



Design Steps for PCbots

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 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 levels. 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.

Step 1.

Refer to the section on Character Generation on page 8 of the Gamma World Rulebook. The character must first be created in its natural form. Plant characters may not become cyborgs or ultraborgs.

Altered humans and mutated animals must roll 1d6 and consult the table below. This table replaces the one on page 17 of the Gamma World rulebook.

Number of Mutations						
1d6 Roll	1	2	3	4	5	6
Physical	1	2	2	2	2	1
Mental	4	3	2	1	0	5

These mutations can be only simple body changes (Multiple limbs, new organs, antlers, etc). Any other 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 3. Save the equipping phase of the character creation until after these steps.

Step 2. Locomotion

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.



NPCbot Roll	PCbot Roll	Locomotion Type
-	01-35	Character has lost no legs, has no bionic limbs.
-	36-50	Character has one bionic leg (+1 to base movement)
-	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



Step 3. Armor

Roll on the **armor table** for possible bionic armor modification. If unusual armor is indicated, refer to it in the *robotics glossary*.

NPCbot Roll	PCbot Roll	Armor Type
-	01-30	Character has no armor additions
-	31-70	Character is covered with bionic armor (+7 AC Mod).
-	71-00	Character is covered with bionic armor (+7 AC Mod), 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

Step 4. Power Source

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.

NPCbot Roll	PCbot Roll	Power Source Type
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	Mini-Power 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 more, but ignore identical roll results.
91-00	99-00	Robot has more additional backup sources. Roll three times more, but ignore identical roll results.

Step 5. Limbs

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 creature's original structure. Refer to the limb type in the *robotics glossary*.

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 (Players 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
31-60	51-60	Special Limb
61-90	61-90	Tentacle
91-00	91-00	Tool Arm



Step 6. Sensors

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.

NPCbot Roll	PCbot Roll	Sensor Type	
-	01-35	Character suffers no sensory damage. No bionic sensors are 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	
-	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	Communication/ Radio Waves
31-38	16-20	EM	Electro-magnetic
39-46	21-35	F	Feeling
47-62	36-55	IR	Infra-red
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	UV	Ultra-violet
96-00	96-00	V	Vibrational

Step 7. Weapons

Roll on the **weapons table** to see if the cyborg or ultraborg has any built-in weapons.

NPCbot Roll	PCbot Roll	Weapon Type	
-	01-60	Character has no bionic weapon.	
-	61-00	Character has one bionic weapon (+1 for each additional bionic arm the character has). Roll 1d100 and consult the Rest of the table for each weapon.	

NPCbot Roll	PCbot Roll	Weapon Type	
01-04	01-10	Blaster V	
05-08	11-15	Blaster VII	
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	-	Micro-Missile	
53-56	-	Mine	
57-60	-	Mini-Missile	
61-64	61-68	Needler	
65-68	69-74	Paralysis Rod	
69-72	75-82	Slicer	
73-76	83-88	Slug Thrower	
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.	



Step 8. Robot Enhancements

Roll on the **robot enhancements table** for



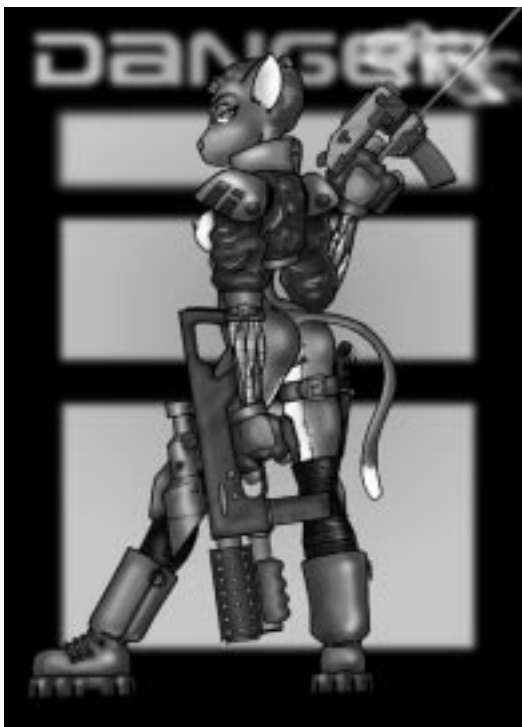
any enhancements the cyborg or ultraborg may have been designed with. Refer to any enhancements rolled in the *Robotics Glossary*.

NPCbot Roll	PCbot Roll	Robot Enhancement
01-50	01-60	Robot has no enhancements.
51-95	61-90	Robot has one enhancement. Roll 1d100 on the rest of the table.
96-00	91-00	Robot 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 IN/CPU
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).

table. Player character cyborgs usually have a base of one miscellaneous addition, ultraborgs have two. For every additional bionic arm over three that the PCbot has thus far rolled, the character can add another miscellaneous addition. Refer to the type chosen or rolled in the *Robotics Glossary*.

NPCbot Roll	PCbot Roll	Misc. Robot Addition
01-02	01-02	Base Spray
03	-	Code ID
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	Flame Thrower
22-25	31-35	Flare Gun
26-30	36-45	Liquid Sprayer
31-42	46-60	Misc. Equipment
43-45	61-67	Portent
46-50	-	Repair Program
51--52	-	Robot Command
53-54	-	Robot Summoning
55	-	Robot Summoning/Command
56-70	68-82	Tools
71-80	83-93	Tractor/Presser Beam
81-90	94-97	Robot has 3 additional items
91-00	-	Robot has 4 additional items

Step 9. Misc Robot Additions



Roll on the **miscellaneous robot additions**

Step 10. Adjustments

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 *Gamma World Rulebook*.

Step 11. Personality

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.



Step 12. Class

The class of the PCbot is now chosen. Unlike NPCbots, PCbots have a built-in repair system. The nano-technology within the cyborg or ultraborg allows it to heal as per page 60 of the Gamma World Rulebook. They are assumed to have the **Repair Program** misc. addition.

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 Glossary

The following terms are used extensively when dealing with robots. Most of the entries are potential parts for these machines, but some others are general terms used constantly in the Gamma World game.

Armor:

When referring to a robot's armor, the players and GM must realize this includes the material strength of the body, how 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 the robot determines how much armor it should have.

Robot Type	AC
Autobot	10
Ecobot, Medibot, Household robot	15
Companion Unit	17
Valet	18
Cargo transports, Police, Vehicles, Disaster	20
Light Engineering bot, Supervisory borg	22
Heavy Engineering bot, security	25
Heavy security, Repair bot, Warbot	30
Devistator	33
Battlebot, Timberer	35
Death Machine	40

Artificial Intelligence (AI):

One of the categories of robots, artificial intelligence machines include any machine with

the limited ability 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 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.

Atomic Energy Cell:

See Energy Cells.

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.

In this event, acid is treated as destructive poison. The robot gains a +10 to his health when attacked by acid.

Bionic Organ:

- **Eyes:** Bionic eyes have two benefits. First, the PCBot gets one roll on the chart below. In addition, the PCBot has the option of storing one weapon in his eyes.

Bionic Eye: Additional Sensor Chart

01-05	B	Broadcast
06-20	EM	Electro-magnetic
21-40	IR	Infra-red
41-55	M	Magnetic
56-70	S	Microscopic
71-85	T	Telescopic
86-00	UV	Ultra-violet

- **Lungs:** The PCBot has the Bionic equivalent of both the Gills, and Immunity (Gas Attacks) mutations.

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 arm, a bionic leg or a bionic heart. The use of



bionics before the fall of civilization was wide spread 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 V:

Tech Level:	V	Complexity:	15
Duration:	6 Shots	Avg. Cost:	9000
Weight:	5 Kg.	Damage:	5d8
THAC Bonus:	+2	Short Range:	25
Rate of Fire:	1		

This is the robotic version of the mark V blaster on pages 94 and 97 of the Gamma World Rulebook.

Blaster VII:

Tech Level:	VI	Complexity:	14
Duration:	6 Shots	Avg. Cost:	-
Weight:	6 Kg.	Damage:	5d10
THAC Bonus:	+2	Short Range:	40
Rate of Fire:	1		

This is the robotic version of the mark VII blaster listed on pages 94, 97-98 of the Gamma World Rulebook.

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 of operating within 20 - 100 kilometers of an operating main broadcast power station. Once the robot is outside of broadcast range it must rely on its backup sources. All ancient robots had at least one backup power source, usually a solar collector.

Camouflage Armor:

Physical, Plant; Activated, MP 4d6-L

This armor is extremely rare. It has special chemical pigments bonded into the armor that automatically change to match the surrounding area. This gives the robot the equivalent of the physical mutation **Chameleon Power**. This ability has no PCP cost.

Chemical Energy Cell:

See Energy Cells.

Code ID:

The Code IDs as explained on page 120 of the *Gamma World Rulebook*.

Communications Sender:

Tech Level:	VI
Duration:	2 hours
Range:	1,000 Km or 3,000 Km

This holographic radio has a range of approximately 1,000 Km. When linked to a communications satellite, it can reach triple the distance.

Communicator:

Tech Level:	V or VI
Duration:	6 hours
Range:	1,000 Km

This is the robotic version of the device with the same name as listed on pages 85 and 86 of the *Gamma World Rulebook*.

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 on page 59 of *Treasures of the Ancients* (GWA1) 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 GW11).

Cyborgs are usually called borgs.

Defoliator:

Tech Level:	VI	Complexity:	14
Duration:	2 Shots	Avg. Cost:	-
Weight:	2 Kg.	Damage:	3d6+2
THAC Bonus:	+2	Short Range:	5
Rate of Fire:	1		

The robot is equipped with a special, small limb. This limb emits special high frequency sonics that give the robot the equivalency of the Hands of Power physical mutation.



Electrical Field:

The robot can generate an electrical field that is the equivalent of the Electrical Generation physical mutation, except the range for the robot's field is a 2 meter radius and it is available to the robot every three rounds. Every use of this field expends 3 PCPs.

Energy Cells:

These are the robotic versions of the batteries with the same names as listed on page 91 of the Gamma World Rulebook. Robotic versions tend to be larger, hold more power, and last 5 times longer than the normal type. Robots may also have Broadcast Power Receivers, Mini-Power Plants, Solar Collectors, and Universal Couplers to help them in their power needs.

Battery Type	Duration Multiplier	Cyborg PCPs	Ultraborg PCPs
Atomic	500	15,000	7,500
Chemical	5	150	75
Hydrogen	50	1,500	750
Solar	5	150	75

Power Consumption Points (PCPs) are used to keep track of the robot's power needs. For the robot to sustain its functions requires it to expend 1 PCP each day. The durations and shots per reload entries are representative of one PCP expenditure.

A duration of **continuous** means that the robot must spend 1 PCP per round to maintain the unit's effect. Anything stating that it "acts as the equivalent" of a given mutation has a duration of 1 or Continuous.

Energy Dampening Field:

Tech Level:	VI
Duration:	Continuous
Range:	Varies

The robot is equipped with a field that dampens the energy flow through devices. Range is the radius of the effect (in meters).

Type	Range	Effect
1. Electronic	10	Inoperable
2. Electro-Magnetic	25	Inoperable
3. Psionic	10	-10 to MP
4. Radar/Sonar	50	Inoperable
5. Radiation	25	-10 Intensity
6. Radio-wave	50	Inoperable

Energy field Generator:

This is the robotic version of the force field generator on page 100 of the Gamma World Rulebook. Roll 1d6. On 1-4, it is the tech V version (25Hp). On 5-6, it's the tech VI version (40Hp). The field can restore 1 point each round.

Enhanced DX:

The robot is built for maneuverability. Its Dexterity score is double the score that is already determined. If this enhancement is combined with Enhanced Speed, this enhancement is calculated used before it.

Enhanced Endurance:

The robot is extremely well built. It has 20 more hit points plus a number of bonus points equal to his constitution (+1 Hp per level) for PCbots. For NPCbots, add 25% to its current hit points.

Enhanced IN/CPU:

The robot has a greater computer brain processing capacity. Its Intelligence/CPU is double the score that already has been determined.

Enhanced MS:

The robot is designed to resist mental attacks. Its mental strength is +3 to the score that already been determined.

Enhanced Multiple Actions:

The robot is designed with a better motor function coordinating sub-processor. It is allowed two more actions per round. These actions can be attacks if the robot deems it necessary.

Enhanced PS:

The robot is built of 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. Its base movement is doubled. If the robot has more than one type of locomotion, then 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 4 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 items and lower items that pertain to the area, etc.

Fire Extinguisher:

This is a robotic version of the normal item listed on pages 85 and 88 of the Gamma World Rulebook.

Fire Hose:

This 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.

Flame Thrower:

Tech Level:	IV	Complexity:	15
Duration:	5 Shots	Avg. Cost:	600
Weight:	10 Kg.	Damage:	3d6
THAC Bonus:	+2	Short Range:	30
Rate of Fire:	1		

This is the bionic version if the normal weapon listed on pages 94 and 99 of the Gamma World Rulebook.

Flare Gun:

Tech Level:	III	Complexity:	10
Duration:	1 Shot	Avg. Cost:	200
Weight:	2 Kg.	Damage:	Spec.
THAC Bonus:	-2	Short Range:	20
Rate of Fire:	1	S/R:	1

This is a robotic version of the flare gun on pages 15-16, and 87 of *Treasures of the Ancients*.

Gamma Emitter:

Physical; Activated, MP 4d6-L

The robot is equipped with a small, swivel - mounted tube on the top of his head. The tube releases deadly radiation as a beam, giving the

robot the equivalent of the **Hands of Power (Gamma Hands)** physical mutation (page 33). The robot's range, however, is 20 meters and it takes only 4 hours to regenerate a blast.

Gas Emitter:

Physical, Plant; Activated, MP 4d6-L

The robot is equipped with internal tanks full of liquefied gas, with the gas outlet located anywhere on the robot's body. This gives the robot the equivalent of the **Gas Generation** physical mutation (page 33). A robot usually only carries one type of gas, but multiple minitanks have been known to be used by robots with only a application or two in each one. The robot must refill his tank after 10 applications.

Grenade Launcher:

Tech Level:	IV	Complexity:	10
Duration:	1 Shot	Avg. Cost:	4500
Weight:	4 Kg.	Damage:	varies
THAC Bonus:	+2	Short Range:	40
Rate of Fire:	1	S/R:	6

This robotic weapon holds up to 6 rocket grenades (GM's choice) and can launch them, one per round, at a range of 40/80/200/400 meters. It is usually located on the top or back of the robot, while the grenades are stored in the robot's body. It takes 1 round per grenade to reload the robot's storage bay.

Heat Field:

Physical, Plant; Activated, MP 4d6-L

The robot can generate a heat field that is the equivalent of the **Electrical Generation** physical mutation, except that this ability uses intense heat instead of electricity, and the range of the robot's field is a 2 meter radius.

This ability costs 1 PCP per round per d6 of heat emitted. The robot only takes half damage from heat.

Hoverfans:

Tech Level:	IV		
Base Speed:	10	+1/fan over 2	
Hit Points:	Metal:	120	
	Plastic:	65	

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 sustain only 65 points of damage each, but are not subject to rusting. The robot's base movement is 10 (+1 for each hoverfan above 2).

Humanoid Limb:

The robot is equipped with limbs that are humanoid in their mechanics, with touch sensitive pads on the ends of the digits.

Hydrogen Energy Cell:

See Energy Cells.

Laser I:

Tech Level:	V or VI	Complexity:	11
Duration:	8 Shots	Avg. Cost:	5000
Weight:	2 Kg.	Damage:	3d6
THAC Bonus:	+3	Short Range:	20
Rate of Fire:	1		

This is the robotic version of the IR laser pistol on pages 94, and 101-102 of the *Gamma World Rulebook*. It is almost always located in the end of a robot's limb.

Laser II:

Tech Level:	V	Complexity:	14
Duration:	6 Shots	Avg. Cost:	8000
Weight:	3 Kg.	Damage:	4d8
THAC Bonus:	+5	Short Range:	75
Rate of Fire:	1		

this is the robotic version of the UV laser rifle on pages 94, and 101-102 of the *Gamma World Rulebook*. It is usually mounted on the robot's trunk.

Legs:

Tech Level:	IV
Base Speed:	Base Speed +1/2 legs
Hit Points:	Metal: 50
	Plastic: 30

The robot is equipped with 1d4x2 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. Add +1 to the robot's base movement for each pair of bionic legs.

Light Emitter:

Physical; Activated, MP 4d6-L

The robot is equipped with a small, silver dish on the front of his head. This dish is a high powered light source. When activated, an intense flash of searing light that causes 1d6+MP Modifier damage within a range of 10+MP Modifier meters. In addition, all victims must make a Dexterity check against a difficulty rating of the ability's MP. Each use of this ability costs 1 PCP.

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. The tank may hold 1d20+10 applications of the liquid.

Metal Spikes:

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

Micro-Missile:

Tech Level:	V or VI	Complexity:	varies
Duration:	1 Shots	Avg. Cost:	varies
Weight:	5 Kg.	Damage:	varies
THAC Bonus:	varies	Short Range:	50
Rate of Fire:	1	S/R:	1

This is the robotic version of the normal micromissile on pages 94, and 107-112 of the *Gamma World Rulebook*.

Mines:

Mines are slightly different versions of the grenades on pages 94, and 107-112 of the *Gamma World Rulebook*. The effect of the mine is identical to the similar type of Grenade, except for the blast radius, which is listed below:





Mine	Blast	Zone Radius		
	Radius	I	M	O
Chemex	6	2	3	6
Fragmentation	5	1	3	5
Gas, Poison	6	2	3	6
Gas, Tear	7	2	4	7
Photon	5	1	3	5
Stun	5	5	3	5
Torc	7	2	4	7

Mini-Missile:

Tech Level:	IV or V	Complexity:	varies
Duration:	1 Shots	Avg. Cost:	varies
Weight:	8 Kg.	Damage:	varies
THAC Bonus:	varies	Short Range:	100
Rate of Fire:	1	S/R:	1

This is the robotic version of the normal minimissile which is 50 centimeters long and 10 centimeters in diameter. The minimissile launcher is usually built into the robot's trunk or is attached to its back. If within the trunk, it can only be seen when the robot opens a hatch to fire. The missile is secured within the robot in either launching methods.

Minipower Plant:

This an extremely rare tech level VI 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. The plant seems to use no fuel, produce no waste, and have no duration. A robot with this 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:

- A floodlight (75 meter range)
- A pneumo-jack
- A winch (50 meter cable & claw)
- A liter of kenetic 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:

Tech Level:	V	Complexity:	12
Duration:	20 Shots	Avg. Cost:	9000
Weight:	1 Kg.	Damage:	1
THAC Bonus:	0	Short Range:	7
Rate of Fire:	2	S/R:	20

This is the robotic version of the normal needler listed on pages 94 and 103 of the *Gamma World Rulebook*. 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 listed on pages 64 and 77 of *Treasures of the Ancients*. The robotic version, however, does not wear off. Pigments in which the armor is available in are:

Color	Effect Negated
Black	Laser fire
Green	Electricity
Gray	Corrosion
Orange	Sonic damage
Red	Radiation (Int. 10)

Paralysis Rod:

Tech Level:	IV	Complexity:	9
Duration:	30 Shots	Avg. Cost:	-
Weight:	3 Kg.	Damage:	1+Stun
THAC Bonus:	+3	Short Range:	12
Rate of Fire:	1		

An attacker must roll a standard THAC roll. The target takes 1 point of damage and is stunned on a successful hit. Stunning lasts for 30 minutes minus one minute for every point of constitution (minimum of one minute). While stunned, only the victim's involuntary muscles and mutations (if any) function. If a victim is struck additional times (once per round), the character is stunned for one additional minute



per successful attack, as well as receiving additional damage.

Pods:

Tech Level:	V
Base Speed:	15 +1/pod over 2
Hit Points:	150

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 can sustain 150 points of damage. The robot's base speed is 15 (+1 to base movement for each pod after 2).

Portent:

Tech Level:	V
Duration:	1/Hour

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. The 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 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 or 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 all 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 *Gamma World Rulebook*, beginning on page 116 uses the term robot quite loosely to include our usual idea of robots, PLUS androids or cyborgs, adhere fully to the ID display ranking ad defined in the *Gamma World Rulebook*.

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 or 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 an IN/ CPU check by the commanding robot, with a -5 penalty, against a difficulty rating equal to the wild robot's CPU.

A robot with this program can control one other robot per two IN/CPU 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 die to obstacles to the broadcast, specialization of the robot, etc. No robot can summon another robot of a higher level. In any case, an attempt to summon a wild robot requires an IN/CPU check at a -6 penalty against a difficulty rating equal to the wild robot's CPU.

Level	Type
1	Artificial Life
2	Artificial Intelligence
3	Programmed Machines

A robot with this program can summon one other robot per two IN/CPU points.



Robot Summoning/Command:

This expanded circuitry and program acts as the robot command and the robot summoning programs combined, with the exception that once a robot has responded to summons, it is automatically under the summoning robot's command.

Rotors:

Tech Level:	III	
Base Speed:	10	
Hit Points:	Steel:	75
	Rubber:	30

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 sustain 30 points of damage each. For every extra large propeller, add 1d4x3 to its base speed. 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 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. Roll 1d8 and consult the table below to find out what the robot is sealed against.

Roll	Sealed against:	Resistance
1.	Heat/Fire	Immune/5000 C
2.	Cold	Immune
3.	Water	40 dmg/2 miles
4.	Corrosives	Immune
5.	Electricity	Immune
6.	Sonics	Immune
7.	Radiation	Intensity 30
8.	Microwaves	Immune

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. The sensor will be instantly turned off for 1d10+5 minutes if it was operational during a sonic attack which cause 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 into 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. The robot must make a Constitution check against a difficulty rating of 10. 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 kilometer 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 +10 damage 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 never 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 the human ability to feel things.

The heightened touch allows the robot the equivalent of the **Body Control (touch)**



physical mutation.

The heightened smell allows the robot the equivalent of the **Body Control (smell)** physical mutation.

The sensor allows the robot to detect the electronic aura around another robot, thus being able to track robots as the Scout's Tracking at 10 points. If the robot is a scout, then this ability increases its value by +4.

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 act 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, IR:

Physical, Plant; Automatic, no MP

Infra-red sensors allow the robots the equivalency of the **infravision** physical mutation.

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 of experience. The range for this detection and identification is one kilometer. The sensor also allows the robot to detect a tractor/presser 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 +5 on any attack made against a the successfully scanned metal entity (vehicle, another robot, a character in metal armor, etc).

Sensors, R:

Physical, Plant; Activated, no MP

Radar / Sonar sensors allow the robot the equivalency of the **Sonar** physical mutation.

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

medibots that are seeking to eliminate harmful microscopic organisms. A robot with this sensor automatically will either have 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 for cracks and faults. These robots are automatically equipped with minute devices designed to fix such intricate technological items.

Sensors, T:

Physical; Automatic, MP 4d6-L

Telescopic sensors allow the robot to see MP modifier +2 times his normal range. Multiply all range categories by this factor.

Sensors, UV:

Physical, Plant; Automatic, no MP

Ultra-violet sensors allow the robot the equivalency of the **Untravision** physical mutation.

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 strong wind or a factory working at high gear, or the sensors will not work properly.

Slicer:

Tech Level:	VI	Complexity:	22
Duration:	6 or 10	Avg. Cost:	4000
Weight:	4 Kg.	Damage:	4d6
THAC Bonus:	+6	Short Range:	20
Rate of Fire:	1		

This is the robotic version of the slicer pistol listed on page 22 of *Treasures of the Ancients*.

Slug Thrower:

Tech Level:	III	Complexity:	6
Duration:	50 Shots	Avg. Cost:	300
Weight:	1 Kg.	Damage:	1d6
THAC Bonus:	0	Short Range:	2
Rate of Fire:	1	S/R:	50

This is the robotic version of the slug thrower



type C listed on pages 6 and 22-23 of *Treasures of the Ancients*.



Solar Collector:

Many of the advanced ancient robots were equipped with solar collectors. These act as power sources for the robot, drawing 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 available. They also can repower any solar energy cells the robot has (at a rate of 25 PCPs per hour).

Solar Energy Cell:

See Energy Cells.

Sonic Emitter:

Physical, Plant; Activated, MP 4d6-L

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 if the **Sonic Blast** physical mutation.

Special Limb:

The robot is equipped with a specialized limb that the GM or player defines. It could be an intricate and minute limb used for delicate work, a huge crane for lifting, or 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 their statistics also should be

defined at this time.

Stun Ray I:

Tech Level:	V	Complexity:	14
Duration:	6 Shots	Avg. Cost:	3200
Weight:	3 Kg.	Damage:	N/A
THAC Bonus:	0	Short Range:	20
Rate of Fire:	1		

This is the robotic version of the stun ray pistol on pages 94 and 105 of the *Gamma World Rulebook*.

Stun Ray II:

Tech Level:	V	Complexity:	14
Duration:	9 Shots	Avg. Cost:	5500
Weight:	5 Kg.	Damage:	N/A
THAC Bonus:	+2	Short Range:	35
Rate of Fire:	1		

This is the robotic version of the stun ray pistol on pages 94 and 105 of the *Gamma World Rulebook*.

Tentacles:

The robot is equipped with 1d4+2 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 robot 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. Tool 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 in its function. Most tools are usable only by other robots unless the robot they were



designed for had manipulative, human-like digits. The GM must define the function and limits for any tools, including any appropriate scores.

Tractor/Presser Beam:

Tech Level:	V
Duration:	1/minute
Range:	1d10x6 meters
Capacity:	(1d20+4)x100 Kg per beam

The robot is equipped with an electromagnetic beam which acts as an invisible ray, lifting and moving objects. The range of the beam is 1d10x6 meters. The amount of weight that can be lifted by a single beam is (1d20+4)x100 kilograms. Huge robots may have two identical tractor/presser beams on board.

Treads:

Tech Level:	III
Base Speed:	10
Hit Points:	Metal: 100
	Rubber: 60

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 narrow treads situated to the right and left of the bottom of the robot.

Steel treads can sustain 100 points of damage each. Rubber treads can sustain only 60 points of damage each, but are much quieter. The robot's base movement is 10. There is no modifier for additional tracks.

Ultraborg:

This is a being of artificial life formed by deliberate manipulation of the genetic code of a bioform's brain that is then placed in an entirely mechanical body. This body can be in a typically robotic shape or 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 ultraborgs 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, 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 that enemies exist. However, a security override 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 to recharge any type of cell it has onboard. A robot thus equipped can even plug itself into a life electrical socket and run of that power. Universal couplers are complexity 30 to remove. An Examiner, or robot with repair capabilities, is allowed to roll on the artifacts examination table to attempt to remove it. It takes one hour per roll to remove it.

Water Locomotion:

Tech Level:	IV-VI
Base Speed:	Variable
Hit Points:	Variable

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 that 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.
- **Others**

The GM must then determine how much damage the propulsion system can take before it is inoperable. Finally, he must assign a base speed. Water locomotion apparatus is only suitable for moving the robot in water.

	Propulsion Type	Surface Base Speed	Underwater Base Speed	Hp
1.	Propellers	10	5	50
2.	Jets	15	8	80
3.	Canisters	Swim	-	20
4.	Legs	BS	-	50



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Wheels:

Tech Level:	III
Base Speed:	12 +1/wheel over 4
Hit Points:	Metal: 80
	Rubber: 45

The robot is equipped with either rubber or

steel spring wheels for locomotion. Steel wheels can sustain 80 points of damage each. Rubber wheels can sustain 45 points of damage each. The robot can be equipped with 3d4 wheels, according to the size of the robot. The robot's base speed is 12 (+1 for each wheel over 4). Wheels are only effective over flat, hilly or paved terrain unless specifically adapted balloon tires are used, and then the robot loses 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. Otherwise, it means the robot was an experimental model with tech Vi technology added to it. The following sub-types 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 the 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.