<u>Part X</u> of the Revised GAMMA WORLD® game rules is an introductory section on robots and their use and generation in Gamma World. That section, and the Revised GAMMA WORLD Errata Supplement, provides a number of examples of useful robots and lays the foundations for the creation of robots. The purpose of this section in this module is to flesh out that information, give a more complete robot generation system, and offer the GM suggestions how his players can generate player character robots for use in his campaign.

Before attempting to use the Updated Robot Information, the GM should first reread <u>Part X</u> of the original rules to refresh himself on the terms. At the end of this section is a [Robotics Glossary](#) which will clarify and expand some of those terms and introduce new terms. Certain concepts such as wild and controlled modes are identical to the original concepts and so are not repeated here.

DESIGNING ROBOTS

The process of designing a player character robot (hereafter also referred to as a PCbot) is different from designing a non-player character robot (hereafter referred to as an NPCbot).

NPCbots are custom built by the GM, who picks the robot's options to fulfill a specific need.

PCbots are built randomly by the player, with game balancing decisions made by the GM. The PCbot usually is a cyborg or, if enough parts have been added, an ultraborg. The history of how the character came about is up to the GM.

Die Roll Robot's Original Design

Ultraborg

Die Roll	Robot's Original Design
01-03	Athletic Competitor
04-06	Computer Specialist
07-09	Craftsman
10-12	Entertainer
13-15	Instructor
16-18	Scholar
19-21	Scientist
22-24	Supervisor
25-27	Warrior
28-30	Worker

Cyborg

31-35   Athletic Competitor
36-40   Explorer
41-45   Hunter
46-50   Law Enforcement Officer
51-55   Simple replacement, no special purpose to the design
56-60   Tracker
61-65   Warrior
66-70   Worker

Programmed Machine
(artificial intelligence if desired by the GM)

71   Cargo Lifter
72   Cargo Transport
73   Agricultural
74   Arctic Exploration
75   Desert Exploration
76   General Exploration
77   Jungle Exploration
78   Mining
79   Mountain Exploration
80   Timberer
81   Waterways Maintenance
82   Wilderness
83   Wildlife Preservation
84   Construction (different types)
85   Demolition
86   Maintenance (different types)
87   Repair (different types)
88   Firefighting
89-90   Medbot (different types)
91   Veterinary
92   Military Guard
93   Military Heavy Assault
94   Military Scout
95-96   Military Trooper
97   Security Guard
98   Security Tracker
99-00   Security Trooper

SPECIFIC DESIGN STEPS FOR NPCbots (Standard-Type Bots)

1. Decide the robot's type, size, general purpose and duties.
2. Decide how the robot is controlled and the type of ID to which it will respond.
3. Select average scores for the robot. Borgs and ultraborgs will have high MS (12 + 1d4) and Program Ratings (PR) (12 + 1d10). Intelligent robots will have high PR (12 + 1d6) and DX (12 + 1d12) and may possess PS in the range of 12 to 125 (depending on size and function). Programmed machines will have high PS (25 + 10d10), low MS (1d6), and low PR (1d6).
4. Select Hit Dice for the robot. Begin by assigning 1 Hit Dice per 2 PS points. If the model type is built to last (like construction or exploration), the amount should be 1 Hit Dice per PS point. Hit Dice are also used to indicate the robot's CN.
5. Roll on or select from the Locomotion Table for the robot's type of movement.
6. Refer to the Armor section in the Robotics Glossary to determine the base type of armor for the robot's type. Then roll on or select from the Armor Table for modification of that armor. If unusual armor is indicated, refer to it in the Robotics Glossary.
7. All robots are considered to have broadcast power receptors. Roll on or select from the Power Source Table for any additional power sources the robot may have. Cyborgs must have at least one power source for their bionic parts.
8. Roll on or select from the Limb Table for the robot's manipulative members.
9. All robots have sensor type H (human visual and audio). Roll on or select from the Sensors Table for any additional sensors the robot might have.
10. The GM must decide if a robot has built-in weapons or tools used as weapons. Then he must decide on the number based on the robot's type and size. These weapons should be rolled on or selected from the Weapons Table.
11. Roll on or select from the Robot Enhancement Table for any enhancements that might have been designed into the robot.
12. Roll on or select from the Miscellaneous Robot Addition Table. The GM should decide what the base number of miscellaneous additions the robot would have before rolling. Cyborgs usually have only one addition, while ultraborgs have two or three. Artificial intelligence machines and programmed machines could have many, many more, depending on their function and size. Refer to any type chosen or rolled in the Robotics Glossary.
13. The GM should select a range for the number of NPCbots that may be encountered together.
14. The GM should list any program limits and traits peculiar to this type of robot. He should also now change any facet of the robot that does not fit in with the overall image and function of the robot.
15. Write a description of the robot using the same format as that found in this module's New Robots Section.
16. Determine the mode status (programmed, wild or controlled) for each robot encountered.

DESIGN STEPS FOR PCbots (Borgs)

Player character robots must be designed differently and very carefully, as a PC will hopefully be around a lot longer than an encounter. The best type of PCbot to play is a cyborg or an ultraborg. If the player wishes to play another type of artificial intelligence robot or programmed machine, the GM should remind him that the robot he is playing is not considered a life form by most societies and Cryptic Alliances, but a possession, and unless the robot is artificial life or intelligence, it cannot progress to higher experience ranks. If the player still wishes to run a robot that is not an ultraborg or cyborg, then he should create the PCbot as described above in the Specific Design Steps for NPCbots.

All PCbots are considered to be in the wild mode for purposes of control. Non-cyborg, wild mode PCbots are referred to as rogues or roguebots and are often hunted by bounty hunters who are paid to bring them back to their original owners. Non-cyborg PCbots will have no memory of who they belonged to or where they came from. Their memory begins with their first adventure. Cyborg PCbots should have at least some knowledge of who they are and how they became cybernetic.

The GM and players should use the following steps for generating a PCbot cyborg. If, after the generation is complete, the GM believes more than 75% of the PCbot's body is bionic, then the PCbot is considered an ultraborg.

1. Refer to the section on How to Create a Character on page 7 of the Revised GAMMA WORLD® rules. The character must first be created in its natural form. Plant characters may not become cyborgs or ultraborgs. Modify step 4 to accept only two physical mutations at most, and these can only be simple body changes (multiple limbs, new organs, antlers, etc.) Any other type of physical mutation will disappear with the cybernetic process, so as not to make the character too powerful. The PCbot's Tech Level will always begin as III. Save the equipping phase of the character creation until after these steps.

2. Roll on the Locomotion Table to see if the cyborg has bionic locomotion. The GM should decide how many pods, hoverfans, etc. the borg would have. Refer to the locomotion type in the Robotics Glossary.

3. Roll on the Armor Table for possible bionic armor modification. If unusual armor is indicated, refer to it in the Robotics Glossary.

4. Cyborgs do not have broadcast power receptors. However, if it becomes an ultraborg there is a 50% chance that broadcast power receptors were incorporated. Cyborgs must have at least one power source for their bionic parts, ultraborgs at least two sources.

5. Roll on the Limb Table for possible bionic manipulative members replacement. The GM should decide how many different types of limbs a cyborg or ultraborg would have based on the creatures original structure. Refer to the limb type in the Robotics Glossary.

6. All cyborgs and ultraborgs have sensor type H (human visual and audio). Roll on the Sensors Table for any additional sensors the PCbot may have.

7. Roll on the Weapons Table to see if the cyborg or ultraborg has any built-in weapons.

8. Roll on the [Robot Enhancement Table](#) for any enhancements the cyborg or ultraborg may have been designed with. Refer to any enhancements rolled in the [Robotics Glossary](#).
9. Roll on the [Miscellaneous Robot Addition Table](#). Player character cyborgs usually have a base of one miscellaneous addition, ultraborgs have two. For every additional bionic part over three that the PCbot has thus far rolled, the character can add another miscellaneous addition. A player character robot should never have more than six miscellaneous additions. Refer to any type chosen or rolled in the [Robotics Glossary](#).
10. The GM should now work with the player to balance the character. If he is too powerful, he can be adjusted down or mental mutations can be dropped or altered. If he does not have enough punch to keep up with the rest of the party, the GM can add more devices to bring him up to par. Equipping the character should be done with the aid of the cost lists found in the Revised GAMMA WORLD Errata Supplement.
11. The GM should reread the [cyborg](#) or [ultraborg](#) entry in the [Robotics Glossary](#), whichever is pertinent, and add those bonuses or penalties to the character. Final personality traits and peculiarities should be added. The Created Cryptic Alliance is the most logical one for the PCbot to join, but others are available depending on what the character's personality is.
12. Talents and skills are chosen. Repairing cyborgs and ultraborgs is not a common talent or skill, but the character can elect to take them as his normal talents. The talent of attaching bionic parts only could be taken after special Repair Bionics and Medical Surgery talents have been taken. These are not included in the normal talents and skills listings, but should be specials added by the GM if a character wishes to go into this area.

PCbot note: The GM should remind the player that he must consume some type of nutrition on a regular basis if he is a cyborg, even protein fluid if he has no mouth, while also keeping his power supply up for his bionic parts. Ultraborgs need no nutrition, but use up power faster as their entire life support depends on it.

ROBOT GENERATION TABLES

Most parts and programs listed below on the tables are explained in the Robotics Glossary Section. Those not listed included are considered self explanatory.

LOCOMOTION

NPCbot Roll	PCbot Roll	Locomotion Type
-	01-35	Character has lost no legs, has no bionic limbs.
-	36-50	Character has one bionic leg (+10 to Speed).
-	51-00	Character lost both legs, roll 1d100 and consult the rest of the table.
01-10	01-15	Hoverfans
11-35	16-45	Legs
36-45	46-65	Pods
46-55	-	Rotors
56-75	66-85	Treads
76-85	-	Water Locomotion
86-00	86-00	Wheels

ARMOR

NPCbot Roll	PCbot Roll	Armor Type
-	01-30	Character has no armor additions.
-	31-70	Character is covered with bionic armor at base AC 7(-35).
-	71-00	Character is covered with bionic armor at base AC 7(-35). plus roll 1d6 and consult rest of table.
01-25	-	Normal AC for robot type
26-40	-	+1 AC to this robot type base
41-50	-	+2 AC to this robot type base
51-55	1	Camouflage Armor
56-60	2	Energy Dampening Field
61-70	3	Energy Field Generator
71-75	4	Neutralizing Pigment Armor
76-95	5	Sealed Armor
96-00	6	Zilch Armor

POWER SOURCE

NPCbot Roll	PCbot Roll	Backup Source (GM determines how many and how long each source lasts)
01-07	01-15	Atomic Energy Cell
08-22	16-30	Chemical Energy Cell
23-34	31-45	Hydrogen Energy Cell
35-37	46-53	Minipower Plant
38-42	54-63	Nuclear Power Plant
43-55	64-80	Solar Energy Cell
56-70	81-88	Solar Collectors
71-75	89-93	Universal Coupler
76-90	94-98	Robot has an additional backup source, roll twice, but ignore additional roll results
91-00	99-00	Robot has more additional backup sources, roll three times more, but ignore additional roll results.

LIMBS

If a cyborg or ultraborg has more than two arms, roll separately for every additional arm.

NPCbot Roll	PCbot Roll	Limb Type
-	01-35	Character has lost no arms, has no bionic limbs.
-	36-50	Character has one bionic arm (player's choice as to which type of replacement).
-	51-00	Character lost both arms, roll 1d100 and consult the rest of the table for each arm.
01-30	01-50	Humanoid Arm / Limb
31-60	51-60	Special Arm
61-90	61-60	Tentacle
91-00	91-00	Tool Arms

SENSORS

All robots have sensor type H (human visual and audio)

NPCbot Roll	PCbot Roll	Sensor Type
-	01-35	Character suffers no sensory damage, no bionic sensors added.
-	36-65	Character has additional sensory implant, roll 1d100 and consult the rest of the table.
-	66-90	Character has two additional sensory implants, roll 1d100 and consult the rest of the table for each sensor.
-	91-00	Character has lost most of head, roll 1d100 for four sensory implants and consult the rest of the table for each, reduce CH by 10.

01-08	01-05	A (audio)
09-16	-	B (broadcast)
17-30	06-15	C (communications/radiowaves)
31-38	16-20	EM (electro-magnetic)
39-46	21-35	F (feeling)
47-62	36-55	I (infrared)
63-66	56-60	M (magnetic)
67-80	61-80	R (radar/sonar)
81-85	81-85	S (microscopic)
86-90	86-90	T (telescopic)
91-95	91-95	U (ultraviolet)
96-00	96-00	V (vibrational)

WEAPONS

Base number of weapons for robot type

NPCbot Roll	PCbot Roll	Weapon Type
- -	01-60 61-00	Character has no bionic weapon. Character has one bionic weapon. (add one more bionic weapon for every bionic arm the character has). Roll 1d100 and consult the rest of the table for each weapon.
01-04	01-10	Blaster I
05-08	11-15	Blaster II
09-12	16-20	Defoliator
13-16	21-25	Electric Field
17-20	-	Gamma Emitter
21-24	26-35	Gas Emitter
25-28	-	Grenade Launcher
29-32	36-40	Heat Field
33-36	41-50	Laser I
37-40	51-55	Laser II
41-44	56-60	Light Emitter
45-48	-	Metal Spikes
49-52	-	Micromissile
53-56	-	Mine
57-60	-	Minimissile
61-64	61-68	Needler
65-68	69-74	Paralysis Rod
69-72	75-82	Slicer
73-76	83-88	Slug Pistol
77-80	89-91	Sonic Emitter
81-84	92-96	Stun Ray I
85-88	97-98	Stun Ray II
89-95	99-00	Robot has 2 more weapons
96-00		Robot has 3 more weapons

ROBOT ENHANCEMENT

NPCbot Roll	PCbot Roll	Robot Enhancements
01-50	01-60	Robot (character) has no enhancements.
51-95	61-90	Robot (character) has one enhancements, roll 1d100 on the rest of the table.
96-00	91-00	Robot (character) has two enhancements, roll 1d100 for each on the rest of the table.
01-10	01-10	Enhanced DX
11-20	11-20	Enhanced Endurance
21-28	21-30	Enhanced MS
29-35	31-40	Enhanced Multiple Actions
36-45	41-50	Enhanced PR
46-70	51-60	Enhanced PS
71-80	61-70	Enhanced Speed
81-00	71-80	Expanded Memory Bank
-	81-00	Bionic Organ (GM chooses which one, what the penalties and bonuses are.)

MISCELLANEOUS ROBOT ADDITIONS

NPCbot Roll	PCbot Roll	Misc. Robot Additions
01-02	01-02	Base Spray
03	-	Code ID (robot has a code ID imbedded in it, level and type to be determined by GM)
04-05	03-04	Communications Sender
06-08	05-15	Communicator
09-12	16-20	Fire Extinguisher
13-14	21-25	Fire Hose
15-21	26-30	Flameflower
22-25	31-35	Flare Gun
26-30	36-45	Liquid Sprayer
31-42	46-60	Miscellaneous Equipment
43-45	61-67	Portent
46-50	68-77	Repair Program
51-52	-	Robot Command
53-54	-	Robot Summoning
55	-	Robot Summoning/Command
56-70	78-92	Tools
71-80	93	Tractor/Pressor Beam
82-90	94-97	Robot (character) has two additional items
91-96	98-00	Robot (character) has three additional items
97-00	-	Robot (character) has four additional items

ROBOT GLOSSARY

The following items are used extensively when dealing with robots. Most of the entries are potential parts for these machines, but some others are general items used constantly in the Revised GAMMA WORLD® game.

Android. Revised GAMMA WORLD androids are different from the usual science fiction android robot. They are included in the Creatures Section that came with the game. They are a unique form of artificial life that are all but extinct. The process of creating them is almost completely forgotten. They are relatively excluded from consideration here because they do not fit in with the normal precepts of robotics and may possibly even be alien in design.

Armor. When referring to a robot's armor, the players and GM must realize this includes the material strength of the body, hot it is put together and the angles of the body for reflection of attacks. As a frame of reference the following armor guide is provided for the aspiring robot builder. The intent of the function of a robot determines how much armor it should have.

Robot Type	Armor Class
Countertop robot appliances	1 (-5)
Servant, household worker	2 (-10)
Normal worker type	3 (-15)
Humanoid shaped robots	4 (-20)
Partly humanoid robots with obvious robot parts	5 (-25)
Med-, Eco-, and Engineering bots that are designed for in-complex work	6 (-30)
Med-, Eco-, Engineering, Industrial, and Transportation bots	7 (-35)
Most security and warrior bots	8 (-40)
Most heavy duty destructive machines	9 (-45) to 12 (-60)

Artificial Intelligence. One of the categories of robots, artificial intelligence machines include any machines with the limited capability to analyze, be taught and reason. Artificial intelligence usually implies robots that are less mentally sophisticated than a cyborg or ultraborg, but are still able to interpret and respond to a given set of circumstances such as a human's desires. Certain advanced computers also fall in the artificial intelligence category.

Artificial Life. Another of the categories of robots, it encompasses ultraborgs and cyborgs (see those listings). These robots can learn, think creatively and/or abstractly, and adapt to situations on their own.

Base Spray. The robot is equipped with tiny nozzles all over its body. When acid strikes the robot, the nozzles spray down the robot with liquid base which acts to negate the acid Intensity by reducing it -10 CS.

Bionics. The science of duplicating bioform functions with a robotic replacement is called bionics. Bionic also refers to a robotic replacement apparatus itself, such as a bionic eye, a bionic leg or a bionic heart. The use of bionics before the fall of civilization was widespread and there are still many machines available in Gamma World that can supply and fit these bionic parts to unfortunates. A character can have a few bionic parts and not be considered a cyborg.

Blaster I. This is a robotic version of the normal blaster pistol listed on the Weapons Table on the Revised GAMMA WORLD GM shield.

Blaster II. This is a robotic version of the normal blaster rifle listed on the Weapons Table in the Revised GAMMA WORLD GM shield.

Borg. Abbreviated form of cyborg.

Broadcast Power Receiver. All ancient built robots are equipped with broadcast power receivers. These receivers allow a robot to operate at full strength with no need to call on its stored reserves if operating within 1d6 x 100 kilometers of an operating main broadcast power station. Once the robot is outside of broadcast range it must reply on its backup sources. All ancient robots has at least one backup power source, usually a solar collector.

Camouflage Armor. This armor is extremely rare. It has special pigments bonded into the armor that automatically change to match the surrounding are. This gives the robot the equivalent of the physical mutation Chameleon Power.

Code ID. The Code IDs as explained on pages 60 and 61 of the Revised GAMMA WORLD Game Rules are complete, with the exception of the Robot Command, Robot Summoning, and Robot Summoning/Command programs. These programs ignore Code IDs and operate only as explained under those descriptions. Some robots that do not have the Robot Command program are equipped with built-in identity medallions, as described in the Revised GAMMA WORLD Game Errata Supplement.

Communications Sender. This is the robotic version of the device with the same name as listed in the Revised GAMMA WORLD Game Errata Supplement. It derives its power from the robot's power sources.

Communicator. This is the robotic version of the device with the same name as listed in the Revised GAMMA WORLD Game Errata Supplement. It derives its power from the robot's power sources.

Cyborg. A cybernetic organism is primarily a bioform that has more than 40% of his body covered or replaced with bionic apparatus.

Some ultraborgs are mistaken for cyborgs, as many of their artificial parts may be internal or have a natural appearance. The Defense and Supervisory Borgs listed in

the Revised GAMMA WORLD rule are actually ultraborgs. The Cyborg listing in the rules is a simplified version, cyborgs can even be mutated animals which have bionic parts implanted in their bodies (see Scar in GW 11).

Cyborgs are usually called borgs.

Defoliator. The robot is equipped with a special, small limb. This limb emits special high frequency sonics that give the robot the equivalency of the physical mutation Hands of Power-Defoliant. The robotic version has a range of four meters and can be used once every five turns.

Electric Field. The robot can generate an electrical field that is the equivalent of the physical mutation Electrical Generation, except the range for the robot's field is a two-meter radius and it is available to the robot every three Action Turns.

Energy Cells. These are the robotic versions of the batteries with the same names as listed in the Revised GAMMA WORLD Errata Supplement. Robotic versions tend to be larger, hold more power, and last five times longer than the normal type. Robots also may have Broadcast Power Receivers, Mini-power Plants, Solar Collectors, and Universal Couplers to help them in their power needs.

Energy Dampening Field. The robot is equipped with a field that dampens the energy flow through devices. The GM is instrumental in defining what type of field, because numerous types exist.

Energy Field Generator. The robot is equipped with a device (usually called a force field) that protects it by reducing damage before it is inflicted on the device.

Enhanced DX. The robot is built for maneuverability. Its Dexterity score is double the score that already has been determined.

Enhanced Endurance. The robot is extremely well built. It has 20 more hit points plus a number of bonus points equal to its Hit Dice.

Enhanced MS. The robot is designed to resist mental attacks. Its Mental Strength is +3 to the score that already has been determined.

Enhanced Multiple Actions. The robot is designed with a better motor function coordinating computer. It is allowed two more actions per Action Turn. These actions can be attacks if the robot deems them necessary.

Enhanced PR. The robot has a greater computer brain processing capacity. Its Program Rating is double the score that has already been determined.

Enhanced PS. The robot is built for physical labor and/or stress. Its Physical Strength is double the score that already has been determined.

Enhanced Speed. The robot is designed to go at high speeds. Its speed factor is double the distance that is assigned to his type of locomotion (listed separately in this Glossary under the specific name of the locomotion). If the robot has more than one type of locomotion, all of them are doubled.

Expanded Memory Bank. This tiny but powerful computer memory extension allows the robot's memory storage the equivalency of a small library with almost instant cross-reference and accessing. This makes the robot the equivalent of a Tech Level IV base in a specific area of information (history, agriculture, machinery repair, etc.) The GM must assign the robot at least four benefits in this area arising from its knowledge, such as increased bartering capacity, shorter duration of repairing something, instant identification of all Tech Level IV and lower items that pertain to the area, etc.

Fire Extinguisher. This is a robotic version of the normal item listed on the Weapons Table in the Revised GAMMA WORLD GM shield.

Fire Hose. This is a robotic version of a high pressure apparatus that acts as a fire hose. The robot can carry only enough water for a certain amount of blasts.

Flamethrower. This is a robotic version of the normal weapon listed on the Weapons Table in the Revised GAMMA WORLD GM shield.

Flare Gun. This is a robotic version of the normal weapon listed on the Weapons Table in the Revised GAMMA WORLD GM shield.

Gamma Emitter. The robot is equipped with a small, swivel-mounted tube on the top of his head. This tube releases deadly radiation as a beam, giving the robot the equivalent of the physical mutation Hands of Power Gamma Hands. the robot's range, however, is four meters and can be used once every 30 minutes.

Gas Emitter. The robot is equipped with internal tanks full of liquefied gas, with the gas outlet located randomly on the robot's body. This gives the robot the equivalent of the physical mutation Gas Generation. A robot usually only carries one type of gas, but multiple minitanks have been known to be used by robots with only an application or two in each one.

Grenade Launcher. This robotic weapon holds up to six grenades (GM's choice) and can launch them, one per Action Turn, at a range of 350 meters. It is usually located on the top or back of a robot, while the grenades are stored inside the robot's body.

Heat Field. The robot can generate a heat field that is the equivalent of the physical mutation Heat Generation, except that the range of the robot's field is a two meter radius.

Hoverfans. The robot is equipped with either one or two hoverfans for locomotion. These "float" the robot up to a meter above the ground or water by creating a cushion of air underneath it. The metal hoverfans can sustain 120 points of damage each, plastic hoverfans only sustain 65 points of damage each, but are not subject to rusting. The speed factor for hoverfans is figured as 4d6 x 12.

Humanoid Arm / Limb. The robot is equipped with arms that are humanoid in their mechanics, with touch-sensitive pads on the ends of the digits.

Laser I. This is a robotic version of the normal laser pistol listed on the Weapons Table in the Revised GAMMA WORLD GM Shield. It is almost always located in the end of a robot's limb.

Laser II. This is a robotic version of the normal laser pistol listed on the Weapons Table in the Revised GAMMA WORLD GM Shield. It is almost always located in the end of a robot's trunk.

Legs. The robot is equipped with 1d4 x 2 legs for locomotion. These articulated limbs are used for walking upright. Steel legs can sustain 50 points of damage each, plastic legs only sustain 30 points of damage each. The speed factor for legs is figured as 1d10 x 12.

Light Emitter. The robot is equipped with a small, silver dish on the font of his head. This dish is a high powered light source, giving the robot the equivalent of the physical mutation Light Generation. The robot's version, however, can be used once every 15 minutes.

Liquid Sprayer. The robot is equipped with a pressurized holding tank and sprayer nozzle. The sprayer is used to hold a liquid which may be of many types available. Some possibilities include corrosives, poison, fungicide, liquid defoliant, base liquid (see base sprayer), detergent, fertilizer, and so on.

Metal Spikes. The robot is equipped with a total of 1d100 metal spikes on its body which act as the physical mutation Quills/Spines. If the robot is not attacking or defending, the spikes fold into recesses in the robot's body.

Micromissile. This is a robotic version of the normal micromissile listed on the Weapons Table in the Revised GAMMA WORLD GM shield. The robotic version has a 400 meter base range with the missile having a five meter blast radius.

Mines. Mines are slightly different versions of the grenades listed on the Weapons Table in the Revised GAMMA WORLD GM shield. The effect of the mine is identical to the similar type of grenade, except for the blast radius which is listed below.

Chemex - six meters
Energy - five meters

Fragmentation - six meters
Gas, Poison - six meters
Gas, Tear - seven meters
Photon - five meters
Stun - five meters
Torc - seven meters

Minimissile. This is a robotic version of the normal minimissile listed on the Weapons Table in the Revised GAMMA WORLD GM shield. The robotic version has a 700 meter base range with the missile having a seven- meter blast radius. The minimissile launcher is usually built into the robot's trunk or is attached to its back. If within the trunk, it only can be seen when the robot opens a hatch to fire. The missile is secured within the robot in either launching methods.

Minipower Plant. This is an extremely rare Tech Level V device that is occasionally found in ancient robots, apparently experimental models. The plant is completely sealed and is a cylinder about one meter tall and 30 centimeters across. It has two crystal cables running from it to various robotic systems. This plant seems to use no fuel, produce no waste, and have no duration. A robot with a power plant can run forever.

Miscellaneous Equipment. All robots are equipped with miscellaneous equipment that cannot be considered tools, weapons or armor. Every time this entry is rolled, the GM or player should add three miscellaneous items to the robots. The following items are suggestions. An asterisk behind the item indicates that the item is explained in the Revised GAMMA WORLD Errata Supplement.

A floodlight (75 meter range)
A pneumo-jack *
A winch (50 meter cable and claw)
A liter of kinetic nullifier fluid *
 A water purifier
 Anti-grav pods *
 Insect Repellent *
 A grappling gun (with 100 meters of line)
Glow Cube *
A few liters of oil, alcohol, or other flammable liquids.

See other standard robots for other possibilities.

Needler. This is a robotic version of the normal needler listed on the Weapons Table in the Revised GAMMA WORLD GM shield. It is usually located at the end of one of the robot's limbs.

Neutralizing Pigment Armor. The robot has a specific type of neutralizing pigment incorporated into its armor. This is the same pigment as listed in the

Revised GAMMA WORLD Errata Supplement. The robotic version, however, does not wear off. Pigments in the armor are available in black (negates lasers), white (negates kinetic damage), yellow (negates concussive damage from a grenade, bomb or missile), and blue (negates the effects of an energy mace, vibro weapons, and a slicer).

Paralysis Rod. This is a robotic version of the normal paralysis rod listed on the Weapons Table in the Revised GAMMA WORLD GM shield, except that it is constructed like a separate limb for the robot and is two and a half meters long.

Pods. The robot is equipped with spherical, built-in, anti-gravity pods for locomotion. These pods allow the robot to fly at an elevation of 30 meters. All pods are made of plasteel and each can sustain 150 points of damage. The speed factor for pods is figured as 1d6 x 40. Pods allow the robot to maintain its speed no matter what the terrain, but certain weather conditions such as high winds can effect this.

Portent. An inflating, polyvinyl shelter is folded inside the robot, taking up a very small space. Once erected, the shelter is powered from the unit's power source. This shelter creates an Inertia Field to protect the robot from the elements.

Programmed Machines. One of the categories of robotics, it includes vehicles and machines that can repeat a programmed list of limited actions, but that cannot learn independently or reason. There were innumerable programmed machines in the human civilization that existed before the Shadow Years, and many of them still remain attempting to complete their programming. Programmed machines are always powered by broadcast power if they are in an installation or energy cell of batteries if they are in a remote area.

Repair Program. Most programmed machines and higher forms of robots (not including cyborgs) have to return to an installation to be repaired after battle. The repair program gives the knowledge to these robots about how to fix themselves.

Robots. Robot is an inclusive term for (a) artificial life forms (androids and cyborgs), (b) artificial intelligence machines (normal robots and advanced computers), and (c) programmed machines (simple robots, vehicles, and machines which can be programmed with a set of limited actions). The Robots section of the Revised GAMMA WORLD rules, beginning on page 60 of the rule book, uses the term robot quite loosely to include our usual idea of robots, PLUS androids and cyborgs. Lesser robots, not androids or cyborgs, adhere fully to the ID display ranking as defined on page 60 of the Revised GAMMA WORLD rules under Robot Reactions.

Robots are usually referred to as bots in Gamma World.

Robot Command. A robot equipped with robot command has special circuitry and a special program which allows it to command any other robot within 50 meters. While this "command" does not allow direct control over every action of other robots,

it does allow the commanding robot to direct another robot's intent, such as attack a character, ram through the wall, heal an animal, etc. No robot can use robot command on a higher form of robotic intelligence: e.g., programmed machines cannot control artificial intelligence machines are artificial life. Artificial intelligence machines can command each other and programmed machines, but not artificial life forms such as androids, and so on. In any case, an attempt to control a wild robot requires a PR roll by the commanding robot, with a -5 CS modifier.

A robot with this program can control one other robot per two PR points.

Robot Summoning. A robot equipped with robot summoning has special circuitry and a special program which allows it to summon other robots. The range of this summoning is usually a kilometer, though the GM can increase or decrease this range due to obstacles to the broadcast, specialization of the robot, etc. No robot can summon another robot of a higher level: e.g., programmed machines cannot summon artificial intelligence machines or artificial life forms, and so on. In any case, an attempt to summon a wild robot requires a PR roll by the commanding robot, with a -6 CS modifier.

A robot with this program can summon one other robot per two PR points.

Robot Summing/Command. This expanded circuitry and program acts as the robot command and the robot summoning program combined, with the exception that once a robot has responded to summons, it is automatically under the summoning robots command.

Rotors. The robot is equipped with a few small horizontal propellers, which it uses for lift and one or more large vertical propellers it uses for flying. These larger propellers usually come affixed to the robot's back. They are collapsible and can be folded out of sight. Steel rotors can sustain 75 points of damage each, hard plastic rotors only sustain 30 points of damage each. The air speed factor for rotors is figured as 4d4 x 12, unless the robot is huge, in which case they can go up to 600. Flying means that the robot does not lose any movement due to ground terrain, but high winds can slow it down or even force it to land (GM's choice). The rotor combination does not allow the robot to hover in the air, unless it is also equipped with hoverfans or pods.

Sealed Armor. The robot's armor has been chemically treated and provided with special seals. The robot is completely sealed against a specific condition, up to Intensity level 20. Roll 1d8 and consult the table below to find out what the robot is sealed against.

1. Heat (including fire)
2. Cold (natural and unnatural)
3. Water (sprayed or submerged)
4. Corrosives (this includes protection against the elements as well)
5. Electricity (weapons, lightning, electrical traps, etc.)
6. Sonics (device or animal)
7. Radiation (device or natural)

8. Microwave (blasters, devices, or natural)

If this option is being rolled randomly and already has been rolled once, then the GM (for an NPCbot) or player (for a PCbot) may select a new type of seal.

Sensors, A. Audio sensors allow robots expanded audio receiver capability. With them, robots hear three times the distance and clarity of human hearing. A robot so equipped cannot be fooled by sound imitation or any other form of audio mimicry of a voice of which he has already heard the original. This sensor will be instantly turned off for 1d10 + 5 minutes if it was operational during a sonic attack which caused more than 20 points of damage.

Sensors, B. Broadcast sensors allow robots to detect the faint source of a broadcast power base hundreds of kilometers away. It also allows them to tune in to the correct frequency of the broadcast power automatically when they are within broadcast range.

Sensors, C. Communications/Radiowaves sensors allow robots to pick up transmissions from communicators, radios, homing beacons, and other devices that use radiowaves or similar alternate methods to communicate over distances. The sensor also allows the robot a chance to tap into those frequencies, jamming them for 1d20 minutes at a time. Use the robot's Endurance as the Attack Rank, and orange result or better is required for success. A successful sonic attack directed at a robot using this sensor will shut the sensor down for 1d6 hours. The GM should roll 1d100 to determine the number of kilometers radius of the sensor.

Sensors, EM. Electro-magnetic sensors allow robots to detect force fields in use. This sensor is always used in conjunction with human standard visual sensors. A robot can see a force field in use within the robot's range and line of sight. It also grants the robot a +1 RF with any attack against an operational force field it can see.

The electro-magnetic sensors also grant the robot the ability to detect the electro-magnetic lines of force around the world, thus the robot never will be lost. It will always know where it is in relationship to its home base.

Sensors, F. Feeling sensors allow robots heightened versions of the human senses of touch and smell. The effect is equal to five times the human ability to feel things. The heightened touch allows the robot the equivalent of the physical mutation Body Control-Touch. The heightened smell allows the robot the equivalent of the physical mutation Body Control-Smell. The sensor also allows the robot to detect the electronic aura around another robot, thus being able to track robots as a Tracking talent rank of 5.

Sensors, H. Human Visual and Audio sensors allow robots the ability to see and hear at human ranges. This is the most common type of robotic sensor, few robots exist without it. Sonic and blinding attacks are against the robot as they normally would against a human, except in the case of unconsciousness, which means the robot simply loses the use of that sensor for 1d12 + 8 hours.

Sensors, I. Infrared sensors allow robots the equivalency of the physical mutation Infravision.

Sensors, M. Magnetic sensors allow robots the ability to detect any mass of ferrous metal more than five kilograms in weight, and to instantly recognize the object if it is within the robot's programmed memory or experience. The range for this detection and identification is one kilometer. The sensor also allows the robot to detect a tractor/pressor beam at work within two kilometers, and to determine the direction of the beam's location.

Finally, the magnetic sensors allow the robot to scan a metal object within 500 meters for flaws. The robot then has a +1 RF on any attack made against the successfully scanned metal entity (vehicle, another robot, a character in metal armor, etc.)

Sensors, R. Radar/Sonar sensors allow the robot the equivalency of the physical mutation Radar/Sonar.

Sensors, S. Microscopic sensors allow the robot the ability to focus its optics on the microscopic world. These sensors are usually used by ecology or med bots that are seeking to eliminate harmful microscopic organisms. A robot with this sensor automatically will have either a short range, low-power, finely tuned laser or a low-emission sonic device which it uses to kill the offending organism. Some of the technical bots also were equipped with this sensor so they could scan computer chips and cards and faults. These robots are automatically equipped with minute devices designed to fix such intricate technological items.

Sensors, T. Telescopic sensors allow the robot the equivalency of the physical mutation Body Control-Sight.

Sensors, U. Ultraviolet sensors allow the robot the equivalency of the physical mutation Ultravision.

Sensors, V. Vibrational sensors allow the robot to detect motion in a 50 meter radius. The motion must be more than a few inches of movement to be detected, and must be made by a creature or object larger than a ten-centimeter cube. In

addition, there cannot be an unusual amount of motion around the robot, such as a strong wind or a factory working at high gear, of the sensors will not work properly.

Slicer. This is a robotic version of the normal slicer listed in the Weapons Table on the Revised GAMMA WORLD GM shield.

Slug Pistol. This is a robotic version of the normal slug pistol listed in the Weapons Table on the Revised GAMMA WORLD GM shield.

Solar Collector. Many of the advanced ancient robots were equipped with solar collectors. These act as power sources for the robot, drawing the energy directly from the sun's rays. As long as there is sunlight the robot can function normally. On heavily overcast days, all the robot's functions, scores, speed and so on are halved. If the sky is darker than this, there is insufficient light to power the robot, and it must use another source of power. These solar collectors were not meant to act as a primary source of power, only as a relief source when sunlight is available. They also can repower any solar energy cells the robot has.

Sonic Emitter. The robot is equipped with a small band of little dishes around the middle of its trunk. These dishes emit high frequency sonics, giving the robot the equivalent of the physical mutation Sonic Blast. The emitter's frequency of use, however, is once every four Action Turns.

Special Limb. The robot is equipped with a specialized limb that the GM or player defines. It could be an intricate and miniature limb used for delicate work, a huge crane for lifting, ot any other type of limb that does not fall in the other limb categories. This limb likely will have a DX or PS that is different from the normal robot's scores, and these statistics also should be defined at this time.

Stun Ray I. This is a robotic version of the normal stun ray pistol listed in the Weapons Table on the Revised GAMMA WORLD GM shield.

Stun Ray II. This is a robotic version of the normal stun ray rifle listed in the Weapons Table on the Revised GAMMA WORLD GM shield.

Tentacles. The robot is equipped with 2 + 1d4 tentacles. The tentacles telescopically collapse into the robot's body, but can extend out to a range of up to double the robot's height. This should be determined by the GM. There is only a 25% chance for any tentacle to have a fully-manipulative human-like hand on the end. Otherwise, the tentacle is equipped with a simple maneuverable claw that can slash at a target, grasp things, and perform only the simplest tasks requiring little dexterity.

Tool Arm. This robotic limb is a combination multi-jointed lever arm and tool. The tool is always attached at the end. Unlike the simple tools entry below, these tools cannot be taken from the robot without the removal of a whole arm. Toll arms are only available on highly specialized robots.

Tools. After the GM, and player if the robot is a player character, decides what function the robot was created for, this option allows for a complete set of tools on board the robot which will assist it in its function. Most tools are usable only by other robots unless the robot they were designed for has manipulative, human-like digits. The GM must define the function and limits for any tools, including any appropriate scores.

Tractor/Pressor Beam. The robot is equipped with an electro-magnetic beam which acts as an invisible ray, lifting and moving objects. The range of the beam is 1d10 x 6 meters. The amount of weight that can be lifted by a single beam is 1d20 + 4 x 100 kilograms. Huge robots may have two identical tractor/pressor beams on board.

Treads. The robot is equipped with either rubber or steel tractor treads for locomotion. These usually come in two forms for the average size machine: a) one wide tread in the middle of the bottom of the robot or b) multiple narrower treads situated to the right and the left of the bottom of the robot. Steel treads can sustain 100 points of damage each, rubber treads only sustain 60 points of damage each, but are much quieter. The speed factor for treads is figured as 2d8 x 10.

Ultraborg. This is a being of artificial life formed by deliberate manipulation of the generic code of a bioform's brain that is then placed in an entirely mechanical body. This body can be in a typically robotic shape are can be manufactured in a humanoid form. Some advanced ultraborgs can even pass for humanoids or Pure Strain Humans. Ultraborgs view themselves as living and superior to naturally-generated life forms. While an ultraborg's brain can be affected by mental attacks, he has devices that act as sensing organs, filtered respiratory apparatus and so on. An ultraborg, therefore, is immune to the affects of most gases, poisons, illusions, diseases and any other "weaknesses of the flesh". Ultraborgs usually contain at least two power sources. When they are in their base they usually are powered by broadcast power. They also have a back-up source in case they move out of the broadcast's range or in case it fails. The back-up is usually in the form of a powerful energy cell, such as an atomic energy cell, or a constantly rechargeable power source, such as solar panels.

Ultraborgs are not considered to have artificial intelligence, they have a bioform's intelligence, which is considered to be superior to the artificial intelligence of a

normal robot or computer. Ultraborgs do not automatically obey IDs, as normal robots do. They do not automatically respect the wishes of a human. Ultraborgs are more aware of the world around them and realize enemies exist. However, a Code V ID overrides all of an ultraborg's logic circuits and makes him obey the commands of the PSH using the ID.

Universal Coupler. A robot equipped with a universal coupler can attach any type of energy cell or battery to itself. Further, it can use recharging stations and recharge any type of cell it has on board. A robot thus equipped can even plug itself into a live electrical socket and run off that power. Universal couplers are complexity F to remove. A character with the Mechanics talent or skill is allowed to roll on the Artifacts Examination Table to attempt to remove it.

Water Locomotion. If the robot has no form of land locomotion the GM or player should roll again on the locomotion table until it has one. Water locomotion means the robot is equipped with a form of locomotion that allows it to travel on water or underwater. If underwater, the robot is completely adapted for deep submersion. The GM decides what form of locomotion this is: submerged propellers, inboard jet motors, rolling airtight inboard jet motors, rolling airtight canisters allowing the robot to float and travel over the water, long legs to walk on the bed of the lake, etc. The GM must then determine how much damage the propulsion system can take before it is inoperable. Finally, he must assign a speed factor (1d10 x 12 is ideal). Water locomotion apparatus is only suitable for moving the robot in water.

Wheels. The robot is equipped with either rubber or steel spring wheels for locomotion. Steel wheels can sustain 80 points of damage each, rubber wheels, which are much quieter can only sustain 45 points of damage each. The robot can be equipped with 3d4 wheels, the size of which are determined by the GM according to the size of the robot. The speed factor for wheels is figured as 2d10 x 12. Wheels are only effective over flat, hilly or paved terrain unless specifically adapted balloon tires are used, and then the robot looses half speed on packed terrain. Wheels lose half their speed in sand, snow, mud or other similar terrains.

Zilch Armor. The robot has certain properties added to its armor which make it impossible to detect in one specific fashion. Sometimes this means the armor has a certain alloy, chemicals or circuits interlaced throughout it. Other times, it means the robot was an experimental model with Tech Level V technology added to it. The following subtypes of zilch armor are only a few examples.

IR Resistant Armor. The robot cannot be detected by IR scanners, no matter how hot it glows.

Stealth Armor. This rare armor can be turned on or off at the robot's desire. When it is on, not only does it prevent any type of scanning, it also acts as the physical mutation Invisibility. Of course, the robot still can be heard crashing through terrain and the robot still leaves a trail if it is on the ground. Stealth armor is best used with flying robots. The robot cannot use any of its offensive systems when this armor is on.

Anti-Magnetic Armor. The robot's armor coats all of its ferrous metal parts and prevents the robot from being detected by magnetic sensors or metallic homing devices. In addition, it prevents robots from being effected by large magnets.

Non-Reflective Armor. This armor prevents the robot from being detected by radar or sonar. It also makes the robot almost impossible to see with normal optics.