot using this system can leap 5 more hexes.

Leap Cost: 10 Construction Points.

MARTIAL ARTS

This System allows a robot to get extra power from its strength in hand-to-hand combat. Normally, a Robot determines its hand-to-hand damage from the Lifter Table by crossindexing its "Lifter Capacity" with the "Hand to Hand" column (e.g., an 8000 lifter capacity gives "5D6" damage). A Robot with a Martial Arts system determines its hand-to-hand damage from the Lifter Table by crossindexing its "Mass Units" with the "Martial Arts" column (e.g., an 8000 mass unit Robot gives "8D6" damage). Its Lifters become a weapon. If the Lifter Capacity of a Robot with Martial Arts is less than its Mass Units, use its Lifter Capacity when figuring the damage from Martial Arts.

Thus, if a robot with a Lift capacity and Mass of 1000 mass units has a Martial Arts system, its hand-to-hand damage is 7d6 instead of the normal 4d6 (see the Lifter Table in the section on Lifters).

The robot may not use Martial Arts unless the pilot knows some form of Martial Arts. Also, there is no OCV/DCV benefit from this form of Martial Arts, but the robot gets the benefit of this damage when throwing an opponent as well as when punching it. Martial Arts also allows the robot to Block and Dodge other robots using melee attacks.

Martial Arts Cost: 20 Construction Points, and the pilot must also have the Martial Arts skill.

MISSILE DEFLECTION

For 10 Construction Points, a robot can deflect a thrown object (such as another robot) by rolling 9 + (DEX/5) or less. The robot can deflect cannon shells and missiles for +5 Construction Points, and any type of ranged attack, including energy beams, may be deflected for +5 Construction Points.

Missile Deflection Cost: 10 points for thrown objects, 15 for missiles and projectiles, too, and 20 points for any ranged attack. A +1 chance to Missile Deflect can be gained for +3 Construction Points.

SPEED

A Robot's SPEED determines how many phases in a turn it can perform actions (See Role Playing Combat). The higher SPEED, the more often it can move. However, as with DEX, a robot's SPEED is dependent on its pilot's SPEED. If the robot has a SPEED of 4, but the pilot has a SPEED of 3, then the robot will move as if it had a SPEED of 3. Similarly, the robot with a SPEED of 3 will hold a pilot with a SPEED of 4 down to moving as if he had a SPEED of 3.

A robot is built with a base SPEED of 1 + (DEX/10) rounded down for no Construction point cost. If the designer wishes to buy additional points of Speed he does not round off the value from the formula and each .1 Speed Point costs 1 construction Point.

SPEED Cost: Base Speed = 1 + (DEX / 10), +.1 Speed per 1 Construction Point. Always round remainders down.

STABILIZER

A robot with this ability adds 1 to his DEX roll any time it must make a DEX roll to avoid falling down.

Stabilizer Cost: Each +1 to DEX roll costs 3 Construction • Points.

TRANSFORM

A Transform System allows a robot to have more than one form. Each form is built as a normal robot with a system for transforming into its other shapes. Each form of the robot must pay one tenth the base Construction Point cost of the other robots it can change into. Thus, a robot that could change into a 300 base point robot would pay 30 points.

The robot must pay for each additional form it can change into but each transformation cost after the first is halved. You must pay full cost for the most expensive transformation. If the robot above could also change into a 200 point robot its total transformation cost would be 30 + (20 / 2) = 40 points.

Transform Cost: 1/10 the robot's Basic Construction Points allowance for one transformation, 1/20th for each additional transformation.

ADVANTAGES AND LIMITATIONS FOR GENERAL SYSTEMS

Just as a robot can have Disadvantages that can make it more limited, but more powerful, an individual system can have Advantages and Limitations that affect its performance and cost. Limitations lower the cost of systems, while Advantages increase the Construction Point cost.

The Advantages and Limitations are found in the Hardware section. Find the appropriate Advantages or Limitations you want to apply to a System and total their performance modifiers. Consult the Construction Point Modifier Table and find the multiplier or divisor of the basic Construction Point cost.

CONSTRUCTION POINT MODIFIER TABLE

Lines	Multiplier/Divisor
-6 Advantage	x4
-5 Advantage	x3 1/2
-4 Advantage	x3
-3 Advantage	x2 1/2
-2 Advantage	x2
-1 Advantage	x1 1/2
0	x1
+ 1 Limitation	/1 1/2
+ 2 Limitation	12
+ 3 Limitation	12 1/2
+ 4 Limitation	/3
+ 5 Limitation	13 1/2
+ 6 Limitation	1A
etc.	etc.

HARDWARE

Hardware is any piece of robot equipment which must be paid for in Mass Units. One Mass Unit is one tenth of a metric ton. In this section we take each hardware item described in the Battle Game and detail its Mass Point cost. We also add hardware items not discussed before and describe them in detail.

If a designer is altering the equipment of a pre-built robot he must make sure the total mass of the replacement hardware is not greater than the Chassis and Power Plant will support and not greater than the total Mass Units bought with Construction Points.

ARMOR AND FORCE FIELDS

Armor protects against attacks by subtracting its points from the points of damage. The Armor Mass Chart shows the basic cost of Armor. Because a large robot has more area to cover with the same amount of armor, the Robot's Size Class is subtracted from the Armor's Defense, much as an Advantage does, as shown later.

ARMOR MASS TABLE

Armor Mass	Base Armor Defense
1	11
2	12
4	13
8	14
16	15
32	16
64	17
125	18
250	19
500	20
1000	21
2000	22
4000	23
8000	24
16000	25
32000	26
64000	27
125000	28
500000	29
1000000	30
Note: Subtract Robot's Size Class From Base Armor Defense.	

Example:

The Mantis robot mentioned before has 500 Mass Units applied towards armor. This gives it 20 - (Size Class of 4) = 16 points of armor.

Force fields also provide protection against regular attacks and may stop certain special attacks. Any or all of a robot's Armor can be defined as a force field with no change in Mass. Because of its power consumption a force field may be disabled by certain hits on the Penetration Table, however, and its use may be restricted by limitations taken on other systems. All of the Armor Advantages and Limitations apply equally well to a force field.

CARGO SPACE

Some robots need to carry cargo, or just need some space for storage. These include large robots which carry smaller robots, or exploratory robots which need space for samples. The Mass Unit cost for Cargo Space is 1/20th the total amount of cargo that needs carrying. However, the robot's Chassis and Power Plant must also have enough capacity to carry the total mass of the robot plus its maximum cargo. Thus, if a 3000 mass unit robot has 100 mass units dedicated to Cargo Space, which gives a cargo capacity of 2000 mass units, it must have a capacity of at least 5000 Mass Units.

Just where Cargo Space is located on the robot is up to the designer of the robot. It may be one big hold, or several smaller bins, or even pylons attached to the outside of the robot. However, weapons or equipment carried as Cargo can not be used in combat. The Cargo Space is not

protected from the elements unless enough Life Support has been bought for every person aboard or for each 10 Mass points of cargo that needs the protection.

Cargo Space: 1/20th the maximum cargo to be carried.

Example:

Since the Mantis has a mass of 1480 Mass Units, but a Chassis capacity of 2000, the designer could designate up to 26 Mass Units for Cargo area. The designer keeps this option in mind and continues.

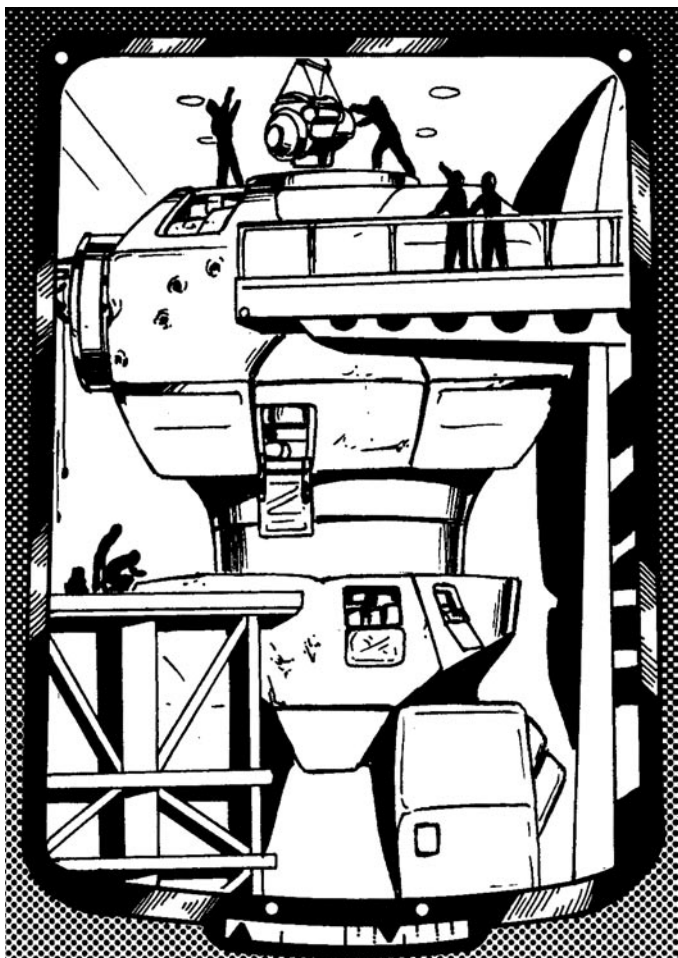
CHASSIS AND POWERPLANT

Each Robot must have a Chassis and Power Plant with sufficient capacity to support and power its total mass. A robot's Body is also derived from its Chassis and Power Plant. The Chassis and Power Plant must carry their own mass, as well as the rest of the robot's hardware.

Body cannot be bought independently for the robot. However, the builder can effectively increase the Body of the robot by increasing the Power Plant/Chassis Mass units. The Chassis and Power Plant table list the Mass, Capacity, and Body of the different pieces of hardware.

Example:

The Mantis robot has 1480 Mass Units. This means that the robot must have 125 mass units dedicated to a Chassis and Power Plant capable of holding 2000 Mass Units (the nearest entry on the table over the actual mass of the robot.)



CHASSIS AND POWER PLANT

Mass Units	Capacity	Body
.25	4	10
.5	8	13
1	16	16
2	32	19
4	64	22
8	125	25
16	250	28
32	500	31
64	1000	34
125	2000	37
250	4000	40
500	8000	43
1000	16000	46
2000	32000	49
4000	64000	52
8000	125000	55
16000	250000	58
32000	500000	61
64000	1000000	64

CREW

Unless a robot is Self Aware it must have at least one crew member, the pilot. A robot may have additional crew members as co-pilots, gunners, or passengers. The passengers can be anything from tourists to armor-suited marines ready to jump off and close-assault enemy installations.

Each crew member's seat can be rigged with a variety of different equipment. The basic seat just gives the crewmember a place to sit and includes his mass. Pilot/Gunner controls allow the crew member to pilot the ship or fire the guns. Each crew station has a control priority — the highest priority controls the system. Basic life support protects the passenger (or 10 Mass Units of sealed Cargo Space) from dust, gas, and being underwater. Totally sealed life support will protect the crew member (or 10 mass Points of sealed Cargo Space) from the rigors of vacuum. Finally, an Escape system is like an ejection seat. If the crew space has life support then the ejection system will also have life support after ejecting. The Crew Table lists the Mass Unit cost for all of these accommodations.

CREW TABLE

Personal Accommodations	Mass Units
Crew Member (seat and enclosure)	2
Pilot/Gunner Controls	+ 3
Basic Life Support	+ 1
Keeps out dust/gas/water	
Totally Sealed Life Support	+ 1
Protects against vacuum	
Escape System	+ 3

ESCAPE POD

A simple Ejection Device is covered under Passengers below. However, a mini-robot can be attached to the main robot as an Escape Pod. The robot is built normally, except that its mass may not exceed the mass of the Chassis and Power Plant. Any weapons the pod has can be used while still attached to the robot unless the builder takes a +1 Limitation on the weapon: Inoperable While Attached to Robot.

Escape Pod: Maximum Mass = Mass of Chassis and Power Plant

Example:

The builder of the Mantis could build a 125 mass unit Escape Pod/Mini-Robot. Checking back to the Chassis and Power Plant Table, he finds that he would have to put 8 mass units towards the Chassis and Power Plant of the Pod. He keeps this in mind and continues.

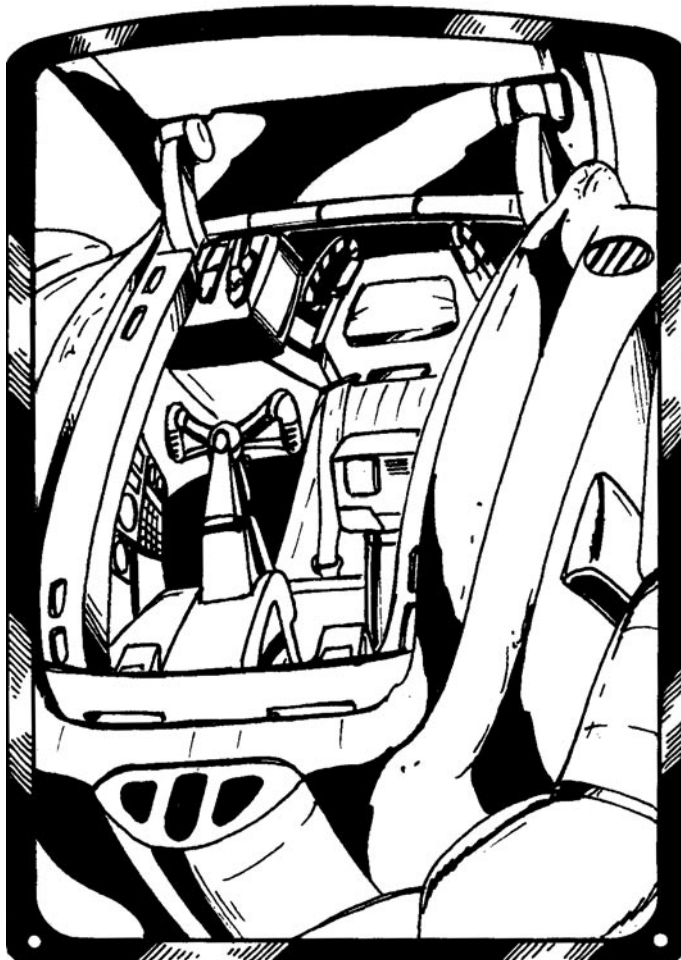
FLASH DEFENSE

This Defense works just as described in the Battle Game.

Flash Defense Cost: 5 Defense = Base Cost 2 Mass Units, 1 Mass Unit per person protected per +1 Defense.

LIFTER TABLE

Lifter Mass	Lift Capacity	Hand to Hand	Martial Arts
.25	4	1D6 + 1	3D6
.5	8	1 1/2D6	3D6 + 1
1	16	2D6	3 1/2D6
2	32	2D6+1	4D6
4	64	2 1/2D6	4D6 + 1
8	125	3D6	4 1/2D6
16	250	3D6 + 1	5D6
32	500	3 1/2D6	5D6 + 1
64	1000	4D6	5 1/2D6
125	2000	4D6+1	6D6
250	4000	4 1/2D6	6D6+1
500	8000	5D6	6 1/2D6
1000	16000	5D6+1	7D6
2000	32000	5 1/2D6	7D6 + 1
4000	64000	6D6	7 1/2D6
8000	125000	6D6+1	8D6
16000	250000	6 1/2D6	8D6+1
32000	500000	7D6	8 1/2D6
64000	1000000	7D6+1	9D6
125000	2000000	7 1/2D6	9D6 + 1
250000	4000000	8D6	9 1/2D6
500000	8000000	8D6+1	10D6
1000000 +	16000000	8 1/2d6	10D6+1



LONG TERM LIFE SUPPORT

Short Term Life Support is shown under the Crew section and is good for about 24 hours before its supplies must be replenished. Long Term Life Support includes extensive waste recycling and galley facilities, and will continue as long as it is supplied with power.

Long Term Life Support: 10 Mass Units for complete recycling facilities for one crew member. Each additional passenger costs 1 additional Mass Unit.

LIFTERS

A robot is assumed to have two lifters, unless otherwise specified. Having only one lifter is a +1 Limitation. Every 2x the number of Lifters is a -1 Advantage. Only Robots with a Martial Arts system and a pilot who knows Martial Arts can use the Martial Arts Damage.

Example:

The Mantis designer wants his robot to be able to lift itself up if it falls down, so he needs to be able to lift a maximum of 2000 mass units. This takes another 125 mass units.

SENSOR TABLE

Sensor	Mass Units
Enhanced Vision (+ 1 PER Roll)	2, x2 Mass per add. +1
Enhanced Hearing (+ 1 PER Roll)	2, x2 Mass per add. +1
Infrared Vision	4
Ultraviolet Vision	8 1
Telescopic Vision (x10 sighting distance)	6, x2 Mass per add. x10
X-Ray Vision	32
Ultrasonic Hearing	8
Parabolic Hearing (x5 Hearing distance)	16, x2 Mass per add. x5
Active Sonar	32
Passive Sonar	64
2-way Radio, few bands	4
2-way Radio, all bands	8
360 degree vision	16
Radar (-1/10 RM)	16, x2 Mass per add. x2 RM

SENSORS

Sensors include communications and sighting gear. The Sensor Table lists the different sensors and their mass.

SPARES POOL

As shown in the Damage Control System description, one Spare Point can be used to repair 1/10th of a Body point, or 1 damaged system or piece of hardware.

Spares Pool: 1 Mass Unit per 1 Spares Point

WEAPONS

Weapons are what do the damage in *Robot Warriors*. It is perfectly acceptable for a robot to have several weapons, and even fire them off at the same time. The Mass, Damage, and Maximum Range in hexes of the weapons is given in the Weapon Construction Table.

The weapon's Maximum Range also happens to be the *Champions* point cost equivalent of the weapons. If the designer has access to a copy of *Champions* and its supplements and wishes to experiment, these numbers can be used to determine the mass of other offensive weapons based on *Champions* powers such as (Reflection, Stretching, Tunneling, etc.

MOVEMENT

The cost of each 1 hex of movement is based on the mass of the robot. The designer finds the mass of his robot on the Movement Table and refers over to the column that represents the kind of Movement he wants to buy. The number listed is the Mass Unit cost for 1 hex of movement.

Flight normally works underwater at quarter speed. Flight modes that do not work at all underwater (such as air jets) can take a +1 Limitation for this problem. Remember that Advantage and Limitation values are simply added to the number of hexes the robot can move.

FASTER-THAN-LIGHT TRAVEL

This Hardware works exactly as described in the Battle Game.

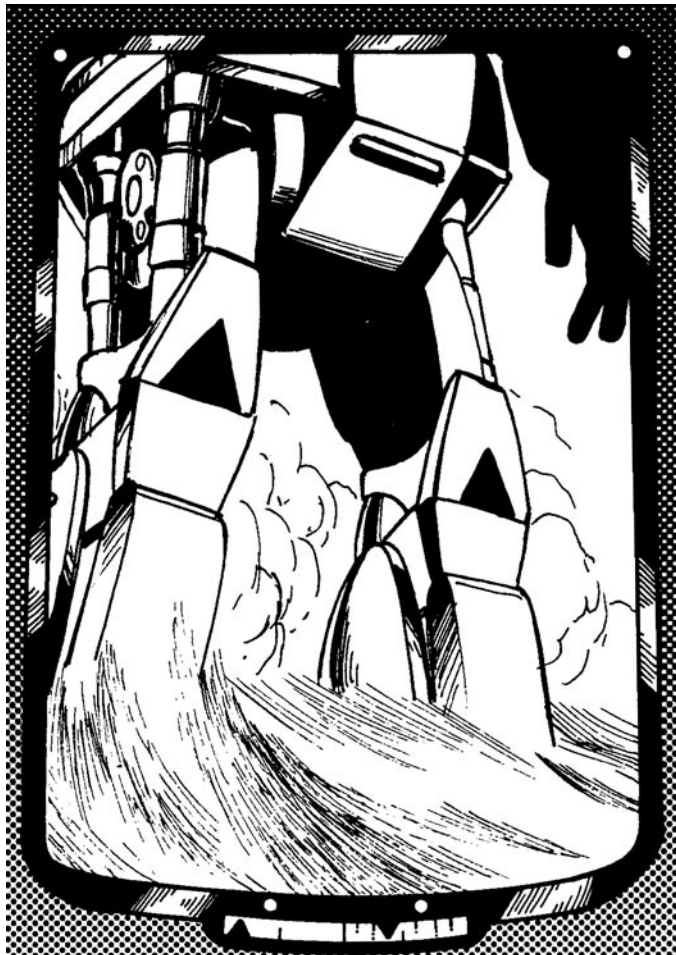
FTL Cost: Mass is the same as 1 hex of flight. Each additional 4x FTL speed costs x2 Mass. Thus, 16x FTL for a 500 Mass Unit Robot costs 64 mass units (i.e., 1 FTL costs 16 mass units so 4x 4x 1 = 16x would cost 16 x2 x2 = 64 mass units)

WEAPON CONSTRUCTION TABLE

Mass Units	Damage	Maximum Range
.25	3D6	45
.5	3D6 + 1	50
1	3 1/2D6	55
2	4D6	60
4	4D6 + 1	65
8	4 1/2D6	70
16	5D6	75
32	5D6+1	80
64	5 1/2D6	85
125	6D6	90
250	6D6 + 1	95
500	6 1/2D6	100
1000	7D6	105
2000	7D6 + 1	110
4000	7 1/2D6	115
8000	8D6	120
16000	8D6+1	125
32000	8 1/2D6	130
64000	9D6	135
125000	9D6 + 1	140
250000	9 1/2D6	145
500000	10D6	150
1000000 +	10D6+1	155

MOVEMENT TABLE

Robot Mass	Mass Units per Ground/Water	1 hex of Flight
0-3	.03	.06
4-7	.06	.12
8-15	.12	.25
16-31	.25	.5
32-63	.5	1
64-124	1	2
125-249	2	4
250-499	4	8
500-999	8	16
1000-1999	16	32
2000-3999	32	64
4000-7999	64	125
8000-15999	125	250
16000-31999	250	500
32000-63999	500	1000
64000-124999	1000	2000
125000-249999	2000	4000
250000-499999	4000	8000
500000-999999	8000	16000
1000000 +	16000	32000



EQUIPMENT MODIFIERS

The Hardware (and in some cases Systems) listed can be modified by the designer to fit his needs. Those modifiers that increase the flexibility of a piece of equipment, but decrease its performance, are called Advantages. Those modifications that limit the flexibility of a system, but increase its performance, are called Limitations. The results of using the Advantages and Limitations are described in the Battle Game.

Most Advantages and Limitations are specific to a piece of Hardware. But some Limitations can apply to a wide variety of hardware; these are called General Limitations. They can be applied to any piece of Armor, Movement, or Weaponry unless otherwise specified.

Advantages are defined by negative numbers, while Limitations are defined by positive numbers. Add all of a piece of hardware's Advantage and Limitation values together to get the final Performance Modifier of a piece of equipment.

If the equipment is a system use the Construction Point Modifier Table to find the multiplier on the Construction Point cost of the system. If the equipment is hardware then move up or down the chart that defines the performance of that hardware 1 line for every 1 point of Performance Modifier. If there is no chart that defines the performance of a piece of hardware then add the *Performance Modifier* total to the numerical effect of that hardware.

Example:

The Mantis has four 125 Mass Unit weapons. Normally, 125 Mass Units of weapon does 6d6 of damage. If one weapon with Limitations and Advantages that have a final Performance Modifier of +2, it goes from doing 6D6 damage to 6 1/2D6 damage. If the 500 Mass Units of armor have a Performance Modifier of -1 it goes from being 16 Defense to 15 Defense. Flight hardware that had a Performance Modifier of +4 would go from providing 9 hexes of flight to 13 hexes of flight.

ARMOR MODIFIERS

Armor Advantages and Limitations differ from other Performance Modifiers in one important aspect. The base value of the modifier assumes you are applying the Advantage or Limitation to one quarter of the Defense of the armor. If you apply the advantage to more of the Defense, the modifier is increased. The Armor Modifier chart shows how the modifier is increased for applying to more than one quarter of a robot's Defense. All fractions are figured on the amount of defense bought with Mass points, not the amount modified by Advantages or Disadvantages.

ARMOR MODIFIER TABLE

Defense Affected by Advantage or Limitation	Modifier Multiplier
One Quarter Defense Affected	x1 Modifier Value
One Half Defense Affected	x2 Modifier Value
All Defense Affected	x4 Modifier Value

Example:

The Mantis's designer bought 16 Defense Armor for his robot. He wants to Harden half the armor (8 Def) against Piercing attacks. Hardening is a -1 Advantage, but he is Hardening half the Armor, so the advantage is doubled to -2. The designer then decides to only cover part of the robot with the Hardened armor. He gives the Hardened armor an Activation Roll of 11-, a +2 Limitation doubled to +4 because it affects half of the robot's armor. The Robot is left with 8 Def regular armor and $8 - 2 + 4 = 10$ Def Hardened Armor on 11-.

A designer may stipulate that a Limitation affects more than one quarter, or one half of a robot's armor, but the performance modifier is the same as if only the lower value was limited. Limiting less than one quarter of a robot's armor has no effect. Conversely, a designer may stipulate that less than all, one half, or one quarter of a robot's armor has an Advantage, but the robot still takes the modifier as if the larger value had the Advantage.

Example:

If the designer above decided that 9 Defense of the armor was to be on all the time and 7 Defense was to be hardened on an 11- the modifiers would change. The Advantage would still cost -2 Defense, but the Limitation would only be worth +2 Def, because less than half the armor is being limited. The final armor would be 9 Defense regular armor and $7 - 2 + 2 = 7$ Defense Hardened Armor on 11-.

**ARMOR ADVANTAGES**

Hardened Armor: -1 Advantage

ARMOR LIMITATIONS

Ablative Armor: +1 Limitation

Penetration Table Armor:

Number of Locations Covered	Limitation
22 Locations	+1 Limitation
14 Locations	+2 Limitation
10 Locations	+3 Limitation
6 Locations	+4 Limitation

MOVEMENT ADVANTAGES

Increased Non-Combat Flight Multiple: Flight has a non-combat multiple equal to the robot's hexes of flight.

Increased Non-Combat Flight Multiple: -1 Advantage per 2x Multiple (does not apply to FTL travel).

MOVEMENT LIMITATIONS

No Non-Combat Multiple — +2 Limitation — This Limitation means the robot can never move faster than its regular combat movement.

WEAPON ADVANTAGES

Area — Radius: -2 Advantage

Area — Hexes: -2 Advantage

Area — Cone: -2 Advantage

Attack Versus Limited Defense:

Defense Is	Example	Advantage
Common Armor		-2 Advantage
Uncommon	Force Field Hardened Armor Ablative Armor 6+ pts of Flash Defense	-3 Advantage
Very Uncommon	Hardened Force Fields	-4 Advantage
Special Effects	Example Defense	
Hard Radiation		Hardened Armor or Force Field
Electric Attack		Ablative Armor
Magnetic Attack		Force Field
Chemical Attack		Force Field
Gravity Attack		Force Field
Sonic Attack		Hardened Armor
Vibration Attack		Ablative Armor
Photonic Attack		Flash Defense
Physical Shock		Normal Armor

Attack Versus Specific System

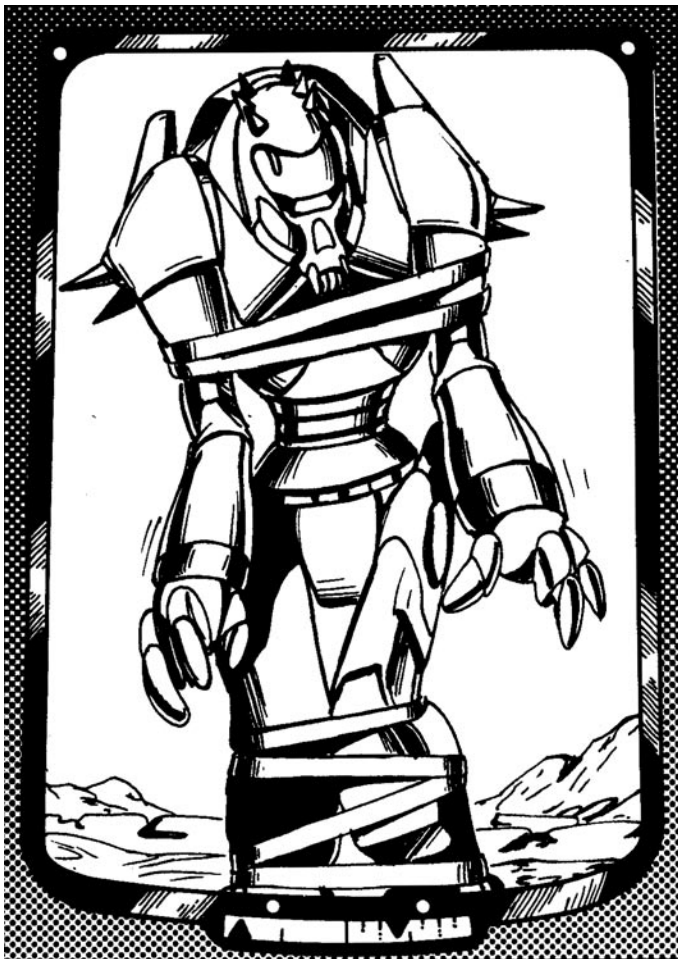
System Affected	Effect On Mass
Power Plant	-1 Advantage
Movement	-2 Advantage
Control Systems	-1 Advantage
Pilot	-3 Advantage
Weapons	-2 Advantage
All other systems	-1 Advantage

Autofire: The cost of Autofire depends on whether the weapon has a chance to burnout when on burst or full auto.

Autofire (Burnout chance on Burst or Auto): -1 Advantage

Autofire (No Burnout): -2 Advantage

Entangle: This advantage allows the weapon to be used as an entrapping device instead of a damaging device. The dice of the weapon do no damage. Instead, total the dice and divide by 2. One half is considered the Defense of the entrapping substance (sticky cord, spring steel bands, energy force lines, whatever), while the other half is the Body of the Entanglement. Any remainder is considered to be Body. The Entangled robot can not move, and can only attack the Entanglement. He can try to break out of this by using his Hand-to-Hand damage from his Lifters (with or without Martial Arts) and built in weapons. Carried weapons cannot be brought to bear on the Entanglement. An Entangled robot can still use his sensors.



Any attack against an entangled robot gets a +5 combat modifier, but the damage first hits the Entangle's Defense and then does Body to the Entangle. If the Entangle is blown off then any remaining damage is applied against the robot's armor. However, a Non-Obscuring Entangle can be purchased as a -2 Advantage, which allows an attack to ignore the Entangle and just damage the target robot. Another -2 Advantage can make the Entangle block all of the entangled robot's senses.

Entangle: -2 Advantage

Non-Obscuring Entangle: Additional -2 Advantage

Entangle Blocks All Senses: Additional -2 Advantage

Explosion: -1 Advantage

Increased Knockback: This advantage allows the user to add 5 to the Body done by an attack purely for the purpose of causing Knockback (see Role Playing Combat Section). It may be taken multiple times, adding further increments of 5.

Increased Knockback: -1 Advantage per +5 Knockback

Increased Range Modifier: -1 Advantage per x2 Range Modifier

No Normal Defense:

Defense Is	Examples	Advantage
Common	Basic Life Support	-2 Advantage
Uncommon	Force Field	-3 Advantage
Very Uncommon	6+ Flash Defense	-4 Advantage

Piercing: -1 Advantage per 2 points of Piercing

WEAPON LIMITATIONS

Darkness: Darkness is a limitation which ignores the dice of damage done by the attack it is bought for. However, the attack gains an Area Effect (either radius or number of hexes) commensurate with the number of dice purchased. This area of effect is dark. Anyone attempting to shoot a target within the hex gets a combat modifier of -3. For a -1 Advantage, the Darkness can be totally opaque, making normal vision useless. For a further -1 Advantage, the Darkness will block another form or sensor, such as IR, UV, radar, etc.

Darkness generally lasts for three segments or one turn in the Battle Game. Each -1 Advantage will double that time.

Delayed Strike

Time Delay	Effect On Mass
1 phase	+1 Limitation
6 segments	+2 Limitation
1 full turn	+3 Limitation

Flash: +4 Limitation

Missile: +1 Limitation

No Knockback: +1 Limitation

No Range: +1 Limitation

Tractor/Pressor Beam: This Limitation does no damage, but dice are rolled just like for a weapon. However, the number rolled is the amount of Body the Tractor Beam can handle. If insufficient Body is rolled, the beam has no effect. An exact match means the object is being held, just as with the Combat maneuver. Any extra in the total rolled means the object can be moved that many hexes toward or away from the user. Anyone shooting at a target in a Tractor Beam has a +2 addition to his OCV.

Tractor/Pressor Beam: +1 Limitation

Tunneler: This Limitation does no damage but dice are rolled just like for a weapon. However, the number rolled is the number of meters (not hexes, meters: 1 hex = 16 meters) the robot can travel through the substance to be tunneled through. The number must also exceed the defense of the substance being tunneled through. A physical tunneling mechanism fills in the hole behind the tunneler, while an energy tunneling mechanism fuses the hole open and creates a tunnel for others.

Tunneler: +1 Limitation

GENERAL LIMITATIONS

The following limitations apply to any piece of Armor, any Movement, or any Weapon unless otherwise specified.

Activation Roll:

Activation Roll	Limitation
14- on 3D6	+1 Limitation
11- on 3D6	+2 Limitation
8- on 3D6	+4 Limitation



Burnout Roll: If the weapon that has Burnout also has the Charges Limitation apply an additional -2 Advantage for mixing the Limitations. Thus a weapon with a 9+ Burnout and 3 charges would get a+3+3-2=+4 modifier.

Burnout Roll	Limitation
15+ on 3D6	+1 Limitation
12+ on 3D6	+2 Limitation
9+ on 3D6	+3 Limitation

Carried: +1 Limitation

Charges:

Number Of Charges	Effect On Mass Units
1	+4 Limitation
2-3	+3 Limitation
4	+2 Limitation
5-8	+1 Limitation
9-16	0 Limitation
17-64	-1 Advantage
65-125	-2 Advantage
126 +	-3 Advantage

Delayed Activation:

Time Delay Before Use	Effect On Mass Units
1 segment	+1 Limitation
1 phase	+2 Limitation
6 segments	+3 Limitation
1 full turn	+4 Limitation
1 minute (5 turns)	+5 Limitation
5 minutes	+6 Limitation
10 +	+8 Limitation

Inoperable Under Special Conditions — +1 Limitation

— This applies to any piece of equipment which cannot work under certain environmental conditions. For instance, force fields which cannot work in the atmosphere, or Weapons that don't work when in an area of radioactivity, or flight hardware that doesn't work under water. In special cases, the Game Master may allow extra points of Limitation when the Special Conditions are particularly common, such as in sunlight, or at night (though justification for either limitation would have to be very imaginative).

Side Effects:

Sample Side Effects	Limitation
Robot takes 1D6 + 15 as Permanent Damage Susceptibility	+2 Limitation
Robot takes 2D6 + 15 as Permanent Damage Susceptibility	+3 Limitation
Robot takes 3D6 + 15 as Permanent Damage Susceptibility	+4 Limitation
Nothing that takes power can be used in the same phase	+2 Limitation
DCV reduced to 0	+2 Limitation
OCV reduced to 0	+2 Limitation
All sensors rendered useless until next phase #	+1 Limitation
All fuel expended *	+2 Limitation
Half fuel expended *	+1 Limitation
#—This also renders any Invisibility useless this phase.	
*—This can only be used for robots which use the Dependency on Fuel Disadvantage (See Disadvantages). By definition, it cannot be used with hardware that has charges.	

**Limited Arc:**

Arc of Fire*	Limitation
0 deg arc	+2 Limitation
60 deg arc	+1 Limitation
180 deg arc	+0 Limitation
Only Same Level	+1 Limitation
360 deg arc	-1 Advantage

*—If this Limitation is used with Armor increase the restricted arc modifier by +1 as Armor is supposed to cover 360 degrees under normal circumstances. May not be used with Movement.

ROBOT BUILDING EXAMPLE

Here is the total writeup on the Mantis robot built as part of this chapter.

Robot Name: Mantis		Pilot: Anton Derk
Systems		Construction Points
Dexterity: 18 (Base 10, +1 per 3 Pts)		16
Speed: 4 (Base 1 + (DEX/10), +.1 per 1 Pt)		12
Martial Arts		20
Leap		10
+6 Stabilizer		18
Base Mass: 1000		250
+ Additional: 480 (+ 20 per 1 Pt)		24
= Total Mass: 1480 Mass Units (Size Class 4)		
Total Construction Points:		350
Hardware		Mass Units
Chassis and Power Plant, Capacity: 2000 Body: 37		125
Crew Members: 1 Accommodations: pilot station, Basic Life Support, Escape Device		8
Armor, Base Defense: 20 - (Size Class) 4 = 16 Modifiers: 250 Mass Units Hardened, activate on 11 (+ 2) Final Defense: 8 pts normal armor, 10 pts hard armor, activate on 11		500
Ground Movement: 12 Hexes (1 Hex per 16 units) Type: Legs Non-Combat x 2 Non-Combat Move: 24		192
Lifters, 2000 Mass Units , 6d6 Hand-to-Hand Damage		125
360 degree vision		16
Infrared Vision		4
+3 Vision		6
2-Way Radio, Select Bands		4
6d6 +1 Mantis Claw, No Range		125
6 1/2d6 Fusion Cannon, 60 degree arc, only fire on one level		125
4d6 Gatling LASER, Autofire (no Burnout), 8 pts Piercing		125
7d6 Missile Launcher, Missile, Carried, 8 shots		125
Total Mass Units:		1480
Disadvantages	Base Construction Points	300 +
Needs Special (Very Uncommon) Fuel every 6 hours		30
No Delicate Work with Hands		10
1d6 Unluck		5
Watched on 8 by Underground, can curtail future activities		5
Total Construction Points:		350



ROLE PLAYING COMBAT

INTRODUCTION

Many of the situations you'll encounter in *Robot Warriors* require some combat to resolve. Robot combat can be anything from an almost-medieval hand to hand struggle with swords and axes to a full-fledged firefight using every variation on weaponry possible. The Basic *Robot Warriors* Combat rules given before allow for most types of robot combat with a set of simple rules. As you gain experience with those rules, here are more advanced rules you can use to bring even greater realism to your combats.

Players experienced in the Hero System will find that there are many similarities between this and the other systems. However, some rules have been altered to accommodate the much greater scale of robot versus robot combat, so even Hero-System-experienced players should read the following carefully.



Combat in *Robot Warriors* is broken down into several steps. Each step is explained thoroughly, and usually some examples are included. This section presents the different steps of combat in the order that a combat occurs. The first section talks about Noncombat time and how to start a combat. Then Perception (how you spot someone) is discussed. Next, Entering Combat is explained, including the Order of Combat (who strikes when) and Action Phases. The next section explains Movement and the game scale. When you're familiar with those things, the Fighting section explains the extra fun stuff: Combat Value and Attack Rolls (how to hit), further Combat Modifiers, Combat Maneuvers (how do you strike him), further Effects of Damage (what happens when you hits him), Optional Effects of Damage, and how to repair Damage. This covers all the basic facts about combat.

Additional important rules are covered in the remaining sections, including Presence Attacks, Characteristic Rolls, and Breaking Things.

You should read these sections carefully and completely at least once. There's a lot of information in here, and missing one sentence can often make a big difference in your game. Many of the questions we get are already answered in the rules — the person missed them when he skimmed over a section that he thought he knew. So be thorough; you'll be able to build better robots and heroes and play a better game of *Robot Warriors* if you are.

NONCOMBAT TIME

In any role playing game, there are two types of time: combat and noncombat. Combat time is usually very precise, advancing second by second, with exact actions and results. This precise time scale means very exact rules about how long it takes a hero to do something, what the results are, and how to perform different actions. It often takes a couple of hours real time to play out a couple of minutes game time.

Noncombat time, on the other hand, isn't very exact. This is where the GM sets the scene for all the players, and tells them what's happening to their heroes, and begins the plot of the evening's adventure. Hours, days, or weeks of game time can pass in a few minutes of real time as the GM describes what's happening. This tremendous variation in time is similar to what happens in cartoons, stories, and novels — within a story, weeks may pass in one paragraph or sentence, or a whole chapter may describe a fight that only lasts for a minute.

The GM should think of the play session like a story that he's telling with the help of the players. First, the GM describes where the robots are, perhaps dealing with each one individually, or starting with a group. As he tells them what's going on around them, the heroes will probably want to do things. If the GM says, "Reynolds, your mikes pick up the sound of combat — it sounds like it's right around the corner of that skyscraper." — the player may respond (as Reynolds) "I'll run around the corner to see what's happening." The GM shouldn't worry about exactly how far it is to the corner, or how long it takes Reynolds to get there, because this is noncombat time. What's important to the adventure is that Reynolds gets to the corner, looks around, and sees some Invaders shooting up a refugee center.

So, unless it looks like there's going to be a fight, there's no need to be exact about things like time or distance. Exactly how long it took Reynolds to fire up his robot, talk to his commander, or arrange for a complete workup by his mechanic isn't important. The GM should just try to get his adventure going by letting each hero know where he is and what he's doing. Then there may be some investigation, conversation between the players and NPCs, perhaps even some nice mood-setting emotional scenes. All this happens in noncombat time.

Usually, the event that marks the change from noncombat to combat time is Perception — the good guy spots the bad guy (or vice-versa). Sometimes this is very obvious, as in the example of the Invaders above. But there are other times when the menace isn't so obvious; that's where Perception Rolls come in to play.



PERCEPTION

A robot's pilot may not always be aware of everything that's going on around him, especially when he's fighting for his life. Whenever something is obvious, the GM tells the player about it ("You see the Invader-rob in front of you"), but often there are things that the player might or might not see. This is shown in *Robot Warriors* by requiring a Perception Roll to notice something inobvious, or to notice something while a character is in a combat situation. Every character's base Perception Roll is equal to 9 plus the robot pilot's Intelligence divided by 5. If there is no character created as a pilot, assume his INT is 10, giving a Perception roll of 11 or less.

$$\text{Perception Roll} = 9 + (\text{Intelligence} / 5)$$

To make a Perception Roll, the character should roll his number or less on 3D6. Range or conditions can modify a character's Perception Roll; the GM decides what modifiers apply. Perception Rolls have a base range modifier of -1 per 3 hexes; sight Perception Rolls at night have a range modifier of -1 per 1 hex. Remember that not all things at a given range are equally easy to perceive.

As a general rule of thumb, use the modifiers for Attack Rolls on the Perception Rolls. For example, if a character looks at an object for two full phases he might get the "Set" modifier which would add +1 to his Perception Roll and x2 to his range modifier. A character trying to sight something smaller than his robot would use modifiers for target size.

The GM should use these modifiers as guidelines when applying a Perception Roll to a situation. Normally, a sight Perception Roll allows an object's position to be known well enough to allow combat with no modifiers. A hearing Perception Roll normally only allows the general position of an object to be known, so accurate combat is very difficult. Sight Perception Rolls at night are at a base chance of -3.

A GM should be careful not to overload an adventure with too many Perception Rolls. Use your common sense. If a robot pilot walks his robot into a town he'll see the obvious bank, but he may need a special Perception Roll to spot the sniper hidden behind the second story window. Also, Perception Rolls may be used in combat. In the heat of a battle, a character probably notices the enemy robot about to pound on him, but he may not notice the Invader command car getting away from the scene of the battle or the henchman sneaking away with the money. Use Perception Rolls only when needed.

Generally, if a character wants to "take in" an entire scene, he should spend a half phase action looking around. If he does so, the GM should tell him all the obvious things in sight. If the character doesn't want to take the time, have him make a Perception Roll (apply modifiers for the complexity of the setting) to know who's who and who's where.



ENTERING COMBAT

Now that the GM's decided to begin combat, time becomes very important. *Robot Warriors* uses an exact combat time to make play much easier — it reduces arguments about how long it takes to do something. First, the time frames used in *Robot Warriors* (and all other Hero System games) are described, then you're shown how to begin combat. Action Phases are discussed next, listing how long it takes to do different things.

COMBAT SEQUENCE

A robot battle can be over very quickly if the opponents are unequal, but a good fight can last much longer. Because of the importance of this dangerous situation, combat in *Robot Warriors* concentrates on very small fragments of time. There are three separate time increments in *Robot Warriors*; each is defined below.

TURN

The basic time frame of a *Robot Warriors* combat is called a Turn. Each Turn is between 10 and 15 seconds in length. Each Turn a robot gets to do a number of actions equal to its Speed. A Turn is divided up into 12 Segments.

SPEED CHART

Segment	Robot's Speed											
	1	2	3	4	5	6	7	8	9	10	11	12
1	-	-	-	-	-	-	-	-	-	-	-	X
2	-	-	-	-	-	X	X	X	X	X	X	X
3	-	-	-	X	X	-	-	X	X	X	X	X
4	-	-	X	-	-	X	X	-	X	X	X	X
5	-	-	-	-	X	-	-	X	-	X	X	X
6	-	X	-	X	-	X	X	X	X	X	X	X
7	X	-	-	-	-	-	X	-	X	-	X	X
8	-	-	X	-	X	X	-	X	X	X	X	X
9	-	-	-	X	-	-	X	X	-	X	X	X
10	-	-	-	-	X	X	-	-	X	X	X	X
11	-	-	-	-	-	-	X	X	X	X	X	X
12	-	X	X	X	X	X	X	X	X	X	X	X

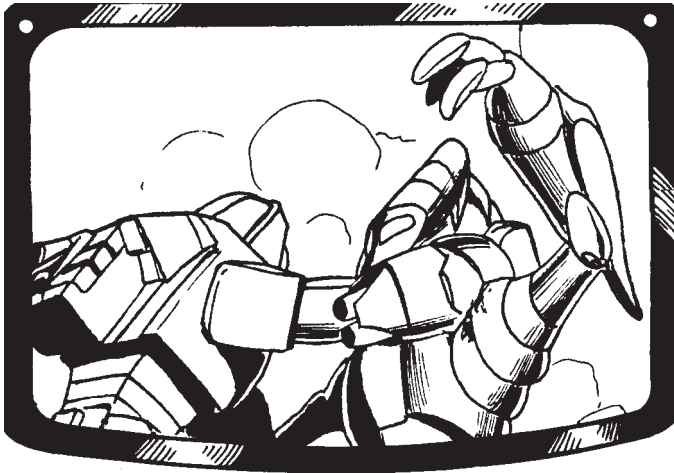
SEGMENT

Each Turn consists of 12 segments that are approximately 1 second long. Each Segment in a Turn is done in order; any robots that can perform an action in a given segment do so in order of their DEX values. The robot with the highest DEX value goes first, the next highest goes next, etc. Two or more robots with the same DEX that act in the same Segment each roll 1d6. The robots then act in order of their roll on the d6, highest acting first. Ties should roll again.

PHASE

Each robot has a certain number of Action Phases it can do in one turn; this number is equal to its Speed. For instance, a Speed 4 robot, like the Mantis, has four Action Phases; each Phase it gets to move and do one or two actions (depending on the action). A Phase isn't always the same length of time; it varies depending on the Speed of the character. Each Phase begins on a Segment; the Speed Table tells you what Segments a robot's Phases begin.

Each time a robot's Segment comes up, it may execute a Phase. The Speed Chart shows the Segments a character's Phases begin on. Find the character's Speed on the top line of the chart, and look at the column below it. Every Segment marked with an "X" in that column is a Segment where the character may begin a Phase. For instance, a character with a SPD of 5 has Phases that begin on Segments 3, 5, 8, 10, and 12.



ACTION PHASES

The kinds of actions that your robot can do in an Action Phase are listed on the Action Phase table. Any actions not listed must be judged by the GM as to how much time they take. The GM should compare unusual actions to the ones listed. For instance, if a player says he wants his character to pick up an item (the captain's car, the dumpster, etc) and run for the blast door to the secret base, the GM might call that a Grab maneuver and a half move.

Any attack action such as firing a gun or throwing a punch takes a half Phase, but must be the last action performed in the action Phase. Unlike a character, A robot can make a full move and then attack, but he can't attack and then move. The 0 Phase actions can be done at the beginning or the middle of a Phase, as many different ones as wished, but not after an attack action. Similarly, pilot Skill Levels are shifted only at the beginning of a Phase.

You may choose to cancel your robot's next action to perform a defensive Combat Maneuver. This requires the character's next full Phase to perform. Once a character has attacked in his Phase, he can't cancel to any action before the next **segment**.

The only usable maneuvers when cancelling are Block and Dodge. A character can't cancel to a movement action without the permission of the GM (which should only be for exceptional cases).

ACTION PHASE TABLE

Action	Time required	Move required
Bracing	0	-
Combining with other robot	1/2	-
Command	0	-
Damage Control	1	-
Dialogue (Radio Chatter)	1/2	-
Drawing a hand-held weapon	1/2	-
Firing weapons	1/2*	-
Full move	1	Full
GM asks you to make a roll	0	-
Half move	1/2	Half
Leaping	1	-
Making an Attack	1/2*	-
Making a Skill Roll	Variable	-
Maneuvers	1/2	-
Overrun	1	1"
Presence Attack	0	-
Pilot Recover from Stunned	1	-
Searching with one Sensor	1/2	-
Set and brace	1	-
Starting a vehicle	1/2	-
To "set"	1	-
Transforming to other shape	1/2	-

* — You may not perform another action after these actions, but you may perform a half phase action before these actions or move a full move in a robot.

BEGINNING COMBAT

Combat usually begins on Segment 12. This gives everyone a chance to act. If combat begins with a surprise attack by one side, then the targets don't get to act on that Segment 12, giving the attackers a free action (which they'll put to good use, hopefully).

The robot with the highest DEX of those acting in that Segment goes first; the GM should then count down the DEXes until there's no one left to act on that Segment. ("DEX 17, 16, 15, 14...okay, Reynolds, your action.")

Pilots may choose not to act when their DEX value indicates it's their Phase. They may delay until a lower DEX value or until some action occurs ("I wait until he strikes"; "I wait until he comes around the corner")- A pilot may even delay his robot's Phase until another Segment, but he may never take two actions in one Segment. The player loses any Phase he's saved when his next Phase occurs, since he can only have one saved Phase at a time. If he waits a whole Turn without acting, he still only has one Phase saved.

A pilot may also choose to perform a half-Phase action and then reserve the second half of his action. He is considered "ready", and may perform a half-Phase action at any time. If someone runs up to a "ready" character, the ready character may attack first, even if the attacker has a higher DEX. If you want, you can have both characters make a DEX Roll (see Characteristic Rolls); whoever makes their DEX Roll by more goes first, and ties go to the character with the saved action.

MOVEMENT AND GAME SCALE

Now that you know how the time frame works and how to start combat, it's time to find out how a robot moves over to his target so he can begin fighting. You can play without using a map or a board, but this means that the GM has to tell everyone how far they are from everything else. This gets tiring and very complicated if you're doing it for more than a couple of characters. *Robot Warriors* is best played on a floor or tabletop. The GM can then lay out exactly where each character is in relation to the surroundings and the other characters.

When a hex is referred to in the game, it's often equal to an inch on a playing surface. However, this is variable, depending on the playing surface available and the size of the robot models or toys being used in play. Each hex represents 16 real meters (about 52 feet).

GROUND SCALE

Each Robot has a Size Class that represents how large it is. The Robot Building and Battle Game assume that the robot is Size Class 4, the most common size for a 1 man combat robot. Characters, on the other hand, are always Size Class 1. If the majority of the combatants are larger or smaller than Size Class 4 you can use a larger or smaller ground scale to cut down on the number of combat modifiers you have to use.

The different Ground Scales are numbered, just like the robot's Size Class. Ground Scale 1 (character scale) is 2 meters per hex. Each +1 Ground Scale is twice as large. Size 4 (robot scale) is 16 meters per hex. You should use a Ground Scale equal to the Size Class of the majority of the robots in a combat.

The Ground Scale Chart gives the different scales and how they effect movement during combat. The first column lists the Ground Scale value. The second column lists the actual ground scale in meters per hex. The third column lists the effects of differing Ground Scales on a robot's Movement Value. Robot movement is normal at Ground Scale 4; for each Ground Scale smaller the robot's movement is doubled and for each Ground Scale bigger its movement is halved. The maximum range of a robot's weapons is also modified by the robot's Movement Multiple. The final column lists the effects of ground scale on a character's movement. If the Ground Scale is 1-3 then multiply the character's movement value by the listed number. If the Ground Scale is 4 or more then the character must make a number of full moves simply to cross 1 hex.

GROUND SCALE CHART

Ground Scale	Real Size	Robot Movement Multiple	Character Movement Modifier
1	2 meters	x8	x1
2	4 meters	x4	x1/2
3	8 meters	x2	x1/4
4	16 meters	x1	1 full move/hex
5	32 meters	x1/2	2 full moves/hex
6	64 meters	x1/4	4 full moves/hex
7	125 meters	x1/8	8 full moves/hex
8	250 meters	xi/16	16 full moves/hex

Example:

A Size Class 4 robot is fighting among a group of Size Class 5 robots. Ground Scale 5 is used. All of the robot's movement values and maximum weapon ranges are halved. If a pilot bails out he will have to make 2 full moves to run 1 hex.



The Range Modifier of an attack is modified by the Ground Scale and the Size Class of the target. If the Ground Scale and target's Size Class are equal then the Range Modifier is normal. For every level the Ground Scale is smaller than the target's Size Class the Range Mod is doubled. For every level the Ground Scale is larger than the target's Size Class the Range Mod is halved. No matter how severe the Range Mod gets the attacker takes no minuses against targets in an adjacent hex.

The Range Mod Modifier Table shows the effects of differing target size Class and Ground Scale on a -1/3 hex Range Mod. If a weapon has a Double Range Modifier then simply shift down one level on the chart.

Example:

The robots above begin fighting. Whenever anyone fires at a Size Class 5 robot his Range Mod is normal (remember they're fighting on Ground Scale 5). Whenever anyone fires at the Size Class 4 robot, however, his -1/3 hex Range Mod is halved to -1/2 hexes. If anyone were to fire at a pilot who had bailed out he would be -4 per hex.

RANGE MOD MODIFIER TABLE

Target's Size Class - Ground	Scale Range Mod
-4	-4/1 hex
-3	-2/1 hex
-2	-1/1 hex
-1	-1/2 hexes
0	-1/3 hexes
+ 1	-1/6 hexes
+ 2	-1/12 hexes
+ 3	-1/24 hexes
+ 4	-1/48 hexes

Note that a Size Class 4 robot on the character scale (Ground Scale 1) can move a great deal but can be hit very far away. Conversely, a character on the robot scale (Ground Scale 4) can hardly move, but is unhittable at more than a few hexes range. The way around that, of course is to use Area Effect or Explosion Attacks.

Also note that very large robots on a large scale will have normal Range Mods, but very small movement. Like great battleships the reach of their weapons far exceeds their ability to maneuver.

GROUND/SEA MOVEMENT

Almost every robot has a purchased movement distance. A robot may move all or any portion of his movement in his Phase. A full move is defined as moving greater than half of a robot's movement distance.

If a robot starts its phase out of combat and ends the phase out of combat, it may multiply its Movement distance by the multiple given for the particular mode of movement he is using. A robot may not use this increased movement when moving into or out of combat. Whenever a robot makes a noncombat move, his OCV and DCV are considered to be zero. If he is caught in combat (even though he did not intend to go into combat) he can still try to fight, if he wants to, at his lowered CV.

FLIGHT

A Robot with Flight may accelerate 5 hexes per 1 hex traveled up to its top speed in hexes. It may decelerate at the same rate. A flying robot is not as maneuverable as someone on the ground. Flying robots have a "Turn Mode" which defines how often the robot can make a 60 degree turn (or a one hex shift, if you are using a hex grid). The robot's Turn Mode is defined by the formula below.

$$\text{Current Turn Mode} = \text{Total Flight Distance} / 5$$

The robot can make its first 60 degree turn anytime after the start of its move. One it has turned, it can't turn again in the same direction until its moved its Turn Mode in inches forward. As a simple rule, a robot can make a maximum of 5 evenly spaced turns during a movement. If the robot pilot has any Skill Levels that apply to Flight, including Robot Pilot levels, he may use his Levels to lower his Turn Mode one for each Skill Level applied.

Example:

Greatsword is using 10 hexes of Flight per Phase. Using the formula, the robot has a Turn Mode of 10/5 = 2 hexes. Greatsword wants to turn around, so he turns 60 degrees, moves 2 hexes, turns 60 degrees, moves two hexes, turns a final 60 degrees and completes his move by flying 6 hexes.

A flyer uses 2 hexes of Flight distance to gain 1 hex of height. A flyer can dive 1 hex of altitude free for every 1 hex of Flight distance he has. Whenever a flying robot dives at a rate of 1 hex of altitude per hex of Flight distance, he must spend time cancelling his downward momentum. To pull out of such a dive, the robot should dive its Turn Mode in inches.

If the robot is diving straight down (his Flight distance in hexes free, plus his Flight distance down) then it must dive twice its Turn Mode before pulling up. Once a robot has pulled out of a dive, it's considered to be flying level and may continue flying whatever way it wants.

If a robot starts a Phase out of combat and ends the Phase out of combat, the robot can accelerate to a much higher non-combat Flight Speed. A robot's OCV is 0 and DCV is -5 when it is performing a noncombat flight move.



CONTROL ROLLS

When the going gets tough, pilots must make Control Rolls to keep control of their robots. The pilot's ability to control his robot is central to any robot combat.

Control is measured by the pilot's Control Roll. Characters with full Piloting have a Control Roll equal to their Skill Roll (base 9 + DEX/5) or less. Characters without full Skill in their robot have a Control Roll of 8 or less. All Control Rolls can have modifiers for conditions. The player rolls 3D6 less than or equal to the Control Roll to make the roll.

WHEN TO MAKE A CONTROL ROLL

There are four different times when every pilot must make a Control Roll: (1) when a robot is in a dogfight (see below), (2) when a robot suffers damage, (3) when a robot suffers *Knockback*, and (4) when a pilot needs to use a General System, such as Transform, while the robot is moving.

A Control Roll can have many different modifiers for different conditions. Most of these modifiers are specific to a particular Control Roll. A few modifiers, which represent the condition of the robot, pilot, and surroundings, are always used. The Control Roll Modifiers Table describes these conditions.

CONTROL ROLL MODIFIERS

Subtract from Control Rolls:

- 1/per 2 BODY robot is under 0 BODY
- 1/per 2 BODY pilot has taken

In Dogfight Combat both pilots make Control Rolls each turn to determine how well they are flying. The rules regarding these Control Rolls are covered under Dogfight Combat.

AIR AND SPACE COMBAT

Up to now combat has been on or near the ground, and at relatively slow speeds. But when a robot is in an aerial fight at “non-combat” speeds or when a robot is fighting in free space, with only other robots as its references, the mechanics of combat change somewhat. Short range combat is called Dogfight combat, while long range combat is called Intercept combat.

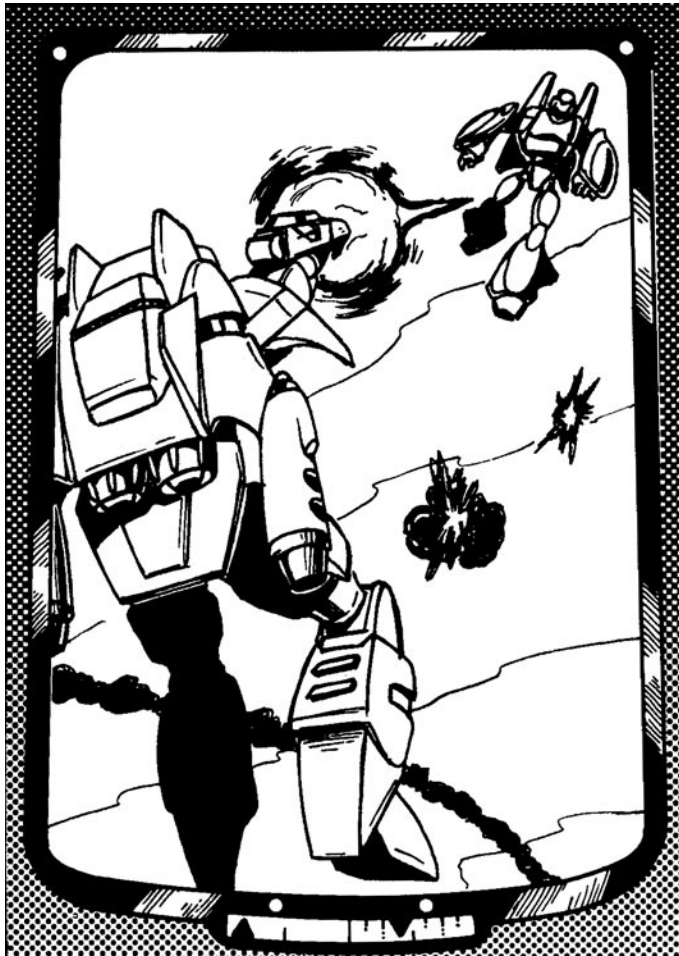
In both Dogfight and Intercept combat an important concept is the robot’s current speed. Both Dogfight and Intercept combat occur in full turns, so the robot’s current speed is somewhat different from its normal movement. When fighting in the atmosphere a robot’s current speed can be any number less than or equal to its MAX Speed. Max Speed in atmosphere is:

$$\text{MAX Speed} = \text{Combat Move} \times \text{Non-Combat Multiple} \times \text{Robot's Speed}$$

In space there is no maximum speed, there is only the robot’s acceleration and current speed. A robot’s acceleration is:

$$\text{Acceleration} = \text{Combat Move} \times \text{Robot's Speed}$$

Because there is no atmospheric friction in space, a robot’s speed can increase as long as he has fuel to feed his engines.



The player should keep track of the robot’s current speed. Each turn he can add or subtract his Acceleration to his Current Speed to speed up or slow down. Current speed isn’t normally taken into consideration in space dogfights; the combatants have to have relatively close speeds to enter into a turning fight.



DOGFIGHT COMBAT

Whenever robots are flying at “non-combat speeds” at close range, you can use Dogfight Combat. You can enter a Dogfight whenever the range between two robots is less than their combined MAX Speed (for aerial dogfights) or when 2x their combined Accelerations and their combined current speed is less than 2x their combined Accelerations.

A “dogfight” is a pilot’s term to describe close-in air combat where the planes circle like fighting dogs trying to snap at each other’s backs. Dogfight combat simplifies all of the combat maneuvering of two circling opponents down to several die rolls. Robots fighting at long ranges at “non-combat speed” will use the Intercept Combat rules.

Dogfights are conducted in full turns; each dogfight turn is equal to one full turn on the ground. All you need to keep track of in a dogfight is the number of turns needed to Escape (discussed later), each robot’s current speed, and, most important, the relative positions of the robots. There are four different positions in a dogfight: neutral, head on, side on, and tail chase.

When a dogfight starts, the GM can set the initial position of all the robots, or it can be rolled randomly. During a dogfight, each player rolls his Control Roll. If no pilot makes their roll, the robots are in a neutral position and the next turn is started.

If at least one pilot made his control roll, the pilot who made his Control Roll by the greater amount is considered the attacker. Subtract the amount the defender made his roll by (this can be negative) from the amount the attacker made his roll by. This number gives you the relative positions of the aircraft from the Dogfight Table.

Each pilot’s Control Roll is modified the pilot’s skill and by several other factors, listed below.

CONTROL ROLL MODIFIERS

Bonus	Condition
+1	If your robot’s current speed is faster than your opponent’s robot’s current speed
+1	For every 2x your robot’s current speed is faster than your opponent’s robot’s current speed
+1	If you were the attacker in a side on position last turn
+2	If you were the attacker in a tail chase last turn
+1	If you are surprising your opponent
-2	If you are attempting to Escape
-2	If the other pilot has successfully executed an Escape

DOG FIGHT TABLE

Attacker - Defender	Relative Position
+ 0 to + 1	Both robots neutral; neither may fire.
+ 2 to + 3	Both robots are head on; both may fire once.
+ 4 to + 5	Attacker faces Defender's side; both may fire once.
+ 6 to + 7	Attacker is tail chasing the Defender. Attacker may fire once.
+ 8 or more	Attacker is tail chasing the Defender. Attacker may fire as often as his Speed.

The Dogfight Table assumes that both robots can only fire in their front 180 degree arc; the GM can make special allowances for robots that can attack to the rear. Also, in a head on position, the attacker may elect to fire, in which case the defender gets to fire back at him that turn, OR the attacker may elect to evade, in which case neither pilot gets to fire that turn.

Example:

Jeff Spanner, flying a Skystriker Mecha with Base Flying MAX Speed 90, is being attacked by Vesla in a Slissii Render with MAX Speed 180. Vesla has a Piloting Roll of 12 or less, while Spanner has a Piloting Roll of 15 or less (he's an ex-Nam ace pilot). They start in a neutral position.

Vesla gets + 1 for having a faster robot, and + 1 for it being x2 as fast; his total roll is 12 + 2 = 14 or less. Jeff gets no bonuses; his total roll is 15 or less. They both roll dice; Vesla rolls a 12 and makes his roll by 2, and Jeff rolls an 11 and makes his roll by 4, so Jeff is the attacker.

The GM looks at the Dogfight Table. The attacker (Jeff) is 4 - the defender (Vesla) 2 = +2, which on the chart indicates a head on position. Jeff evades, so neither pilot gets to shoot. Next turn, the chances are the same. Vesla rolls poorly, and just makes his roll. Jeff makes his roll by 8, so Jeff is the attacker with a +8. The Dogfight Table shows Jeff is tail chasing Vesla and will get 3 shots at him, since Jeff is Speed 3.

The most important part of a dogfight is shooting the other robot down. Normal combat rules are used, except that range is determined by the robot's speeds and special To Hit modifiers are applied to represent the high speed fleeting shots that are available in a dogfight.

Each position in Dogfight combat has an OCV modifier and a range between targets figured as a multiple of the attacking robot's current speed. To find the range, multiply the attacking robot's current speed by the number listed in the Range column on the Gunnery Modifiers table, relative to the position. The Gunnery Modifiers table will also list any special OCV modifiers for either side.

Example:

Spanner is in position behind Vesla with a +8 tail chase. He will get three phases to shoot, each with a -0 OCV Modifier and at a range of 90x1 = 90". Increased Range Mod missiles or area effect weapons are handy in these high speed combats.

GUNNERY MODIFIERS

Relative Position	Attacker's OCV Modifier	Defender's OCV Modifier	Range
Head on	-2	-2	x1
Side on	-4	-8	x2
Tail chase + 6, +7	-0	-	x2
Tail chase + 8	-0	-	x1
Tail chase + 9 or more	-0	-	x1/2

LEAVING A DOGFIGHT

There are several ways out of a dogfight. If both pilots break off, the dogfight is over. If one pilot wishes to break off and the other doesn't, it's more complicated. The pilot who wants to leave must execute one or more Escapes.

Cover of some kind can normally be found, even in an aerial battle. Clouds, the sun, large trees, or friendly fire can all help a pilot lose his pursuer. In space, ducking into the nearest meteor swarm is always a good move. Before the dogfight begins, the GM should determine how many turns of Escape are necessary for a robot to leave the dogfight. The more cluttered the battle field the fewer Escapes needed. If the GM doesn't want to decide, he can roll 1D6 and use that as the number of Escapes necessary to break off combat.

A pilot executes an Escape by declaring "Escape" before the turn begins. Both pilots roll normally. If the Escaping pilot wins the roll or has a tie, he has successfully made one Escape. If the other pilot wins, combat proceeds normally. If the Escaping pilot has a higher current speed, he gets credit for an Escape even if he lost the control roll. Losing does not force the enemy to take a minus on his Piloting Roll next turn, and has no effect on the fire directed at him.

After the pilot executes his required number of Escapes, the dogfight is over. Depending on the GM the fight may move on to an Intercept Combat. The number of Escapes that a pilot has executed is cumulative; that is, a pilot may execute an Escape early in the fight, and then execute another escape later in the fight and have credit for two Escapes.

INTERCEPT COMBAT

Intercept combat is only used when two robots are at long range and fighting with weapons with incredible Range Mods or when two robots are in space to represent the effects of vector movement. Intercept Combat is executed in full turns. Range, target position, and target speed are the important things to keep track of in Intercept Combat.

There are two conditions where robots may be in Intercept Combat. First, two robots flying at each other but still at a range greater than their combined MAX Speeds can engage in intercept combat. Second, two robots may engage in intercept combat after Escaping from a dogfight; in that case, the range starts at the robot's combined speeds.

Intercept Combat starts by defining the range between targets. The quality of the spotting equipment (usually radar) carried on the robots will determine the range at which Intercept Combat begins (or ends). So long as the robots could theoretically spot each other (still have a spotting roll of 3 or better) they are within range, and if one wishes to fight, they are in Intercept Combat. Remember to modify the

40 Entering Combat

Radar Range Mod for any difference between the Ground Scale and the Robot Size.

$$\text{Radar Range} = (\text{Spotting Roll} - 2) \times \text{Radar Range Mod}$$

Next the GM must define the robot's current speeds. Positive speeds represent moving towards the enemy, negative speeds represent moving away from the enemy. In aerial combat the robot's current speed is equal to plus or minus its MAX Speed.

In space, robots just coming into an intercept from maximum range should have a speed of 1D6 times their Acceleration. The Escaping robot from a dogfight has a speed of -2x his Acceleration, his opponent starts at 0.

In Aerial Intercept Combat, follow these steps:

(1) Declare maneuver (close, jink, or disengage). Close means to fly towards the enemy, Jink means to circle to deny the enemy a shot, and Disengage means to fly away from the enemy. The current speed of a closing robot is equal to its MAX Speed, the current speed of a jinking robot is 0, and the current speed of a disengaging robot is minus its MAX Speed.

(2) Determine the facing of the robots. Each robot's maneuver determines which face he shows to the enemy. Closing robots show their front to the enemy. Disengaging robots show their rear to the enemy. Jinking robots roll on the Facing Table to determine their facing.

FACING TABLE

1D6 Roll	Facing
1-2	Front
3-4	Side
5-6	Rear

(3) Determine Range between enemy robots. Subtract each robot's current speed from the Range. Remember that subtracting a negative number is equal to adding. If the range becomes negative the robots have passed. Multiply the range by -1 to make it positive again.

(4) Make Attack Rolls. Each player can fire any or all of his weapons once per turn. Be sure to check the maximum range of a weapon to see if the enemy is in range.

(5) Repeat steps 1-4 until both robots break off, or the robots are out of radar range.

In Space Intercept Combat, follow these steps:

(1) Declare maneuver (close, jink, or disengage) as in 1 above. A close maneuver means that you must increase your current speed, a jink means you may not use your acceleration, and a disengage means you must decrease your current speed.

(2) Determine the facing of the robots as in step 2 above.

(3) Determine Range between enemy robots. Subtract each robot's current speed from the Range. If the range becomes negative the robots have passed. If the robots pass, multiply all ranges and speeds by -1 to change the signs.

(4) Make Attack Rolls as in step 4 above.

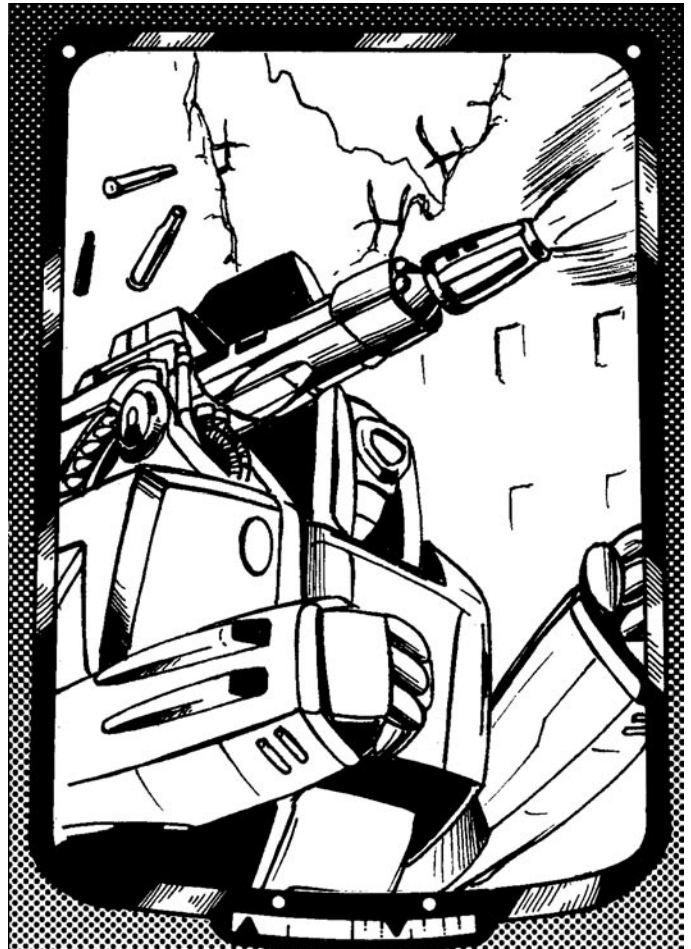
(5) Repeat steps 1-4 until both robots break off, or the robots are out of radar range.

A robot may only attack if it is showing its front or side to the enemy. If the robot is showing its side it takes a -4 OCV because of the difficulty of the shot. This assumes the robot can only fire in the front 180 degrees. The GM must make allowances for robots that can fire behind themselves.

Unless the robots have very special weapons with long range mods the GM may normally dispense with Intercept Combat and go right into dogfighting. If a robot is specially equipped for long range combat it can use Intercept Combat to take advantage of its weapons.

LEAPING

Robots have to be built with Leaping systems to Leap. A Leap is considered a full move, the first part of the leap is a 3 hex run to get some velocity, and the rest is a leap. A standing leap is only half as far. A robot can only leap in a straight line.



FIGHTING

Your robot is now in position, ready to begin combat. This section deals with aspects of fighting not shown in the Basic Robot Combat section, starting with how you hit a target. Different modifiers to combat are discussed next. Then we'll show you how to determine damage, how to take damage, and the effects of taking damage.

Here's the checklist of events to follow for any combat sequence. Many of these are also shown in the Battle Game section. However, these take place in a character's Phase (rather than a turn) when he's attacking someone. These steps are further explained in the following sections. The Optional rule of Knockback adds to the Combat Sequence given already.

COMBAT SEQUENCE CHECKLIST

- 1) Determine the attacker's OCV.
- 2) Determine the defender's DCV.
- 3) Attacker makes his Attack Roll (3D6); his chance to hit is $11 + \text{attacker's OCV} - \text{defender's DCV}$.
- 4) If he misses, his Action Phase is over; go to the next character's Phase.
- 5) If he hits, determine the damage and any effects of damage, including the result of the Penetration Table; then go to the next character's Phase.
- 6) Check for Knockback; target may be knocked back or down.

COMBAT VALUE

As stated in the Battle Game section, whether or not an attack actually hits a target is determined by an Attack Roll of 3d6. However, in Role Playing Combat, the basic chance to hit of 11 or less is initially modified by the DEXterity of the robot. Divide the DEXterity by 3 (rounding normally) to get the Combat Value (called CV) of the robot. This represents both the response time of the robot's mechanisms and various electronic aiming programs and countermeasure (ECM) programs.

Example:

The Mantis has a DEXterity of 18. Therefore, its CV is $18/3 = 6$.

To determine the Attack Roll of a robot, add its CV (OCV) to 11 and subtract the CV (DCV) of the target. The result is the number needed on 3d6. For the mathematically minded, the formula is:

$$\text{Attack Roll} = 11 + \text{Attacker's OCV} - \text{Defender's DCV}$$

This CV is modified by the numbers shown on the Combat Modifiers Table. These numbers modify the Offensive Combat Value (called OCV) of the attacking robot. The Combat Value of the target is often called the Defensive Combat Value (DCV) to distinguish it from the attacker's Combat Value.

Whenever attempting a roll on 3d6, a roll of 3 is success and a roll of 18 is failure, no matter what roll was needed. This applies not only to Attack Rolls, but also to Skill Rolls, Perception Rolls, and Characteristic Rolls. The GM should consider giving a player some Advantage for rolling a 3 (perhaps an extra die of damage), and some disadvantage for rolling an 18 (perhaps reducing his DCV for a phase).

The steps in determining a robot's OCV and DCV are given in the following Checklists. These steps are explained throughout the rules.

OCV CHECKLIST

- 1) Determine base OCV (robot's DEX/3)
- 2) Add any of the pilot's applicable Skill Levels.
- 3) Apply any modifiers for the particular Combat Maneuver being used.
- 4) Apply any Combat Modifiers
- 5) Apply any Range Modifiers

DCV CHECKLIST

- 1) Determine base DCV (character's DEX/3)
- 2) Add any of the pilot's applicable Skill Levels.
- 3) Apply any modifiers for the particular Combat Maneuver being used.
- 4) Apply any Combat Modifiers.

SKILL LEVELS

Pilot Skill Levels can modify the character's CV (see Character Creation — Skills). For every applicable Skill Level a character wants to use to increase his robot's CV, its CV goes up by 1. Some Skill Levels can also be used for defense, adding to a character's CV when he is attacked. You must state how you're applying your Skill Levels before you make your Attack Roll. See the Weapon Skill Levels explanation in the Skills section.

Skill Levels may not apply to DCV in all cases, though. Skill Levels with ranged attacks can't be used for defense. Only the 8 point Skill Levels with All Combat can be used against ranged attacks. Other Skill Levels with weapons cannot add to DCV against ranged attacks. Five point Skill Levels with melee combat may be applied to DCV only against hand-to-hand attacks, not against ranged attacks. However, 5 point levels can be purchased strictly for adding to a Robot's DCV.

Any DCV modifiers from Combat Modifiers and Maneuvers apply to DCV versus all attacks.

RANGE

All robot weapons have a maximum range shown on the Weapon Construction Table. Basically, the more powerful the weapon, the longer the range.

RANGE MODIFIERS

When a robot attacks a target at a distance, his attack is given a Range Modifier. The Range Modifier is given in the form of "1 per 3 hexes", or $-1/3$ hexes. This means that if the character attacks a target from 0 to 3 inches away his OCV is normal; if he attacks a target from 4 to 6 inches away his OCV is -1 . For each additional multiple of the attack's Range Modifier, the character's OCV is reduced by another -1 .

Skill Levels with ranged attacks can be added directly to OCV (see Skill Levels), or added to increase the Range Modifier; each Skill Level increases the Range Modifier by $+1$, which happens before the Range Modifier is doubled or halved by any Combat Modifiers. For instance, a $-1/3$ hexes Range Modifier is $-1/4$ hexes when using 1 Skill Level to increase it.

EFFECT OF SIZE ON RANGE MODIFIERS

Range modifications are based on hexes. As robots get larger, they are easier to see and make better targets. For any two robots of the same Size Class, the range modifier to the OCV for their weapons is the standard -1 per 3 hexes. If a robot of a different Size Class is involved in the combat, its range modifiers are different. For each Size Class the target robot is larger than the firing robot's Size Class, the Range Modifier is doubled. For each Size Class less, the Range Modifier is halved.

**Example:**

A Size 5 robot on the same battlefield with Size 4 robots is twice as easy to see and hit, so range modifiers to hit it are -1 per 6 hexes, and its range modifier for the smaller robots is -1/2 hexes (round fractions up).

If the Size 4 Robots are attacked by a swarm of Size 2 vehicles, the Size 2 vehicles have a Range Mod with their weapons of -1/12 hexes, while the Size 4 Robots have a -1/1 hex Range Modifier. Shooting at a human (effectively Size 1), Size 4 Robots have a Range Modifier for their weapons of -2 per hex.

COMBAT MODIFIERS

Where and how your combat takes place should affect your Attack Rolls. Combat Modifiers are the most important things that affect combat. Each one explains the situation where the modifier is used, and exactly how it works. These are guidelines for the GM; he may use his own modifiers as he pleases. Some of these have already been shown in the Basic Robot Combat rules, but are repeated here for the sake of having all the references in one place for play purposes.

When you play, many situations occur that aren't covered in the Combat Modifiers — situations like shooting at an enemy while tumbling downhill in the middle of a mudslide. In such cases, the GM should apply a modifier that seems reasonable to him; if you have doubts, try to find similar things on the Combat Modifiers table to compare with your situation.

Always remember, that this is a game that simulates fiction, and incredible feats are often possible — don't make things too difficult. In fact, you should give players a bonus for especially creative and exciting maneuvers, since they make things more fun for everybody. The GM should apply modifiers to help make the situation feel more real and exciting.

The Combat Modifiers table summarizes the information about the Combat Modifiers. Each one is explained separately after the table is presented; if there are any questions, refer to the explanation. This table is also reproduced at the back of this book, so you can refer to it easily.

COMBAT MODIFIERS TABLE

Modifier	Notes	OCV	DCV	RMod
Autofire	10 rds, 1 hit/2	+ 4	-	x1/2
Burst Fire	5 rds, 1 hit/2 +2	-	x1/2	-
Controlled Burst	3 rds, 1 hit/2	+ 0	-	-
Concealment	target 1/4 hidden	-	+1	-
	target half hidden	-	+2	-
	target head only	-	+3	-
Prone	lying flat	-	-2	-
Surprise Move	GM decides	+1-3	-	-
Surprised	in combat	-	-2	-
	not in combat	-	-5	-
Target Size	+1 Size Class	-	-	x2
	+2 Size Class	-	-	x4
	+3 Size Class	-	-	x8
	+4 Size Class	-	-	x16
	-1 Size Class	-	-	x1/2
	-2 Size Class	-	-	x1/4
Throw	unbalanced	-	-	-1/1"
	balanced	-	-	-1/2"
	DCV of hex is 3	-	-	-
Unfamiliar	use new weapon	-3	-	-
* — This is simply another way of saying the same thing that is said in the Battle Game Section. Either the attacker's OCV is increased or the Defender's DCV is decreased. Do not do both.				

Autofire: Many robot weapons are capable of Autofire. Autofire weapons shoot a stream of “charges” with one pull of the trigger; thus, they can hit one target several times, or several targets with one attack. Just to simplify matters for game terms, each Autofire attack uses up 10 charges.

If a robot Autofires at one target, he gets +4 to his OCV but has the Range Modifier of the weapon halved, rounding up. For every 2 points the character makes his Attack Roll by, he hits the target one time. A single target can never be hit more than 10 times, since only 10 charges are expended from the gun in any phase.

Example:

Wattron the Wondrous fires its 20mm autocannon on Autofire at an enemy robot at a range of 3 hexes. Wattron has a base OCV of 6, and the target has a DCV of 5. The autocannon has a normal Range Mod of -1/3 hexes, which halves to 1/2 hexes (remember, you always round off in your favor). Wat-tron's OCV is 6, +4 for Autofire, -1 for Range Mod, for a total of 9.

Wattron's Attack Roll is $11 + 9 - 5 = 15$ or less. The player rolls an 11, hitting the target three times (at 15, 13, and 11).

A robot may spray Autofire at several targets. When doing this, he doesn't get the +4 OCV; rather, for each hex fired into, he takes a -1 OCV. Each target can only get hit once. The attacker declares his targets and counts the number of continuous target hexes. If he fired at two robots 4 hexes apart, he takes a -5 on his OCV for firing at each target (-1 for the hex of the first target and -4 for the other hexes). His Range Mod is halved, just as for autofire at a single target.

Burst Fire: Weapons that can Autofire can also Burst Fire. Burst fire only uses 5 rounds, but can only be used against one target. The character gets + 2 OCV and the normal Range Mod is halved. For every 2 points the character makes his Attack Roll by, he hits the target once, as with Autofire.

Concealment: Targets that are partly concealed are harder to hit. Something that's half concealed (like a person behind a table or leaning around a corner) means that the Chance to hit is decreased. This only applies to ranged attacks, they're just as easy to hit in hand-to-hand combat or attacks from the same hex as they were before.

Controlled Burst: Weapons that can Autofire can also do a Controlled Burst. A Controlled Burst uses only 3 rounds, and can only be used against one target. The character gets a + 0 OCV, and the normal Range Mod isn't halved. For every 2 points the character makes his Attack Roll by, he hits the target once, as with Autofire.

Prone: Characters who are lying flat (prone) have less DCV, because their movement is so restricted. They can't use any melee weapons from this position, but any ranged weapon that can still be deployed in that position may be used. Characters attempting to shoot at a prone target are as if they were shooting at some level of Concealment. This must be adjudged by the GM.

Surprised: A robot which is surprised while not in combat has a -5 DCV (or the attacker has a +5 OCV, however you want to think of it). It is not helpless because a robot always has standby defensive programs running, just in case. The pilot must be totally unaware of the attack and not expecting any attacks at all. This -5 DCV cannot be added to the -5 DCV for a robot which is moving at “noncombat” speed toward a fight. The moving robot is expecting trouble, and isn't totally unaware, even though his DCV is at -5 because of using non-combat speed.

A robot which is attacked by surprise while it is in a combat situation has a -2 DCV. This can happen when someone sneaks up behind the robot, or a new attacker shows up from a totally unanticipated direction.



Surprise Move: A robot who comes up with a move that the GM judges to be sufficiently startling to his opponent may earn a bonus to his OCV of +1, + 2, or +3 (sometimes even greater).

Such a Surprise Move might be shooting past the opponent to knock a cliff face down onto his head, faking destruction and then attacking, using your fist to strike instead of using your greatsword, or a similar unusual attack. The GM should reward such inventiveness on the part of his players with a bonus, for this type of playing adds great interest to the game. Of course, the NPC robots should also get their chance to pull Surprise Moves on the characters.

Target Size: This has already been explained under Range Modifiers. When dealing with extremes of Size Class, such as a Size 1 human firing at a Size 8 starship with a 4d6 attack rocket, remember that the Range modifier, -1/125, is actually greater than the Range, 60 hexes, and the Range must be the final criterion as to whether the weapon hit.

Throw: An unbalanced object like another robot or a tank has a -1/1 hex Range Modifier. All hand to hand weapons are considered unbalanced, unless bought so they can be missiles, too. Throwing a balanced object like a round rock, a throwing knife, or a pole has a -1/2 hex Range Modifier. The Throwing Table in the Characteristic Rolls section tells you how far you can throw different types of objects.

Throw at a Hex: If a robot wants to throw an object at a particular hex, that hex has a DCV of 3. This reflects the fact that, at a distance, a spot on the ground is hard to aim for. Hexes directly adjacent to the robot should have a DCV of 0. When throwing an object, take the Range Mod as explained for Throw. To find the distance you can throw an object, see the Characteristic Rolls section, and look at the Throwing Things Table.

Unfamiliar: A robot using a weapon with which it hasn't bought Familiarity takes a -3 OCV penalty when using that weapon.

COMBAT MANEUVERS

Although the number of different ways to strike someone in combat is nearly infinite, the differences between the vast majority of these maneuvers are minimal. In *Robot Warriors*, combat maneuvers have been reduced to several that cover most of the possibilities. These Combat Maneuvers can be used by any robot, provided it has the necessary weapon (if any) or meets other special conditions listed. Martial Arts Maneuvers cost Construction Points; these are listed in the Combat Skills section, and don't appear on the Combat Maneuvers table.

A few definitions are in order before we begin. Hand-to-hand combat, as used in *Robot Warriors*, means fighting without weapons. Of course, most of the time your Robots use weapons. But in many cases a gun is an excessive use of force — fists are much better for solving certain problems. Melee combat refers to fighting with weapons close-up-without using missile weapons. Missile weapons are hand weapons used at a distance (like thrown daggers, or arrows). Small arms refers to pistols, carbines, rifles, submachine guns, and shotguns. Other weapons include things like LAW rockets or artillery shells.

These Combat Maneuvers can modify the Robot's OCV, DCV, the damage it does, or other qualities. Any modifiers from the Maneuver are in effect when the robot performs the Maneuver until the beginning of its next phase. Your robot can elect to use any of these Combat Maneuvers, according to the restrictions listed on the Combat Maneuvers Table. However, you must state what Combat Maneuver it's using before rolling the dice. Any Combat Maneuver (except Brace) takes either a half phase or a full phase action; in either case, it must be the last action the Robot performs in a phase. It can half move and Strike, but it cannot Strike and then half move.

Players are free to try any action they want, even if it's not listed on the Combat Maneuvers table. The GM should interpret this action in relation to the Combat Maneuvers listed. If the action is sufficiently odd, the GM should give the robot a Surprise Move bonus. After all, this is fiction — let the players swing from the chandeliers!

Generally, the actions players suggest actually consist of several parts, and may take them more than one phase to accomplish. For instance, "My robot grabs a laser, shoots the other robot, smash the roof and leaps out!" Analyzing this action, it consists of: half phase (grab weapon), half phase (shoot the other robot — a Strike maneuver), half phase (smash the roof — treat as a Strike maneuver, but it's an easy target, so no Attack Roll needed unless you want to be really picky) and half phase (leap out of the window). Since the robot can logically smash the roof (its light wood) window by jumping through it, the GM decides that the robot can leap through the roof in a half phase.

As you can see, the GM was very flexible in his interpretation. That flexibility made the action a lot more fun to watch, and probably gave the player more satisfaction. That's exactly the kind of flexibility a good GM should develop.

Block: This action blocks an opponent's blow and sets the robot up to deliver the next blow. A robot rolls his Block as his OCV compared to his opponent's OCV (for that blow). If the robot successfully Blocks, he takes no damage (and no Knockback, if you're using that optional rule). If these two robots both have their next action Phases in the same Segment the robot who blocked automatically gets to strike first regardless of relative DEX.

Brace: This action doubles the robot's Range Modifier with a ranged weapon and gives him a +1 OCV, but reduces his DCV to 0. Doubling a Range Modifier would mean that, when Braced, a -1/3 hex weapon would be -1/6 hexes. Bracing is a zero phase action, and so it's possible to Brace and Set in the same phase, though you'll have to wait until your next phase to attack. Bracing has no effect on melee weapons.

Coordinated Attacks: Two or more robots may coordinate their attacks and strike simultaneously on one target. Both attackers must roll an 8 or less (plus any weapon levels their pilots care to add) to coordinate their attacks. If an attacker fails his roll, his attack is rolled normally. All potential coordinators who make their rolls make their attacks normally, but any Body that gets through to the target is added together from all the successful attacks to determine the roll on the Penetration Table (see Penetration Table).

COMBAT MANEUVERS

Maneuver	Phase	OCV	DCV	Effects
Block	1/2	-	0	stops one attack
Brace	0	+1	0	x2 range mod
Coordinated	0	-	-	add lines on Penetration Table
Disarm	1/2	-3	-1	target disarmed
Dodge	1/2	-	+3	vs. all attacks f
Gangfire	1/2	-1/wpn	-	ire more than 1 wpn.
Grab	1/2	-1	-2	grab, do x1 hand to hand dam.
Helpless	1/2	-*	-*	target cannot oppose attack
Hold	1/2	-2	-2	both stopped
Overrun	1	-1/5h	-3	do x1 hand to hand dam. +1/3h moved
Set	1	+1	0	x2 range mod
Strike	1/2	-	+0	by weapon type

* — Special, see below.

A robot firing more than one of its weapons can also attempt to coordinate with itself on a roll of 11 or less for each weapon involved.

Dodge: A robot performing a Dodge can't attack, but he's much harder to hit. This is a useful maneuver when you're not sure how much damage that attack might do, or when you know exactly how much damage that attack does and know your robot can't take it. The robot adds +3 to his DCV against all attacks from any source.

Disarm: This maneuver, when successful, knocks the opponent's weapons from his grasp. This maneuver only works against weapons or items with the Carried Limitation. The Disarmed object goes flying 1/2D6 hexes in the direction of the strike (disarmer's choice, but be reasonable).

Gang Fire: A robot can fire any or all of his weapons in one phase as long as the area of the robot body containing the weapon can bear on the target(s) and is not occupied with something else. Thus, if a robot has hand-mounted lasers but is swinging a sword with that hand, he cannot use the lasers.

Due to problems in control, the base OCV of the robot is reduced by 1 for every weapon in excess of 1 used. Thus, if a robot fires two lasers, a rocket pack, a fusion gun, and an autocannon in one phase, his base OCV is reduced by -4. A level with robot weapons (See Pilot Skills) can be applied to all of the weapons aimed at a *single target* to increase the chance of hitting by + 1. More than one level may be applied to one target, or split up among the targets. Of course, if there is more than one pilot in a robot, each may use a weapon different weapon with no decrease in CV, unless each pilot is using more than one weapon.

This rule may also be applied to hand to hand attacks. A robot may use two limbs to attack twice with, or even three if the pilot makes a piloting roll at -2 to allow him to balance on one leg while using the other for an attack. All attacks do the same damage and have the gang fire reductions in chance to hit. Robots with the Extra Limb General System may use these limbs for attacks as well, with commensurate loss of OCV for extra attacks.

Grab: A character who successfully does a Grab maneuver can catch hold of a gun or an opponent. If the character Grabs his opponent he can throw or squeeze him in the same phase, doing up to his normal hand to hand damage. The character and his target both occupy the same hex when Grabbed.

When a character tries to escape from being Grabbed, the two robots must roll their hand to hand damage. If the Grabbed robot has the highest damage roll, it breaks free. If the Grabbing robot has the high roll, the situation is unchanged. Breaking free takes a full phase unless the damage roll is better than twice that of the holding robot, in which case it takes a half phase. A character who is Grabbed can still use his weapons or attack, but his DCV is halved.

Helpless: This attack, by definition, is against a totally helpless foe, such as one that has already been reduced below its Body, or has no pilot to control it, etc. An attack roll must be made, but all attacks (including every round of an autofire attack) hit unless the attack roll is an 18.

Hold: This maneuver can only be done when the robot is not holding anything in his hands (no weapons). Successfully performed, a Hold means that his opponent's arms are immobilized and he cannot attack with hand held or mounted weapons until he has first broken the Hold. However, both of your robot's arms are tied up in doing this, so it can't attack either with hand-held/mounted weapons until the Hold is broken.

Overrun: A Robot may attempt to use its mass and momentum from movement to smash an opponent. This is particularly effective against smaller opponents.

To Overrun a target, the robot attempts to run through the hex in which the target stands. The pilot must make a Pilot Skill Roll to accomplish the maneuver (use the DEX roll of the robot unless you are using pilot characters created with the Character Creation rules), as well as the basic attack roll against the target's DCV. Against a target that is aware of him, his OCV is reduced by 1 for every 5 hexes he travels through (round normally). Robot Weapon Skill Levels cannot be applied to this attack, though General Combat levels can, as well as special levels bought for this maneuver.

The damage done by this maneuver is the robot's basic Hand-to-Hand damage, based on its mass, not the Lift of its arms (if any), plus 1d6 for every 3 hexes the robot travels through before reaching the target. The attacking robot takes half of this damage if he succeeds in knocking his target back, or all of it if the target stands firm.

Example:

The pilot of the Mighty Greatsword decides to do an Overrun on a small jeep-like machine in front of him. The "jeep" masses two tons, effectively a "Size 2" robot. The Greatsword has a basic OCV of 7, and the Jeep driver can see him, so his 3 hexes of ground movement reduce his OCV by 1. He still hits. His hand-to-hand damage based on his mass is 3.5d6 and he gains + 1d6 for his movement of 3 hexes. He does 4.5d6 to the jeep, a roll of 18 points of damage. The jeep has 18 Body, so it is "knocked down", which in this case means it is knocked aside in the same hex, and Greatsword takes only 9 points of damage, which it can shrug off with out using its shield. If the Greatsword's pilot had rolled under 18, the jeep and the attacking robot would each have taken all the damage.

Set: Robots use this maneuver to double the range modifier and add a +1 OCV to their ranged attacks. It takes a full phase to Set, and the robot pilot must have picked out the target (or a target spot). If the pilot loses sight of the target, he'll have to Set again to regain the bonus. A character may Brace and SET with a ranged attack, making him +2 OCV, 0 DCV, and x4 Range Modifier. Characters may Brace and Set in the same phase (since Brace is a zero phase action). This maneuver may be performed with ranged attacks only.

Strike: This is the basic attack maneuver. The damage varies by the Lift of the robot. A strike performed with a fist (or foot, elbow, or knee, for that matter) has an OCV modifier of +0, and the damage is the damage listed in the Weapon Construction Table for a robot with the Lift capability to lift the mass listed. Thus, a robot with a Lift of 1000 mass units can do 4d6 killing damage. The GM may well award a particularly creative Strike with a Surprise Move bonus. For instance, a sudden head butt or back kick may be worth an OCV bonus.

DAMAGE - ADDITIONAL RULES

LOSS OF BODY

If the robot loses all of its Body, it is a wreck, unable to function unless repaired through Damage Control, pilot's repairs, or removal to a repair station. If the robot is reduced by double its initial Body, it is so much shredded metal and plastic and good for nothing but scrap.

How soon a robot can be repaired depends on the capabilities of whoever is attempting battlefield or workshop repairs. This is all variable and depends on whatever special circumstances the Game Master has established for his campaign.

CRITICAL HITS

If a robot pilot makes his Attack Roll by less than half the number needed, this is a Critical Hit. A Critical Hit does the maximum Body damage possible on the dice of the weapon

used. For instance, a Critical Hit with a 6d6 weapon would do 36 points of damage to the target. The Attack Roll must be less than half the number needed. Thus, if the attacker needed an 11 or less to hit, then a roll of 5 or less is a Critical Hit.

If a weapon using Autofire scores a Critical Hit, it may score more than one such, depending on the roll. All hits which are below the one half level are Critical. Thus, if a robot using Autofire needs a 13 to hit a target, and the player rolls a 4, then he scores two Critical Hits, and 3 normal hits. This is because a score of 6 would be a Critical, so the "4" and "6" hits are Critical, and the "8", "10," and "12" hits are normal.

KNOCKBACK

A robot which is hit for more Body of damage than its starting body amount (irrespective of damage stopped by armor or Body lost through previous damage) is knocked back a number of inches equal to the difference between the damage done and his normal Body. A flying robot is knocked back twice this distance. A ground-bound robot must make a

PENETRATION HITS TABLE

3D6	Result
3-15	No effect
16	Lowest point Sensor remaining disabled
17	Lowest weight weapon remaining disabled
18	Fire Control Hit, -1 OCV
19	Lowest Point General System remaining disabled
20	Reflex Controls Hit, -3 DEX
21	Motive Power Hit (one type of movement), that movement mode halved
22	Remaining Limb disabled
23	Highest point Sensor remaining disabled
24	Pilot takes penetrating Body as hit to his own body, multiply Body taken by 1D6-1 to determine Stun to driver
25	Arm Control Systems Hit, -3 lines Lift, -1d6 HtoH damage
26	All Communications disabled
27	Weapons Stabilizer damaged, Base OCV is 0 if moved
28	Random weapon damaged, 11- to fire
29	Power Plant Hit, all movement modes halved, force field has -3 activation
30	Weapons Stability disabled, cannot move and use OCV in same phase
31	Motive Power Hit (one type of movement), that movement mode destroyed
32	Highest weight weapon remaining disabled
33	Pilot takes entire Body of attack as Stun, regardless of armor
34	Motive Controls Hit, -1 SPD
35	Power Plant hit, may move or fire 1 internally powered weapon or use force field in one phase
36	Escape Pod destroyed
37	Power Plant hit, may only fire 1 weapon with robot power source in a phase.
38	Life Support disabled
39	Highest Point General System remaining disabled
40	Power Plant Hit, no Movement ability or force field.
41	Critical System Hit. 1d6-1 segments until robot blows up.
42+	Halve Body damage. Roll 3d6 twice and add one result to each half and apply both results.
<p>Whenever two items may fit a qualification, such as two General Systems with the same point value, or several Remaining Limbs, or more than one Pilot present, are available, randomly determine which is damaged.</p> <p>* — If Penetrating Body is an NND attack, take the Body as Stun and multiply by roll of 1d6-1 as shown.</p>	

DEX roll or fall down. A Flying robot must make a DEX roll or take half its next phase re-orienting itself.

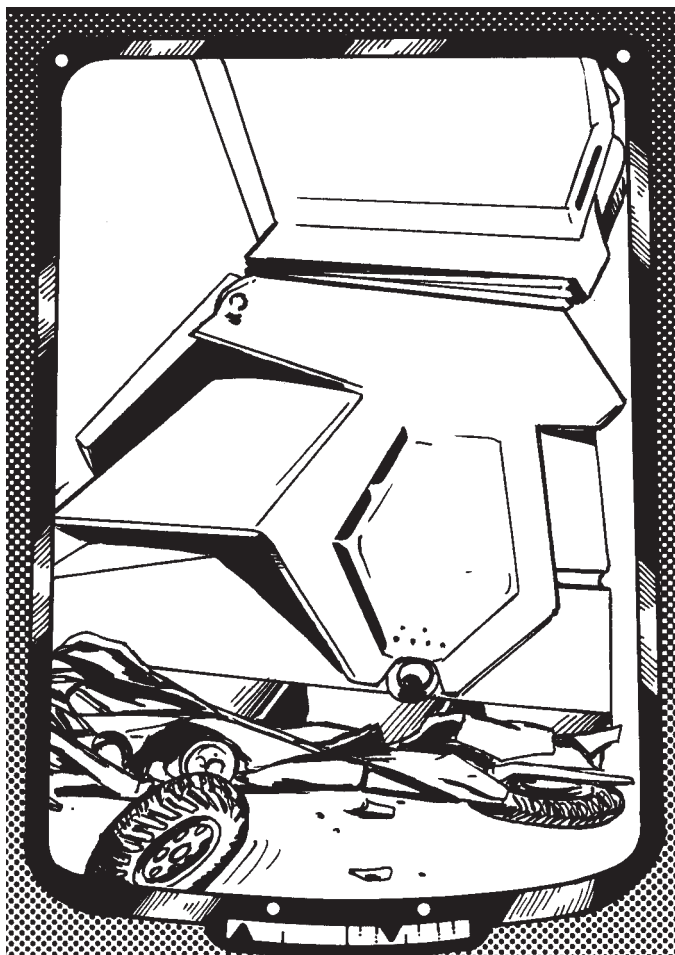
FALLEN ROBOT

A Robot which has fallen cannot raise himself unless it has Lifters strong enough to lift its weight (See Robot Construction Table). Which weapons, etc. he may use depends on how he has fallen. Unless the robot does not have a human form, assume that any fall to the side will end up with the robot either face up or face down. This should be decided according to the circumstances of the robot falling. A robot takes one full phase to stand up again. He may fire after standing up but takes the penalty for movement. Weapons fired while down use full normal OCV.

ACTIVATION ROLLS FOR ARMOR

When armor is bought with the Activation or Burnout Limitations, the player should have firm in his mind just what areas of the robot are covered and which are not. This can often be determined by looking at the robot model being used in play.

Hitting Specific Target (Bypassing Activating Armor Rolls): A Robot Warrior can attempt to bypass an activation roll on his target's armor by subtracting 1 OCV from his attempt to hit, causing the target to subtract one from his normal activation roll.



Example:

Anton Darek's robot has been wrestled to the ground by the opposing robot. Anton, knowing that his foe does not have as much armor on his pilot compartment as the rest of the robot, pops his own canopy and takes aim with his hand blaster on the pilot compartment of the opposing robot. He subtracts three from his OCV to reduce the opposing activation roll and still hits his chosen target. The opponent attempts to activate his armor, which normally activates on a 14, and rolls a 12. Since his activation has been reduced by 3 to an 11 or less, his attempt fails and he takes the blast on the robot's underarmored canopy. He's not killed, because the canopy has some armor, but he is stunned by the Stun Modifier for the blast and Anton can roll his robot out from under the other while the other pilot is coming out of stun.

PENETRATION

If the roll on the Penetration Table (See Battle Game) gives a result normally possible but currently impossible because the particular system is already destroyed (such as Communications Disabled hit for the second time), or the robot never bought the System (such as Ejection Device destroyed) add a further roll of 1d6 to the roll and use that result. If this result is also a destroyed system, add 1d6 more to the roll and so on until you get a result that works.

A disabling hit does not destroy the particular weapon or system, but instead disables the control mechanism for it, making it useless in the combat at hand unless the pilot makes emergency repairs or the robot has been built with Damage Control.

The following Penetration Hits Table is virtually identical to the one given in the battle game, with a few adjustments to account for the presence of a pilot which can be generated using the Character Generation rules.

Example of Penetration Chart Use:

The Mighty Greatsword, which takes 2 times damage from electrical attacks, is hit by the Awesome Stormcloud's Electrical Sword for 6d6 damage. The Awesome's player rolls 24 points, which means that Greatsword takes 48. However, Greatsword is not Knocked Back because the basic damage (24) is not over his Body of 28. The two activation rolls for the armor work so he can subtract 23 from the damage. The total he must deal with is 25 points! The Mighty Greatsword has 6 Body left. Let's see what happens on the Penetration Table.

The Penetration Table roll is 17, which added to 25 equals 42. That's over 41, so he halves the Body damage, getting 13 and 12. Rolling again, he gets 14, which added to 12 is 26. All of his Communications are disabled. The other roll is 16, which added to 13 is 29. All of the Greatsword's movement modes are halved. He could do with a little less attention from the Awesome Stormcloud.

SELF-DETERMINED PENETRATION TABLES

A player may make up his own Penetration Table to reflect the particular weapons and shape of his robot. This Table must be approved by the GM.

All such Robots must have a penetration table that describes the effects of any hit that penetrates the robot's armor. All penetration tables must include the same range of possibilities shown on the basic table.

REPAIRING THE ROBOT

When the robot gets damage, the pilot is going to want to repair it. The robot can either get makeshift battlefield repairs, or be repaired in a fully equipped repair facility.

BATTLEFIELD REPAIRS

REPAIRS TO BODY

A Robot's Body points can be repaired as long as it has not been reduced to negative Body equal to its original Body. If it is brought to a fully equipped repair shop, all of its Body can be repaired over time.

On a Battlefield, its Body can be repaired by the Damage Control System, and by a robot pilot or other technician as long as he has the Mechanics Skill. The technician need only make his Mechanics roll to repair up to half the Body damage taken. He gains a further +1 Body for every point he made the Mechanics roll by. This is above and beyond what he can do with the points in a Spares Pool, and is considered just to be a matter of moving parts of the robot around to patch the holes.

The repairer gets a +1 to his roll for every dead robot available to salvage parts off of, and -1 for every negative point of Body. Again, this does not affect Spares Points available. If the repairing character fails the roll, damage cannot be repaired until another character with a higher repair roll attempts it.

GENERAL SYSTEMS

Repairing Systems is very similar to repairing body. However, a technician need only make his Robotics roll to fix the system, without needing Spares. He can increase his roll by 1 for every Spares Point he uses and the roll is decreased by 1 for every negative Body point the robot has taken.

HARDWARE

Repairing Hardware takes a Spares Pool or dead robots available with undamaged similar weapons or devices. The technician must make a Mechanics roll. Spares are not expended if the roll is unsuccessful unless the roll is a fumble.

TIME USED

Time used for battlefield technician repairs is 10 minutes per attempt to repair an item. Taking longer on an item can enhance the chance of success.

Extra Time	Add to Repair Roll
+ 20 minutes	+ 1
+ 50 minutes	+ 2
+1 day	+ 3

WORKSHOP REPAIRS

A fully-equipped robot workshop has a basic Robotics and Mechanics Skill of 14 and all the Spares necessary. If the technicians working in the shop have a higher than 14 Skill with these repairs, the shop's chance is increased to that skill level. There is no reduction to a shop's chance because of negative robot Body.

Normally, a basic repair shop will take a day per item to be repaired, giving a 17 or less chance each day that something will be fixed. If under a rush, they will attempt an item an hour and hope for luck. In short, the repair times are the same for workshop or battlefield work.

Naturally, a Game Master may give his campaign's repair facilities higher or lower basic chances, depending on how he wants his campaign to work.

SCAVENGING

Inevitably, characters are going to find themselves standing on a battlefield with all the enemy robots destroyed, and half their own armament and systems destroyed as well. Most of the downed enemy robots (not to mention those of his friends which are *hors de combat*, too) still have usable hardware and systems. Can he get some help out of these systems?

The answer, as with so much in life, rests on the circumstances.

Is the Scavenged Equipment Hand Held? If so, and the robot has the strength to carry it, then he can pick it up. Remember that he has to have Familiarity with weapons as a System before he can use it at full efficiency. Of course, if the weapon is identical to one he has already, he can just use it normally. Degrees of identity must be settled by the GM.

Is the Scavenged Equipment Built Into the Other Robot? If so, the GM can allow the player to use it as a modifier to his character's Mechanics or Robotics rolls to fix comparable systems and hardware in his own robot. The GM can also rule as to whether the destroyed robot is a decent source of Spares for the damaged robot.

But Can the Scavenger continue to use the Equipment, even though its actual cost in Construction Points might be in excess of what he has? This depends on the GM. The simplest way to handle the situation is for the GM to allow the player to continue to use the equipment, but require him to spend his next Experience Points in paying for the gear.

OTHER COMBAT RULES

PRESENCE ATTACKS

Robots are impressive. They can be so overwhelming as to cause normal people to stop and listen to or even obey commands of their drivers. A Presence Attack is an attempt to instill a little awe or fear in the targets, and can cause some very useful effects.

Presence Attacks affect all people that can hear (or sometimes just see, depending on the Presence Attack) the robot performing the attack. However, the Presence Attack will be reduced one level of effect for those the attack isn't directed against. If one member of one group performs a Presence Attack on some targets from another group, the attacker's friends will not be as affected as the targets.

A robot has a presence equal to its Size Class times 10. To perform a Presence Attack, a player rolls 1D6 for every 5 points of PRE his robot has. The total of the Presence Attack is compared to the defender's PRE according to the Presence Attack table. Note that this means that Presence attacks against similar sized robots are pretty useless unless the attacker is gaining some of the modifiers given below.

PRESENCE ATTACK

Presence Attack is	Effect of Attack
1x Target's PRE	Target is impressed, will hesitate enough so that the robot may act before the target this Phase.
2x Target's PRE	Target is very impressed, will hesitate as above and only performs a half phase during his next phase. The target will consider very deeply what the attacker says.
3x Target's PRE	Target is awed, will hesitate for 1 full phase. Target has half DCV, and will possibly do as the attacker commands.
4x Target's PRE	Target is cowed, and may surrender, run away, or faint. Target has DCV 0, and will nearly always follow commands.

The character may get extra dice for his Presence Attack depending on the circumstances. The Presence Attack Modifiers table lists some modifiers the GM can apply.

PRESENCE ATTACK MODIFIERS

Modifier*	Situation
x.5	In combat
x.5	At a disadvantage
x.5	Reputation weak
x1.5	Reputation strong
x1.5	Surprise
x1.5	Exhibiting your Power
x1.5	Violent Action
x2	Extremely violent action
x2.5	Incredibly violent action
x1.5	Good soliloquy
x2	Excellent soliloquy
x2.5	Incredible soliloquy
x1.5	Appropriate setting
x2	Very appropriate setting
x2	Targets in partial retreat
x3	Targets in full retreat

* You can either multiply total rolled on Presence dice by this modifier or roll dice equal to the normal total times this modifier, whichever the GM wishes. If more than one situation applies, add the Modifiers together (subtract the three top ones) before applying them.

Presence Attacks can represent several different kinds of emotional statements. The character may perform his Presence Attack to terrorize his targets, to impress them, or to convince them. The Presence Attack tends to reinforce emotions that are already present. Presence Attacks that go against the moods already present are reduced by one to three d6. The nature of the Presence Attack is dependent on what the character says.

**Example:**

The pilot of the mighty Greatsword attempts to awe the pilots of three oncoming robots of similar size. The pilot uses his big weapon to blow open the side of a cliff and delivers a masterful soliloquy stating that the oncoming robots are doomed if they come any closer. The GM rules that he is at a Disadvantage (-.5), Made a violent action (+ 1.5), and made a Good Soliloquy (+ 1.5). The total is x2.5. The GM rules that this should be a multiplier on the normal 8d6 roll for a Presence attack. The player rolls the dice and gets 23, a poor roll for 8d6. Multiplying this by 2.5 gets 57.5 (rounds to 58). This is only 1x the Presence of the oncoming robots, so Greatsword gets to act before they do in the phase, but he hasn't gained much else.

A robot pilot gets the Presence of his Robot (not his own) as a defense against Presence Attacks. This reflects his confidence in his own machine's abilities.

CHARACTERISTIC ROLLS

In certain situations, it may not be clear whether or not a robot can perform a given action. Example: Our robot is falling off a cliffside and tries to grab for a passing mini-butte to break his fall. Will he make it? The GM asks the player to make a DEX Roll for the robot. Generally, Characteristic Rolls are equal to 9 plus the Characteristic divided by 5.

$$\text{Characteristic Rolls} = 9 + (\text{Characteristic}/5)$$

A DEX Roll would be, therefore, $9 + (\text{Dexterity}/5)$ or less on 3D6. A robot with a DEX of 20 would have a base DEX Roll of $9 + 20/5 = 13$.

For the most part, only self-aware robots and monsters will be asked to make any kind of a Characteristic roll besides a DEX roll. These other Characteristic rolls are described in the Character Combat section of these rules.

THROWING THINGS AROUND

A Robot's Lifters allow it to toss things all over the terrain. Robots are always throwing things. When they're not throwing bombs and boulders at one another, they're throwing each other off cliffs, tossing cars across ravines, and otherwise littering the skies with their paraphernalia of destruction.

Three factors come into play when a robot is throwing an object: How much Lift the robot has; how much mass the object has; and what the robot's throw is like.

Find the Robot's Lift. Find what the mass of the object being thrown is. Subtract the latter from the former; the result is used with the Throwing Table.

The Extra Lift the robot has — the Lift by which he exceeds the Lift necessary to pick up the mass of the object — determines how far the robot can throw the object.

Example:

A Lift 1000 robot decides to throw an aircar. The aircar requires a Lift of 50 to pick it up. Therefore, the robot has 950 Lift more than he needs to pick up the aircar. Consulting the chart presented moments ago to you, we find out that if it performs a running throw (i.e., it runs half its movement score and then lobs the aircar) he can toss the aircar 32 hexes, or 512 meters — about the length of six football fields. If it is merely standing and throwing it — he can lob it 16 hexes, or 256 meters. If it's lying on its front, it obviously can't throw at optimum performance, and so can only heave the thing 8 hexes, or 128 meters.

If this is the first time you've read through *Robot Warrior* or any other Hero System game, the following statement will mean very little to you; it's here because this is the most logical place people will think to look for it. The range modifiers for thrown objects (i.e., the subtractions from the "to-hit" number due to increasing range and difficulty of throw) vary depending upon the types of object.

An object that is both balanced and aerodynamic — such as a boomerang or baseball — takes a -1/3 hex modifier. Items that are merely balanced or aerodynamic, but not both (balanced: tomahawks, ungainly rocks; aerodynamic: airplanes) suffer a -1/2 hex modifier — thus, at range 1-2 hexes, no minus; at 3-4 hexes, -1; at range 5-6 hexes, -2,

THROWING TABLE

Extra Lift	Running Throw	Standing Throw	Prone Throw
0	0 hex	0 hex	0 hex
5	4 hex	2 hex	1 hex
10	8 hex	4 hex	2 hex
20	12 hex	6 hex	3 hex
40	16 hex	8 hex	4 hex
80	20 hex	10 hex	5 hex
150	24 hex	12 hex	6 hex
300	28 hex	14 hex	7 hex
600	32 hex	16 hex	8 hex
1200	36 hex	18 hex	9 hex
2500	40 hex	20 hex	10 hex

and so on. Items that are both singularly unbalanced and nonaerodynamic (such as struggling robots, bales of hay, tentacled horrors from the depths of Hell, etc.) receive a -1/1 hex, and are consequently the most difficult things to toss a safe distance away. The Game Master is the final arbiter of whether a particular object is balanced or aerodynamic.

THE ENVIRONMENT

A *Robot Warriors* campaign is hazardous, and not just because of the other robots and their guns. Natural events are often a source of danger for daring characters. The perils of falling are discussed in this section in some detail. How characters perceive and affect the environment is also detailed here—more specifically, an optional system for Perception Rolls, and how to break things.

It's not possible in this space to cover all the objects and circumstances that could occur in the many possible future worlds of giant robots. You'll just have to take your best guess, comparing to anything similar on the tables.

FALLING

Occasionally, a robot or a character may suffer the misfortune of falling from a great height. Falling does no damage whatsoever to a robot, but hitting the ground can be extremely painful. Falling objects have a velocity down and move every segment, at the DEX that they started to fall. The object falls its velocity in inches each segment. The object's velocity increases by +1 hexes every other segment due to the acceleration of gravity. The object accelerates, and then moves.

A falling robot or character takes 2 1/2D6 damage for every 1" per segment of velocity he has at the time he strikes the ground. A robot's terminal velocity is equal to 3 + its Size Class. Thus a size 4 robot would have a terminal velocity of 7 hexes per segment, reach terminal velocity in 13 segments, and take 17 1/2D6 damage when he hits. (For characters, terminal velocity is 4 hexes per segment and they take 10D6 as physical killing damage — see Character Combat.)

Falling onto soft surfaces such as tree branches or snowbanks could decrease the damage done to the robot by several or many dice.

If any damage penetrates to the Body of the Robot, use the Penetration Table to determine damaged systems.

FALLING TABLE

Segment	Velocity	Distance fallen
1	1 hexes	1 hexes
2	1 hexes	2 hexes
3	2 hexes	4 hexes
4	2 hexes	6 hexes
5	3 hexes	9 hexes
6	3 hexes	12 hexes
7	4 hexes	16 hexes
8	4 hexes	20 hexes
9	5 hexes	25 hexes
10	5 hexes	30 hexes
11	6 hexes	36 hexes
12	6 hexes	42 hexes

BREAKING THINGS

You can't run a *Robot Warriors* campaign without breaking a few things in the process, so this section will show you how to do your share. All objects are given a Defense value and a Body Pip total, just like the Armor and Body of a robot. When an attack is made against the object, the Defense value is subtracted from the Body done. If the remainder is 0 or less, no damage is done to the object; any amount left is subtracted from the Body Pip total.

OBJECT BODY TABLE

Mass	Living	Unliving	Complex
200g	1	—	—
400g	2	—	—
800g	3	—	—
1.6kg	4	1	—
3.2kg	5	2	—
6.4kg	6	3	1
12.5kg	7	4	2
25kg	8	5	3
50kg	9	6	4
100kg	10	7	5
200kg	11	8	6
400kg	12	9	7
800kg	13	10	8
1.6t	14	11	9
3.2t	15	12	10
6.4t	16	13	11
12.5t	17	14	12
25t	18	15	13
50t	19	16	14
100t	20	17	15

g = gram
kg = kilogram
t = ton, 1000 kg

Example:

Greatsword fires a rocket at a DEF 9, 6 Body wall. It rolls its damage and does 19 Body worth of damage. The wall takes 4 more Body than it has DEF and Body, so the wall has a robot-sized hole blown in it, but it is not considered totally destroyed.

The number of Body that an object has is generally dependent upon how much it weighs and how fragile it is. A machine can have a heavy steel casing but weak insides, so it would have a large DEF but few Body.

The Object Body table gives how much Body an object will have based on its mass. The table has three columns.

The first column in the table is for living creatures (animals only; plants use the second column). This column has the largest Body values. Living things are smart enough to work around any wounds, and have the strength of will necessary to overcome them.

The second column is for simple unliving objects. Things like walls, furniture, and simple machines fall under this category. The strength of these objects comes from their very simplicity. They must be totally destroyed before they lose their function.

The final column is for complex machines such as computers, typewriters, and televisions. These objects function poorly if any of their parts are damaged, hence the low Body values. If an object is sufficiently fragile, it may have only one Body no matter how much it weighs.

OBJECT DEFENSE

Substance	DEF
Wood	
Thin Board	2
Plywood	3
Heavy Wood	4
Very Heavy Wood	5
Metal	
Sheet Metal	4
Chain or Heavy Tube	5
Heavy Bar	6
Plate	7
Casting	8
Hardened Casting	9
Light Armor	10
Medium Armor	13
Vault Doors	16
Heavy Armor	19
Stone	
Brick	5
Concrete	6
Reinforced Brick	7
Reinforced Concrete	8
Plastic	
Light Plastic	1
Plastic Castings	2
Light Fiberglass	4
Heavy Fiberglass	6
Armored Plastics	8

OBJECT LIST

Material or Object	DEF	BODY
Glass	1	1
Rock	5	13
Dirt (per hex)	0	16
Home inside wall	3	3
Home outside wall	4	3
Brick wall	5	3
Concrete wall	6	5
Reinforced concrete wall	8	5
Armored wall	13	7
Interior wood door	2	3
Exterior wood door	4	3
Metal fire door	7	5
Safe door	10	9
Large vault door	16	9
Light wood furniture	3	3
Heavy wood furniture	4	5
Plastic furniture	2	3
Steel reinforced furniture	5	5
Bicycle	4	2
Motorcycle	4	7
Automobile	4	9
Truck or bus	4	10
Armored car	10	11
Tank (front armor)	19	14
(side, top, rear, bottom)	14	
Light plane	4	9
Twin engine plane	4	11
Multi-engine plane	4	14
Helicopter	4	9
Hovercraft	5	9
Submarine	10	19
Pistol	4	1
Rifle	4	1
Man-carried heavy weapon	4	2
Ground mounted heavy weapon	6	8
Very large heavy weapon	6	12
Fire hydrant	8	5
Lamp post (breakaway)	5	3
Flag pole (breakaway)	4	2
Steel mail box	6	5
Wooden telephone pole	5	4
Control console (per 1/3 hex)	4	4
Light machinery	5	4
Medium machinery	7	6
Heavy machinery	9	8
Bushes	2	3
Small tree (less than 1 hex)	4	5
Medium tree (less than 2 hex)	5	8
Large tree (2 hexes or more)	5	11

Robots are not included in any of these columns. Since they are the main focus of the game, the regular combat rules, including the Penetration Table, take care of effects of damage on robots.

The Defense of an object is based upon the material it's made from. Find the weakest material that's an important part of the object. The Object Defense chart will give the DEF of the object.

The Object List covers some common items that characters will try to break. This list is just suggested DEF and Body for these items; the GM should change them to fit the particular adventure.

BROKEN MACHINERY

Any machine that takes Body from an attack has a chance to malfunction when used. Check the damaged machine against the Machine Malfunction table to see if it will stop working. If your 3D6 roll is less than or equal to the number on the chart, the machine stops working. If it's a particularly volatile machine, it may even blow up (such fun!).

MACHINE MALFUNCTION

Damage	Chance to Malfunction
Less than 1/4 Body damage	8 or less
1/4 to Body 1/2 damage	11 or less
Greater than 1/2 Body damage	14 or less

You should roll for a machine's malfunction chance every time it takes Body, starts up, or is put under additional stress. Any machine or wall that takes all of its Body has a hole in it. The hole starts at 1/2 meter (1/4") across. Every extra Body that the machine takes makes the hole twice as large, up to the size of the machine itself, of course.

WALL BODY

You don't use a wall's mass to determine its Body; use its thickness. Different types of materials get different bonuses for thickness. Stronger materials increase Body faster than weak materials. The Wall Body Table describes the amount of Body a wall has.

WALL BODY TABLE

Material	Thickness (millimeters)									
	4	8	16	32	64	125	250	500	1m	2m
Wood	-	1	2	3	4	5	6	7	8	9
Stone	-	-	-	1	3	5	7	9	11	13
Metal	1	3	5	7	9	11	13	15	17	19
Plastic	1	3	4	6	7	9	10	12	13	15

The Wall Body Table is for easy reference. The formulas that were used to derive the chart are given below:

Wood: 1 Body at 8 mm, +1 Body per 2x thickness.

Stone: 1 Body at 32 mm, +2 Body per 2x thickness.

Metal: 1 Body at 4 mm, +2 Body per 2x thickness.

Plastic: 1 Body at 4mm, + 1 1/2 Body per 2x thickness.



ROBOT PILOTS

INTRODUCTION

Now it's time to add the final ingredient to *Robot Warriors*, the element that turns an elaborate miniatures game into a true role playing game — the human pilots of the robots. These pilots are the centerpiece of a true campaign, often having adventures which have nothing to do with their mighty machines. This is what gives the game character.

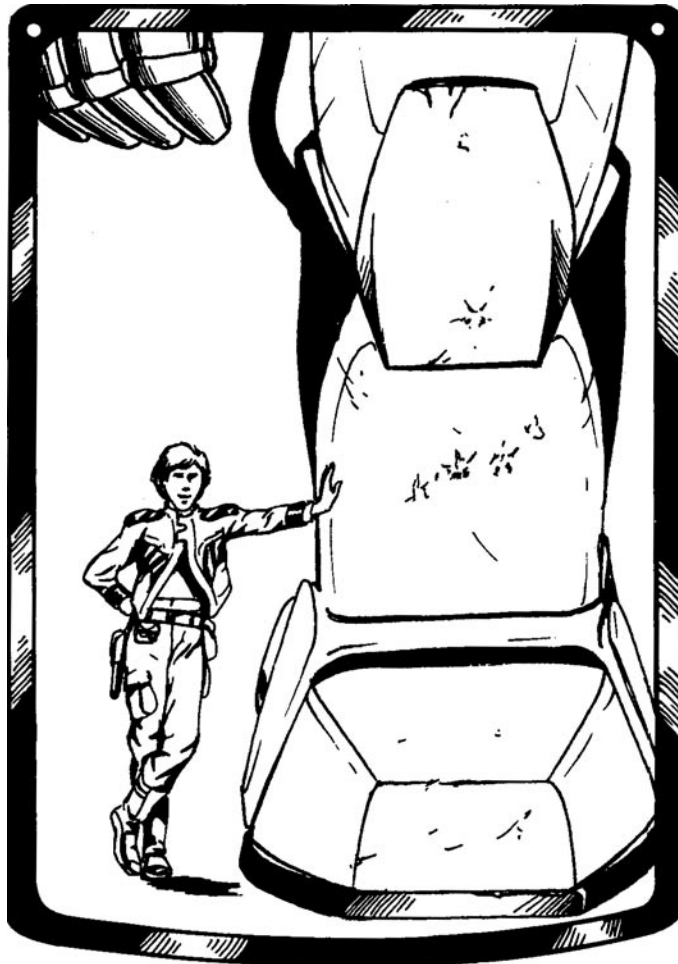
The Robot Pilots section includes all of the rules needed to build a character for *Robot Warriors*. This is organized in the way that you'll be building your character. First, the section on Character Creation discusses how to get the initial idea for your character, how many Character Points you get to build your character, and a checklist to help you build characters. After you've read this section, it's a good idea to talk to your GM and ask him what type of campaign he's going to run and what types of characters will fit into this campaign. He may suggest some of the Package Deals found in the Campaigning Section; if he does, go to the Campaigning Section and see if any of the Package Deals fit your character idea.

Then, make a photocopy of the Character Sheet shown at the back of the Campaign Section (or just get a sheet of paper); this is where you'll write down your character. Choose a name for the character, and give him a general description, background, and personality.

Once you've done that, the Characteristics section tells you what qualities define all characters, exactly what they mean, and how to buy them. The following section on Skills covers rules for how to use Skills in the game; this knowledge will help you select the Skills you want to buy. All the Skills available to characters are listed with their Character Point cost and an explanation of how they're used in the game.

The next section is Equipment, which describes how your characters obtain equipment and money. Different kinds of equipment available are listed in the Sourcebook section. Exactly how some of this equipment is used in the game is described in the Combat section of this book.

Finally, the Character Disadvantages are listed and described. These help define your character while giving you more Character Points to spend. Almost all characters will have at least one or two Disadvantages to make them more interesting.



INTRODUCTION

In *Robot Warriors*, you can create exactly the types of characters you want to play. You have many choices to make, since a character is defined by many different qualities. This section will explain what qualities make up a character and how you can choose those qualities.

A character is defined by certain functions: his Characteristics (expressions of his physical and mental toughness and durability), his Skills (his talents, from the mundane to the very strange), Disadvantages (physical, emotional, societal, and other drawbacks which hamper the character's effectiveness), and Personality (your perception of what motivates the character and how he relates to others).

In order to create your character, you must begin with a Character Conception. This is your initial idea of what the character does, how he reacts, what his background is, etc. You might want to play a tough soldier of fortune, an idealistic scientist, a highly trained soldier, or some everyday person (talented, of course) who gets caught up in adventure. The kind of character you create depends, to some extent, on what kind of campaign the GM has decided to create. These topics are covered in greater detail in the Campaign Section. If you're the GM, you need to decide what kind of campaign you're going to run, and what kinds of characters are appropriate for that campaign. If you're the player, you need to ask the GM what characters are good for his campaign. Once you know that, you can build your character conception, and then your character. But the sharper your mental picture is of your character, the easier it will be for you to create the character.

Every player gets a certain number of Character Points with which to build his character. These Character Points are used to “buy” higher Characteristics and Skills for the character. If you want to have more than the normal allotment of Character Points to begin with, you can give the character certain Disadvantages which limit some of his effectiveness.

Four types of people populate a *Robot Warriors* campaign world. Player-characters will be the fourth type, unless the GM decides to set the campaign at a different power level. In order of increasing capability, the categories are:

(1) The Incompetent Normal. This most wretched of individuals starts with -20 (that is, negative twenty) Character Points. In other words, he is so inept that he must begin with his basic Characteristics lowered to reflect his general incompetence. Incompetent Normals are always Non-Player Characters — that is, they are all controlled by the Game Master. Examples of Incompetent Normals include feeble citizens, small children, old or infirm people, etc.

(2) The Normal. There’s nothing wrong with the Normal. He’s just an average person with average characteristics. He has no extra Character Points. In the case of Normals that will be around for awhile (that is, recurrent thugs or characters dependent upon one or more player-characters), the Game Master may wish to move some of his Characteristics about, so that the character does not exactly conform to the Beginning Characteristics totals described later, but still has a net + 0 Character Points. Normals are also always Non-Player Characters (NPCs).

(3) The Talented Normal. A Talented Normal is given 50 Character Points with which to buy skills and boost his Characteristics. Player-Characters in a lower-powered campaign will be Talented Normals; a lot of NPCs will be, too. The Talented Normal is capable of performing physical, mental, and talent-related feats impressive to the average man. He can out-think, out-maneuver, out-fight, and otherwise out-perform lesser opponents. He makes a great enemy or special rival for the player-character to fight.

(4) The Hero. The Hero, on the other hand, begins with 75 Character Points, and is generally capable of feats which will in turn impress the Talented Normal. The Hero gets involved in the most rigorous and dangerous of all robot escapades. The Hero has the competence level of characters on animated TV shows and movies, where bands of hardy robot pilots fight an unceasing war against invaders/evil demons/the bad guys, for fifteen to twenty years — proving their devotion in escapade after escapade. Most player-characters in a *Robot Warriors* campaign will be based on 75 points.

Talented Normals and Heroes, in addition, are allowed to take on Disadvantages to boost their Character Point starting totals. They eventually accumulate Experience



Points through adventuring, and Experience Points act exactly as do Character Points — you can purchase Skills, boost Characteristics, and (wonder of wonders) diminish or even eliminate Disadvantages.

The GM may choose to run a lower or higher powered campaign, by altering the point base that characters are given. A 50 point base would result in lower powered characters, while a 100 point base would mean very tough heroes.

A last thing to consider before we move on to the Character Checklist is the Package Deal. Not infrequently, a character will want to be a member of a certain organization appropriate to the campaign — an example is the Tech Underground given in the Campaign section. Other examples include a former Special Forces man, or a private investigator. This is accomplished by taking the appropriate Package Deal for the organization. Package Deals consist of certain Skills appropriate to that organization, may require the boosting of certain Characteristics, and will doubtless bring on certain disadvantages to the character (after all, a character who is a member of a rebel underground can automatically expect to have ready-made enemies in the form of government agents, right?). However, belonging to these organizations can bring the character other benefits: a ready source of allies and equipment or a place to turn to in case of trouble.

Robot Warriors GMs usually wish to base a campaign entirely on characters who are members of a certain organization (like the Tech Underground). The descriptions of the Tech Underground and certain other appropriate Package Deals are given in the Campaign Section.



CHARACTER CONCEPTION

Character conception is the most important thing to remember when actually playing your character. The all-important basis of role playing games is that the players roleplay. In other words, players put together their characters according to their character conceptions, and in all subsequent adventures react to situations as would their characters.

This means that if a player has put together a character who is a fearless-into-self-destruction hero of heroes, when playing this character he should react as this strapping hero, even if the real player is a skinny, pacifistic scholar. On the other hand, a strapping player may wish to portray a nearsighted and indolent coward — and should, in spite of any real-life inclinations, respond to most threats by running away and using his wits.

Of course, the situations the GM creates are not merely threats and danger. Role playing games should not consist of a series of incidents of random violence and combat. The characters will spend some time outside their robots. So, our strapping hero may have the fighting ability of a squadron and the social awareness of an orangutan, while the snivelling, yet scholarly, coward who is unable to out-wrestle a stuffed chair may be able to read hieroglyphics by touch and operate every known mode of transport in the world. All this, of course, is at the choice of the individual player and his GM.

In order to role play more effectively — providing for more depth, enjoyment, and color in the campaign — you should:

First: Talk to your GM and try to understand the nature and scope of the campaign he's creating. You'll want to create your character to fit comfortably within the nature of the campaign. A chivalrous adventurer or a genius inventor/scholar will fit in well with action-adventure campaigns; however, a hardboiled detective may feel a little foolish dealing with the CIA, while a reporter may feel useless in a soldier of fortune campaign where they're assaulting military targets.

Second: Become familiar with the genre — understand the very feel of the animated TV and movie adventures from which this game is derived. If the GM is running a more specialized campaign like Post-Holocaust or Alien Invaders, try to become familiar with books and movies dealing with the topic.

Third: Try also to become more familiar with the many worlds of Japanese animation (which is the basis for the campaign). The Sourcebook included in this book, the animated series, certain comic books, and many science fiction stories can supply you with most everything you need to know. (You don't need to be so relentless as to purchase mountains of magazines and books on the subject of the animated adventures for your research. However, it helps).

Fourth: Get inside your character's head. You should essentially have done this already, when conceiving your character. How does he respond to danger? To prolonged stress? Is he cynical or romantic? Curious or indifferent? Outgoing or introverted? Absentminded or fiercely intent? Comprehend your character, and react to the adventures' situations as he would.

That, in a nutshell, is role playing. It's the most important part of role playing games. The characters react to dangers, clues, and each other, and without these interactions a game becomes nothing more than a tactical exercise in mayhem.

CHARACTER CREATION CHECKLIST

The following list is an aid to creating characters. While building a character, you don't have to take these functions in order; however, you do need to consider each function before finishing a character's creation.



(1) Character Conception. Find out from the GM what kind of campaign he's running, and what kinds of characters he doesn't want in his campaign (for instance, mercenaries). Figure out, in your mind's eye, what sort of character you want to play — what is his background, his abilities, his disabilities, etc. Your conception of your character may gradually change — it probably will, as his experience broadens — but his character conception should be the basis for all purchases of Skills, Disadvantages, and Characteristics.

(2) Package Deals. If your character conception (or the campaign background) indicates that your character belongs to an organization which requires that he take a Package Deal, start off with that — some Package Deals require higher Characteristics or Skills, so it's most convenient to start off here. See the Campaign Section for the Package Deals.

(3) Skills. Start off by buying the Skills required by any Package Deals. Buy any subsequent Skills appropriate to your Character Conception. Buying extra ability in those Skills can wait until you determine how many points you'll have left over.

(4) Characteristics. Buy your Characteristics up to match your conception of the character. Be sure to figure in which Characteristics increase which Skill Rolls; this will save you the points necessary to increase the Skill Rolls separately.

(5) Disadvantages. Determine what exactly is not perfect about your character. Does he have a limp? Is he excessively chivalrous? (Yes, this is a disadvantage. Any psychological abnormality which causes a person to risk his life under any but the most dire of circumstances can be considered a disadvantage.) While these disadvantages will limit a character's effectiveness in certain circumstances, they will boost his overall effectiveness by giving him more Character Points to buy Skills and Characteristics.

(6) Balancing. After using those five steps to create your rough character, balance your point totals — make sure that the character's cost of Skills and Characteristics does not exceed his point totals from Disadvantages and initial Character Points (usually 75). Often a character will have to be initially created somewhat less capable than his Character Conception, and will grow into that conception as he gains Experience Points.

CHARACTERISTICS

All characters are described by a set of the same basic Characteristics. These Characteristics represent different attributes that every person has, like Strength or Intelligence. Each Characteristic has a numerical value; this tells you how good or bad that Characteristic is relative to other people.

Every character starts with a score of 10 in his "primary" Characteristics. These numbers reflect a better-than-average character; adversity and heroic ideals do wonders for one's capabilities. The chart below lists the eight primary Characteristics, showing their starting scores (10 in each case), how many Character Points it costs to raise the score, and the highest score a Characteristic may normally reach.

PRIMARY CHARACTERISTICS

Base Value	Characteristic	Cost	Maximum Value
10	Strength (STR)	x1	20
10	Dexterity (DEX)	x3	20
10	Constitution (CON)	x2	20
10	Body Pips (BODY)	x2	20
10	Intelligence (INT)	x1	20
10	Ego (EGO)	x2	20
10	Presence (PRE)	x1	20
10	Comeliness (COM)	x1/2	20

A character is further defined by a series of Figured Characteristics. The base values of these Characteristics are calculated from the character's primary Characteristics, but they may be raised independently of increases in the primary Characteristics. These figured Characteristics are:

FIGURED CHARACTERISTICS

Base Value	Characteristic	Cost	Maximum Value
(2)	Physical Defense (PD)	x1	8
(2)	Energy Defense (ED)	x1	8
(2)	Speed (SPD)	x10	4
(4)	Recovery (REC)	x2	10
(20)	Endurance Pips (END)	x1/2	50
(20)	Stun Pips (STUN)	x1	50

The cost of Speed is dependent on the DEX of the character; see Explanation of Characteristics.

A character with a Strength of 20 will have a Physical Defense of 4 (20 divided by 5 = 4). If his Constitution is 15, then his Energy Defense would be 3 (15 divided by 5 = 3). With a STR of 20 and a CON of 15, he would have a Recovery of 7 ((20 divided by 5) x (15 divided by 5) = 4 x 3 = 7).

The formulas for these Figured Characteristics appear here; they're also listed on the Character Sheet for your convenience.

CHARACTERISTIC FORMULAS

Characteristic	Formula
Physical Defense	= (STR/5)
Energy Defense	= (CON/5)
Speed	= 1 + (DEX/10)
Recovery	= (STR/5) + (CON/5)
Endurance Pips	= 2 * (CON)
Stun Pips	= BODY + (STR/2) + (CON/2)

Each Characteristic is listed with its standard abbreviation in parentheses. The description will give you some idea of the use of the Characteristic in the game. For more details, see the Combat section.

PRIMARY CHARACTERISTICS

STRENGTH (STR)

This Characteristic represents the character's raw physical power. Strength determines the damage a character does in hand-to-hand combat, how much the character can lift, carry, or throw. Strength also adds to the base value of Physical Defense, Recovery, and Stun Pips. A character is considered 2x as strong for every +5 points of STR. One point of STR costs 1 Character Point.

DEXTERITY (DEX)

This Characteristic represents the character's coordination and agility. A character's Combat Value is based on his Dexterity. Certain Skills are partially based on DEX, and a character's base Speed is calculated from his DEX. One point of DEX costs 3 Character Points.

CONSTITUTION (CON)

This Characteristic represents how tough and healthy a character is. Constitution keeps a character from being stunned too easily in combat, and adds to the base value of Energy Defense, Recovery, Endurance Pips, and Stun Pips. One point of CON costs 2 Character Points.

BODY PIPS (BODY)

This Characteristic represents how much damage a character can take before being killed. Body Pips add to the base value of a character's Stun Pips. One Body Pip costs 2 Character Points.

INTELLIGENCE (INT)

This Characteristic represents the ability to take in and process data quickly. Intelligence increases the character's Perception Rolls and certain Skills. One point of INT costs 1 Character Point.

EGO (EGO)

This Characteristic represents a character's mental power and strength of will. Ego helps a character in tests of willpower, when he is wounded, resisting interrogation, or trying to overcome his limitations. One point of EGO costs 2 Character Points.

PRESENCE (PRE)

This Characteristic shows how forceful and charismatic a character is. Presence allows the character to impress or overawe people, and allows him to resist the effects of another person's high Presence. Several Skills are based on PRE. One point of PRE costs 1 Character Point.

COMELINESS (COM)

This Characteristic represents how beautiful or handsome a character is; this may sometimes affect certain Skills or Presence Attacks. One point of COM costs half a Character Point (in other words, every 1 Character Point gets you 2 points of COM).

FIGURED CHARACTERISTICS**PHYSICAL DEFENSE (PD)**

This Characteristic represents how tough a character is against physical attacks (like punches). A character's PD is subtracted from the STUN and BODY damage done by a normal physical attack. Physical Defense has a base value of $(STR/5)$, and may be increased 1 point for 1 Character Point.

ENERGY DEFENSE (ED)

This Characteristic represents how tough a character is against energy attacks (like electricity). A character's ED is subtracted from the amount of STUN and BODY damage done by normal energy attacks. Energy Defense has a base value of $(CON/5)$, and may be increased 1 point for 1 Character Point.

SPEED (SPD)

This Characteristic represents how many actions a character may perform in a turn. Speed has a base value of $1 + (DEX/10)$. Each additional Speed point costs 10 Character Points. Speed is the only value in the game that does not round off in favor of the character.

Example:

A character with a DEX of 18 has a base speed of $1 + (18/10) = 2.8$, which rounds down to 2, so the character is SPD 2. If the character wanted to be SPD 3, it would cost him 2 Character Points. If the character wanted to be SPD 4, it would cost him 12 Character Points.

If a character wants to increase his Speed he must buy the remaining fraction of a Speed point. Each 1/10 of a Speed point costs 1 Character Point.

RECOVERY (REC)

This Characteristic represents how fast a character comes back from being exhausted or knocked out. Recovery has a base value of $(STR/5) + (CON/5)$. Each point of Recovery allows the character to regain one point of lost STUN and one point of lost END for each phase the character does nothing else, and during each post-Segment 12 Recovery phase. Each additional point of REC costs 2 Character Points.

ENDURANCE PIPS (END)

This Characteristic represents how long a character can expend energy. Anytime a character uses a power, moves, or uses his STR, he expends some of his END. END has a base value of $2 \times CON$. Each additional Endurance Pip costs 1/2 Character Point.

STUN PIPS (STUN)

This Characteristic represents how much damage a character can take before being knocked out. STUN has a base value of $BODY + (STR/2) + (CON/2)$. Each additional Stun Pip costs 1 Character Point.

SPECIAL NOTE ON DEXTERITY AND SPEED

Whenever you are dealing with a man in a robot, compare the man's DEX and SPD against the robot's. In both instances, use the lower of the two if they are different. Thus, if Natasha, with a DEX of 18 and a SPD of 4 gets into a robot with a DEX of 20 and a SPD of 3, the robot operates at DEX 18, SPD 3.

MAXIMUM CHARACTERISTICS

The Maximum Value listed for the Characteristics means that you can't normally buy your Characteristic over that number. Now, it's not impossible to exceed the maximum listed score in a Characteristic — but it gets expensive. The cost of Characteristics over the Maximum Value is twice the normal cost listed. For example, let's say you want your character to have an INT of 23 — to be exceptionally bright (and to help out with some of his Skills). The score of 23 exceeds the listed maximum of 20 by 3. The character uses 10 of his Character Points to buy his INT up to 20. After that, the cost per point doubles, so that the three additional Intelligence points cost six more Character Points. The character has spent a total of 16 Character Points and now has his Intelligence of 23.



LOWERING CHARACTERISTICS

A character may not only raise his Characteristics above the listed maxima—he may also reduce them to below their listed beginning values, if he so wishes. For example, a player may wish for his character to be less healthy than normal, and want him to start with a Constitution of 8 instead of 10. If he decides to do this, he gains the Character Points appropriate to the loss—he loses 2 CON Points, CON Points are worth 2 Character points each, so the character has 4 Character Points more with which to buy other Characteristics or Skills—however, he's also rather frail.

A character may reduce each and every Primary Characteristic below the listed value (if he really wants to), but only one figured Characteristic may be reduced. No Characteristic may be reduced below 5, except with the GM's permission. In any case, the minimum value of a Characteristic is always 1.



ROUND-OFFS

When using the formulas for generating figured Characteristics the numbers rarely come out evenly. In the case of a number with a fractional remainder, always round to the nearest whole number. When the fractional remainder is 1/2, the number should be rounded in the character's favor, either up or down. This rule applies to all cases in the game where there's a fractional remainder.

Example:

ED is figured from the formula $ED = CON/5$. If a character has a 10 CON, his $ED = (10/5) = 2$. If the character has a 12 CON, his $ED = (12/5) = 2.4$, which rounds to 2. If he has a 13 CON, his $ED = (13/5) = 2.6$, which rounds to 3.

THE CHARACTER SHEET

On this page is a reduced copy of the Robot Warrior character sheet. Recorded on this sheet are all the Skills, Characteristics, Disadvantages, equipment, and other things that make up a character. Let's take these items on the Character Sheet one-by-one and explain them further:

(1) Here we list a character's Characteristics. The left-hand column of this box shows the final value of a specific Characteristic; that is, to what level the player has bought the Characteristic. The next column to the right gives the name (in abbreviated form) of the Characteristic in question, and in the case of secondary or figured Characteristics, shows what formula is used to calculate the Characteristic. The next column to the right shows how many Character Points each increase of the Characteristic costs. For example, DEX (Dexterity), with a listed cost of "x3", will cost 3 Character Points per point of DEX; thus, to raise a DEX from 10 to 12 would cost 6 Character Points (12 - 10 = 2; 2 x 3 = 6.) The next column over shows what Base score the character starts off with in any given Characteristic, and the column furthest right shows how many Character Points have been spent on a Characteristic.

(2) Here are recorded the character's name and the name of his player.

(3) In this area we list a character's Combat Value (abbreviated as "CV"). The formula for computing this value is the character's Dexterity divided by 3 (rounding up from the half). The CV is used in combat situations to determine how well a character fights and avoids being hit. Space is provided for you to put in any very common modifiers (like wearing a bulletproof vest), then putting your adjusted OCV and DCV at the bottom of the box.

(4) If your character is carrying a gun, a knife, a grenade, or any other weapon, it needs to be recorded here. Pertinent notes include a Range Modifier to hit (yes, the further away you are from a target, the harder it is to hit), OCV modifiers (some weapons are easier to hit with than others), Damage Done (the minimum for the weapon, and the maximum with added STR or special rounds), Stun multiplier (a function of how much shock occurs when a victim is struck by the weapon), Strength required for the proper use of the weapon, the END cost of using the weapon, number of shots held (in the case of guns), any Skill Levels your character may have that apply to that weapon, and relevant notes (such as whether the item is concealed).

Value Characteristics				Cost	Base	Pts.
J2	STR	x 1	10	10
J7	DEX	x 3	10	30
J3	CON	x 2	10	20
J6	BODY	x 2	10	20
J1	INT	x 1	10	10
J8	EGO	x 2	10	20
J5	SPR	x 1	10	10
J4	COM	x 1	10	10
J9	SPD	x 1	10	10
J0	ED (CON/5)	x 1
J	REC (STR/5 + CON/5)	x 2
J6	END (CON x 2)	x 1/2
J7	STUN (BODY + STR) / (CON/5)	x 1

ROBOT WARRIORS		Name: Andrew "Tex" Carlson 2																																																																																						
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(5) This box lists the common Combat Maneuvers that any character may do, along with how long they take to perform, their OCV and DCV modifiers, and an abbreviated description of the result of successfully performing the maneuver. A more complete description of all of these maneuvers can be found in the Combat section. Space is left at the bottom for you to write in any special combat maneuvers that your character can use (see Martial Arts).



(6) This box lists a character's Skills. The left-hand column is where the points spent on the Skill are recorded. The center column is where the name of the Skill is recorded, and the right-hand column is where the Skill Roll for the Skill is recorded. (The Skill Roll is explained in the section on Skills; suffice it to say now that, if a player rolls his Skill Roll or less on three six-sided dice, he's successfully used his Skill.) Some Skills, called Everyman Skills, are possessed by all characters at an 8 or less chance; these Skills should also be listed here (see the Skills section).

(7) Here you should record (once again) your character's DEX and SPD scores for easy reference. Blacken in the boxes corresponding to the segments when your character may act. This is based on your SPD, and may be found by consulting the Speed Chart in the Combat section or on the Combat Quick Sheet.

(8) This box is a handy area for recording Endurance, Stun, and Body factors used during combat and other activities. (A character's END—that is, wind, endurance, or whatever you wish to call whatever keeps you running when others drop from the race—and STUN—the factor indicating how much shock a character can withstand before unconsciousness sets in—are routinely used up and replenished in a combat situation. BODY, a measure of how much genuine physical damage a character can withstand before dying, is used whenever a character is struck by a blow so heavy that it overwhelms his defenses, or when he is assaulted by kill-oriented attacks such as bullets and knives.) The line below keeps track of how often a character moves in a 12 second combat turn.

(9) Here are recorded a character's Disadvantages; that is, certain problems the character has that help define his personality and, not incidentally, give him more Character Points. The column furthest right lists the points which the Disadvantages grant the character.

(10) Here we keep track of a character's Intelligence, Dexterity, Ego, and Perception Rolls — that is, the dice rolls associated with those Characteristics. This reflects a character's ability to perform actions closely concerned with those Characteristics.

(11) This is the character's Movement record, where we keep track of how fast a character runs, swims, and how far he can jump. All characters have a base 6" of running, a jump distance based on their STR (see Characteristic Rolls), and a base 2" of swimming. Running and swimming may be increased by spending Character Points; this is explained in the Skills section.

(12) If your character is armored, record it here, with the total average DEF of the armor and the DCV modifier. Put down your resistant PD (the amount of armor) in the space before the slash, and the total of your resistant PD from the armor and your normal PD after the slash. Do the same for your ED. Armor (such as bulletproof vests) may not be worn often, but when it is, it needs to be recorded.

(13) This box is where you record the character's physical description and any notes about his personality or dress. This description is chosen entirely by the player, although it should reflect the Characteristics of the character.

(14) Record any special equipment carried by the character in this space, the location you're carrying it in, and the concealment value. Also record here the Money Points the character has available.

(15) This box is where the character's Experience is recorded, and then added to Disadvantage point totals to balance the character.



While the list of things which need to be kept track of seems rather enormous, knowing what goes where quickly becomes second nature. The rules which follow will explain the whole process of character creation step-by-step.

SKILLS

Skills are the abilities that characters can have in *Robot Warriors*. Examples of Skills are lockpicking, robot mechanics, or being a good climber; any field in which a character is trained or has some knowledge. Characters are assumed to have a basic knowledge of the world around them, including the ability to read, speak their native language, do simple arithmetic, and other such everyday skills. Skills that are important in a game sense to characters, such as the ability to move silently or fire a gun, are not possessed by everyone. Such Skills are purchased with Character Points—the same Character Points used to buy Characteristics.

A character may obtain a Skill by paying the Character Point cost listed. Once the character has paid that cost, he may use the Skill any time the GM allows him to, without paying any more Character Points.

Example:

Akira Kubota pays 3 Character Points for Concealment Skill. Akira may use Concealment Skill whenever he wants to without paying more Character Points.



Skills are grouped into seven categories in *Robot Warriors*, primarily for ease of use. The categories are: Combat Skills, DEX based Skills, General Skills, INT based Skills, Knowledge Skills, PRE based Skills, and Other Skills. Characters may have Skills from any category.

The cost in Character Points of INT, DEX, or PRE based Skills is 3 points for the base Skill Roll. The base Skill Roll for the INT, DEX, or PRE based Skills (also called “stat-based” Skills) is calculated by the formula below. There are some other stat-based Skills (listed under Other Skills); they also use the following formula.

$$9 + (\text{Characteristic}/5) \text{ or less} = \text{Base Skill Roll}$$

Thus, the base Skill Roll for an INT based Skill would be $9 + (\text{INT}/5)$ or less. The base Skill Roll for a DEX based Skill would be $9 + (\text{DEX}/5)$ or less, and so on.

Example:

Akira, who has a 13 INT, pays 3 Character Points for Concealment Skill. Akira's Concealment Skill Roll is $9 + (13/5) = 12$ or less on 3D6.

The General Skills cost 3 Character Points with a base 11 or less roll. Some of the Skills have different costs, but those are noted in the individual Skill description. The cost of a + 1 to your Skill Roll for any INT based, DEX based, PRE based, or General Skill is 2 Character Points. Knowledge, Combat, and Other Skills have different costs, explained in their individual sections.

Just because a character has, say, Stealth Skill, doesn't mean that he can always be stealthy. All Skills have a basic chance to succeed, modified by certain Characteristics, the number of Character Points put into the Skill, and the situation. The character must make a successful Skill Roll in order to perform the Skill. The Skill Roll is a number, determined when the character purchases the Skill. Successfully performing a Skill Roll requires the character to roll 3D6 and compare the total against his Skill Roll. If the 3D6 total is less than or equal to his Skill Roll, the character has successfully used the Skill.

Example:

Akira has bought Concealment Skill for 3 Character Points (the basic cost). Since Akira has an INT of 13, his Skill Roll is 12 or less. This means that Akira must roll a 12 or less total on 3D6 to successfully use his Skill.

If the character fails his Skill Roll, he won't be able to perform the action he wanted to (such as sneaking unseen past a particular guard) until the situation changes; i.e., somehow the character gets at least a +1 to his Skill Roll. Obtaining a +1 to your Skill Roll can be as simple as spending more time at the Skill (see Skill Modifiers).

Skills may be improved above their base rolls by purchasing Skill Levels, which add a +1 to the base roll for every Skill Level. The cost of these Skill Levels depends on the type of Skill, and the number of different Skills where the Skill Level applies. See Knowledge Skills for the cost of Skill Levels.

SKILL VERSUS SKILL

Sometimes characters use their Skills in opposition, such as when one character hides something with Concealment Skill, and another character tries to find the object. In such cases, the following rules may be used.

If the first character fails his Skill Roll, the opposing character doesn't have to make a Skill Roll to undo the first character's efforts. If the first character makes his Skill Roll, then the opposing character must have the appropriate Skill, and must make his Skill Roll. For every 1 point that the first character makes his Skill Roll by, anyone else trying to find the object takes a -1 to his Skill Roll.

Example:

Akira has Concealment Skill on a 12 or less. He attempts to conceal a model of his favorite combat robot in a room, and rolls a 14 (failing his roll by 2). Akira has failed to conceal the model, possibly because there are no good hiding places immediately obvious to him (a GM judgement call). Akira tries again, taking more time in this attempt, so the GM gives Akira a +1 modifier to his Skill Roll. Akira now needs to roll a 13 or less to conceal the model. He rolls a 9; thus, the model is now concealed from casual observation. Anyone trying to find the model must make their Concealment Roll at a -4 penalty to find the model.

In any Skill versus Skill situation, the character taking action makes his roll first, and the character who is reacting takes the modifier. Thus, the person setting a bomb makes his Demolition Skill Roll. The person trying to defuse the bomb takes the modifier on his Demolition Skill Roll.

The GM should resist the temptation to overuse the Skill versus Skill system. If the situation is obvious, there's no need to make Skill Rolls. For instance, if a character says he is Concealing an object in a particular drawer, and another character comes along and searches that drawer, he's going to find the object. Role playing the situations reduces the need to make Skill Rolls or Skill versus Skill Rolls, especially since role playing is the whole point of the game.

Most Skills work directly against the same Skill. Some Skills, however, work against a Perception Roll, such as Stealth. Thus, a character makes his Stealth Roll, and other characters attempting to spot him would make a Perception Roll (see Perception Rolls).



COMPLEMENTARY SKILLS

In some situations, a character may have two (or more) Skills that are applicable to the problem at hand. In such a case, the GM should determine the primary Skill involved. The GM may decide that another Skill is considered complementary to the problem at hand. The character then attempts a Skill Roll for the complementary Skill.

The character adds +1 to his chance to perform his primary Skill for each 2 points he makes his complementary Skill Roll by. Thus, if you make your complementary Skill Roll by 0, 1, or 2, you get a +1 to the primary Skill; make the Roll by 3 or 4, +2 to the primary Skill Roll, etc. This rule also applies if someone is helping the character perform the Skill.

Example:

Akira is attempting to get some information from an informant; he believes she knows the whereabouts of the lost robot plans. Akira has both Conversation Skill (on a 12 or less) and Culture Skill (on a 13 or less). The GM rules that Akira's Conversation Skill is primary in this case, and his Culture Skill is complementary. Akira first tries to make his Culture Roll, and rolls a 10, making his roll by 3. Thus, Akira gets a +2 to his Conversation Roll for this conversation, which may improve his chance to find the lost plans.

EVERYMAN SKILLS

All characters start with some ability in a few Skills, which reflects the fact that everybody knows how to do these things to some extent. The Skills are Climbing, Concealment, Disguise, Driving one vehicle, Paramedic, Piloting one vehicle, and Stealth. All characters have Familiarity with these Skills, which means they have the ability to use the skills on a very basic level, with a roll of 8 or less on 3d6. No levels may be applied to these 8 or less rolls. These Skills may also be purchased and improved just like any other Skills.

In addition to these Skills, all characters begin with 4 Character Points in their native language and 1 Character Point (that is, Familiarity) in Home Area Knowledge. These should be noted on the Character Sheet, since they can be improved like normal Skills. These Skills are given free, so the cost shouldn't be added in to the character's cost total.

SKILL MODIFIERS

The GM should apply modifiers to the Skill Roll depending on the circumstances. All such modifiers qualify the number the character needs to roll, not the dice roll. This includes any bonus due to Skill Levels, or any complementary Skills.

Example:

Akira attempts to conceal a nuclear weapon in his apartment. The GM rules that, since Akira has a small apartment, this attempt takes a -5 modifier to Akira's Concealment Skill Roll. Akira has a base Concealment Skill roll of 13 or less. With the -5 modifier, Akira needs to roll an 8 or less to successfully hide the weapon.

The GM should provide modifiers to deal with each situation that comes up in the course of the game. The Skills are very general in order to cover many situations; individual circumstances can modify the chance to perform a Skill tremendously. Providing modifiers acts as an incentive for the players to be clever and creative, and that's when they're having the most fun. Modifiers help describe the situation to the players in a very concrete fashion, which makes the game more visual and exciting.

The following table provides a general list of modifiers that apply to most of the Skills. The GM should use this list as guideline when determining the modifiers; remember, circumstances alter cases. Individual Skills may not use some of these modifiers. Some Skills may list specific modifiers as additional guidelines. On the table and in the Skill descriptions, the indication "+ 1-3" means that the modifier can be a +1, +2 or +3, depending on the GM's judgement.

SKILL MODIFIERS

Modifier	Circumstance
+ 1	Preparing a phase
+ 2	Preparing a turn or up to a minute
+ 3	Preparing 10 minutes or more
+ 1-3	Character has extensive knowledge of the object of his Skill Roll
+ 1-3	Character roleplays the Skill use well
+ 1-3	Using good equipment in connection with the Skill Roll
+ 1-3	Excellent conditions for performing the Skill
-1-5	Poor conditions for performing the Skill
-1-5	Extremely strange or weird object to perform the Skill on
-1-5	Lack of proper equipment (if it's necessary)
-1-3	Combat conditions, when the Skill is not normally used in combat



THE SKILL LIST

The Skills available are listed here alphabetically, with the Type of Skill, the Base Roll, the Base Cost, and the Cost of a +1 to the Skill Roll. The descriptions of the Skills are organized alphabetically by Skill Type, so that similar skills are grouped together. The Skills marked with an asterisk (*) are Everyman Skills, and all characters have an 8 or less chance with them automatically.

THE SKILLS

SKILL	Type	Base Roll	Base/ +1 Cost
Brawling	Combat	—	3/—
Breakfall	DEX	9 + (DEX/5)	3/2
Climbing*	Other	9 + (STR/5)	3/2
Computer	INT	9 + (INT/5)	3/2
Programming	INT	9 + (INT/5)	3/2
Concealment*			
Contacts	Other	11	2/1
Conversation	PRE	9 + (PRE/5)	3/2
Culture	PRE	9 + (PRE/5)	3/2
Demolitions	General	11	3/2
Disguise*	PRE	9 + (PRE/5)	3/2
Driving*	DEX	9 + (DEX/5)	3/2
Electronics	General	11	3/2
Familiarity	Knowledge	8	1
Favor	Other	14	2/1
Find Weakness	Combat	11	10/5
Inventor	INT	9 + (INT/5)	5/2
Knowledge	Knowledge	11	2/1
Language	Knowledge	—	—/—
Linguist	Other	—	3/—
Luck	Other	—	5/d6
Martial Arts, Basic	Combat	—	10/—
Martial Arts, Adv.	Combat	—	10/—
Mechanics	General	11	3/2
Motorcycle	DEX	9 + (DEX/5)	3/2
Paramedic*	INT	9 + (INT/5)	3/2
Perception	Other	9 + (INT/5)	—/3
Perks	Other	n/a	varies
Persuasion	PRE	9 + (PRE/5)	3/2
Pilot*	DEX	9 + (DEX/5)	3/2
Robotics	INT	9 + (DEX/5)	3/2
Running	Other	n/a	n/a
Scholar	Other	n/a	3/—
Security Systems	INT	9 + (INT/5)	3/2
Skill Levels	Knowledge	varies	—/—
Stealth*	DEX	9 + (DEX/5)	5/2
Streetwise	PRE	9 + (PRE/5)	3/2
Survival	General	11	3/2
Weapon Familiarity	Combat	—	varies
Weapon Skill Levels	Combat	—	varies
Weaponsmith	General	11	3/2

COMBAT SKILLS

BRAWLING

This skill allows the character to add 1D6 to his normal STR damage when he's punching or kicking someone, for a cost of 3 Character Points. This skill does not affect the damage done by weapons or by Martial Arts combat maneuvers. Brawling may only be bought once.

FIND WEAKNESS

This skill can be used with any *one* hand-to-hand attack or personal weapon. It cannot be used with a robot weapon (that's why robots have Find Weakness systems). It may be used once against any one opponent in a combat. If successful, the user reduces the target's defenses against that attack by 1/2 for the rest of the combat. This does not carry over from one combat to another. The weakness must be found again every time the opponents fight. If the roll is unsuccessful, weakness cannot be found against that opponent for that combat, though it may be attempted again the next time the opponents meet.

Example:

Akira is fighting Rik Savage. Akira has Find Weakness with his Martial Punch. He rolls 3d6 and gets an 8, a success. Rik has a3PD and is wearing 6 points of armor, a total of 9 points of defense. When Akira hits him with his Martial Punch, he will affect Rik as if Rik's total defense was 5 points (roundoffs are in favor of the defender).

Find Weakness costs 10 points for an 11 or less chance of success. A +1 to the Skill Roll costs 5 character points.

MARTIAL ARTS

For *Robot Warriors*, Martial Arts is a sort of generic Martial Arts which encompasses most of the elements of various traditional Eastern fighting disciplines. There are two stages of Martial Arts, Basic and Advanced. A robot pilot must have Basic Martial Arts to be able to use a robot's Martial Arts System.

A character must buy Basic Martial Arts to buy Advanced Martial Arts. A character with Martial Arts can use the Martial Arts maneuvers any time he could use a regular maneuver.

The Martial Arts descriptions list the maneuvers with the maneuver's name, its OCV and DCV modifiers, its effect on the damage done, and any special effects of the maneuver. The DCV modifiers only affect DCV in hand-to-hand combat and not against ranged combat, unless otherwise indicated. All damage modifiers are given as dice added to the character's normal Strength damage. Any special effects of the maneuver will be listed by a word or two. The full impact of these special effects are listed below.

BASIC MARTIAL ARTS

Maneuver	OCV	DCV	DMG	Specials
Block	+ 1	+ 1	—	Block, Cancel
Chop	-1	0	x1	Strike, Killing
Hold	-1	0	x1	Hold
Kick	-2	0	+ 4D6	Strike
Strike	+ 1	+ 1	+ 2D6	Strike
Throw	0	+ 1	x1	Grab, Cancel

Affects All Attacks: The DCV of this maneuver affects all attacks, including ranged attacks.

Block: This prevents the opponent's attack from hitting you. A Block requires you to compare your OCV to the opponent's OCV, rather than his DCV.

Cancel: Your character can cancel his next phase to do this maneuver.

Disarm: Knock any one handed weapon from opponent's grasp.

Dodge: You may not attack, but get a DCV bonus.

Grab: May throw opponent around or dash him to the floor.

Hold: Do STR/5 in dice (D6) of normal damage, opponent may not attack.

Killing: Attack does STR/15 Killing Damage.

Strike: The attack does STR/5 in dice (D6) of normal damage.

Take Half Damage: Halve the Stun and Body done from any non-ranged attack.

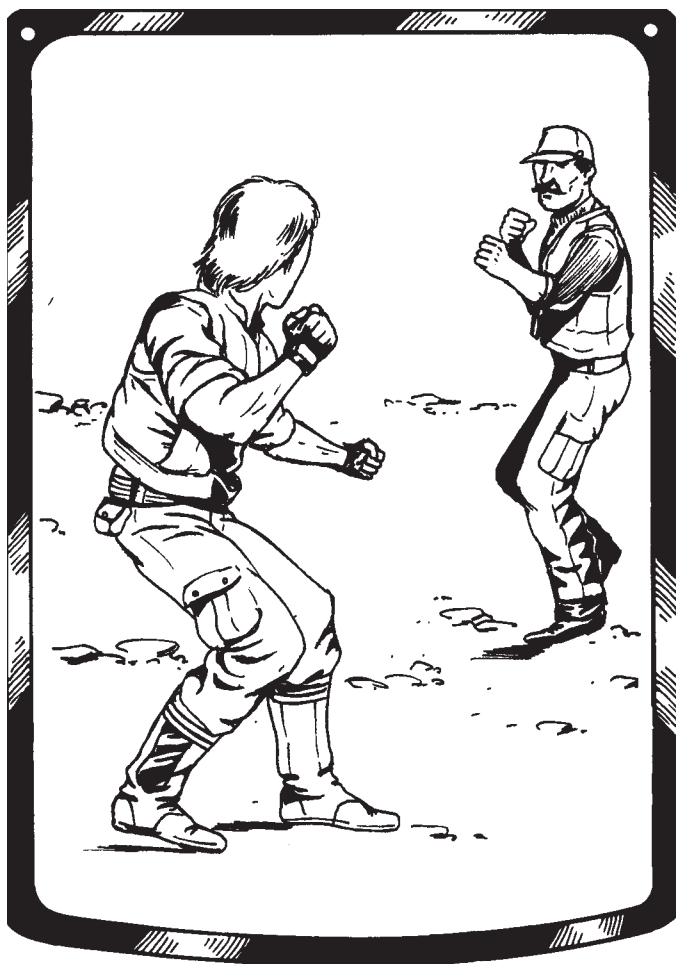
The other effect listed is the Combination Maneuver. This allows a character to combine two maneuvers in the same half phase. The character must take all the restrictions of both maneuvers into account. The OCV and DCV modifiers of the combined maneuver are equal to the worst modifier of either maneuver with an additional -1 penalty.

Example:

Jeremy is going to combine a Throw and Strike. He may not cancel to the combination maneuver because he can not cancel to the Strike part of the combination. The combination Strike/Throw will be -1 OCV, +0 DCV, do (STR/5) +2d6 in dice of normal damage, and throw the target to the ground.



The "x1" listed under the DMG (damage) column means that the maneuver does the character's Strength damage in normal dice (STR/5 in dice). If there is a dash, it means the maneuver does no damage. If a number of dice is listed, like "+ 1D6", then do the character's normal STR damage plus that amount listed.



ADVANCED MARTIAL ARTS

Maneuver	OCV	DCV	DMG	Specials
Block/Strike	0	0	+ 2D6	Block, Strike, Multiple
Combination Maneuver				
Disarm	-1	-1	-	Disarm
Dodge	.	(+ 5)	-	Affects all attacks
Escape	0	0	-	+ 3 STR Roll vs Hold/Grab
Roll with Blow	0	-2	-	Take Half Damage, Cancel

WEAPON FAMILIARITY

Characters have to buy Weapon Familiarity in order to know how to use weapons; without this Skill, the character takes a -3 OCV penalty for not being used to the weapon. Weapon Familiarity is bought by the Group; to be Familiar with any Group of weapons, the cost is 1 Character Point. Familiarity with all the weapons in either the Melee Weapon, Missile Weapon, or Small Arms Group costs 2 Character Points. You must buy Weapon Familiarity separately for each weapon group in the Other Groups. All characters have Familiarity with Club (from the Melee Weapons Group) and with Hand-To-Hand Combat (from the Hand-To-Hand Combat Group) for free. The Martial Arts don't require that you buy Weapon Familiarity with them; if you've bought the Martial Art, you have the Familiarity for free.



Clubs: This group includes all impromptu clubs (like two by fours, baseball bats, and lead pipes), as well as blackjacks, saps, and shock weapons.

Knives: Includes throwing knives used in melee, as well as daggers or other fighting knives.

Quarterstaff: A man-high wooden staff. Whip: A leather bullwhip with a wire core. Bows: The modern compound bow.

Thrown Knives: Includes throwing knives, shuriken, shaken, or throwing axes.

Pistols: Includes both revolvers and automatic pistols, as well as energy weapons; basically, any small arm that has no stock, is used single shot, and may be used with one or two hands.

SMGs: These are small arms that fire light rounds (usually pistol ammo); they may have a stock or no stock, may be fired single shot or autofire, and may be used with one or two hands. Weapon Skill Levels with SMGs apply to Flamethrowers, but a Flamethrower is a separate Weapon Familiarity.

Rifles: This group includes carbines, light machine guns, energy rifles, and shotguns. This refers to small arms that have a stock, fire single shot or autofire, and require two hands to use. Weapon Skill Levels with Rifles apply to Hand-held Grenade Launchers, but they require a separate Weapon Familiarity.

Autoweapons: Any small arm that is used to fire autofire, with or without a stock.

Shoulder Arms: Any SMG, carbine, rifle, or shotgun fired single shot with two hands.

Heavy Machine Guns: Any machine gun that's mounted on a tripod or a pintle, including tripod or pintle mounted grenade launchers.

Man-Guided Missiles: These include the Dragon, the TOW, and other man-guided missiles. Each type requires a separate Weapon Familiarity.

Robot Weapons: This encompasses all of the weapons used by the robots the pilot is trained how to use. Mostly it is a matter of lining up crosshairs and pulling the trigger, so all of the robot weapons can be considered one weapon group. Each type of robot used requires a separate Weapon Familiarity.

Rocket Launchers: This includes LAWs, RPGs, and recoilless rifles.

WEAPON GROUPS

<p>Hand-To-Hand Combat: Brawling Hand-To-Hand Martial Arts</p>
<p>Melee Weapon Groups: Clubs Knives Quarterstaff Whip</p>
<p>Missile Weapon Groups: Bows Thrown knives</p>
<p>Small Arms Groups: Pistols Submachine guns (SMGs) Rifles Autoweapons Shoulder arms</p>
<p>Other Weapon Groups: Flamethrowers Hand-held Grenade Launchers Heavy Machine Guns Man-Guided Missiles Robot Weapons Rocket Launchers</p>

WEAPON SKILL LEVELS

Once you know how to use a weapon, you can improve your ability by buying Weapon Skill Levels. Each Skill Level with a particular weapon group or type of combat grants a +1 to the use of weapons in that group. The Weapon Skill Level has a number of potential uses, though the Skill Level may only be used for one of these things at a time. You can change the assignment of your Skill Levels at the beginning of your action phase, but they must stay where you put them until the beginning of your next action phase.



The following list details the different uses of Weapon Skill Levels.

(1) One Weapon Skill Level can be used as a + 1 OCV with any attack that the Weapon Skill Level applies to.

(2) One Weapon Skill Level can be used as a +1 DCV while attacking with a melee weapon or hand-to-hand combat, but NOT with a Missile Weapon or Small Arm, or any of the Other Weapon Groups. A Weapon Skill Level used for DCV does NOT affect the character's DCV against ranged attacks.

(3) One Weapon Skill Level can be used as a +1 to the Range Modifier of a ranged attack. Thus, the -1/4" Range Modifier of an AKM would become -1/5". At short ranges, it doesn't help — you should put your Skill Levels on OCV. At medium distances, it's the same either way. At long distances, it becomes more useful to put Skill Levels on Range Modifier than on OCV.

(4) Two Weapon Skill Levels can be used to increase the Damage Rating of a melee weapon by one step (see the Damage Rating section). For instance, a 1D6 + 1 weapon would then do 1 1/2D6. Four Weapon Skill Levels would raise the weapon's Damage Rating by two, and so on, up to a maximum of twice the original Damage Rating. This may also be done with any Hand-To-Hand Combat maneuver or Martial Art maneuver. This cannot be done with Missile Weapons, Small arms, or Other Weapons Groups.

(5) Two Weapon Skill Levels can be used to add +1 Body to the damage done by a melee weapon (that's for a killing attack only). However, the damage you do cannot exceed the normal maximum for the weapon. For instance, if you have a 1D6 weapon and use two Weapon Skill Levels to add a +1 Body to the damage, the possible damages would be 2, 3, 4, 5, 6, 6 (that's 1D6 + 1 with a maximum of 6 Body). This can be done with a Karate Chop, but cannot be done with any Missile Weapon, Small Arm, or Other Weapon Group.

(6) Two Weapon Skill Levels can be used to increase the STUN Multiplier of a melee weapon by +1. A 1D6-1 STUN Multiplier would become a 1D6 STUN Multiplier. If you're using the Hit Location Rules, this increases the STUN Multiplier by +1 for the Hit Location. The maximum possible STUN Multiplier is 1D6.

Weapon Skill Levels only apply to those weapons that you know how to use; that is, you've purchased Weapon Familiarity for those weapons. For instance, if you have one Skill Level with all Small Arms, this won't help you if you didn't buy Weapon Familiarity with any small arms. If you only bought Weapon Familiarity with Pistols, your Skill Level won't help you when you pick up a rifle.

There are several types of Weapon Skill Levels shown on the Weapon Skill Level Cost chart. The 3 point Skill Level applies to any one of the weapon groups listed on the Weapon Groups chart. (The weapon group it applies to doesn't change, though how you use the Skill Level can change, as explained previously.) The 5 point Skill Level can be bought as one of the following types: +1 with all Hand-To-Hand Combat, +1 with all Melee Weapons, +1 with all Missile Weapons, or + 1 with all Small Arms. The Other Weapon Groups are so different from each other that a single 5 point Skill Level doesn't apply to them; you can only buy individual 3 point Skill Levels with any one of them. The 8 point Skill Level applies to any type of combat whatsoever. Unlike any other Weapon Skill Level, you can apply your 8 point Skill Level to your DCV against all attacks, including ranged attacks.

WEAPON SKILL LEVEL COST

Cost	Application
3	+1 with any one weapon group (+1 with pistols, +1 with Karate, etc.)
5	Either +1 with all melee weapons, +1 with all missile weapons, +1 with all hand-to-hand combat, or +1 with all Small Arms.
8	+1 with all combat

When you buy these Skill Levels, think of the kind of weapon specialties your character should have. It's a good idea for characters to have some 5 point Skill Levels to back up their 3 point Skill Levels; this means that you'll be able to fight well with different types of weapons, and won't be so reliant on one type of weapon.

The more Skill Levels your character buys, the more choices he has during combat. Since there are so many ways to use Weapon Skill Levels, their use may be confusing. The following example should clear things up.

Example:

Rik Savage has two 3 point Skill Levels with Pistols, one 8 point Skill Level with Combat, and three 3 point Skill Levels with Boxing. At the moment, he's fighting with his fists. Judging that his opponent is very dangerous, Rik decides to put all of his applicable Skill Levels toward DCV; this adds + 4 to his DCV against hand-to-hand or melee weapons (his Skill Levels with Pistol don't help). Against ranged attacks, Rik gets + 1 to his DCV, since his Skill Levels with Boxing don't affect ranged attacks.

Later on, Rik Savage gets into a situation where he must use his pistol. In this fight, his Skill Levels with Boxing won't help him. However, his two Skill Levels with Pistols and his Skill Level with Combat apply. If he puts them all on OCV, he gets a +3 OCV. If Rik Savage decides he wants a better Range Modifier, he can put one (or two, or all three) Skill Levels toward a +1 for his Range Modifier.

DEX BASED SKILLS

Dexterity based Skills cost 3 Character Points for a base (9 + DEX/5) or less roll; the exception is Stealth Skill, which costs 5 Character Points. A + 1 to any DEX based Skill costs 2 Character Points.

BREAKFALL

This Skill allows a character to roll out from a fall, thus being able to stand up without wasting a half phase (see the Action Phase Chart). The character may also fall from a height of up to 4" and take half damage from the fall with a successful roll. Each +1" of height beyond 4" is a -2 to the Breakfall Roll. If the character makes half his Breakfall Roll, he takes no damage from the fall. The damage done from falls can be found in the section on Falling.

Modifiers to the Breakfall Roll include wounds (-1 to -3), carrying something or someone (-1 to -3), or broken or slippery landing surface (-1 to -3). An unsuccessful Breakfall Roll means that the character takes damage from the fall.



DRIVING

Characters in *Robot Warriors* automatically have Familiarity with this Skill, which allows them to drive any ground vehicle. This gives the character an 8- Driving Roll. You don't have to make this Driving around; the Driving Roll is for emergency conditions or attempting unusual maneuvers. The Driving Roll should be made when the character is attempting jumps, dangerous turns, pulling out of skids, etc.

The character also has a basic familiarity with speedboats that use a similar steering wheel and pedal combination, as well as large trucks, tractors, or similar vehicles. Characters may drive these (barely) but have no chance to make a Driving Roll in an emergency situation or to make an unusual maneuver. When the character buys full Driving Skill for 3 Character Points, he now has his (9 + DEX/5) roll with whatever ground vehicle is standard for civilian use in the campaign and an 8- roll with other similar vehicles. Spending 1 Character Point on each different type of vehicle (including robots, speedboats and large complex ground vehicles like trucks) brings the Driving Roll in those vehicles equal to the Driving Roll with cars.

Example:

Akira spends 3 Character Points for Driving Skill, choosing robots as his vehicle. With Akira's 14 DEX, he gets a base 12- Driving Roll with robots and an 8- with groundcars, speedboats and trucks. Akira later spends 2 more Character Points on his Driving Roll, bringing it to 13-; this leaves his 8- unchanged with groundcars, speedboats and trucks. Then, in the course of adventuring, Akira acquires a speedboat, and wants to learn how to use it well. So he spends 1 Character Point on speedboats, and now has a 13- Driving Roll with robots and speedboats, and an 8- Driving Roll with trucks. If he wanted to get his full 13- Driving Roll with groundcars and trucks, it costs him 1 additional Character Point each.

MOTORCYCLE

Motorcycles require a different Skill to operate than normal Driving Skill. The character can buy Motorcycle Skill, and all characters are considered to have bicycle riding skill for free with their Motorcycle Skill. Spending 1 Character Point on Motorcycle Skill (in other words, Familiarity) allows the character an 8- Motorcycle Roll. You don't have to make this Motorcycle Skill Roll under normal conditions; the Motorcycle Roll is for emergency conditions or attempting unusual maneuvers. The Motorcycle Roll should be made when the character is attempting to avoid hazards, stop suddenly, make jumps, drive on one wheel, etc.

Failure to make the Motorcycle Roll means that the maneuver did not succeed, with possible bad consequences for the rider (see Vehicle Combat). Area and City Knowledge may be complementary Skills when plotting your routes and avoiding hazards.

PILOT

In the world of *Robot Warriors*, aircraft are very complicated. Characters can buy Pilot Skill in one of six categories: Robots, Light aircraft (single engine propeller aircraft), Multi-engined aircraft (jet or propeller), Fighter aircraft, Helicopters, or Spacecraft. Because aircraft are ubiquitous in the high tech worlds of *Robot Warriors*, characters automatically have Familiarity with piloting of one sort of aircraft, allowing the character an 8- Piloting Roll. You don't have to make this Piloting Skill Roll under normal conditions; the Piloting Roll is for emergency conditions or attempting unusual maneuvers. The Piloting Roll should be made when the character is attempting to avoid hazards, flying in storms, landing or taking off under bad conditions, etc.

The character also has a basic familiarity with all aircraft that use a similar steering mechanism. Characters may fly these, but have no chance to make a Piloting Roll in an emergency situation or to make an unusual maneuver. When the character buys full Piloting Skill for 3 Character Points, he now has his (9 + DEX/5) roll with robots (or he can start with single engine aircraft or multi-engine aircraft), and an 8-roll with other similar vehicles. Spending 1 Character Point on each different type of vehicle brings the Piloting Roll in those vehicles equal to the Piloting Roll with light aircraft. See Driving Skill for an example of how these categories work.

Failure to make the Piloting Roll means that the maneuver did not succeed, with possible bad consequences for the pilot (see Vehicle Combat). KS: Navigation is very useful for long distance flights, and is highly recommended if you want to keep your bearings.

STEALTH

The ability to hide in shadows, move silently, and avoid detection in combat conditions. Use Stealth roll versus the Perception Rolls of those attempting to find the character for a Skill vs. Skill comparison (see Perception Rolls). This Skill allows the character to conceal himself while in motion; if he wants to hide, he should use Concealment Skill.

A character who is carrying a heavy burden finds it harder to be Stealthy (-1 to -3). Good conditions for Stealth include loud background noise and dark, crowded areas. A failed Stealth Roll doesn't necessarily mean that the character was seen; use the system outlined under Perception Rolls. All characters have a chance to be Stealthy on an 8 or less, even without buying the Skill. Stealth Skill costs 5 Character Points.

GENERAL SKILLS

General Skills cost 3 Character Points for a base 11 or less roll. A +1 to any General Skill costs 2 Character Points. Skills marked with an asterisk (*) may be performed on an 8 or less by any character without paying any Character Points.



DEMOLITIONS

The ability to use explosives. The character knows where to plant explosives for maximum effect, estimate the amount necessary to destroy structures, handle and wire explosives. The character may defuse explosive devices, determine the fusing mechanism and discover any booby traps in an explosive device with the same roll. Refer to the Explosives section for details about the various explosives.

Civil Engineering Knowledge, Mechanic, or Chemistry may be complementary to Demolitions Skill, depending on what the character is trying to do. It's a good idea to have extra levels with this Skill, because if the character blows his roll...

ELECTRONICS

The character is trained in electronics, able to identify, understand, repair, and rewire electronic devices. The character needs tools to perform these operations, and usually a fair amount of time is required for any intricate operation. The character may also build electronic devices from plans, but he needs Inventor Skill if he wishes to design new devices. This Skill is useful for determining the purpose of electronic devices the characters may discover, and for disabling such devices.

Some Knowledges may be complementary Skills, depending on the exact function of the particular device. Unsuccessful Electronics Rolls may result in misunderstanding, failure, or possibly even malfunction of the device.

MECHANIC

The character is Skilled with mechanical devices, in particular the hardware of a robot, knowing how to repair, replace, and build them. This Skill also allows a character to gimmick mechanical devices; for instance, deactivating the brake mechanism on an enemy robot. Tools of some sort are almost always necessary to perform Mechanic Skill.

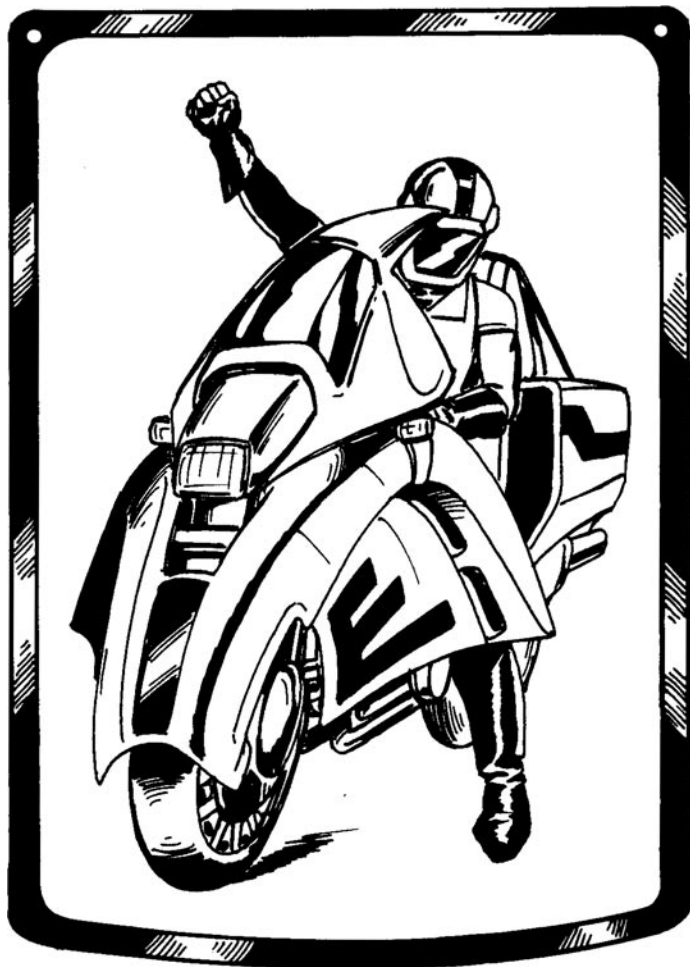
Of course, Knowledge Skill of the particular mechanism would be a complementary Skill. An unsuccessful Mechanic Roll usually means inability to perform the task, but can sometimes mean that the device fails later under stress.

SURVIVAL

This Skill enables the character to live off the land, find food and water, identify dangerous plants and animals, etc. This Skill is very popular among intrepid explorers and adventurers. The GM should have the character make this Skill Roll only when the character is underequipped for a particular area (usually when he's crash landed or marooned). The Survival Skill Roll should be made on a daily

basis to see if the character has found food, shelter, etc. The Skill Roll might be required more often in a particularly harsh or dangerous environment (the Arctic during a blizzard, for instance).

Lack of available resources like tools, food, water, clothing, etc., would be a -1 to -5 modifier on the Skill Roll. Very benign conditions (well equipped, many animals, lots of water) could mean a +1 to +3 modifier. Of course, Knowledge of the creatures and plants in the area is complementary to Survival Skill. Other complementary Skills would be Area Knowledge of the area, Biology, or similar Sciences. An unsuccessful Survival Skill Roll could be damaging to the character, and blowing the Roll several days in a row could be fatal.



WEAPONSMITH

A character with this Skill knows how to take care of guns, make repairs, make special ammo, or add attachments. He may also repair damaged robot weapons in combat in one phase with a successful Weaponsmith Roll. This Skill also gives the character a chance to recognize the type of gun by sight (and sometimes by sound). Perception Rolls may be a complementary Skill for recognizing guns. Failing a Weaponsmith Roll for an attachment may mean that the attachment won't work, or it might fail suddenly in a combat situation. Characters that want to invent new guns or make modifications should use the Gadget rules.

INT-BASED SKILLS

Intelligence based Skills cost 3 Character Points for a base (9 + INTO) or less roll; the exception is the Inventor Skills, which cost 5 Character Points. A +1 to any INT based Skill costs 2 Character Points.

COMPUTER PROGRAMMING

Gives the character the ability to program computers. The character may also attempt to discover access codes, gain information, change programing, and conceal tampering with a successful Roll. Some of the common uses for Computer Programing include extracting information from data banks, defeating computer assisted Security Systems, falsifying records or other data, etc. Separate Computer Programing Rolls may be necessary to perform each different task.

Computer Programing usually takes a fair amount of time to accomplish, from several minutes to many hours for the most complicated tasks. The computer may have sophisticated protection, resulting in a -1 to -3 modifier. A complementary Skill would be Computer Language Knowledge. Unsuccessful Computer Programing Rolls can cause an alert to be sent, or the system to crash, but generally you just fail.

Computer Programing is a Complementary Skill for Robotics.

CONCEALMENT

This is the ability to hide things and to find things that other people have hidden, like important papers, weapons, jewels, artifacts, drugs, etc. Some common hiding places include inside the toilet tank, taped to the back of a drawer, behind a picture, etc. This Skill can be a lot more fun if the GM actually describes the situation, and the character then describes exactly where he hides the object, though this isn't necessary.

The character may hide himself from a search using Concealment, wedging himself into the pantry or beneath the bed. Stealth Skill should be used for any active concealment, as when the character is trying to move silently; only use Concealment Skill for nonmoving objects. Areas that are very crowded with junk are much easier to hide things in (+1 to +3); conversely, areas that are very bare are very difficult to hide things in (-1 to -3).

Any Skill directly connected with the object you are hiding (like Demolitions when hiding a bomb) is a complementary Skill. Failing your Concealment Roll may mean that the object is uncovered after you leave, or it's in a location that is easily checked. Just because an object is in an open, obvious place doesn't mean someone will find it; remember the Purloined Letter.

INVENTOR

This Skill enables the character to design and construct new things. The character needs the complementary Skill in the field he's working in (for instance, Electronics if he wants to make electronic devices, Robotics if he wants to set up a new Robot System). The inventor may design gadgets that require several Skills or Knowledges, and he must have each of those particular Skills.

Designing your own gadgets requires a fair amount of time in the laboratory; the GM should decide on a reasonable time frame (probably about one week per Construction Point). The Robot Creation section tells how to design devices in game terms.

The GM may allow characters with Inventor Skill to modify equipment or gadgets in combat. Such modifications should always be fairly minor, and well justified by the character; otherwise, the GM shouldn't allow it (you want to rebuild the radio into a microwave energy blaster in ten minutes? No way!) The length of time required will vary with the complexity of the equipment and the modification. An unsuccessful Inventor Roll can mean that the character doesn't know how to make the device, or it could mean a laboratory accident (though that should be rare). Inventor Skill costs 5 Character Points.

PARAMEDIC

The ability to stop bleeding, repair damage, and generally keep someone alive. When a character has used more Body than he has, he is dying (see Bleeding). The character with Paramedic may keep him alive with a Paramedic Roll, -1 for every 2 Body over the victim's total. Successful performance of this Skill takes at least a full phase, and the character may wish to take more time in order to get the bonus (see Skill Modifiers). To be a licensed doctor, the character must also buy Knowledge Skill: Medicine (which costs 2 Character Points; see Knowledge Skills). Unsuccessful Paramedic Rolls may mean that the bleeding is of a type that can't be easily, stopped.

ROBOTICS

This Skill is necessary for anyone who wishes to repair or invent General Systems for a robot. It is the theory behind and the ability to work with the General Systems of a robot.

Working on an unfamiliar robot can give up to a -3 modifier to successful Robotics rolls.

SECURITY SYSTEMS

This Skill gives the character the ability to recognize and evade various types of electronic alarms. These alarms include such things as electric eyes, sonar, capacitance alarms, wires, or pressure plates. The character may need some equipment for dealing with Security Systems of that type (see Equipment).

Complementary Skills would be such things as Electronics and possibly Computer Programing. Security Systems can be very complicated, with several backup systems, so a -1 to -5 modifier is not unreasonable. An unsuccessful Roll many mean merely a failure, but if the character blows his Roll by more than one point, the alarm should go off.

TRACKING

The character has the ability to follow a trail by observing tracks, marks, etc. A great deal of information can be derived from tracks, such as the weight of the person, the number of people, how long ago they passed by, what they were doing, etc. The GM should require the character to make a Tracking Roll whenever the person or creature being tracked does something unusual to throw off the pursuit, or passes over difficult terrain (like bare stone).

Usually Tracking applies mostly in the country, but sometimes a trail can be followed in certain city areas, especially the more urban ones. Terrain Knowledge and Area Knowledge are complementary to Tracking Skill. Unsuccessful Tracking Rolls may lead the character in the wrong direction.

KNOWLEDGE SKILLS

Knowledge Skills cost 2 Character Points for a base 11 or less roll. Each +1 to the Skill Roll costs 1 Character Point. Several of the Knowledge Skills have different point costs. These are noted under the individual Skill. Generally, any Knowledge Skill can be used by anyone (for no cost) with an 8 or less chance, if they have appropriate references (books, maps, etc.)



FAMILIARITY

A character may buy Familiarity with any Characteristic-based, General, or Knowledge Skill. Familiarity may be purchased with some of the Other Skills (see each Skill listing). Familiarity with a Skill costs 1 Character Point, allows you a basic knowledge of the ability described, and the chance to perform it on an 8 or less. The chance is an 8 or less for any Skill, whether or not the Skill is based on a Characteristic.

The cost of Familiarity with a Skill counts toward the cost of the Skill if you later buy that Skill. Thus, if you buy Familiarity with Culture Skill, that costs 1 Character Point. If you later decide to buy Culture Skill, which costs 3 pts., you need only spend 2 Character Points, since you've already spent 1 Character Point toward the Skill.

All Skills marked on the Skill List with an asterisk (*) are performable by any character on an 8 or less; in other words, everybody has Familiarity with those Skills already. However, the cost of such Skills is not in any way reduced.

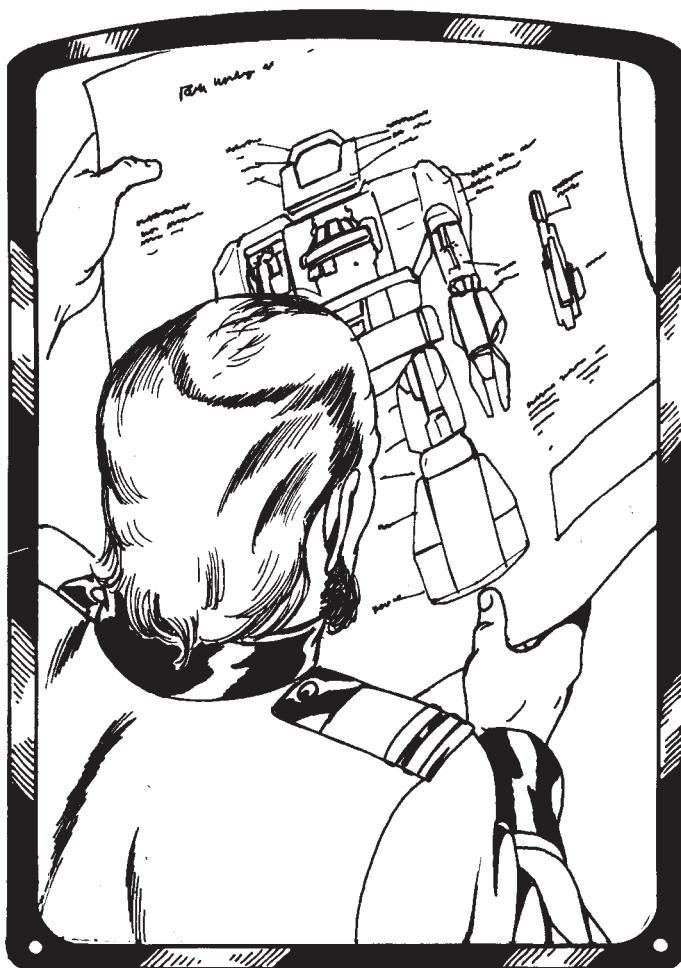
Skill Levels of any kind do not add to your 8 or less chance to perform a Familiar Skill. Since you don't have a good understanding of the Skill, Skill Levels do not aid your chance to perform a Familiar Skill. However, the GM may assign Skill Modifiers to make performing a Familiar Skill easier; for instance, taking several turns should make being Stealthy an easier task.

KNOWLEDGE

This is a very general type of Skill, since any attempt to list all of the possibilities would be immense. The basic idea of Knowledge Skill is that you define the subject of that Knowledge, and the "width" of your definition tells you how much general and specific Knowledge you can expect to have about that subject. For instance, let's say you titled your Knowledge Skill "Weather Knowledge". This means that you would have a good general idea of the effects of weather, and some idea of how to predict the weather for any location; however, if you're in a place you have Knowledge of, your prediction should be more accurate. As another example, let's say you bought Enemy Alien Knowledge. This gives you specific information about how the aliens work, where their agents are found, what tactics they use, and that type of information; but it wouldn't tell you much about the rest of the other aliens in the universe. Alien Races Knowledge would tell you general Enemy Alien information, but not much more unless you made an incredible Skill Roll; even then you would get far less information than you would with Enemy Alien Knowledge.

A more general subject might be, for instance, Espionage. With one point in Espionage Knowledge, the character would know generally how spying works, the usual limitations and abilities of spy organizations, where spying is common, techniques and methods used, and so on. Two points gives the character an 11 or less roll to know a fact about the subject. The more general the Knowledge title, the less the character knows about specifics. Since you're creating the Knowledge Skill to fit what you think your character should know, choose the title carefully. Of course, certain facts would be difficult or impossible for a character to know, so the GM should apply appropriate modifiers for difficulty.

Knowledge can be broken down into four general categories: Groups, People, Places, and Things. These categories can help you determine what Knowledges to buy.



Groups: These would be different organizations or cultures, like Local Police Knowledge or Other Planets' Culture Knowledge. This gives the character thorough knowledge of a culture or organization, including such things as the appropriate gestures, customs, taboos, requirements and protocols. Examples of such cultures might be Martian, Japanese, Indian, or Arabic. Failing your Knowledge Roll for a group could result in a terrible social mistake, which could be annoying or even dangerous in the wrong circumstances.

People: This would be Knowledge about a specific person at its narrowest, or Knowledge of a type of person. For instance, Scientists, or Physicists, or Subatomic Physicists in America. Such Knowledge would tell you about individuals or (more generally) how such people would react to different situations (like being asked questions or offered money). Again, you'll have to be careful to choose just how specific you want the Knowledge to be; the more specific it is, the less general knowledge you'll have.

Places: This gives the character thorough knowledge of an area, ranging from an individual street in a city to an entire continent or world. This Skill gives you knowledge of the geography, major cities, politics, economy, etc., of that country or area. This information can help the characters decide where to go to find certain items or people or what certain clues mean. A map or reference book, should you happen to have one, can add +1 to +3 to the Roll, depending on what knowledge the character seeks. Of course, the book or map may not help at all if the character's looking for the kind of info that isn't in books. An unsuccessful Knowledge Roll usually means that the character doesn't know the answer to the particular question. Of course, if the GM wants to be nasty, failing a Knowledge Roll can mean incorrect answers, which could be dangerous.

Applying this Skill to a city gives the character thorough knowledge of a city's layout, streets, meeting places, fine restaurants, shortcuts, criminal areas, and other important spots. Where Area Knowledge gives only general information about a city (where it is, how big it is), City Knowledge gives very specific information. This Skill can help during chases and can cut down travel time within the city.

This Knowledge can also be applied to various terrain types, which is very useful for Skills like Survival or Sailing. Some terrain types might be Plains, Forest, Jungle, Desert, Tundra, Arctic, Oceans, Swamps, or Caves. Of course, you could be very specific (Luray Caverns Knowledge) or very general (Underground Knowledge).

Things: This category of Knowledge would be anything that doesn't fall into the other categories. Examples: Jockey, Trees, Doctor, Carpenter, History, History of this country, Philosophy, Religion, Horses, Politics, Teacher, Secret Societies, Tax Evasion. The possibilities are literally infinite; talk to your GM about exactly what Knowledge would be most appropriate for what you want to do.

When buying Knowledge Skill, try to think of your character's background, and how he learned what he knows. Usually, the character may have Knowledge Skills that help explain how he learned his other Skills. Knowledge of particular Areas is very useful for this. Knowledge Skill also includes general Skills such as Sciences and Professional Skills. Thus, Professional Skill: Doctor, would be a Knowledge Skill.

LANGUAGES

Each player should choose a native language for his character; the character is considered to know his native language well, to the 4 point level as described in the following table. Learning other languages costs Character Points; the table describes the fluency you get for the point cost.

FLUENCY COST

Fluency	Pts.
Basic conversation	1 pt.
Fluent conversation	2 pts.
Completely fluent w/accnt	3 pts.
Idiomatic, native accent	4 pts.
Imitate dialects	5 pts.

The cost of learning new languages depends on how closely related they are to languages you already know. In the potentially universal scope of a Robot Warriors campaign, it is up to the GM to determine how related any languages encountered may be.

A character without complete command of a language may sometimes have to make an INT Roll to understand some very rapid or slurred phrases in a foreign language. The GM should also be aware that there are usually a number of dialects for each language, and sometimes these dialects are very hard to understand, except for someone with an idiomatic command of the language.

Literacy with a language costs 1 Character Point extra; with that, the character is literate to the same degree as his spoken command of the language (basic, fluent, complete, or idiomatic). The character can, in some cases, learn to read a language before he can speak it. Use the Fluency Cost Table to determine the character's literary ability for his point investment.

SKILL LEVELS

An extra +1 with individual Skills may be purchased as explained for each Skill. It is also possible to buy Skill Levels that give the character a +1 with several related Skills. There are two types of levels, listed below with their costs.

SKILL LEVELS

Character Pts.	Type of Level
3 pts.	+1 with any two related Skills (+1 with Culture and Seduction, +1 with Mechanic and Lockpicking, etc.)
5 pts.	+1 with a group of similar Skills (+1 with all DEX based Skills, +1 with all INT based Skills, etc.)

Note that these Skill Levels do not apply to Combat Skills. Also, Skills may be related without being in the same category. The GM is the final judge of whether or not Skills are related.



OTHER SKILLS

These Skills don't fit into any of the other categories, so they're lumped together here as Other Skills. The cost is listed with each Skill.



CONTACTS

This represents the fact that a character might know someone who can occasionally help him out. This Skill can be purchased many times; in each case, it represents a single person that the character knows. This person usually holds down a job or position that can be useful to the character. Contacts must always be determined when you buy the Skill, and any Contact must be approved by the GM. Some examples: a motor pool sergeant, an Intelligence clerk, a World Senator, a helicopter pilot, an underworld informant, a makeup artist. You get a Contact on an 8 or less for 1 point, an 11 or less for 2 points, and +1 to the Contact Roll for every +1 point thereafter. The GM may rule that exceptionally useful Contacts (like the President, an enemy officer, a billionaire) would cost more; charge an extra 1, 2 or 3 Character Points for the base 8 or less Contact Roll.

When the character needs some special help during an adventure, he can try to get in touch with his Contact. The GM should require the player to make the character's Contact Skill Roll for that Contact. Of course, modifiers are appropriate (camping out on the Contact's doorstep adds a +2 bonus). If the player gets a hold of the Contact, then he has to convince the Contact to help him. The base chance is the Contact Skill Roll. This is modified extensively by the exact nature of the help the character needs. If it's troublesome, dangerous, or expensive, this can be a -1 to a -5 or worse penalty to the Skill Roll. Persuasion is a complementary Skill. Sometimes offering money or a future Favor in exchange increases your chance (add a bonus to the Skill Roll).

Contacts should only be used to do things that the character can't do, or would have great difficulty in doing. Contacts should NEVER hand the solution for an adventure to the characters. Contacts are there to help move the adventure along when the players are stumped about how to proceed, or need a little help to get through a sticky spot. Contacts are often used to help find out information (their most common use); also, they can (occasionally) get charges dismissed, smuggle equipment, help with money or deals.

Contacts can be almost anyone, from a janitor to the Magellanic Emperor. The GM should keep in mind that the people with the highest offices and influence are the most watched, and therefore may refuse to help in many ways. If you had the President of the United States as a Contact, he couldn't get you a job or get a murder charge dismissed — he'd be impeached. However, he could get you an invitation to a diplomatic party, or perhaps get you an appointment with almost anyone. A clerk in the records department of the police station could almost certainly get you information much easier than a police captain, whose conduct is watched more carefully. The GM should keep careful control over Contacts and their use. One last note: If a Contact has already been used in an adventure, each subsequent attempt to use the Contact takes a -2 penalty.

CLIMBING

This Skill allows the character to climb unusually difficult walls, trees, buildings, etc. as long as there are handholds. All characters have Climbing Familiarity for free; in other words, all characters have an 8 or less chance to climb difficult surfaces, and can climb ordinary things (like ladders) with no roll necessary. A character may successfully climb on a roll of 9 + (STR/5) or less under adverse conditions. The climbing speed varies according to the structure being climbed, but the base speed is 1" per phase. The GM should adjust this rate to suit the circumstances; it may be faster or considerably slower depending on the climb.

A climbing character's CV is reduced by half, and may be 0 if he is in a really difficult position. An unsuccessful Climbing Roll usually means that the character cannot climb that area, but it can sometimes mean a fall; the GM should decide the result of a failure.

Climbing Cost: 3 Character Points for a base (9 + STR/5) or less Climbing Roll, +1 to the Climbing Roll for 2 Character Points. Every character has Familiarity with Climbing for free.

FAVORS

This Skill works like a Contact Skill with a 14 or less Skill Roll. However, once you've used your Favor, it's gone — you don't get those Character Points back. Really large tasks may require that you use up several Favors. The GM may well award you a Contact or a Favor as part of your Experience Points for an adventure. See Experience Points.

LINGUIST

This Skill allows the character to learn new Languages more easily. Linguist raises the similarity between languages by one step (see Language Skill). Thus, all languages have at least 1 level of similarity, so there is no extra cost to learn any new language. The maximum similarity is still 4 levels; thus, a character with Linguist Skill who knows Swedish has effectively half that fluency with Danish and Norwegian. Linguist may only be purchased once; i.e., buying it again doesn't increase the similarity of languages still further.

Linguist Cost: 3 Character Points, increases the similarity of languages by one level.

LUCK

This talent represents that quality which helps events turn out in the character's favor. The GM may have a character make a Luck Roll when the character is totally overwhelmed in combat, when an opponent is escaping, when a character has no idea of how to find what he is looking for, or any other time that outrageous fortune could come to the player's aid. Of course, player characters without this talent are often lucky too; Luck is meant to represent those characters with unusual amounts of good fortune.

The GM should never let Luck rule a situation. After all the GM has full control over when, how often, and how much Luck helps a character. Luck shouldn't come into play very often, just as Unluck shouldn't occur very often. Luck should occur as a surprise to the player, and not be something that he depends upon.

To perform a Luck Roll a character rolls 1D6 for every 5 Character Points of luck the character has. Each 6 that is rolled counts as 1 pt. of Luck. The GM should then decide what (if anything) lucky happens to a character. The more points of Luck that the character rolled, the luckier the

character should be. The following is a table giving some general guidelines to follow when determining the effects of Luck:

LUCK EFFECTS

Points of Luck	Possible Effect
1	The character might find a clue, or gain information, the character's opponent could be momentarily distracted, or impeded, giving the character a momentary advantage.
2	The character could accidentally happen upon someone important, or stumble across someone he was looking for. The character's opponent could be actively inconvenienced by a weapon's malfunction. The character might be saved by the most miraculous of coincidences. The character may stumble upon the aliens' Master Plan, or have certain destruction diverted by a huge asteroid. Incredible coincidence is possible.
3	

Luck Cost: 5 Character Points per 1D6 of Luck, maximum of 3D6.

PERCEPTION

The character may buy a +1 to his Perception Roll for 3 Character Points. The character may also buy +1 to a specific sense (sight or hearing) for 2 Character Points.

PERKS

Perks (or perquisites) are useful licenses, permits, or other rights that characters may have. Normally, these are given out free to members of an agency or an organization (or part of the Package Deal). Individual characters can also purchase them with the GM's approval. Simple perks may be had for 1 Character Point: like a Press Pass (allowing you to go into emergency areas and past some police cordons) or an International Driver's License. More useful Perks should cost 2, 3, 5 or even 10 Character Points — the GM should assign a point cost for his campaign. Some expensive Perks would be things like Diplomatic Immunity (5 points) or License To Kill (10 points). Exactly how these would work in a campaign is up to the GM.

RUNNING

The character may buy +1" to his base Running for 2 Character Points until +4". The cost then becomes 4 Character Points per +1" Running thereafter.

SCHOLAR

The character learns new Knowledge Skills easily, at a -1 Character Point to the cost. The minimum cost of a Knowledge Skill is still 1 Character Point, but for that one point you are able to make an 11 or less roll. Scholar costs 3 Character Points, and may only be purchased once.

SWIMMING

In *Robot Warriors*, we assume that everyone knows how to swim at a base 2" per phase. Extra swimming may be bought for +1" for 2 Character Points for the first 3", +1" per 4 Character Points thereafter.

PRE BASED SKILLS

Presence based Skills cost 3 Character Points for a base (9 + PRE/5) or less roll. A +1 to any PRE based Skill costs 2 Character Points.

CONVERSATION

This Skill allows the character to extract information from people with careful conversation. Use of this Skill takes time, and if the roll is blown, the subject realizes he is being pumped and usually clams up. However, if the Skill is properly performed, the victim won't know what they've divulged. Conversation Skill is a handy way for the GM to give information to the characters, through NPCs. Sometimes the target of your Conversation Skill may be subtly using their own Conversation Skill to get information from you.

Knowing the language you're speaking is important to the proper use of this Skill. If you don't know the language too well, the GM should apply a -1 to -3 modifier. If the information you're trying to get is technical, then a Science Roll is complementary. Persuasion Skill can also be complementary to Conversation.

CULTURE

This Skill gives the character the knowledge of high society, what vintages are good, how to mingle with royalty and Very Important People. Culture Skill is very useful for the character that wants to get into those special parties, and especially useful if he wants to get invited more than once. This Skill varies from society to society, so Area and Culture Knowledge are very important complementary Skills. Culture Skill can make some Disguises very effective, particularly in gaining information. A failed Culture Roll can result in a terrible mistake at a social function. This can be very embarrassing.

DISGUISE

The ability to change your appearance through makeup, costumes, and acting. Use Disguise versus an INT Roll for Skill vs. Skill to detect a disguise. It is more difficult to impersonate someone specific (-1 to -3), as is maintaining a disguise over a long time (-1 to -3). Makeup and proper props add +1 to +3 to your Disguise Roll. Area Knowledge, Languages, and Sciences can all be complementary to Disguise. Failing your Disguise Roll means that other characters may make an INT Roll to penetrate the disguise.

Disguises can be spur of the moment things, like knocking out a guard and putting on his uniform. Having the appropriate uniform might be a +1 or +2 modifier. Disguises with a great deal of preparation and study can be much more successful, but the preparation can take several days to several weeks of study.

PERSUASION

The ability to convince, persuade, or influence people. This ability is normally only used on NPC's, players being allowed more latitude with their decisions, but a successful Persuasion roll should make the player much more inclined to believe the orator. This also includes the ability to tell a believable lie. Modifiers are very important to this Skill. If the victim wants to believe, the GM should give the liar at least + 3 to his roll. Of course, the more outrageous and unbelievable the lie is, the more negative modifiers the GM should attach to the roll.

DISADVANTAGES

Persuasion Skill can be used to aid Presence Attacks, or Presence Attacks can be used to affect Persuasion Rolls. If the character makes his Skill Roll, he may roll a Presence Attack (increasing the attack by 1D6) on the person(s) he is attempting to influence. If the character rolls under half, he may increase the Presence Attack by 2D6. If the character does not make his Persuasion roll, he makes no Presence Attack on the listeners. Other circumstances may modify the Persuasion Roll or the Presence Attack (violent actions, surprise, etc.).

Presence Attacks can help modify Persuasion Rolls. Use the modifiers listed under Presence Attacks as a modifier to the Persuasion Roll (i.e., a +2D6 modifier would equal a +2 Skill Roll modifier).



STREETWISE

This Skill gives the character knowledge of the seamy side of civilization: the ability to find the black market, talk to thugs, gain information, etc. Encourage your players to role play this Skill as much as possible; it's a lot of fun.

Not knowing the language of the country would make this much more difficult, of course. Area and City Knowledge are complementary Skills depending on the type of information the character is trying to find. Failing a Streetwise Roll can be quite dangerous, since there are a lot of very tough people who don't like people asking questions. The GM may well have the player attacked by such NPCs when a Streetwise Roll fails.

A character can have certain problems or disadvantages as well as Skills. When such disadvantages affect the character strongly, the character gets more Character Points to buy Skills or increase Characteristics. Players looking for more Character Points for their characters might want to take one or two Disadvantages from the following section. Each Disadvantage has several different possibilities, each one with different Character Points.

These Disadvantages are a good way to create a personality for your character. The GM should work with the player in picking each of the character's Disadvantages. Good reasons for Disadvantages can be found in the character's background. A good set of Disadvantages provides a picture of the character's history, his friends, enemies, likes, and dislikes. Thus, each Disadvantage should fit with the player's conception of his character.

Disadvantages also help the GM, making it easier for him to connect the character with events in the campaign. Often, Disadvantages will lead directly to adventures and role playing with the other characters. If the GM doesn't have an idea for the night's adventure, a quick look at the character's Disadvantages will usually give him several good plots.

The GM and the players should always remember the primary rule about Disadvantages: A Disadvantage which doesn't limit the character in some way isn't worth any points! A character who takes Hunted by the KGB, when he knows that the campaign is a postholocaust campaign where there IS no KGB, shouldn't get any points for that Disadvantage. Similarly, a character who takes Psychological Limitation: Fear of Mutants, when the GM's running a campaign with no mutants ever involved, doesn't get any points. Only Disadvantages that actually hinder the character in the regular course of play should be allowed by the GM.

The GM should be aware of the character's Disadvantages, and take advantage of them. A Disadvantage shouldn't be overemphasized (example: every adventure the character is pursued by the police), just brought into play often enough so that the character is aware of it.

When taking more than one Disadvantage of the same type (for instance, several Hunteds or several Psychological Limitations), successive Disadvantages are worth less, according to the Disadvantage Cost chart.

DISADVANTAGE COST CHART

Disadvantage	Cost
First one	x1
Second similar one	x1/2
Third similar one	x1/4
Fourth similar one	x0
Any more similar ones	x0



Example:

Rik Savage tries to pile up some Character Points by taking three Hunteds: a 14 point Hunted, a 9 point Hunted, and an 8 point Hunted. Since these three Disadvantages are similar, Savage won't get full points for all of them. Instead, referring to the Disadvantage Chart, the most expensive Hunted is given full points, the second Hunted is worth x1/2 points, and the third Hunted is worth x1/4 points. Thus, Savage ends up with 14 + (9/2 = 5) + (8/4 = 2) = 21 points.

Other Disadvantages that the players or GM might think of can be modeled after one of the existing Disadvantages. Encourage the players to be creative with their Disadvantages, and the game will be more interesting as a result.

Characters may "buy off" their Disadvantages with Experience Points (see Experience Points). This should be discussed with the GM beforehand, and the GM should try to come up with a scenario that provides an exciting reason for the character's Disadvantage to be removed. For example, a character who has Distrust of All Aliens decides to spend some Experience Points and remove the Disadvantage. He tells the GM, who sets up a run where the character is forced to work with a group of friendly aliens who eventually prove to him that some aliens can be trusted. The character then spends the Experience Points equivalent to the cost of the Disadvantage, and the Disadvantage is no more.

It's a good idea to keep the number of Disadvantages low for starting characters. The more Disadvantages they have, the more difficult it is for the GM to keep track of all of them and actually use them. Of course, Disadvantages that players may incur in the course of the game (like making the High Marshall's Elite Guard really mad at you) don't give the character any points. That's just part of the hazards of role playing.

BERSERK

A character may have a psychological quirk that makes him go berserk when he gets into a certain situation. Perhaps it's when he is cornered, or when he fights a particular alien race, or when he is taunted about some real or imagined deficiency. Whatever the situation, when the character is confronted with it the player must roll 3d6. If the particular roll happens, he attacks the nearest enemy and concentrates on that enemy to the exclusion of all else, including recall commands, the odds against him, or any other intrusion of reality.

The berserker may attempt to Recover from this state with another 3d6 roll whenever his immediate foe has fallen, some other character attempts to bring him out of it, or an entire turn has gone by without any other chance to make a Recovery. If the foe has fallen and Recovery is not made, the berserker attacks the nearest moving object similar to the foe, be it friend or enemy, and continues the attack until that target is down or the berserker himself is down or recovers. Berserk characters use their most familiar or often used offensive weapon at maximum strength when Berserk.

The player decides how easily the character goes Berserk and how easily he comes out of it. The GM decides how common the circumstances are.

For most campaigns, the Berserk Disadvantage should be used sparingly, with low chances to go Berserk, high chances to Recover, and low frequency. Otherwise the character would probably not be stable enough to become a robot pilot.

BERSERK BONUS

Chance to Go Berserk:	Bonus
8 or less	1 pt.
11 or less	3 pts.
14 or less	5 pts.
Chance to Recover:	Bonus
14 or less	0
11 or less	+1
8 or less	+3
Circumstances:	Bonus
Uncommon	+0
Common	+1
Very Common	+3

DISTINCTIVE LOOKS

A character with this Disadvantage has some easily recognizable feature that is difficult to conceal. Distinctive Looks could be such things as bright red hair, a facial scar, unusual height (large or small), a peculiar walk, a strange voice, or some other trait (the appearance of your robot doesn't count). This Disadvantage may only be taken once; having several scars just makes you more distinctive. The Character Point bonus is shown on the Distinctive Looks table.



DISTINCTIVE LOOKS BONUS

Concealability:	Bonus
Easily concealable	1 pt.
Concealable (with Disguise)	3 pts.
Not concealable	5 pts.
Distinctive Looks cause fear, disgust, etc. in viewers	2x pts.

For instance, a strange voice would be Concealable (worth 3 points), since the character could avoid talking. Since this would be unusual, it would not be Easily Concealable. If the voice was so frightening that it would affect most people, it would be worth 2x points, or 6 points. Clothing may be considered Distinctive Looks, but the character has to dress that way even in inappropriate situations.

FRIENDS

A character with this Disadvantage has a non-player character friend or loved one who gets in the way and gets into trouble a lot, requiring the character to protect or save them. The character should define how competent the NPC is and how often the NPC gets involved in scenarios. The points for a Friend are given on the Friend table.

FRIEND BONUS

The Friend gets involved:	Bonus
Infrequently (8 or less)	3 pts.
Occasionally (11 or less)	5 pts.
Frequently (14 or less)	8 pts.
The Friend is:	Bonus
Competent (A normal person, with about 20 points in Characteristics and Skills)	0 pts.
Normal (A normal person, no extra points, but possibly some points are shifted around)	3 pts.
Incompetent (A normal person with -20 points in Characteristics)	5 pts.

The GM should determine at the beginning of the adventure whether or not the Friend will be involved; the roll is given as a guideline. The Friend should be someone very close to the character, so the character will take extra care to make sure that he isn't harmed. Remember, a Friend is a Disadvantage — he may help the character once in a while, but on the whole he just causes more trouble. If he's too helpful, the character shouldn't get any points for the Disadvantage. For instance, the inquisitive girl who's always getting into trouble, the bumbling rookie pilot who insults the street scum when you're on leave, and even the good buddy who tries to help and always screws up are all good examples of Friends.

The player must determine who his Friend is before he begins to play his character. The GM can help choose a Friend, develop his personality, and write him up. The Friend should always be written up on a character sheet, and have a fully developed background. Friends, being the kind of Disadvantage that they are, rarely gain Experience Points (only if the character buys off the Disadvantage first). The GM might even give the Friend some Disadvantages, thus making the character more interesting. Sometimes the player may leave the Friend entirely up to the GM, and let the GM surprise him. The Friend can also change from time to time, or even every adventure (the character has a new girlfriend every time).

If you want to take another player's character as a Friend, use the Psychological Limitation Disadvantage. A Friend can more easily influence a character's course of action, so give Friends a +2 to their Persuasion Roll when attempting to persuade their character.

When a Friend dies, the character has several choices, depending on the nature of his personality. He can find a new Friend (provided by the GM), or he can gain the equivalent Character Points in a Psychological Limitation. Such a Psychological Limitation could be revenge, violence in general, or depression and uncertainty.

HUNTED

A character with this Disadvantage is hunted by some person or group in the campaign; he may or may not know he's being Hunted (player's choice). Taking this Disadvantage means that sometime during some of your adventures, the Hunters will show up and attempt to do something nasty to your character (beat him up, find out something, retrieve an object, or even try to kill him).

The Character Points a character gets for being Hunted depends on how many, how good, and how actively the Hunters are looking for the character. The Character Point bonus is listed on the Hunted chart. First, choose the number of Hunters (one of the first three choices). These group sizes are intentionally vague, so the GM can modify them if necessary for his campaign. Next, decide if the Hunters use highly trained (75 points or more) people or special equipment; if so, take the 3 point bonus.

The chance for a Hunter to show up in each game session is a base 8 or less roll on 3D6. The GM secretly rolls this chance at the beginning of the adventure; if he rolls an 8 or less, the Hunter should show up sometime during the course of the adventure. This chance to show up is meant as a general guideline for the GM, not a rule. Feel free to ignore the roll if you have another adventure planned. Just make a note of it somewhere, and someday make sure the character gets what's coming to him. If a character is Hunted more actively than an 8 or less, he gets more points; a 3 point bonus for an 11 or less roll, or a 5 point bonus for a 14 or less roll.

All Hunteds must be approved by the GM, and all Hunters should already be written up by the GM. The player (with the GM's help) should figure out why he's being Hunted by that particular individual or group. The Hunters may be involved with the character's origin or some part of his early (nonplayed) career. The Hunters may want to kill the character, discover the source of the character's power, take revenge on the character for some act, or retrieve something the character has taken. Use your imagination; the more creative the reason for the Hunted, the more fun the game will be.

Characters don't get points for individuals or groups that begin Hunting the character after he's started play.

HUNTED BONUS

Type of Hunter:	Bonus
Hunter is a single person.	1 pt.
Hunter is a small group (50 to 100 people).	3 pts.
Hunter is a medium group (500 to 1000 people).	5 pts.
Hunter is a large group (2000 or more people).	8 pts.
Hunters are 75 points or more, or use special equipment.	+3 pts.
Hunter is after character full time (11 or less).	+3 pts.
Hunter is after character fanatically (14 or less).	+5 pts.

PSYCHOLOGICAL LIMITATION

A character with this Disadvantage has a mental quirk about a given thing or situation. The character reacts unusually to this thing or situation, usually with fear or hatred.

The player defines how often the situation for his character's limitation occurs and how damaging it is. The Psychological Limitation always affects the character when that situation turns up. The character gets points according to the Psychological Limitation table.

PSYCHOLOGICAL LIMITATION BONUS

Situation Is:	Bonus
Uncommon	3 pts.
Common	5 pts.
Very Common	8 pts.
Intensity:	Bonus
Moderate: decides character's choice of targets, reactions to situations, may only change with Ego Roll.	+0 pts.
Strong: character takes irrational actions concerning the situation, may only change with Ego Roll at -5 penalty.	+3 pts.
Total: character becomes totally useless or completely irrational in the situation, will not change his mind for any reason.	+5 pts.

Once the situation has occurred, the character must react as his Psychological Limitation dictates for at least one phase. Then, the character may attempt to shut away his fears through strength of will. If the character makes an EGO Roll, the Intensity of the Psychological Limitation is one category less on the table.

Even if the character has made his EGO Roll, the GM may impose combat effects on the character, such as half normal CV, when the Psychological Limitation deals with fear. The GM should feel free to modify the EGO Roll up or down considering the exact situation the character is in.

Psychological Limitations should be used to define the major outlines of the character's personality. The GM should not allow frivolous or silly Psychological Limitations (fear of mice, hatred of pink).

Examples:

Code of Chivalry: Common Situation, Total Commitment (10 pts.)

Claustrophobia: Uncommon situation, Strong Reaction (6 pts.)

Overconfidence: Very common situation, Moderate Commitment (8 pts.)

The amount of points for these examples could of course vary due to the Intensity of the limitation, which varies from character to character. Remember, this is a Disadvantage, so the GM should stress the bad aspects of the limitation. Occasionally, overconfidence may help the character, but most often it should cause him to get into trouble.

REPUTATION

This Disadvantage means the character has (in his career previous to being played) built up enough of a Reputation that people will recognize him and know about him. This can occasionally be useful, but more often it serves to inform people of the character's whereabouts and give them knowledge they wouldn't ordinarily have, about battle tactics or equipment. Characters may, of course, build up a reputation during the course of adventuring, but this won't give them any Character Points. The bonus is awarded according to the Reputation chart.

REPUTATION BONUS

Recognized:	Bonus
Sometimes (8 or less).	0 pts.
Frequently (11 or less).	3 pts.
Almost always (14 or less).	5 pts.
Bad Reputation	+3 pts.

**RIVALRY**

Characters in Japanese animation are continually engaged in rivalries, either professional or romantic or both. These are not like a Hunted, because the rival is usually on the same side and the rivalry usually affects the character's

personal life, not his robot warrior activity. All Rivals must be okayed by the Game Master, and by the other PC if that PC is the object of the rivalry.

In a rivalry situation, the character always attempts to show up better than his rival in everything, even to the detriment of the long-term goals of the campaign.

RIVALRY BONUS

Rivalry Situation:	Bonus
Professional rival	3 pts.
Romantic rival	2 pts.
Rival is in superior position (superior officer, engaged to romantic interest, etc.)	+ 3
Rival is in inferior position (inferior rank, you are engaged to romantic interest, etc.)	+ 0
Rival is NPC	+ 0
Rival is PC	+ 2

ROMANCE

Characters in Japanese animation are continually involved in romantic affairs, both requited and unrequited, which affect their efficiency and general worldview. All Romances must be okayed by the Game Master, and by the other PC if that PC is the object of the romance.

Romance objects take overriding priority when rescuing is to be done, and any Characteristic roll is lowered by -2 if the result would work against the interests of the beloved, and raised by + 2 if they would work in the interests of the beloved.

ROMANCE BONUS

Romantic Situation:	Bonus
In love with other character	3
Other is NPC	+0
Other is PC	+2
Love is mutual	+0
Other party not in love with you	+2

UNLUCK

A character with this Disadvantage has improbable, unlucky things happen to him. The GM should ask the character to make an Unluck Roll when the character is winning easily in a fight, depending on a sure thing, taking a simple task for granted, etc. The GM should be careful not to overemphasize this Disadvantage, as Unluck can be most frustrating and annoying. The GM might well want to roll secretly for Unluck, and let the player worry about whether or not it's working. Usually, Unluck should only be rolled for once during an encounter, to give the GM a general idea of the outcome.

The character rolls 1D6 for every 5 Character Points of Unluck. Each "1" that appears on the dice counts as one level of Unluck. The more levels of Unluck, the more intense the effects should be. The following table gives some suggested effects for Unluck.

UNLUCK TABLE

Levels	Possible Effects
1	The character might slip and be put at a combat disadvantage, or his weapon attack might fumble. The character could lose a vital clue or piece of equipment, or get involved in a fight.
2	Bystanders might get between the character and his target, normally friendly people might be unwilling or unable to help the character, his weapon might break. Perhaps a fumble might injure a friend.
3	The character might suddenly be Stunned in a fight by falling debris, another enemy might show up, a downed enemy is revived by a spectacular coincidence.

Unluck is not just a roll; it should affect the character in minor ways when a character is winning or on top of a situation. A character may be Lucky when losing and Unlucky when winning (resulting in a very confused character). The maximum amount of Unluck allowed is 3D6 (15 Character Point bonus). Any more than this and the character would have great difficulty staying alive in a dangerous world.

WATCHED

With this Disadvantage, the character is being Watched by some person or organization. They may be keeping track of him by spies or informers, or by watching his credit transactions, or by constantly bugging his house, car, or clothes. The Watchers always have a good reason for keeping an eye on the character, and when that reason comes up, the Watch will turn into a Hunted. The Watchers may be looking to see if the character breaks any rules or laws (possibly part of a Package Deal), or waiting for him to lead them to someone, or just to be able to sell the information to the highest bidder.

The GM should always be consulted when the character wants to be Watched. Normally, only one organization will be Watching a character. The bonus is found on the Watched table.

WATCHED BONUS

Type of Watcher	Bonus
Watcher is a small group (50 to 100 people).	1 pt.
Watcher is a medium group (500 to 1000 people).	3 pts.
Watcher is a large group (2000 or more people).	5 pts.
Watcher is after character sometimes (8 or less).	+ 0 pts.
Watcher is after character full time (11 or less).	+ 3 pts.
Watcher is after character fanatically (14 or less).	+ 5 pts.

EXPERIENCE POINTS

As the players continue their characters in a campaign, the characters should be improving by learning from their experiences. The GM should give them Experience Points to reflect their time spent improving their physical condition, learning new Skills, or improving old ones.

Experience Points act as Character Points or Construction Points in all ways; really, Experience Points are just Character Points and Construction Points that the character obtains as he has more adventures. A character may spend Experience Points on himself to improve an already purchased Skill, increase a Characteristic, or buy off a Disadvantage. The character may even buy new Skills with the permission of the GM. The GM should be careful only to allow new Skills that are within the scope of the character's original conception.

Alternately, the character can use Experience as Construction Points to either enhance the systems of his robot or convert to mass units to increase the Hardware. This reflects the additional goodies an experienced and successful robot pilot can expect to wheedle out of his superiors, mechanics, favorite scientist, or whoever else is likely to assist him. If his robot is later shot out from under him, he can transfer these points to another robot, though the GM may make this difficult as a part of the campaign story. The pilot may have to trek overland and find another robot base before he can regain a robot and then ingratiate himself with the new hierarchy before he can replace all the extras he added to his old robot with Experience Points.

Normally, any change in a character or his robot due to Experience happens between adventures. A character who wants to learn a new Skill should spend a fair amount of time in the campaign (at least a couple of weeks, game time). Many Skills would require that the character be training under an instructor (perhaps provided by the agency, if the character works for one). The character may have to go out of his way to find a teacher in some of the more esoteric Skills.

The GM should decide how many Experience Points to give out; this is not an easy decision. If he gives out too few points, then the character and the campaign become stagnant. If he gives out too many points, then the character may become unrecognizable and overpowerful in a very short amount of time.



The following table should help the GM decide how many Experience Points to give out to the characters. This table is a set of guidelines, and should not be taken as absolute. A very large adventure with a single character heavily involved may be worth many small adventures that were resolved very swiftly.

Each character is given Experience Points on his own merits. The amount of Experience given to each character

for the same adventure may therefore vary. The average Experience given out is about 1 to 3 points, with 4 points being an exceptional adventure, and 5-6 points an incredible adventure. The worst characters can ever do is gain 0 Experience Points; never take Experience Points away, much as you might like to.

EXPERIENCE POINTS

Situation	Experience
Characters were on an adventure/mission	1 pt.
Characters were on a very long, involved adventure/mission	2 pts.
Characters were clever, inventive, thorough, and subtle	+ 1 pt.
Characters role played well	+ 1 pt.
Characters solved a mystery	+ 1 pt.
The adventure/mission was a resounding success	
Characters role played very poorly	-1 pt.
The adventure was a terrible failure	-1 pt.

ASSIGNED EXPERIENCE POINTS

The GM may choose to give out Experience Points for specific Skills or attributes that the characters used during the adventure. Each player should state at the end of the adventure one Skill (new or old) that he thought his character might have used a great deal during that particular adventure. The GM then can decide to give the character an Experience Point to be used only for that specific Skill. The Assigned Experience Points are like a bonus, over and above the Experience Points given out for the adventure.

For instance, Stacey's character Natasha was on a mission on the jungle planet Vineallia and spent several months there. At the end of the mission (which actually consisted of several adventures) the GM asks Stacey what Skill she thinks her character used the most. Stacey tells the GM that Natasha spent a lot of time talking to natives, so maybe a point or two with the Vineallian language would make sense.

The GM thinks about the adventure, and agrees with Stacey that the character should have become fairly conversant in Vineallian during the course of the adventure. So the GM awards Natasha with 1 Character Point in Vineallian, in addition to the other Experience Points Natasha got for the adventure.

Assigned Experience Points are usually given to Knowledges, or maybe Languages. Occasionally the GM may give a character 1 Experience Point towards a +1 with some Skill. Contacts or Favors are also a good thing to give out, since they tend to make things easier for the GM the next time he runs, and the players get another source of help. Finally, Assigned Experience is good to give toward specific upgrades of the character's robot. The GM may well choose to give out more than one or two Experience Points by assignment, thus helping the character grow in the direction indicated by his actions on the adventure. However, characters should always have some Experience Points that they're free to spend anywhere.

CHARACTER TO CHARACTER COMBAT

Robot Warriors is not just giant robots attacking one another. Sometimes the pilots have to get out and do their own fighting. The rules for people fighting are very similar to those for robots. This section just highlights the differences.

ACTION PHASES

Most character action phases will be the same as listed under Advanced Combat. Some are not listed there, and are shown in the following chart.

ACTION PHASE TABLE - CHARACTER COMBAT

Action	Time required	Move required
Flying Tackle	1	1 hex
Open a door	1/2	-
Preparing a grenade	1/2	-
Reloading	1/2-1	-
Soliloquy	0	-
Take a Recovery	1	-
Throwing a grenade	1/2 *	-

* — You may not perform another action after these actions, but you may perform a half phase action before these actions.

CHARACTER MOVEMENT AND GAME SCALE

Robots normally act in 16 meter Robot Scale hexes. Characters are much smaller and so normally act in 2 meter Character Scale hexes. Whenever a hex is referred to for a character it is assumed to be a Character Scale hex. Just remember that any robot moving on character scale hexes moves eight times faster than is listed on its control sheet.

RUNNING

Every character has a base running distance of 6 hexes in a phase. A character may use any or all of his hexes of movement in his Phase. A full move is defined as moving more than half of his movement. Unlike robots, if a character has made a full move, he can't do any other action.

All movement costs END at the rate of 1 END per 5 hexes of movement used (see Endurance). Noncombat movement at multiple distances does not increase the END cost of a movement action. Whenever a character makes a noncombat move, his OCV and DCV are considered to be zero (he can still try to fight, if he wants to).

If a character starts a phase out of combat and ends a phase out of combat, he may multiply his base Running distance by two (x2). A character may not use this double movement when moving into or out of combat. Running costs 2 Character Points per inch, up to four extra inches; thereafter, the cost doubles. See Skills.

SWIMMING

All characters can swim a base distance of 2 hexes per phase. This can be increased by 1 hex for 2 points, up to 4 hexes per phase, after that the cost doubles.

OPTIONAL COMBAT SEQUENCE CHECKLIST

Optional rules add to the Combat Sequence given already for robots, use any one or all of them, as the situation indicates. If you do use all of them each time, combat goes much slower, but will be very realistic. Normally, the GM would only want to do this for a very special battle, usually a single combat. Use these rules only if you want to; they're not required.

- 1) Determine the attacker's OCV.
- 2) Determine the defender's DCV.
- 3) Attacker makes his Attack Roll (3D6); his chance to hit is 11 + attacker's OCV - defender's DCV.
- 4) Pay the END cost for using your weapon.
- 5) If he misses, his action Phase is over; go to the next character's Phase.
- 6) If he hits, determine the damage and any effects of damage; then go to the next character's Phase.
- 7) *Check for Knockdown; target may be knocked back or down.*



COMBAT MODIFIERS

RANGE MODIFIERS

When a character attacks a target at a distance, his attack is given a Range Modifier. The Range Modifier is given in the form of "1 per 3 hexes", or "1/3h". This means that if the character attacks a target from 0 to 3 hexes away his OCV is normal; if he attacks a target 4 to 6 hexes away his OCV is -1. For each additional multiple of the attack's Range Modifier, the character's OCV is reduced by another -1.

Skill Levels with a ranged attack (like a pistol) can be added directly to OCV (see Skill Levels), or added to increase the Range Modifier; each Skill Level increases the Range Modifier by +1, which happens before the Range Modifier is doubled or halved by any Combat Modifiers. For instance, a -1/3h Range Modifier is -1/4h when using 1 Skill Level to increase it.

Skill Levels with melee weapons may also be used to increase damage or Stun. Two Skill Levels can be used to increase the weapon's damage one step (see Added Damage), up to the maximum damage of the weapon (see Weapons). Two Skill Levels also increase the weapon's Stun Modifier by +1; no more levels may go to increasing the Stun Modifier.

SURPRISED

A character who is surprised while not in combat has a DCV of 0 and takes 2x Stun from the attack. He must be totally unaware of the attack and not expecting any attacks at all. Someone who's running at "noncombat" speed toward a fight is expecting trouble, and isn't totally unaware, so he wouldn't take 2x Stun even though his DCV is zero because of using noncombat speed.

A character who is attacked by surprise while he is in a combat situation has his normal DCV halved. This can happen when someone sneaks up behind the character, or a new attacker shows up from a totally unanticipated direction.

THROW

An unbalanced object like a chair or a lamp has a -1/1h Range Modifier. All melee weapons are considered unbalanced, except for the few listed on the Missile Weapons List. Throwing a balanced object like a round rock, a throwing knife, or a pole has a -1/2h Range Modifier. The Throwing Table in the Characteristic Rolls section tells you how far you can throw different types of objects.

THROW AT A HEX

If a character wants to throw an object at a particular hex, that hex has a DCV of 3. This reflects the fact that, at a distance, a spot on the ground is hard to aim for. Hexes directly adjacent to the character should have a DCV of 0. When throwing an object, take the Range Mod as explained for Throw. To find the distance you can throw an object, see the Characteristic Rolls section, and look at the Throwing Things Table.

UNFAMILIAR

A character using a weapon with which he hasn't bought Familiarity takes a -3 OCV penalty when using that weapon.

COMBAT MANEUVERS

Unless otherwise explained, the combat maneuvers shown are the generally the same as in the Role Playing Combat section.

COMBAT MANEUVERS FOR HUMAN VS HUMAN

Maneuver	Phase	OCV	DCV	Effects
Block	1/2	—	+ 0	stops one attack
Brace	0	+ 1	+ 0	x2 range mod
Covered	1/2	*	+ 0	target held
Disarm	1/2	-3	-1	target disarmed
Dodge	1/2	—	+ 3	vs. all attacks
Flying Tackle	1	-2	—#	x1 and knockdown
Grab	1/2	-1	-2	grab, do x1 STR
Hold	1/2	-2	-2	both stopped
Killing Blow	1/2	-2	-2	(STR/15)D6 killing
Set	1	+ 1	+ 0	x2 range mod
Strike	1/2	—	+ 0	by weapon type

* — Use OCV mod for Hit Location; usually -8
 # — Both are prone (see Combat Modifiers)

COVERED

This maneuver deals with the common situation of holding someone at gunpoint. If the target is unaware of your character (when you've successfully snuck up behind him, or Surprised him by drawing a gun and he's failed a Perception

Roll), you can elect to Cover him rather than shoot him. The target is DCV 0. If the target is already in combat (and thus has his full DCV) and you Surprise him and shout something like "Freeze!", his DCV is halved. The target may well decide to stop, because being half DCV means there's an excellent chance he'll be hit. If the target decides to keep going, the attacker gets his shot at the target's half DCV. After that one shot, the target gets his full DCV (assuming he's still alive). If both the attacker and the target are in combat and aware of each other, then neither can Cover the other unless he makes a successful 3x presence Attack (see Presence Attacks).

This process is a great way to capture people, because they don't have much of a chance if they try to struggle (the attacker just pulls the trigger, and he gets an excellent chance to severely wound or kill the target). How does the defender get out? He waits for (or arranges for) a distraction. Any 1x Presence Attack does the trick, but note that the defender must reduce any Presence Attack he does by 3D6 (after all, he's at a big disadvantage). If the attacker is successfully distracted, then make a DEX versus DEX Roll (target first). If the defender fails, he's Covered again (or can take the damage, if the attacker is tired of playing around).



If he succeeds, he gets a free phase action-combat begins at Segment 12, if it wasn't already going on. If combat was in progress, you get a phase to act (a saved action) and your attacker must wait until his next phase to act. The former attacker is usually Surprised by this, though he is normally considered in combat.

FLYING TACKLE

This maneuver allows the character to attack at the end of a full move. The character simply runs and jumps right onto his opponent. If you miss your target, you end up prone on the ground in that hex. If you hit the target, he takes your normal STR damage (1D6 for every 5 points of STR) and falls down. If you rolled exactly what you needed to hit, the target takes the damage and stops, but hasn't fallen down. The attacker always ends up Prone, whether or not he hits.

KILLING BLOW

This maneuver allows the character to do killing damage to the target without using a weapon. It includes things like breaking bones, throat punches, kidney strikes, and so on. The Damage Class of the Killing Blow is equal to the character's STR divided by 5. Like any other killing attack (such as bullets or knives), the character struck by a Killing Blow does **not** subtract his PD from the Body or Stun damage done unless he is wearing resistant armor.

DETERMINING DAMAGE

The result of striking someone or something is some amount of damage. In *Robot Warriors*, the amount of damage is determined by rolling dice. This means that the damage done by an attack is variable, but it centers around an average. The variation in damage from rolling dice makes combat more interesting. There are two different types of attacks: normal attacks and killing attacks.

The number of dice to roll is given by weapon type for weapons; for STR (punches), it's determined by the rule of five: just divide the character's STR by 5 to get the number of dice of normal damage he does. A character with a STR of 20 could roll up to $20 / 5 = 4D6$ of damage. An amazingly strong man with a 25 STR could roll up to $5D6$.

Of course, STR can be bought in other than multiples of 5 Points. If the character's STR is over half way to the next multiple of 5 (3, 4, 8, or 9) then the character can add $1/2D6$ of effect. For instance, someone with a STR of 23 would do $4 \frac{1}{2}D6$ of damage with a punch.

Killing attacks are three times as expensive as normal attacks. A character gets 1D6 for every 15 Points of STR when he's using the Killing Blow maneuver. If the character has one third (5-9 Points) more than a multiple of 15 STR, he may add +1 to his damage roll. If a character has more than two thirds (10-14 Points) more than a multiple of 15 may add $+1/2D6$ to his damage roll.



NORMAL ATTACKS

Punches, weapons like clubs or quarterstaves, and concussion explosions are "normal attacks". This type of damage tends to knock people out (cause Stun Pips) rather than kill them (cause Body Pips). The total of the dice rolled for normal damage is the number of Stun Pips done to the target. Each die also does some Body damage — any die that rolls a "1" does 0 Body, any die that rolls "2-5" does 1 Body, and any die that rolls a "6" does 2 Body. The number of Body done is usually close to the number of dice rolled.

Example:

Koshiro uses his 25 STR to hit a crook, and decides to do his full damage. Koshiro rolls $25/5 = 5D6$ for damage. He rolls the dice and the following numbers come up: 2, 6, 1, 5, 4. The total of the dice is 18, so 18 Stun are applied to the crook. There's a single "1" among the dice, which does 0 Body damage; three rolls of "2-5", which do 1 Body each, for a total of 3 Body; and a single "6" among the dice, which does 2 Body. The total Body damage is $0 + 3 + 2 = 5$ Body.

If a character needs to roll a $1/2D6$ he determines damage differently. The half die should be rolled separately or segregated by color to identify it as the $1/2D6$. The face value of the die is multiplied by one half and rounded up to get the number of Stun done. The $1/2D6$ does 1 Body only if the roll is a 6.

KILLING ATTACKS

Damage for Killing Attacks (most weapons, all robot attacks, a Killing Blow) is determined differently than normal attacks. The total of the dice is the number of Body applied to the target. The character then rolls $1D6-1$ (some weapons have a different Stun Multiplier), and multiplies the result by the amount of Body done. The minimum Stun multiplier is 1. The result of the multiplication is the amount of Stun damage done to the target. This, of course, only applies to targets that have Stun (Pips) to affect. As shown before under Robot Combat, Killing Blows struck at a Robot just do Body, Robots have no Stun.

Example:

Koshiro shoots another crook with his pistol, doing a $1D6+1$ Killing Attack. The die roll is 4, plus one for a total of 5 Body. Koshiro then rolls $1D6$, rolling a 5. Since the multiplier is $1D6-1$ for this pistol (a .9mm), he subtracts 1 from the 5 he rolled for a Stun multiplier of 4. The total Stun damage done is $5 \times 4 = 20$ Stun.

DAMAGE CLASS

A character does increased damage with a melee weapon for every 5 STR he has over the minimum listed. Find the base damage a weapon does on the Damage Class table. For every 5 points of STR increase the damage by 1 Damage Class. However, the Damage Class with extra STR added may not exceed twice the basic Damage Class listed; thus, a weapon that does $1/2D6$ killing attack may never do more than $1D6 + 1$ killing attack, no matter how strong the wielder is. Consult the following table to see how much damage the character can do with his weapon. Remember, the END cost must be paid on the full amount of STR that the character uses. Of course, the character does not have to use his full STR.

DAMAGE CLASS TABLE

Damage Class	Killing Damage	Normal Damage
1	1 pip	1D6
2	$1/2D6, 1D6-1$	2D6
3	1D6	3D6
4	$1D6+1$	4D6
5	$1 \frac{1}{2}D6, 2D6-1$	5D6
6	2D6	6D6
7	$2D6 + 1$	7D6
8	$2 \frac{1}{2}D6, 3D6-1$	8D6
9	3D6	9D6



TAKING DAMAGE

Now that you know how to dish out damage, we'll show you how to take it. A character's PD is subtracted from the amount of damage done to him by normal physical attacks (punches, kicks, falling, clubs, concussion explosions or other normal attacks). The character's PD (plus any body armor Defense) is subtracted from the total Stun done by the attack, and again from the total Body done by the attack.

Example:

Koshiro is hit from behind with a club; the attack does 6 Body and 23 Stun. He has a PD of 8 plus some body armor with a Defense of 3, so he takes 23-11 = 12 Stun and 6 - 11 = -5 or 0 Body.

A character's ED works the same way as PD, but against energy attacks (electricity, fire, or other such attacks). Body armor's Defense works for energy attacks the same way.

Killing Attacks are applied differently from normal attacks. First, you find the Body and apply the Stun multiple to find the Stun done by the attack, then you apply the character's defenses, if he has any applicable ones. A character's PD or ED does not subtract from either the Stun or the Body damage done by a Killing Attack (like guns) unless the character has body armor.

A character with body armor that gets hit with a Killing Attack gets the body armor's Defense against the Body of the attack. He gets his total appropriate defense against the Stun of the attack. Any character takes a minimum of 1 Stun for every 1 Body that gets through his defenses.

Example:

An enemy agent hauls out his pistol — which does a 1D6 + 1 Killing Attack — and shoots Koshiro. The GM finds that Koshiro was hit in an area covered by neither his body armor nor his group insurance policy. The agent rolls 3 Body and 12 Stun. Since Koshiro has no body armor in that area, he takes 3 Body and 12 Stun.

The agent, flushed with victory, tries again. This time his bullet does 4 Body and 18 Stun. Unfortunately for the crook, he hit Koshiro's body armor this time, so Koshiro subtracts his body armor DEF of 3 from the Body done: 4-3=1 Body gets through. Koshiro totals his PD and the body armor Defense and subtracts that from the Stun: 18-11-7 Stun gets through. Koshiro proceeds to teach the agent the error of his ways.



EFFECTS OF DAMAGE

There are three major effects of damage: the effects covered in this section, in order of severity, are Stunning, Knockout, and Death.

STUNNING

When a character (after subtracting his defenses) takes Stun from a single attack that exceeds his CON, the character is Stunned. If the character takes Stun less than or equal to his CON, there's no effect (other than the loss of the Stun, of course). A character who's Stunned instantly has his DCV reduced to 0. The character remains Stunned and can take no action until he recovers on his next Phase. A character

who is Stunned or recovering from being Stunned can take no action, no Recoveries (except a free post-Segment 12 Recovery), and can't move.

Recovering from being Stunned requires 1 full Phase. If, for instance, a SPD 4 character was Stunned by an attack on Segment 5, he would use his Phase on Segment 6 to recover, but he wouldn't be able to take any action until his next Phase on Segment 9. Immediately after the DEX rank, the character recovers from being Stunned, regaining his full DCV, even though he can't act until his next action Phase. The Phase after the character recovers from his Stunned condition he can act normally. There is no limit to the number of times that a character can be Stunned and recover.



KNOCKOUT

If a character's Stun total is ever reduced to 0 or below he is Knocked Out. A character who is Knocked Out is lying on the ground, instantly has his CV reduced to 0, and cannot do anything until he recovers. Heroes who are Knocked Out take recoveries until their Stun total is greater than 0. As soon as the character has a positive Stun total, he's awake.

When a character is Knocked Out his body puts its entire energy reserve into awakening the character. Because of this, when a character wakes up with a small portion of his Stun, his END equals his Stun total.

Example:

Koshiro was Knocked Out by a thug with baseball bat; he was taken to -4 Stun. He has a REC of 7, so he'll have 3 Stun at the end of his next action Phase (when unconscious, the body automatically tries to recover, since it can't do anything else). Since Koshiro was Knocked Out, he awakens with the same END total as Stun, so he wakes up with only 3 END.

If a character is both Stunned and Knocked Out by the same attack, he spends his next Phase recovering from being Stunned and does not get a Recovery that Phase.

If a character is Knocked Out by a large amount, he won't get to Recover every Phase. Compare the Knocked Out character's Stun total to the Recovery Time table below to find out how often the character Recovers. The Stun total is compared to multiples of Recovery; thus Koshiro's chart, with a REC of 7, would be -0 to 7, -8 to -14, -15 to -21, -22 and over.

RECOVERY TIME TABLE

Stun Total	Take a Recovery
-0 to -1x	Every Phase and post-Segment 12
-1x to -2x	Post-Segment 12 only
-2x to -3x	Once a minute only
-3x or more	GM's option (a long time)

A character can Recover one level better on the chart if someone is helping him to Recover (slapping his face, pouring water on him, or similar aid). Helping someone

requires a full Phase, and the character only gets his Recovery benefit as long as someone is helping him.

DEATH

Whenever a character is at or below 0 Body, he is dying; he loses 1 Body each turn (at the end of segment 12). When a character with the usual amount of Body reaches negative 10 Body, he is dead. Characters with a lower Body, say 8, would only have to reach -8 Body to die. Characters with higher Body, like 12, would not be dead until they reached -12 Body.

This unpleasant fate is not inevitable. A character can be saved from the effects of 0 or negative Body with a successful Paramedic Skill Roll, -1 for every negative 2 Body. This doesn't give him back any Body; this just stabilizes his condition so he doesn't lose any more Body. The GM should modify this number for circumstances. With good medical care, good food, rest, warm and dry conditions, the character's chances are greatly improved (up to +8 or more; Robot era medical care can be pretty amazing). Poor conditions, dirt, additional shocks, extreme cold would be a -1 to -3 penalty.

OPTIONAL EFFECTS OF DAMAGE

The rules in this section are all optional. They all take more time and effort to use during play, giving you added realism at the expense of slowing down the action. It's a good idea to avoid using these rules if you have more than five or six players, even if they're very experienced players. If you're just learning how *Robot Warrior* combat works, then it's an even better idea to leave these optional rules for later.

The GM chooses when to use any of these optional rules. Players may request a chance to use Instant Death or Knockdown, but it's up to the GM to decide if he wants to let them use those rules. During the course of one adventure, there may be battles where these rules aren't used at all (a fight against many agents) and fights where these rules are used each blow (single combat against the Giant Henchman). It's up to the GM's good judgement to employ these rules wisely.

INSTANT DEATH

Whenever the Body damage done to a target is more than the character's total Body, the character can be considered dead. This effect should occur at the GM's discretion. Generally, unimportant ruffians and NPCs could be considered dead for the sake of faster game play. Player characters should be given the benefit of the doubt; after all, they're the important ones.

KNOCKDOWN

Weapons, especially big ones, can knock people down. Whenever a character takes a blow in which the weapon does half his Body, regardless of whether any of it is stopped by PD or armor, he must retreat one hex and make a DEX Roll; if he fails the roll, he falls down. Whenever the character takes a blow in which the damage exceeds his total Body, regardless of whether any of it is stopped by PD or armor, then he is automatically knocked down, going back one hex for every 2 Body points over his total. For instance, an opponent with a heavy pistol does 12 Body to a character who only has 8 Body; the character goes flying back 2 hexes. For normal attacks, add +2 to the Body done by the attack, only for the purpose of determining knockdown.

RECOVERY

During a battle, a character can find himself losing both Stun pips and END pips. To reflect the body's recuperative capacity, each character has a Recovery (REC) Characteristic. After segment 12 each turn, all characters get to Recover. This segment 12 Recovery is free, and places no requirements on the character. When a character Recovers he gets to add his REC to his current Stun pip and END pip totals.

Example:

At the end of segment 12 Dana has lost 4 END pips and 13 Stun pips. Dana has a REC of 5, so she ends up after her REC still down 13 ■ 5 = 8 Stun pips. Dana also recovers 5 END, and is now down 4 - 5 = -1 or 0 END pips. At the end of the turn, Dana is still down 8 Stun pips, but has all of her END pips back.

A character may also Recover during any of his action phases. When a character takes a Recovery during one of his action phases, he may do nothing else. The character may do nothing that costs END to use and his DCV goes to 0 while he is Recovering.

He also may not "reserve" his move to wait to see if he is attacked, then declare he is Recovering after everyone else has made his move. If you are tensed up, waiting for someone to do something, you can't relax enough to Recover.

If the character is hit while taking a Recovery, unless no Stun or Body gets past his defenses, he does not get to Recover. If the character Recovers during segment 12 he also gets the post segment 12 Recovery.

A character who is holding his breath does not get to recover, not even after segment 12. The character holding his breath also expends a minimum of 1 END pip per phase. A character may lower his SPD to 2, and only act as SPD 2, thus reducing the amount of END he uses. You may only declare your SPD change at the end of segment 12.

Example:

If a character is underwater, he expends all his END at 1 END per phase (more if he uses STR or powers). The character chooses to reduce his SPD to 2 while he is holding his breath, so he can last longer. Unfortunately, he still can't find a way to escape. The character then uses Stun as END (See Later) until he has used all of his Stun. After the character is exhausted, he drowns at 1 Body per phase.

A character may only recover Body after several days. Generally, a character recovers a number of Body in one month equal to his REC characteristic. For instance, Dana of the preceding example could recover 5 Body in a month, or approximately 1 Body every 6 days. This rate of healing assumes that the character is taking it easy.

If the character is running around, fighting, traveling, etc., the time needed to heal is doubled (2x). If the conditions are very poor, unsanitary, overly cold or hot (in jail, perhaps), then the time for healing is also doubled. Exceptional hospital care can halve the time needed to heal. This healing time can also be altered by a GM who runs a campaign with either a high level of medical technology (Robot Soldiers to the Stars) or a very low level of medical technology (Survivors of the Holocaust using robots built hundreds of years before...).

ENDURANCE

Normally, unless you expect the characters to be doing a lot of running and hand to hand fighting, it's not necessary to keep track of END. The GM should not require the characters to keep track of END until they are more familiar with the game system, and only when the situation demands it. It's better to keep things simple when the added complexity doesn't add to the fun.

Action requires some energy, and this is reflected in the game by requiring characters to use END. The general rule is that 5 points of STR costs 1 END each phase to use. Thus, a character using 10 STR would use 2 END to do so. A character does not have to use his full STR. Some actions don't have a STR listed; in such cases, a character spends 1 END. This includes such maneuvers as Block, Dodge, or firing a weapon that has no STR Min listed. Characters also expend END for movement (see Movement).

END that has been expended is regained whenever a character gets to Recover (see Recovery). If a character runs out of END and still wishes to take action, he may use Stun as END. For every 2 END the character wishes to use he takes 1D6 Stun damage. No defense is allowed against this damage. Yes, a character can knock himself out using this rule. Isn't it wonderful to be heroic?

PUSHING

Occasionally a character may need to exceed the normal limits of his STR to perform a heroic action. A character may push the limits of his STR by up to 5 points with a successful EGO Roll. The character may Push 1 point more than that for every 1 point by which he makes his EGO Roll. The character must expend 1 extra END for every 1 point he Pushes his STR in additional to his normal END expenditure.

The GM may provide a bonus or a minus to the character's EGO Roll, depending on how justified he thinks the Push is. If the character needs to punch out the bad guy in order to stop the nuclear weapon from going off, and wants to push his STR, the GM should give him a bonus to his EGO Roll. However, casual use of Pushing should be discouraged by applying a minus to the character's EGO Roll.

The character must declare that he is Pushing before he attempts to make his Attack Roll, not after. If he misses, he must still expend the END.

**CHARACTERISTIC ROLLS****INT ROLLS**

These can be asked for when the hero tries to use his scientific knowledge, or when hero attempts to remember something. INT Rolls can also be used to see if the character has some bit of information that the player does not.

EGO ROLLS

These might be made when a character has a test of will. A hero may have to make an EGO Roll to thrust his hand into boiling water or stay silent under torture.

Characteristic Rolls should not be required too often, as they tend to slow the pace of play.

**STRENGTH TABLE**

Strength	Lift (kg)	Damage	Jump (m)	Example
-25	.8	-	-	Grenade Pistol
-23	1.0	-	-	
-20	1.6	-	-	
-18	2.0	-	-	
-15	3.2	-	-	Rifle
-13	4.0	-	-	
-10	6.4	-	-	
-8	8.0	-	-	Shotput
-5	12.5	-	-	
-3	16.0	-	-	
0	25.0	-	-	Radio
3	37.0	1/2D6	1	
5	50.0	1D6	2	
8	75.0	1 1/2D6	3	Man
10	100.0	2D6	4	
13	150.0	2 1/2D6	5	
15	200.0	3D6	6	
18	300.0	3 1/2D6	7	
20	400.0	4D6	8	
23	600.0	4 1/2D6	9	
25	800.0	5D6	10	
28	1200.0	5 1/2D6	11	
30	1600.0	6D6	12	

Jump — Running broad jump distance in meters. Lift — Lift capacity in kilograms. Damage — Normal damage in hand to hand combat.

THE STRENGTH TABLE

The effects of a character's Strength Characteristic are spelled out in some detail in *Robot Warriors*. The Strength score determines how much the character can lift (in kilograms, in the table below), how much normal damage he does with his fists, and how far he can jump (the table below is for meters and presumes a running broad jump). The last column in the table gives examples of items for the various strengths indicated-i.e., if one has a Strength of 10, one may under most circumstances pick up a full-grown man.

A human-sized character needs at least a strength of 0 to stand up and walk around.

A note on leaping: The leaping distances in the STR Table above are based on the running broad jump — a character runs his full running amount and then leaps, and a second later (one game-segment later, as described under Combat) lands at the indicated distance. Fast-moving characters may leap further: For every +1 hex of Running skill a character has, add +1 meter to his jump distance. If a character is performing a standing jump, he leaps only half the listed distance, and running bonuses don't count. A character may leap straight upward one-fourth of the distance he may jump forward. Remember that the game scale is one Character Scale hex equals 2 meters, so a character who can jump 4 meters actually jumps 2 hexes.



THROWING THINGS AROUND

Another effect of a character's Strength involves tossing things all over the terrain. Characters are always throwing things. When they're not throwing grenades and rocks at one another, they're throwing each other off cliffs, tossing car keys across ravines, heaving footballs down the field, and otherwise littering the skies with their paraphernalia of sport and destruction.

Three factors come into play when a character is throwing an object: How strong the character is; how heavy the object is; and what the character's throw is like.

THROWING TABLE

Extra Strength	Running Throw	Standing Throw	Prone Throw
0	0h	0h	0h
5	4h	2h	1h
10	8h	4h	2h
15	12h	6h	3h
20	16h	8h	4h
25	20h	10h	5h
30	24h	12h	6h
35	28h	14h	7h
40	32h	16h	8h
45	36h	18h	9h
50	40h	20h	10h

Find the character's Strength. Find what Strength is necessary for the character to pick up the object being thrown (on the Strength Table). Subtract the latter from the former; the result is used with the Throwing Table.

The Extra Strength the character has — the Strength by which he exceeds the Strength necessary to pick up the object — determines how far the character can throw the object.

Example:

A STR 10 character decides to throw a grenade. The grenade requires a STR of -25 to pick it up. Therefore, the character has 35 STR more than he needs to pick up the grenade. Consulting the chart presented moments ago to you, we find out that if he performs a running throw (i.e., he runs half his movement score and then lobs the device) he can toss the grenade 28 hexes — half the length of a football field. If he is merely standing and throwing it — the position of a baseball pitcher — he can lob it 14 hexes. If he's lying on his stomach, he obviously can't throw at optimum performance, and so can only heave the thing 7 hexes.



The range modifiers for thrown objects (i.e., the subtractions from the "to-hit" number due to increasing range and difficulty of throw) vary depending upon the types of object.

An object that is both balanced and aerodynamic — such as a boomerang or baseball — takes a -1/3h modifier. Items that are merely balanced or aerodynamic, but not both (balanced: frying pans, tomahawks, ungainly rocks; aerodynamic: paper planes) suffer a -1/2h modifier — thus, at range 1-2h, no minus; at 3-4h, -1; at range 5-6h, -2, and so on. Items that are both singularly unbalanced and nonaerodynamic (such as struggling ducks, bales of hay, tentacled horrors from the depths of Hell, etc.) receive a -11h, and are consequently the most difficult things to toss a safe distance away. The Game Master is the final arbiter of whether a particular object is balanced or aerodynamic.

EQUIPMENT

HAND WEAPONS

Each hand weapon is built much as robot weapons are built. The designer chooses a frame, which gives the weapon its Weight and Base Damage (Killing / Normal). The basic weapon is assumed to have an OCV of 0, a Stun Mod of 1D6-1, a Range Mod of -1/3h, and have 9-16 shots.

WEAPON FRAMES

Weapon Type	Base	Damage Weight
Pistol	1 1/2D6 / 5D6	•8 kg
SubMachine Gun	2D6 / 6D6	1.6 kg
Assault Rifle	2D6+1 / 7D6	3.2 kg
Light Machine Gun	2 1/2D6 / 8D6	6.4 kg
Medium Machine Gun	3D6 / 9D6	12.5 kg
Heavy Machine Gun	3D6 + 1 / 10D6	25.0 kg

The designer can add some of the different robot weapon advantages and disadvantages to modify his hand weapon. Each +1 Limitation makes the weapon do the next higher damage level (just as it does to robot weapons) and each -1 Advantage subtracts from the weapons damage.

The following modifiers are applicable to all hand weapons: Area Radius, Area Hexes, Autofire, Entangle (with all modifiers), Explosion, Increased Knockback, Increased Range Modifier, Piercing, Darkness, Delayed Strike, Flash, Missile, No Knockback, Activation Roll, Burnout Roll, Charges, Delayed Activation, Inoperable Under Certain Conditions, and Side Effects.

The following modifiers are only applicable to hand weapons designed to attack robots. If a weapon with these advantages is used against a character it has no special effect, it simply does its damage normally: No Normal Defense, Attack vs. Limited Defenses, and Attack vs. Specific System.

Each frame size has its own built in advantages and limitations. A Pistol can be hidden on a character so that it takes a Perception Roll for others to notice it. Assault Rifles and Light Machine Guns must be used with 2 hands. Medium Machine Guns must be disassembled and carried by 2 people and can only be used after they take a phase to set up. Heavy Machine Guns must be disassembled and carried by 3 people and can only be used after they take a phase to set up.



The following are new Advantages and Limitations only for hand guns. Each may only be taken once without the Game Master's permission:

LOW RECOIL (-3 STR Min): -1 Advantage

HEAVY ROUND (+ 1 Stun Mod): -1 Advantage

ACCURATE (+ 1 OCV): -1 Advantage

INACCURATE (-1 OCV): +1 Limitation

HALF RANGE MOD (-1/2h Range Mod): +1 Limitation

A powerful hand weapon may be too much for a weak character so each weapon has a STR Min. If the STR of the character using the weapon is less than the STR MIN then the character takes a -1 OCV. The STR Min of a weapon used on Burst or Autofire is increased by + 5. A pistol or SMG used in two hands has its STR Min reduced by -3. An Assault Rifle or LMG used in one hand has its STR Min increased by 5. STR Min is optional, the Game Master may ignore it at his option.

The STR Min of a weapon is based on its Damage Class (Killing Damage x3 rounded up, or Normal Damage, plus advantage value of advantages that effect damage) and its other attributes. The following formula gives the STR Min of a hand weapon:

$$STR\ Min = (Damage\ Class\ x2) + OCV\ Mod + (2\ per\ x2\ Range\ Mod)$$

Weapons that are set up do not have a STR Min because they are on mounts and take little STR to use.

Example:

A member of the robot recon squad, *The Rough Riders*, wants a Heavy Pistol. He starts with a SubMachine Gun frame, lowers the number of Charges to 6 (a +1 Limitation), and gives the weapon a +1 Stun Mod. He is left with a weapon that does 2D6 Damage with a 1D6 Stun Modifier, is -1/3h Range Mod, 6 shots, and a STR Min of 14. These stats are reminiscent of a .44 Magnum revolver.

Another member of the *Rough Riders* wants a two man missile with the power to bloody the nose of opposing Mecha with force fields. He starts with a Medium Machine Gun Frame and adds the following limitations: Attack Vs. Common Limited Defense (Armor, -2 Advantage), Increased Range Modifier to -1/6h (-1 Advantage), Missile

(+ 1 Limitation), No Knockback(+ 1 Limitation), 14-Activation Roll(+ 1 Limitation), 1 Charge (+ 4 Limitation), and DCV 0 when fired (+2 Limitation). The two man missile launcher does 4 1/2D6 only stopped by armor, with a -1/6h range mod, but it must be reloaded between each shot. It has no STR Min because it must be set up to use.

Each of these weapons are especially simple and of general utility. You can design weapons that do more damage, or are more accurate, but that have special limitations, using the weapon construction system.

The following weapons were built using this system. Use them as commonly available weapons and as a base for building your own weapons.


COMMON WEAPONS LIST

Name	OCV	Range Mod	Damage	StunX	STR Min	Shots
Pistols:						
Auto Pistol	+1	-1/3h	1D6 + 1	1D6-1	9	16
Medium Pistol	0	-1/3h	1 1/2D6	1D6	10	8
Laser Pistol	0	-1/6h	1D6+1E	1D6-1	10	16
Blaster Pistol	-1	-1/3h	6D6NE	—	10	16
Submachine Guns:						
Light SMG	0*	-1/3h	1D6 + 1	1D6-1	8	32
Heavy Pistol	0	-1/3h	2D6	1D6	14	6
Hand Flamer	0	-1/6h	1 1/2D6E	1D6	12	8
Gyrojet Pistol	+ 2	-1/2h	1D6+1	1D6	6	8
Blaster SMG	-1*	-1/3h	6D6NE	—	g	16
Assault Rifles:						
Light AR	0	-1/6h	1 1/2D6	1D6-1	12	30
Laser Rifle	0	-1/12h	1 1/2D6E	1D6-1	14	16
Blaster Rifle	-1*	-1/6h	6D6N	—	12	16
Small Rocket	-1	-1/3h	3D6+1	1D6-1	13	1
Light Machine Guns:						
Light LMG	0*	-1/6h	1 1/2D6	1D6-1	12	30
Medium LMG	0*	-1/6h	2D6	1D6-1	14	16
Blaster LMG	-1*	-1/6h	6D6NE	—	13	30
Heavy Flamer	0	-1/6h	2D6+1E	1D6	1	8
Medium Rocket	-1	-1/3h	3 1/2D6	1D6-1	15	1
Medium Machine Guns:						
Medium MMG	0*	-1/6h	2D6	1D6-1	—	60
Blaster MMG	-1*	-1/6h	6D6NE	—	—	60
Heavy Rocket	-1	-1/3h	4 1/2D6	1D6-1	—	1
Heavy Machine Guns:						
Heavy HMG	-1*	-1/6h	2 1/2D6	1D6	—	16
Laser HMG	+1	-1/24h	2D6+1E	1D6-1	—	8
Guided Rocket	+2	-1/12h	3D6+1	1D6-1	—	1
E — Energy Attack N — Normal Damage * — Capable of Autofire and Burstfire						

MELEE WEAPONS

Melee Weapons are built like hand weapons, except that there are fewer options. The designer chooses a frame for his weapon which defines its Weight and Base Damage. He then adds modifiers that affect the weapons damage and give it additional capabilities. The basic weapon is assumed to have an OCV of 0, A Stun Mod of 1D6-1, and to be powered by the character's own Strength.

The following Modifiers can be added to Melee Weapons: Piercing, No Knockback, Activation Roll, Burnout Roll, Charges, Inoperable under Certain Conditions, Side Effects, Low Recoil, Heavy Round, Accurate, and Inaccurate.

Each Frame has its own built in advantages and limitations. A Small 1 Handed weapon can be mounted on the end of either a Rifle or Light Machine Gun sized weapon as a bayonet. It may also be hidden like a pistol or thrown with a -1/2h Range Mod. A Hand and a Half sized weapon can be used 2 handed with -2 to its STR Min.

A large melee weapon may be too much for a weak character so each weapon has a STR Min. If the STR of the character using the weapon is less than the STR MIN then the character takes a -1 OCV. For every + 5 STR the character has over the weapons STR Min he does +1 Damage Class (up to a maximum of 2x the weapons base damage class. As with Hand Weapons STR Min is optional, the Game Master may ignore it at his option.

The STR Min of a weapon is based on its Damage Class (Killing Damage x3 rounded up, or Normal Damage, plus advantage value of advantages that affect damage) and its other attributes. The following formula gives the STR Min of a melee weapon:

$$STR\ Min = (Damage\ Class\ x2) + OCV\ Mod$$

Weapons with charges do not have a STR Min because they receive their power from an internal power source. They also do not do additional damage for the wielding characters Strength.

COMMON MELEE WEAPONS

Name	OCV	Damage	StunX	STR Min
Small 1 Handed:				
Knife	+1	1D6	1D6-1	7
Night Stick	0	4D6N	—	8
Laser Knife	0	1D6+1E	1D6-1	8
Large 1 Handed:				
Sword	+1	1D6 + 1	1D6-1	9
Club	0	5D6N	—	10
Laser Sword	0	1 1/2D6E	1D6-1	10
Hand an a Half:				
Bastard Sword	+1	1 1/2D6	1D6-1	11
Baseball Bat	0	6D6N	—	12
Large Laser Sword	0	2D6E	1D6-1	12
2 Handed:				
2 Handed Sword	+1	2D6	1D6-1	13
Giant Club	0	7D6N	—	14
Laser Great Sword	0	2D6+1	1D6-1	14

MELEE WEAPON FRAMES

Name	Base Damage	Weight
Small 1 Handed	1D6 + 1 / 4D6	.4 kg
Large 1 Handed	1 1/2D6 / 5D6	.8 kg
Hand and a Half	2D6 / 6D6	1.6 kg
2 Handed	2D6 + 1 / 7D6	3.2 kg



EXPLOSIVES

An explosive in *Robot Warriors* is defined by its damage, damage type, mass, and fusing mechanism. Find the total mass of explosive being used on the Explosives Table, then read over to find the damage caused by such a blast (Killing / Normal). Most explosions are normal attacks. Shrapnel explosions like grenades are killing explosions.

For each Character Scale Hex a target is distant from a normal explosion, the explosion loses its largest die of damage. For every hex distant a killing explosion loses half of its largest die of damage. Killing explosions have a Stun Multiple of 1D6-1. Explosions from robot weapons have one level of increased radius built in (they're big explosions). They only lose the largest half die of damage every other Character Scale Hex, or two dice per Robot Scale Hex.

Example:

An evil *Slissii* plants a .4 kg. (7D6N) booby trap and sets it off 2 hexes from a member of the *Rough Riders*. The dice of the explosion roll: 6,5,4,3,3,2,1; 24 Stun and 7 Body. Because the *Rough Rider* is 2 hexes away from the explosion the 6 and 5 are dissipated. The *Rough Rider* takes 13 Stun and 4 Body.

The *Rough Rider* stalks the *Slissii* who set the booby trap by setting a trap of his own. He sets a .4 kg. Shrapnel Bomb (2D6 + 1) and detonates it 2 hexes from the *Slissii*. The dice of the shrapnel bomb roll: 5 and 3, +1 = 9 Body. Because of the distance the 5 is dissipated so the *Slissii* is attacked with 4 Body and a 1D6-1 Stun Multiple.

EXPLOSIVES TABLE

Mass of Explosive	Base Damage
-2 kg.	1 1/2D6 / 5D6
-4 kg.	2D6+1 / 7D6
-8 kg.	3D6 / 9D6
1.6 kg.	3 1/2D6/ 11D6
3.2 kg.	4D6 + 1 / 13D6
6.4 kg.	5D6/ 15D6
1 Stick Dynamite is .2 kg.	
1 Block of TNT is .4 kg.	
1 Grenade is .8 kg.	

Each explosive has a fuse to set off the explosion. These fuses are normally set off with an impact or electrical charge. If the explosive uses an electric fuse then it can be triggered by a timer, radio trigger, wired trigger, or booby trap.



BODY ARMOR

Body Armor is defined by its Defenses (and limitations), its Mass and its DCV Modifier. The Designer picks the Mass of the Armor from the Body Armor Chart; this defines the armor's Base Defense (both PD and ED) and the DCV Mod for wearing the armor. Next the designer can add modifiers to the whole armor. Activation Roll, Ablative, and Hardening. Add the value of these limitations directly to the Defense of the Armor. Finally, the designer may swap up to half of the Base Defense from the armor's PD to its ED or ED to PD.

BODY ARMOR TABLE

Armor Mass	Base Defense	DCV Modifier
3.2kg	2	0
6.4kg	4	-1
12.5kg	6	-2
25.0kg	8	-3
Activation Roll:		
8- on 3D6	+8 Defense	
11-on 3D6	+4 Defense	
14- on 3D6	+2 Defense	
Ablative:	+2 Defense	
Hardened:	-2 Defense	

Example:

A pilot for the underground decides to wear Body Armor on a dangerous raid. He picks a 6.4 kg suit with a 11- Activation Roll and + 2 PD swapped for -2 ED. The final Armor is + 10 PD, + 6 ED, Activates on 11-, weighs 6.4 kg, and gives the wearer a -1 DCV.

The armor's DCV Modifier only effects the wearer when he is moving on his own, outside of his robot. The DCV Mod does not effect a pilot in a robot, or the robot itself.

GADGETS

Characters are assumed to be able to get their hands on most normal equipment. Players who need exact characteristics for normal equipment should look up the Sourcebook section in Hero's *Danger International* game. Very special equipment, or weird gadgets, are not on any normal equipment list and must be hand made. Such gadgets must be bought with the character's own Character Points. Another Hero Games product, *Gadgets*, provides lots of special equipment that can be used with *Robot Warriors*.

Creating your own special gadgets for *Robot Warriors* requires a copy of *Champions*; without that, the following information won't make much sense. Unfortunately, the list of possible Powers for gadgets would take up far too much space to present here. The Powers presented in *Champions*, *Champions II*, and *Champions III*, along with the Limitations, provide most of the rules necessary. The following rules give additional information to what's presented in *Champions*.

All gadgets are considered to be machines or devices that produce an effect. In game terms, all Gadgets are bought with a +1 Limitation, because they are breakable things that may be taken away from a character or neutralized. Note: Gadgets do not get any Focus bonus; that's already accounted for in the Limitation. If the Gadget is built into another item so that it's true purpose is concealed, a +1/4 Advantage is charged on the active cost. An example of a concealed Gadget would be a gun built into a camera, or lockpicks built into a pen. Such concealed Gadgets reveal their true purpose when used (you can tell there's a gun in the camera when someone gets shot).

If the Gadget is disguised so that even while in use, it looks like something else, that's a +1/2 Advantage to the active cost. An example would be armor built into a jacket, or nose plugs that acted as gas filters.

A reasonable gadget is one that acts as Skill Levels for a - Skill Roll. Such a gadget could be considered as a special tool or a special "sensory enhancer". Simply buy a Skill Level (or a number of levels) in a Skill as normal, and then apply the +1 Gadget Limitation (and any others that apply). Find the Size in the usual way. More than two or three levels bought this way would be hard to justify; the GM would have to decide whether to allow such a gadget.

There's a new Limitation for gadgets you can use when building gadgets. *Clumsy* or *Large*: for +1/4 the gadget is backpack sized, for +1/2 the gadget is so large it must be carried in a vehicle of some sort, and for +1 the gadget is the size of a room or bigger and is essentially untransportable.

Assume all gadgets have a base DEF 4, Body 1. Additional DEF costs 3 Character Points for + 2 DEF, and additional Body costs 1 Character Point per +1 Body. If you want the gadget to be fragile (DEF 0, Body 1), you get an additional +1/4 Limitation on the cost of the gadget.

CAMPAIGNING

INTRODUCTION

So now you've learned how to create characters and resolve their combat; now you need to know what kind of character to build and why to have combat. Role playing a story is much more exciting than just random fighting. A role playing story, or adventure, is created by the players and the GM working together. The GM has the initial plot idea for the adventure, then the players make their own choices during the adventure, which sends the plot off in unexpected directions. The GM's job is to create adventures, know when and how to use rules, make judgements, and produce an interesting evening for the players. The player's job is to role play their characters, think their way through the adventure, and help create the story.

The best role playing is found in a campaign game, where the adventures are linked together by a common background and a continuing cast of characters. New adventures build upon the events in previous episodes. This requires the GM to come up with adventures that involve the characters and build upon their previous actions.

The How to Play section is primarily for players. It presents appropriate starting points for characters, things to look for in different types of characters, goals for characters, and character tactics. If you're playing *Robot Warriors* you need to know what types of characters to play, and just how good these characters should be. More than that, you need to know how to play your character in a campaign setting, role playing his personality and growth. The GM should (of course) read this section to get an idea of what his players will be doing.



The How to Game Master section is for the prospective GM. It tells you how to choose a campaign background, then how to create it: the organizations, friends, enemies, and structure of a campaign. Then you're told how to bring a true feeling of adventure to your players, by role playing, creating plotlines, using ongoing villains, and arranging climactic endings. Finally, some tactics for the outnumbered GM are presented.

Players and GMs should read all the way through the Campaigning section. After all, it's not fair that just one person gets to have the fun of being a GM — everyone else should get a chance, too!

HOW TO PLAY

This section will give you some advice on creating your *Robot Warriors* characters. Specifically, some information on just what Characteristics and Skill Levels are good enough; how to choose the character type you want; finding motivations and goals for your character; and finally, some combat advice.

CHARACTERS AND THE CAMPAIGN

Characters in *Robot Warriors* are the result of many choices by the players. Making these choices is difficult without some idea of the direction you're heading. This section suggests some ways to find a direction for your character before you start to build him. This will make the character creation process easier.

Robot Warriors is best when you create your characters to fit the campaign. The more you know about the campaign, the more your character can be designed to fit in. If you're just starting to play, ask the GM some questions about what campaign type he's chosen. If it's a military campaign then how is the character's rank determined, what kind of package deals are available, and what equipment does he have to be familiar with? The player will also need to know the background so that he can purchase appropriate Knowledge skills and make up a convincing player history.

Robot Warriors is a role playing game, so you should be role playing your characters. This means creating a personality for your character and then, while you're playing the game, acting and reacting as the character would, not as you yourself would act. If your character has no knowledge of interacting with members of the opposite sex, but you do, then your character's actions should reflect that ignorance when having encounters. If your character is courageous enough to face gunfire but you wouldn't, your character should face the gunfire. This is an opportunity for you to explore other personalities than your own, and to gain some understanding of what it's like to be brave or cowardly. Most of us never get that chance in our ordinary lives.

It's certainly possible to play role playing games and have characters who all act just like their players, having all the knowledge their players have. But, after a while, all of a player's characters will look the same, and the adventures he is involved with are limited by the player's personality. The true, continuing excitement of role playing comes when you treat your character like a character in a continuing series — someone with a unique personality and outlook, whose personality will grow and change in response to the adventures he goes on. Such a character will be far more interesting to play. He'll take on a life of his own as you get familiar with playing him.

INITIAL CHOICES

The easiest way to build a character is to make one or two initial choices about the character's personality or abilities, and base the rest of the character on those choices. Package Deals are good starting points, since they connect you with the campaign and give you a good idea of the character's basic abilities. Take the Package Deal and expand on it, add appropriate Skills, increase some Characteristics. Try adding some Skills that have nothing to do with the Package Deal, and then come up with some reasons why your character has those Skills.

To be a good *Robot Warriors* hero, the most important thing a character should have is the motivation to be a hero. All of the Skills and Levels in the world won't make a hero fit in unless his motivation is sound. The best motivations work when they encourage the hero to be part of the adventures in his genre, and suggest personal goals that fit in well with the goals of the genre being played. If a hero is a pilot because his family was killed in an enemy raid he'll probably be more bloodthirsty and less willing to be part of a peace mission. If the campaign is based around a war between our heroes and the enemies then the bloodthirsty character fits right in. Each hero may have a different motivation, but he must have one.

Motivations suggest goals for your character, and give the GM a way to get your character involved in adventures. Some of the common motivations for characters: Loyalty (to an organization, to friends, to family); Chivalry (upholding a code of honor, doing good); Love (for someone, for your country, for an organization); Ambition (becoming powerful, gaining high office); Money (becoming rich); Revenge (for some injury done to the character); the Quest (seeking an item, an answer, a solution to a problem). These motivations can vary in strength — your loyalty could be weak or it could be all-powerful. Very strong motivations become Psychological Limitations, a Disadvantage that's worth extra points to the character.

The second most important thing a hero can have is a "hook" or "schtick" for his personality; something that distinguishes the hero from everyone else. Each character in the game (and especially each hero) should be a memorable character. *Robot Warriors* heroes are unusual people, people who are willing to go out on a limb to help others. It is assumed that they won't look or act exactly like the average man on the street.

A hero's "schtick" can be as simple as a foreign accent (make sure you pick an accent that you, as a player, can do well). Or it may be that he is always grim, or never uses his first name. The hero's speech patterns may be his schtick; a hero could always talk in Australian slang and call everyone "mate". Anything that can set the character apart during play can help.

After a hero has a schtick, he often gets a code name or "handle". Secret organizations always use code names for security purposes while public groups use handles to instill com-radare. The hero should pick his code name carefully, or have his friends in his team pick it for him. The code name will be what the heroes call each other in combat. It reinforces the image the hero is trying to portray. A happy-go-lucky hero shouldn't have a grim code name like "Killer" just as a heavy-handed hero shouldn't have a funny nickname like "Bunny". A name may seem like a silly afterthought, but it's the first thing most people will learn about your hero, and it will leave a lasting impression.

If you're really stuck for ideas, base your character on a fictional character that you've read about or seen in a series. Try to change him enough so that the resemblance isn't too obvious. That way you'll avoid arguments with other people about whether the character really had this Skill or that many Skill Levels. Remember that the beginning character that you build won't be as tough as Roy Fokker at the height of his career. He'll be more like Rik Hunter, just beginning to learn his Skills. The most important thing to remember when you're "adapting" a fictional character is change the name! This way, no one will have a problem with the character ("Gee, is that the real Dana Sterling?") and the GM won't have any trouble fitting him or her into his campaign.

If these suggestions don't help, ask the GM. He can suggest a character who would have been an NPC in the upcoming adventure. For instance, the GM might suggest that you play the disowned son of the general who is about to take over command of the hero's squadron, who was going to be an NPC. This gives you some strong ideas of what abilities and motivations your character should have, and makes the adventure stronger by involving the players more directly.

POWER LEVELS AND ABILITIES

How good should a beginning character be? Until you've played *Robot Warriors* for a while, it's hard to know whether a DEX of 15 is wimpy, good, or exceptional. If you have 3 Skill Levels with *Robot Weapons*, does that mean you're an expert?

Here's some general guidelines for you to follow. Don't place too much emphasis on these, because the worth of some Skills or Characteristics will vary from campaign to campaign. Appropriate power levels are set, to some extent, by the GM — if all the bad guys you meet are SPD 4, then the characters will have to be SPD 4 to be effective against them. As the campaign goes on, the abilities and power levels that characters need may change.

The average value of the Primary Characteristics for the general population is 8. This average takes in everything from babies to elderly people, elite soldiers to technicians. The average man, between the ages of about 16 to 50, will have Primary Characteristics of 10. Someone who's trained to fight will have a 13 STR and 11 DEX, maybe with a PD of 4 (more if they're really tough or a player character, of course). Primary Characteristics below 5 mean that the character is handicapped or unusually deficient in some respect. The range of 8 to 12 is considered normal. Characteristics from 13 to 15 are notable; people will remark on your Strength or your Dexterity, using it to describe you — he's strong, he's quick. Characteristics from 16 to 20 are remarkable (one in a thousand), and characters with such stats are unusual; they're described as very strong, incredibly tough, unusually smart. Characteristics over 20 are very rare (one in a million); movies are made and stories told of heroes with a 25 STR, or the woman with a Comeliness of 24.



The Physical Defense of tough guys will usually be between 4 and 8, and their Energy Defense will tend to be from 3 to 5; characters who don't expect to get in fights very often will have PDs from 3 to 6, and EDs from 2 to 4. The Speed of a character is one of his most important Characteristics. Most people (non-player characters) that you meet will be Speed

2, including many soldiers. Most pilots will be at least Speed

3, and sometimes even Speed 4. Only characters that expect to fight a lot outside their robots need to increase their Recovery, Endurance, and Stun beyond the amount calculated from their Primary Characteristics. As for Skill Levels and CV, player-characters will (initially) range from a base CV of 4 to 6, with from one to four Skill Levels with their weapons.

Obviously, the mechanics of the hero's abilities will help him fit into his group and the campaign. As most of the characters will be robot pilots they should have at least have Pilot Skill. The hero should also have several specialty Skills that are not duplicated by others in his group. These Skills can include a broad array of Languages, Familiarities with unusual weapons and equipment, transportation or communication Skills, or a set of unusual Knowledge Skills. As almost all heroes will have a broad range of Combat Skills, these are probably not enough of a specialty to set the hero apart. If a hero has special Skills that are unique in the group, the Game Master has an easier time setting up situations where the hero can be the star of the show.

Since most of the heroes in a *Robot Warriors* run will be action oriented, each hero should be reasonably competent in combat. Be sure the hero has at least a Dexterity of 14, and a Speed of 3. The hero should be able to get his OCV up to at least 7 with his favorite personal weapon and his robot's weapons. Heroes who are going to get shot at while outside their robots should also look at an extra Body Pip or three. If a hero knows he's going into a firefight he might bring his combat suit with him for armor protection. Obviously the hero needs Familiarity with Robot Weapon, and Familiarity with small arms, melee weapons or selected heavy weapons would be helpful.



Another thing a *Robot Warriors* pilot needs in combat terms is options. If a hero is only good with his robot then he has no option but to climb in and start a full scale war. A character who knows how to use small arms, is skilled in Martial Arts, and who has some Physical Defense and Stun Pips, always has the option to deal with an opponent man to man rather than robot to robot.

Stealth is another skill that gives a hero an option. When a character is operating outside his robot without Stealth it is difficult for him to sneak into most locations; he has to barge right in. Sneaking into an enemy held area is often much healthier than barging in the front door.

These are only suggestions, based upon 75 starting points and assuming about 25 points in Disadvantages. The requirements of the particular campaign will change these, but at least now you have some idea of where to start.

CHARACTER TYPES

Almost all of the heroes in a *Robot Warriors* campaign will be Robot Pilots. For some this will be their defining characteristic, while others will have specialties outside of piloting that will be their major pursuit. It is often easier to create a character by dividing the types of things the character does into categories. These categories are just expressions of the popular sorts of characters from fictional sources. They're useful for organizing your thoughts about character creation, and point out some interesting directions to follow. These are general categories to help you create characters, not restrictive "character classes". Don't feel bound by the types described; your characters should be uniquely your own.

Use Knowledge Skills as the glue that binds together your character's list of Skills. Knowledge Skills can help explain where and how a character learned his Skills. For instance, a character with Brawling, Stealth, and Streetwise Skills might have New York City Knowledge, since that's where he learned those Skills.

If your character is going to be part of a regular group, then you can specialize the character more strongly. He can rely on his team-mates for necessary Skills he doesn't have. If your character will be working with different characters each adventure, he should be more self-reliant, with a broader range of Skills. Most characters (in either case) tend to have one of the following categories as a "major", and another category as a "minor". For instance, Rik Hunter majors in Pilot, with a minor in Technician.

PILOT

Most heroes will be robot pilots. Piloting Skill is the basis of this category. The character must be able to pilot the vehicles that are the basis of the campaign, and probably should be able to pilot most kinds of vehicles as well.

Drivers tend to have a good DEX and as many transportation Skills as they can reasonably have with their background, starting with Pilot. Mechanic Skill is also common, as well as Knowledge Skills about the vehicles they commonly use (useful for repair or gimmicking the vehicle, or performing extra-special stunts).

TECHNICIAN

This character can work on the great robotic vehicles. He often also has specialized knowledge in a technical or scientific field. The basic skills for a robot mechanic are Mechanic Skill and Robotics Skill. Technicians can also specialize in something like Security Systems (and thievery of all types), Mechanics, Electronics, or Computer Programing.

Along with the basic skills listed technicians also can also be specialists in knowledge of a physical area or some scientific field (like physics or chemistry). Technicians can also have additional motivations including loyalty to their equipment, love of knowledge, or revenge for imagined slights of their technical prowess.

The Technician tends to have many Knowledge Skills (anything that the GM might consider complementary to the task at hand), and specific General and INT-based Skills for his specialty. Inventor Skill is popular among Technicians, because it can be used to invent new types of weapons using the weapons creation part of robot construction.

TOUGH GUY

Lots of characters in fiction are physically tough. Ladies can be physical, too; Tough Guy is just a convenient expression. The main attributes of Tough Guys are their capability in Hand to Hand combat and their ability to take damage. A Tough Guy is often very strong (15 to 25 STR) and is very good with man-carried weapons or hand-to-hand combat (two to five Skill Levels). Tough Guys tend to have very good physical Characteristics, spending at least 30 or 40 points there.

A Tough Guy usually has Martial Arts, plenty of Weapon Familiarities (and Weapon Skill Levels), and usually some DEX-based Skills.

CON MEN

The Con Man is the character that uses deception, fast talking, and charisma to get what he wants. This category is built on the PRE-based Skills like Culture, Conversation, Persuasion, and Streetwise. Knowledge Skills about the people you deal with and the area you're in are also very useful to the Con Man. He or she tends to have a high PRE and COM.

YOURSELF

Playing yourself is an interesting variation that's possible if the Game Master is running a campaign at or near modern earth. The Game Master should come up with some kind of reason why your character was chosen (only your brain will fit the robot's controls, or you were there when the friendly aliens landed, or whatever). Then, using the guidelines given in the Power Levels & Abilities section, write up what you feel would be your own Characteristics and Skills. Give yourself the benefit of the doubt; after all, this is supposed to be fun. Another version of this is presented in the "Devourer of Worlds" scenario given later.

The GM can progress in two ways from this point, depending on the campaign he's running. First, he could give you an extra 50 points or so, and explain that the campaign takes place some years in the future and "you" have had a chance to train and prepare for it. Second, the GM could start you out in your basic version, but give you Experience Points and the opportunity to spend them at an advanced rate (two or three times the normal rate listed) until you've reached about 100 total points.

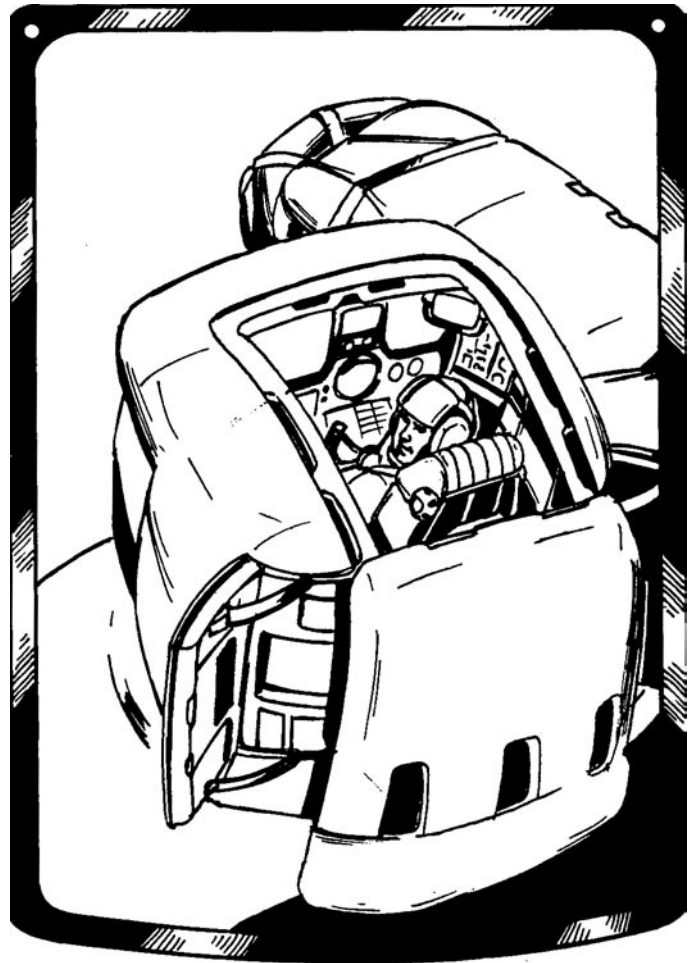
OTHER NEEDS

A hero needs a Robot, personal equipment and information to begin an adventure. The campaign you're in will decide how you get your robot and what its capabilities are. Both personal equipment and information are available from two sources: The hero's home organization and the enemy.

Other than the obvious job of providing a robot for the heroes to pilot, one of the main jobs of an organization is to provide heroes with personal equipment and information. What kind of equipment is available is up to the GM, but most standard military items should be available. Some services will have a list of issued equipment. If so, exotic equipment will either have to be requisitioned through channels (with the Service Roll described later) or captured from the enemy. Players should have to earn the right to have truly extraordinary equipment during a run.

Depending upon the campaign the heroes may have an additional source for equipment and information: the street. Many heroes have Skills like Streetwise so they have connections in the black market (on the street). This may allow them access to things that aren't normally available from service stores. This also allows access to informers that may have inside information on an enemy's operations. However, black market equipment and information is very expensive, and not always reliable. And in some campaigns there is no black market for either equipment or information.

Finally, a major source of equipment and information are the enemy and their forces. If the heroes win a battle they can salvage any enemy equipment that survived the battle. See the section on scavenging the battlefield in the Combat section for the details of what can be used and how.



Our heroes may also gain information by interrogating captured foes or rifling enemy files after raiding their headquarters. A good trick is for the GM to identify a piece of equipment the heroes should have, but that isn't available through normal channels. An enemy uses the equipment in a mission, the heroes get him, and they end up with the equipment. Conversely, if the enemy is using equipment the GM doesn't want the heroes to have he should make sure and have the equipment destroyed or booby trapped. Getting "treasure" in the form of equipment and information from an enemy, along with the goal of the scenario, makes any mission that much more worthwhile to the heroes.

GOALS

It's very important for a character to have some long-range goals. These help explain, and lend more credence, to his motivations. Goals also help guide the character in his choices during adventures and when spending his Experience Points. You should set some overall, situational goals that are the basis of the campaign — goals like driving the invaders off of the planet or making peace with the enemy. These goals lead to specific character goals — becoming better in combat, gaining certain Knowledge Skills, learning a particular Skill, and so on. The overall goals help you to determine which of the specific goals to accomplish first.

The GM should help the player choose ways to spend his Experience Points. The types of situations that the GM presents in his adventures heavily influence the way characters spend Experience. If the characters encounter many combats where the opponents are all much better than they are, the characters will spend Experience on becoming more effective in combat. If the characters are asked to make Knowledge Skill Rolls or other Skill Rolls frequently (and at penalties), then they'll buy more Skills and get better at the ones they know. It's best for game balance if the characters try to broaden their scope, rather than become tremendously effective at one or two things. It's more difficult to create a good adventure when one character is a tremendously effective fighter and the other characters are not.

Adding points to your character should be done in a reasonable fashion — if you're in the middle of the wilderness, you can't learn a brand-new Skill unless someone there can teach it to you. Sometimes you may have to make an effort to find a teacher to learn a peculiar Skill (a good adventure opportunity for the GM to use).

PERSONAL TACTICS

Here are a number of suggestions for playing *Robot Warriors*, tips that will make your characters more effective and enjoyable. You will discover many more in the course of playing.

Work as a team. Use your Skills and the Skills of your companions as much as possible. Don't wait for things to happen to you — take action! Think about suckering the enemy into a trap, instead of falling into his. Have contingencies ready. A diversion, a secret signal to a friend, an alternate escape route, all of these can keep your character alive.

Try to act out your character's speeches. Phrase things as he would phrase them. This will add to everyone's enjoyment of the game. Play your character's personality consistently so that your teammates can learn to count on how you'll react to a situation. This way everyone can make better plans.

Don't spend your time looking for loopholes in the rules, trying to find the most advantageous combination of the rules for each situation. This only takes time, and it annoys the other players and the GM. It's better to be flamboyant and crazy and trust to the Game Master to let you get away with something. Everything in *Robot Warriors* is larger than life, so don't let your actions be small or timid.

Don't create characters who are loners. They don't fit into group situations, and that's what most role playing adventures are. In fact, try to bring characters who can be easily motivated into participating in the adventure. The GM will give you some suggestions about appropriate motivations before the adventure begins. Bring characters who want to be there and who want to cooperate with each other.

HOW TO GAME MASTER

Being a Game Master is a big job, so we've included quite a bit of advice in this section. First discussed is how to run a campaign, and what that means. Since *Robot Warriors* is a game that can be played with some very different backgrounds, we then discuss how to choose the background you want to use, and what special information you'll need for each one. Next we cover how to choose the overall style and plotlines for your campaign, and finally discuss how you can set up your own "missions" for each game session. After that, some tips on running combat are offered, and some sample characters to use as NPC's. Finally, some general campaign rules are described.

This is a lot of information to absorb. If you just want to get started right away, you can use the scenarios given in the Adventures section. Or you can go right to the Missions section in a few pages and plan an assault scenario. However, a little preparation on your part will result in a much more enjoyable game, for yourself and your players.



RUNNING A CAMPAIGN

Once the GM has "run" (been in charge of) two or more separate scenarios within the same gaming universe, he has started a campaign. A campaign allows the GM to reuse minor characters, have the players know each other from previous adventures, and link current events to previous adventures.

ORGANIZING CHARACTERS

As GM, you have to get the heroes into the game each session and keep them interacting. You sometimes have to add extra characters to an existing group and sometimes run only a few of the regular heroes. The organization of the characters that you decide upon will affect how easily these changes can be made.

The advantages of a team or unit of heroes to the GM are enormous. First, the heroes are easy to get together. Second, the GM can often motivate the whole team by threatening one member. Finally, the GM can plan his future adventures knowing exactly the Skills and background of the team members.

The players also get a lot out of forming a team. They get the feeling of working with friends who have all risked their lives for each other. They also get to know each other's abilities and strengths so that they can work better together. Finally, the heroes can all grow in different directions and be sure not to overlap each other's specialties. A properly formed group allows each member to show off his own unique talents.

The most flexible organization is no organization. All of the heroes are freelancers, they have no formal or informal connections with each other. The genre you're running must allow each hero to maintain his own robot and participate in a mission when he pleases.

Within this framework you have the most freedom to include or exclude a particular hero. No one will even notice if a hero is missing, because the heroes have no common knowledge of each other. On the flip side, this is the hardest way to run any kind of continuing campaign. Each scenario you must come up with a new reason why the heroes are involved in the same mission and are working together. If the connection between the heroes is not properly done, they may split apart because of differences of personality or technique. This disintegration of the game makes running the scenario much harder and slower for everyone because you have to split your attention so many different ways.

The most common organization to use consists of making all of the heroes members of the same organization. The advantage is that if all of the heroes are soldiers the organization orders the characters to work together. This allows you to add or subtract characters easily, so long as they are all members of the organization. The disadvantage is that it limits heroes to members of the organization, which in turn makes it harder for each hero to make his mark as an individual.

Another way to use an organization is to build a special team of heroes within a larger organization. The heroes become an elite unit that always works together. The team format creates a stable group of heroes who can adventure together, while preserving the organizational structure that points the heroes toward their adventures. The team concept does make it harder to add new characters, or leave a character out, but it's still possible to use the organization's leverage to change the group's makeup. Because the team is part of an organization, though, the diversity of the heroes is still limited by what the organization will accept.

The final way to organize the characters is for them to organize their own team outside of any organization. Here each character keeps up his robot on his own and characters must work together out of trust or necessity, not because they were ordered. When a problem comes up they contact each other; all who are free at the time can come and help. If these freelancers operate together often enough they may form a semi-permanent arrangement.

Such a team of freelancers can accept or reject additional characters at will, but still have a good reason to adventure together. As the heroes need only satisfy themselves there can be wide diversity in character type. This allows each hero to shine individually that much easier.



One problem is that the GM will have to come up with a way to get the heroes involved with the scenario, just as if he were dealing with a single freelancer. He must also deal with where the heroes get their robots and how they maintain them. A modified form of the freelance team is to have the heroes control a small organization along with being its only operatives. Thus, there is an organization of people who can help support the heroes' efforts, but the heroes can make the decisions about who they adventure with, when, and how.



CREATING A TEAM

So, if running a team is a good idea, how do you create a team? First, the GM must give each member of the team a reason to work together. The most common reason is if all of the heroes work for the same agency and are forced together. Or, a freelancer may need the help of others because he is hunted by a powerful enemy. Perhaps a hero wants to learn something from another team member. The strongest reason, however, is that team members learn to trust each other after working together.

There are several tricks the GM can use to keep a team together. First, the GM can set up situations where one member of the team saves another member's life. After a few saves the team will be held together by mutual obligation and respect for the other's abilities. Second, the GM should make sure that the heroes all adventure in a close geographic proximity or be able to get together very swiftly. All of the members should live in the same city at a minimum, in the same barracks is ideal. Thus proximity allows the heroes to get together faster and reinforces the "all together" team spirit.

All of the heroes should agree on some mechanics to help the team run well. Leadership, communications, tactics, and strategy can all be worked out ahead of time to make the team function smoothly and reinforce team spirit.

One of the most important ways to encourage team play is to give benefits for teamwork. If one hero is saved because another hero has a Skill or ability, then both gain from the expression of teamwork. The GM can help promote teamwork by giving heroes a bonus for complementary Skills between two heroes. The GM may give a hero a Surprise Maneuver bonus because another hero set an enemy up for an attack. Characters should also be referred to by their handles and use inside information and jargon as much as possible. All of this helps promote teamwork and team spirit.

Of course, each hero's individuality must not be lost in teamwork. Each hero will bring a different combination of Skills and reactions to each run. The best scenarios allow each character to show off one of his specialties or personality quirks at least once. This way each player gets a piece of the limelight in each play session.

The most important thing a GM must do to help reinforce the heroes' individuality is to get them out of their robots. Much, if not most, of any run should occur outside the robots. This helps reinforce the humanity of the characters and gives them a chance to bring their wide ranging skills into effect.

There are other things the GM can do to reinforce the hero's individuality. In a large sense the GM can concentrate on each separate hero for a few minutes sometime during the run. This is far easier in small groups of players. Any group of more than five players almost forces the GM to deal with the heroes as a group because there isn't enough time to treat each person individually without slowing the game down terribly.

Once the GM decides to spend a little time with a hero he has many options. The GM can give the group a challenge that only one of the heroes is qualified to handle. The GM can provide a situation that affects a hero's Psychological Limitations, is related to his Reputation, or mirrors the hero's background. Much of this special treatment will initially come from the characters' disadvantages. Anything the GM can do with a hero to make him feel special or different from his fellows should work well.

The most obvious example of a hero's individuality will be the hero's "shtick". Each character should be able to operate effectively within his own shtick, unless the GM finds the hero's shtick totally unacceptable.

There are two ways for a GM to encourage a hero to develop a shtick. The first is to give heroes with a specific shtick extra attention. Have Non-Player Characters (NPCs) recognize the hero's trademarks, and spend some time with the hero developing the details of his shtick. The second way to encourage individual shticks is to be careful not to punish a hero for the more unusual elements of his shtick. The GM should not penalize a hero for using funny lingo, if the funny lingo is part of the hero's shtick. If the GM "punishes" heroes for being different, sooner or later all of the heroes will look the same.

GETTING INVOLVED

A GM in a campaign has many tools to "hook" a hero into an adventure. The victim or goal in a scenario can be connected to the hero as an old friend, ex-lover, or relative. The most direct version of this is to have the hero's "friend", "romantic object", or "rival" from his Limitation be the victim in the adventure. This should instantly hook at least one of the heroes in the team, and if the hero belongs to a close-knit team, the rest of the team will help out because of loyalty to their comrade.

The enemy is also an important tool that you can use to get the heroes interested in the run. Even in war-based campaigns, where the general enemy is another nation, race, or species, there can still be one enemy general or leader who has earned the particular hatred of the heroes. If the enemy has a history of evil acts and atrocities, then the heroes should be raring to go out and bring him down. Even more immediate is to bring back an old enemy that the heroes have already fought. The old enemy has committed evil acts against the heroes, and you can be sure they remember and want revenge.

The old enemy trick is especially powerful if the heroes thought the enemy was dead. Remember that the enemy's final demise in his previous adventure was "obvious" to onlookers, but could not be proved because of the lack of a body. The GM should have a convincing, if wild, story to explain the enemy's seeming return from the dead: hidden henchmen, pre-programmed clones, and secret escape devices all work well.

If you bring back an enemy, or even the enemy's relatives or friends, they can engage in the most dangerous of scenarios, the hero hunt. In this case the enemy is on a mission, to get one or more of the heroes. The hunt can be the only reason for the scenario.

A hero hunt automatically gets the heroes together and motivated: they must try to save each other's lives. The hero hunt can consist of a mission to draw out the heroes, uncovered information about the heroes that allows the enemy to ambush them, or any number of other ideas. This information may even have been supplied by the hero's rival (if any).



CAMPAIGN GUIDELINES

Once the Game Master knows how he's going to run his campaign he must figure out what kind of campaign to run. There are many different backgrounds and missions possible using the *Robot Warriors* rules; the Game Master has to decide which he's going to use. Later, in the Adventures section, We present The Slissii Invasion, a campaign background that can be used for many different styles of campaigns depending upon when and where in the campaign background the GM puts the adventures.

Campaigns can be classified in several ways. They can be classified by the background the heroes are involved in: are the heroes fighting in an all out war, part of a guerilla war, or taking part in exploration? Campaigns can be differentiated by the way in which the heroes are organized: are they a normal military unit, a special military unit, an independent organization, or individual freelancers? Distinctions can also be made by the style of stories told in the campaign: are the stories complete in one adventure, or are they connected into a long running saga? Finally, campaigns can be divided by the overall plot line of the campaign: are the heroes fighting in a never ending war, trying to complete some kind of quest, or are they simply trying to survive until the next adventure? The Game Master can use each of these classifications as a guideline when putting together his own campaign.

CAMPAIGN BACKGROUND

The background for a campaign strongly colors many of the stories that are told in *Robot Warriors*. The background should allow for action, conflict, and adventure, and should provide the characters a good place to define their personalities and relationships. In the Slissii Invasion there are three different parts of the background: Guerilla War, Full War, and Exploration.

In a Guerilla War background civilian life goes on in some kind of normal manner, but there are occasional explosions of violence. The heroes are able to engage in a full range of activities, including normal civilian conflicts when not engaged, and military conflicts when they are in action. The characters have a chance to deal directly with selected Slissii who dwell among humans. The characters are also that much more heroic because of the David and Goliath situation of weak rebels tweaking the noses of powerful conquerers. Suspicion is an important element whenever the heroes are engaged in secret work. They must always be careful for spies and enemy traps; as rebels they can be overwhelmed if the enemy ever corners them and can bring all of its forces to bear.

If the Guerilla War is waged successfully then humanity will recover enough to fight the Slissii on an even footing and a Full War breaks out. Here the background changes: frontlines, controlled areas, military command structures, supply lines, and a whole host of other military elements develop. The population acts differently because there is a war on. Patriotism and human chauvinism probably becomes very common, with "Would you want your sister to marry one?" posters popping up officially, rather than just being spray painted onto walls.

The biggest difference as far as the campaign is concerned is the emergence of military organizations running the war rather than loose underground factions. Missions often come down from above, rather than being planned at the level of the heroes. The full campaign expands in scope, but in many ways the heroes are now a smaller part of the larger battle.

Once the Slissii have been kicked off of the Earth the campaign changes once again. The Earth forces, with access to the Slissii stardrive, can now move out into the universe. Exploration becomes the order of the day, with our heroes in their robots going into hostile environments and dealing with strange alien creatures. The heroes will no longer automatically know if they meet friend or foe. They have to deal with the classic questions of whether to reveal Earth's location to seemingly friendly aliens, and how to deal equitably with alien cultures. The action in an exploration mission is more fragmented than in a war, but the scope for exciting interaction and adventure outside the robots is greatly increased.

There are, of course, other possible backgrounds where you can play *Robot Warriors*. A war in space is very different than a war on the ground. Characters with transforming robots might be engaged in undercover action, rather than a guerilla war. But the Game Master and the players must understand the limitations and opportunities presented by the background they choose to play under.

CAMPAIGN ORGANIZATIONS

Once the background of the entire campaign is developed the background or organization of the heroes comes up. The organization of the heroes will determine how they are brought together, how they receive missions, how they get ammunition, spares, and replacement parts, and how they got their mecha in the first place. The organization also determines how the characters relate to one another, including the choice of rank and leadership, along with the personnel and missions the heroes have to work with.

Four main types of group organization are common in *Robot Warriors*: Military Line Units, Military Special Units, Independent Quasi-military Units, and Informal groupings of independent characters. Certain campaign backgrounds suggest a type of organization — such as being a military unit of some kind during a full war, or being an independent organization during an exploration mission. Some of these organizations provide the Game Master with more control over the heroes than others. In general though, the GM should try to give the heroes as much freedom to choose their own destinies (and make their own mistakes) as the campaign allows.

The most rigid organization style is to make all of the heroes members of a normal military line unit like an armored platoon or a flight squadron. The heroes have no special status and so participate in normal military operations. Of course our heroes tend to get involved in more unusual occurrences than normal, but they have no special status to signify that.



UNIT TABLE

Unit	Men	Robots	Components	Commander's Rank
Fire Team	3-5	-	-	PFC, Corp.
Squad	9-15	1	2-3 Fire Teams	Corp, Sgt.
Platoon	30-50	3-5	3-5 Squads	Sgt, Lieut.
Company	100-250	10-17	3-4 Platoons	Lieut, Capt, Major
Battalion	400-1500	33-54	3-5 Companies	Major, Lt. Col.

Being in a military line unit the heroes have to respect the normal proprieties of military life, including following orders, respect for proper rank, and the restraints of military justice. Having the heroes in the front lines allows the Game Master to bring a host of military cliches into his campaign. Superior officers, when seen from the trenches, are often as much the enemy as the enemy is. The dogfaces in the line are often short of food, ammunition, and support. They believe they'll win the war in spite of their commanders, not because of them.



A slightly different kettle of fish is the military special unit. These special units are the equivalent of modern day Green Berets, Special Forces, Airborne, SEALs, Rangers, or Marine Force Recon. These forces are highly competent, often unorthodox; they are given the best equipment and the toughest jobs. A perfect place to put a bunch of heroes.

Because of the dangerous missions these forces engage in, and the quality of the troops involved, rank often has less call to authority than a soldier's competence and ability to do the job. Heroes who belong to a Robot Recon, Experimental Robot, or a Robot Infiltration unit have to undertake very difficult missions, but have a great deal more flexibility in how they execute those missions.

No matter what kind of military unit you're in, rank has some significance. The Unit Table gives unit sizes and the rank necessary to command them. An optional system for dealing with promotions is covered later.

Larger units include Regiments, Brigades, Divisions, Corps, Armies, and Army Groups. Brigadier Generals are Generals whose promotion has not been approved by Congress. When aboard ship all Army Captains are called Majors so as not to be confused with the ship's captain. Because of losses during battle units are often commanded by officers several ranks below those listed.

Characters need not be in a formal military unit, even in full war situation. Characters may be part of an independent organization such as a research team or test group for a robot manufacturer. These heroes must still take some orders from their superiors in the organization, but they don't have to be structured along military lines. If the group is small it may only need a team leader, and ranks can be dispensed with.

Independent organizations are especially useful in guerilla war or exploration backgrounds because they free the heroes from the military structure. The greater equality you can give the various heroes the more they will like it.

The final organization is, of course, no organization. In this scheme the heroes somehow own, operate, and keep up their robots on their own. They have no connections or obligations to outside sources or otherheroes. There are ways to do this, such as finding the alien robot that crash landed; the one that is self repairing and has no fuel or charges limitations. Or the hero can be the robot's inventor and pilot. The robot could be stolen from evil enemies. Any number of ways exist to make the hero and his robot independent. The hero has to work out getting repairs, ammunition, and spares to the Game Master's satisfaction, however. A player considering creating an independent should design his robot to require as little outside support as possible.

CAMPAIGN STYLES

Now that you've chosen a genre to use as your background, you have to decide how you want to run the adventures in that genre. There are two main ways to run your campaign: Episode style and Saga style. The major difference between the two is the goal orientation of the heroes.

In the Episode style, the long range goal of the heroes is a continuing one, or the goal is so far off that the heroes probably won't reach it during the life of the campaign.

In the Sage style, the goal is achievable. During each adventure the heroes get closer to their final goal. When the heroes finally reach their goal, the "Saga" is over. Each scenario might take one or more play sessions, but each is moving toward an achievable goal.

The first decision you have to make is which style to use. You should decide what kind of stories you're trying to tell and how stable your cast of heroes will be. The choice of a model is not absolute. A campaign may start out in the Episode style, then you decide you want to change the background, and you make the new background the goal of several scenarios using the Saga style. Once the Saga is over the new situation provides the basis for continuing Episode style adventures.

EPISODE STYLE

In the Episode style you set up a continuing background, and each scenario is set within the context of that background. The background normally consists of a physical location, the heroes involved, their situation, and the relationship between the heroes and several important non-player characters. An example of the Episode style is a show like *Tranzor Z* where the setting, characters, and mastermind behind the enemy actions change very little from adventure to adventure.



An important part of building up a continuing background is that the background seldom changes radically. From scenario to scenario the heroes can depend upon the same general location and non-player characters being available. The continuity of background in an Episode style campaign allows heroes to form relationships with the non-player characters. The heroes also have an incentive for buying local Knowledge Skills, because they know that they will be in the area for a while. The heroes' relationships and Knowledge Skills help integrate them closely into the continuing campaign.

One of the effects of the unchanging background is that most scenarios are short; they're over in one or two play sessions. A longer scenario has a greater chance of affecting the non-player characters and the background. The order of specific scenarios also makes little difference. Since the background is static, you're free to run different kinds of scenarios in any order you want. This is the same way TV shows create their episodes, so that when they are rerun the order doesn't matter.

For an Episode style series of adventures to work out, you and the players must both be comfortable with the background. The initial scenarios of an Episodic campaign may have to be more flexible than later runs, as both you and the players provide input into a mutually acceptable background. If the setting or non-player characters of the first couple of adventures don't feel right, have the heroes travel and meet new people and then return to their home base. Sooner or later the heroes will find people and a place where they are comfortable. Then you can run a Saga style scenario where the campaign's background can change. TV series often go through a settling-in process while the writers and actors find the best combination for a good show.



SAGA STYLE

With the Saga style you give the heroes a long-term goal that they can achieve in several game sessions. Unlike Episode style, Saga style changes; each goal brings with it one or more different backgrounds. Each background includes its own location, non-player characters, and short term goals. Each short-term goal should lead the characters closer to their long term goal.

An example of this is the cartoon *Robotech*. Early in the series the heroes are from a near future Earth, trying to fight giant aliens. Most of the battles are in space and the heroes are based off of the giant Space Defense Fortress 1. Later, the SDF 1 is grounded and the battles move to Earth. Though the object is the same the background feels very different.

Subsequent Sagas must build on the results of previous adventures, as opposed to an Episodic campaign in which everything returns to normal at the end of each adventure. In *Robotech* the second major saga is connected to the first because the new enemy is searching for an energy source, proticulture. In fact, all of the sagas are linked together in this way.

A Saga such as this takes a bit of planning. You must have an idea of your final goal and plan each of the intermediate scenarios to get to that goal. You should also decide what major obstacles the heroes have to overcome

in the course of achieving the goal. You can then put the obstacles in a reasonable order, and decide how to connect the obstacles so that the story flows from beginning to end. Finally, you add whatever story touches are necessary to provide flavor, to match the story with the genre, and to get the heroes involved. You now have enough story to start your adventure.

Once the Saga starts you and the players shouldn't become too attached to any particular character or part of the background. The essence of the Saga is that anything can change. The players must be willing to accept change in the status of their heroes and friends, while the GM must be willing to accept changes in his campaign background and in the storyline. One of the greatest strengths of the Saga style is that the heroes can have a strong effect on the history of the campaign and the GM can have an effect on the personality and situation of the heroes.

One of the ways to strengthen the "sense of abandon" necessary for everyone to accept all of these changes, is for you to set a time limit at the beginning of the Saga. When you inform the characters that the current Saga will only last for 6 or so play sessions, both you and the players will be more willing to experiment with the adventure. If things go badly the Saga will be over in a few sessions. If the Saga goes well, the surviving characters can be picked up again in whatever background the end of the Saga leaves them in.

There are several ways to continue a group of heroes after a successful Saga. You can use the first Saga's final situation as the basis for another Saga. This is how *The Slissii Invasion* is designed to work. This keeps the characters moving and changing as they encounter different backgrounds. Or you can use the final situation as the basis for Episode style adventures. These adventures can allow the heroes to get to know each other and become an important part of the less volatile background.

You have final control over the style of adventure that you run. Some backgrounds may lend themselves to the Episode style, others to the Saga style. Sometimes you may mix the two styles, running a Saga style campaign to set up a background, and then running an Episode style campaign while the heroes exploit it. When the heroes become too comfortable with a particular background, you run another Saga campaign to shake things up. By using both styles where they are appropriate, you can get the most fun out of the least effort.

OVERALL PLOTLINE

There are three overall plotlines to consider before you create specific scripts for your scenarios. Each *Robot Warriors* campaign uses one of these overall plotlines (or a variation of it), and these plotlines influence the scenarios. This overall plotline helps center the attention of the players on a common objective, and provides an underpinning for the scenarios run in the campaign.

The basis of the campaign could be a long standing war between our heroes and a major enemy, it could be a never ending quest for the characters to fulfill, or it could be the hero's continuing fight for survival. The overall plotline need not dominate every scenario, however; it only provides a common motivational center for all of the heroes in the campaign. You should choose one of these plotlines as the basis for your campaign.

THE NEVERENDING WAR

Probably the most common overall plotline for a campaign is to pit the heroes against a limitless enemy in a continuing struggle. The characters become the soldiers in a never-ending war against this enemy. The War in this campaign is not necessarily a military campaign; it means being part of a never-ending conflict of any type.

The Slissii Invasion could be run as a never ending war if the Game Master doesn't want to progress beyond a certain part of the campaign. A campaign of independent transforming robot warriors against an underground enemy in the modern world could easily become never ending if the enemies' resources are large enough. Just as the Autobots never destroy the Decepticons, our heroes might never finally defeat their enemy.

The major feature of each of these campaigns is that the enemy is so powerful that their total defeat is either impossible or such a momentous event that it would totally change the campaign. Because of the nature of the enemy, each of our heroes' victories can only be tactical; they can stop the enemy's current plan but never totally defeat him. This tends to focus the conflict of our heroes against the enemy. The heroes may fight other foes, but their main adversary is always obvious.

Running a campaign war setting brings with it several advantages. First, as wars are based on an Us versus Them situation, you always have an easily available enemy for our heroes. Second, our heroes are easily brought together by the polarization of the situation. It's easy for an independent character to call the other heroes his friends when they're all being shot at by the same enemy. Finally, it's much easier to justify the organization and motivation of the enemy in a polarized situation. In a war anyone who isn't for the heroes is against the heroes.

A war setting also brings with it some possible disadvantages. Foremost, you must be careful not to use the same enemy over and over again. Just because the heroes are fighting Slissii robots doesn't mean that all Slissii robots look alike. You should go out of your way to individualize the enemy. Some Slissii may be part of a cohabitationist faction, while others might be positively genocidal. The different satraps of the Slissii make such individualization easy; the GM should take advantage of it.

Also, you must be careful that the heroes don't become discouraged. Because the enemy can never be totally defeated, players can come to the conclusion that their actions don't make any difference in the campaign. A way to combat this feeling of powerlessness is to divide the enemy up into sections. The heroes can totally defeat a section of the enemy while not crippling the enemy itself. Characters may get discouraged fighting one mindless Slissii scheme after another, but if you use a local Slissii Satrap as the basis of these schemes the heroes can attempt to defeat the mastermind himself. So even though they're in an endless war, if the heroes defeat the mastermind they have won a major victory.

THE QUEST

The second overall plotline for a campaign is to give the characters a long-range target or quest. Finishing the quest means significantly altering or ending the campaign itself. Quests are normally associated with fantasy games, but in this context it simply means moving toward a goal. Achieving the goal has a profound effect on the campaign.

The Slissii Invasion is actually designed as a multi-part quest. The conclusion of any part allows the characters to progress onto the next part of the campaign. In this case the achievement of the goal has a profound effect on the campaign.

Each quest has a goal or object. This goal can be to find or travel to a specific location, to retrieve an object or person, or to execute some task or set of tasks. The object of the quest is up to you, but it should reinforce the genre the heroes are involved in. The quest is what centers the hero's attention on the campaign; how it is executed is important to the player's ability to get into the campaign.

There are several important advantages to the quest campaign. First, so long as you keep getting the heroes closer to the conclusion, the heroes feel like they are truly accomplishing something. Second, you always have a hook to get the heroes to investigate something by connecting it to the quest in some way. Finally, the heroes are linked together by a common desire to complete the quest.

There are also a couple of pitfalls to a quest campaign. You must continually move the heroes closer to their goal or the campaign begins to resemble a war more than a quest. Second, you and the players must realize that when the quest is over the campaign will change. The heroes may take up a new quest, or they may go on to be involved in other campaign activities, but the campaign's center has to be changed. A good GM plans for this change and has something new ready for the heroes when the current quest is completed.

**SURVIVAL**

The last overall plotline covered here is a survival campaign. In a survival campaign the heroes are continuously fighting for their lives, either against the elements or against an implacable foe. The key element includes a hostile enemy that the characters cannot defeat, only escape and survive.

The most common form of the survival campaign has the heroes hunted by a giant enemy. The Guerilla War part of The Slissii Invasion can easily be turned into a Survival situation.

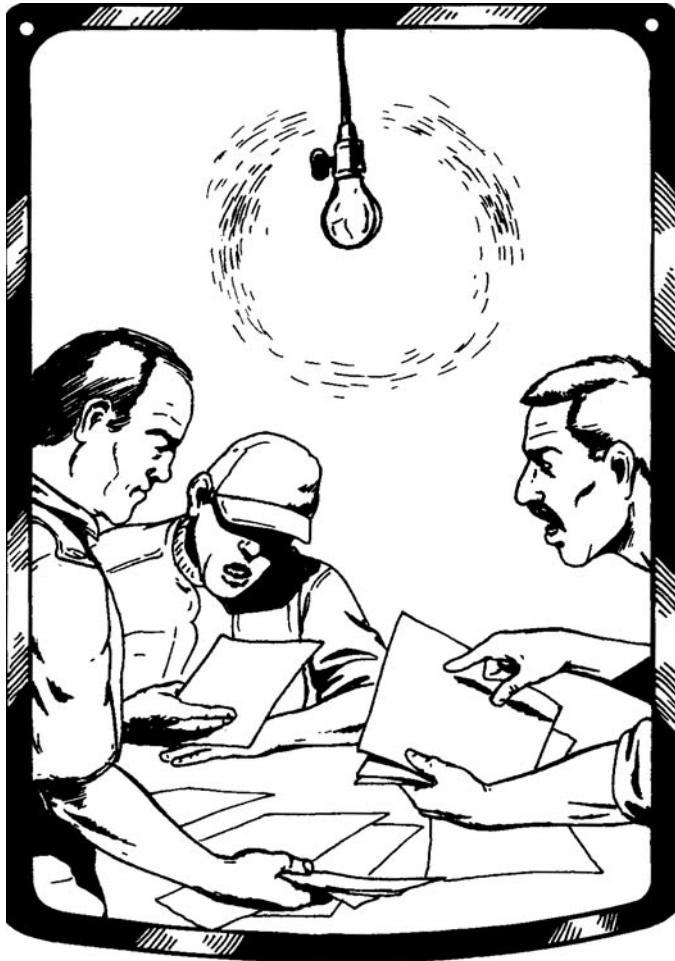
Just because the main object of the heroes is survival does not mean that they can't be involved in other things while fleeing from their enemy, the heroes get involved with the problems of people on their route, along with dealing with their pursuers. The third part of the *Robotech* series is as much a survival run as it is a quest. In the series the heroes are hunted by the enemy and continuously have to be on the move or they will be caught.

The heroes' enemy can also be the elements. Heroes who are trapped in an incredibly dangerous environment must often work as hard to survive the elements as they do to survive their enemies. The exploration section of the



Slissii Invasion allows for this kind of campaign. The heroes could be stranded on a Deathworld like planet that included monsters that could threaten them even in their robots. Their object would then be a struggle for survival both inside and outside their machines. Note, though, that the hero can easily become involved in situations which have little to do with his normal survival routine. The stories come from the situation he encounters and people he interacts with.

There are a couple of advantages to running a survival campaign. First, in a campaign where the characters are hunted, you need never worry about finding an enemy; the heroes' enemies are the basis of the campaign. Also, the heroes can be easily motivated to move to a particular location or to interact with a set of people. The heroes hang on to the hope that any change in their situation will help them to escape their pursuers or be safe from the elements.



The disadvantage of a survival campaign is that the heroes may become disenchanted with running all of the time. Heroes are activists by nature; they want to confront their pursuers, no matter what the odds. A partial solution is to split the pursuers into parts and allow the heroes to occasionally defeat a part of their enemy. But often the heroes' pursuers can retaliate against innocent bystanders or, if known, the heroes' friends and romantic interests. The heroes must, therefore, pick their points of resistance carefully.

The main problem with basing a run on survival against the elements is that the character's robot can provide protection against most of the elements. The robot's

capabilities should be limited by breakdown or fuel and ammunition constraints to concentrate the heroes' minds on the threat of their environment.

Another problem when running survival against the elements is that hunger, thirst, and frostbite are difficult to get across in game terms. Players want someone to interact with and the elements don't offer a lot of conversation. You can get around this problem by using the heroes' need for food, fuel, and ammunition, as motivators, both for getting characters involved and for getting them on their way after an adventure. Seldom should a scenario be based solely around the hero's confrontation with his environment.

The core of any survival campaign is your ability to create fear in the heroes. The heroes should fear their pursuers and the power of their hostile environment. They should also be able to act in heroic ways outside of their fear so that they can keep their self respect.

Survival campaigns are often short lived, used as preludes to a longer war or quest based campaign. The survival part of the overall story structure can be a powerful Game Master's tool, however, and should not be overlooked.

MISSIONS

Now that you've chosen the genre for your campaign, the style, and the overall plotline, the final thing you need to do is come up with an adventure for the evening. This section describes how to put a mission together, what important details you have to come up with, and what story techniques can make the game more exciting.

The basic information for a mission is the same as the basic information in a newspaper story: who, what, where, when, and why? ("How?" is up to the players.) This translates into who is involved in the mission, what the mission is, where in the campaign the mission is, when in the timeline of the campaign does the mission take place, and why the mission is going down. Most missions are a consequence of the campaign they come from so the information presented often simply falls out of the campaign background with very little work.

WHO?

The list of who is involved in any particular mission should include only those characters who may have a pivotal role in the adventure. The heroes may meet dozens of characters during the course of a mission, but for plotting purposes you want to concentrate on the ones who are the center of conflict or be able to provide information to the heroes.

The first part of deciding who is involved is easy; the heroes are involved. Next, the GM must decide which of the heroes' friends, love interests, and rivals are involved. Next, add any non-player characters who are common in the campaign, but who are not tied to any particular character. Finally the GM should decide what totally new characters he will introduce in this adventure and what their appearance, demeanor, and personality are.

Then, when the GM has his cast of major characters for the mission, he decides on the general relationships between the NPCs and the heroes. Most of the relationships with known characters have been defined in previous adventures, but any new circumstances can bring out

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new facets of a non-player character's personality and his relationship with the heroes.

The simplest way to determine relationships between NPCs and the heroes is to divide the NPCs into those who help the heroes and those who hinder them. From there you can add qualifiers and details onto the character's reactions. Perhaps an NPC will help one hero and not another, or perhaps an NPC can be bribed to help the heroes.

On the opposite side are characters that hamper a heroes actions, but don't actually try to hurt him. Superior officers who make stupid decisions and angry rivals often fall into this category. Keeping track of all of this may seem a little overwhelming, but it really isn't. Once you define the basics of an NPC's personality his reactions become second nature.

One of the most important characters the GM has to define is the heroes' main adversary. Missions are based on conflict, and the more the GM can personalize that conflict the more directly the heroes are involved. An adversary is normally defined by the major emotional reaction he inspires in the heroes. For example an opposing commander might be a competent, honorable leader the heroes can respect, who just happens to work for the other side. Conversely, the enemy might be a despicable, rotten, leader who generates nothing but contempt from the heroes. An enemy could be a bumbler whom the heroes can laugh at, or a rigid "by the book" type who can be out-manuevered. But, whatever his personality, the GM should make sure the heroes get a chance to know him before the mission reaches its final climax.

WHAT?

After deciding who is involved in a particular mission, the Game Master must decide what the mission's objective is. The objective is important because it focuses all the heroes' attention. The goal may be simple, such as confirming the identity of a new enemy unit during reconnaissance. Or the goal may be difficult, such as rescuing a captured friendly pilot from a holding camp behind enemy lines. Either way the mission objective tells the characters what is expected of them and gives them an idea of their priorities.

The mission objective should be consistent with the campaign background and the organization the heroes work within. Underground fighters don't patrol out in the open, while Mecha Special Forces troops probably don't end up on guard duty. Underground forces work with stealth and surprise — executing sabotage, theft, and rescue missions. Line troops participate in reconnaissance, patrol, ambush, assault, breakthrough, and defense operations. Special forces can be assigned the same missions as either underground forces or line troops, along with unusual jobs such as infiltration, raiding, and testing new or captured equipment.

The mission does not even need to be specific. A unit can be told to "Patrol section B4". Thus our heroes on patrol have no idea what they might meet or what the actual adventure is. A common, non-specific, military mission that is dreaded by soldiers is the Reconnaissance In Force. This translates to "Go that direction, find the enemy, attack if you can, retreat if you have to". A dangerous objective, but one that gives the heroes a lot of freedom to make decisions.

WHERE?

After the Game Master has decided who is involved in the adventure and what the heroes' mission objective is, he

has to set the location of the adventure. This can include creating

detailed maps of specific targets and general maps of the surroundings. The locations should include memorable details such as unusual place names, geographic details, and terrain. The Game Master should have a good idea of the distances between landmarks and how much cover is in each area.

There are many campaign specific details of each location that are even more important than the geography. The GM should know enemy troop concentrations, frequency and types of patrols, and how alert the enemy is. Extra details such as the enemy unit names are also good details to have.

As important as the type and location of the enemy are the disposition of civilians and friendly troops. Where are the civilians located, and will they help our heroes if they get into trouble? Where are friendly forces stationed, and how fast do they respond if called on? The heroes may only get a general idea of these details at the beginning of a mission, but they can become important if anything goes wrong.



WHEN?

Next on the list of important details of a mission is when the mission takes place. The GM must make a choice on how strictly he keeps track of time in his campaign. Some campaigns are rigidly timed, with each day or week tracked and accounted for. Other campaigns are looser, with most missions far enough apart in time so that the heroes can heal their wounds and repair their mecha. This also gives the enemy a chance to fix any damage they've taken and prepare for the next battle.

Time is an important consideration when several missions happen back to back. In such connected adventuring the heroes find their mecha and themselves becoming more and more beat up as time goes on. The GM must take this into account and have alternate mecha or even alternate pilots for heroes to play in later missions.

Finally the GM must worry about details like time of day and the seasons. Night missions have a different feel and demand different equipment from day missions. Winter snow or spring rain can change the look of the battle field and the tactics of the enemy. As an example, the Slissii are used to a warmer climate, and so are at a disadvantage when it gets cold. A smart player, as well as a smart GM, might take advantage of such details.

WHY?

The final detail is often the easiest to forget when planning a mission: why is this mission taking place? If the heroes feel that the mission is senseless they won't put their hearts into it, even if all of the other details are correct.

There can be many different reasons for running any particular mission. Almost all of the reasons are based on intelligence that has been gathered, often by the heroes themselves. Perhaps our heroes have spotted signs of a coming enemy offensive. Their next mission might be to penetrate enemy lines and blow up a supply dump, to stop the offensive before it starts.

Intelligence can also come from outside sources. Perhaps a civilian from behind the enemy lines has information about a new enemy mecha, and the heroes have to do a reconnaissance in force to draw the mecha out to see what it can do. All the Game Master has to do is justify to the heroes the reason for their mission. The heroes are going to have their butts on the line, they deserve to know why.



PLOTTING THE MISSION

Each mission can be separated into different events. The timing of the events and the transitions between events help make the mission a real story. Properly plotting the events in a mission is much like plotting the scenes in a story. The Game Master must keep track of the connections between events in the storyline, provide proper contrast between characters, and provide the proper tempo.

There are an infinite number of actual events in a mission, but they fall into a number of simple categories. Those categories are: conversation, crisis, and climax. Conversation is whenever the heroes find out information, through dialogue or investigation, without having a confrontation. A crisis is any time when a hero has to make an important choice in a confrontation. Such a confrontation can be anything from an argument with a rival to a battle with an enemy. Climax follows crisis when the crisis is resolved. Some climaxes may be delayed if the crisis can not be solved immediately.

An easy way to plot a mission is to arrange different events to provide an ever increasing spiral of tension and resolution. A short example of such a plot could look like this:

Conversation: Opening, give heroes their mission, a mystery, and their first clue.

Minor Crises: Hero's rival sets up an argument between a hero and his love interest.

Minor Climax: Love interest spurns hero.

Minor Crises: Heroes follow first clue, uncover enemy action, are ambushed, and are forced to fight.

Minor Climax: Heroes lose fight but survive, enemy gets away. Heroes learn a second clue that leads them on in the mission.

Conversation: Heroes follow second clue and answer the mystery, which leads them to enemy.

Major Crisis: Heroes find enemy and attack just before enemy achieves his goal.

Major Climax: Heroes get revenge for first loss and wrap up mission objective.

Minor Crisis: Hero confronts love interest. Minor Climax: Hero and love interest make up.

Conversation: Conclusion, heroes learn consequences of their mission and go on with their lives.

Note that in this sample storyline there are both personal and combat crises. Contrasting personal and combat crises keeps each confrontation fresh because it is different from what has just come before. Note also how the heroes are temporarily defeated in the middle of the story, but are victorious in the end. This provides a contrast in the combat situations, along with giving the heroes an additional motive — sweet revenge.

Good stories are based around conflicts. When running an mission there are three kinds of conflicts to worry about: Interpersonal Conflicts, Mecha Combats, and Personal Combats. The GM can mix and match these conflicts to provide contrast.

INTERPERSONAL CONFLICTS

Interpersonal conflicts are the backbone of role playing. They come about whenever characters have a difference that they deal with through conversation, arguments, or impassioned oration. The kind of interpersonal conflicts a character gets involved in, and how he deals with them, define the character as a person, and make him more than numbers on a character sheet.

There are no real rules for dealing with interpersonal conflicts. The Game Master and the heroes have to act these conflicts out as they might in real life. The rules do help suggest interpersonal conflicts, with the character's Disadvantages; specifically the Disadvantages covering Friends, Romance, and Rivals. These Disadvantages are a reflection of our heroes' concern for another character, or another character's interest in the hero. A clever GM can easily create interpersonal conflict for a character by forcing him to make decisions about his friends, Romance, or Rivals.



MECHA COMBAT

The second, and probably most common, form of conflict in *Robot Warriors* is Mecha Combat. Here the robot building and combat rules can help the Game Master make the conflict exciting. The GM should go out of his way to create combats that exploit the strengths and weaknesses of the different Mecha that the heroes and their enemy have. If one hero's robot moves as a hovercraft, then the GM can include a large body of water in the middle of the battle field so that the character has an advantage. Or, if a character hasn't equipped his robot with any night vision devices then occasionally a combat should take place at night where the hero is at a disadvantage.

The GM should always try and make each combat different from those that have gone before. He should ask himself "what is different about this battle?" Perhaps there is an unusual terrain feature in this battle, like a giant cliff, a dam, or a pool of soft sand that heavy robots can't move in. Maybe the GM has setup an unusual situation such as the heroes ambushing a superior enemy force, or the enemy ambushing the heroes. For once the enemy may have the upper hand; the heroes' job is to realize that they have to retreat to survive. The GM can also make a combat interesting by introducing a new kind of enemy weapon or even a brand new Mecha, with new capabilities.

Finally, the Game Master can individualize a battle by individualizing the enemy; give an enemy a reputation and an obvious symbol or marking. Think of mecha combat like World War I air combat, with enemy aces like The Red Baron. Hot shot enemy pilots should have a legendary reputation and capabilities to match. The heroes' own legends will be built in combat with such equals.

PERSONAL COMBAT

Heroes can also get into combat outside their mecha. The GM should go out of his way to create missions where the heroes have to operate on their own. There is a much greater sense of personal danger and involvement when a hero operates as a man, instead of as a machine.

Heroes are often fond of the security their fifty ton armored shells give them, so the GM must force them to adventure on their own. Luckily there are a number of missions that must be done by the heroes outside their mecha. Proper sneaking is only possible outside of the robot. If the heroes have to get a close look at, or even sneak inside, an enemy base, they have to do it outside their robots.

Many skirmishes against enemy foot troops should occur outside the hero's mecha. Also, most investigations and interrogations take place *mano a mano*: man-to-man. The GM must realize that if he gives the heroes objectives that they can achieve in their robots, they will, so he must give them some objectives that they can only achieve outside their robots.



RUNNING THE ADVENTURE

Once the Game Master has plotted out the mission and has an idea of the conflicts that the heroes face, he must deal with the gritty details of running the adventure. Many of these details are complications in the storyline. Each complication is a detail or situation that makes the story take longer, makes it more intricate, and makes the mission more difficult. Often complications create a minor crisis, or make decisions in a major crisis that much more difficult. A few well chosen complications can make a simple story into a masterpiece while too many complications can make a good story into an unplayable mess.

Complications can happen anytime during a mission: before, or after the mission, while traveling to or from the objective, or while actually trying to achieve the objective. The most common complication is when the heroes have incomplete or incorrect information about an important aspect of their mission. Then, at some point in the mission the heroes are surprised by a new turn that they couldn't plan for. Examples include having a friendly soldier you must depend on turn out to be your rival, finding enemy strength guarding the objective is twice what you were lead to believe, or getting a list of all but one of the enemy's security systems before a break-in attempt. Each of these nasty surprises can be the result of accidental misunderstanding or deliberate misinformation. The clever Game Master can even make the cause of the poor information a further complication to the plot of his story.

After the GM has his story, conflicts, and complications plotted, he must actually run the mission. One of the most important items in running the mission is the timing of events — the pace of the story. During the mission the GM has to answer questions, figure out how to deal with new events, keep the players interested, and still try to get through his storyline. Proper pacing gives him the time to achieve all of his objectives.

Most stories start slowly. The last mission is recapped. Everyone gets the feel of their characters again. Hints of the new mission are dropped. Then the GM can pick up the pace. Hit the heroes with a minor crisis right away. This gets their adrenalin pumping, and gets them interested in the game. Keep this first crisis short and simple, but make it something that the heroes can easily relate too. The sample plot opens with an interpersonal crisis; this is often a good way to get the players back into playing their characters.

Once the first crisis has been resolved, and the players' minds are on their heroes, the GM can slow the pace to set up the major mission background and objectives. Here the GM can give the heroes time to plan, to ask questions, and to think. The GM should give the characters some time to interact, but once they have a plan of action he should pick up the pace again and get the mission started.

Once the mission starts the GM should modify the pace to fit the circumstances. Before any crisis the pace should be slow but deliberate. Make sure the heroes realize that they are making progress towards their goal. Once a crisis starts the GM should accelerate the pace as fast as he and his players can handle it. Keep any combats moving, and make deadlines as short and tense as possible.

Once the crisis has been resolved, slow the pace and let the heroes recover and interact. They will probably change their plans to take into account whatever new factors were introduced in the last crisis. If nothing new came up then the GM should only slow the pace for a moment, then pick up the action again.

After the mission is over the Game Master should give the heroes a chance to consider the action and decide what types of actions they want to take in the future. The GM should let the heroes ask questions, make requests, and generally wind down from the tension of their mission. This is the time for introspection or contrast. If the mission was very intense, but the heroes won, then now may be the time for a comic moment. If the mission was an easy win for the heroes, and they're riding high, then now may be the time for a dramatic announcement. Or, if the heroes lost, now may be the moment for reflection on the cost of their defeat and declarations of revenge. The most memorable part of many missions is how they end. The GM should the ending to reinforce whatever emotion or message he was putting across during the adventure.

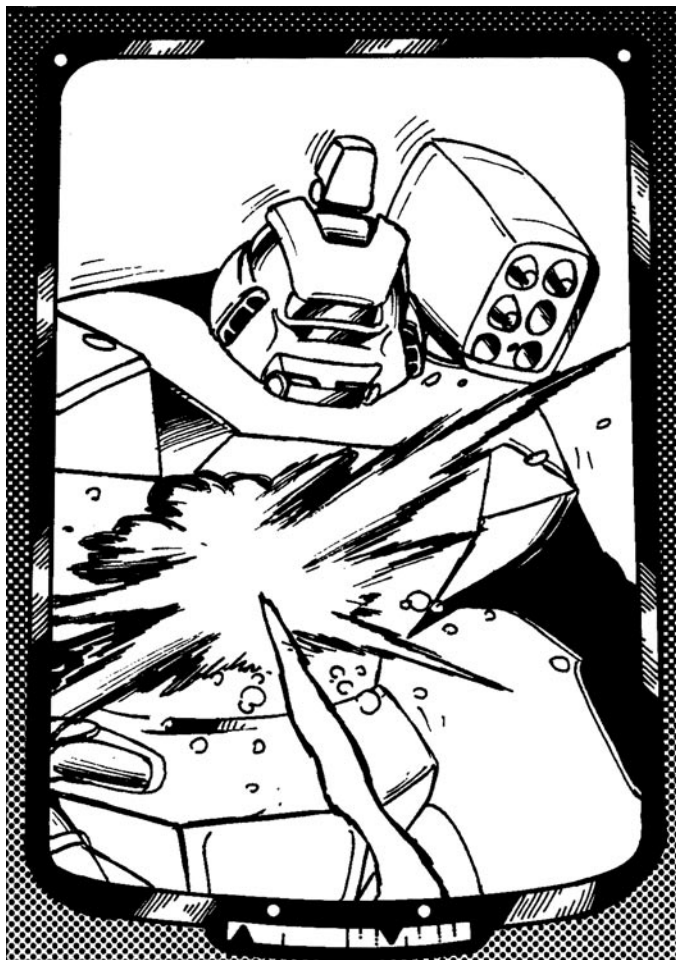
As a new Game Master, you shouldn't be intimidated by the amount of stuff you may have to keep track of when running a mission. Start out running a simple mission, with only one major crisis, and few complications. Then, as you get comfortable with being a GM you can add as many extra events as you feel necessary to tell a good story. Remember that if you ever feel that the game is getting out of hand, fall back to running a couple of simple missions. You should have as much fun running a mission as your players should have being the heroes.

RUNNING COMBAT

Combat is an integral part of most *Robot Warriors* adventures. In combat the players make life or death decisions and use their superior skills to advantage. You must be careful, however, that you don't make a combat too unfair. It's just as boring for a character to overwhelm a small number of lesser opponents as it is frustrating for the hero outside his robot to be killed instantly by an unseen sniper with a rifle.

There are two main kinds of combat in *Robot Warriors*: Man-to-Man or Mecha-to-Mecha. Occasionally there is also a third kind, Man-to-Mecha combat. Much of the information on balancing combat is the same for Man-to-Man or Mecha-to-Mecha. Trying to balance Man-to-Mecha is another matter.

There are several ways to run interesting, balanced combats. First, the enemy soldiers should come against our heroes in small groups. Three heroes have a good chance of taking out a dozen or more enemies if the soldiers are encountered a few at a time. Encountered all at once, the enemy could overwhelm the heroes. The heroes may also need a chance to recover for a short while between encounters. This gives them a chance to recover their Stun Pips (in man-to-man combat) or attempt makeshift repairs in Mecha combat.



You have to decide exactly how good in combat the enemy forces are. In general, the enemy is split into soldiers and the officers. Soldiers are normally not as combat-effective as our heroes. The competent and veteran NPC descriptions work for soldiers of different skill levels. A group of heroes should be able to take on an equal group of soldiers and, assuming no major imbalance in weaponry, take few casualties. On

the other hand, the officer or officers are at least as combat effective as our heroes. There are normally only a couple of officers in a scenario.

COMBAT EFFICIENCY

The basics of combat are the same whether a character is fighting man-to-man or Mecha-to-Mecha. There are five basic factors that represent the combat efficiency of a character: Combat Value, Dexterity, Speed, Weapons Damage, and ability to take damage. To find the combat efficiency of the heroes, find the average DCV of all the heroes (the best DCV each can generate without Dodging, averaged together), the average Dexterity in the group, and the average Speed in the group. You should know these values for the characters both inside and outside of the characters' Mecha.

The group's Robots should also be evaluated to find the average value of the heaviest weapon damage they can easily do, and the average of the heaviest armor that is normally available. These are the base line values that the enemy is compared to.

Man-to-Man: For man-to-man combat most foot soldiers should not be as combat effective as the heroes in a mission. They should, in general, be 1 to 3 points of Combat Value lower than the heroes, 1 to 5 Dexterity Points less, and about 1 Speed point slower than the heroes. To make the soldiers go down when they are hit hard they should not use heavy body armor, have extra Body Pips or buy extra CON or STUN. These foot soldiers should, however, be better than normal people. Remember that the easiest way for a hero to take out a group of enemy soldiers is if the hero seldom gets hit. But, at a minimum, any combat trained individual of either side should be Dexterity 11.

What kinds of weapons the soldiers carry is dependent upon the situation and how tough the heroes are. A hero with 5 DEF body armor, a CON of 13 and 13 BODY is far tougher than an unarmored target with Characteristics of 10. To keep the soldiers from slaughtering unarmored heroes, have them carry pistols in undercover situations. Against armored heroes, soldiers should carry submachine guns or autocar-bines. Remember that if a group of foot soldiers take more than a couple of losses in combat the remainder have to make Ego Rolls (representing Morale Checks) or run away.

Officer Characteristics should be as good or better than the average hero. The elite NPC works well as a model for officers. If there's only a single combat effective enemy his stats should be equal or better than the best the heroes have to offer. If the villain has a specialty like Martial Arts or pistol shooting, he should be 1 or 2 points of Combat Value better than the heroes in his specialty. This also goes for the heroes, who should be 1 or 2 points of Combat Value better than the enemy in their specialties, if they have one. The enemy should also have a large number of Skills, though the rolls should be 1 or 2 points below the Skill Rolls of the heroes.

A truly combat effective enemy officer has increased Constitution, Body Pips, Physical Defense, and heavy body armor. These help keep the enemy around long enough to be a good adversary. Often the leaders should also be good in hand to hand or melee combat. This allows the hero and villain to have a climactic confrontation without resorting to gunfire. If a firefight is a possibility, then the enemy should carry as large a weapon as is necessary to impress the players. Assault rifles (and light machine guns for strong

enemies) work well in this regard. The enemy should inspire respect by inspiring fear.

Mecha Combat: In robot combat the mechanics of balance change somewhat. As long as the robot doesn't restrict the character's Dexterity or Speed then the suggestions regarding these values don't change. Also, the hero's Skill Levels with his mecha and its weapons give him a large advantage over less skilled pilots. But, the hardware each mecha has is at least as important as the characters abilities. No matter how skilled a hero is, if his robot's weapons only do 4D6 damage, and the enemy has 24 Defense Armor, he is going to be hard pressed to do any damage.

Use the average damage of the heroes to find a good level for the enemies' armor. The average damage is normally between 5D6 and 8D6, depending on how heavy the hero's mecha are. The enemy armor should be between 2x and 3x the number of the heroes' average attack dice. Thus if the heroes have mostly 6D6 attacks then the enemy should have light robots with armor of 12-14 and heavy robots with armor 16-18. If the armor of the enemy robots exceeds 3 1/2x the heroes' attacks then the heroes' weapons normally bounce off.

Conversely, use the average of the heroes' armor to find a good level for the enemy attacks. The average enemy weapon should do about 1/3x the enemy's armor value in dice of damage. Thus if the heroes average Armor of 18, then the enemy's average attack should be about 6D6. Light robots might have attacks less than 1/3, but even very heavy attacks shouldn't exceed 1/2x the armor in damage or the heroes' robots will be wiped out in a couple of shots. Special attacks, such as Attacks Against Limited Defenses, can be much smaller than 1/3 the robot's normal defenses, because they can bypass these defenses and still be effective.

In Weapons Damage, Armor Defenses, and Movement the robots of officers are normally slightly better equipped than robots of soldiers. The officer's robots also have better Dexterity and Speed along with additional systems like extra Sensors, Martial Arts, or Missile Deflection. These additional systems combined with the officer's superior skills should make them near even matches for the heroes.

Most of these guidelines are also applicable to the soldiers and officers on the heroes' side too. In most campaigns soldiers are soldiers, and both sides have similar equipment and skill levels. It is the extra skill of the heroes (and the extra capabilities of their equipment) that help turn the tide.

Man Versus Mecha: Perhaps the most difficult encounter to balance is the Man-on-Mecha battle. Two items must be available to give the men a fighting chance: heavy weapons and numbers. The specialized heavy weapons for fighting Mecha are listed in the weapons section. Most are shoulder-fired, or tripod mounted, have limited shots, a long setup time, and pre and post fire restrictions. But, they do give the single man (or small group) the firepower to hurt a Mecha.

Numbers are also important. The average Mecha can fire several weapons at the same time. Any hit by one of these weapons can take a man out of the battle. The soldiers can normally only fire one weapon at a time, and it takes several of their hits to take the Mecha out. The heavy weapons must outnumber the Mecha by at least 4 to 1, and 6 or 8 to 1 is better.

The proper tactics for fighting a mecha are to take advantage of its size, and stay out of the way of its weapons. Fight the battle on the character scale (1 hex = 2 meters).

The

characters won't have to worry too much about Range Mods because of the mecha's size, but the mecha is forever taking range mods because the characters are so small. Be especially careful of fighting mecha with many autofire, explosive, or area effect weapons. These weapons can easily hit individual troops and so can devastate a number of unarmored troops before they can bring their numbers to bear on the mecha. In general the Man to Mecha fight is one that is filled with excitement but fraught with danger.

CHARACTER DEFEATS

So what happens after you've run a combat? You balanced both sides, and followed the directions. But the heroes rolled badly, and they made tactical mistakes; your soldiers and officers rolled well and got in some good shots. The hero's mecha are piles of smouldering junk. The heroes themselves are left unconscious and bleeding on the ground. What do you do now?

First, the enemy should never "finish off" a hero. They should capture him if possible. This allows the hero to go to the enemy's base, hear his plan, and then engineer his own escape. Or, perhaps the enemy thinks the hero is below his notice. In this case he humiliates the hero and leave him alive. The hero should be angry and want revenge.

The hero can also be saved by an outside force (as opposed to being saved by other heroes). A civilian can try to save the hero. The enemy might hurt the civilian too; the character would then feel guilty and want revenge. Friendly troops might save the character or scare away the enemy. But friendly troops should never save the hero and defeat the enemy. Defeating the enemy should be left to the heroes, the next time they confront him.

SAMPLE CHARACTERS

When you need generic Non-Player Characters you can use the numbers given here as a guideline. Most generic characters have neither the Skills or the physical abilities of most player-characters. An NPC may often have an unusual skill or physical specialty in addition to those listed.

INCOMPETENT CHARACTERS

The Incompetent character can represent any untrained normal person, teenager, or elderly individual. The fat shopkeeper, the sick wino, and the active little leaguer are all considered Incompetent. These characters are very vulnerable in combat, and are often used as victims or as bystanders. In combat they are Speed 2, OCV 3, DCV 3.

INCOMPETENT

STR:	8	DEX:	8	CON:	8	BODY:	8	INT:	8
EGO:	8	PRE:	8	COM:	10	PD:	2	ED:	2
SPD:	2	REC:	4	END:	16	STUN:	16	Cost:	-22
Pts.	Skills								
2	KS: own profession (11-)								
2	KS: hobby (11-)								
-2	-1" Running								
<u>-22</u>	<u>Characteristics Cost</u>								
-20	Total Cost								

NORMAL CHARACTERS

The normal character represents the vast majority of fit, but generally untrained people in the world. Delivery men, secretaries, and architects are all normal characters. The character may know the rudiments of how to use some kind of weapon and is not physically limited in any way. Most characters the players meet will be normals. In combat they are Speed 2, OCV 3, DCV 3.

NORMAL

STR:	10	DEX:	10	CON:	10	BODY:	10	INT:	10
EGO:	10	PRE:	10	COM:	10	PD:	2	ED:	2
SPD:	2	REC:	4	END:	20	STUN:	20	Cost:	0
Pts.	Skills								
1	Fam. w/specific weapon								
2	KS: own profession (11-)								
2	KS: hobby (11-)								
<u>0</u>	<u>Characteristics Cost</u>								
5	Total Cost								

COMPETENT CHARACTERS

The competent character represents the majority of trained personnel. Most police, gang members, supply troops, national guardsmen, and other part-time fighters are competent. These characters are trained with a specific weapon and have some Combat Skill. In combat they are Speed 2, OCV 5, DCV 4 with their weapon class.

COMPETENT

STR:	10	DEX:	11	CON:	13	BODY:	10	INT:	10
EGO:	10	PRE:	10	COM:	10	PD:	3	ED:	3
SPD:	2	REC:	4	END:	26	STUN:	23	Cost:	9
Pts.	Skills								
2	Fam. w/specific weapon								
3	+1 Level with specific weapon group								
3	A combat skill: Climbing, Breakfall, etc.								
2	KS: own profession (11-)								
1	KS: own hobby (8-)								
<u>9</u>	<u>Characteristics Cost</u>								
5	Total Cost								

VETERAN CHARACTERS

Veteran characters are combat specialists. They are often line soldiers, robot pilots, mercenaries and any other character highly skilled in combat. In combat they are Speed 3, OCV 6, DCV 5 with their weapon group.

VETERAN

STR:	13	DEX:	14	CON:	13	BODY:	10	INT:	13
EGO:	11	PRE:	13	COM:	10	PD:	5	ED:	5
SPD:	3	REC:	6	END:	26	STUN:	26	Cost:	37
Pts.	Skills								
2	Fam. w/Small Arms								
3	+1 Level with specific weapon group								
3	Robot Pilot (12-)								
3	KS: own profession (12-)								
2	KS: own hobby (11-)								
<u>37</u>	<u>Characteristics Cost</u>								
50	Total Cost								

ELITE CHARACTERS

Elite characters are the equal or superior of many player-characters. Officers of combat-oriented organizations, highly trained soldiers like Rangers, and high-class mercenaries can be considered elite characters. In combat, elite characters are Speed 3, OCV 8, DCV 6 with their best weapon group.

ELITE

STR:	15	DEX:	18	CON:	15	BODY:	12	INT:	15
EGO:	14	PRE:	15	COM:	10	PD:	6	ED:	4
SPD:	3	REC:	6	END:	30	STUN:	28	Cost:	67
Pts.	Skills								
4	Fam. w/Small Arms & Melee Weapons								
5	+1 Level with a type of weapon								
3	+1 Level with specific weapon group								
3	Robot Pilot (12-)								
3	Brawling, +1D6 in HTH Combat								
3	KS: own profession (12-)								
2	KS: own hobby (11-)								
<u>67</u>	<u>Characteristics Cost</u>								
90	Total Cost								

BROWNIE POINTS

Most characters in *Robot Warriors* are members of a military service. Brownie Points are a way to keep track of the character's reputation in the service. Rank can be helpful, but a Lieutenant with a great reputation might get bitter service from a friendly Supply Sergeant than a Major with a bad rep.

All services rate the performance of their employees. Those employees that consistently perform well earn higher rank, more responsibility, greater freedom of action, and more pay. Conversely, those employees that consistently fail missions, commit tremendous blunders, and disobey orders may find themselves sorting Mecha parts in a storage depot in Timbuktu.

Brownie Points are a general way for the GM to keep track of a hero's performance as seen by the service. At the end of each adventure, the GM should award Brownie Points to the characters based on their performance as judged by the service. It's very important to note that Brownie Points are given out on the basis of what the service knows, not what the GM knows.

The service can only rate the characters on the information the service has in hand. The service may well give the characters a high rating, even though the characters did something wrong in the course of the mission, because the characters managed to conceal the event from the service's knowledge. Be careful; the service may find out sooner or later, and they take a dim view of pilots concealing information.

The following table lists a number of actions which may generate Brownie Points. Note that there are many negative Brownie Point actions; it's quite possible to have a negative Brownie Point total.

Many of these actions will have their Brownie Point totals modified by the exact situation. You should use this table as a guideline, and modify to fit the circumstances.

BROWNIE POINT TABLE

Action or Result	Brownie Points
Acomplishing major objective	+2
Accomplished minor objective	+1
Kept Secret Mission Secret	+1
Unauthorized actions that worked	+1
Good review by your team leader	+1
Overcame unexpected resistance	+1
Capture of an enemy prisoner	+1
Failure of minor objective	0
Diplomatic Incident or Treaty Violation	0 to -2
Secret Information falls into enemy hands	-1
Bad review by your team leader	-1
Loss of your Mecha	-1
Damage to friendly property	-1 to -3
Death of team member(s)	-2
Team member(s) in enemy hands	-2
Failure of main objective	-2
Unauthorized actions which failed	-3
Death of civilian(s)	-3
Death of many civilians	-4
Death of prominent civilian(s)	-5
Being team leader	+1/x2
Very important mission	+1/x2
+ 1/x2 = +1 if total is positive or 0, x2 if total is negative.	



SERVICE ROLL

Every character has an Service Roll, which is a reflection of the character's influence within the service. The basic Service Roll is an 8 or less, modified by the character's total Brownie Points and other modifiers. The character's Brownie Points modify the Service Roll according to the Service Roll Modifiers Table.

A character can use his Service Roll to requisition special equipment or Mecha modifications, ask for information from the service, ask for assistance on a mission, or possibly to affect a transfer, promotion, or demotion.

You should modify the Service Roll depending on what the character is trying to do. Military Services usually work on a need to know basis; if the character is requesting information obviously important to his mission, the service will supply it. If he's looking for data that doesn't seem relevant to the service, he should have to make an Service Roll, perhaps with some negative modifiers.

Characters can also attempt to modify their Service Roll with Persuasion Skill. A character may even try to "pull rank" on another character in the military and add half his rank to his Service Roll. Attempting such persuasions can be dangerous, perhaps even resulting in negative Brownie Points if the attempt is unsuccessful.

SERVICE ROLL MODIFIERS TABLE

Total Brownie Points	Modifier
-16	-5
-8	-4
-4	-3
-2	-2
-1	-1
0	0
+ 1	+ 1
+ 2	+ 2
+ 4	+ 3
+ 8	+ 4
+ 16	+ 5
+ 32	+ 6
+ 64	+ 7



RANK

campaigns the GM can ignore rank, but if the campaign includes a lot of behind-the-scenes politics or interaction then the hero's rank becomes important.

A hero is assumed to have some experience in the military, but generally starts near the bottom of the rank structure, and eventually climbs higher and higher along the ranks of the service. Ranks 1 through 5 are for enlisted men and noncommissioned officers. Ranks 6 and above are for commissioned officers. The standard Rank names used in Robot Warriors are listed in the Rank Table.

RANK TABLE

Rank	Name of Rank
1	Private
2	Private First Class (PFC)
3	Corporal (Corp.)
4	Sergeant (Sgt.)
5	Sergeant-Major (Sgt.-Major)
6	2nd Lieutenant (2nd Lieut.)
7	Lieutenant (Lieut.)
8	Captain (Capt.)
9	Major
10	Lieutenant Colonel (Lt.Col.)
11	Colonel
12	One Star General
+ 1 per additional star	

Because of a character's previous experience he can start the game at rank 1-3 or rank 6. Commissioned officers normally command troops, although a young 2nd. Lieutenant might easily lose an argument with a 20 year Sergeant Major. Characters should also realize that the higher a character's rank the more responsible he is when things go wrong.



ADVANCING THROUGH THE RANKS

Normally, three missions (that is, adventures) constitutes a Review Period. Each character gets to roll for promotion at the end of every Review Period. The GM may make the review period longer or shorter, depending on the service or the situation. Advancement can be swift, but this is a wartime situation. An interesting variation is to have the review period equal to the character's Rank. This speeds up promotion at the beginning and slows it up as the character advances.

The roll for promotion is simple: Take the character's Service Roll and subtract the character's current Rank. There are also a couple of modifiers that may apply:

Minus 3 if the character is trying to become an officer (go from rank 5 to rank 6).

Plus or minus any modifier the GM wants to tack on for the situation: an extremely successful mission, it's been a while since the character was promoted, the character hates officers (a minus), and so on.

Your chance for promotion is never less than a 3 or less on 3D6. That is, a 3 automatically results in promotion.

The GM may wish to arbitrarily assign positive modifiers (if he thinks the character should be promoted about now) or negative ones (if the character has risen too fast, or is getting too high on the rank chart — after all, the higher you go the more competition there is).

RANK AND THE GM

The GM will find himself, for the most part, very much inconvenienced by the rank system of the service.

Why? Because he can guide the characters along the path of the mission simply by telling them what to do — or, rather, by having the NPC officer give the player characters orders.

Unless the player-characters disobey orders (which can provide for some interesting gaming), they'll saunter merrily down the proper paths. This makes it easier on the GM, as he won't have to provide for quite so many contingencies.

But watch out: The unexpected does come up an awful lot. And you may have missions which put the characters in situations where they may not be able to consult with officers and must rely on their own initiative. When that happens, be prepared for the normal GM duty of dealing with new contingencies.

RANK AND ROLE-PLAYING

The rank system also gives the players opportunities for role-playing. For instance:

- 1) Player-characters will often be given orders that they don't like—such as, "You three! Take your Mecha and slow those twelve Slissii Robots long enough for our group to get away. Go!" They can obey blindly, and get hurt. They can come up with ways to implement their orders — which calls for creativity. They can disobey orders — and come up on charges, perhaps.
- 2) Player-characters have to operate within service politics. This means currying favor with officers, sabotaging the careers of bad officers, being nice to the technical staff who can someday save your life, etc.
- 3) The GM will want to create lots of interesting NPCs within the service because sure as shootin' the PCs will want to interact with lots of people who can further their careers. Player-characters will want to advance in rank — if for no other reason than because of increased Service Rolls and the possibility of getting more powerful mecha. This means shining when the brass is around, not making enemies — or wrecking the enemies you do make — and being generally successful.
- 4) The GM can make for lots of interesting situations by giving the characters an officer who doesn't like them, or is a traitor, or whatever. Don't make all the soldiers on the heroes' side sympathetic. There's some backbiting going on, some mudslinging, insecurity about advancement or promotion, etc. Use this for more interesting adventures and interactions.

In general, don't ignore the rank-and-file system. Use it to your own advantage. Spell out the rules of the agency to the player-characters, and they'll learn how to use them.

DECORATIONS

The service has a special way to reward those who execute actions beyond the call of duty: decorations. Like Ranks, Decorations can be used or ignored, depending on the campaign background. Here are some varieties of medals commonly found:

Meritorious Service: If a character acquires 6 or more Brownie Points in the course of a single mission, he's eligible for a badge for Meritorious Service.

Conspicuous Bravery: If the character is observed committing some action that is just remarkable in its bravery or gallantry, and doesn't disobey service rules, he may be eligible for this decoration. Such actions include taking out a much superior enemy force Gust attacking it isn't enough, you must have been successful); running into a burning building five or eight times to rescue victims—without a Life Support unit; and so on.

Purple Heart: Awarded to soldiers injured in the line of duty. The injury must have done 2 or more actual BODY to the agent (after defenses) and must have been verified by a service physician.

Qualification Badges: Any time a soldier first qualifies in a "military" skill, he is given a badge to so indicate. The badge is usually worn as a patch on the sleeve of the active duty uniform and as a badge on the left breast of the dress uniform. These badges indicate that a character is a qualified Mecha Pilot, Demolitions Expert, etc.

To qualify for such a badge, the character must have purchased a skill required by or optional to a service Package Deal; he must announce to the GM that he's rolling for qualification, and then must make his skill roll. Should he fail his skill roll, he botched the qualification test, and must wait until the next review period (three missions, remember?) before trying again. All soldiers can wear badges qualifying them in the skills for the basic soldier Package Deal.



VALUE OF DECORATIONS

Decorations are not just pretty. They're helpful to the agent in the agency.

For every medal a character receives, he also gets +1 Brownie Point.

For every medal a character receives, he gets a +1 to his BPM which lasts through the next review period — that is, three missions. Then, this temporary bonus to his BPM is scrubbed.

GETTING DECORATIONS

Just like rank promotion, decorations are awarded at the end of review periods — that is, at the end of every three missions (the standard review period).

Some decorations are awarded automatically (such as the Purple Heart, as described). Some require a roll on the part of the agent (such as the Qualification badges).

But the really glitzy decorations, such as Meritorious Service and Conspicuous Bravery, require a more intricate roll on the part of the GM.

In order for the agent to get one of the more important decorations, the GM must roll:

3 or less Plus Team Leader Brownie Point Modifier
Plus Rank of Nominating Officer (A Rank 6+ Officer must nominate the character. That's why it pays to know a sympathetic officer).

Minus Character's Negative BPM (if the character has a positive BPM, it doesn't help him; if he has a negative BPM, it hurts, and subtracts from his chances.)

Minus half the rank of any Opposing Officer (If the character has angered an officer, that officer is likely to try to stop a decoration. If his Minus is enough to forestall a decoration, perhaps the GM can drop a hint to the character as to why he wasn't decorated.

Keeps the animosity high.)

Plus or minus any GM Modifier.

Thus, a decoration is not automatically successful, even when the character deserves it. That's the service life.

PACKAGE DEALS

A Package Deal is essentially a framework for building a character. The Package Deal represents the set of Skills, Disadvantages, restrictions and bonuses that a character would acquire because of his membership in an organization, or his background, or some other part of his past. The Package Deal represents the minimum requirements for membership in the organization, or the minimum knowledge that a character would have if he had been through the experience outlined in the Package Deal.

For example, a Soldier Package Deal represents the fact that the character is or was a member of the army and has gone through some training. He's required to know how to use small arms and infantry weapons, learn how to hide, climb, and do first aid and know something about his possible enemies. An active duty soldier would have the disadvantage of having to follow orders or face the consequences (in this case, jail or a firing squad). Someone who is an ex-soldier wouldn't have this disadvantage. Of course, being an active soldier means that the character can also use the weapons and information of the army.

Package Deals have advantages for both the player and the GM. For the player, it's easier to build a character because he has some place to start, and he's getting some extra points for his character (due to the disadvantages connected with the Package Deal). The GM, in turn, now has at least one good handle on the character, and probably has a much better idea of his background.

So it's easier for the GM to get the character into adventures and provide campaign background.

CREATING PACKAGE DEALS

When constructing Package Deals, the GM should be careful not to include too many things in the Package. The more items in the Package, the less individual the characters taking the Package. The problem with many role playing games lies in characters that are indistinguishable. Package Deals are intended to promote individuality within a framework, but the framework shouldn't be very dense. Generally, Package Deals should cost the character between 3 and 10 points. Package Deals that are more disadvantageous are possible, but you should try to give the player some incentive to take the Package.

When the player writes down the Package Deal on his Character Sheet, he should put any or all points from Disadvantages in the Disadvantage section, and write down the Skills in the Skills section. The name of the Package(s) that the character has taken should also be written down.

Sample package deals are provided in the Adventure section under the specific Campaign Scenarios.

CHARACTERISTICS

Many Package Deals would logically have some effect upon Characteristics. For instance, some elite troops might be given physical training which builds up the weaker recruits in both Strength and Constitution. Thus, these Characteristics should be higher than normal for characters taking this Package.

Package Deals should never add Characteristics. This can lead to problems when a character is already near their Characteristic maximum. Instead of adding Characteristics, the Package Deal should require certain Characteristic minimum of the character. For instance, a character joining an organization that requires tough physical training, or only accept strong people, might have to have STR 13 to be a member of the organization (to buy the Package Deal, in other words).

Such Characteristic minimums are worth a bonus to the character of 1 point for every 5 Character Points of Characteristics that the character is required to buy over the normal 10. Thus, for a Package that requires characters to be STR 13, DEX 11, and CON 11, this means the character must spend at least 8 points on Characteristics; so the Package Deal would include a $(8/5 = 2)$ 2 point bonus.

Raising Characteristic maxima is another possibility. However, the GM should be extremely careful about this possibility. Unpleasant game balance results could easily occur. If you really want to alter Characteristic maxima, figure that for every 3 Power Points the maximum is raised, the Package Deal cost is +1 point. When lowering the Characteristic maximum, the Package Deal gets a-1 point cost for every 2 Power Points lowered.

PACKAGE BONUS

This is the most important part of a Package Deal. The intent behind a Package Bonus is to encourage a character to take the Package, since he gets a "bargain price". The Package Bonus also serves to compensate the character for the fact that not all of the Skills in the Package may be equally useful. Assessing the bonus for a Package takes some time and judgment on the part of the GM, but once done he doesn't have to do it again. The character can list the Package Bonus under that title in his Disadvantages area on the character sheet.

The Package Bonus is determined by looking at each Skill individually and judging how useful the Skill is in the context of the Package and the campaign. Thus, Japanese would be very useful to a Japanese Scholar Package, but would be rarely useful for a Soldier Package. However, if Japanese was the primary language of the campaign, Japanese would be very useful for any Package. Context is all-important.

Rate each Skill as Very Useful, Sometimes Useful, or Rarely Useful. Then multiply the amount of points spent on the Skill by the multiplier given. The result will be the Package Bonus for the Skill. DO NOT round off this number if it's a fraction. Leave it as is, then add up all the Bonuses for the individual Skills, then round off. The number remaining is the total Package Bonus.

PACKAGE BONUS

Multiplier	Rating
x0	Very Useful Sometimes Useful
x1/4	Useful Rarely Useful
x1/2	

Most combat Skills in a Package Deal will be Very Useful, perhaps not because of their utility to the Package, but because they are Very Useful in almost any campaign. (Combat is a fact of life in role playing adventures.) For examples of how the Package Bonus and Package Deals work, see the Package Deals listed in the campaign writeups.

PACKAGE DISADVANTAGE - FOLLOWER

This Disadvantage is commonly associated with Package Deals. It isn't listed with the standard Character Disadvantages because this is almost always associated with Package Deals.

The character is a member of an organization, and is subject to some restrictions concerning his actions. In other words, he has to follow orders or face the consequence. The bonus is dependent on-just how "tight" the organization is in terms of exacting orders and restrictions, how difficult, dangerous, or unpleasant the working conditions, and the consequences of failure or disobedience.

FOLLOWER BONUS

Structure:	Points
Lots of freedom, few restrictions	1
Some latitude, many restrictions	2
Little choice, very restricted	3
Working Conditions:	Points
Some danger, or some unpleasantness	0
Dangerous or ugly work	1
Very dangerous or repulsive	2
Consequences of Disobedience:	Points
Minor (get fired, minor punishment)	1
Major (blacklisted, flogging, imprisoned)	2
Death (if they catch you)	3

SOURCEBOOK

INTRODUCTION

This sourcebook is designed to give you some background on the concepts behind *Robot Warriors*. It includes information on the technology the authors had in mind when they made the whole thing up. The sourcebook also gives you information on technological restrictions and how to create aliens as player characters and NPC's. It also gives you information for linking *Robot Warriors* with *Champions*, *Danger International*, and other Hero System games along with information on how to use the robots in Iron Crown Enterprise's *Space Master* game. With this sourcebook you will be able to gain some insight on why *Robot Warriors* is like it is and how to use it in your own games.

EQUIPMENT

Robot Warriors is a techno-fantasy. The background, situations, and equipment will certainly never come to pass; they exist only to make the giant armored robots seem plausible. This doesn't mean that there aren't logical explanations for most of the equipment in *Robot Warriors*, it just means you shouldn't pull too hard on the explanations; they might come apart in your hands.

The explanations given here for the different technologies assumed in *Robot Warriors* are designed to make the player and the Game Master more comfortable when playing the game. The Game Master may want to make different technological assumptions. Many different technologies are possible. Some of these alternate technologies may necessitate a change in the rules of the game. So long as the Game Master realizes that he may change the balance of the game with his alterations he can fiddle all he likes. It's his game, after all.

WHY DO ROBOTS LOOK LIKE PEOPLE?

Accepting the fact that the combat vehicles in *Robot Warriors* look like giant people is often the biggest psychological hurdle that people have to cross before they begin to take the game seriously. The real reason the robots look like people is that it makes the game more fun to play. But there are also several technological justifications as well.

First, assume you have the technology to keep a moving robot erect, and linear motors strong enough to make powerful legs. In this case, a combination of two legs and two arms make a very handy shape. It is the minimum number of limbs necessary to be able to run (instead of hop) and to be able to pick up things that are larger than one hand full. A humanoid shape is a good solution for a robot that must have legs and arms.

We therefore assume a humanoid shape for a robot that must have legs and arms. Why should a vehicle have legs? Legs allow a vehicle to choose where it is going to "step" with great accuracy. It allows a vehicle to step over low obstacles and around soft ground. We don't have vehicles with legs now because we don't have efficient ways to make them move quickly, powerfully, and accurately. *Robot Warriors* assumes the technology to make very good legs.

The next question we have to answer is "Why does the vehicle have arms?" Arms give a robot a great deal of flexibility. They allow the robot to carry interchangeable weapons and armor. The pilot can tailor his weapons load to the situation. Arms allow a robot to pick up and manipulate large objects, including itself if it gets knocked over. We don't put arms on vehicles now because we don't know how to make them quick reacting, powerful, and accurate. The technology in *Robot Warriors* that allows us to make good legs also allows us to make very good arms.

What technologies are necessary to make good legs and arms? First, the robot must have motors that can turn its power plant's output into quick acting, powerful, accurate, linear motion. Next the robot must be made from materials that are light enough and strong enough to take the stress of an 80 ton vehicle pounding up a mountain slope. Finally, we need sensors and computers fast enough and accurate enough to control the motion.

Effective linear motors are the first hurdle to making arms and legs. A robot could use hydraulic or pneumatic cylinders to move its limbs; but these are currently either too slow, too weak, or not accurate enough. Magnetic motors may be fast and accurate, but they are also too weak to make an 80 ton robot run. Metal or plastic "muscles" that contract when heated or an electric charge applied are currently too weak and very, very expensive. *Robot Warriors* assumes a breakthrough in any or all of these motors to explain how a robot's legs move.

The materials that make up a robot have to be of extraordinary strength and lightness. A survivable robot must have the toughness of a tank but the agility of a helicopter. The structure of each robot could be made up of high strength Steel, Tungsten, and Titanium super-alloys. Many parts may be built up out of layers of carbon fiber or other synthetics. A skeleton of foamed metal super-alloy, wrapped in carbon fiber, would be lightweight and still give a good combination of torsional and bending strength.

Finally, good legs and arms require fast, accurate, and flexible control circuits. Sensors in the pilot's controls relay his commands to computers via fiber optic data links. The computers decipher the pilot's commands and figure out how to make the robot do what the pilot wants it to do. Millions of calculations regarding balance, momentum, applied force, and position are executed every second. The computers then transmit control signals to the linear motors in the limbs via fault tolerant, multiply redundant data links. This fly-by-wire system allows a pilot to react naturally and still be able to control a variety of different types of robots.

POWER SOURCES

The design of any vehicle is constrained by the efficiency of its power source. The power to weight ratio and fuel efficiency of its power source limits the vehicle's ability to move, energize systems, and travel long distances. Most of the vehicles in *Robot Warriors* have solved the power source problem with micro fusion or fission reactors, ultra-lightweight turbine/MHD combinations, or high efficiency power accumulators. Each type of power source provides the robot's electrical, atomic, thermal, and mechanical power requirements in a different way.

The micro-fusion reactor is the most technologically far-out of the power plant options. Assuming you could make a fusion reactor very small, very hot, and very clean, it would produce a tremendous amount of heat using only Hydrogen (which you can get from water) as fuel. The hot plasma in the fusion reactor can be magnetically separated by charge to provide electrical power. Some of the hot Helium plasma left over from the reaction could be directed as a weapon, or mixed with a working fluid (such as air) to provide thrust for rockets or the power for a mechanical turbine.

A micro-fission reactor is somewhat less technologically wild; full size versions power submarines and ships. Such reactors would use heavy elements like uranium or plutonium for fuel and produce radioactive waste products. A sealed unit could, theoretically be fueled at the factory and used until it ran out. The reactor would heat air to a plasma state and use it like the exhaust from a fusion plant. Electricity would be created by high efficiency thermocouples or by sending the plasma through a MHD generator.

Robots that use fuel can be somewhat closer to technological "reality". Lightweight turbines, or high efficiency batteries called accumulators could provide power for a short while. The turbine could burn anything from alcohol to perfume, while the accumulators could be designed to suck electricity from nearly any source. Either power source would have to be orders of magnitude more efficient than their current incarnations, however.

MOVEMENT

Robots have two basic modes of movement: on the ground and in the air. Specific rules for ground movement differentiate between legs, wheels, tracks, and hovercraft. The special effects of a robot's ability to fly are less well defined because they are less plausible and more open to Game Master interpretation.

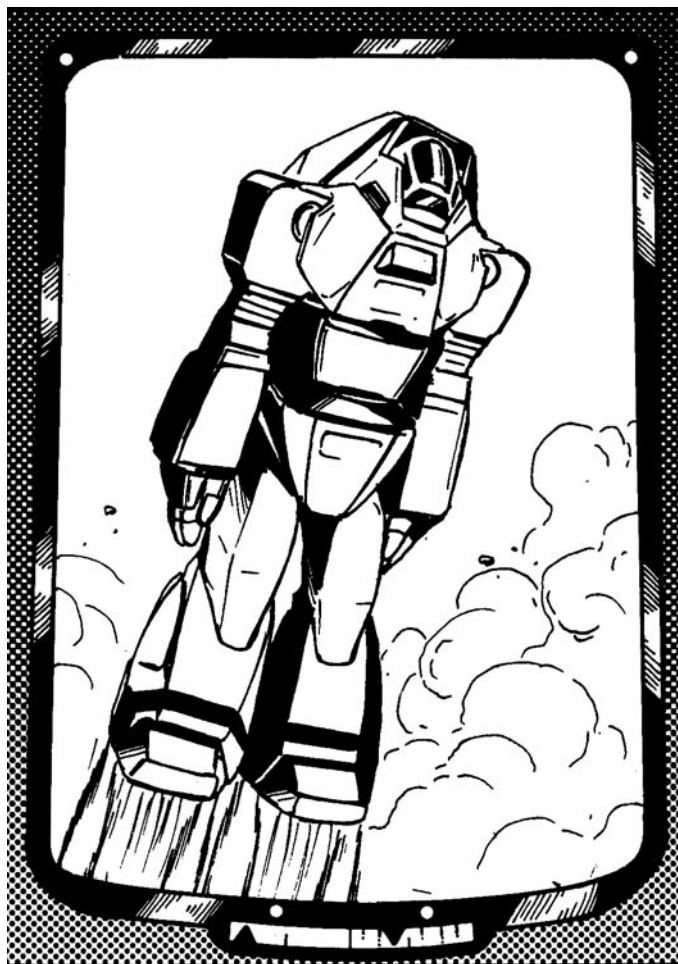
The mechanics of the ground movement modes are fairly simple to understand. Assuming you can build legs, everyone knows how they would work. The Game Master may want to make special restrictive terrain to emphasize the utility of one form of locomotion over another, just to keep the game interesting.

How robots fly is another matter. The easiest method is a brute force approach of having giant rocket or jet thrusters push the robot into the air and direct him around. Robots who get all of their lift from thrusters often have little if any wing, only small movable surfaces to help maneuver. More feasible robots may have obvious flight surfaces: wings or helicopter rotors. These can often be stowed away when not in use. Finally, a robot could have some sort of grav lift device to help it fly. With grav lift to keep it in the air it would only need thrust for forward movement and maneuvering.

A robot with its full non-combat multiple is normally at least partially streamlined. Very chunky flying robots may want to sell off their non-combat flight multiple to reflect that they are about as aerodynamic as a barn door.

WEAPONS

Giant robots are essentially combat vehicles, and the most important capability of a combat vehicle is its ability to successfully attack the enemy. A robot can carry a bewildering variety of weapons to attack with. *Robot Warriors* makes no distinctions between the special effects of different weapons. The rules for building weapons gives the designer the ability to mimic many different kinds of effects but does not constrain him to following any realistic technology.



Some limitations do suggest certain special effects, however. Weapons with charges are normally considered to be heavy guns or high speed missiles — though a chemical laser might have charges to represent its fuel supply. Weapons with the "Missile" limitation are normally slow-moving missiles that can be dodged or blocked, but, a slow moving ball of plasma might be given the "missile" limitation as well. A weapon with "No Range" is often considered a giant sword or melee weapon, but it could just as easily be a gun that spits a 10 meter length of flame. The designer should let his imagination run wild when coming up with weapons and weapon names. A good name is often as good for the pilot's morale as an extra 1D6 damage (almost).

ARMOR AND FORCE FIELDS

A robot's protection comes from many factors: its ability to dodge attacks, its multiple systems, but mostly from its heavy armor. Most armor is considered to be thick metal super-alloy, ceramic plate, or carbon fiber sheet. A single piece of armor might combine all of these materials: a ceramic outer coating to defuse heat attacks, a metallic main layer to provide strength and rigidity, and a carbon fiber inner coating to stop fragmentation and as a final penetration barrier.

The "Ablative" armor limitation includes a number of possible technologies including: soft ceramics, Blazer style explosive armor, plastic and synthetic coatings to absorb heat, etc. All are based on the fact that the armor must destroy itself to work effectively. Once ablative armor has worked a few times it no longer covers the robot evenly. Each additional shot has an increasing chance to hit an area where the armor has already been used.

The more high-tech way to stop attacks is a force field. *Robot Warriors* assumes that the generators for a force field weigh as much as the equivalent defense of armor. A force field has the advantage that it can stop many kinds of special attacks like AVLD's, NND's, etc. It has the disadvantage that it must be energized by the robot's power plant and is vulnerable to being damaged. The utility of a force field depends on the kinds of weapons the enemy uses.

COMBINING AND TRANSFORMING

The most unusual abilities in *Robot Warriors* concern a robot's ability to change its form: Combining and Transformation. These abilities are more "techno-magic" than realistic representations of some future technology.

Some of the "magic" of these changes can be explained, however. The metals and plastics that form "muscles" or "skin" might be developed to have multiple-shape memories. They would be stable in several different shapes and change when an electrical charge or magnetic field is applied. The chassis of a changeable robot can be constructed of many modules that fit together in several different forms. Linear motors simply move the chassis modules from one orientation to another. Hollow sections of a robot can hide deployable wings, fins, and wheels that are used in one shape and not in another. It is up to the designer to decide whether the transformations of his creations are realistic or "magic".

WHAT ABOUT COMPUTERS?

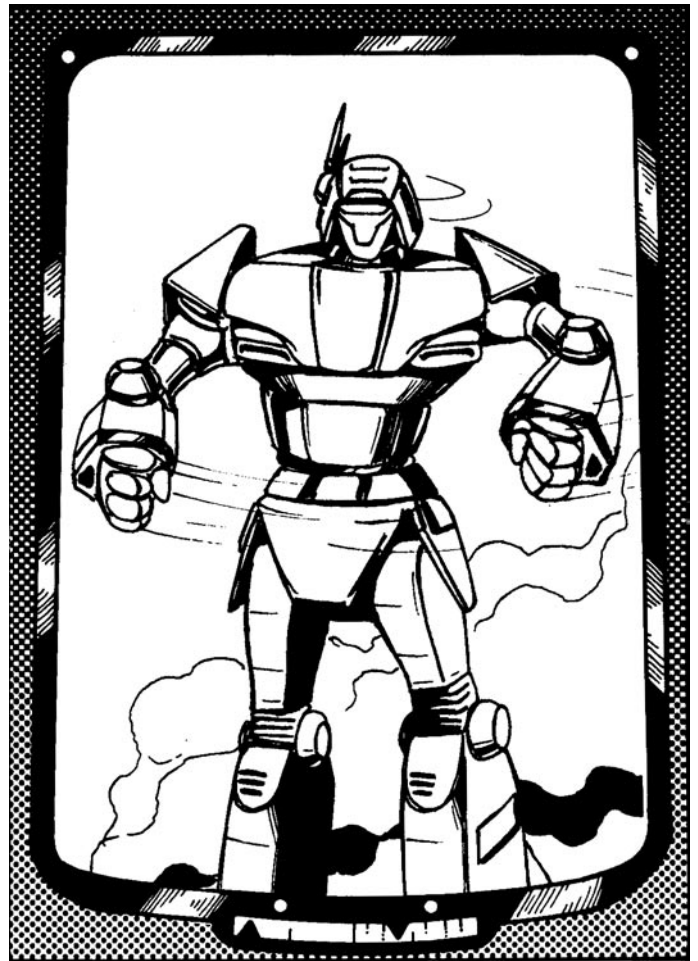
Computers and sensors can, and will, change the face of warfare. To make *Robot Warriors* work as a simulation you need good computers and sensors to make the robots move and fight effectively. But to make *Robot Warriors* work as a game you must also assume that these computers and sensors can not be combined to make "smart weapons" that work without human control.

In *Robot Warriors* the biggest limitation on "smart" systems is the interface between the computers and the sensors. Battlefields are assumed to be complex, messy places that provide too much sensory input for the computers to handle. Every combatant has reasonably effective jammers that fool most enemy sensors. The computers can, therefore, work miracles in controlling the robot internally, but are useless in examining and acting upon the outside world.

TECHNOLOGICAL RESTRICTIONS

Some of the technology in *Robot Warriors* is more "way-out" than others. A less advanced culture may have not be able to use some of the more unusual technologies. Technological Restrictions allow the Game Master to reasonably restrict the players' access to technology in his campaign.

Each unusual ability is listed in the Restricted Technology List. When players build their robots they may use any System or Hardware not on the restricted list. The Game Master may include other items or remove items from the list as he sees fit.



As the campaign progresses the Game Master may remove items from the Restricted Technology List to represent technological advancement. There are three ways that technological advancement can take place: copying, player character research, and non-player character research.

If an enemy robot with an ability on the restricted list is captured, the players may attempt to copy it. If the ability is still operative the copying will take 1D6 weeks, and will be unsuccessful on the roll of a "6". If the ability is inoperative the copying will take 1D6 x 1D6 weeks and will be unsuccessful if either die rolls a "6". A player with an applicable skill may reduce the time it takes to copy an item by 1 week for every 1 point he makes his skill roll by.

RESTRICTED TECHNOLOGY LIST

Robots Without Limited Fuel Disadvantage

Combine

Damage Control

Energy Attack as a Special Effect

Force Fields

Invisibility

Missile Deflection

Transform

Sensors:

X-Ray Vision

Active Sonar

Passive Sonar

Weapon Modifiers:

Attack Vs. Limited Defense

Attack Vs. Specific System

Non-Normal Defense

If a player with an appropriate skill wants to attempt to invent one of the abilities on the restricted list it will take a base time of 1D6 x 1D6 x 1D6 weeks, -1 week per 1 pt. he makes his skill roll by. If any of the die rolls equal a "6" the player can not figure out how to make the invention work.

Finally, the Game Master can avoid the dice tossing and say that a new ability was invented or copied elsewhere by an NPC. The players may then use the ability freely.

A further variation on this creeping technology adjustment is to have the new technology initially cost more, either in Construction Points or Mass Units, to reflect the difficulty of assimilating the new technology.

ALIENS

Not all characters in *Robot Warriors* are human. Characters who are aliens add spice to a campaign because of their different abilities, background, motivations, and point of view. Each alien race has its own set of basic and maximum characteristics along with its own set of racial abilities. Also, each race has one or more package deals that represent the skills a character from a different society would learn.

Each race's Racial Abilities are created like a package deal. First, list all the base characteristics for the new race. Find the point cost of these characteristics if you were buying them from a human base, ignoring characteristic maxima. Next decide on the race's Characteristic Maxima. As in a package deal each + 3 Character Points increase in the Maxima costs 1 point and each -2 Character points decrease in the Maxima is worth 1 point. Find the total value of the change in characteristic maxima. The new base characteristics and maxima give the alien race its characteristics.

Next come the racial abilities: any changes in basic skills or new abilities. Most new abilities can be found in *Champions* under powers, in *Danger International* under Extraordinary Abilities, and in *Justice Inc.* under Unusual Skills and Psychic Talents. List the race's abilities and the cost for its characteristics under the racial abilities and total the cost.

The last part of a racial abilities list are any disadvantages that are common to every member of the race. These disadvantages can include physical and psychological

limitations or normal human abilities (like running) that have been sold down. Total the points for disadvantages and subtract them from the cost for abilities and characteristics. The total remaining is the racial cost. Whenever a character wants to play a member of this race he must pay the racial cost out of his normal character points.

USING OTHER GAMES

The Hero System includes many games other than *Robot Warriors*. Several others have already been mentioned, including: *Champions*, *Danger International*, *Super Agents*, *Justice Inc.* and *Fantasy Hero*. The basic combat systems, character generation, and point costs for abilities in these games are the same, so the Game Master can mix and match characters among them.

The robot building system may also be useful in games from outside the Hero System. A sample conversion from *Robot Warriors* to Iron Crown Enterprise's *Space Master* game is included. If you want to use *Robot Warriors* robots in other games, use this conversion as an example.

CHAMPIONS

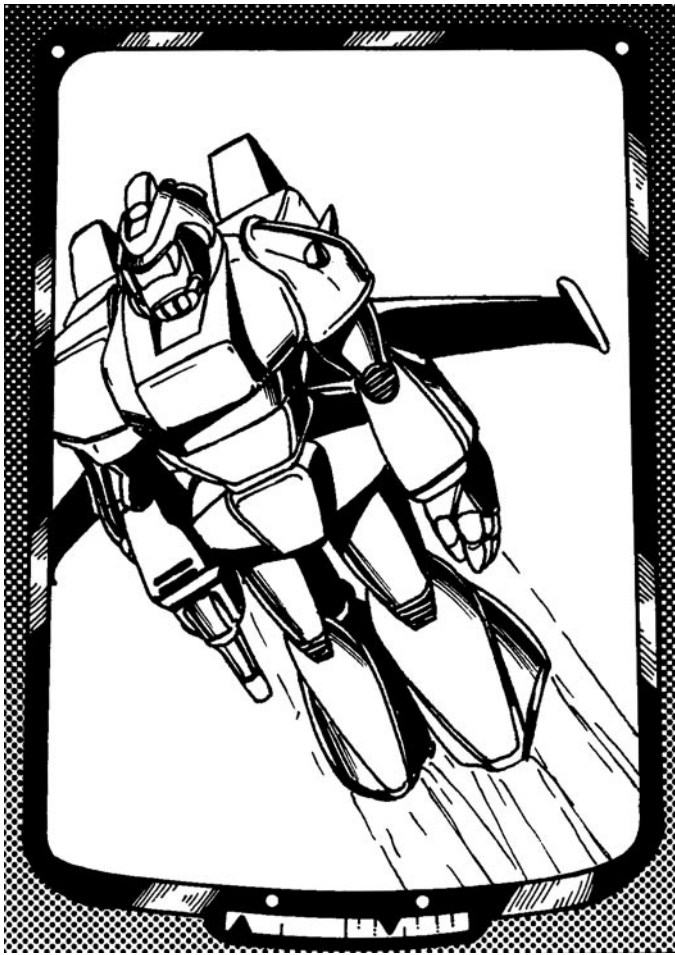
Champions is Hero Games' Superhero Role Playing Game. *Champions* players can use the robot building system as an alternate vehicle building system. Simply use the system from *Champions II* where you get 75 construction points to build the vehicle for 5 power points and +1 vehicle point per +1 power point. Then mad scientists, agent organizations, and evil masterminds can make robots from their character or Mastermind points.

The total construction points for a robot in *Robot Warriors* matches the total Power Points for a character in *Champions*. A superhero built on the same number of points as a robot should be of similar power. The balance between the normal characters and robots is very different however. Superheroes will have higher speeds and Combat Values while robots have much larger attacks and defenses. Remember that all robot attacks are normally killing attacks.

A robot built for a *Champions* Universe should probably have its weapons limited so as not to be too powerful. You may even want to make the weapons normal attacks by multiplying their dice by x3. Conversely, a superhero built for a *Robot Warriors* universe should have very large attacks and defenses to be effective.

DANGER INTERNATIONAL AND SUPER AGENTS

Danger International is Hero Games' Modern Role Playing Game. *Super Agents (SA)* is a campaign supplement for *Danger International* and *Champions* that details high-tech agencies armed with futuristic weapons and gadgetry. The characters in *Robot Warriors* and *Danger International* (and SA) are almost identical and can be readily exchanged. Robots from *Robot Warriors* could be part of a high tech *Danger International* (or SA) campaign, while the secret agents from *Danger International* (or SA) could easily be part of the underground in *Robot Warriors*.



Danger International and *Super Agents* include a lot of good information for *Robot Warriors* players. Hundreds of guns, gadgets, and other types of equipment are described. Many different kinds of characters and backgrounds are included. Additional combat rules like character hit location and special shells for guns are included, along with descriptions of lots of modern vehicles. A *Robot Warriors* Game Master who wanted to do a lot of campaigning outside of the robots might want to give *Danger International* a look.

JUSTICE INC. AND FANTASY HERO

Justice Inc. is Hero Games 1920's pulp adventure game. *Fantasy Hero* is the fantasy game. Though the characters from the games will seldom cross over, a *Robot Warriors* Game Master might want to look at these games for their expanded character abilities. The Psychic Talents and Unusual Abilities in *Justice Inc.* are useful for individualizing a character without making him too powerful. The magic from *Fantasy Hero* can give a character truly unique abilities without making him overwhelming in combat. Either or both of these games can provide interesting additions to a wild *Robot Warriors* campaign.

SPACE MASTER

Space Master is Iron Crown Enterprises' science fiction role playing game. Giant Robots fit into the science fiction genre, if they fit into any genre at all. As Hero Games does not have a science fiction game it might be difficult to use the robots in whatever system you happen to use. To make such conversion easier here is a system for converting the

robots in *Robot Warriors* to *Space Master*. Any conversion to another system should cover the same general steps, though the actual mechanics may vary.

SPACE MASTER CONVERSIONS

Use the following formulas to convert *Robot Warriors* robots into *Space Master* stats.

Road or Flight speed in KPH is based on the formula below. Add or subtract the difference in road speeds to speeds over other terrain.

$$\text{Speed in KPH} = \text{Robot Speed} \times \text{Robot Move} \times \text{Non-Combat Multiple} \times 9.6$$

Movement type, Passengers, and Cargo Capacities are taken directly from the robot capacities. Divide Cargo Capacity in mass points by 10 to capacity in tons. Environmental capacity is based on the amount of life support the robot carries.

The mass in tons is equal to the Robot's mass points divided by 10.

Space Master Construction Armor Type (CAT) is based on how well the robot is armored. Find the robot's Base Defense Value from the mass of Armor it has. This defense value ignores any modifiers for Limitations or Advantages but includes the modifier for the robot's Size. Use this Base Defense Value in the formula below to convert that to CAT.

$$\text{CAT} = 21 + (\text{Base Defense Value}/5)$$

The *Space Master* Defensive Bonus (DB) is also based on the robot's Base Defense Value. Use the following formula to find the Defensive Bonus.

$$\text{DB} = 3 \times \text{Base Defense Value}$$

Armament is based on the d6s of damage of the robot's weapons. A +1 Damage is equal to .33 of a d6 while a 1/2d6 is equal to .66 (thus a 5 1/2d6 is equal to 5.66 for the purposes of the formulas presented here). Physical weapons are considered Explosive Missiles, Energy Weapons are considered Blast Cannons.

$$\text{Robot Weapon of less than 6d6} \text{ —} \\ \text{Weapon Mk.} = \text{d6's} \times 2 - 2$$

$$\text{Robot Weapon of 6d6 or More} \text{ —} \\ \text{Weapon Mk.} = (\text{d6's} - 5) \times 10$$

Round all fractions to the nearest whole number.

All Robots are Mech Interface (MI) equipped.

Power Multiplier is equal to the Robot's Mass in tons.

Cost is based on the Robot's total points according to the following formula.

$$\text{Cost} = 3 \times (\text{Robot's Point Cost} \times \text{Robot's Point Cost})$$

ADVENTURES

Well, here you are, ready to run your first *Robot Warriors* game. In the following section we give you some hints on how to get a game going, and provide one complete campaign — The Invaders — and several suggested campaigns to keep you in hostile robots for the next three years.

First, let's discuss one of the major adjuncts to a successful game or series of games, the Enabling Device.

ENABLING DEVICE(S)

The Enabling Device is a method by which a GM can get characters in a role playing game together to have an adventure. For fantasy games (such as *Fantasy Hero*) the lonely wayside inn is an excellent meeting place for chance-met strangers. Superheroes (see *Champions*) can gather at the scene of a robbery. Secret Agents (see *Danger International*) can get drawn into an intrigue from a dozen different angles. However, it gets a little harder when you have drag fifty tons of metal and plastic along.

More than most role playing games, *Robot Warriors* is campaign-driven. The robots created have to meet the particular demands of a specific campaign. It's hard to imagine a group of chance-met battle robots...

For the usual run of *Robot Warriors* play, this is not much of a problem. The Game Master sets up the general type of robots he wants in the game, the players build within the GM's guidelines, and play proceeds.

But what if you want to run or play in a game at a convention, or introduce the game at a meeting of a gaming club? How do you get all these diverse robots together into one unit? Here are a few suggestions:

Mercenary Guild: This depends on having players who have created robots just to create robots, using the rules without guidelines from a GM. We suggest that players do this anyway, just to get into practice in building robots and their pilots. From here the GM postulates a universe in which battle mecha have been around for centuries. He sets up a goal and sends an NPC down to the Robot Mercenary Guild to find some pilots ready to take on the difficulties of this particular quest. As long as every robot has been built within the rules, the robots will be sufficiently compatible to work together.

The Arena: This solution depends less on the creativity of the GM. Everyone simply takes a pre-created robot and faces off with everyone else in arena combat. There's not a whole lot of role playing involved, but the fighting should be fun.

Tech Underground: This makes use of the materials given in the scenario described below. The GM simply hands out Defender robots to the players (with or without pre-generated pilots) and the players find themselves part of an underground army of robots, trying to throw off the Slissii yoke. The best part about this is that, even if all the players

involved have played or are playing the Slissii scenario, there are so many satrapies in the world that they can still play out an untold chapter in the history of the revolt.

Other supporters of the goodguy robots against the bad: Some what like the Mercenary Guild situation described above, this Enabling Device allows the player robot pilots to be recruited from all over the universe (or Multiverse) to save a particular situation. This allows people to play robots that they use in other campaigns — the mecha have been drawn through the dimensions to where they are needed.

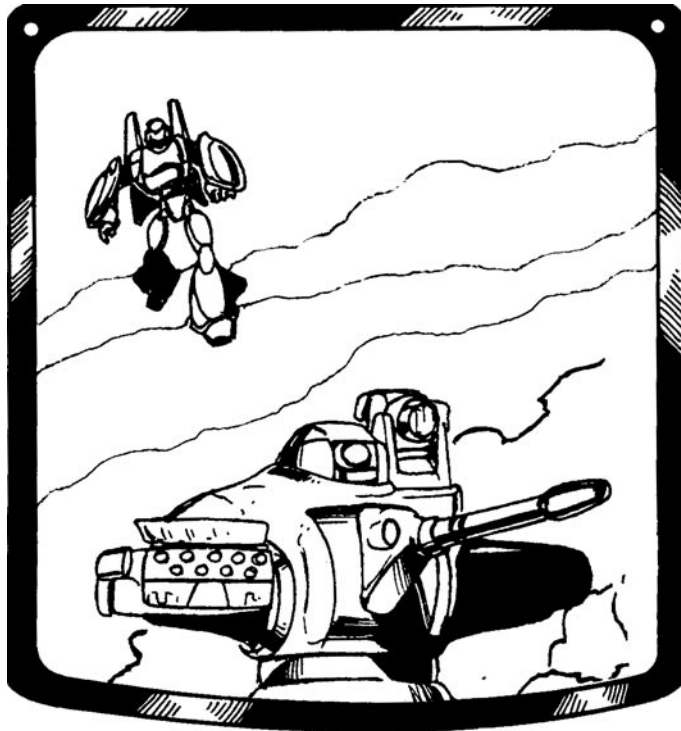
Last Defenders of the Universe: The aliens are tough, and everyone is a member of a different army that has broken on the rock of the invaders' weapons. Now, the ragtag survivors have gathered together to make their last stand, their only hope a new weapon/defense created on the planet they are on. Will the new weapon work? Can they at last turn the situation around? Only the game can tell.

BACKGROUND

Once you've hit on the Enabling Device for the adventure, you need to come up with the background to give to your players. If you're going to use one of the alternatives given above, much of the background is there for you. Just fill in the blanks. What are the personalities of the summoners? How easy is it to use mecha in the world(s) the adventure is set in? What general restrictions do you have on the players' robots, if any?



This last point could use some more explanation. One way to differentiate robots in a campaign is to add in some campaign-specific limitations on robots. For instance, in the following Slissii campaign, the Slissii have force fields, the humans do not. The Slissii also have a greater variety of weaponry.



This differencing can be accomplished by either forbidding certain items to different sides, or making them more or less expensive in terms of mass units. For instance, the humans could develop force fields, but the GM might rule that, initially, the force fields weigh more — counting the same as hardened armor. Conversely, human expertise in miniaturization might make Missiles a 2 -line limitation, instead of a 1 -line, reflecting the lesser weight of human missiles for the same punch.

CAMPAIGN USE

Now that you have the background, think about how you can turn the adventure into a whole campaign. Are there more aliens to fight? More hirers out of Mercenary Hall? What?

MAPS

You're going to need maps for your game. For a game like the early and middle stages of the Invaders Campaign, maps are easy. You can get good maps of anywhere in the world from a dozen different sources. (If you or a relative are an AAA member, you can just get maps from the auto club for any episode taking place in North America.)

SCENARIO

Alfred Hitchcock once pointed out that every story needs a "Maguffin," an item that everyone in the story is seeking — even though the main action and entertainment in the story is the interaction of the characters, not the Maguffin. For your scenario, you have to decide what the Maguffin is — what's the goal of the quest? It doesn't have to be an actual object. It can be an action accomplished, an action prevented, an item of information obtained, or anything else. But you have to have a core item for the scenario to revolve around.

Once you have the goal, you have to determine what aids the characters to attain the goal, and what attempts to block them. Get another copy of your map and mark it up for your benefit with all the pitfalls and necessary information that the players have to find out, usually the hard way. Give the characters all the information they could be expected to have, and no more.

SUGGESTIONS FOR A ROBOT WARRIOR CAMPAIGN

The following suggested campaigns are each meant to give a different approach to the robot adventure. Each is meant to be the start of an extended campaign, and each calls for different robots and pilots than the previous scenarios. The Invader Scenario is described in some detail, the others are given less description in the expectation that the players will be ready to come up with their own materials by the time they are ready to play them.

THE INVADER SCENARIO

BACKGROUND - THE INVASION

Sometime in the relatively near future, the Earth is at peace at last. The superpower governments realized what a powderkeg they sat on and finally agreed to eliminate most of their nuclear arsenals. The Earth is not a paradise, but it has hope for the future.

Suddenly, the Earth is attacked by extraterrestrials who first announce on all radio and TV bands that they have nuclear weapons, too. If Terran nations use them against the aliens, the aliens will use them against the Terrans and leave. People already terrified by the threat of nuclear winter could not face the clear threats of the invaders to unleash their nuclear arsenal on the world.

The aliens then bat aside all normal opposition and destroy the armies massed against them with their combat robot technology.

For the most part, the nations of Earth give in to the invader.

THE ALIENS

The Slissii are a reptilian race and relatively few in number. They are upright bipeds with tails; they rarely sit. Their robots have leaning stations, not seats. They stand between 6 and 7 feet tall (about two meters average) and weigh between one and two hundred kilos. Apparently their body density is such that they cannot float, though some can swim.

Once they had taken over, they revealed that, rather than the monolithic juggernaut that everyone had perceived, they were actually the equivalent of a group of independent Vikings. Each small group within the force carved out a section of continental Earth (they don't seem to like islands) for itself. They have enlisted a sepo force of humans who are willing to work for them in exchange for a better standard of living. Many ex-mercenaries and military people have signed on with them.

The Slissii are not above raiding each other. Satraps have changed boundaries and even ceased to exist because of these raids. Certain less desirable areas on the Earth's continents, such as Northern Canada and Southeast Asia, are only now being subjugated by Slissii who have decided to carve out a chunk of territory for themselves, or who have been knocked out of their former holdings.

The Slissii seem to prefer temperate-to-hot, dry, areas, though they can operate with discomfort in colder or more humid areas.

ALIEN ORGANIZATION AND GENERAL WORLDVIEW

When the Slissii set up shop, each of the main leaders had his own fief. North America, including southern Canada and Mexico and most of Central America, was divided up into seven satrapies, with sections of the northern regions of Canada and Alaska uncontrolled. In the ten years since the aliens landed, there have been squabbles within their ranks and various boundaries have changed shape. At least one satrap has been assassinated by a rival and his fief taken over by the rival.

The seven Slissii North American Satrapies are: The North Coast (stretching from Monterey to Juneau on the West Coast, and east to the Sierra Nevada), The Southwest (Monterey to Baja California, and East to the Middle of Texas, includes most of Northwestern Mexico), The Gulf (all the land around the Gulf of Mexico, including most of the rest of Mexico), The Great River (all the land along the Missouri and down the Mississippi until it hits the Gulf Satrapy), The East Coast (most of the the Eastern United States up to New York), The Great Lakes (all the area around the Great Lakes), and the North East (New England and much of Eastern Canada).

Other Slissii either work for the satraps or try to make an independant existence with some fealty to their lords. Some Slissii even try to live a commoner's life along with the humans. Some of these have been killed by humans, resulting in severe reprisals on the surrounding community. Many of the Slissii seem to be sponsored scientists and other researchers. Some have attempted anthropological studies of humanity.

An Autarch with some authority over the rest of the Slissii is honored mostly for having few rules. His capital is in the Sahara and the oil monopoly seems to be his private property and main power base.

The Slissii seem to have no outworld connections. No other spaceships have arrived since they first appeared in the Solar System. Savants are not even sure that they have a faster-than-light drive — no human has seen their spaceship engines and returned to tell of it. They obviously came to Earth to conquer the planet for themselves, and all the resources of the planet are staying on the planet. They are simply being used towards the comfort of the Slissii first, and then the rest of the population.

Most heavy industry is under the direct control of the Slissii and engaged in providing Slissii equipment, such as new robots and Slissii consumer goods. Some satrapies still come out with new cars and boats for humans, but most satrapies are existing on repaired and maintained vehicles from before the invasion.

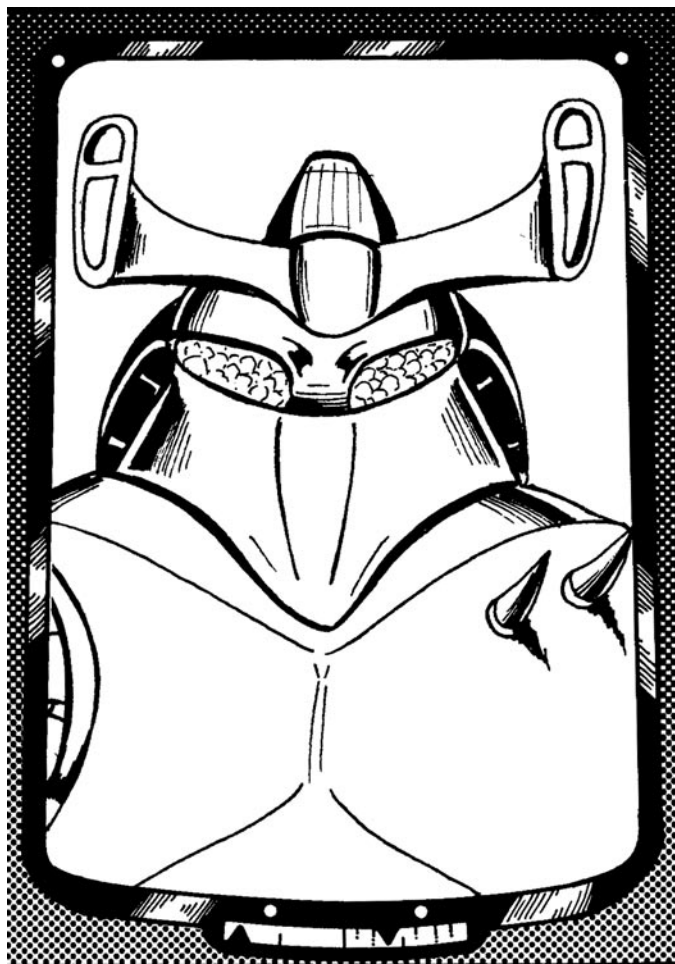
Speaking Slissii: The Slissii language is very sibilant and seems to depend on some sounds that are below the normal human range of hearing. No human can speak it well, though some words are known. Some observers state that the Slissii seem to have two languages — a technical language which is used over radios and in other situations where the Slissii cannot see each other, and a personal language which uses a lot of body language.

Humans in service to the Slissii are taught their written language, though no human has seen whatever passes for literature among them — just training guides that seem to correspond to the technical language.



Scientific Inquiry: The Slissii shut down all human atomic reactors and forbid humans to work with atomics in any form. Their own power source seems to be a form of fusion power. Their monitors watch every type of scientific publication and there are rumors of some scientists disappearing after attempting to publish their findings in a number of subjects. The Slissii seem to be mainly technically oriented, working only to improve the systems and weapons they have. They

are not teaching their science to any humans, though of course various human underground elements are stealing all the alien technology they can in order to learn alien science first hand.



Human Government and Lifestyle: The Slissii have effectively replaced the top of the hierarchy in all the governments they have supplanted. Much of human life is similar to what it was before the invasion. This varies among the satrapies. Some overlords are alert and repressive, others seem to ignore their human subjects as long as they get what they want. Travel between satraps is often difficult and often exacerbated by rivalries among the satraps. Human parasites have managed to gain posts of responsibility and abuse their powers, just as they have done throughout history in the name of human conquerors.

In some satrapies, the supply of consumer goods is steadily decreasing as oppressive satrap taxes and requirements force humans out of business.

The Slissii recruit most of their soldiers from the humans, with occasional Slissii commanders. The humans are taught how to drive the Slissii Patroller Robots and how to repair their hardware, but are not instructed in Slissii Robotics.

Airplanes: Only the Slissii and their sepoy can fly planes. There are no regular airliners or air transport of any kind. Airfields are either under control of the Slissii, converted to other use, or abandoned.

Communications: All satellites were shot down early in the war, irrespective of their mission or continued usefulness. Slissii use their three Size 7 starships in geosynchronous orbit for their communications. Most phone lines between satrapies are cut. Slissii monitor all remaining phone lines and radio and TV stations. How often they are monitored, and whether by Slissii or human servants, depends on the paranoia of the local satrap and his minions.

Life Under The Aliens: Each satrapy is isolated, with very limited commerce with its fellows. Thus, the choice of food is much more limited under the aliens than the people of Earth have been used to. Luxuries such as apples in Arizona are very hard to find. A basket of strawberries can be very common in one satrapy, and worth killing for in another.

SOUTHWEST SATRAPY

This game was playtested using the Southwest Satrapy. It's a useful area for robot combat, featuring many lonely buttes, desert roads, and room to maneuver. However, the following suggestions can be adapted to almost any environment.

The Southwest Satrap, Ssaarasim, has about 2,000 other Slissii under his rule. He has actively recruited humans into an impressive army, as he has ambitions on the Satrapies of his neighbors. He is an active and alert ruler.

BASIC SLISSII

These are the Slissii that characters are first likely to meet on their adventures. Their basic characteristics are provided. Their maximum characteristics are given in parentheses to guide the GM in creating more dangerous Slissii when the time comes.

ALIENS' HUMAN AGENT PACKAGE

These are the human agents of the Slissii. They are thugs, mercenaries, and agents who find the yoke of the alien conquerors easy to bear as long as they get their creature comforts.

Experienced Agents (+ 10 points): have +3 DEX, +1 PD/ED and +1 Recovery

Special Agents (+ 25 points): have the above, +1 Speed, and +1 w/Robot weapons or all firearms, depending on orientation

Elite Agents (+ 50 points): have the above plus +5 INT (5), Disguise on 13 (5), Stealth on 13 (5), Robotics on 12 (5), and Deduction on 12 (5)

Personal Gear: 50 pts
1.5d6 selective fire, 16 shots (19), 6/6 armor on 11 (8), Anti-BC suit (10), Walkie Talkie (1), UV Goggles (5), Binoculars (7)

THE BASIC SLISSII

STR:	20(30)	DEX:	14(20)	CON:	11(18)	BODY:	14(20)
INT:	10(20)	EGO:	10(20)	PRE:	15(25)	COM:	6(14)
PD:	5(10)	ED:	3(8)	SPD:	3(4)	REC:	6(8)
END:	22(36)	STUN:	30(50)	TOTAL:	43		

Pts	Skills
1	Familiarity with Small arms
1	Familiarity with Slissii robots
1	Familiarity with Slissii robot weapons
3	Brawling
3	Earth Language (fluent with hissing accent)
5	+1 with all firearms or Robot Weapons
5	Robot Driver on 13
38	Assorted skills from: Computer Programming, Gunsmith, Mechanics, Robotics, Paramedic (Slissii, -3 for humans), Pilot (aircraft), Electronics, Robot Pilot, etc.
<u>43</u>	<u>Characteristics Cost</u>
101	Total Cost

50+	Disadvantages
10	Distinctive Slissii looks in human environment
11	HUNTED by Human undergrounds on 8
3	Too dense to float
8	Arrogance toward all humans
3	(5) Misunderstands basic human motivations/needs
8	Reputation - alien conqueror
8	<u>Watched by Slissii</u> Satrap's minions on 11
101	Total Points

ALIEN'S HUMAN AGENT PACKAGE

STR:	15	DEX:	15	CON:	15	BODY:	10	INT:	10
EGO:	8	PRE:	15	COM:	10	PD:	3	ED:	3
SPD:	3	REC:	6	END:	30	STUN:	25	Cost:	36

Pts.	Skills
2	Familiarity with own robots
2	Familiarity with firearms
5	KS: Local Region on 14
3	+1 Perception
13	Pick from Computer Programming, Mechanics, Paramedic, Pilot (aircraft), Electronics, Robot Pilot, KS: Gunsmith, etc.
	Brawling (+ 1d6 to punch and kick)
3	+1 with all firearms or Robot Weapons
5	Robot Driver on 13
5	Concealment on 12
5	KS: Gambling on 12
<u>36</u>	<u>Characteristic Points</u>
82	Total Cost

50+	Disadvantages
7	Minimums of STR 15, DEX 15, CON 15, PRE
8	Watched by Aliens on 11
6	Follower - restricted, v. dangerous, death
<u>11</u>	<u>Hunted by Underground</u> on 8
82	Total Points

THE RESISTANCE

INDEPENDENT NATIONS

The islands — such as England and Japan — are still independent. Of course, they are dependent on the continental masses for the raw materials to maintain their populations, and so must be at peace with the Invaders and trade with them. Scientists on these islands (and in secret bases and labs on the mainlands) desperately struggle to develop bat-tlesuit technology to combat that of the aliens. Until they have working suits which can stand up to the aliens in one-for-one battle, the island nations do not dare try to drive the invaders out.

The island nations, which include Hawaii, are conspiring with resistance agencies throughout the world — both to get samples of the alien technology and to spy out their weaknesses. Slowly a sort of overall resistance heirarchy has established itself. It is known as the Tech Underground.

The campaign starts with the first stirrings of this Underground.

REBELLION STORYLINE

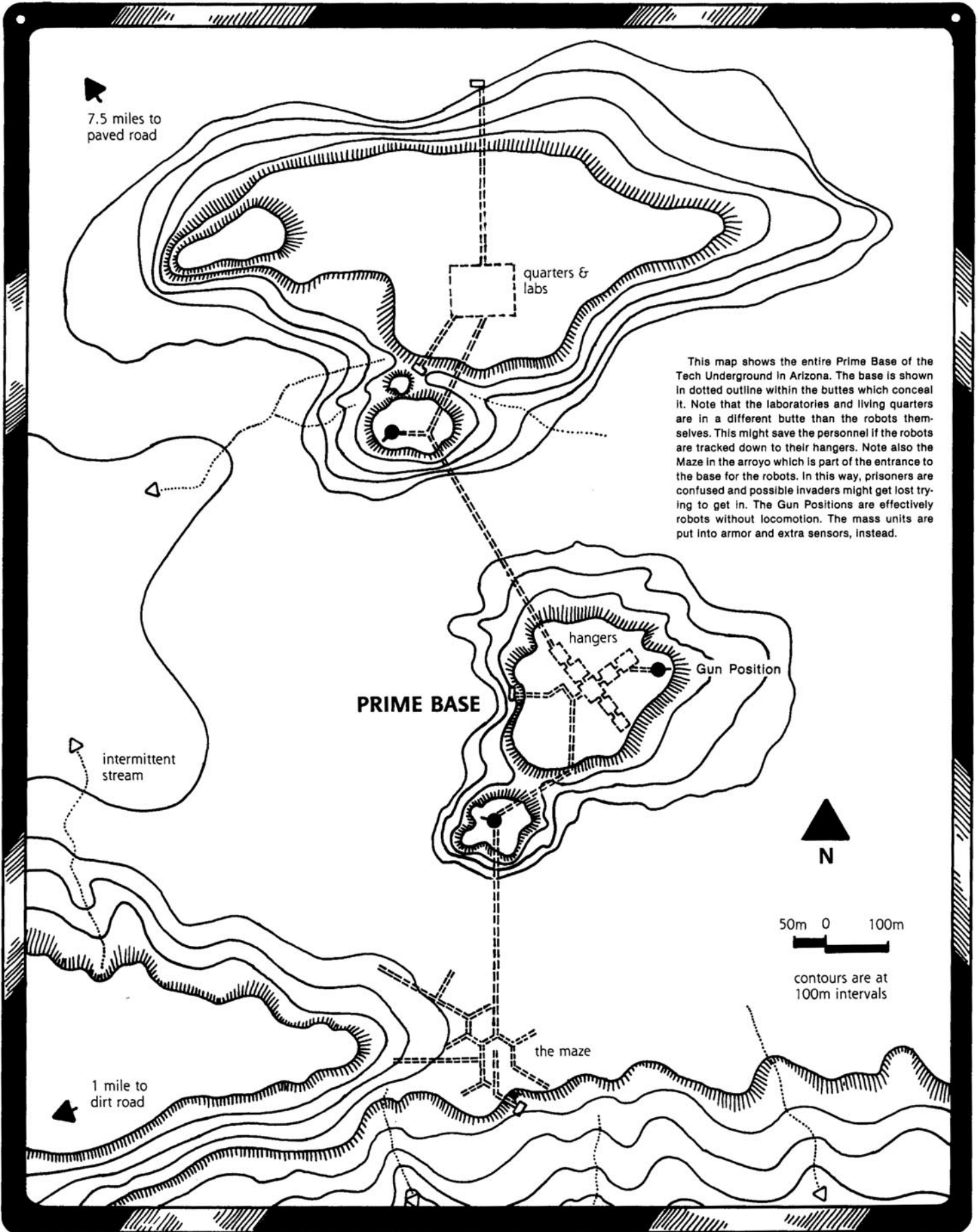
This is a general plot line for a potential campaign using the Slissii situation. The participating PCs can be either the same throughout the campaign (assuming they are not killed), or different PCs in each stage (perhaps playing the children of previous undergrounders.)

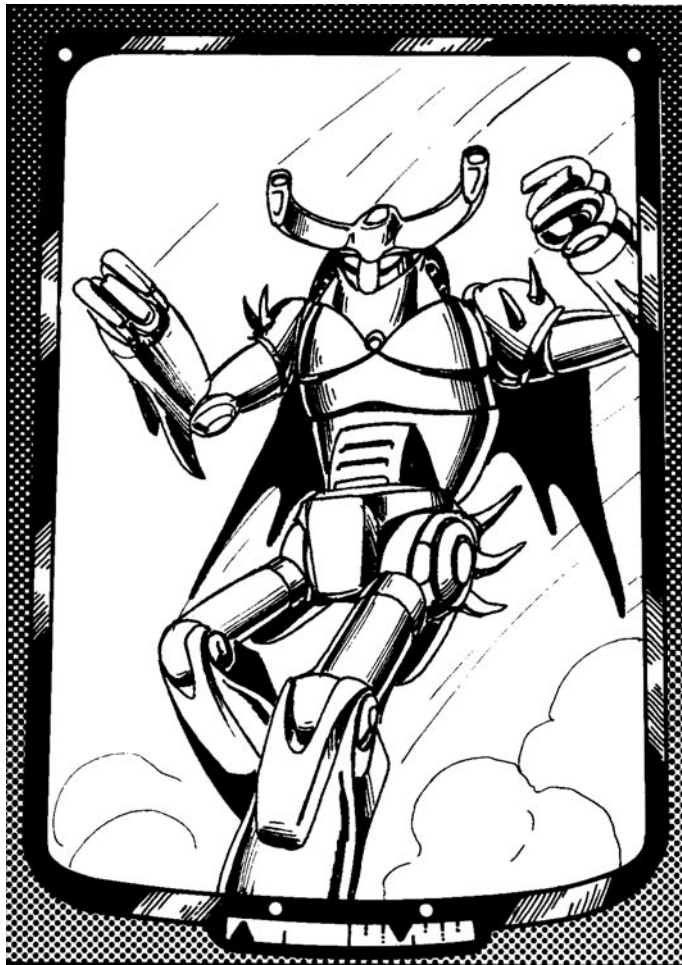
Guerilla War: The PCs are recruited into the Tech Underground. Any forceful member of one of the resistance groups or civilian who unknowingly interacts with the underground can get co-opted into this organization. Fighting the Slissii from their underground base (see map), they must conduct hit and run raids and protect the innocent civilians who are decimated when Slissii are killed. Outside their robots, the PCs can do scouting missions, try to steal Slissii technology, and generally commit guerilla warfare upon the aliens and their stooges. A common tactic at this point is to make the Tech robots look as much like Slissii robots of another Satrapy as possible.

Open War: The PCs are in open rebellion, striking to cut the Satrap off from his potential allies and his resupply areas. This can evolve naturally from the increasing success of the hit and run raids or, if the initial group of player characters are thoroughly trounced by the Slissii, in another satrapy where the underground has been more successful.

Missions in this stage include confrontations with the Slissii and their minions, defenses of the home base, and raids on the Slissii bases (such as former airfields, dams, etc.). At this point, the player characters will spend most of their time in their robots, though there is still opportunity for the occasional out-of-armor intelligence gathering operation.

PRIME BASE OF THE TECH UNDERGROND IN ARIZONA





Total War: Some areas have been taken back, others are still unerthe Slissii yoke, and the now united Earth must fight to drive the Slissii off the planet or kill them all. One major mission at this time is to capture at least one of the Slissii star-ships in orbit. Remember that they are gun platforms on the ultimate high ground, and have weapons that can ravage the Earth if need be. Other missions during these scenarios can include the player characters as vital parts of a master plan, attaining the objective while the other human forces keep the Slissii busy.

Exploration: Taking a captured Slissii ship or one made by Earth out into space to find the origins of the Slissii and drive them back to their home planet. The group invading the Slissii ship could discover alien slaves from other planets. The slaves are so grateful that they tell the humans where their planets are and suggest that the humans go out in their captured Slissii ship and rescue the planets.

If a Slissii ship escapes, an unknown number of humans may be on board, including NPCs, etc, providing more incentive to chase the Slissii out into the universe.

One interesting question, to be settled by the GM of a particular campaign, is whether the Slissii have a star drive or not. Did they just hibernate while the ships travelled for hundreds of years to reach the Earth, or are the ships fast enough to take advantage of the Lorenz Fitzgerald equations and provide a short relative time for the Slissii, even though the ships actually took centuries to make the journey? Or are the Slissii ships Faster-Than-Light? If so, how much faster?

Missions in this part of the campaign involve exploration of new worlds, contact with other hostile and friendly aliens, pitting robots against giant creatures, etc. It makes for a more episodic, rather than sustained, campaign. It also lets other players Game Master for one or more episodes while the GM plays.

CAMPAIGN CHARACTER CREATION

The Tech Underground is separate from most of the direct resistance groups. It tries to keep itself hidden from the Slissii while it develops the robots which can stand up to the Slissii battle machines. As it builds the robots, its agents mesh with the various resistance, criminal, and mercenary organizations around the world, seeking possible recruits with the speed and intelligence to be able to pilot the robots they are building.

The Player Characters are freedom fighters contacted by the Tech Underground to become the first pilots of the battle robots which will drive the aliens away from the Earth.

Create a 50 base point character, but ignore necessary robot skills, since these are supplied in the 25 point Package Deal below. Similarly, do not take Disadvantages directly related to fighting the aliens (such as Hunteds and Watcheds) as these are part of the Package. The final result will be a 75 point character.

PACKAGE FOR TECH UNDERGROUND AGENTS

9	Robot Driver, +3
9	Robot Pilot, +3
5	+ 1 level with Robot's weapons
5	KS: Alien Culture and Notables on 14
7	KS: American Southwest on 16
5	KS: Tech Underground on 14
8	Applied towards Mechanics, Robotics, PS: Electronics, Paramedic, Computer Programming, Aircraft Pilot, 2 Weapon Familiarity - Firearms
2	<u>Familiarity with Robots</u> of own group
52	Total Cost
DISADVANTAGES	
6	Follower - lots of freedom, very dangerous work, major consequences
5	Characteristic Minimums, DEX 15, INT 13, SPD 3
11	Hunted by Aliens on 8
5	<u>Watched by Underground</u> on 8
27	Total Points
Package of 52 minus Disadvanges of 27 = 25 point package	



Characters for later in the campaign can be bought simply as 75 point characters with the above package. As the campaign develops, GMs will have to develop further packages to respond to the shifting reality of the campaign.

THE ROBOTS

The following are robots provided for this campaign. Game Masters may, of course, change them to suit their own wishes for the campaign. First, we show three types of Invader Robots. While each no doubt has names given to it by the Slissii, we present here the names given by the Tech Underground.

INVADER PATROLLER

This cheaply made robot is the one most commonly seen by humans about the satrap. They are the common patrol models (hence their codename) the Slissii have striding about the roads, insuring that their commands are met.

Robot Name: <i>Invader Patroller</i>		Pilot: <i>Human Agent</i>
Systems		Construction Points
Dexterity: 14 (Base 10, +1-per 3 Pts)		12
Speed: 3 (Base 1 + (DEX/10), +.1 per 1 Pt)		6
Damage Control on 17		17
Base Mass: 250		150
+ Additional: 150 (+ 5 per 1 Pt)		30
= Total Mass: 400 Mass Units (Size Class 4)		
Total Construction Points:		215
Hardware		Mass Units
Chassis and Power Plant, Capacity: 500 Body: 31		32
Crew Members: 1 Accommodations: Basic Life Support, Ejection Seat		9
Armor, Base Defense: 18 - (Size Class) 4 = 14		125
Ground Movement: 4 Hexes (1 Hex per 4 Pts)		16
Type: Legs Non-Combat x 2 Non-Combat Move: 8		
Lifters - 500 Mass Units, Hand-to-Hand 3.5d6		32
Ultraviolet Vision		8
2-way Limited Band Radio		4
360 degree Vision		16
Telescopic Vision x10		16
4d6 AVLD (FF) -magnetic - 60 charges		32
4.5d6 Laser w/10 pts Piercing, Carried, Burnout on 15 +		64
6d6 + 1 Electric touch, no range, no movement on phase, 1d6 Side Effect on 1 hex		16
Cargo Space for 100 mass units		5
25 point Spares Pool		25
Total Mass Units		400
Disadvantages	Base Construction Points	200
1.5 x Effect from Electrical		10
"Color Blind" (B&W TV Screens)		5
Total Construction Points		215



Robot Name: <i>Invader Enforcer</i>		Pilot: <i>Slissii or Human Agent</i>
Systems		Construction Points
Dexterity: 17 (Base 10, +1 per 3 Pts)		21
Speed: 3 (Base 1 + (DEX/10), +.1 per 1 Pts)		3
Damage Control on 16		15
Find Weakness for Laser on 8		10
Base Mass: 1000		250
+ Additional: 520 (+ 20 per 1 Pt)		26
= Total Mass: 1520 Mass Units (Size Class 4)		
Total Construction Points:		325
Hardware		Mass Units
Chassis and Power Plant, Capacity: 2000 Body: 37		125
Crew Members: 1 Accommodations: Basic Life Support, Ejection Seat		9
Armor, Base Defense: 20 - (Size Class) 4 = 16		500
Modifiers: 8 point Hard (-2) FF, Burnout on 15+ (+ 2)		
12 point shield, Carried, Act on 14		
Final Defense: 8 pt Hard FF + 12 point Shield		
Ground Movement: 5 Hexes (1 Hex per 16 Units)		80
Type: Legs Non-Combat x 2 Non-Combat Move: 10		
Flight Movement: 8 Hexes (1 Hex per 32 Pts)		256
Type: Jets Non-Combat x 8 Non-Combat Move:		64
Lifters - 2000 Mass Units, Hand-to-Hand 4d6 + 1		125
Ultraviolet Vision		8
2-way Limited Band Radio		4
360 degree Vision		16
Telescopic Vision x10		16
4d6 AVLD (FF) -magnetic - 60 charges		32
5d6 Laser w/10 pts Piercing, 60 degree arc of fire		250
6d6 + 1 Electric touch, no range, no movement on phase 1d6 Side Effect on 1 hex		16
6.5d6 Hand-to-Hand weapon, No Range, Carried, Burnout on 15+		64
19 point Spares Pool		19
Total Mass Units:		1520
Disadvantages Base Construction Points		300
1.5 x Effect from Electrical		10
"Color Blind" (B&W TV Screens)		5
Watched (override) by Slissii on 8		10
Total Construction Points:		325



INVADER ENFORCER

The *Enforcer* is the backup robot, used as backup when the fighting gets tougher. It can be piloted by Slissii or humans, depending on the Satrapy. No Satrapy has more than 20 of these robots to start with, though their later production schedule is up to the GM.

INVADER "COMMANDER"

The "Commander" is effectively a command robot, operated only by high-ranking Slissii. A Satrapy might have between two and six available, but probably no more. No human is allowed to pilot one.

Robot Name: <i>Invader Commander</i>		Pilot: <i>Slissii Only</i>
Systems		Construction Points
Dexterity: 23 (Base 10, +1 per 3 Pts) Speed: 7 (Base 1 + (DEX/10), +.1 per 1 Pt)		39 7
Martial Arts* Find Weak, for Ace. Cannon on 13 Lack of Weakness - 6 pts Damage Control on 16		20 35 6 15
Base Mass: 4000 + Additional: 3440 (+ 80 per 1 Pt) = Total Mass: 7440 Mass Units (Size Class 5)		350 43
Total Construction Points:		515
Hardware		Mass Units
Chassis and Power Plant, Capacity: 8000 Body: 43 Crew Members: 1 Accommodations: Full Life Support, Ejection Seat		500 10
Armor, Base Defense: 23 - (Size Class) 5 = 18 Modifiers: 14 point Armor on 14 (+2), Carried (+2) 8 point Hard Force Field (-1), Burnout on 15+ (+1) Final Defense: 8 pt. Hard FF +14 point Shield on 14 = 22		4000
Ground Movement: 5 Hexes (1 Hex per 64 Units) Type: Legs Non-Combat x 2 Non-Combat Move: 10 Flight Movement: 6 Hexes (1 Hex per 125 Pts) Type: Rockets Non-Combat x 7 Non-Combat Move: 42 Lifters - 8000 Mass Units, Hand-to-Hand 6.5d6*		320 750 500
Ultraviolet Vision 2-way Limited Band Radio 360 degree Vision Telescopic Vision x10		8 4 16 16
8d6 Accelerator Cannon, Can't Use When Moving, Burnout on 15+, 5d6 Laser, 10 pts Piercing, 60 degree arc of fire d6+1 Electric Touch, No Range, Can't Use When Moving, Burnout on 15 + , 1d6 Side Effect in hex 4d6 Autofire Laser, no burnout, 360 degree arc of fire 3.5d6 AVLD (FF) -magnetic - 60 charges 6d6 Rockets, Explosive, -1/6 Hex Range, Missile, 1 phase Delayed Strike, 3 shots		1000 250 32 16 16 16
2 pt Spares Pool		2
Total Mass Units:		7440
Disadvantages	Base Construction Points	500
1.5 x Effect from Electrical "Color Blind" (B&W TV Screens)		10 5
Total Construction Points:		515

Robot Name: <i>Underground Defender</i>		Pilot: <i>Underground Pilot</i>
Systems	Construction Points	
Dexterity: 18 (Base 10, +1 per 3 Pts)	24	
Speed: 4 (Base 1 + (DEX/10), +.1 per 1 Pt)	12	
Damage Control on 16	15	
<i>Other Systems of Choice</i>	55	
Base Mass: 500	200	
+ Additional: 390 (+10 per 1 Pt)	39	
= Total Mass: 890 Mass Units (Size Class 4)		
Total Construction Points:	106	
Hardware	Mass Units	
Chassis and Power Plant, Capacity: 1000 Body: 34	64	
Crew Members: 1 Accommodations: Total Life Support, Escape Pod, 2 passengers	14	
Armor, Base Defense: 19 - (Size Class) 4 = 15	250	
Modifiers: 6 pts Armor Hardened (-1)		
9 pts Armor activates on 14 (+2)		
Final Defense: 5 pts Hard Armor + 11 pts Armor on 14		
Ground Movement: 6 Hexes (1 Hex per 8 Units)	48	
Type: Legs Non-Combat x 2 Non-Combat Move: 12		
Flight Movement: 10 Hexes (1 Hex per 16 Pts)	160	
Type: Jets Non-Combat x 10 Non-Combat Move: 100		
Lifters for 1000 Mass Units 4d6 Hand-to-Hand Damage	64	
2-way All Bands	8 1	
Radio Radar-1/10 hexes	6	
7d6 Rocket, Carried, Missile, 8 shots	125	
5d6 Eye Laser, 8 pts Piercing, Burnout on 15 +	125	
Cargo Space for 100 Mass Units	5	
11 Point Spares Pool	11	
Total Mass Units:	890	
Disadvantages	Base Construction Points	300
-2 Stablizers (-2 to all DEX/Pilot rolls)	5	
Depends on fuel (water) 6 hours	10	
Difficulty in Movement maneuvers	10	
3d6 Susceptibility to Dust, Gas	20	
Total Construction Points:	345	

TECH UNDERGROUND “DEFENDER”

The “Defender” is the basic robot used by the Tech Underground against the Slissii. Comparisons against the Slissii models show that the Underground did not have force field technology and tended to depend on physical, rather than energy, weapons.

Note that 55 Construction Points have been saved for “Other Systems”. The Underground experimented with

many different systems, such as Transforming techniques, Camouflage, and others, in their attempts to keep from being discovered and tracked by the Slissii. Have fun coming up with your own variations. No more than ten of these points can be put into further hardware, a total addition of 100 mass units.



THE KESTREVAL CAMPAIGN

by Michael Blum

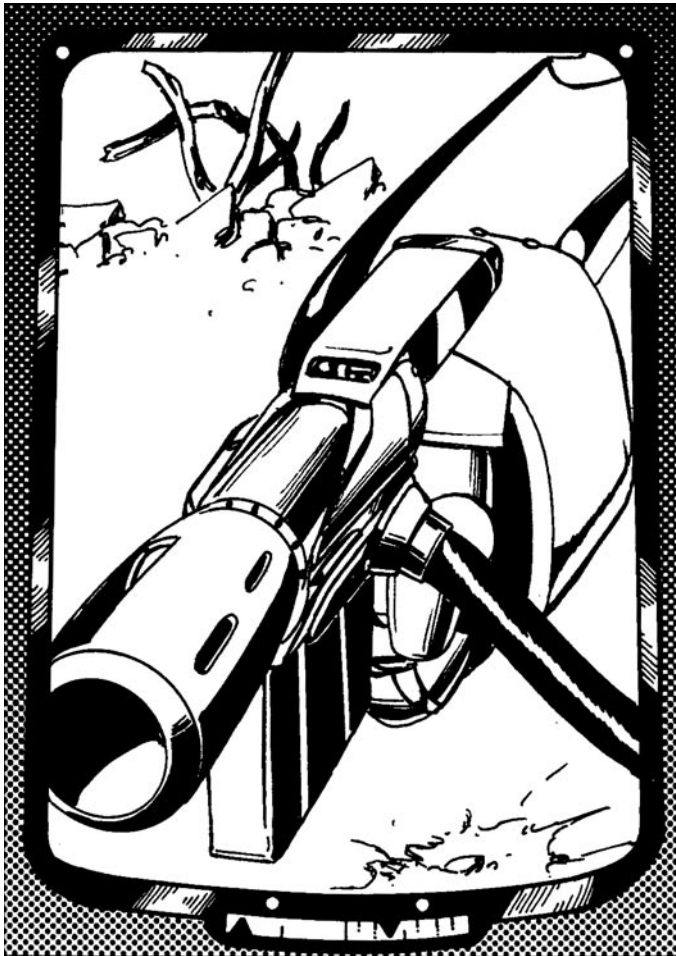
This campaign suggestion falls into the category of Post-Holocaust gaming. It allows for an extensive campaign of rebuilding and fighting off the forces of repression and chaos.

Time: *mid 23rd century*

Place: *Western Europe*

After 2 or 3 centuries of nearly ceaseless warfare, the Earth lies desolate. Perpetual overcast and dust in the high atmosphere make twilight of the days, and rob the night of moon and stars. Rain or snow falls at random intervals, and runs off who knows where; for the oceans have receded into their deeper beds, and much of the planet's water is locked up in clouds or in the massive, creeping, icecaps. Days are cold, nights are freezing, and plants grow rarely, if at all.

The great cities that still exist lie empty. Many are no more than glazed earth, scattered globs of metal, and a profusion of porcelain fixtures. Ninety-eight percent of the people of Europe were killed by direct military action, including nuclear weapons, toxic agents, etc.; of the remainder, 75% have died from starvation, epidemic, or at the hands of other survivors. Most the current inhabitants of Europe live a primitive, starving, violent existence; in Britain, at least, these people are called "Vaggies", a term variously defined as deriving from "vagabond," "vagrant" or "evacuee." The



current generation of Vaggies has never known civilization, peace, or health.

More fortunate are the "Haveners," groups of people living in various protected locations. Their shelters are often quite technically elaborate, reasonably comfortable, and self-sufficient; others are warrens of ramshackle buildings, railway tunnels, and mineshafts. Even the most squalid of the Havens, however, is distinguishable from a Vaggie camp by its inhabitants' unquenched spirits and civilized behavior.

The most advanced and intricate shelters are those of the remaining military units, whose underground bases house workshops, technicians, armories, computers, and supplies for the support of modern warfare. At times, warriors sally forth from these bases with sophisticated military equipment to pursue forgotten objectives set forth in ancient standing orders; other bases have abandoned their old allegiances, and pursue goals (for good or ill) of their own choosing.

After all the occupations, infiltrations, and strategic maneuverings of 300 years of war, not even the great command control systems (if any still exist) could say which sides control what territory. Metallic and radioactive particles in the air have made hash of most radio channels, and fear of retaliation by anti-radiation homing weapons has limited efforts to overpower the "jamming." Deeply buried signal cables between a few of the military bases, and physically carrying of messages, are the commonest means of communication over long distances.

As the world is rebuilt (let's be optimistic here, otherwise there is no game) the Havens become the feudal keeps of the lords of the robots who quarrel among themselves for the rare natural resources and quarriable ruins. The PCs can be the retainers of one lord or an alliance of lords who must help their lord carve out a place for himself in the carnage of the post-holocaust world.

This scenario allows for several different robot designs (mass-production is out of the question) and quite a bit of out-of-robot action as the survivors try to scare up parts for their machines. Since this lends itself to creation of individual robots, none are given here. Have fun.

THE DEVOURER OF WORLDS

This campaign suggestion is probably much shorter term than the previous one. However, it can be used as the starting place for a group of robot pilots stuck on Earth with mighty robots and no way to repair or replenish them. An interesting campaign all in itself. For reasons which should be immediately obvious, this makes a good introductory scenario.

PLAYER INFORMATION

Read the following to the Player Characters.

You are yourselves. You have been dreaming dreams of piloting strange robotic craft in complex dogfights in many different environments. The dreams are far more vivid than most you have ever experienced. One persistent dream involves your using robots to ensnare and capture a strange being — half matter and half energy — and load it into a giant spaceship. Another dream is more just a feeling of all-encompassing, nerve-numbing, cold.

Today, you awaken from the dream to find yourselves in different bodies. You realize that you inhabit the bodies and, more important, the robots of your recent dreams! Looking about, you realize that you are floating in the middle of a bay. All around you are floating icebergs, agitated water, and other robots. Behind you is the steadily disintegrating face of a glacier.

As you take stock of the situation, you realize that one of the "robots" in the bay is not a robot. It's the monster from your dreams! This creature could conceivably destroy the world — or at least most of its population.



However, the ship bringing the creature to the Emperor was attacked by heavily-armed insurgents, forcing the ship to flee to Earth — a by-now quarantined planet, still inhabited by cave men. Since the planet was undergoing an ice age, the captain put the monster in a stasis energy cocoon and stuck it in the middle of a glacier for later retrieval. To ensure its protection, some servants (numbering however many players are playing the adventure) were left behind in battle robots, also in stasis.

The problem with the stasis is that the body is suspended but the mind can still operate. To keep the mind sane, the servants were hooked into the "world mind" of the planet, so that their consciousness would travel from one mind to another, living each life they entered without interfering with it on a conscious level.

When the glacier started to break up, the conditioning brought the minds of the servants into a more wakeful state, and the dreams began to affect the players. Now, the bodies are fully awake with all their old memories. However, the personalities of the players are overlaid on those minds. In effect, the players are the servants, and have almost full control of their actions.

The only problem they have is that they are conditioned to preserve the monster for the Emperor (who is, in fact, probably still around to receive it). They can overcome this conditioning with Ego rolls, but must make the roll each phase they attempt to seriously harm the monster.



GAME MASTER INFORMATION

Many thousands of years ago, the Interstellar Empire centered around the core of the galaxy took primitive men off of Earth and developed them into servants for the Empire. Somewhat later, some of these servants were directed to capture the monster for the Emperor (a virtually immortal energy being living at the galactic core) for reasons that were not imparted to the servants.

Further Complications: This should be enough to keep 2-3 players busy. If you have more players, toss in the following complication.

Somewhat more recently (but still thousands of years ago) the Empire was driven back to the Core and the Sirian Principality took over this section of space. Doing a flyby on Earth, they discovered the presence of Imperial technology in the middle of the glacier, but could not precisely locate it.

Therefore, they set up a force of self-aware robots on the Moon in a powered-down state to react if this Imperial force ever showed up. Now that the glacier has broken up, the robots are powered-up again, and coming in as fast as they can to smash this outbreak of the Imperials. Their mission is to destroy the Imperial robots so that Earth cannot use their technology. The monster is purely incidental and can be ignored.

CHARACTERS

The following are robots, pilots, and monster for the scenario, though you can alter these to fit your conceptions as needed.



IMPERIAL ROBOT

This is the basic model of robot the players wake up in. This gives its basic systems, with basic hardware. A list of possible other hardware is given after the robot description. The GM may either finish constructing the robots from this list, or from his own list of wonder weapons.

Robot Name: <i>Imperial General Robot</i>		Pilot: <i>You</i>
Systems		Construction Points
Dexterity: 20 (Base 10, +1 per 3 Pts)		30
Speed: 4 (Base 1 + (DEX/10), +.1 per 1 Pt)		10
Damage Control on 16		15
Base Mass: 1000		250
+ Additional: 500 (+ 20 per 1 Pt)		25
= Total Mass: 1500 Mass Units (Size Class 4)		
Total Construction Points:		330
Hardware		Mass Units
Chassis and Power Plant, Capacity: 2000 Body: 37		125
Crew Members: 1 Accommodations: Pilot Station, Total Life Support, Escape Pod		10
Armor, Base Defense: 20 - (Size Class) 4 = 16 Modifiers: (as desired by Game Master) Final Defense: (As determined by Modifiers)		500
Ground Movement: 6 Hexes (1 Hex per 16 Units) Type: Legs Non-Combat x 2 Non-Combat Move: 12 Flight		96
Movement: 8 Hexes (1 Hex per 32 Units) Type: Fusion Jets Non-Combat x 8 Non-Combat Move: 64		256
Lifters for 2000 Mass Units		125
All Bands Radio		8
Radar at -1/20 hexes		32
Other Hardware		348
Total Mass Units:		1500
Disadvantages	Base Construction Points	300
1.5 x Effect from Explosions		10
-2 Stabilizers (-2 DEX Rolls)		5
Dependent on Fuel, Silicon, every 6 hours		10
Watched by Sirian Principality on 8		5
Total Construction Points:		330



OPTIONAL EQUIPMENT

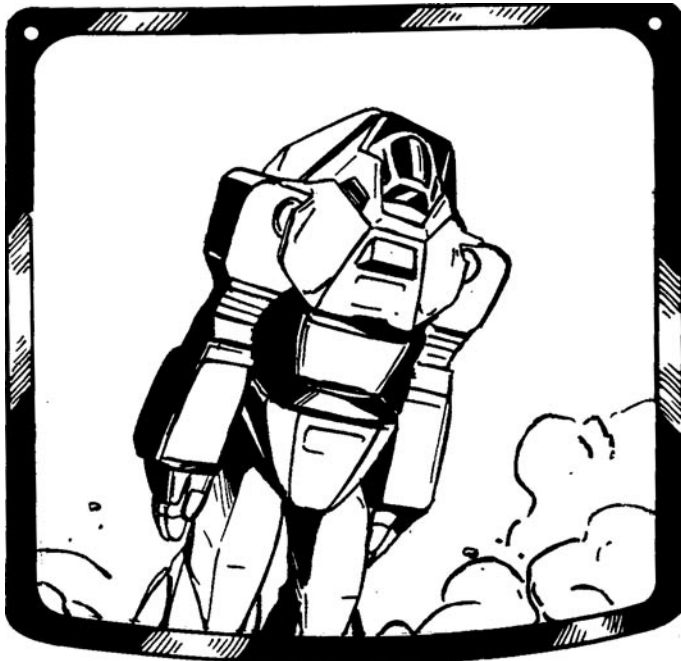
8d6 Heavy Rocket — 3 hex radius, 2x Range Modifier (-1/6 hexes), Missile, act on 14, 1 phase delayed Strike, No movement, 3 uses	125
7d6, Big Sword, Carried, Burnout on 15 + , No Range	125
7d6 Missile Launcher, Missile, Carried, 8 shots	125
7d6 Lightning Whip, Carried, No Range, Burnout on 15 +	125
6.5d6 Fusion Cannon, 60 degree arc, only fire on one level	125
6d6, Missile Pod, Carried, Missile, Autofire (burnout on 15), Act on 14, 4 x Range Mod (-1/12 hexes)	125
6d6 Chest Mounted Pulse Cannon, AVLD (vs Force Fields), act on 14, 60 degree arc of fire, no other powered weapons on same phase	125
6d6 Hypervelocity Cannon, 6 pts Piercing, on 14, Carried, 8 shots	125
6d6 Vibro-Sword — Autofire (no burnout), No Range, Carried	125
5d6 Heavy Needier LASER, 8 pts Piercing, 60 degree arc	125
4d6 Gatling LASER, Autofire (no Burnout) 8 points Piercing	125
Electro Cannon, 5d6 AVSS (Control Systems)	32
4d6 Point Defense LASER, 360 arc, Autofire (no burnout)	16
7d6 Blazer, No energy weapons/ff on same phase, no movement on phase, act on 14, 8 shots	16
4d6 Needier, 10 pts Piercing, 60 degree arc of fire, act on 14, Burnout on 15 +	8
3d6 Rotary Machine Gun — 4 x range, Autofire (no burnout) 60 degree arc of fire	2
7d6 Pulse Cannon — 0 degree arc of fire, act on 14, Carried, 1 phase delay, 3 shots	1
Cargo Space	?
Spares Pool	?

IMPERIAL ROBOT PILOTS

The following are the cloned bodies and trained skills of the pilots who awaken in the robots. All the skills are available to the pilots, as well as any skill or knowledge the original players have. If a player is female, the pilot body is female — the travelling from consciousness to consciousness through the centuries only goes from members of one sex to members of the same sex.

Robot Pilot

STR:	13	DEX:	18	CON:	13	BODY:	10	INT:	13
EGO:	11	PRE:	10	COM:	10	PD:	4	ED:	4
SPD:	4	REC:	6	END:	26	STUN:	25	Cost:	54
PHASES: 3, 6, 9, 12									
Pts. Skills									
2	Familiarity with own robots								
2	Familiarity with firearms								
15	+3 with Robot Weapons								
7	Robot Pilot on 15								
7	Robot Driver on 15								
5	Robotics on 12								
5	Mechanics on 12								
6	Assorted Alien Skills								
54	<u>Characteristic Points</u>								
103	Total Cost								
75+ Disadvantages									
6	Package Bonus								
11	Hunted by Sirians								
8	Dual Personality - human/Imperial								
3	<u>Follower - freedom, v. dangerous</u>								
103	Total Points								
Equipment:									
6/6 Defense Armor (acts on 14)									
2d6 w 6 pts Piercing Laser pistol									
Space Suit									
Personal radio									



SIRIAN SELF AWARE ROBOT WARRIORS

These are the robots set on the moon by the Sirian principality to watch the traces of Imperial power sources detected on the Earth. Use as many of them as would seem to even up the fight between the monster and the Imperials. Remember, the Sirians really don't care about the monster, though if the monster is trashing the Imperials, they wouldn't mind eliminating it as a potential hazard to navigation.

There are three sets of two robots each. You may, of course, mix and match these to fulfill your own needs. Their usual tactic, and a very effective one, is have the Epsiion and Omega Eliminators stay back and shoot rockets as long as they have rockets to shoot, while the others go in to closer quarters. No matter how many of these you use, you should have at least one of the long-range robots, just to give the players a tactical problem to overcome.

Robot Name: <i>Alpha and Beta Eliminators</i>	
Systems	Construction Points
DEXterity: 18 (Base 10, +1 per 3 Pts)	24
INT 10	0
EGO 10	0
PREsence 40 (Base 10 x SIZE)	0
COMeliness 0	0
Speed: 3 (Base 1 + (DEX/10), +.1 per 1 Pt)	2
BODY	34
Damage Control on 16	15
Lack of Weakness -5	5
+2 with Weapons	10
Base Mass: 500	200
+ Additional: 390 (+10 per 1 Pt)	39
= Total Mass: 890 Mass Units (Size Class 4)	
Total Construction Points:	295
Hardware	Mass Units
Chassis and Power Plant, Capacity: 1000 Body: 34 Crew Members: 0 Accommodations: Total L.S. 2	64
Armor, Base Defense: 19 - (Size Class) 4 = 15 Modifiers: 7 pts normal, 8 pts ff hard (-2), on 14 (+2), Burnout on 15+ (+2) Final Defense: 7 + 10 hard FF on 14, B/O 15 +	250
Ground Movement: 3 Hexes (1 Hex per 8 Pts) Type: Legs Non-Combat x 2 Non-Combat Move: 6	24
Flight Movement: 12 Hexes (1 Hex per 16 Pts) Type: rockets Non-Combat x 12 Non-Combat Move: 144	192
Lifters for 1000 Mass Units	64
Active Sonar	32
2-Way Radio - All Bands	8
360 degree "Vision"	16
Radar -1/40 hexes	64
6.5d6 Missiles — Autofire (Burnout on 15), act on 14, Missile, Carried	125
4d6 Autofire Laser (no Burnout), 6 pts Piercing	32
100 Mass Units Cargo Space	5
12 point Spares Pool	12
Total Mass Units:	890
Disadvantages	Base Construction Points
2x Damage from Electrical Effects	20
Watched by Sirians on 8	5
No Normal Vision/Hearing	20
Total Construction Points:	295

Robot Name: <i>Gamma and Delta Eliminators</i>	
Systems	Construction Points
DEXterity: 18 (Base 10, +1 per 3 Pts) INT 10 EGO 10 PREsence 40 (Base 10 x SIZE) COMeliness 0 Speed: 3 (Base 1 + (DEX/10), +.1 per 1 Pt) BODY 34	24 0 0 0 0 2
Damage Control on 16 Lack of Weakness -5 + 2 with Weapons	15 5 10
Base Mass: 500 + Additional: 390 (+ 10 per 1 Pt) = Total Mass: 890 Mass Units (Size Class 4)	200 39
Total Construction Points:	295
Hardware	Mass Units
Chassis and Power Plant, Capacity: 1000 Body: 34 Crew Members: 0 Accommodations: Total L.S. 2	64
Armor, Base Defense: 19 - (Size Class) 4 = 15 Modifiers: 7 pts normal, 8 pts ff hard (-2), on 14 (+ 2), Burnout on 15+ (+ 2) Final Defense: 7 + 10 hard FF on 14, B/O 15 +	250
Ground Movement: 3 Hexes (1 Hex per 8 Pts) Type: Legs Non-Combat x 2 Non-Combat Move: 6 Flight Movement: 12 Hexes (1 Hex per 16 Pts) Type: rockets Non-Combat x 12 Non-Combat Move: 144 Water Movement 3 Hexes Lifters for 1000 Mass Units 64	24 192
Active Sonar 2-Way Radio - All Bands 360 degree "Vision" Radar -1/40 hexes	32 8 16 64
7d6 Fusion Cannon — act on 14, 60 degree arc of fire, Carried 4d6 Autofire Laser (no Burnout), 6 pts Piercing	125 32
100 Mass Unit Cargo Space 12 point Spares Pool	5 12
Total Mass Units:	890
Disadvantages	Base Construction Points
2x Damage from Electrical Effects Watched by Sirians on 8 No Normal Vision/Hearing	20 5 20
Total Construction Points:	295





Robot Name: <i>Epsilon and Omega Eliminators</i>		
Systems	Construction Points	
DEXterity: 18 (Base 10, +1 per 3 Pts)	24	
INT 10	0	
EGO 10	0	
PREsence 40 (Base 10 x SIZE)	0	
COMeliness 0	0	
Speed: 3 (Base 1 + (DEX/10), +.1 per 1 Pt)	2	
BODY 34		
Damage Control on 16	15	
Lack of Weakness -5	5	
+2 with Weapons	10	
Base Mass: 500	200	
+ Additional: 390 (+ 10 per 1 Pt)	39	
= Total Mass: 890 Mass Units (Size Class 4)		
Total Construction Points:	295	
Hardware	Mass Units	
Chassis and Power Plant, Capacity: 1000 Body: 34	64	
Crew Members: 0 Accommodations: Total L.S. 2		
Armor, Base Defense: 19 - (Size Class) 4 = 15	250	
Modifiers: 7 pts normal, 8 pts ff hard (-2), on 14 (+ 2), Burnout on 15+ (+ 2)		
Final Defense: 7 + 10 hard FF on 14, B/O 15 +		
Ground Movement: 3 Hexes (1 Hex per 8 Pts)	24	
Type: Legs Non-Combat x 2 Non-Combat Move: 6		
Flight Movement: 12 Hexes (1 Hex per 16 Pts)	192	
Type: rockets Non-Combat x 12 Non-Combat Move: 144		
Water Movement 3 Hexes		
Lifters for 1000 Mass Units	64	
Active Sonar	32	
2-Way Radio - All Bands 3	8	
60 degree "Vision"	16	
Radar -1/40 hexes	64	
8d6 Heavy Rocket — 3 hex radius, act on 14, Carried, Missile, 1 phase delay strike, No Move, 2x	125	
Range, DCV 0, 4 shots	32	
4d6 Autofire Laser (no Burnout) — 6 pts Piercing		
15 point Spares Pool	15	
Total Mass Units:	890	
Disadvantages	Base Construction Points	250
2x Damage from Electrical Effects	20	
Watched by Sirians on 8	5	
No Normal Vision/Hearing	20	
Total Construction Points:	295	

THE MONSTER

This creature is a blend of energy and matter. It lives in Space, though it survives quite well on a planet. It can eat anything, absorbing matter to fuel itself. It seems to consider most alloys and refined metals a delicacy, which makes it a real hazard in civilized portions of the galaxy.

For reasons unknown to any matter-based life form, the

Energy beings in the center of the Galaxy, especially the “Emperor,” like to collect these creatures and bring them into the Core for their own purposes. Under the Empire, they were sacrosanct — no one was allowed to harm them, though they could be herded away from civilized areas. This was only one of the grievances the so-called Rim Stars had against the central Empire before its downfall.

Monster Name: Devourer of Worlds	
Systems	Construction Points
DEXterity: 23 (Base 10, +1 per 3 Pts) INT 3 EGO 10 PREsence 50 (Base 10 x SIZE) COMeliness 0 Speed: 5 (Base 1 + (DEX/10), +.1 per 1 Pt) BODY 46	39 -7 0 0 0 17
“Martial Arts” Lack of Weakness -5 +5 with Weapons Damage Control on 14	20 5 20 11
Base Mass: 8000 + Additional: 2400 (+160 per 1 Pt) = Total Mass: 10400 Mass Units (Size Class 5)	400 15
Total Construction Points:	520
Hardware	Mass Units
Chassis and Power Plant, Capacity: 16000 Body: 46 Crew Members: 0 Accommodations: Fully Sealed Life Support	1000 4
Armor, Base Defense: 23 - (Size Class) 5 = 18	4000
Flight Movement: 8 Hexes (1 Hex per 250 Pts) Type: Energized Non-Combat x 8 Non-Combat Move: 64 FTLx8 “Lifters” 16000 mass units, 7d6 Hand-to-Hand damage	2000 500 1000
Telescopic Vision x100 Parabolic Hearing x25 Radar -1/20 hexes 360 Vision Ultrasonic Hearing +1 Vision Perception	32 32 32 16 8 2
8d6 + 1, Flame Breath on 14, B/O 15 + , Cannot move 4.5d6 NND (ff) AVSS pilot 5.5d6 Autofire (no burnout) - Scales	1000 500 250
24 “Spare Point” Pool	24
Total Mass Units:	10400
Disadvantages	Base Construction Points
2x Effect from Explosions Hunted by Empire on 8 Berserk in Combat on 11 Recover on 8	20 20 20 10
Total Construction Points:	520

SAMPLE ROBOTS AND CHARACTERS

SAMPLE CHARACTERS

These are sample characters that the players or Game Master may use. The players may use them as examples when building their own characters or as player characters if the players do not want to make up their own. The Game Master may use them as non-player characters, either as enemies or as friends. They are designed as members of the Tech Underground, but they can be used in many different circumstances by changing their knowledge skills.

“TEX” CARLTON

“Tex” Carlton was a young man learning to be an independent oil driller, or wild cat, when the Slissii landed. His knowledge of the desert, his ability to take care of himself, his ability to drive and fly, and his love of the freedom of the desert made him an early member of the Tech Underground.

Name: Andrew “Tex” Carlton									
STR:	15	DEX:	17	CON:	13	BODY:	10	INT:	13
EGO:	10	PRE:	10	COM:	10	PD:	4	ED:	3
SPD:	3	REC:	6	END:	26	STUN:	25	Cost:	39
Pts.	Skills								
2	Familiarity with own robots								
2	Familiarity with firearms								
10	Driver: Robots, Heavy Machinery (15-)								
10	Pilot: Robots, Light Plans (15-)								
8	+1 Level in all Combat								
5	K.S. Alien Culture and notables (14-)								
7	K.S. American Southwest (16-)								
5	K.S. Tech Underground (14-)								
3	Mechanics (11-)								
3	Electronics (11-)								
3	Paramedics (12-)								
3	Brawling (+1D6 in Hand to Hand Combat)								
5	Demolitions (12-)								
3	Survival (11-)								
4	K.S. Wildcatting (13-)								
<u>39</u>	Characteristic Cost								
112	Total Cost								
75+	Disadvantages								
8	Follower of Tech Underground; lots of freedom, very dangerous work, major consequences								
5	Characteristic Minimums: DEX 15, INT 13, SPD 3								
11	Hunted by Sirians (8-)								
5	Watched by Tech Underground								
<u>8</u>	<u>Devoted to Personal Freedom</u> : Common, Strong								
112	Total Points								

Name: Roger “Scotty” MacDermott									
STR:	18	DEX:	15	CON:	13	BODY:	12	INT:	13
EGO:	10	PRE:	13	COM:	10	PD:	5	ED:	3
SPD:	3	REC:	7	END:	26	STUN:	28	Cost:	45
Pts.	Skills								
2	Familiarity with own robots								
2	Familiarity with firearms								
9	Robot Driver (15-)								
9	Robot Pilot (15-)								
5	+1 Level with Robot Weapons								
5	K.S. Alien Culture and Notables (14-)								
7	K.S. American Southwest (16-)								
5	K.S. Tech Underground								
3	Robotics (12-)								
3	Electronics (11-)								
5	Computer Programming (13-)								
5	Inventor (12-)								
4	K.S. Video Games								
3	Climbing (13-)								
<u>45</u>	Characteristic Cost								
112	Total Cost								
75+	Disadvantages								
8	Follower of Tech Underground; lots of freedom, very dangerous work, major consequences								
5	Characteristic Minimums: DEX 15, INT 13, SPD 3								
11	Hunted by Sirians (8-)								
5	Watched by Tech Underground								
<u>8</u>	<u>Intensely curious</u> : Common, Strong								
112	Total Points								

“SCOTTY” MACDERMOTT

“Scotty” MacDermott was a video game designer on a rock climbing holiday, when the aliens landed. His curiosity about the alien technology, along with his clever abilities with computers and electronics, made him a useful mechanic for the Tech Underground. Happily, he also showed great promise as a pilot, and now alternates between examining alien technology and blowing aliens away.



“MAGIC” BAKER

“Magic” Baker was on tour as the assistant of a second rate magician when the aliens attacked. She was picked up by the Tech Underground as a refuge. Her amazing reflexes made her a natural robot pilot, and she had a knack for pulling nasty tricks and tactical misdirections.

Name: <i>Roberta “Magic” Baker</i>									
STR:	13	DEX:	20	CON:	10	BODY:	10	INT:	13
EGO:	10	PRE:	10	COM:	14	PD:	3	ED:	2
SPD:	3	REC:	5	END:	20	STUN:	24	Cost:	40
Pts.	Skills								
2	Familiarity with own robots								
2	Familiarity with firearms								
9	Robot Driver (15-)								
9	Robot Pilot (15-)								
5	+1 Level with Robot Weapons								
5	K.S. Alien Cultures (14-)								
7	K.S. American Southwest (16-)								
5	K.S. Tech Underground (14-)								
3	Paramedic (12-)								
3	Computer Programming (12-)								
3	Electronics (11-)								
3	Concealment (12-)								
3	Disguise (11-)								
5	Stealth (13-)								
3	K.S. Camouflage (12-)								
3	K.S. Magic Tricks (12-)								
2	K.S. Trick Tactics (11-)								
<u>40</u>	Characteristic Cost								
112	Total Cost								
75+	Disadvantages								
8	Follower of Tech Underground; lots of freedom, very dangerous work, major consequences								
5	Characteristic Minimums: DEX 15, INT 13, SPD 3								
11	Hunted by Sirians (8-)								
5	Watched by Tech Underground								
8	Will always try to outmaneuver, rather than <u>oudfight opponents</u> : Common, Strong								
<u>112</u>	Total Points								

“BLAZER” MACHIDO

“Blazer” Machido was a young punk running around the southwest in a jeep when the Slissii came. He was trying to get away from the city where he had grown up. The kids had always treated him as a “pretty boy” and he was always fighting to try to get respect. When the aliens lane J he went right on fighting and found his way into the Tech Underground.

Name: <i>Mike “Blazer” Machido</i>									
STR:	15	DEX:	18	CON:	10	BODY:	11	INT:	13
EGO:	10	PRE:	10	COM:	18	PD:	3	ED:	2
SPD:	3	REC:	5	END:	20	STUN:	23	Cost:	40
Pts.	Skills								
2	Familiarity with own robots								
2	Familiarity with firearms								
2	Familiarity with melee weapons								
10	Basic Martial Arts								
9	Robot Driver (15-)								
9	Pilot: Robots, Light Planes, Helicopters (15-)								
8	+1 Level with All Combat								
5	K.S. Alien Cultures and Notables (14-)								
7	K.S. American Southwest (16-)								
5	K.S. Tech Underground (14-)								
3	Paramedic (12-)								
3	Mechanics (11-)								
3	Concealment (12-)								
2	Spanish: fluent conversation								
3	Streetwise (11-)								
2	+1” Running (7” per phase)								
<u>40</u>	Characteristic Cost								
115	Total Cost								
75+	Disadvantages								
8	Follower of Tech Underground; lots of freedom, very dangerous work, major consequences								
5	Characteristic Minimums: DEX 15, INT 13, SPD 3								
11	Hunted by Sirians (8-)								
5	Watched by Tech Underground								
8	Needs to prove his manhood: Very								
<u>11</u>	Common, Strong								
115	Total Points								



SAMPLE ROBOTS

These robots are designed as samples that the players or Game Master can use. The players may use them as examples when building their own robots, or as their robots if they don't want to build their own. The Game Master can use these robots as the weapons of non-player characters, either as enemies or as friends. The robots are designed with no technological restrictions and a 300 point base. They can easily be modified by the players or the Game Master to fit a particular situation.

THE WILDCAT

The Wildcat is designed to be simple. It has few tricks but lots of guns. It has two main duties: to soften up the enemy at long range with the Guided Bomb Launcher and Energy Cannon, and to get in close and unleash all of its weapons on an entangled target. The Wildcat's main limitation is its slow ground speed, but its long ranged weaponry is supposed to take care of that.



Robot Name: <i>Wildcat</i>		Pilot: <i>Andrew "Tex" Carlton</i>
Systems		Construction Points
Dexterity: 20 (Base 10, +1 per 3 Pts) Speed: 4 (Base 1 + (DEX/10), +.1 per 1 Pt)		30 10
Base Mass: 1000 + Additional: 700 (+ 20 per 1 Pt) = Total Mass: 1700 Mass Units (Size Class 4)		250 35
Total Construction Points:		325
Hardware		Mass Units
Chassis and Power Plant, Capacity: 2000 Body: 37 Crew Members: 2 Accommodations: pilot station, Basic Life Support, Escape Device		125 18
Armor, Base Defense: 20 - (Size Class) 4 = 16 Modifiers: 125 Mass Units only in 180 degree front, act on 14 (+ 2) Final Defense: 12 pts normal armor, +6 in 180 degree front arc on 14		500
Ground Movement: 6 Hexes (1 Hex per 16 units) Type: Legs Non-Combat x 2 Non-Combat Move: 12 Lifters, 2000 Mass Units, 4D6 + 1 Hand-to-Hand Damage		96 125
Sensors Active Sonar 2-Way Radio, All Bands		32 8
6D6 Energy Cannon, x2 Range Mod 6D6 Wildcat Claw, 4 pts. Piercing, No Range, Carried 6D6 Rocket Pistol, Autofire, Burnout on 15+ on Burst or Auto, Carried 6D6 Over The Shoulder Bomb Guided Bomb Launcher, Area Effect 3 Hex Radius, x4 Range Mod, 8 Charges, Missile, 1 Phase Delayed Activation Before Use 6D6 Giant Cable Bolas, Non-Obscuring Entangle, Carried, 4 Charges, Must be drawn individually 4D6 Autofire Laser Turret, 250 charges		250 125 125 125 125 125 32
9 Spares Points 100 Mass Pts. Cargo Capacity		9 5
Total Mass Units:		1700
Disadvantages	Base Construction Points	300 +
May not use hands for fine manipulation Watched on 8 by Underground, can curtail future activities Takes x2 Damage from Force Beams		10 5 10
Total Construction Points:		325

MULTI-HAWK

The Multi-Hawk, consisting of the Ground Hawk and Aero Hawk, is a robot that changes between a more heavily armed and armored runner form and a very fast flight form. It uses all energy weapons, because “Blazer” Michado likes energy weapons. The Ground Hawk is a quasi animal form, and runs non-combat on all fours. The Aero Hawk is birdlike, and retracts its arms at non-combat speeds.



Robot Name: <i>Ground Hawk</i>		Pilot: <i>Mike “Blazer” Machido</i>
Systems		Construction Points
Dexterity: 20 (Base 10, +1 per 3 Pts)		30
Speed: 4 (Base 1 + (DEX/10), +.1 per 1 Pt)		10
Martial Arts		20
Transformation to Aero Hawk		30
Base Mass: 500		200
+ Additional: 350 (+ 10 per 1 Pt)		35
= Total Mass: 850 Mass Units (Size Class 4)		
Total Construction Points:		325
Hardware		Mass Units
Chassis and Power Plant, Capacity: 1000 Body: 34		64
Crew Members: 1 Accommodations: pilot station, Basic and Sealed Life Support, Escape Device		10
Armor, Base Defense: 19 - (Size Class) 4 = 15		250
Modifiers: 125 Mass Units only in 180 degree front, act on 14 (+ 4)		
Final Defense: 8 pts normal armor, +11 in 180 degree front arc on 14		
Ground Movement: 8 Hexes (1 Hex per 8 units)		64
Type: Legs Non-Combat x 2 Non-Combat Move: 16		
Lifters, 1000 Mass Units, 5 1/2d6 Hand-to-Hand Damage		64
Sensors		
Ultravilot Vision		8
2-Way Radio, Select Bands		4
6D6 Shoulder Mounted Laser Cannon		125
7D6 + 1 Plasma Launcher, Explosion, 60 degree arc, only fire on ground targets, only fire every other phase, renders sensors useless this phase, missile		125
4 1/2D6 Gatling Laser, Autofire (no Burnout), x2 Range Mod		64
6 1/2D6 X-Ray Laser, Attack vs. Limited Defense: Force Field, No Knockback, 60 degree arc, Carried, 4 Charges, May not move in the phase its fired		64
5 Spares Points		5
60 Mass Unit Cargo Capacity		3
Total Mass Units:		850
Disadvantages	Base Construction Points	300 +
May not use hands or carry weapons when running at non-combat speeds (it runs on all four limbs)		15
1D6 Unluck		5
Watched on 8 by Underground, can curtail future activities		5
Total Construction Points:		325

Robot Name: Aero Hawk		Pilot: Mike "Blazer" Machido
Systems		Construction Points
Dexterity: 20 (Base 10, +1 per 3 Pts)		30
Speed: 4 (Base 1 + (DEX/10), +.1 per 1 Pt)		10
Martial Arts		20
Transformation to Ground Hawk		30
Base Mass: 500		200
+ Additional: 350 (+ 10 per 1 Pt)		35
= Total Mass: 850 Mass Units (Size Class 4)		
Total Construction Points:		325
Hardware		Mass Units
Chassis and Power Plant, Capacity: 1000 Body: 34		64
Crew Members: 1 Accommodations: pilot station, Basic and Sealed Life Support, Escape Device		10
Armor, Base Defense: 17 - (Size Class) 4 = 13		64
Final Defense: 13 pts normal armor		
Flight Movement: 15 Hexes (1 Hex per 16 units)		240
Type: Rockets Non-Combat x15 Non-Combat Move: 225		
Lifters, 1000 Mass Units, 5 1/2d6 Hand-to-Hand Damage		64
Sensors		
Radar, -1/40 Hexes		64
Ultravilot Vision		8
2-Way Radio, Select Bands		4
6D6 Shoulder Mounted Laser Cannon		125
8D6 Photon Charge Launcher, x4 Range Mod, Missile, No Knockback, 0 degree arc of fire forward, 0 DCV when fired, Burnout 15 + , All Sensors useless when fired		125
4 1/2D6 Gatling Laser, Autofire (no Burnout), x2 Range Mod		64
5 Spares Points		5
60 Mass Unit Cargo Capacity		3
Long Term Life Support for 1 man		10
Total Mass Units:		850
Disadvantages	Base Construction Points	300 +
May not use hands or carry weapons when flying at non-combat speeds (it tucks its arms next to body)		15
1D6 Unluck		5
Watched on 8 by Underground, can curtail future activities		5
Total Construction Points:		325



CHECKMATE

Checkmate is an example of the all offense school of robot design. Checkmate is reasonably mobile on the ground, and works best when it can maneuver the enemy so that it can unleash all of its weapons at the same time. If Checkmate is ambushed, it could easily get badly hurt.

BLACK MAGIC

Black Magic is a Stealth Robot, designed to fight a hit and run battle. Its best tactic is to sneak up to someone, destroy his movement, cover him in smoke, and then destroy him with Missies. Black Magic is also used as an infiltration vehicle for character missions because of its passenger and cargo capacity.

Robot Name: <i>Checkmate</i>		Pilot: <i>Roger "Scotty" MacDermott</i>
Systems		Construction Points
Dexterity: 18 (Base 10, +1 per 3 Pts)		24
Speed: 4 (Base 1 + (DEX/10), +.1 per 1 Pt)		12
Damage Control on 14		11
Find Weakness (xxxxxxx) on 10		20
5 Pts. of Lack of Weakness		5
Base Mass: 1000		250
+ Additional: 60 (+ 20 per 1 Pt)		3
= Total Mass: 1060 Mass Units (Size Class 4)		
Total Construction Points:		325
Hardware		Mass Units
Chassis and Power Plant, Capacity: 2000 Body: 37		125
Crew Members: 1 Accommodations: pilot station, Basic Life Support, Escape Device		9
Armor, Base Defense: 19 - (Size Class) 4 = 15		250
Final Defense: 15 pts normal armor		
Ground Movement: 10 Hexes (1 Hex per 16 units)		160
Type: Legs Non-Combat x 2 Non-Combat Move: 20		
Lifters, 2000 Mass Units, 4D6 + 1 Hand-to-Hand Damage		125
Sensors		
Ultravilot Vision		8
2-Way Radio, All Bands		8
6D6 Chest Mounted Pulse Cannon, x2 Range Mod, No Knockback		125
6D6 Shoulder Mounted Multiple Missile Launcher, Autofire, Missile, Only fire every other phase, 60 degree arc to the front, 120 Charges		125
8D6 Plasma Bolt Rifle, Carried, Activates on 14, No Knockback, 8 Charges, DCV goes to 0 when fired		125
5D6 Focused Pulse Launcher, Attack Vs. Hardened Armor only		125
Total Mass Units:		1060
Disadvantages	Base Construction Points	300 +
Limited Fuel: Common Fuel (Alcohol or Jet Fuel), 480 Minute Operating Limit		20
Watched on 8 by Underground, can curtail future activities		5
Total Construction Points:		325



Robot Name: <i>Black Magic</i>		Pilot: <i>Roberta "Magic" Baker</i>
Systems		Construction Points
Dexterity: 23 (Base 10, +1 per 3 Pts) Speed: 4 (Base 1 + (DEX/10), +.1 per 1 Pt)		39 7
Camouflage: -6 to Normal Sight, Infrared and Ultraviolet Vision, Radar, and Normal Hearing Missile Deflection, vs. All, on 16 or less		30 29
Base Mass: 500 + Additional: 200 (+ 10 per 1 Pt) = Total Mass: 700 Mass Units (Size Class 4)		200 20
Total Construction Points:		325
Hardware		Mass Units
Chassis and Power Plant, Capacity: 1000 Body: 34 Crew Members: 1 Accommodations: pilot station, Basic Life Support, Escape Device Passengers: 5 Accommodations: Seat and Enclosure, Basic Life Support		64 9 15
Armor, Base Defense: 18 - (Size Class) 4 = 14 Modifiers: 125 Mass Units only in 180 degree front, act on 14 (+ 4) Final Defense: 7 pts normal armor, +11 in 180 degree front arc on 14		125
Ground Movement: 8 Hexes (1 Hex per 8 units) Type: Legs Non-Combat x 2 Non-Combat Move: 16 Lifters, 1000 Mass Units, 4D6 Hand-to-Hand Damage		64 64
Sensors X-Ray Vision Ultraviolet Vision 2-Way Radio, Select Bands		32 8 4
6D6 Missile Launcher, x2 Range Mod, Missile 5D6 Chemical Laser Pistol, 6 Pts. Piercing, Carried 4 Hex Radius Smoke Launcher, Darkness that stops Normal Sight, IR, UV, and Radar, Each Shot Lasts 4 Phases, x2 Radius, 16 Charges 7D6 Magnetic Scrambler, Attack Vs. Movement, Missile, No Knockback, 15+ Burnout, Carried, Doesn't work against targets with Force Fields, Can only be fired every other phase, 8 Charges 4D6 Gatling Cannon, Autofire, 250 Charges		125 64 32 32 32 32
15 Spares Points 300 Mass Unit Cargo Capacity		15 15
Total Mass Units:		700
Disadvantages	Base Construction Points	300 +
Difficult to Operate, Requires Aiming Maneuvers (-2) Watched on 8 by Underground, can curtail future activities		20 5
Total Construction Points:		325



ARMADILLO

The Armadillo is a very heavily armed and armored troop transport. It has multiple heavy offensive guns, and multiple defensive autocannons. The Armadillo has a capacity for

40 fully armed troops, each with 500 kg. of equipment. It also has a large number of sensors for scanning an area before off loading its troops. Its main limitations are its size, vulnerability from the top, and slow ground speed.



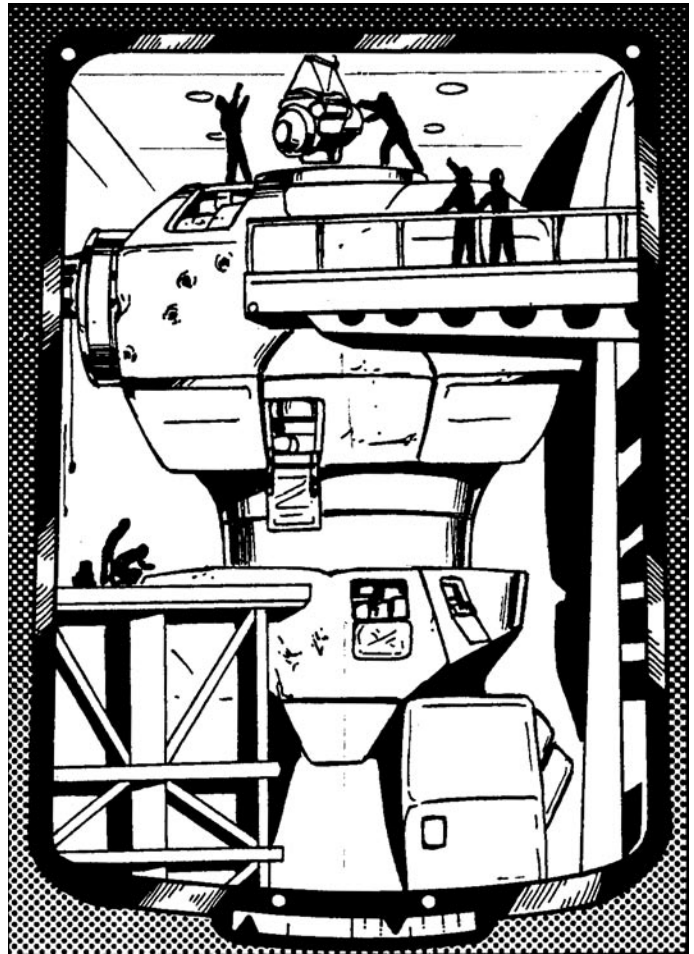
Robot Name: <i>Armadillo</i>		
Systems	Construction Points	
Dexterity: 15 (Base 10, +1 per 3 Pts) Speed: 3 (Base 1 + (DEX/10), +.1 per 1 Pt)	15 5	
Base Mass: 2000 + Additional: 1800 (+ 40 per 1 Pt) = Total Mass: 3800 Mass Units (Size Class 5)	300 45	
Total Construction Points:	365	
Hardware	Mass Units	
Chassis and Power Plant, Capacity: 4000 Body: 40 Crew Members: 1 Accommodations: pilot station, Basic Life Support, Escape Device Passangers: 40 Accommodations: Seat and Basic Life Support	250 9 120	
Armor, Base Defense: 22 - (Size Class) 5 = 17 Modifiers: x1/4 DEF Hardened, only in front 180 degree arc, only vs. ground fire, act on 14 (+ 2) Final Defense: 13 pts normal armor, +6 Hardened in 180 degree front arc, level, on 14	2000	
Ground Movement: 5 Hexes (1 Hex per 32 units) Type: Multiple Legs Non-Combat x 2 Non-Combat Move: 10	160	
Sensors Infrared Vision Ultraviolet Vision Telescopic Vision, x10 Range 360 Degree Vision Radar, -1/20 Range Mod Parabolic Hearing, x5 Range 2-Way Radio, All Bands	4 8 16 16 32 8	
7D6 Plasma Cannon, Only Vs. Ground Targets 7D6 Plasma Cannon, Only vs. Ground Targets 6D6 Long Range Missile Launcher, x8 Range Mod, Missile, 1 Segment Delayed Strike, Only in 60 degree front arc, 16 charges 4D6 Gatling Laser, Autofire (no Burnout), 360 degree arc of fire, 4D6 Gatling Laser, Autofire (no Burnout), 360 degree arc of fire,	500 500 125 16 16	
10 Spares Points 200 Mass Unit Cargo Capacity	10 10	
Total Mass Units:	3800	
Disadvantages	Base Construction Points	300 +
Limited Fuel: Common Fuel (Alcohol or Jet Fuel), Operating Limit 480 Minutes Difficult to Operate: Requires Movement Maneuvers -3 May not climb steep hills or go over soft ground: Infrequent but Greatly Impairing Limitation 2D6 Unluck Watched on 8 by Underground, can curtail future activities	20 25 10 5 5	
Total Construction Points:	365	

TABLES AND COST LISTINGS

ROBOT BUILDING TABLES

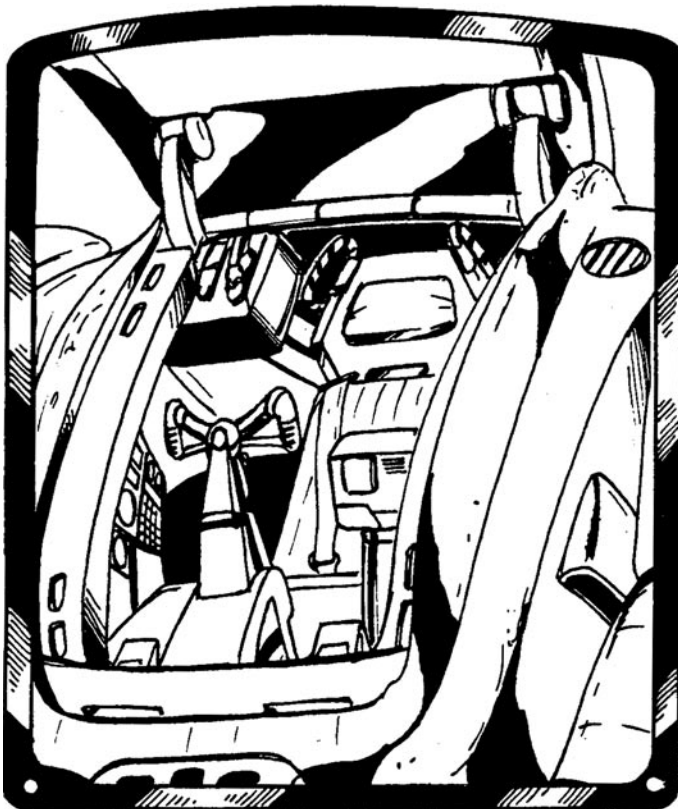
MASS UNIT COST TABLE

Construction Points	Base Mass Units	Additional Mass Units per +1 Construction Point
50	64	+ 1
100	125	+ 2.5
150	250	+ 5
200	500	+ 10
250	1000	+ 20
300	2000	+ 40
350	4000	+ 80
400	8000	+ 160
450	16000	+ 320
500	32000	+ 640
550	64000	+ 1250
600	125000	+ 2500
650	250000	+ 5000
700	500000	+10000
750	1000000	+ 20000
etc.	etc.	etc.



SIZE CLASS TABLE

Robot Mass Units	Robot Size Class	Height or Length
0-3	1	0-2 meters
4-31	2	3-4 meters
32-249	3	5-8 meters
250-1999	4	9-16 meters
2000-15999	5	17-32 meters
16000-124999	6	33-64 meters
125000-999999	7	65-125 meters
1000000 +	8	126-250 meters



ROBOT DISADVANTAGES

Cruise Range = (Non-Combat Move x Speed x Operating Limit) / 25

1 Turn in Combat = (Non-Combat Move x Speed) / 25

DISADVANTAGE COST

1st Disadvantage	x1 Bonus Points
2nd Disadvantage	x1 Bonus Points
3rd Disadvantage	x1/2 Bonus Points
4th Disadvantage	x1/2 Bonus Points
5th Disadvantage	x1/4 Bonus Points
6th Disadvantage	x1/4 Bonus Points
Any more similar Disadvantages	x0 Bonus Points

DIFFICULT TO OPERATE BONUS

Difficulty	Bonus
Requires Movement Maneuvers	10 pts.
Requires Aiming Maneuvers	10 pts.
Each -1 to Pilot Roll	+ 5 pts.

LIMITED FUEL BONUS

Circumstance:	Bonus
Very Common Fuel	10 pts.
Common Fuel	20 pts.
Uncommon Fuel	30 pts.
Operating Limit:	Bonus
480 minutes (8 hours) between refueling	0 pts.
120 minutes (2 hours) between refueling	+ 5 pts.
30 minutes between refueling	+ 10 pts.

PHYSICAL LIMITATION BONUS

How Often Limitation Affects:	Bonus
Infrequently	5 pts.
Frequently	10 pts.
All the Time	15 pts.
Limitation Impairs:	Bonus
Slightly	+ 0 pts.
Greatly	+ 5 pts.
Fully	+ 10 pts.

SUSCEPTIBILITY BONUS

Object or Effect is:	Bonus
Uncommon	5 pts.
Common	10 pts.
Very Common	15 pts.
Effect on Penetration Table:	Bonus
1d6 + 15 each phase	+ 0 pts.
2d6 + 15 each phase	+ 5 pts.
3d6 + 15 each phase	+ 10 pts.
System is permanently damaged	x2 pts

UNLUCK EFFECTS TABLE

Levels of Unluck	Possible Effects
1	The robot might suddenly catch a foot assembly and be put in a disadvantage, or one of his minor weapons might fail.
2	The robot might have falling buildings get between himself and his target, one of the major weapons might malfunction.
3	The robot might suddenly have a building collapse on him, another enemy robot might show up, or a downed enemy is revived by a spectacular coincidence.

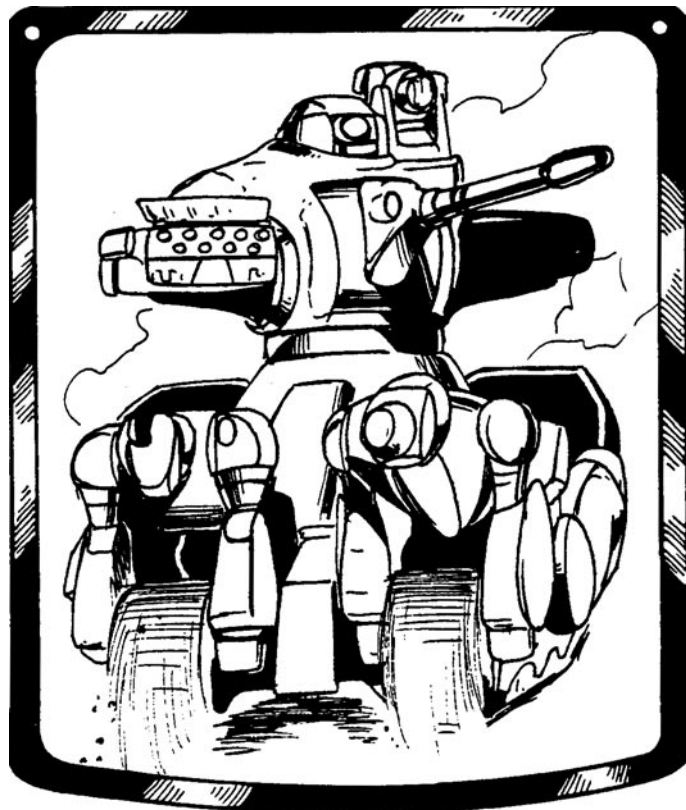
VULNERABILITY BONUS

Take half again damage from:	Bonus
Uncommon attack	5 pts.
Common attack, or a group of uncommon attacks	10 pts.
Very Common Attack, or a group of common attacks	15 pts
Take double damage from attack	x2 pts.

WATCHED BONUS

Watcher Can:	Bonus
Curtail future activities	5 pts.
Override control of robot	10 pts.
Destroy robot instantly from afar	15 pts.
Watcher monitors robot:	Bonus
Sometimes (8 or less)	+ 0 pts.
Full time (11 or less)	+ 5 pts.
Fanatically (14 or less)	+10 pts.

SYSTEMS



Camouflage Cost: 1 point for -1 Perception to one sense.

Combine Cost: One tenth the base Construction Points of the Combined robot divided among its component robots.

Damage Control Cost: 5 Construction Points for an 11 or less Damage Control Roll, +1 for 2 points.

DEXterity Cost: Base DEX = 10, +1 Dexterity for 3 Construction Points

Find Weakness Cost: 10 points for a Find Weakness on 8, +1 for 5 points.

Lack Of Weakness Cost: 1 Construction Point per point of Lack of Weakness.

Leap Cost: 10 Construction Points.

Martial Arts Cost: 20 Construction Points, and the pilot must also have the Martial Arts skill.

Missile Deflection Cost: 10 points for thrown objects, 15 for missiles and projectiles, too, and 20 points for any ranged attack. A +1 chance to Missile Deflect can be gained for +3 Construction Points.

SPEED Cost: Base Speed = $1 + (\text{DEX} / 10)$, + .1 Speed per 1 Construction Point. Always round remainders down.

Stabilizer Cost: Each +1 to DEX roll costs 3 Construction Points.

Transform Cost: 1/10 the robot's Basic Construction Points allowance for one transformation, 1/20th for each additional transformation.

ADVANTAGES AND LIMITATIONS FOR GENERAL SYSTEMS

CONSTRUCTION POINT MODIFIER TABLE

Lines	Multiplier/Divisor
-6 Advantage	x4
-5 Advantage	x3 1/2
-4 Advantage	x3
-3 Advantage	x2 1/2
-2 Advantage	x2
-1 Advantage	x1 1/2
0	x1
+1 Limitation	/1 1/2
+ 2 Limitation	12
+ 3 Limitation	12 1/2
+ 4 Limitation	/3
+ 5 Limitation	/3 1/2
+ 6 Limitation	/4
etc.	etc.



HARDWARE

ARMOR MASS TABLE

Armor Mass	Base Armor Defense
1	11
2	12
4	13
8	14
16	15
32	16
64	17
125	18
250	19
500	20
1000	21
2000	22
4000	23
8000	24
16000	25
32000	26
64000	27
125000	28
500000	29
1000000	30

Note: Subtract Robot's Size Class From Base Armor Defense.

CHASSIS AND POWERPLANT TABLE

Mass Units	Capacity	Body
.25	4	10
.5	8	13
1	16	16
2	32	19
4	64	22
8	125	25
16	250	28
32	500	31
64	1000	34
125	2000	37
250	4000	40
500	8000	43
1000	16000	46
2000	32000	49
4000	64000	52
8000	125000	55
16000	250000	58
32000	500000	61
64000	1000000	64

Cargo Space: 1/20th the maximum cargo to be carried.

Escape Pod: Maximum Mass = Mass of Chassis and Power Plant.

Flash Defense Cost: 5 Defense = Base Cost 2 Mass Units, 1 Mass Unit per person protected per +1 Defense.

CREW TABLE

Personal Accommodations	Mass Units
Crew Member (seat and enclosure)	2
Pilot/Gunner Controls	+ 3
Basic Life Support	+ 1
Keeps out dust/gas/water	
Totally Sealed Life Support	+ 1
Protects against vacuum	
Escape System	+ 3

LIFTER TABLE

Lifter Mass	Lift Capacity	Hand to Hand	Martial Arts
.25	4	1D6 + 1	3D6
.5	8	1 1/2D6	3D6 + 1
1	16	2D6	3 1/2D6
2	32	2D6 + 1	4D6
4	64	2 1/2D6	4D6 + 1
8	125	3D6	4 1/2D6
16	250	3D6 + 1	5D6
32	500	3 1/2D6	5D6 + 1
64	1000	4D6	5 1/2D6
125	2000	4D6+1	6D6
250	4000	4 1/2D6	6D6+1
500	8000	5D6	6 1/2D6
1000	16000	5D6 + 1	7D6
2000	32000	5 1/2D6	7D6 + 1
4000	64000	6D6	7 1/2D6
8000	125000	6D6+1	8D6
16000	250000	6 1/2D6	8D6+1
32000	500000	7D6	8 1/2D6
64000	1000000	7D6+1	9D6
125000	2000000	7 1/2D6	9D6 + 1
250000	4000000	8D6	9 1/2D6
500000	8000000	8D6+1	10D6
1000000 +	16000000	8 1/2d6	10D6+1



Spares Pool: 1 Mass Unit per 1 Spares Point.

Long Term Life Support: 10 Mass Units for complete recycling facilities for one crew member. Each additional passenger costs 1 additional Mass Unit.

Faster-Than-Light Travel Cost: Mass is the same as 1 hex of flight. Each 4x FTL speed costs x2 Mass. Thus, 16x FTL for a 500 Mass Unit Robot costs 32 mass units.

MOVEMENT TABLE

Robot Mass	Mass Units per Ground/Water	1 hex of Flight
0-3	.03	.06
4-7	.06	.12
8-15	.12	.25
16-31	.25	.5
32-63	.5	1
64-124	1	2
125-249	2	4
250-499	4	8
500-999	8	16
1000-1999	16	32
2000-3999	32	64
4000-7999	64	125
8000-15999	125	250
16000-31999	250	500
32000-63999	500	1000
64000-124999	1000	2000
125000-249999	2000	4000
250000-499999	4000	8000
500000-999999	8000	16000
1000000 +	16000	32000

WEAPON CONSTRUCTOIN TABLE

Mass Units	Damage	Maximum Range
.25	3D6	45
.5	3D6 + 1	50
1	3 1/2D6	55
2	4D6	60
4	4D6+1	65
8	4 1/2D6	70
16	5D6	75
32	5D6+1	80
64	5 1/2D6	85
125	6D6	90
250	6D6 + 1	95
500	6 1/2D6	100
1000	7D6	105
2000	7D6 + 1	110
4000	7 1/2D6	115
8000	8D6	120
16000	8D6 + 1	125
32000	8 1/2D6	130
64000	9D6	135
125000	9D6 + 1	140
250000	9 1/2D6	145
500000	10D6	150
1000000 +	10D6 + 1	155

**SENSOR TABLE**

Sensor	Mass Units
Enhanced Vision (+ 1 PER Roll)	2, x2 Mass per add. +1
Enhanced Hearing (+ 1 PER Roll)	2, x2 Mass per add. +1
Infrared Vision	4
Ultraviolet Vision T	8
telescopic Vision (x10 sighting distance)	16, x2 Mass per add. x10
X-Ray Vision	32
Ultrasonic Hearing	8
Parabolic Hearing (x5 Hearing distance)	16, x2 Mass per add. x5
Active Sonar	32
Passive Sonar	64
2-way Radio, few bands	4
2-way Radio, all bands	8
360 degree vision	16
Radar (-1/10 RM)	16, x2 Mass per add. x2 RM

EQUIPMENT MODIFIERS

ARMOR MODIFIERS, ADVANTAGES AND LIMITATIONS

Hardened Armor: -1 Advantage

Ablative Armor: + 1 Limitation

Penetration Table Armor:

Number of Locations Covered	Limitation
22 Locations	+ 1 Limitation
14 Locations	+ 2 Limitation
10 Locations	+ 3 Limitation
6 Locations	+ 4 Limitation

ARMOR MODIFIER TABLE

Defense Affected by Advantage or Limitation	Modifier Multiplier
One Quarter Defense Affected	x1 Modifier Value
One Half Defense Affected	x2 Modifier Value
All Defense Affected	x4 Modifier Value



WEAPON LIMITATIONS

Darkness: +1 Limitation

Flash: +4 Limitation

Missile: +1 Limitation

No Knockback: +1 Limitation

No Range: +1 Limitation

Tractor/Pressor Beam: +1 Limitation

Tunneler: +1 Limitation

Delayed Strike:

Time Delay	Effect On Mass
1 phase	+ 1 Limitation
6 segments	+ 2 Limitation
1 full turn	+ 3 Limitation

WEAPON ADVANTAGES

Area — Radius: -2 Advantage

Area — Hexes: -2 Advantage **Area — Cone:** -2 Advantage

Autofire: The cost of Autofire depends on whether the weapon has a chance to burnout when on burst or full auto.

Autofire (Burnout chance on Burst or Auto): -1 Advantage

Autofire (No Burnout): -2 Advantage

Entangle: -2 Advantage

Non-Obscuring Entangle: Additional -2 Advantage

Entangle Blocks All Senses: Additional -2 Advantage

Explosion: -1 Advantage

Increased Knockback: -1 Advantage per +5 Knockback

Increased Range Modifier: -1 Advantage per x2 Range Modifier

Piercing: -1 Advantage per 2 points of Piercing

Attack Versus Limited Defense:

Defense Is	Example	Advantage
Common Armor		-2 Advantage
Uncommon	Force Field Hardened Armor Ablative Armor	-3 Advantage
Very Uncommon	6+ pts of Flash Defense Hardened Force Fields	-4 Advantage
Special Effects		Example Defense
Hard Radiation		Hardened Armor or Force Field
Electric Attack		Ablative Armor
Magnetic Attack		Force Field
Chemical Attack		Force Field
Gravity Attack		Force Field
Sonic Attack		Hardened Armor
Vibration Attack		Ablative Armor
Photonic Attack		Flash Defense
Physical Shock		Normal Armor

No Normal Defense:

Defense Is	Examples	Advantage
Common	Basic Life Support	-2 Advantage
Uncommon	Foreve Filed	-3 Advantage
Very Uncommon	6+ Flash Defense	-4 Advantage

Attack Versus Specific System

System Affected	Effect On Mass
Power Plant	-1 Advantage
Movement	-2 Advantage
Control Systems	-1 Advantage
Pilot	-3 Advantage
Weapons	-2 Advantage
All other systems	-1 Advantage

**MOVEMENT ADVANTAGES AND LIMITATIONS**

Increased Non-Combat Flight Multiple: Flight has a non-combat multiple equal to the robot's hexes of flight.

Increased Non-Combat Flight Multiple: -1 Advantage per 2x Multiple.

No Non-Combat Multiple — + 2 Limitation — This Limitation means the robot can never move faster than its regular combat movement.

**GENERAL LIMITATIONS**

Carried: +1 Limitation

Inoperable Under Special Conditions — +1 Limitation

Activation Roll:

Activation Roll	Limitation
14- on 3D6	+ 1 Limitation
11- on 3D6	+ 2 Limitation
8- on 3D6	+ 4 Limitation

Limited Arc:

Arc of Fire	Limitation
0 deg arc	+ 2 Limitation
60 deg arc	+ 1 Limitation
180 deg arc	+ 0 Limitation
Only Same Level	+ 1 Limitation
360 deg arc	-1 Advantage

Burnout Roll: If the weapon that has Burnout also has the Charges Limitation apply an additional -2 Advantage for mixing the Limitations. Thus a weapon with a 9+ Burnout and 3 charges would get a +3 +3 -2 = +4 modifier.

Burnout Roll	Limitation
15+ on 3D6	+ 1 Limitation
12+ on 3D6	+ 2 Limitation
9+ on 3D6	+ 3 Limitation

Charges:

Number Of Charges	Effect On Mass Units
1	+ 4 Limitation
2-3	+ 3 Limitation
4	+ 2 Limitation
5-8	+ 1 Limitation
9-16	0 Limitation
17-64	-1 Advantage
65-125	-2 Advantage
126 +	-3 Advantage

Delayed Activation:

Time Delay Before Use	Effect On Mass Units
1 segment	+ 1 Limitation
1 phase	+ 2 Limitation
6 segments	+ 3 Limitation
1 full turn	+ 4 Limitation
1 minute (5 turns)	+ 5 Limitation
5 minutets	+ 6 Limitation
10 +	+ 8 Limitation

Side Effects:

Sample Side Effects	Limitation
Robot takes 1D6 + 15 as Permanent Damage Susceptability	+ 2 Limitation
Robot takes 2D6 + 15 as Permanent Damage Susceptability	+ 3 Limitation
Robot takes 3D6 + 15 as Permanent Damage Susceptability	+ 4 Limitation
Nothing that takes power can be used in the same phase	+ 2 Limitation
DCV reduced to 0	+ 2 Limitation
OCV reduced to 0	+ 2 Limitation
All sensors rendered useless until next phase #	+ 1 Limitation
All fuel expended *	+ 2 Limitation
Half fuel expended *	+ 1 Limitation

#—This also renders any Invisibility useless this phase.

*—This can only be used for robots which use the Dependency on Fuel Disadvantage (See Disadvantages).

By definition, it cannot be used with hardware that has charges.

COMBAT TABLES

COMBAT SEQUENCE CHECKLIST

- 1) Determine the attacker's OCV.
- 2) Determine the defender's DCV.
- 3) Attacker makes his Attack Roll (3D6); his chance to hit is 11 + attacker's OCV - defender's DCV.
- 4) If he misses, his Action Phase is over; go to the next character's Phase.
- 5) If he hits, determine the damage and any effects of damage, including the result of the Penetration Table; then go to the next character's Phase.
- 6) *Check for Knockback; target may be knocked back or down.*

SPEED CHART

Segment	Robot's Speed											
	1	2	3	4	5	6	7	8	9	10	11	12
1	-	-	-	-	-	-	-	-	-	-	-	X
2	-	-	-	-	-	X	X	X	X	X	X	X
3	-	-	-	X	X	-	-	X	X	X	X	X
4	-	-	X	-	-	X	X	-	X	X	X	X
5	-	-	-	-	X	-	-	X	-	X	X	X
6	-	X	-	X	-	X	X	X	X	X	X	X
7	X	-	-	-	-	-	X	-	X	-	X	X
8	-	-	X	-	X	X	-	X	X	X	X	X
9	-	-	-	X	-	-	X	X	-	X	X	X
10	-	-	-	-	X	X	-	-	X	X	X	X
11	-	-	-	-	-	-	X	X	X	X	X	X
12	-	X	X	X	X	X	X	X	X	X	X	X

THROWING TABLE

Extra Lift	Running Throw	Standing Throw	Prone Throw
0	0 hex	0 hex	0 hex
5	4 hex	2 hex	1 hex
10	8 hex	4 hex	2 hex
20	12 hex	6 hex	3 hex
40	16 hex	8 hex	4 hex
80	20 hex	10 hex	5 hex
150	24 hex	12 hex	6 hex
300	28 hex	14 hex	7 hex
600	32 hex	16 hex	8 hex
1200	36 hex	18 hex	9 hex
2500	40 hex	20 hex	10 hex

OCV CHECKLIST

- 1) Determine base OCV (robot's DEX/3)
- 2) Add any of the pilot's applicable Skill Levels.
- 3) Apply any modifiers for the particular Combat Maneuver being used.
- 4) Apply any Combat Modifiers
- 5) Apply any Range Modifiers

DCV CHECKLIST

- 1) Determine base DCV.(character's DEX/3)
- 2) Add any of the pilot's applicable Skill Levels.
- 3) Apply any modifiers for the particular Combat Maneuver being used.
- 4) Apply any Combat Modifiers.



ACTION PHASE TABLE

Action	Time required	Move required
Bracing	0	-
Combining with other robot	1/2	-
Command	0	-
Damage Control	1	-
Dialogue (Radio Chatter)	1/2	-
Drawing a hand-held weapon	1/2	-
Firing weapons	1/2*	-
Full move	1	Full
GM asks you to make a roll	0	-
Half move	1/2	Half
Leaping	1	-
Making an Attack	1/2*	-
Making a Skill Roll	Variable	-
Maneuvers	1/2	-
Overrun	1	1"
Presence Attack	0	-
Pilot Recover from Stunned	1	-
Searching with one Sensor	1/2	-
Set and brace	1	-
Starting a vehicle	1/2	-
To "set"	1	-
Transforming to other shape	1/2	-

* — You may not perform another action after these actions, but you may perform a half phase action before these actions or move a full move in a robot.

COMBAT MANEUVERS

Maneuver	Phase	OCV	DCV	Effects
Block	1/2	-	0	stops one attack
Brace	0	+1	0	x2 range mod
Coordinated	0	-	-	add lines on Penetration Table
Disarm	1/2	-3	-1	target disarmed
Dodge	1/2	-	+3	vs. all attacks f
Gangfire	1/2	-1/wpn	-	ire more than 1 wpn.
Grab	1/2	-1	-2	grab, do x1 hand to hand dam.
Helpless	1/2	-*	-*	target cannot oppose attack
Hold	1/2	-2	-2	both stopped
Overrun	1	-1/5h	-3	do x1 hand to hand dam. +1/3h moved
Set	1	+1	0	x2 range mod
Strike	1/2	-	+0	by weapon type

* — Special, see below.

COMBAT MODIFIERS TABLE

Situation	Modifier to 11-
Attacker:	
has moved	-1
is firing more than one weapon	-1/extra weapon
has set for one phase	+1, double range modifier *
has braced for this phase	+1, double range modifier #
is using Autofire	+4, range mod reduced by 1/2
Target	
is surprised in combat	+ 2 @
is surprised out of combat	+ 5
is prone	+ 2, range modifier halved \$
is braced	+ 5
is using Non-Combat Movement	+ 5
is one-quarter concealed	-1
is half concealed	-2
is three-quarters concealed	-3
is more than 3 hexes away	-1/3 hexes

* — “set” means that the robot has not moved and has spent the entire phase focussing on a specific target. He can fire on the next phase. This also doubles the range modifier, so that the robot only loses 1 from its chance to hit for every 6 hexes away the target is.

— “brace” means that the robot is using terrain items to steady itself and provide a more stable gun platform. A robot in the air can use its flying apparatus for the same effect. As shown later on the table, this makes the bracing robot easier to hit. This tactic also gives the robot a doubled range modifier, so that the robot only loses 1 from its chance to hit for every 6 hexes away the target is. The robot can also set and brace to get a +2 chance to hit and a range modifier of -1/12 hexes.

@ — “surprised” includes both being hit from behind when the robot has no 360 degree vision, the target being blinded by a previous Flash attack, or being Entangled.

\$ — A “prone” target is not moving and is therefore easier to hit. However, the range modifier between the attacker and a prone target is half the weapon’s usual range modifier.

GROUND SCALE CHART

Ground Scale	Real Size	Robot Movement Multiple	Character Movement Modifier
1	2 meters	x8	x1
2	4 meters	x4	x1/2
3	8 meters	x2	x1/4
4	16 meters	x1	1 full move/hex
5	32 meters	x1/2	2 full moves/hex
6	64 meters	x1/4	4 full moves/hex
7	125 meters	x1/8	8 full moves/hex
8	250 meters	xi/16	16 full moves/hex

RANGE MOD MODIFIER TABLE

Target's Size Class - Ground	Scale Range Mod
-4	-4/1 hex
-3	-2/1 hex
-2	-1/1 hex
-1	-1/2 hexes
0	-1/3 hexes
+ 1	-1/6 hexes
+ 2	-1/12 hexes
+ 3	-1/24 hexes
+ 4	-1/48 hexes



PENETRATION HITS TABLE

3D6	Result
3-15	No effect
16	Lowest point Sensor remaining disabled
17	Lowest weight weapon remaining disabled
18	Fire Control Hit, -1 OCV
19	Lowest Point General System remaining disabled
20	Reflex Controls Hit, -3 DEX
21	Motive Power Hit (one type of movement), that movement mode halved
22	Remaining Limb disabled
23	Highest point Sensor remaining disabled
24	Pilot takes penetrating Body as hit to his own body, multiply Body taken by 1D6-1 to determine Stun to driver
25	Arm Control Systems Hit, -3 lines Lift, -1d6 HtoH damage
26	All Communications disabled
27	Weapons Stabilizer damaged, Base OCV is 0 if moved
28	Random weapon damaged, 11- to fire
29	Power Plant Hit, all movement modes halved, force field has -3 activation
30	Weapons Stability disabled, cannot move and use OCV in same phase
31	Motive Power Hit (one type of movement), that movement mode destroyed
32	Highest weight weapon remaining disabled
33	Pilot takes entire Body of attack as Stun, regardless of armor
34	Motive Controls Hit, -1 SPD
35	Power Plant hit, may move or fire 1 internally powered weapon or use force field in one phase
36	Escape Pod destroyed
37	Power Plant hit, may only fire 1 weapon with robot power source in a phase.
38	Life Support disabled
39	Highest Point General System remaining disabled
40	Power Plant Hit, no Movement ability or force field.
41	Critical System Hit. 1d6-1 segments until robot blows up.
42+	Halve Body damage. Roll 3d6 twice and add one result to each half and apply both results.

Whenever two items may fit a qualification, such as two General Systems with the same point value, or several Remaining Limbs, or more than one Pilot present, are available, randomly determine which is damaged.
 * — If Penetrating Body is an NND attack, take the Body as Stun and multiply by roll of 1d6-1 as shown.

In Space Intercept Combat, follow these steps:

(1) Declare maneuver (close, jink, or disengage) as in 1 above. A close maneuver means that you must increase your current speed, a jink means you may not use your acceleration, and a disengage means you must decrease your current speed.

(2) Determine the facing of the robots as in step 2 above.

(3) Determine Range between enemy robots. Subtract each robot's current speed from the Range. If the range becomes negative the robots have passed. If the robots pass, multiply all ranges and speeds by -1 to change the signs.

(4) Make Attack Rolls as in step 4 above.

(5) Repeat steps 1-4 until both robots break off, or the robots are out of radar range.

CONTROL ROLL MODIFIERS

Bonus	Condition
+1	If your robot's current speed is faster than your opponent's robot's current speed
+1	For every 2x your robot's current speed is faster than your opponent's robot's current speed
+1	If you were the attacker in a side on position last turn
+2	If you were the attacker in a tail chase last turn
+1	If you are surprising your opponent
-2	If you are attempting to Escape
-2	If the other pilot has successfully executed an Escape

GUNNERY MODIFIERS

Relative Position	Attacker's OCV Modifier	Defender's OCV Modifier	Range
Head on	-2	-2	x1
Side on	-4	-8	x2
Tail chase + 6, +7	-0	-	x2
Tail chase + 8	-0	-	x1
Tail chase + 9 or more	-0	-	x1/2

In Aerial Intercept Combat, follow these steps:

(1) Declare maneuver (close, jink, or disengage). Close means to fly towards the enemy, Jink means to circle to deny the enemy a shot, and Disengage means to fly away from the enemy. The current speed of a closing robot is equal to its MAX Speed, the current speed of a jinking robot is 0, and the current speed of a disengaging robot is minus its MAX Speed.

(2) Determine the facing of the robots. Each robot's maneuver determines which face he shows to the enemy. Closing robots show their front to the enemy. Disengaging robots show their rear to the enemy. Jinking robots roll on the Facing Table to determine their facing.

FACING TABLE

1D6 Roll	Facing
1-2	Front
3-4	Side
5-6	Rear

(3) Determine Range between enemy robots. Subtract each robot's current speed from the Range. Remember that subtracting a negative number is equal to adding. If the range becomes negative the robots have passed. Multiply the range by -1 to make it positive again.

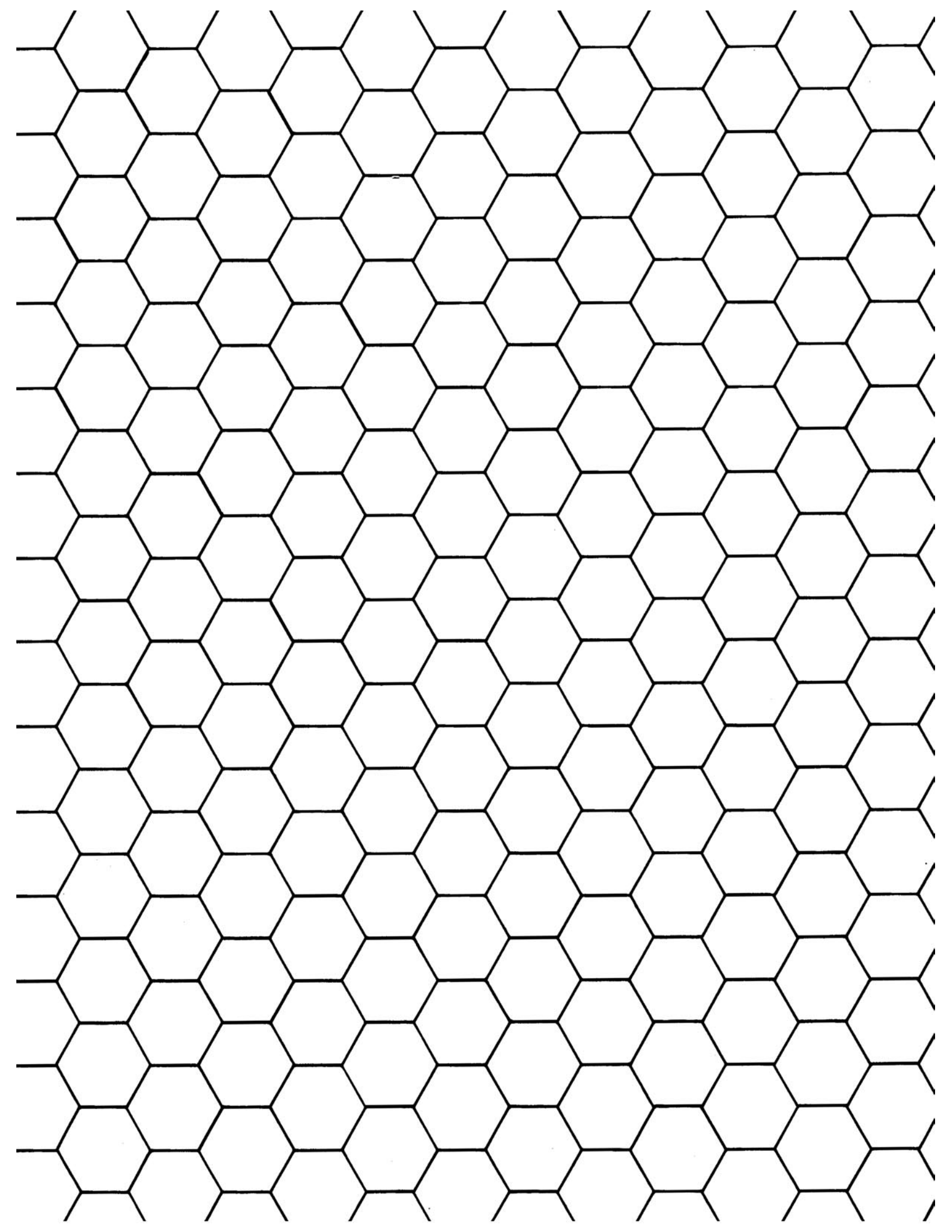
(4) Make Attack Rolls. Each player can fire any or all of his weapons once per turn. Be sure to check the maximum range of a weapon to see if the enemy is in range.

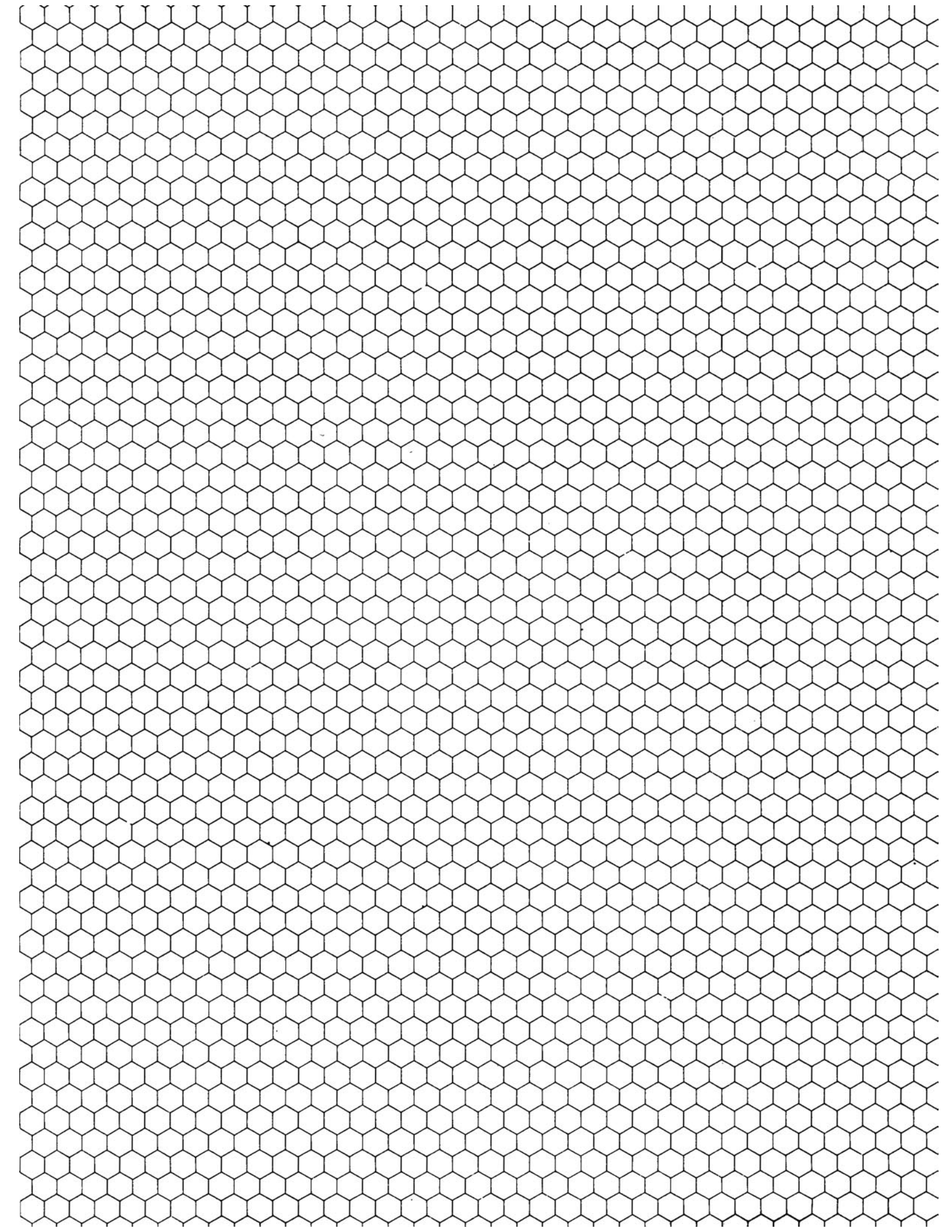
(5) Repeat steps 1-4 until both robots break off, or the robots are out of radar range.

DOGFIGHT TABLE

Attacker - Defender	Relative Position
+ 0 to + 1	Both robots neutral; neither may fire.
+ 2 to + 3	Both robots are head on; both may fire once.
+ 4 to + 5	Attacker faces Defender's side; both may fire once.
+ 6 to + 7	Attacker is tail chasing the Defender. Attacker may fire once.
+ 8 or more	Attacker is tail chasing the Defender. Attacker may fire as often as his Speed.







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