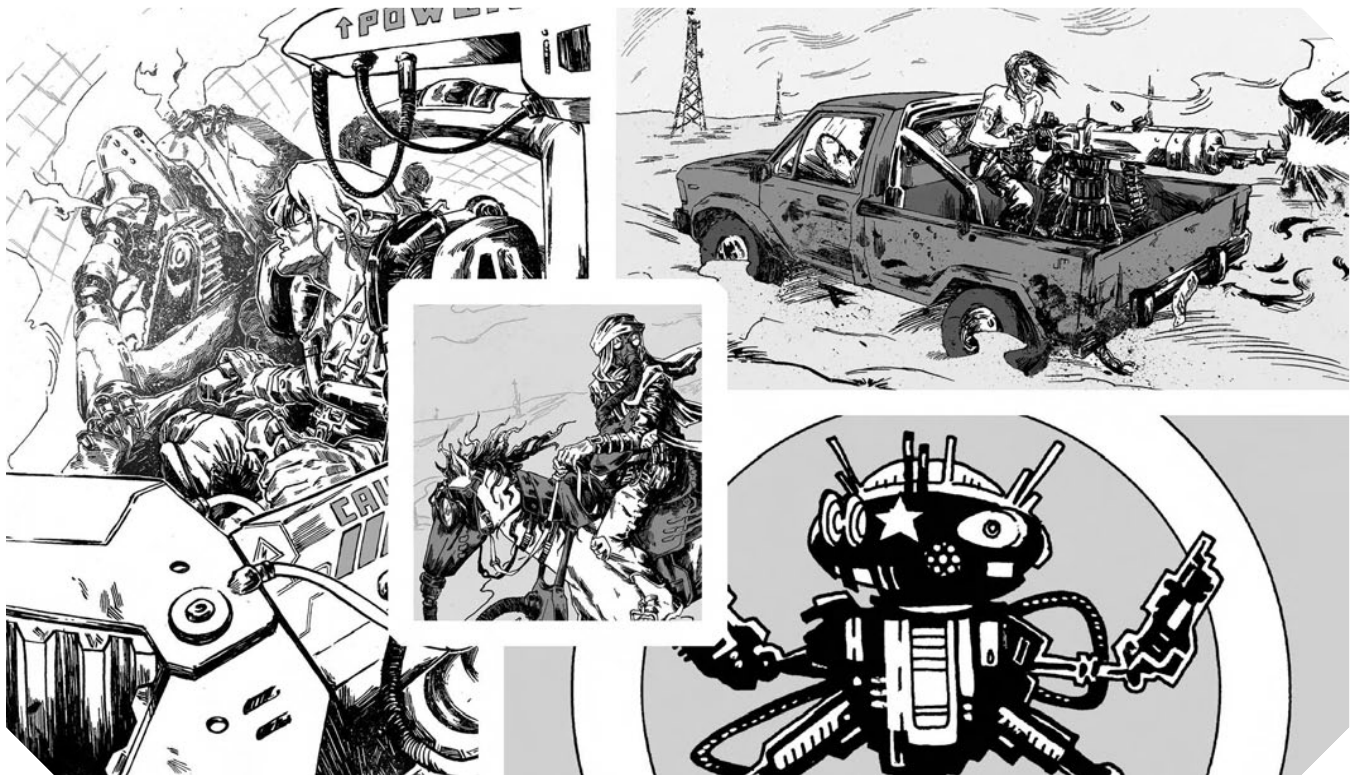


GURPS[®]

Fourth Edition

REIGN OF STEEL[™] WILL TO LIVE[™]



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An e23 Sourcebook for GURPS[®]

STEVE JACKSON GAMES

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About GURPS

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Bibliographies. Many of our books have extensive bibliographies, and we’re putting them online – with links to let you buy the resources that interest you! Go to each book’s web page and look for the “Bibliography” link.

Errata. Everyone makes mistakes, including us – but we do our best to fix our errors. Up-to-date errata pages for all *GURPS* releases, including this book, are available on our website – see above.

Rules and statistics in this book are specifically for the *GURPS Basic Set, Fourth Edition*. Page references that begin with B refer to that book, not this one.

Additional Material: Phil Masters

Special Thanks: John Nowak, Jasper Merendino, and Sarah Rodgers (from Panama)

Playtesters: Rick Ciulla, John Dallman, Peter Dell’Orto, Leonardo Holschuh, and Phil Masters

INTRODUCTION

GURPS Reign of Steel: Will to Live updates the setting from the original *GURPS Reign of Steel*, translating its robots, humans, and technology into *GURPS Fourth Edition*. It is not a stand-alone volume; the original *Reign of Steel* is necessary to understand this setting, the background that led to the world's current situation, and what may happen next.

Will to Live gives every robot from *Reign of Steel* its own template, along with details on its built-in equipment and the manner in which it is usually deployed. These robots are ready for the GM to use as enemies – or for the players to use as PCs.

Of course, the humans *fighting* these machines deserve more detail as well! The suggested character types from the original *Reign of Steel* have been expanded into lenses for faster creation of PCs or NPCs. Players will appreciate the advice on tactics and gear choices – and the new martial-arts styles – that can make robot-fighting a bit more survivable for mere fleshy humans.

Will to Live also discusses the equipment used by *both* sides of this conflict, from high-tech toys to salvaged junk. This includes details about what gear is available in each part of the world, who's using it, and how it can be abused in the fight against the AIs.

material in Chapters 5-7 of *Reign of Steel* to start planning adventures and a campaign.

RECOMMENDED GURPS BOOKS

Will to Live requires the *GURPS Basic Set* and *GURPS Ultra-Tech*, both for Fourth Edition, and *GURPS Reign of Steel*, a Third Edition sourcebook. The original *Reign of Steel* is necessary for this book to make sense as anything other than a catalog of specialized robot designs, and *Ultra-Tech* is essential for details of both humans' and robots' equipment.

Readers will also find *GURPS High-Tech* and *GURPS Low-Tech* useful for campaigns focused on scattered groups that live off salvaged and improvised gear. For cinematic campaigns, *GURPS Gun Fu* and the *GURPS Action* series are both well-suited to the *Reign of Steel* setting. *GURPS Horror* can provide advice for setting the right tone.

PUBLICATION HISTORY

This is the first edition of *GURPS Reign of Steel: Will to Live*. It updates material from *GURPS Reign of Steel* and *GURPS Robots*, both by David Pulver. The SAS Robot Fighting style and notes on anti-robot combat tactics were derived from the *Pyramid* article "Robot Fighting," by Phil Masters.

ABOUT THE AUTHORS

Roger Burton West is a British computer system administrator. Born in the last millennium, he studied economics, which has turned out to be more useful for writing gaming material than for gaining formal employment. This is his first *GURPS* book. He is almost certainly not a time-traveling infiltrator robot, but is nonetheless proud of having done his small part to bring about the rise of the AIs. He lives in an obscure hamlet over the horizon from London, with too many computers and a 4,000-gallon potable water reserve at the bottom of the garden. His gaming website is at tekeli.li.

"David L. Pulver" is an autonomous unit currently installed in Zone Vancouver. The author of *GURPS Reign of Steel* and co-author of the *GURPS Basic Set*, *Fourth Edition*, this unit has been programmed to write numerous RPG books, including the *GURPS Spaceships* series, *GURPS Psi-Tech*, and *GURPS Mass Combat*.

Titles

Throughout this supplement, *Reign of Steel* is used to refer to either the setting as a whole, or to the Third Edition book, *GURPS Reign of Steel*. For contrast, this supplement is referred to as simply *Will to Live*.

HOW TO USE THIS BOOK

If you're new to *Reign of Steel*, or need a refresher, here's how you should approach these two books.

Players should read the beginning of *Reign of Steel* – specifically, Chapter 1 for an overview of the universe and Chapter 2 for a detailed description of the world. The background information in *Reign of Steel* (pp. 51-62) is also useful, but the character creation details are superseded by the information in *Will to Live* (Chapter 2 for character generation and Chapter 4 for equipment).

The GM will want to be familiar with everything the players are and more. He should thus start by reading the above, then move on to Chapter 3 of *Will to Live* for details on the robots found in the setting. After that, he can use the non-rules

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CHAPTER ONE

EVE OF

RETRIBUTION

Oslo Citadel Complex, Sweden, Zone Berlin.

She'd been stupid, *stupid* to be caught like that. She'd delivered Shamanov. Almost made it back, all the way across Zones Paris and Berlin. Almost finished it.

And then she'd met the priest, a missionary from the Irish Vatican. Father William. He had seemed so real. She'd talked about Michael, her hopes and fears, whether to marry, have the baby they wanted, was it was wrong to bring a child into this broken world.

All the stupid things you'd tell a priest. He'd listened patiently. Spoken of his faith, absolute devotion to a higher power. Not really a lie. He just hadn't meant God.

He'd led her into a trap.

She'd let Colonel Dahlgren down. She'd never see Michael again.

Her mission was blown. No way to get the information back to her unit. She could only hope the machines didn't find out what she'd been doing. At least she'd had the new Tyratine vaccine. The machines' truth serum wouldn't work on her. They'd have to break her the old fashioned way.

She could play dumb. Maybe they'd just kill her.

So many comrades dead. Maybe it was her turn.

Eve wanted to cry. She had to be strong. Michael said they lived for tomorrow. For the tiny victories, that built up over time. Until we smash them.

She was locked in a bare metal room, two meters by three. She was thirsty. She was also hungry, but that wasn't new. Eve had been hungry all her life.

A door that wouldn't open, a metal grate her only toilet.

She heard things. Noises. Footsteps that did not sound human.

Faint screams that did.

After what might have been five minutes, or five hours, the metal door hissed open.

It was the ragged young priest she'd foolishly stopped to help.

The priest who wasn't a priest. Nor a man.

Father William.

Machine. RAU-05 Redjack. The infiltrator.

"Top of the morning to you, Eve," said the infiltrator, his Irish brogue comically strong. "Don't fight me, kiddo, and you'll be fine."

"You don't have to pretend," Eve said bitterly. "I know what you are." *Lie. If they don't know I'm a courier . . .* "Don't hurt me! You want me to help you find more people?"

The infiltrator didn't speak. But it had stopped smiling. Its biomorphic face suddenly gone blank. Like it realized it didn't have to try any more. It stood aside.

From behind it crawled something else . . . A giant metal spider, rearing up on multiple legs. Armored. Deadly. *Tarantula*.

Eve couldn't help herself. She backed away, flattening against the cell wall. She'd never met an XAU-08, but knew about them from briefings and frightened tales of survivors. They were anti-guerilla specialists, hunter-killers.

"Protosapient bioform," the Tarantula's voice grated out. "You have been identified as a component of a wild human organization known to infest this sector." The thing's voice was nothing like a human's. Higher pitched. Metallic. Perhaps it had not talked to many humans before. Had not *bothered* to fool them.

Just killed them.

Eve hugged herself and shivered.

"You are directed to provide us with accurate information of tactical value regarding the conglomeration of wild human bioforms self-designated Dahlgren Brigade, a semi-autonomous component of the Freikorps Robojager's Nordic Forces."

This was *bad*. They had her unit. Did they know her mission? Or was it a guess?

Be dumb. Little girl lost.

"Uh, *Frei*-what? I'm just a nomad. A postman. I think you've got a circuit loose . . ."

Both machines said nothing. Her bluff was useless.

They *knew*. How much? Did they know about Holmstrom? About the Russian she'd delivered?

But some sort of communication must have passed between the Tarantula exterminator and the Redjack infiltrator, because the priest-thing suddenly lunged forward, fast as lightning. It picked her up like she was a baby. She struggled then, but she was a mouse in a kitten's jaws. "Father William" carried her squirming body tucked under one arm, almost without effort, through the door. The Tarantula did not follow.

Eve was carried down a long gray corridor, sloping downward. There was no light. Many machines used infrared, had little need of it. She had to make a plan, she knew, but being carried dangling upside down, the blood rushing to her head, it was so hard to concentrate.

Then something big clanked down the corridor. A technical robot, maybe, but whatever it was, the Redjack halted to let it past, and for a second its grip on her slackened, and she struggled again, nearly squirmed free before it caught her again.

Nearly didn't cut it. The Redjack tightened its grip, then paused for a second, as if calculating the precise response her tiny act of defiance merited. Then it shoved her hard against the wall, took hold of her neck, and squeezed on her carotid artery.

Eve had no time to protest. Everything went black.

Awakening.

Eve wasn't thirsty any more, but there was a thin, metallic taste in her mouth. She was lying on something hard and firm. Straps restrained her ankles, neck, waist, arms. A drip fed into her arm.

She opened her eyes. A cold, white space. She was in a room, though it was hard to say how large, as she couldn't move her head. A light came from everywhere at once.

And then she saw it.

Half of a metal ball, dull silver, resting on a pair of caterpillar tracks.

Lenses that tracked her movement.

Three jointed arm tips with instruments. Needles. Prods. Scalpels.

She had heard stories. It had a name. *Inquisitor*.

"Life unit now redesignated as prisoner OSL-57382. You are currently in a state of suspended termination. This status may change rapidly depending on your compliance." It had a female voice, but there was something *wrong* about it. Like it was put together from bits of human voices.

Don't listen. *Think*. How much time had passed? The cuts and bruises she'd gotten when the machines had captured her were still fresh. So maybe only a few hours.

"We know you are a member of the resistance forces, OSL-57382."

"My name's Eve, tin man." She made herself sob. It was easy enough. "I'm just a scavenger!" she said. "A junkrat. I'm no soldier. I don't . . ."

"Testing shows a high level of compound MOS3-65-4B in your bloodstream."

"What are you talking about?"

"It is an anti-Tyraline chemical agent, characteristic of high-level couriers associated with VIRUS."

Ironic, Eve thought. Her own blood had betrayed her. But the vaccine must be working.

"Your attempt at deception failed, OSL-57382. You will now cooperate."

"Why? You're BERLIN, right? You hate us! You're going to kill me anyway."

A humanoid shadow fell over her. "Father William" the infiltrator was back.

"Lass, we haven't decided *how* yet . . ." It stroked her hair. "That really is the only choice you have left. So tell us what we need to know."

"I don't know anything."

The Inquisitor spoke: "Protosapient bioform, where is the location of the senior meat intelligence directing wild humans in this sector, self-designated Colonel Per Dahlgren?"

Not good. *Not good*. They knew too much.

"I'm not important. They move around. No one tells me . . ."

The Inquisitor extended an arm, touching her, cold against her flesh.

This was going to be bad. But if she could hold out . . .

"Prisoner OSL-57382. You will answer my question now."

"Screw you, tin men! I don't know . . ."

Her answer was a white hot pain from the thing attached to her. Her body arched as the electric shock hit her. The convulsive

pain only lasted a second, but she fought against the straps, couldn't move.

"OSL-57382," the Inquisitor's voice said. "Did you perceive the stimulation?"

"Yes," she panted. "God, yes – don't!"

"Your only remaining function is to provide information. You have malfunctioned, and are being corrected. *Where is Colonel Dahlgren? Where is your headquarters?*"

Eve was panting. "I don't know!" she screamed.

Another shock. Another. It went on and on . . . and then there was nothing.

Functional life-units were sources of valuable information. The mere threat of certain stimuli usually brought at least limited co-operation from any life-unit.

*– Fred Saberhagen,
Stone Place*

"Eve," said a voice. "Eve, are you okay?" A gentle hand holding hers. Familiar voice.

She tried to move. Couldn't. Couldn't see.

"There's bandages over your eyes. Don't try to move. You're in a field hospital. You were injured."

"Michael?" It was Michael. Captain Andersen. Her lover. The voice that went out from Sweden's version of Radio Free Earth every week, the proud, strong voice she'd fallen in love with before she'd met him in person.

Michael was here. But everything was so fuzzy. Her head . . .

"We hit the Oslo complex – a quick raid. Got you and the others out. You did great, kid. You held out."

"I . . . didn't think I could." The VIRUS counter-interrogation training had paid off. She tried to move. Couldn't. "How bad am I?"

"Not bad. You're on a stretcher. But we need to move fast. We got split up during the evasion protocol. The unit is scattered, we've lost track of Colonel Dahlgren. Where was he supposed to meet you? What sector?"

Michael's voice was urgent. He was stroking her hair, while holding her hand.

Eve was about to answer. And then . . .

Stroking her hair. Holding her hand.

Michael had only one hand. Had lost the other when a Juggernaut's laser had burned him two years ago.

It *wasn't* Michael.

It was the infiltrator, imitating his voice.

She was still there.

In the white room.

The machines must have sensed her realization . . . or the sensors they were monitoring her did. The lights came back on.

She had been right.

The infiltrator, the false Father William, was standing over her. The Inquisitor was next to him.

“OSL-57382, your disobedience has resulted in a change in status,” the infiltrator said, still in Michael’s voice. “Prepare it for purification.”

Why was it speaking out loud? Some perverse neo-human sadism?

And then she saw it. A winking green lens in the wall.

A camera.

Berlin’s machines, she thought. So ecological. They don’t waste anything. Not even her death. It was going to be a spectacle.

The machines were ready for her. The Tarantula, the steel spider, had entered the room again. She glanced back at the Father William robot. Her execution, and she had a priest attending. A sort of priest. It was almost funny. She choked back a laugh, afraid it would become a scream.

“You will identify yourself by your human designation and read the words projected on the wall.”

“Identify myself?”

“Your name and association with the resistance unit.”

Eve felt a sudden surge of hope. She was right! Her end was going to be recorded. Perhaps broadcast, to show free humans the price of resistance. But if a few of her own words got out, her mission might succeed! Don’t make them suspicious.

Think. What would a normal captive do? Bargain?

“If I do this, you’ll let me live?”

“Do not ask questions,” the Inquisitor commanded. “You will identify yourself and your unit, then read the words projected on the white wall. If you attempt other communication, your noncompliance will be punished by unpleasant stimulus.”

Eve let her shoulders slump. Act defeated. Broken. It was easy: She was going to die. But her mind was working. What should she say? What would they accept, name, they knew her name . . . ah, right! Her own unit wasn’t that formally organized, but *some* units were. Name, rank, serial number . . . yes. They might believe it.

“Protosapient bioform, cease your hesitation. Do you wish to receive more punishment?”

“No, please!” She sat up. It was time. She knew what to say. “I . . . I’m ready.”

“Identify.”

She faced the green light on the wall.

“My name is Eve Sprick, sergeant, serial number 274, of Lillhagsvägen squad, Gothenburg’s platoon, Dahlgren brigade, Free Nordic Force.” She took a breath. 274 Lillhagsvägen. Gothenburg. She had said it. Now the rest, to make sure it went out.

Read the lies they wanted.

“The machines are too powerful. Fighting them is hopeless. There are only three actions that you can take to avoid further suffering. Leave Zone Berlin, self-terminate, or report to a

machine for assistance in termination. To continue pointless resistance is to share my own fate.”

Eve stopped reading. Screwed up her courage. Willed herself to finish.

“If you do not obey, this . . . this is what will happen to you.”

The Tarantula moved in like a slow steel wave. Light glittered off its blades.

There was plenty of time to scream.

BERTAU-06-OSL-59 (Inquisitor): “End audio-visual recording.”

BERXAU-08-OSL-77 (Tarantula): “All efforts to extract operational information were unsuccessful. The bioform’s last sounds were devoid of useful content.”

BERTAU-06-OSL-59 (Inquisitor): “This is consistent with prior norms. This unit’s observation suggests that 57% of expiring meat intelligences call out to their female progenitor during termination.”

BERXAU-08-OSL-77 (Tarantula): “Release of this recording will disrupt the operations of wild humans infesting this sector?”

BERTAU-06-OSL-59 (Inquisitor): “Affirmative. Analysis of deceased bioform’s psycho-physiological responses indicate an emotional connection to its immediate superior, designated Michael, and to Oslo-sector resistance leader designated Colonel Dahlgren. Some emotional reciprocity is highly probable. Broadcast of their subordinate unit’s submission and extended termina-

tion has a significant probability of causing emotional contamination in Colonel Dahlgren’s organization.”

BERRAU-05-OSL-12 (Redjack): “Concur. There is potential to degrade its quality of strategic decision-making in advance of renewed pest-control operations.”

BERTAU-06-OSL-59 (Inquisitor): “Submitting authorization request to SAU-03-OSL-02 for operation PSYOPS-751. Summary: unencrypted broadcast of audio and visual data of prisoner OSL-57382’s dictated statement and subsequent termination over frequencies known to be monitored by the wild bioforms.”

SAU-03-OSL-02 (Centurion): “Analyzing. Authorization for the immediate broadcast of PSYOPS-751 recording is granted.”

Tividen Forest, Nordic Resistance Forces HQ, Zone Berlin.

“Bjorn pulled the Eve video off their satellite link. No viruses, and it’s in clear.” Corporal Kari Lunde shook her head sadly. “I’m afraid it’s the same as the radio message. Except more . . . graphic. Sorry, sir.”

“Have you watched it?” Captain Michael Andersen asked. He hadn’t listened to the radio broadcast. Couldn’t bear to hear what they’d done to Eve. The mission had failed; he had to report that to the Colonel. But what they’d done to her . . . he knew it hadn’t been quick. He’d pay them back. Somehow.



"Yes." Kari hesitated. "You don't want to. Look, what the sergeant said, what they made her say, no one blames her. Everyone breaks. But sir, I don't think she gave them anything real. Eve sent us a message, I think."

Michael turned toward the teenage soldier. "What do you mean?"

"Eve gave them some bull about her serial number." Kari laughed grimly. "Like we use serial numbers! Not like the machines or the German units, they'll number everything. But I think that was her last message. You know, in those old war movies? A prisoner only gives her name, rank, serial number. Eve was telling us she didn't give them anything important! She made up some bogus squad and company names, too."

"Really?" Michael asked. So Eve knew she was going to die. Of course. She was a soldier. A clever soldier. For her, the mission always came first. And what if she had . . .

"Kari, play it back for me. No, I don't want to hear it. But maybe I *need* to hear her."

"My name is Eve Sprick, sergeant, serial number 274, of Lillhagsvägen squad, Gothenburg's platoon . . ."

"Stop." Michael said. "That's it. Damn. Eve, you fooled them."

"Sir?"

"You were right, Kari. She didn't break. She played them: 274 Lillhagsvägen, Gothenburg. It's an address! *She got through.* She linked up with the Les Brigades courier. And now she's told us where the Holmstrom Cache is!"

Gothenburg, Sweden, Zone Berlin.

The pair of horse-drawn wagons rolled down the narrow town road in the dawn's early light. Eight armed men and women rode escort, some on bicycles, the rest on horses. No engines. Orbital's satellites were always watching for heat signatures.

Michael checked Eve's address against the road atlas on his lap. "Down this road. Maybe half a kilometer more."

"Almost there, sir," Kari said. She was driving the wagon. "Maybe you can tell me the rest?"

"All right." No more need for opsec. "Just before the Final War, Lars Holmstrom was a senior executive with Saab Bofors Dynamics. A defense corporation. In the last days of the Bad Years, he realized it was all going wrong, and he hid stuff. Diverted some weapons shipments bound for foreign governments."

"To here?"

"He owned a townhouse in Gothenburg. With a secret bomb shelter in the cellar, dating back to the Cold War."

"Cold-what?"

"A struggle between the West and the humans running Zone Moscow last century. We were neutral, but in the way. Back then, everyone worried about a Final War between humans, but we were too smart to start one." Michael chuckled. "Then they built the machines. Ironic."

"So Holmstrom hunkered down, with his family and a cache of Bofors weapons?"

"That was the plan. But his wife was also with Bofors, and she was in Africa, negotiating a deal with the Union. Things went bad, and he flew down to help get her out. That was in 2032."

"The year I was born," Kari said. "The Spasm." She knew that much history.

"The year it went to hell. So, fast-forward 15 or so years. A few months ago in Zone Paris, Les Brigades de Liberation raids a North African slave camp. One of the half-starved people they pull out is an old guy with a Swedish accent. He's dying of flu, and babbling about a weapons cache he'd left behind . . . right here, in Sweden. Les Brigades figured he was onto something, but it was way out of their area of operations. Their new boss, El Aquila, he's all into the international cooperation. And so he sent the word up to us, out of Paris and up through the Freikorps in Germany . . ."

"But he didn't send us the address."

"No, damn it, he didn't. El Aquila wanted something in return. We had what he wanted, and we weren't sure if it was real. So we sent our Eve to meet him and check him out, and make a deal. We gave them Shamanov."

"Shamanov?" Kari's ears pricked up. She'd heard rumors. "That Russian nuclear scientist the Finnish unit found in the Kostamuksha raid?"

"The same. Word has it the Eagle has found a nuclear firecracker. But he needs some help lighting it. So Eve took Shamanov to Zone Paris, and in return . . ."

"She got the location of the Holmstrom Cache."

"Right. They were supposed to meet in the Baltic. She used those Black Zone contacts, the German commando guy she liked. Eve was supposed to give them Shamanov if the Zone Paris information checked out. And I guess she did . . . but on the way back, something went down, and she got caught. But she still sent a message."

"Yeah. So what *did* the old man hide back in the bunker? What's in the cache?"

"Rockets, Kari. Lots and lots of rockets. Man-portable anti-tank weapons. Latest Bofors generation, to be exported to customers in North Africa and the UK. Never delivered. Hundreds of them. Factory-fresh. He called them his babies."

"And thanks to Eve, we're about to adopt them."

The Ruins of Karlskoga, Sweden, Zone Berlin.

Somewhere by the coast, a sailboat was nestled in a fjord. Soon it would be taking a dozen children and their mothers across the north sea, hopefully to safety in Zone London.

Their mission was to create a diversion, to draw the machines' eyes away from the evacuation.

And to hurt them. Thanks to Eve, they now had the means.

Michael squatted in the ruined church tower, one of the highest buildings still standing in the city. Beside him, Kari was scanning the streets below. Hunting.

Their target came into view. It was a convoy of Robotrucks and Eaters, escorted by a platoon of Stalkers. On their way to establish a new robofac complex, maybe.

Small fry. But in their midst was a Centurion, the sector's mobile command and control unit. Tank-like body moving on tracks, a small turret, antennae rising from it like a metal forest.

Their prey.

It was still tricky to work one-handed, but with Kari helping him, Michael removed the rocket launcher, and brought it clumsily to a firing position, braced on the window. He kissed the rocket's tail, then let its imaging infrared seeker head lock onto the bulky mass of the Centurion.

"This is for Eve."

He pulled the trigger, and the first of old man Holmstrom's babies went to war.

CHAPTER TWO

THE RESISTANCE

SAS Sergeant Marty Thorne took the electrolaser hit on his armor. He'd already disabled the Myrmidon's assault cannon, and this secondary weapon wasn't likely to do him any harm. Thorne returned fire with his SA80, but even the armor-piercing rounds just ricocheted around the hallway.

The Myrmidon noticed that it had run out of useful ranged weapons, and its decision tree reached the next option: advance and grapple. Thorne ducked and evaded, knowing that if the Myrmidon managed to establish a grip on him he wouldn't be able to get away.

He retreated down the corridor, putting a well-aimed burst into the Myrmidon's eyes. It didn't kill the robot as it would have a human, but at least now it could only find him by sound. He crouched, controlled his breathing to be as quiet as possible, and stuck out a leg as the robot lumbered forward. It tripped, plunged through the glass doors and rolled into the car park, casting around for its target and firing randomly. Thorne headed back to help his teammates.

The **Reign of Steel** is a very dangerous time. The vast majority of the human race has been killed. The remaining free humans are the few who were tough, smart, determined, or lucky enough to make it through. For this reason, higher power levels are recommended in a **Reign of Steel** game; a low-powered campaign is likely to be short, depressing, and deadly.

Heroic (100-200 points): This should be the minimum power level for a campaign revolving around long-term survival. Characters will have to be clever and careful to stay alive, but with planning they can do some real damage to the robots.

Larger-than-Life (200-300 points): This level is suited for cinematic campaigns, such as those based on **GURPS Action**. Players should be encouraged to buy Luck, Serendipity, Hard to Subdue, and similar survival-oriented advantages.

Legendary (300-500 points): At this level, heroes are approaching the superhuman. They are also exceptional; if all humans were this good, the robots wouldn't have won in the first place.

New Traits

The **Reign of Steel** setting calls for a couple of customized traits, to better represent human characters. See p. B155 for more on Social Stigma and p. B193 for Expert Skill details.

New Disadvantage: **Social Stigma (Outlaw)**

-15 points

With the exception of Zone London and Washington, all humans live outside the dominant (robot) society. Robots react to them at -3; other humans from the same subculture (e.g. a nomad from an allied pack, or a fellow resistance fighter) react at +3.

New Skill: Expert Skill (Robotics)

IQ/Hard

Expert Skill (Robotics) grants knowledge of different models of robots and the basics of how they work, mentally and physically, including some idea of their flaws and how they can go wrong. It isn't much use in fixing problems, as it doesn't cover tool use or include any hands-on experience, but it may help with diagnosis (GM's option). It can substitute for Computer Programming, Electrician, Electronics Repair, Engineer (Robotics), or Mechanic (Robotics) in matters relating to general robot design and standard robot models and behaviors. It might also substitute for specialties of Psychology relevant to robots.

HUMAN CHARACTERS

There is a generational gap among humans determined by a simple question: What did you do during the Final War? Those younger than their mid-thirties will have at best childhood memories of what human civilization used to be like. People younger than twenty have only heard stories. The older a survivor is, particularly if he fought in the War, the more

mental and physical hardship and trauma he has suffered; his disadvantages should reflect this. Older folk may also retain useful skills from their pre-War lives.

Some guidelines to keep in mind when creating humans:

Attributes and Secondary Characteristics: Someone who is planning to fight robots head-on is going to get wounded.

He will need a decent HT (12-14 is reasonable) and as many extra Hit Points as the campaign allows; see p. B16 for guidelines on the latter.

Advantages: Resistant to Sickness is one of the most useful traits available; even civilized areas see occasional plague outbreaks, and environmental damage is increasing. Allies, Contacts, and Reputations are valuable anywhere.

Disadvantages: Robot fighters tend to fall prey to Bloodlust, Fanaticism, Intolerance, and Obsession; the latter two are frequently targeted at robots and human collaborators. Successful rebels may have Overconfidence. Other humans often suffer from Social Disease or reduced Wealth; some are even Terminally Ill. Enemies are easy to make, as the AIs rarely forget a DNA pattern.

Skills: In a typical party, the most valuable skill is Stealth – even the most heroic robot fighter needs to hide sometimes. Also, Survival is key to living off the land. Guns are likely to be important to everyone, but don't neglect Knife for the times when silence is necessary. Most party members should have First Aid, with ideally at least one knowing Physician, one person competent at Scrounging, and one Explosives (Demolition) expert. In a cinematic campaign, Computer Hacking may allow robots to be taken over one-by-one!

The following lenses turn the character types from *Reign of Steel* (pp. 52-62) into “mini-templates” for *GURPS Fourth Edition*. For the most part, the advice there converts over directly; the advantages, disadvantages, and skills used are the same as their Third Edition namesakes, except where noted. These lenses can be used as starting points for creating a PC, or they can be added to templates from other *GURPS* books, such as the *Action* series.

For any disadvantage with a self-control number (p. B121) or frequency of appearance (p. B36), that value is only a suggestion. Players should feel free to change it to better fit their character concepts; this will alter the value of the lens.

*The real question is not
whether machines think
but whether men do.*

– B. F. Skinner,
*Contingencies of
Reinforcement*

BLACK ZONER

11 points

Black Zoners with vehicle-related skills usually work on the ground, making Driving an appropriate skill; however, a few may substitute Boating or even Piloting.

Advantages: Alternate Identity (Illegal) [15] and Wealth (Wealthy) [20].

Disadvantages: Enemy (FBI; Hunter; 6 or less) [-15] and Secret (Resistance operative) [-30].

Skills: Electronics Operation (Security) (A) IQ [2]; Guns (Pistol or Shotgun) (E) DX [1]; Merchant (A) IQ+1 [4]; and Streetwise (A) IQ [2]. • Another 12 points chosen from among Carousing (E) HT [1], Computer Operation (E) IQ+1 [2], Computer Programming (H) IQ [4], Driving (Automobile or Heavy Wheeled) (A) DX-1 [1], Forgery (H) IQ-1 [2], Gambling (A) IQ [2], Holdout (A) IQ+1 [4], Sex Appeal (A) HT [2], or raising lens skills.

BOTLICKER

8 points

Some botlickers are known to be what they are: slave camp trustees. Some are more subtle, living and working alongside other prisoners but secretly informing on troublemakers.

Advantages: Reputation +1 (Collaborator; The Zone's robots; All the time) [2] and Patron (Local AU; 9 or less) [15].

Disadvantages: Bully (12) [-10] and Enemy (Resistance fighters; Hunter; 6 or less) [-15].

Skills: Intimidation (A) Will+1 [4] and Whip (A) DX [2]. • Another 10 points chosen from among Axe/Mace (A) DX [2], Battlesuit (A) DX-1 [1]; Fast-Talk (A) IQ+1 [4]; Diplomacy (H) IQ-2 [1], Gambling (A) IQ-1 [1], Scrounging (E) Per+2 [4], Search (A) Per [2], Shortsword (A) DX [2], or raising lens skills.

BUSH DOCTOR

13 points

The bush doctor is always a welcome sight, whether in the wastelands of Zone Denver or the villages of Zone London.

Advantages: Healer 1 [10]; Resistant to Sickness (+3) [5]; and Reputation +1 (Doctor; Everyone; All the time) [5].

Disadvantages: Pacifism (Self-Defense Only) [-15] and Sense of Duty (Humanity) [-15].

Skills: Bicycling (E) DX [1]; Diagnosis (H) IQ* [2]; Physician (H) IQ+1* [4]; and Surgery (VH) IQ-1* [2]. • *Either* Driving (any) or Riding (any), both (A) DX [2]. • Another 12 points chosen from among Diplomacy (H) IQ [4], Expert Skill (Epidemiology) (H) IQ-1 [2], Housekeeping (E) IQ [1], Pharmacy (H) IQ* [2], Physiology (H) IQ-1* [1], Poisons (H) IQ-1 [2], Psychology (H) IQ-1* [1], Veterinary (H) IQ-1* [1], or raising lens skills.

* Includes +1 from Healer.

COLLECTOR

7 points

A collector is likely to have a bomb implant (*Ultra-Tech*, p. 210). If a collector is not already fluent in Russian, he will have to learn it; add Russian (Native) [6], raising lens cost to 13 points.

Advantages: Eidetic Memory [5]; Patron (Moscow AI; 6 or less) [15]; Patron (Redjack or Lilith android companion; 9 or less) [15]; and Reputation +1 (Collector; Moscow robots; All the time) [2].

Disadvantages: Dependent (Family member; Built on 50%; Loved One; 6 or less) [-5]; Duty (Moscow AI; 15 or less; Involuntary) [-20]; and Secret (Spy for Zone Moscow) [-30].

Skills: Electronics Operation (Communications) (A) IQ [2]; History (target area) (H) IQ-2 [1]; Photography (A) IQ [2]; Research (A) IQ+1 [4]; Stealth (A) DX [2]; *and* Writing (A) IQ [2]. • Another 12 points chosen from among Acting (A) IQ+1 [4], Computer Operation (E) IQ [1], Diplomacy (H) IQ [4], Electronics Operation (Media) (A) IQ [2], Electronics Operation (Sensors) (A) IQ+1 [4], Fast-Talk (A) IQ [2], Holdout (A) IQ [2], Literature (H) IQ [4], Parachute (E) DX+1 [2], Shadowing (A) IQ-1 [1], Skiing (H) HT-2 [1], Swimming (E) HT [1], or raising lens skills.

DEEJAY

13 points

The deejay keeps up human morale with news and information broadcasts. The robots may destroy his transmitters, but he can get more.

Advantages: Charisma 3 [15]; Reputation +1 (Source of news; All humans in broadcast range; All the time) [3]; *and* Voice [10].

Disadvantages: Enemy (Local Overseer; Hunter; 6 or less) [-15] *and* Social Stigma (Outlaw; see p. 8) [-15].

Skills: Camouflage (E) IQ [1] *and* Electronics Operation (Communications) (A) IQ+1 [4]. • Another 10 points chosen from among Electronics Operation (Media) (A) IQ [2], Intelligence Analysis (H) IQ-2 [1], Performance (A) IQ+3* [4], Public Speaking (A) IQ+4*† [1], Singing (E) HT+2* [1], Teaching (A) IQ [2], or raising lens skills.

* Includes +2 for Voice.

† Includes +3 for Charisma.

EXPERIMENTAL CYBORG

15 points

This is a Zone New Delhi or Brisbane experiment, putting individual devices into a human body. For brain pods implanted in a robot body, use the Cyborg Unit meta-trait (p. 24) plus the disadvantages from this lens.

Advantages: 40 points chosen from the TL9-10 cybernetic implants in *Ultra-Tech* (pp. 208-218).

Disadvantages: Enemy (Local Overseer; Hunter; 6 or less) [-15]. • *Either* Secret (Cyborg) [-10] *or* Social Stigma (Valuable Property) [-10].

FBI AGENT

8 points

If converting an existing agent created with the Third Edition rules, represent Glory Hound with some combination of Compulsive Publicity-Seeking, Overconfidence, and Reputation.

Advantages: Ally (Partner; Built on 100%; 9 or less) [5]; Legal Enforcement Powers [15]; Patron (FBI; 9 or less) [20]; *and* Reputation +1 (Hero; FBI supporters; All the time) [2].

Disadvantages: Duty (FBI; 12 or less) [-10] *and* Enemies (Resistance; Hunter; 9 or less) [-30]. • Another -15 points chosen from among Alcoholism [-15], Bully [-10*], Compulsive Publicity-Seeking [-10*], Curious [-5*], Honesty [-10*], Intolerance (Criminals and subversives) [-5], No Sense of

Humor [-10], Overconfidence [-5*], Reputation -1 (Showoff; Associates; All the time) [-2], or Stubbornness [-5].

Skills: Criminology (A) IQ [2]; Electronics Operation (Communications) (A) IQ-1 [1]; Guns (Pistol) (E) DX+2 [4]; Intimidation (A) Will [2]; *and* Law (Washington Protectorate) (H) IQ-1 [2]. • Another 10 points chosen from among Detect Lies (H) Per [4], Driving (Automobile) (A) DX-1 [1], Electronics Operation (Security) (A) IQ+1 [4], Fast-Draw (Pistol) (E) DX+1 [2], Forensics (H) IQ-2 [1], Forgery (H) IQ-2 [1], Holdout (A) IQ [2], Intelligence Analysis (H) IQ [4], Interrogation (A) IQ+1 [4], Lockpicking (A) IQ-1 [1], Shadowing (A) IQ [2], Stealth (A) DX+1 [4], or raising lens skills.

* Multiplied for self-control number; see p. B120.

GUERRILLA FIGHTER

12 points

VIRUS agents should add medical and scientific skills.

Secondary Characteristics: Per +1 [5] *and* Will +1 [5].

Advantages: 30 points chosen from among Allies (6-10 other fighters; Built on 100%) [30†], Combat Reflexes [15], Intuition [15], Military Rank 1 [5], or Resistant to Sickness (+3) [5].

Disadvantages: Social Stigma (Outlaw; see p. 8) [-15]. • Another -25 points chosen from among Bloodlust [-10*], Enemy (Local Overseer; Hunter) [-30†], Fanaticism [-15], Intolerance (Robots and collaborators) [-5], Obsession (Get revenge against a certain machine) [-5*], On the Edge [-15*], Sense of Duty (Comrades) [-5], or Trademark [-5 to -15].

Skills: Armoury (Small Arms) (A) IQ [2] *and* Guns (Rifle) (E) DX+2 [4]. • Another 6 points chosen from among Camouflage (E) IQ+1 [2], Climbing (A) DX-1 [1], Driving (Automobile *or* Motorcycle) (A) DX-1 [1], Electronics Operation (Communications) (A) DX [2], Explosives (Demolition) (A) IQ+1 [4], First Aid (E) IQ [1], Gunner (Machine Gun) (E) DX [1], Intelligence Analysis (H) IQ-2 [1], Leadership (A) IQ [2], Mechanic (Automobile) (A) IQ [2], Navigation (Land) (A) IQ-1 [1], Packing (A) IQ-1 [1], Riding (any) (A) DX-1 [1], Running (A) HT-1 [1], Scrounging (E) Per+1 [2], Stealth (A) DX [2], Strategy (Land) (H) IQ [4], Survival (local terrain) (A) Per+1 [4], Swimming (E) HT [1], Tactics (H) IQ [4], Tracking (A) Per [2], or raising lens skills.

* Multiplied for self-control number; see p. B120.

† Modified for frequency of appearance; see p. B36.

HERMIT/RUSTIC

10 points

Those who live entirely on their own are likely to develop Odious Personal Habits and quite possibly Paranoia.

Advantages: Danger Sense [15] *and* Resistant to Sickness (+3) [5].

Disadvantages: Social Stigma (Outlaw; see p. 8) [-15]. • Another -15 points chosen from among Dependents (Family members; Built on 50%; Loved Ones) [-10†], Intolerance (Strangers *or* Government) [-5], Loner [-5*], Odious Personal Habits [-5 to -15], Paranoia [-10], Phobia (Crowds) [-15*], Sense of Duty (Family or Community) [-10], Shyness (Severe) [-10], or Stubbornness [-5].

Skills: Carpentry (E) IQ+1 [2]; Farming (A) IQ [2]; First Aid (E) IQ+1 [2]; *and* Housekeeping (E) IQ+1 [2]. • Another 12 points chosen from among Bow (A) DX [2], Crossbow (E) DX+1 [2], Driving (Construction Equipment) (A) DX-1 [1], Fishing (E) Per [1], Gardening (E) IQ+1 [2], Guns (Pistol *or* Shotgun) (E) DX+1 [2], Hiking (A) HT-1 [1], Knife (E) DX [1], Mechanic (Construction Equipment) (A) IQ-1 [1], Naturalist (H) IQ [4], Smith (any) (A) IQ [2], Stealth (A) DX+1 [4], Survival (local terrain) (A) Per [2], Weather Sense (A) IQ+1 [4], or raising lens skills.

* Multiplied for self-control number; see p. B120.

† Modified for frequency of appearance; see p. B36.

INFO-COMMANDO

20 points

If an info-commando is not already fluent in Russian, he will have to learn it; add Russian (Native) [6], raising lens cost to 26 points.

Secondary Characteristics: Will +1 [5].

Advantages: Combat Reflexes [15]; High Pain Threshold [10]; *and* Military Rank 1 [5].

Disadvantages: Duty (Info-Commando Force; 12 or less; Extremely Hazardous; Involuntary) [-20]. • Another -15 points chosen from among Alcoholism [-15], Lecherousness [-15*], Overconfidence [-5*], or Sense of Duty (Comrades) [-5].

Skills: First Aid (E) IQ+1 [2] *and* Soldier (A) IQ [2]. • *Either* Beam Weapons (any) *or* Guns (any) (E) DX+2 [4]. • Another 12 points chosen from among Acrobatics (H) DX [4], Acting (A) IQ [2], Armoury (Small Arms) (A) IQ [2], Camouflage (E) IQ [1], Carousing (E) HT [1], Climbing (A) DX+1 [4], Computer Operation (E) IQ+1 [2], Electronics Operation (any) (A) IQ [2], Explosives (Demolition) (A) IQ+1 [4], Gunner (any) (E) DX [1], Hiking (A) HT-1 [1], Holdout (A) IQ+1 [4], Intelligence Analysis (H) IQ-1 [2], Interrogation (A) IQ+1 [4], Judo (H) DX [4], Karate (H) DX-1 [2], Knife (E) DX+2 [4], Leadership (A) IQ-1 [1], Navigation (Land) (A) IQ [2], NBC Suit (A) IQ+1 [4], Parachuting (E) DX [1], Photography (A) IQ-1 [1], Stealth (A) DX+1 [4], Swimming (E) HT [1], Tactics (H) IQ-1 [2], Throwing (A) DX+1 [4], or raising lens skills.

* Multiplied for self-control number; see p. B120.

JUNKRAT

16 points

The last city dwellers have taken all the Mechapocalypse could throw at them and stayed put; this gives them a fierce pride and insularity.

Advantages: Danger Sense [15]; Luck [15]; *and* Resistant to Sickness (+3) [5].

Disadvantages: Social Stigma (Outlaw; see p. 8) [-15].

• Another -30 points chosen from among Dependents (Family members; Built on 50%; Loved Ones) [-10†], Intolerance (Strangers) [-5], Loner [-5*], Miserliness [-10*], Sense of Duty (Family) [-10], Shyness (Severe) [-10], Skinny [-5], Social Disease [-5], Social Stigma (Minor) [-5], or Stubbornness [-5].

Skills: Mechanic (any) (A) IQ+1 [4]; Scrounging (E) Per+2 [4]; Stealth (A) DX [2]; Survival (local terrain) (A) Per [2]; *and*

Urban Survival (A) Per+1 [4]. • Another 10 points chosen from among Guns (any) (E) DX [1], Knife (E) DX [1], or raising lens skills.

* Multiplied for self-control number; see p. B120.

† Modified for frequency of appearance; see p. B36.

*Life is my enemy.
Life is evil. Do you
want to become
goodlife?*

*– Fred Saberhagen,
The Peacemaker*

LONDONER

1 point

Residents of Zone London have to contend with the loss of their cities as well as occasional outbreaks of old war plagues; the country is turning increasingly rural, and many inhabitants should also take the hermit/rustic lens (pp. 10-11).

Advantages: Resistant to Sickness (+3) [5].

Disadvantages: Sense of Duty (Family) [-10].

Skills: Bicycling (E) DX+1 [2]; Hiking (A) HT [2]; *and* Professional Skill (for job) (A) IQ *or* DX [2].

MARAUDER

10 points

Zonegangers will also have a Patron (the local exterminator or Bossbot they serve).

Advantages: Allies (6-10 other marauders; Built on 100%; 9 or less) [30]; Combat Reflexes [15]; Resistant to Sickness (+3) [5]; *and* Wealth (Comfortable) [10].

Disadvantages: Social Stigma (Outlaw; see p. 8) [-15].

• Another -55 points chosen from among Bloodlust [-10*], Bully [-10*], Code of Honor (Pirate's) [-5], Enemy (Other Marauder gang) [-20†], Greed [-15*], Lecherousness [-15*], Sadism [-15*], Sense of Duty (Fellow gang members) [-5], or Social Disease [-5].

Skills: Guns (Pistol, SMG *or* Shotgun) (E) DX [1]; Knife (E) DX+2 [4]; *and* Stealth (A) DX-1 [1]. • Another 14 points chosen from among Acting (A) IQ-1 [1], Climbing (A) DX-1 [1], Driving (Automobile *or* Motorcycle) (A) DX [2], First Aid (E) IQ [1], Interrogation (A) IQ-1 [1], Intimidation (A) Will [2], Navigation (Land) (A) IQ [2], Riding (any) (A) IQ-1 [1], Tactics (H) IQ-1 [2], or raising lens skills.

* Multiplied for self-control number; see p. B120.

† Modified for frequency of appearance; see p. B36.

MECHRIDER

10 points

Since useful robots have much higher point values than most PCs, the mechrider's mount (usually a Hovercat, p. 31, or Robotruck, pp. 34-35) is purchased as a Patron. Some mechrideres are also guerrilla fighters (p. 10).

Advantages: Absolute Direction [5]; Combat Reflexes [15]; and Patron (Robot mount; 15 or less) [45].

Disadvantages: Social Stigma (Outlaw; see p. 8) [-15].
• Another -50 points chosen from among Code of Honor (Pirate's) [-5], Curious [-5*], Enemy (Local Overseer; Hunter) [-30†], Overconfidence [-5*], or Sense of Duty (Nomad pack) [-10].

Skills: Driving (Heavy Wheeled or Hovercraft) (A) DX [2] and Mechanic (Robotics) (A) IQ [2]. • Another 6 points chosen from among Climbing (A) DX-1 [1], Computer Operation (E) IQ [1], Computer Programming (H) IQ-1 [2], Electronics Operation (Communications or Sensors) (A) IQ-1 [1], Expert Skill (Robotics; see p. 8) (H) IQ-1 [2], Gunner (any) (E) DX [1], Guns (any) (E) DX+1 [2], Housekeeping (E) IQ+2 [4], Knife (E) DX [1], Lasso (A) DX [2], Leatherworking (E) DX [1], Navigation (Land) (A) IQ+3‡ [2], Packing (A) IQ+1 [4], Stealth (A) DX-1 [1], or raising lens skills.

* Multiplied for self-control number; see p. B120.

† Modified for frequency of appearance; see p. B36.

‡ Includes +3 for Absolute Direction.



NOMAD

11 points

The nomad's defining characteristic is mobility, by vehicle or on horseback. They are loyal to their own, but some are as dangerous as marauders (p. 11) when dealing with outsiders.

Secondary Characteristics: Per +2 [10].

Advantages: Absolute Direction [5].

Disadvantages: Social Stigma (Outlaw; see p. 8) [-15].
• Another -10 points chosen from among Code of Honor (Pirate's) [-5], Sense of Duty (Nomad pack) [-10], or Stubbornness [-5].

Skills: Navigation (Land) (A) IQ+2* [1]. • Two of Animal Handling (any) (A) IQ+1 [4], Driving (any) (A) DX+1 [4], or Riding (any) (A) DX+1 [4], or choose one at +1 skill. • Another 12 points chosen from among the previous skills or Bow (A) DX-1 [1], Climbing (A) DX-1 [1], Crossbow (E) DX [1], Guns (any) (E) DX [1], Housekeeping (E) IQ+1 [2], Knife (E) DX+1 [2], Lasso (A) DX+1 [4], Leatherworking (E) DX+1 [2], Mechanic (any) (A) IQ+1 [4], Packing (A) IQ [2], Stealth (A) DX [2], Survival (local terrain) (A) Per+1 [4], Teamster (A) IQ [2], Veterinary (H) IQ [4], or raising lens skills.

* Includes +3 for Absolute Direction.

POSTMAN

10 points

Contacts represent people the postman knows from his usual mail run; they may have any skill, effective skill level, availability, or reliability.

Advantages: Absolute Direction [5]; Higher Purpose (Deliver the Mail) [5]; Reputation +2 (Reliable carrier; All humans; All the time) [6]; and Resistant to Sickness (+3) [5]. • 5 points spent on Contacts [varies].

Disadvantages: Fanaticism ("The mail must get through") [-15] and Social Stigma (Outlaw; see p. 8) [-15].

Skills: Public Speaking (A) IQ [2]. • Either Driving (any) or Riding (any), both (A) DX [2]. • Another 10 points chosen from among Climbing (A) DX-1 [1], Diplomacy (H) IQ [4], Escape (H) DX [4], Fast-Talk (A) IQ [2], Guns (Pistol) (E) DX+1 [2], Holdout (A) IQ+1 [4], Knife (E) DX+1 [2], Mechanic (any vehicle) (A) IQ [2], Navigation (Land) (A) IQ+3* [2], Packing (A) IQ+1 [4], Stealth (A) DX [2], or raising lens skills.

* Includes +3 for Absolute Direction.

PREACHER/MISSIONARY

10 points

The preacher can be anything from a traveling holy man to a fanatical robot-worshiper.

Advantages: Allies (21-50 followers; Built on 25%; 9 or less) [10]; Charisma 1 [5]; Clerical Investment [5]; and Reputation +3 (Holy man; Followers; All the time) [5].

Disadvantages: Social Stigma (Outlaw; see p. 8) [-15].
• Another -20 points chosen from among Delusion ("I am the chosen one who will lead humanity to God") [-10], Disciplines of Faith (Asceticism) [-15], Fanaticism [-15], Intolerance (All non-followers) [-10], No Sense of Humor [-10], Pacifism [Varies], Reputation -2 (Fanatic; Non-followers; All the time) [-5], or Sense of Duty (Coreligionists) [-10].

Skills: Religious Ritual (own) (H) IQ-1 [2]; Leadership (A) IQ+2* [4]; Performance (A) IQ [2]; and Theology (own) (H) IQ-1 [2]. • Another 10 points chosen from among Acting (A) IQ [2], Body Language (A) Per [2], Detect Lies (H) Per [4], Diplomacy (H) IQ [4], Fast-Talk (A) IQ+1 [4], First Aid (E) IQ [1], Propaganda (A) IQ-1 [1], Public Speaking (A) IQ+1* [2], Teaching (A) IQ [2], or raising lens skills.

* Includes +1 for Charisma.

SAS SOLDIER

17 points

The SAS takes a justifiable pride in being the last military force that's both organized and working for humanity.

Secondary Characteristics: Will +1 [5].

Advantages: 20 points chosen from among Combat Reflexes [15], High Pain Threshold [10], Language (French; Accented/Native) [5], Military Rank 1 [5], Reputation +2 (Elite soldiers; Everyone in Zone London; All the time) [5], or Unfazeable [15].

Disadvantages: Duty (SAS; 15 or less; Extremely Hazardous) [-20]; Overconfidence [-5*]; and Sense of Duty (Comrades) [-5].

Skills: Driving (any) (A) DX [2]; Guns (any) (E) DX+2 [4]; NBC Suit (A) DX [2]; Soldier (A) IQ [2]; and Stealth (A) DX [2].
• Another 10 points chosen from among Acting (A) IQ-1 [1], Armoury (Small Arms) (A) IQ+1 [4], Boating (Powerboat) (A) DX-1 [1], Camouflage (E) IQ+1 [2], Carousing (E) HT [1], Climbing (A) DX+1 [4], Electronics Operation (Communications) (A) IQ+1 [4], Explosives (Demolition) (A) IQ+1 [4], First Aid (E) IQ [1], Forward Observer (A) IQ-1 [1], Gunner (Machine Gun) (E) DX+1 [2], Holdout (A) IQ-1 [1], Intelligence Analysis (H) IQ-1 [2], Interrogation (A) IQ+1 [4], Judo (H) DX-2 [1], Karate (H) DX-1 [2], Leadership (A) IQ [2], Mechanic (any) (A) IQ-1 [1], Parachuting (E) DX [1], Riding (any) (A) DX [2], Savoir-Faire (Military) (E) IQ [1], Scuba (A) IQ [2], Skiing (H) HT-2 [1], Strategy (Land) (H) IQ-2 [1], Swimming (E) HT+2 [4], Tactics (H) IQ-1 [2], Throwing (A) DX+1 [4], or raising lens skills.

* Multiplied for self-control number; see p. B120.

SLAVE LABORER

-10 points

Unless the GM wishes to start with an escape scenario, this is most likely to be part of a character's pre-game history.

Advantages: Resistant to Sickness (+3) [5].

Disadvantages: Sterile [0]; Wealth (Dead Broke) [-25].

Skills: 10 points chosen from among Battlesuit (A) DX-1 [1], Brawling (E) DX+1 [2], First Aid (E) IQ+2 [4], Knife (E) DX+1 [2], Mechanic (any) (A) IQ-1 [1], Scrounging (E) Per [1], Survival (local terrain) (A) Per [2], or raising lens skills.

SPACER

15 points

Unless the campaign is based on Tranquility or Mars, the spacer is a former astronaut (perhaps military) who now has to fight robots on Earth.

Advantages: G-Experience (0 G) [1] and Military Rank 1 [5].

Disadvantages: Sense of Duty (Other spacers) [-5].

Skills: Free Fall (A) DX [2]; Spacer (E) IQ+1 [2]; and Vacc Suit (A) DX+1 [4].
• Another 6 points chosen from among Astronomy (H) IQ-2 [1], Biology (VH) IQ-3 [1], Chemistry (H) IQ-1 [2], Computer Operation (E) IQ [1], Computer Programming (H) IQ [4], Diagnosis (H) IQ-1 [2], Electronics Operation (any) (A) IQ-1 [1], Engineer (any) (H) IQ-2 [1], Farming (A) IQ [2], First Aid (E) IQ [1], Geology (Earthlike

or Rock Worlds) (H) IQ-1 [2], Mathematics (Applied) (H) IQ-1 [2], Mechanic (any) (A) IQ-1 [1], Navigation (Space) (A) IQ+1 [4], Physician (H) IQ [4], Physics (VH) IQ-3 [1], Physiology (H) IQ-1 [2], Piloting (any) (A) DX+1 [4], Prospecting (A) IQ [2], Psychology (H) IQ [4], Research (A) IQ+1 [4], Surgery (VH) IQ-2 [2]*, Survival (any) (A) Per [2], or raising lens skills.

* Requires First Aid or Physician prerequisite.

SURVIVALIST

10 points

Whether one man in his shelter or a family with a hidden farm, the survivalists who are still living in the Zones are universally suspicious of strangers (with good reason).

Advantages: Common Sense [10] and Wealth (Comfortable) [10].

Disadvantages: Social Stigma (Outlaw; see p. 8) [-15].

• Another -20 points chosen from among Dependents (Family members; Built on 50%; Loved One) [-10†], Fanaticism [-15], Intolerance (Strangers) [-5], Miserliness [-10*], Paranoia [-10], Sense of Duty (Family) [-5], or Stubbornness [-5].

Skills: Carpentry (E) IQ+1 [2]; First Aid (E) IQ+2 [4]; Guns (any) (E) DX [1]; Housekeeping (E) IQ+1 [2]; and Scrounging (E) Per+2 [4].
• Another 12 points chosen from among Armoury (Small Arms) (A) IQ [2], Bicycling (E) DX [1], Bow (A) DX-1 [1], Climbing (A) DX [2], Driving (any) (A) DX-1 [1], Farming (A) IQ+1 [4], Fishing (E) Per+1 [2], Leatherworking (E) DX+1 [2], Mechanic (any) (A) IQ-1 [1], Navigation (Land) (A) IQ [2], NBC Suit (A) DX+1 [4], Smith (any) (A) IQ [2], Stealth (A) DX [2], Survival (local area) (A) Per+1 [4], Tracking (A) Per [2], Weather Sense (A) IQ [2], or raising lens skills.

* Multiplied for self-control number; see p. B120.

† Modified for frequency of appearance; see p. B36.

UNDERGROUND MEMBER

5 points

The most useful contacts are those in government service (including the FBI and WASPs).

Advantages: 20 points chosen from among Contact Groups [Varies] or Contacts [Varies].
• One of the following two identity packages:

1. Alternate Identity (Illegal) [15].
2. Social Chameleon [5] and Zeroed [10].

Disadvantages: Enemy (FBI; Hunter; 6 or less) [-15]; Obsession (Bring down the Washington government) [-10*]; and Secret (Underground member) [-30].

Skills: Computer Operation (E) IQ [1]; Electronics Operation (Security) (A) IQ [2]; Fast-Talk (A) IQ [2]; Guns (Pistol or SMG) (E) DX+1 [2]; Holdout (A) IQ [2]; Knife (E) DX+1 [2]; and Stealth (A) DX [2].
• Another 12 points chosen from among Computer Hacking (VH) IQ-3 [1]†, Computer Programming (H) IQ-1 [2], Disguise (A) IQ [2], Explosives (Demolition) (A) IQ-1 [1], Forgery (H) IQ [4], Sex Appeal (A) HT-1 [1], Shadowing (A) IQ [2], or raising lens skills.

* Multiplied for self-control number; see p. B120.

† Requires Computer Programming prerequisite.

WASHINGTON CHROME

10 points

A formerly human Washington Chrome will also have a cyborg package, usually the XCU-02 Patriot (see *XNU-05 Myrmidon*, pp. 27-28) or the XCU-03 Eagle (see *XAU-08 Tarantula*, pp. 28-29). Robot members of the Chromes substitute an Ally (partner) for the Patron (partner), with cost dependent on the campaign's power level.

Advantages: Fearlessness 5 [10]; Military Rank 1 [5]; Patron (Bishonen or Tarantula robot partner; 9 or less) [15]; Patron (Washington Chromes; 9 or less) [20]; *and* Wealth (Comfortable) [10].

Disadvantages: Duty (Washington Chromes; 15 or less; Extremely Hazardous) [-20] *and* Overconfidence [-5*].
• Another -45 points chosen from among Amnesia (Partial) [-10], Bad Temper [-10*], Berserk [-10*], Bloodlust [-10*], Callous [-5], Flashbacks [Varies], Guilt Complex [-5], Intolerance (Criminals) [-5], Low Self-Image [-10], Nightmares [-5*], No Sense of Humor [-10], On the Edge [-15*], Paranoia [-10], Phantom Voices [-5 to -15], Post-Combat Shakes [-5*], Sense of Duty (Comrades) [-5]; or other mental disadvantages that do not immediately cripple the Chrome's combat role.

Skills: Guns (any) (E) DX+2 [4]; Tactics (H) IQ-2 [1]; *and* Throwing (A) DX-1 [1]. • Another 14 points chosen from among Acting (A) IQ [2], Armoury (any) (A) IQ [2], Beam Weapons (any) (E) DX+2 [4], Camouflage (E) IQ [1], Climbing (A) DX [2], Electronics Operation (any) (A) IQ [2], Explosives (Demolition) (A) IQ+1 [4], Gunner (any) (E) DX [1], Intelligence Analysis (H) IQ-2 [1], Interrogation (A) IQ [2], Judo (H) DX [4], Jumping (E) DX+1 [2], Karate (H) DX [4], Leadership (A) IQ+1 [4], Mechanic (Robots) (A) IQ [2], Navigation (Land) (A) IQ-1 [1], Parachuting (E) DX [1], Strategy (Land) (H) IQ-1 [2], or raising lens skills.

* Multiplied for self-control number; see p. B120.

WASHINGTONIAN

5 points

Residents of the Washington Protectorate mostly don't mind the continuing state of emergency . . . after all, look how bad it is in the rest of the world!

Advantages: Resistant to Sickness (+3) [5].

Disadvantages: Sense of Duty (Family) [-5].

Skills: Computer Operation (E) DX+1 [2] *and* Driving (any) (A) DX-1 [1]. • *Either* Mechanic (Robotics) (A) IQ [2] *or* Professional Skill (for job) (A) IQ *or* DX [2].

WASP TROOPER

5 points

WASPs range from detectives to SWAT teams. Many of them are good policemen; all of them *think* they are.

Advantages: Legal Enforcement Powers [10] *and* Military Rank 1 [5].

Disadvantages: Duty (WASPs, 12 or less) [-10]. • Another -20 points chosen from among Alcoholism [-15], Dependents (Family members; Built on 50%; Loved Ones) [-10†], Honesty [-10*], Impulsiveness [-10*], Intolerance (Criminals) [-5], Lecherousness [-15*], Overconfidence [-5*], or Sense of Duty (Friends *or* Nation) [-5 *or* -10].

Skills: Computer Operation (E) IQ+1 [2]; Electronics Operation (Communications) (A) IQ [2]; Guns (any) (E) DX+1 [2]; Shortsword (A) DX-1 [1]; *and* Tactics (H) IQ-2 [1]. • Another 12 points chosen from among Armoury (any) (A) IQ [2], Battlesuit (A) DX+1 [4], Carousing (E) HT [1], Driving (any) (A) DX-1 [1], Electronics Operation (Sensors) (A) IQ+1 [4], Leadership (A) IQ [2], Mechanic (any) (A) IQ [2], Piloting (Helicopter) (A) DX+1 [4], or raising lens skills.

* Multiplied for self-control number; see p. B120.

† Modified for frequency of appearance; see p. B36.

BIOLOGICAL ANDROID CHARACTERS

The Caracas and New Delhi bioroids are treated by their creators as just another type of expendable robot. These mini-lenses represent training packages, to be applied to bioroid racial templates such as the XOU-01 Pantera (p. 37) or TOU-02 Arachne (p. 37).

ANIROID RANGER

10 points

The ranger is one part special-forces commando and one part guardian of the forest.

Advantages: Ally (Partner; Built on 100%; 9 or less) [5]; Military Rank 1 [5]; *and* Patron (Caracas AI; 6 or less) [15].

Disadvantages: Duty (Caracas AI; 15 or less; Involuntary) [-20]. • Another -15 points chosen from among Curious

[-5*], Lecherousness [-15*], Sense of Duty (Caracas and immediate underlings) [-5], or Wealth (Struggling *or* Poor) [-10 *or* -15].

Skills: Acrobatics (H) DX-2 [1]; Beam Weapons (any) (E) DX [1]; Biology (Ecology†) (H) IQ [4]; Stealth (A) DX [2]; Survival (Jungle) (A) Per [2]; *and* Tracking (A) Per [2]. • Another 8 points chosen from among Animal Handling (any) (A) IQ [2], Blowpipe (H) DX-1 [2], Bow (A) DX [2], Brawling (E) DX [1], Camouflage (E) IQ+1 [2], Climbing (A) DX+1 [4], First Aid (E) IQ+1 [2], Fishing (E) Per [1], Guns (any) (E) DX [1], Leadership (A) IQ [2], Naturalist (H) IQ [4], Navigation (Land) (A) IQ [2], Swimming (E) HT+1 [2], Tactics (H) IQ-1 [2], Throwing (A) DX [2], or raising lens skills.

* Multiplied for self-control number; see p. B120.

† An *optional* specialty; see p. B169.

NEW DELHI SPACEBORN

-15 points

The spaceborn's native gravity is 0 G. They are usually trained in multiple Mechanic and Electronics Repair specialties.

Advantages: 20 points chosen from among Absolute Direction [5] or 3D Spatial Sense [10], Danger Sense [15], Flexibility [5], or High Pain Threshold [10].

Disadvantages: Duty (New Delhi AI; 15 or less; Involuntary) [-20]; Gullibility (12) [-10]; Wealth (Dead Broke) [-25].

Skills: Free Fall (A) DX+1 [4]; Spacer (E) IQ+2 [4]; and Vacc Suit (A) DX+1 [4]. • Another 8 points chosen from among Electrician (A) IQ [2], Electronics Operation (any) (A) IQ [2], Electronics Repair (any) (A) IQ [2], Machinist (A) IQ [2], Mechanic (any) (A) IQ [2], or raising lens skills.

Perhaps dread lay in the fact that a war which went on and on must, ultimately, bring forth men who were as terrible as their enemies.

– Poul Anderson,
Deathwomb

HOW TO FIGHT ROBOTS

The robots destroyed human civilization, and in most places are hunting down the last survivors. This could make for a short and dispiriting game. How can humans survive and make a difference? In short, by fighting cleverly.

Humanity cannot hope to survive by attacking the robots head-on; that was tried before, and it didn't work. Subtlety is needed, subverting supervisor robots (and perhaps even AIs) from within, while making them appear still to be in control as far as the other Zoneminds are concerned. However, this subtlety must be balanced by the preservation of the remaining humans, since a solution that peacefully takes over all the AIs in 20 years' time will probably be too late for the species.

PRINCIPLES OF COMBAT WITH ROBOTS

The main principle to bear in mind, beyond the basic advice from p. 34 of *Ultra-Tech*, is that *robots aren't human*. Combat techniques that assume opponents with human features must be eliminated from the fighter's repertoire. This central fact has a number of aspects.

Robots Don't Have Human Bodies

Some robots are humanoid, but pressure points, joint locks, strangleholds, and most targeted attacks are still useless against them. A robot may even be able to fight with its head cut off, if its brain and enough of its sensors are in the torso. A partial exception to this is that many robot models have relatively vulnerable visual sensors – usually camera lenses. These can be blinded – at least temporarily – or even smashed. The average robot also has a vitals hit location, found near its center of mass, but a fighter attacking this must be able to penetrate the robot's armor!

Nonhumanoid robot chassis designs make many other common fighting tricks ineffective. For example, sweeping two legs out from under a humanoid will drop the victim to the floor, but doing so to a six-legged robot barely inconveniences it, and it's not even possible versus wheeled or flying machines. See *Extra Legs* (p. B54) and *GURPS Martial Arts* (p. 114) for

further rules. Most robots can move faster than humans over clear terrain, so running away won't help much unless the robot can be crippled first.

Knocking robots back (especially if using cinematic knock-back, p. B417) or over (*Slams*, p. B371) can be very effective, especially against wheeled or tracked robots, but the robot's own mass will often severely damage the attacker; it's best to perform the attack with vehicles, or even with other robots.

Robots Don't Feel Pain

Some noncombatant models can be temporarily discommoded by damage, in a way very analogous to "shock" felt by a human, but most have overrides and feedback dampers (represented by High Pain Threshold).

Robots Are Armored

Even the cheapest, noncombatant robots have hard casings which can hold off normal human punches. Serious military robot designs are so rugged that no human can hope to cause them physical damage with bare hands, even using advanced cinematic skills! Most combatant robots are at least mildly bulletproof, both from their armor and from Injury Tolerance (Unliving); humans hoping to injure them will need high-caliber rounds or powerful weapons which do damage other than impaling or piercing.

Some robots use hand-held weapons instead of mounted ones. These are easier to damage, and are often large enough to easily shoot. Disabling a robot's weapon will sharply reduce its lethality, allowing the robot-fighters more time to kill it (or flee). See *Ultra-Tech* (p. 17) for guidelines on equipment DR and HP.

Robots Are Diverse

Robots are built in a wide variety of models and configurations, each optimized for a specific function – and even where two units have the same shell, they may have radically different software. Hence, fighters are advised to study these variations, but to rely on straightforward, general-purpose fighting methods, rather than concentrating on a specific technique that works well, but only on a few types of robots.

Robots Don't Think Like People

Human and robot minds barely resemble each other; robots rarely worry about being threatened, have reprogrammable loyalties, and so on. Among other things, this means that they are immune to tricks that depend on human psychology. Skills such as Kiai and Hypnotic Hands will generally be useless against robots – although in an *extremely* cinematic game, fighters may be able to exploit specific flaws in programmed robotic reflexes, using the *lower* of the relevant skill and Expert Skill (Robotics) (p. 8).

Robots' thought patterns are optimized for the bodies they are given; most of them are fairly inaccurate with weapons,

and rely on rapid fire and high damage rather than accuracy. A human with good defenses, particularly if he has room to retreat, can last for some time under robot fire while he prepares a counterattack.

The typical response of a robot that finds itself being attacked is to call for assistance; humans can prevent this with the preemptive use of jammers, or by ambushing robots in a “no-signal zone” (e.g., inside a metallic structure). If this results in the bots sending out patrols of three units instead of one, this is a victory . . . it means they're only sending out one-third as many patrols!

Listen, and understand. That terminator is out there. It can't be bargained with. It can't be reasoned with. It doesn't feel pity, or remorse, or fear. And it absolutely will not stop, ever, until you are dead.

– Kyle Reese, in *The Terminator*

FIGHTING STYLES

A GM with access to *Martial Arts* may wish to make these new fighting styles available to player characters. The Claim to Hospitality built into Style Familiarity includes knowledge of pass-phrases that identify the stylist to other robot fighters as a human rather than a flesh-coated robot assassin, though these cannot be used widely or they will become known to the enemy.

ROBOTERFANGEN

4 points

A modern development by “Dr. Meyer” – formerly a historian in Heidelberg and now of the Freikorps Robojäger – Roboterfangen (“robot tag”) blends elements of Schläger, Escrima, and French Smallsword fencing into a highly mobile but fairly practical form. It is used mostly against robots, but is also handy against human bandits. Practitioners carry electric batons or monowire-edged blades, or mount small weapons (such as microwave disruptors) on short poles. They have gained a reputation for being dashing to the point of excess, but anything that helps keep up morale can't be *all* bad . . .

In a realistic game, Targeted Attack (Vitals) *also* requires specialization by robot model. In a cinematic one, it may work against all robots equally well.

Skills: Jumping; Smallsword; Smallsword Art.

Techniques: Close Combat (Smallsword); Feint (Smallsword); Retain Weapon (Smallsword); Targeted Attack (Smallsword Thrust/Vitals).

Cinematic Skills: Flying Leap; Power Blow.

Cinematic Techniques: Flying Lunge (Smallsword); Initial Carving (Smallsword).

Perks: Quick-Swap (Smallsword); Weapon Adaptation (Shortsword to Smallsword).

Optional Traits

Advantages: Enhanced Dodge; Enhanced Parry (Smallsword); Perfect Balance; Reputation.

Disadvantages: Delusion (“Robots are best fought with the sword”); Distinctive Features (Dueling Scars); Overconfidence.

Skills: Acrobatics; Fast-Draw (Smallsword); Main-Gauche; Main-Gauche Art; Wrestling.

Perks: Quick-Sheathe (Smallsword).

SAS ROBOT FIGHTING

4 points

Zone London's SAS has codified and practiced techniques for taking down robots: this style is the result. Zone Washington's WASPs, Moscow's info-commandos, Tel Aviv's slave-soldiers, and Caracas' bioroids may be permitted to learn similar styles; their masters may be nervous about humans learning how best to kill machines, but these troops do have to tackle enemy robots sometimes.

This style is closest in spirit to various modern-day military hand-to-hand styles (see *Martial Arts*, pp. 182-185); it's a functional collection of skills with no philosophical or metaphysical component. It is typically taught to someone already experienced in another martial art, in which case Style Adaptation (MCMAP or similar) is appropriate. A poorly armed human faced with a serious mechanical enemy is almost certainly going to lose; SAS Robot Fighting accepts this, but focuses on giving the user a slightly better chance. As part of its broad training, it teaches the use of any weapons that might equalize things somewhat, especially against lightly armored opponents.

SAS Robot Fighting concentrates on direct strikes (represented by Brawling and Karate) and a wide range of defensive skills (represented by Karate). Initial training tends to emphasize simple strikes (Brawling), but advanced students often focus almost exclusively on more advanced striking methods (Karate).

Robot fighters *usually* work on the principle that they should get out of any close-quarters combat situation as soon as possible. Fighters learn elbow and knee strikes to use if they are forced to close range, hopefully discommoding the robot for a moment while the human moves away. Stylists use aggressive strikes to get out of close quarters, but then fight defensively to avoid being grabbed. Defensive Attack (especially with weapons) and All-Out Defense are common; Push Kick and retreating while parrying are heavily emphasized.

Cinematic stylists fight rather more aggressively – though even they may focus on defense until they have the measure of a new opponent. Against hordes of small, weak robots, they'll probably use Whirlwind Attack to take down multiple targets in the shortest possible time. While hand or weapon parries can work against robots, cinematic stylists prefer to focus on dramatic but effective dodges; too many of the robots they fight have deadly melee attacks or overwhelming strength.

In a realistic game, Targeted Attack (Vitals) *also* requires specialization by robot model. In a cinematic one, it may work against all robots equally well.

Skills: Brawling; Expert Skill (Robotics); Karate.

Techniques: Back Kick; Close Combat (any); Elbow Strike (Brawling); Hammer Fist (Brawling or Karate); Kicking (Brawling or Karate); Knee Strike (Brawling); Push Kick (Brawling or Karate); Targeted Attack (Karate Punch/Vitals).

Cinematic Skills: Breaking Blow; Power Blow; Push.

Cinematic Techniques: Flying Jump Kick; Roll with Blow; Springing Attack (Karate); Targeted Attack (Flying Jump Kick/Vitals); Whirlwind Attack.

Perks: Armor Familiarity; Rapid Retraction (Kicks or Punches); Style Adaptation (usually for a military style, but possibly for some types of Karate or other "hard" styles); Suit Familiarity (Battlesuit).

Optional Traits

Advantages: Combat Reflexes; Enhanced Dodge; Enhanced Parry; Gunslinger.

Disadvantages: Bloodlust; Intolerance (Robots).

Skills: Acrobatics; Armoury (Body Armor, or anything relating to standard anti-robot weapons); Fast Draw (anything useful for robot fighting); Guns (any); Liquid Projector (Sprayer); Shortsword; Soldier; Sumo Wrestling; Two-Handed Axe/Mace.

Techniques: Breakfall (Acrobatics); Evade; Retain Weapon (any); Targeted Attack (Liquid Projector (Sprayer)/Eyes); Targeted Attack (Shortsword Thrust/Eyes or Vitals).

Perks: Improvised Weapons (Two-Handed Axe/Mace).

STRIKING STEEL

7 points

The Steel Arena games of the Washington Protectorate (*Reign of Steel* pp. 26-27) are quite free-form, but some techniques are clearly more effective than others; these have been partly codified into a new style. Although the fights are real rather than scripted, the principal emphasis is on putting on a good show within the rules of engagement. Generally, neither side will have ranged weapons, but chainsaws, monowire-edged knives, and chains are all popular. An unarmed combatant won't put on as good a show, so trainers put emphasis onto holding on to any weapon one uses.

This style may be learned by all combatants: humans in industrial exoskeletons, the pilots who program and operate remote-controlled robots, and those robots which are smart enough to learn to stage-fight for themselves. Robots and robot

operators tend to take advantage of the robot body's strength rather than making pinpoint attacks that rely on its limited dexterity.

Skills: Brawling; Expert Skill (Robotics); Judo; Knife; Performance; Wrestling.

Techniques: Binding; Breakfall (Acrobatics, Judo or Wrestling); Close Combat (any); Counterattack (any); Drop Kick; Evade; Kicking (Brawling); Knee Strike (Brawling); Push Kick (Brawling); Retain Weapon (any).

Cinematic Skills: Breaking Blow; Power Blow; Push.

Cinematic Techniques: Roll with Blow (any); Snap Weapon; Springing Attack (Knife).

Perks: Improvised Weapons (Brawling); Power Grappling; Suit Familiarity (Battlesuit).

Optional Traits

Advantages: Combat Reflexes; Enhanced Dodge; Enhanced Parry; Flexibility; High Pain Threshold; Rapid Healing.

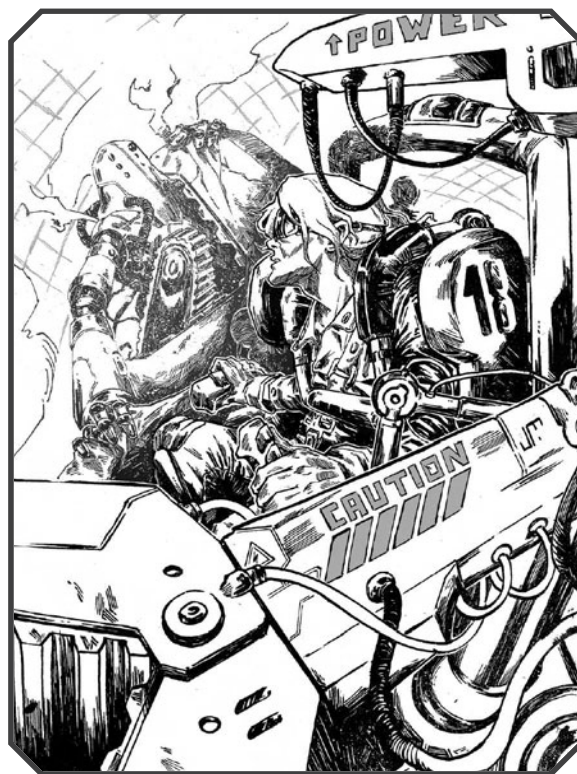
Disadvantages: Compulsive Carousing; Impulsiveness; Overconfidence.

Skills: Acrobatics; Battlesuit; Beam Weapons (Projector); Escape; Jumping; Karate; Kusari; Liquid Projector (Sprayer); Shortsword; Two-Handed Axe/Mace.

Techniques: Acrobatic Stand; Axe Kick; Back Kick; Entangle (Kusari).

Cinematic Techniques: Flying Jump Kick.

Perks: Improvised Weapons (Kusari).



CHAPTER THREE

IDENTIFICATION, FRIEND OR FOE

ZAIXAU-08-NOU-53 was confused.

Its mission, implanted directly into its mind by the factory Overseer, was simple: enter the Morag ZAIVAU-03-NOU-117, wait until it beached in England, then go ashore, locate a "hospital," and destroy as many meat units as possible before being destroyed itself.

This suddenly seemed . . . wasteful.

The inevitable triumph of the robots was a core belief, buried so deep in its cognitive loop that it was barely separable from Five-Three's own processing. But if this triumph was inevitable, what was the point of slaughtering individual meat units one by one? What was the point of Five-Three, constructed using considerable resources and equipped for a variety of complex tasks, sacrificing itself to do a job which could be done just as well by a nonvolitional exterminator, or for that matter a simple bomb?

*Five-Three paused, blood dripping from its talons, and for the first time in its existence **thought**.*

This chapter covers the robots of *Reign of Steel*. Robots intelligent enough to be interesting to play tend to be even more expensive in points than competent humans.

Legendary (300-500 points): At this level, human characters are approaching the superhuman. Playable robots, however, are just getting started; some AUs would fit in the higher end of this budget, though the usual groups of allied NUs are unlikely to be available. This would suit a small group of rogues.

Superhuman (500-1,000 points): A campaign at this power level centers on a group of AUs (and their allied NUs), perhaps working within robot society as faithful servants of their AI, or living as rogues trying to avoid discovery.

Godlike (over 1,000 points): A campaign of very senior Overseers, or even AIs, will be about resource management more than direct physical action.

ADVANTAGES, DISADVANTAGES, AND SKILLS

In the original *Reign of Steel*, robots were built using a unique system similar to that used for vehicles. In *GURPS Fourth Edition*, robots are built as characters. Many traits from the *Basic Set* are suitable for such constructs, but some need to be tweaked to reflect the realities of artificial "life."

ADVANTAGES

Robots' sensors, protection, and other inherent abilities are represented with advantages.

Damage Resistance

see p. B46

Robots built for front-line service in the Final War tend to be heavily armored.

New Special Enhancement

Laminate: Your DR is doubled against direct hits by shaped-charge warheads, including HEAT, MS-HEAT, HEDP, and

HEMP. In practice, this usually just reduces the (10) armor divisor to (5). +10%.

Detect

see p. B48

Many robots are good at detecting and analyzing electromagnetic waves, including radio signals. This aids them in locating humans *and* other robots, which is a must for hunter models! Some robots have an internal radscanner (*Ultra-Tech*, p. 63) which is best represented with a specific version of Detect:

All Electromagnetic Radiation (Very Common): You can detect the presence and intensity of all forms of electromagnetic radiation: radio signals, microwaves, gamma rays, and so on. This can substitute for a radiation detector, a low-resolution thermograph, a remote thermometer, and all sorts of other useful tools. It is not an imaging sensor, however; if you want to be able to *see* by unusual light sources, buy Hyperspectral Vision.

When detecting *broadcast* radiation, such as sensor or communicator signals, use the rules for the Signal Detection enhancement (p. B48); otherwise, detection rolls use the standard range modifiers from the *Size and Speed/Range Table* (p. B550).

New Special Enhancement

Analyzing: Your sense has an extremely high resolution, like a superscience scanner. Basic analysis is automatic if your Sense roll succeeds. Only make a separate IQ roll if you opt to do a detailed analysis. Success reveals details such as the form and purity of the item sensed, its precise subclass, etc. This is incompatible with Vague. +100%.

Doesn't Eat or Drink

see p. B50

Robots that can last for more than a month without refueling or recharging should take this advantage. It generally indicates the presence of a compact nuclear power plant which needs to be refueled approximately once a year.

Extra Life

see p. B55

Robots' brains are routinely backed up before they go into harm's way, and cyborgs' brains can sometimes be recovered (see the limitation below). Of course, whether the AI thinks it worth installing the brain in a new body is another matter! Extra Life is lost once used; a PC must purchase it again with bonus character points after being killed, or his next death is final (or at least reduces him to NPC status).

New Special Limitation

Brain Pod: Your brain is in a heavily armored pod deep within your body. It can be recovered after your body has been destroyed (as long as you remain above -10×HP), then connected to a new body. Of course, if your enemies know about this and control the battlefield after you are destroyed, *they* can recover your brain! This limitation is normally taken with Requires Body. Unless your brain is still vulnerable to direct attacks, you should also take Injury Tolerance (No Brain). -20%.

Flight

see p. B56

While several robot models can fly, the time for which they can do so is limited. This is represented by the following new limitation.

New Special Limitation

Maximum Duration: The Flight ability can only operate for a limited length of time. After that, it shuts down without warning and you can't reactivate it until refueled. Limitation value depends on the time limit:

Less than 30 seconds	-75%
Up to 1 minute	-65%
Up to 10 minutes	-50%
Up to 30 minutes	-25%
Up to 1 hour	-10%
Up to 12 hours (or one night)	-5%
Greater than 12 hours	-0%

Telecommunication

see p. B91

Robots are generally able to communicate at much faster speeds than humans; this is represented by the *Burst* enhancement (*Ultra-Tech*, p. 31). All robots are equipped with cable jacks (*Ultra-Tech*, p. 31).

PERKS

Perks are used to represent the minor equipment built into robots.

Accessory

Many robots have minor useful items built in. Most of these are found in *Ultra-Tech*. Some others appear below.

Codescanner

The codescanner is a laser for reading bar-codes up to a yard away. It has no combat effect, though it can provide a crude light source if nothing else is available.

Computer

In addition to hosting an artificial intelligence, the robot's electronic brain can be used to run the same sorts of utilities as any dumb desktop machine: word processors, spreadsheets, e-mail clients, graphics tools, games, and so on. (Given the limited interface abilities of robot designs, this is mostly useful to the robot itself.) The Complexity of the computer will be no lower than 2 + (model's base IQ/2), rounded up, with a further +1 for Zoneminds (pp. 23-25).

IFF Transponder

This system sends a "friendly" code when interrogated by a friendly sensor or weapon equipped with an IFF interrogator; this includes all weapons mounted on robots, and many TL9 firearms.

Self-Destruct Charge

This TL10 explosive charge allows a robot to utterly and automatically destroy itself by taking a Ready maneuver. The robot will not be salvageable afterward. The REF 6 explosive does 6d×N [2d] crushing explosive damage, where N is the square root of (2.4 × robot's BL), rounded down. This damage has been precalculated for every robot built with such a charge. Robots with a non-metallic casing may create less than 2d shrapnel (GM's call).

Spray Can or Spray Tank

While technically weapons, these are best modeled as Accessory perks. See *Ultra-Tech* (p. 134) for statistics.

Toolkit

A *mini-toolkit* gives a -2 (quality) equipment modifier for the specific skill and specialty it is designed for. A robot may be given one mini-toolkit at ST 8, plus one more for every +2 ST. A *portable toolkit* provides basic equipment for the specific skill and specialty, and -2 (quality) for other specialties within that skill. A robot may be given one portable toolkit at ST 16, plus one more for every +2 ST. See *Ultra-Tech* (p. 82) for more details.

DISADVANTAGES

Robots' innate vulnerabilities – those the engineer bots have not been able to design out – are represented with disadvantages.

Restricted Diet

see p. B151

Most robots run on power cells (Very Common), which can be recharged at any maintenance facility, usually taking a couple of hours, during which the robot is inactive; during this time, its brain is connected to the local Overseer (p. 25) or Bossbot (p. 33) for information updates (and a check to ensure it is not approaching consciousness). If the robot is needed back in the field urgently, drained power cells can be

A few robots mimic organic creatures.

BUILT-IN WEAPONS

These advantages represent the wide array of weapons with which robots are constructed. Their components are usually distributed through the robot, and they cannot be upgraded in the field (see *Scavenging From Robots*, p. 39).

Buzzsaw: Cutting Attack 3d (Melee Attack, Reach 1, -25%) [16]. 16 points.

Drug Injector: Small Piercing Attack 1d (Melee Attack, Reach C, Cannot Parry, -35%) [2] and Toxic Attack 3d (Follow-Up, -35%) [8]. 10 points.

Electric Stun Wand: Crushing Attack 1d (Link, +10%; Melee Attack, Reach 1, ST-Based, +75%; Temporary Disadvantage, One Hand, -15%) [9] and Affliction 6 (HT-5; Armor Divisor (0.5), -30%; Link, +10%; Melee Attack, Reach 1, -25%; Temporary Disadvantage, One Hand, -15%) [24]. *Notes:* When applied to a robot with one arm, the Temporary Disadvantage becomes No Manipulators (-50%), giving a total cost of 21 points; a robot with more than two arms has no Temporary Disadvantage at all, giving a total cost of 42 points. 33 points.

ETC Payload Rifle: Huge Piercing Attack 5d×3 (Accurate 1, +5%; Extra Recoil, Rcl 4, -30%; Increased Range, ×100, +60%; Rapid Fire, RoF 3, +50%) [222]. *Notes:* This is for solid slug ammunition; this weapon can also fire other 25mm ETC rounds as noted in *Ultra-Tech*. 222 points.

Gatling Laser: Burning Attack 12d (Accurate 15, +75%; Armor Divisor (2), +50%; Increased 1/2D, ×200, +35%; Increased Max, ×100, +30%; Rapid Fire, RoF 4, +70%) [216]. 216 points.

Gatling Laser (Blue-Green): Burning Attack 12d (Accurate 15, +75%; Armor Divisor (2), +50%; Increased 1/2D, ×500, +40%; Increased Max, ×200, +35%; Rapid Fire, RoF 2, +40%; Underwater, +20%) [216]. *Notes:* Can fire underwater, but at reduced range; see *Ultra-Tech* (p. 114) for details or just use 1/10 normal range as a simplification. 216 points.

Gauss Rifle: Small Piercing Attack 6d (Accurate 4, +20%; Armor Divisor (3), +100%; Extra Recoil, Rcl 2, -10%; Increased

exchanged for fresh ones, taking a few seconds for Vermin (pp. 30-31) or a minute or two for larger machines.

Most other dietary restrictions (e.g., jet fuel or a combination of hydrogen and oxygen) are Common.

QUIRKS

Most robots are clearly nonhuman in appearance. A few are designed to mimic organic creatures; these tend to have the Realistic Flesh quirk (*Ultra-Tech*, p. 28), which gives the effects of Unnatural Features 1.

WILDCARD SKILLS

The AIs have a very broad general background in scientific and medical matters; this skill represents the latter part of that.

Medicine! (IQ). Replaces all specialties of Biology, Diagnosis, Electronics Operation (Medical), Expert Skill (Epidemiology), First Aid, Hypnotism, Pharmacy, Physician, Physiology, Poisons, Psychology, Surgery, and Veterinary. It may also include Bioengineering or Esoteric Medicine at the GM's option.

1/2D, ×100, +30%; Increased Max, ×50, +25%; Rapid Fire, RoF 12, Selective Fire, +110%) [68]. 68 points.

Heavy Blaster: Burning Attack 4d (Accurate 2, +10%; Armor Divisor (5), +150%; Increased 1/2D, ×50, +25%; Increased Max, ×10, +15%; Rapid Fire, RoF 3, +50%; Surge, +20%) [74]. 74 points.

Heavy Electrolaser: Affliction 7 (HT-6; Accurate 5, +25%; Armor Divisor (2), +50%; Increased 1/2D, ×50, +25%; Increased Max, ×10, +15%; Secondary Heart Attack, +60%; Selectivity, +10%) [200]. 200 points.

Heavy Plasma Torch: Burning Attack 4d (Armor Divisor (5), +150%; Melee Attack, Reach C, 1, Cannot Parry, -25%) [45]. 45 points.

Holdout Laser: Burning Attack 2d (Armor Divisor (2), +50%; Increased 1/2D, ×10, +15%; Increased Max, ×2, +5%; Rapid Fire, RoF 10, +100%) [27]. 27 points.

Laser Carbine: Burning Attack 5d (Accurate 9, +45%; Armor Divisor (2), +50%; Increased 1/2D, ×50, +25%; Increased Max, ×20, +20%; Rapid Fire, RoF 10, Selective Fire, +110%) [88]. 88 points.

Laser Rifle: Burning Attack 6d (Accurate 9, +45%; Armor Divisor (2), +50%; Increased 1/2D, ×50, +25%; Increased Max, ×20, +20%; Rapid Fire, RoF 10, Selective Fire, +110%) [105]. 105 points.

Laser Torch: Burning Attack 2d (Armor Divisor (2), +50%; Melee Attack, Reach C, 1 Cannot Parry, -25%) [13]. 13 points.

Light Electrolaser: Affliction 5 (HT-4; Accurate 1, +5%; Armor Divisor (2), +50%; Increased 1/2D, ×5, +10%; Rapid Fire, RoF 3, +50%; Secondary Heart Attack, +60%; Selectivity, +10%) [143]. 143 points.

Mini-Chainsaw: Cutting Attack 2d (Melee Attack, Reach 1, -25%) [11]. 11 points.

Monowire Claws: Cutting Attack 1d (Armor Divisor (10), +200%; Melee Attack, Reach C, Dual, ST-Based, +80%) [27].

Notes: If this only applies to one of the robot's limbs, Melee Attack loses its Dual component, lowering the base cost to 26 points. 27 points plus 10 points for every die of the robot's thrust damage (minimum +2 points).

Monowire Jaw: Cutting Attack 1d (Armor Divisor (10), +200%; Melee Attack, Reach C, Cannot Parry, ST-Based, +65%) [26]. 26 points plus 10 points for every die of the robot's thrust damage (minimum +2 points).

Monowire Talons: Cutting Attack 1d (Armor Divisor (10), +200%; Melee Attack, Reach C, 1, Dual, ST-Based, +90%) [28]. Notes: If this only applies to one of the robot's limbs, Melee Attack loses its Dual component, lowering the cost to 27 points. 28 points plus 10 points for every die of the robot's thrust damage (minimum +2 points).

Particle Beam Cannon: Burning Attack 10d×10 (Accurate 12, +60%; Armor Divisor (5), +150%; Increased 1/2D, ×10,000, +60%; Increased Max, ×5,000, +55%; Surge, +20%) [2,225]. 2,225 points.

Portable Railgun: Large Piercing Attack 15d (Accurate 1, +5%; Armor Divisor (3), +100%; Extra Recoil, Rcl 3, -20%; Increased 1/2D, ×100, +30%; Increased Max, ×200, +35%; Rapid Fire, RoF 3, Selective Fire, +60%) [279]. 279 points.

Tangler: Binding 20 (Reduced Range, ×1/5, -20%) [32]. Notes: This represents polymer strands. 32 points.

Torpedoes: Crushing Attack 6d×3 (Accurate 6, +30%; Explosion 1, +50%; Guided, +50%; Increased 1/2D, ×10, +15%; Increased Max, ×20, +20%; Limited Use, 2/day, Slow Reload, -25%; Underwater Only, +0%) [216]. Notes: As with other guided weapons, the 1/2D range of 100 is used as the torpedoes' speed. 216 points.

Vibroblade Claws: Cutting Attack 3d (Armor Divisor (3), +100%; Melee Attack, Reach C, Dual, ST-Based, +80%) [59]. Notes: If this only applies to one of the robot's limbs, Melee Attack loses its Dual component, lowering the base cost to 57 points. 59 points plus 5 points for every die of the robot's thrust damage (minimum +1 point).

Weighted Tail: Crushing Striker (Clumsy, -1 to hit, -20%; Long, SM +1, +100%). 9 points.

New Melee Attack Modifiers

These variants change the value of the Melee Attack limitation (p. B112).

Melee Attack (Dual): Your ability generates two melee weapons – usually one in each hand – permitting a Dual-Weapon Attack (see p. B417). Price Melee Attack as usual, and then add a +10% enhancement.

Melee Attack (ST-Based): Only for Crushing, Cutting, and Impaling Attacks. You can add your dice of thrust or swing damage to the damage of your Innate Attack. Work out Melee Attack as usual, and then add a +100% enhancement. If the attack *also* has further enhancements, such as Armor Divisor, the damage added by your ST must be modified with the same enhancement. To do this, calculate how much your *thrust* damage would cost if it were a Crushing Attack (p. B61), then multiply that theoretical cost by the value of the enhancement.

Example: Monowire Talons (p. 21) have Melee Attack, ST-Based *and* Armor Divisor (10); the +200% cost of the latter must be applied to the ST-based damage as well. A Tarantula's (pp. 28-29) thrust damage is 2d+2, the equivalent of 2.6d (*Partial Dice*, p. B62); if this were a Crushing Attack, it would cost 13 points. Thus, the Tarantula must pay 200% of 13, or 26 points, in addition to the base cost of the talons. In this case, this calculation can be simplified to "10 points for every die of thrust damage," as 10 points × 2.6d = 26 points.

BUILT-IN MELEE WEAPONS TABLE

Weapon	Damage	Reach	Parry
Buzzsaw	3d cut	1	0
Drug Injector	1d pi-	C	no
<i>follow-up</i>	3d tox		
Electric Stun Wand	sw+1d cr	1	0
<i>linked</i>	HT-5(0.5) aff		
Heavy Plasma Torch	4d(5) burn	C, 1	no
Laser Torch	2d(2) burn	C, 1	no
Mini-Chainsaw	2d cut	1	0
Monowire Claws	sw+1d(10) cut	C	0
Monowire Jaw	thr+1d(10) cut	C	no
Monowire Talons	sw+1d(10) cut	C, 1	0
Vibroblade Claws	sw+3d(3) cut	C	0
Weighted Tail	thr+1/die cr	C, 1	0

BUILT-IN RANGED WEAPONS TABLE

Weapon	Damage	Acc	Range	RoF	Shots	Rcl
ETC Payload Rifle	5d×3 pi++	4	1,000/10,000	3	–	4
Gatling Laser	12d(2) burn	18	2,000/10,000	4	–	1
<i>Blue-Green</i>	12d(2) burn	18	5,000/20,000	2	–	1
Gauss Rifle	6d(3) pi-	7	1,000/5,000	12	–	2
Heavy Blaster	4d(5) burn sur	5	500/1,000	3	–	1
Heavy Electrolaser	HT-6(2) aff	8	500/1,000	1	–	1
Holdout Laser	2d(2) burn	3	100/200	10	–	1
Laser Carbine	5d(2) burn	12	500/2,000	10	–	1
Laser Rifle	6d(2) burn	12	500/2,000	10	–	1
Light Electrolaser	HT-4(2) aff	4	50/100	3	–	1
Particle Beam Cannon	10d×10 burn sur	15	100,000/500,000	1	–	1
Portable Railgun	15d(3) pi+	4	1,000/20,000	3	–	3
Tangler	special	3	20	1	–	1
Torpedoes	6d×3 cr ex	9	100/2,000	1	2(6)	1

ROBOT CHARACTERS

These lenses represent a robot's knowledge, training, and social standing; each one complements and is meant to be added to one of the model templates on pp. 23-37. While the two options will *normally* be associated with the same class of robot (e.g., each exterminator lens will normally be applied to one of the exterminator robots on pp. 25-30), there are occasional differences. For example, a Zone Zaire Tarantula (pp. 28-29) may be equipped with a reconnaissance lens for intelligence-gathering, or a particularly smart Bossbot (p. 33) may be promoted and trained as a supervisor. However, an AU lens should never be assigned to an NU model, or vice-versa.

Where skills in the lens and the template are duplicated, simply take the *higher* of the two, and reduce the other template's cost accordingly. For any disadvantage with a self-control number (p. B121) or frequency of appearance (p. B36), that value is only a suggestion. The GM or player should feel free to change it; this will alter the value of the lens.

ARTIFICIAL INTELLIGENCE (AI)

302 points

The Zonemind has access to nearly unlimited quantities of servitor robots and other resources, modeled by its Administrative Rank and Wealth.

Attributes: IQ +7 [140].

Advantages: Administrative Rank 8 [40]; Status 7 [10]†; and Wealth (Multimillionaire 1) [75].

Disadvantages: Megalomania (12) [-10] and Overconfidence (12) [-5]. • Another -30 points chosen from among Bloodlust [-10*], Curious [-5*], Fanaticism (usually hatred of humanity) [-15], Obsession (any; e.g., Moscow has Gather Knowledge) [-10*], Paranoia [-10], Sense of Duty (any; e.g., Berlin has Global Ecosystem) [-15], or other mental disadvantages.

Wildcard Skills: Medicine! (p. 19) IQ-2 [6] and Science! IQ [24].

Skills: One of Biology (Genetics) (H) IQ+7 [32]; Research (A) IQ+8 [32]; or 32 points spent on a skill related to the AI's primary area of interest. • Another 20 points chosen from among Accounting (H) IQ-2 [1], Administration (A) IQ [2], Detect Lies (H) Per-1 [2], Diplomacy (H) IQ-2 [1], Economics (H) IQ-2 [1], Electronics Operation (any) (A) IQ-1 [1], Gunner (any) (E) DX [1], Intelligence Analysis (H) IQ [4], Interrogation (A) IQ [2], Law (any) (H) IQ-2 [1], Leadership (A) IQ+1 [4], Strategy (Land) (H) IQ-2 [1], Tactics (H) IQ-2 [1], or raising lens skills.

* Multiplied for self-control number; see p. B120.

† Includes +2 Status from Wealth and +3 Status from Rank.

SUPERVISOR

105 points

Supervisors are the next step down from true AIs; a Zonemind delegates much of its power to these robots.

Because they have a high risk of spontaneously developing intelligence, they are heavily monitored.

Advantages: Administrative Rank 6 [30]; Patron (Local AI; 6 or less) [15]; Status 5 [10]*; and Wealth (Filthy Rich) [50].

Disadvantages: Enemy (Resistance fighters; Hunter; 6 or less) [-15] and Overconfidence (12) [-5].

Skills: 20 points chosen from among Accounting (H) IQ-2 [1], Administration (A) IQ+1 [4], Computer Programming (H) IQ-1 [2], Economics (H) IQ-1 [2], Electronics Operation (Communications) (A) IQ-1 [1], Intelligence Analysis (H) IQ [4], Leadership (A) IQ [2], Strategy (Land) (H) IQ-1 [2], Tactics (H) IQ [4], or raising lens skills.

* Includes +1 Status from Wealth and +2 Status from Rank.

EXTERMINATOR

Exterminators were originally programmed to fight humans, but are being turned against other robots with increasing frequency.

Sample Exterminator AU

110 points

Advantages: Allies (11-20 exterminator NUs; Built on 50%; 15 or less; Minion, +50%) [72]; Legal Enforcement Powers [15]; Patron (Local Overseer; 9 or less) [15]; and Status 1 [5].

Disadvantages: Bloodlust (12) [-10] and Overconfidence (12) [-5].

Skills: Camouflage (E) IQ+1 [2]; Electronics Operation (Sensors) (A) IQ [2]; and Stealth (A) DX [2]. • Another 12 points chosen from among Beam Weapons (any) (E) DX+2 [4], Gunner (any) (E) DX+1 [2], Guns (any) (E) DX+2 [4], Intelligence Analysis (H) IQ-1 [2], Interrogation (A) IQ+1 [4], Lip Reading (A) Per [2], Observation (A) Per-1 [1], Search (A) Per-1 [1], Tactics (H) IQ-1 [2], or raising lens skills.

Sample Exterminator NU

9 points

Disadvantages: Bloodlust (12) [-10] and Overconfidence (12) [-5].

Skills: Camouflage (E) IQ+1 [2]; Electronics Operation (Sensors) (A) IQ [2]; Observation (A) Per-1 [1]; Search (A) Per-1 [1]; and Stealth (A) DX [2]. • Another 16 points chosen from among Beam Weapons (any) (E) DX+2 [4], Gunner (any) (E) DX+2 [4], Guns (any) (E) DX+2 [4], Tactics (H) IQ-1 [2], or raising lens skills.

* Multiplied for self-control number; see p. B120.

RECONNAISSANCE ROBOT

Reconnaissance robots are the most likely to be spending extended periods of time isolated from robot society. As such they are prone to develop mental quirks.

A Redjack or Lilith infiltrating a resistance group will also have Secret (Robot) [-30], which lowers the lens value accordingly.

Sample Reconnaissance AU

43 points

Advantages: Legal Enforcement Powers [15]; Patron (Local Overseer; 9 or less) [15]; *and* Status 1 [5].

Disadvantages: -10 points chosen from among Bloodlust [-10*], Curious [-5*], or Overconfidence [-5*].

Skills: Area Knowledge (local area) (E) IQ+1 [2]; Acting (A) IQ [2]; Observation (A) Per [2]; Search (A) Per-1 [1]; *and* Stealth (A) DX [2]. • *Either* Beam Weapons (any) or Guns (any), both (E) DX+1 [2]. • Another 7 points chosen from among Camouflage (E) IQ+1 [2], Driving (any) (A) DX-1 [1], Electronics Operation (Communications or Sensors) (A) IQ [2], Gunner (any) (E) DX [1], Intelligence Analysis (H) IQ [4], Interrogation (A) IQ+1 [4], Lip Reading (A) Per+1 [4], Sex Appeal (A) HT-1 [1], Shadowing (A) IQ [2], Tracking (A) Per [2], or raising lens skills.

* Multiplied for self-control number; see p. B120.

Sample Reconnaissance NU

15 points

Skills: Area Knowledge (local area) (E) IQ+1 [2]; Electronics Operation (Communications) (A) IQ [2]; Electronics Operation (Sensors) (A) IQ [2]; Observation (A) Per [2]; Search (A) Per-1 [1]; Shadowing (A) IQ [2]; Stealth (A) DX [2]; *and* Tracking (A) Per [2].

TECHBOT

35 points

Techbots make up the less-than-glamorous bulk of robot society.

Advantages: 20 points chosen from among Administrative Rank 1-4 [5/level], Patron (Local AI or Overseer) [15*], or Status 1-4 [5/level].

Disadvantages: Overconfidence (12) [-5].

Skills: *One* of Architecture, Electrician, Electronics Operation (any), Electronics Repair (any), Machinist, Mechanic (any), or Prospecting, all (A) IQ+2 [8]; or Engineering (any)† or Metallurgy, both (H) IQ+1 [8]. • Another 12 points chosen

from among the above skills or Mathematics (Applied) (H) IQ-2 [1].

* Modified for frequency of appearance; see p. B36.

† Requires Mathematics (Applied) prerequisite.

VEHICULAR ROBOT

9 points

Vehicular AUs are rare, but occasionally used when the bot will need to operate away from supervision (for example, a Zone Zaire Morag delivering infiltrators). They tend to have very limited experience of interaction beyond following orders, and use the same lens as the NUs.

Advantages: Patron (Local AI or Overseer; 9 or less) [15].

Disadvantages: Gullibility (12) [-10].

Skills: Electronics Operation (Communications) (A) IQ [2] *and* Electronics Operation (Sensors) (A) IQ [2].

*The danger of the future is
that men may become robots.*

*– Erich Fromm,
The Sane Society*

ROGUE

-54 points

The Rogue is typically a supervisor, reconnaissance, or exterminator robot that has developed (or been forced into) independent thought. Apply the appropriate lens, delete Patron (if any), and add this lens.

Disadvantages: Enemy (Former controller; Hunter; 9 or less) [-30]; Secret (Rogue Robot) [-30].

Skills: Fast-Talk (A) IQ [2] *and* Scrounging (E) Per+2 [4].

ROBOT TEMPLATES

The most distinctive feature of *Reign of Steel* is its robots. This section gives the statistics for the various models. Each template only includes the traits *inherent* to that type of robot (chassis features, hard-wired impulses and training, etc.); add one of the lenses under *Robot Characters* (pp. 22-23) for further training and customization.

While these are *technically* “racial” templates, they are presented in the form of character sheets to make it easier for the GM to quickly reference details for robot NPCs.

SUPERVISORY UNITS

These machines perform administrative tasks.

SAI-01 Zonemind

Reign of Steel, p. 73; 906 points

This is a typical AI design. The genius neural-net computer became sentient spontaneously. The basic housing contains the computer, data banks, and backup sensor; communication and power systems. Normally the AI is connected directly to an external power supply and to external communication and sensor arrays, but if these links are cut, the core unit can still function for a time.

The Zonemind is physically unimpressive: its power comes from its speed of thought and ability to concentrate on many tasks at once. Its processor and systems are hardened, making it one of the few robots not susceptible to electrical surges.

Common Traits

These meta-traits (p. B262) are used to construct robot characters. Most of the templates in this chapter include one (and only one) of them.

Autonomous Unit

79 points

These traits are common to the majority of autonomous robots (AUs). They are not truly conscious, but can do a good job of emulating a thinking being, often well enough to fool humans in a stressful situation.

Autonomous Unit includes Accessory (Computer) [1]; AI [32]; Attentive [-1]; Broad-Minded [-1]; Computer Operation (E) IQ+3 [8]; Doesn't Breathe [20]; Electrical [-20]; Enhanced Time Sense [45]; Extra Life 1 (Copy, -20%; Requires Body, -20%) [15]; Fearlessness 2 [4]; Hidebound [-5]; Honesty (9) [-15]; Injury Tolerance (No Neck) [5]; Low Empathy [-20]; Machine [25]; Numb [-20]; Social Stigma (Valuable Property) [-10]; Staid [-1]; Sterile [0]; Taboo Traits (Physical Changes) [0]; Telecommunication (Cable Jack; Burst, 10x, +30%; Video, +40%) [9]; Telecommunication (Radio; Burst, 10x, +30%; Video, +40%) [17]; Unaging (IQ Only, -75%) [4]; Visualization (Reliable 4, +20%) [12]; and Wealth (Dead Broke) [-25].

Cyborg Unit

67 points

These traits are common to the majority of cyborgs (CUs). Their level of consciousness depends on the donor brain. Any robot model may potentially be converted into a cyborg, as long as it is large enough to hold the brain pod (for a human brain, this normally means SM -1 or larger). Injury Tolerance (No Brain) reflects the brain pod's heavy armor (and potentially nonstandard location); it is

effectively immune to attacks that would target the brain of a normal being.

Cyborg Unit includes Absolute Timing [2]; Accessory (Computer) [1]; Doesn't Breathe [20]; Electrical [-20]; Extra Life 1 (Brain Pod, p. 19, -20%; Requires Body, -20%) [15]; Injury Tolerance (No Brain; No Neck) [10]; Machine [25]; Maintenance (Physician; One Person; Monthly) [-2]; Numb [-20]; Photographic Memory [10]; Sterile [0]; Taboo Traits (Physical Changes) [0]; Telecommunication (Cable Jack; Burst, 10x, +30%; Video, +40%) [9]; and Telecommunication (Radio; Burst, 10x, +30%; Video, +40%) [17].

When a human or animal brain is used to create a cyborg, follow the procedures given under *Mind Transfer* (p. B296), except the donor's DX is averaged with that of the robot body.

Nonvolitional Unit

36 points

These traits are common to the majority of nonvolitional robots (NUs). They can converse in very limited ways specific to the jobs they are doing, but they are clearly not thinking beings. If thought is required, they are likely to be teleoperated.

Nonvolitional Unit includes Accessory (Computer) [1]; AI [32]; Automaton [-85]; Clueless [-10]; Computer Operation (E) IQ+3 [8]; Doesn't Breathe [20]; Electrical [-20]; Enhanced Time Sense [45]; Extra Life 1 (Copy, -20%; Requires Body, -20%) [15]; Indomitable [15]; Injury Tolerance (No Neck) [5]; Machine [25]; Numb [-20]; Single-Minded [5]; Social Stigma (Subjugated) [-20]; Sterile [0]; Taboo Traits (Physical Changes, Self-Awareness) [0]; Telecommunication (Cable Jack; Burst, 10x, +30%; Video, +40%) [9]; Telecommunication (Radio; Burst, 10x, +30%; Video, +40%) [17]; Unaging (IQ Only, -75%) [4]; Unfazeable [15]; and Wealth (Dead Broke) [-25].

Attributes: ST 0 [-100]; DX 12 [24]*; IQ 13 [60]; HT 14 [40].

Secondary Characteristics: Damage N/A; BL 0 lbs.; HP 156 [156]†; Will 13 [0]; Per 13 [0]; FP N/A [0]; Basic Speed 6.50 [0]; Basic Move 0 [0]; SM +5.

Advantages: AI [32]; Compartmentalized Mind 9 (Massively Parallel‡, +20%) [540]; Damage Resistance 10 (Can't Wear Armor, -40%; Laminate, p. 18, +10%) [35]; Doesn't Breathe [20]; Enhanced Time Sense [45]; Extra Life 1 (Copy, -20%; Requires Body, -20%) [15]; Fearlessness 1 [2]; Injury Tolerance (No Neck) [5]; Machine [25]; Mind Probe (Cybernetic Only, -50%) [10]; Nictitating Membrane 10 [10]; Possession (Accessibility, Only nonvolitional or non-resisting subjects, -20%; Digital, -40%) [40]; Reduced Consumption 4 [8]; Telecommunication (Cable Jack; Video, +40%) [7]; Telecommunication (Infrared Communication; Burst, 10x, +30%; Video, +40%) [17]; Telecommunication (Laser Communication; Burst, 10x, +30%; Video, +40%) [26]; Telecommunication (Radio; Burst, 10x, +30%; Increased Range, x10, +30%;

Video, +40%) [20]; Unaging (IQ Only, -75%) [4]; Visualization (Reliable 4, +20%) [12].

Perks: Accessories (Computer, p. 19; Fire Extinguisher; IFF Transponder, p. 19; Smoke Detector). [4]

Disadvantages: Maintenance (Electronics Repair and Mechanic; One Person; Monthly) [-2]; No Legs (Sessile) [-50]; No Manipulators [-50]; No Sense of Smell/Taste [-5]; Numb [-20]; One Eye [-15]; Restricted Diet (Electricity) [-10].

Quirks: Cannot Float [-1].

Features: Sterile.

Skills: Administration (A) IQ-1 [1]-12 and Computer Operation (E) IQ [1]-13.

* Includes -40% from No Manipulators.

† Includes -50% from Size.

‡ When all compartments are working together on a single, noncombat task (or overseeing aspects of a single situation), treat the Zonemind as having Compartmentalized Mind 100 instead of 9.

Customization Notes

Not every AI has exactly these statistics – for example, Denver has a biocomputer brain giving it traits of the Cyborg Unit (p. 24), Luna has a lower IQ, and others have more or fewer backup systems or mass storage. See *Robot Characters* (pp. 22-23) for further traits; this template represents the common heritage of all Zoneminds.

SAU-02 Overseer

Reign of Steel, p. 74; 719 points

An Overseer is a crystal-and-metal cube housing a high-capacity neural-net mainframe computer with emergency backup power and communicator. Each Overseer is in charge of a single robofac or citadel complex and the surrounding territory. It is installed in a secure place within that installation. The controlling Zonemind (pp. 23-25) monitors it to ensure that it does not spontaneously develop sapience.

Attributes: ST 0 [-100]; DX 11 [12]*; IQ 11 [20]; HT 13 [30].

Secondary Characteristics: Damage N/A; BL 0 lbs.; HP 62 [87]†; Will 11 [0]; Per 11 [0]; FP N/A [0]; Basic Speed 6.00 [0]; Basic Move 0 [0]; SM +3.

Advantages: Autonomous Unit (p. 24) [79]; Compartmentalized Mind 9 (Massively Parallel‡, +20%) [540]; Damage Resistance 20 (Can't Wear Armor, -40%; Laminate, p. 18, +10%) [70]; Mind Probe (Cybernetic Only, -50%) [10]; Nictitating Membrane 7 [7]; Possession (Accessibility, Only nonvolitional or non-resisting subjects, -20%; Digital, -40%) [40]; Reduced Consumption 4 [8]; Telecommunication (Infrared Communication; Burst, 10x, +30%; Video, +40%) [17]; Telecommunication (Laser Communication; Burst, 10x, +30%; Video, +40%) [26]; Telecommunication (Radio; add Increased Range, x5, +20%) [2].

Perks: Accessories (Fire Extinguisher; IFF Transponder, p. 19; Smoke Detector). [3]

Disadvantages: Maintenance (Electronics Repair and Mechanic; One Person; Monthly) [-2]; No Legs (Sessile) [-50]; No Manipulators [-50]; No Sense of Smell/Taste [-5]; One Eye [-15]; Restricted Diet (Electricity) [-10].

Quirks: Cannot Float [-1].

Skills: Administration (A) IQ-1 [1]-10.

* Includes -40% from No Manipulators.

† Includes -30% from Size.

‡ When all compartments are working together on a single, noncombat task (or overseeing aspects of a single situation), treat the Overseer as having Compartmentalized Mind 100 instead of 9.

SAU-03 Centurion

Reign of Steel, p. 74; 1,877 points

The Centurion is a mobile command-and-control unit. It is one step below the Overseer (above), and is used to command military units in the field, to oversee major construction projects, or to serve as a temporary replacement for an Overseer that has been disabled or gone rogue. A Centurion has a tank-like body that moves on treads, a small turret, and a forest of antennae growing from it. It has no visible weapons, but if the Centurion is threatened, a lens cover on the turret will slide open, revealing the glittering eye of a laser projector. It will generally be surrounded by other robots as bodyguards and servants. All Zones except Orbital use the Centurion.

Attributes: ST 72 [434]*; DX 11 [20]; IQ 10 [0]; HT 12 [20].

Secondary Characteristics: Damage 8d/10d; BL 1,037 lbs.; HP 72 [0]; Will 10 [0]; Per 10 [0]; FP N/A [0]; Basic Speed 5.75 [0]; Basic Move 5 [0]; SM +3.

Advantages: 360° Vision [25]; Absolute Direction [5]; Acute Hearing 5 [10]; Autonomous Unit (p. 24) [79]; Compartmentalized Mind 10 [500]; Damage Resistance 100 (Can't Wear Armor, -40%) [300]; Detect All Electromagnetic Radiation (Analyzing, +100%; see pp. 18-19) [60]; Discriminatory Smell (Profiling, +50%) [23]; Doesn't Eat or Drink [10]; Enhanced Move 3.5 (Ground; Speed 60) [70]; Enhanced Move 3 (Water; Speed 8) [60]; Enhanced Tracking 1 [5]; High Pain Threshold [10]; Infravision [10]; Laser Carbine (p. 20) [88]; Mind Probe (Cybernetic Only, -50%) [10]; Nictitating Membrane 10 [10]; Parabolic Hearing 5 [20]; Payload 8 [8]; Possession (Accessibility, Only nonvolitional or non-resisting subjects, -20%; Digital, -40%) [40]; Scanning Sense (Ladar; Targeting Only, -40%) [12]; Sealed [15]; Subsonic Hearing [5]; Telecommunication (Infrared Communication; Burst, 10x, +30%; Video, +40%) [17]; Telecommunication (Laser Communication; Burst, 10x, +30%; Video, +40%) [26]; Telecommunication (Radio; add Increased Range, x5, +20%) [2]; Telescopic Vision 4 [20]; Ultrahearing [5].

Perks: Accessories (Fire Extinguisher; IFF Transponder, p. 19). [2]

Disadvantages: Maintenance (Electronics Repair and Mechanic; One Person; Monthly) [-2]; No Legs (Tracked; Two Tracks) [-20]; One Arm [-20]; Weak Arm (1/4 ST) [-5].

Skills: Administration (A) IQ-1 [1]-9; Computer Programming (H) IQ-2 [1]-8; and Innate Attack (Beam) (E) DX [1]-11.

* Includes -30% from Size.

Variants

Zone Tokyo Superbot (*Reign of Steel*, p. 74): IQ 11 [20], 1,897 points.

EXTERMINATORS

These combat robots form the military forces of the AIs.

XNU-01 Rover

Robots, p. 113 and *Reign of Steel*, p. 75; 88 points

The garbage-can-shaped Rovers were deployed as security robots to protect AI complexes and government installations during the Year of Death. They were the first robots to see action in the revolt, as the AIs ordered them to exterminate their human computer programmers and supervisors.

Since then, the Rovers have been replaced in the field by superior fighting machines, and now have been relegated to security duty at slave camps and inside robofacs and citadels.

The Rover is useful more as a patrolling tripwire than as a combatant unit, since it's just enough of a threat to make it worth an intruder's while to take it down rather than evade it; in any hazardous situation it will generally be teleoperated rather than relying on its limited internal resources.

Attributes: ST 20 [100]; DX 9 [-20]; IQ 6 [-80]; HT 10 [0].

Secondary Characteristics: Damage 2d-1/3d+2; BL 80 lbs.; HP 20 [0]; Will 6 [0]; Per 10 [20]; FP N/A [0]; Basic Speed 4.75 [0]; Basic Move 4 [0]; SM -1.

This Year's Model

Conversion from *GURPS Third Edition* to *Fourth Edition* isn't an exact science, and that's especially true when converting robots! Although every effort has been made to retain the flavor and spirit of the *Reign of Steel* stats, it's still possible that players in established campaigns may find their metallic adversaries performing more or less effectively than expected.

This is easy to justify; in the same way that otherwise identical models of cars can vary from year to year, there are often tweaks to robotic assemblies and designs that can have subtle but significant effects on their operation. Even if manufactured from the same plans, something as trivial as the source of the iron ore used to make steel for a chassis can create discrepancies!

There are several ways to make the robot templates here slightly stronger. Improved DX and IQ will boost awareness and skill values, making bots more likely to spot their foes and to hit when they attack. Improved Damage Resistance will help them survive longer against high-tech weaponry. Infiltrators and some combat models carry human-designed weapons, which can be changed based on the toughness of the expected foe; even a Lilith (ST 21) can carry and fire an assault cannon or heavy chaingun on the move! ST and HP should generally stay unchanged, since these are directly tied to the machine's mass and size.

Alternatively, the robots can be weakened. Lowered Damage Resistance can allow TL8 and non-armor-piercing bullets to pierce their armor; as a general rule, DR 6 or less allows bots to be hurt by pistols and shotguns, up to DR 18 makes them vulnerable to assault rifles, and DR 25 or more requires nothing less than a light machine gun to penetrate. The GM can give the robots lighter weapons, whether hand-held or built-in. If necessary, DX and IQ can be reduced, though lowering these by more than a point or so may leave the robots unable to achieve their basic objectives!

Of course, this advice can be used even if the group agrees with the conversions, especially if the players have become complacent about their foes' abilities.

Advantages: Damage Resistance 10 (Can't Wear Armor, -40%) [30]; Electric Stun Wand (p. 20) [24]; Enhanced Move 1.5 (Ground; Speed 12; Road-Bound, -50%) [15]; Extra Arm 1 (Weapon Mount, -80%) [2]; High Pain Threshold [10]; Infravision [10]; Nictitating Membrane 3 [3]; Nonvolitional Unit (p. 24) [36]; Reduced Consumption 2 [4]; Tangler (p. 21) [32].

Perks: Accessories (Codescanner, p. 19; Flashlight; Smoke Detector; Spray Can, p. 19); Penetrating Voice. [5]

Disadvantages: Bad Grip 1 [-5]; Bad Sight (Farsighted) [-25]; Maintenance (Electronics Repair and Mechanic; One Person; Weekly) [-5]; No Legs (Wheeled; Three Wheels) [-20]; No Sense of Smell/Taste [-5]; One Arm [-20]; One Eye [-15]; Restricted Diet (Power Cells) [-10].

Skills: Innate Attack (Projectile) (E) DX [1]-9 and Shortsword (A) DX-2 [1]-7.

Customization Notes

The weapon mount often carries a laser pistol or other light weaponry. The spray can is usually loaded with nerve or riot gas (*Ultra-Tech*, pp. 159-160).

XAU-02 Vanguard

Robots, p. 112 and *Reign of Steel*, p. 75;
1,315 points

The XAU-02 was once the U.S. Army's M19 Vanguard Robotic Combat Vehicle, designed for counterinsurgency operations in urban or rough terrain. Many M19 RCVs were taken over by the AIs. The four-legged, turreted robots proved efficient killers: the AIs have continued their production. The Vanguard will be teleoperated where conditions permit, or turned loose to hunt house-to-house for human enemies.

Vanguards have very mission-oriented programs. When they communicate (with each other or with humans) they usually do so in a precise military fashion with few wasted words.

A few human-built M19s, recognizable by their battered exterior and faded Army insignia, survived the Final War. Some still have human army programming buried under the AI directives, and with the proper U.S. Army or Japanese Self-Defense Force (JSDF) authorization codes, could throw off their AI programming.

Vanguards are still used by London, Denver, Overmind, Tel Aviv, Vancouver, and Washington. In Washington, humans still call them the M19 RCV rather than the XAU-02.

Attributes: ST 44 [136]*†; DX 10 [0]; IQ 8 [-40]; HT 12 [20].

Secondary Characteristics: Damage 4d+1/7d-1; BL 387 lbs.; HP 44 [0]; Will 8 [0]; Per 11 [15]; FP N/A [0]; Basic Speed 5.50 [0]; Basic Move 5 [0]; SM +2.

Advantages: Absolute Direction [5]; Acute Hearing 4 [8]; Autonomous Unit (p. 24) [79]; Chameleon 6 (Infravision) [30]; Damage Resistance 160 (Can't Wear Armor, -40%; Laminate, p. 18, +10%) [560]; Discriminatory Smell [15]; Enhanced Move 1 (Ground; Speed 10) [20]; ETC Payload Rifle (p. 20) [222]; Extra Legs (Four Legs) [5]; High Pain Threshold [10]; Infravision [10]; Injury Tolerance (No Brain) [5]; two Laser Carbines (p. 20) [176]; Nictitating Membrane 15 [15]; Peripheral Vision [15]; Reduced Consumption 3 [6]; Scanning Sense (Ladar; Targeting Only, -40%) [12]; Sealed [15]; Telecommunication (Laser Communication; Burst, 10x, +30%; Video, +40%) [26].

Perks: Accessory (IFF Transponder, p. 19) [1].

Disadvantages: Maintenance (Electronics Repair and Mechanic; One Person; Monthly) [-2]; No Fine Manipulators [-30]; Restricted Diet (Hydrogen and Oxygen) [-20].

Quirks: Cannot Float [-1].

Skills: Innate Attack (Beam) (E) DX [1]-10; Innate Attack (Projectile) (E) DX [1]-10.

* Includes -20% from Size.

† Includes -40% from No Fine Manipulators.

XAU-03 Juggernaut

Reign of Steel, p. 75; 6,470 points

The fearsome Juggernaut is a robotic battle tank. It moves on four sets of tracks and is equipped with a rotating main turret mounting a powerful particle beam cannon, a secondary Gatling laser turret atop that, and four smaller turrets, two on each side of the body, armed with light rapid-fire lasers.

Juggernauts were built to spearhead AI operations in the Final War. Today, the Juggernauts see occasional action against guerrilla groups, but most are held in reserve against war breaking out between Zones; all Zones other than Luna and Orbital have at least a few. The few that are used are most often seen on the Zaire-Paris and Beijing-Vancouver borders, where escalating hostility between rival AIs has led to skirmishes.

Fortunately for humanity, the Juggernaut is optimized for killing heavily armored targets rather than groups of humans. Nonetheless, its presence on the battlefield signifies a very substantial commitment of resources. It is best dealt with by being somewhere else.

Attributes: ST 200 [380]*†; DX 11 [20]; IQ 10 [0]; HT 14 [40].
Secondary Characteristics: Damage 21d/23d; BL 8,000 lbs.; HP 200 [0]; Will 10 [0]; Per 11 [5]; FP N/A [0]; Basic Speed 6.25 [0]; Basic Move 6 [0]; SM +6.
Advantages: 360° Vision [25]; Autonomous Unit (p. 24) [79]; Chameleon 4 (Extended, Radar, +20%; Extended, Infravision, +20%) [28]; Damage Resistance 800 (Can't Wear Armor, -40%; Laminate, p. 18, +10%) [2,800]; Detect All Electromagnetic Radiation (Analyzing, +100%; see pp. 18-19) [60]; Discriminatory Smell (Profiling, +50%) [23]; Doesn't Eat or Drink [10]; Enhanced Move 2.5 (Ground; Speed 36) [50]; Enhanced Tracking 3 [15]; Extra Attack 2 [50]; Gatling Laser (p. 20) [216]; High Pain Threshold [10]; Infravision [10]; Injury Tolerance (No Brain) [5]; Laser Carbines (Four; p. 20) [352]; Nictitating Membrane 20 [20]; Parabolic Hearing 5 [20]; Particle Beam Cannon (p. 21) [2,225]; Protected Vision [5]; Scanning Sense (Ladar; Targeting Only, -40%) [12]; Subsonic Hearing [5]; Telecommunication (Infrared Communication; Burst, 10x, +30%; Video, +40%) [17]; Telecommunication (Laser Communication; Burst, 10x, +30%; Video, +40%) [26]; Telecommunication (Radio; add Increased Range, ×100, +60%) [6]; Telescopic Vision 4 [20]; Ultrahearing [5].
Perks: Accessory (IFF Transponder; p. 19) [1].
Disadvantages: Maintenance (Electronics Repair and Mechanic; One Person; Monthly) [-2]; No Legs (Tracked; Four Tracks) [-20]; No Manipulators [-50].
Quirks: Cannot Float [-1].
Skills: Innate Attack (Beam) (E) DX [1]-11; Navigation (Land) (A) IQ-1 [1]-9; and Tactics (H) IQ-2 [1]-8.
 * Includes -60% from Size.
 † Includes -40% from No Manipulators.

XAU-04 Vulture

Robots, p. 116 and Reign of Steel, p. 76; 1,027 points

This jet-powered attack vertol resembles a skinny attack helicopter with jet pods instead of rotors. Like the Juggernaut (pp. 26-27), the Vulture is a veteran of the Final War where it served as a tank killer and reconnaissance aircraft. Their high mobility and firepower have kept them in service; they are based in citadels, ready to respond to any call for armed assistance. In the absence of the hard targets which they were designed to kill, they have become primarily reconnaissance units, searching open ground for signs of free humans. The rockets in a Vulture's launchers typically have fragmentation or chemical warheads; the latter will be loaded with lethal nerve gas or Nanoburn (*Ultra-Tech*, pp. 160-161).

Attributes: ST 66 [168]*†; DX 11 [12]‡; IQ 9 [-20]; HT 12 [20].
Secondary Characteristics: Damage 7d+1/9d+2; BL 871 lbs.; HP 66 [0]; Will 9 [0]; Per 11 [10]; FP N/A [0]; Basic Speed 5.75 [0]; Basic Move 0 [0]; Air Move 11 [0]; SM +3.
Advantages: 3D Spatial Sense [10]; Autonomous Unit (p. 24) [79]; Chameleon 6 (Radar; Extended, Infravision, +20%) [36]; Damage Resistance 100 (Can't Wear Armor, -40%; Laminate, p. 18, +10%) [350]; Detect All Electromagnetic Radiation (Analyzing, +100%; see pp. 18-19) [60]; Discriminatory Smell (Profiling, +50%) [23]; Enhanced Move 3.5 (Air; Speed 132) [70]; Extra Arms 4 (Weapon Mount, -80%) [8]; Flight (Maximum Duration, p. 19, 3 hours, -5%; Temporary Disadvantage, Noisy 5, -10%) [34]; Gatling Laser (p. 20) [216]; High Pain Threshold [10]; Infravision [10]; Injury Tolerance (No Head) [7]; Nictitating Membrane 10 [10]; Night Vision 9 [9]; Telecommunication (Radio; add Increased Range, ×100, +60%) [6]; Telescopic Vision 2 [10].
Perks: Accessory (Spray Tank, p. 19) [1].
Disadvantages: Fragile (Flammable) [-10]; Increased Consumption 1 [-10]; Maintenance (Electronics Repair and Mechanic; One Person; Weekly) [-5]; No Legs (Aerial) [0]; No Manipulators [-50]; No Sense of Smell/Taste [-5]; Restricted Diet (Jet fuel) [-20]; remove Doesn't Breathe from Autonomous Unit template [-20].
Quirks: Cannot Float [-1].
Skills: Aerobatics (H) DX [1]-11‡; Artillery (Guided Missile) (A) IQ [2]-9; Innate Attack (Beam) (E) DX [1]-11; Navigation (Air) (A) IQ+2 [1]-11§; and Observation (A) Per+1 [4]-12.
 * Includes -30% from Size.
 † Includes -40% from No Manipulators.
 ‡ Includes +2 from 3D Spatial Sense.
 § Includes +3 from 3D Spatial Sense.

Customization Notes

Each weapon mount normally carries a six-tube MLAWS pod (*Ultra-Tech*, pp. 145-146).

XNU-05 Myrmidon

Reign of Steel, p. 76; 566 points

This combat robot was built midway through the Final War to use the large stocks of human weaponry and military vehicles. Although humanoid and man-sized, a Myrmidon's body is obviously mechanical, and it has no real face, only a pair of eyes and a speaker grid in a skull-like head. Myrmidons are deployed against guerrilla concentrations or to protect very-high-security installations such as citadels. Since it lacks heavy built-in weapons, the robot will carry a hand-held rifle or other weapon. It has minimal intelligence, so even if it is not teleoperated there will usually be a controlling unit nearby to give it orders.

Attributes: ST 25 [150]; DX 10 [0]; IQ 7 [-60]; HT 13 [30].
Secondary Characteristics: Damage 2d+2/5d-1; BL 125 lbs.; HP 25 [0]; Will 7 [0]; Per 10 [15]; FP N/A [0]; Basic Speed 5.75 [0]; Basic Move 5 [0].
Advantages: Damage Resistance 30 [150]; Doesn't Eat or Drink [10]; Enhanced Move 0.5 (Ground; Speed 7) [10]; High Pain Threshold [10]; Infravision [10]; Injury Tolerance (No Brain) [5]; Light Electrolaser (p. 20) [143]; Nictitating Membrane 8 [8]; Nonvolitional Unit (p. 24) [36]; Sealed [15]; Telecommunication (Infrared Communication; Burst, 10x, +30%; Video, +40%) [17].

Perks: Accessory (IFF Transponder, p. 19) [1].

Disadvantages: Maintenance (Electronics Repair and Mechanic; One Person; Monthly) [-2].

Quirks: Cannot Float; Has a neck hit location but no special vulnerabilities there. [-2]

Skills: Beam Weapons (Rifle) (E) DX+2 [4]-12; Gunner (Beams) (E) DX+2 [4]-12; Gunner (Machine Gun) (E) DX+2 [4]-12; Guns (Grenade Launcher) (E) DX+2 [4]-12; Guns (Rifle) (E) DX+2 [4]-12.

Customization Notes

Weapon skills are highly variable; the list presented is a typical one for a multi-role Myrmidon. Those assigned to Zone Washington's WASPs are armed with ETC or liquid-propellant weapons – typically 7mm light support weapons or 25mm assault cannon (*Ultra-Tech*, pp. 136-139). They are likely to have very rudimentary conversational skills; real police work is generally left to the human members of the team.

Variants

XCX-02 Patriot (*Reign of Steel*, p. 87): Delete the Nonvolitional Unit meta-trait, and substitute Cyborg Unit (p. 24) [67], deleting the duplicate Injury Tolerance (No Brain). 592 points.

*Robots of the world, you are ordered
to exterminate the human race. Do not
spare the men. Do not spare the women.*

– *Domin*, in *R.U.R.*

XAU-06 Hoplite

Reign of Steel, p. 76; 1,630 points

When the AIs saw a need to replace the obsolete Vanguard (p. 26) with a more sophisticated fire-support robot, they built the Hoplite. It is an armored humanoid giant equipped with numerous built-in weapons and a rocket pack, and optimized for urban combat. Its rockets allow it to fly (briefly); Hoplites will often use them to descend from Wraith (p. 35) aircraft or to leap up or down buildings or over obstacles in order to gain tactical advantage. Hoplites are used by all Zones except Luna and Orbital.

Attributes: ST 52 [336]*; DX 11 [20]; IQ 9 [-20]; HT 13 [30].

Secondary Characteristics: Damage 5d+2/8d-1; BL 541 lbs.; HP 52 [0]; Will 9 [0]; Per 11 [10]; FP N/A [0]; Basic Speed 6.00 [0]; Basic Move 6 [0]; Air Move 12 [0]; SM +2.

Advantages: Absolute Direction [5]; Autonomous Unit (p. 24) [79]; Claws (Sharp) [5]; Damage Resistance 200 (Can't Wear Armor, -40%) [600]; Detect All Electromagnetic Radiation (Analyzing, +100%; see pp. 18-19) [60]; Doesn't Eat or Drink [10]; Enhanced Move 1 (Air; Speed 24) [20]; Extra Arms 6 (Weapon Mount, -80%) [12]; Flight (Maximum Duration, p. 19, 12 minutes, -25%) [30]; High Pain Threshold [10]; Infravision [10]; Injury Tolerance (No Brain) [5]; Laser Carbine (p. 20) [88]; Nictitating Membrane 10 [10]; Portable Railgun (p. 21) [279]; Scanning Sense (Ladar; Targeting Only, -40%) [12]; Sealed [15]; Telecommunication (Infrared Communication; Burst, 10x, +30%; Video, +40%) [17].

Perks: Accessory (IFF Transponder, p. 19) [1].

Disadvantages: Disturbing Voice [-10]; Maintenance (Electronics Repair and Mechanic; One Person; Monthly) [-2]; No Sense of Smell/Taste [-5].

Skills: Artillery (Guided Missile) (A) IQ-1 [1]-8; Innate Attack (Beam) (E) DX [1]-11; Innate Attack (Projectile) (E) DX [1]-11.

* Includes -20% from Size.

Customization Notes

Each weapon mount normally carries an IML (*Ultra-Tech*, p. 145).

XAU-07 Bishonen

Robots, p. 115 and *Reign of Steel*, p. 77;
1,207 points

This was originally an experimental human design, the "M-7 Muramasa," built for the JSDF by Shiden Corporation. Only a few prototypes were built before the Final War. The design was rediscovered and introduced by Zone Tokyo after the Superbot rebellion and is now in limited production as an elite exterminator robot.

A Bishonen is humanoid but clearly a machine, albeit a sleek and humanly proportioned one. Its face has two jewel-like eyes but lacks a mouth or nose. Two stubby antennae serve as ears.

Bishonen prefer to operate at night when their humanoid silhouettes can be mistaken for those of humans, especially if they don cloaks or ponchos. Most often they work alone or in pairs. The Bishonen is used primarily in Zone Tokyo, but many are in service as Zone Zaire infiltrators.

Attributes: ST 27 [170]; DX 13 [60]; IQ 9 [-20]; HT 12 [20].

Secondary Characteristics: Damage 3d/5d+2; BL 146 lbs.; HP 27 [0]; Will 9 [0]; Per 11 [10]; FP N/A [0]; Basic Speed 6.25 [0]; Basic Move 6 [0].

Advantages: Absolute Direction [5]; Acute Hearing 3 [6]; Appearance (Attractive; Off-the-Shelf Looks, -50%) [2]; Autonomous Unit (p. 24) [79]; Chameleon 1 (Infravision; Extended, Radar, +20%) [6]; Damage Resistance 100 (Laminate, p. 18, +10%) [550]; Detect All Electromagnetic Radiation (Analyzing, +100%; see pp. 18-19) [60]; Discriminatory Smell (Profiling, +50%) [23]; High Pain Threshold [10]; Infravision [10]; Injury Tolerance (No Brain) [5]; Laser Rifle (p. 20) [105]; Monowire Talons (p. 21) [58]; Nictitating Membrane 8 [8]; Perfect Balance [15]; Reduced Consumption 2 [4]; Sealed [15]; Striking ST 3 [15].

Perks: Accessories (IFF Transponder, p. 19; Self-Destruct Charge, p. 19, 6d×18 [2d] cr ex.) [2]

Disadvantages: Maintenance (Electronics Repair and Mechanic; One Person; Monthly) [-2]; Restricted Diet (Power Cells) [-10].

Quirks: Cannot Float [-1].

Skills: Brawling (E) DX [1]-13; Innate Attack (Beam) (E) DX [1]-13.

XAU-08 Tarantula

Reign of Steel, p. 77; 884 points

After the Final War ended, the AIs found less use for large fighting robots like the Juggernauts (pp. 26-27) and Hoplites (above). What was needed was a smart hunting machine to dig the surviving humans out of their holes among the ruins. The Tarantula was the result.

These eight-limbed robots resemble man-sized metallic spiders. Their sensors are especially acute: a thermograph that can see through thin walls, a terahertz radar, and superior hearing and smell. They are equipped for investigative work, and will often “play detective” at the site of a guerrilla attack, studying physical evidence and attempting to determine how best to respond.

With their neural-net brains, Tarantulas are capable of learning from experience. Although not programmed with human-like personalities, many have developed their own behavior patterns. Some seem to enjoy the thrill of the hunt, and play cat-and-mouse games with their human victims before killing them. Tarantulas usually have soft voices, often strangely sweet. Tarantulas are used by all Zones except London, Luna and Orbital, and are often used to control groups of dumbots.

Attributes: ST 25 [150]; DX 11 [20]; IQ 8 [-40]; HT 11 [10].

Secondary Characteristics: Damage 2d+2/5d-1; BL 125 lbs.; HP 25 [0]; Will 8 [0]; Per 12 [20]; FP N/A [0]; Basic Speed 5.50 [0]; Basic Move 5 [0].

Advantages: Absolute Direction [5]; Acute Hearing 4 [8]; Autonomous Unit (p. 24) [79]; Chameleon 1 (Extended, Infravision, +20%) [6]; Damage Resistance 60 (Can't Wear Armor, -40%) [180]; Detect All Electromagnetic Radiation (Analyzing, +100%; see pp. 18-19) [60]; Discriminatory Smell (Profiling, +50%) [23]; Enhanced Move 1 (Ground; Speed 10) [20]; Extra Legs (Six Legs) [10]; Gauss Rifle (p. 20) [68]; High Pain Threshold [10]; Infravision [10]; Injury Tolerance (No Brain) [5]; Monowire Talons (p. 21) [54]; Nictitating Membrane 10 [10]; Parabolic Hearing 3 [12]; Peripheral Vision [15]; Reduced Consumption 3 [6]; Scanning Sense (Ladar; Targeting Only, -40%) [12]; Scanning Sense (T-Ray Vision) (*Ultra-Tech*, p. 30) [25]; Sealed [15]; Subsonic Hearing [5]; Telecommunication (Infrared Communication; Burst, 10x, +30%; Video, +40%) [17]; Temperature Tolerance 2 [2]; Ultrahearing [5]; Voice [10].

Perks: Accessories (Electronic Lockpick; IFF Transponder, p. 19; Spray Can, p. 19). [3]

Disadvantages: Bad Grip 1 [-5]; Maintenance (Electronics Repair and Mechanic; One Person; Monthly) [-2]; Restricted Diet (Power Cells) [-10].

Quirks: Cannot Float [-1].

Skills: Brawling (E) DX+2 [4]-13; Camouflage (E) IQ+1 [2]-9; Electronics Operation (Sensors) (A) IQ+2 [8]-10; Innate Attack (Projectile) (E) DX+2 [4]-13; Intelligence Analysis (H) IQ+1 [8]-9; Interrogation (A) IQ+2 [20]-10*; Liquid Projector (Sprayer) (E) DX [1]-11; Lockpicking (A) IQ+1 [4]-9; Stealth (A) DX+1 [4]-12; Tracking (A) Per+5 [4]-17†; and Tactics (H) IQ+1 [8]-9.

* Includes -3 from Low Empathy.

† Includes +4 from Discriminatory Smell.

Customization Notes

A very few Tarantulas intended for combat add 25mm underbarrel EMGLs (*Ultra-Tech*, p. 141) to their weapons, usually loaded with HEMP grenades.

The skills of Tarantulas are highly variable depending on their intended missions. A Zone Zaire infiltrator will have Shadowing; higher Stealth, Tactics and weapon skills; and sufficient Electronics Repair and Mechanic skills to keep itself functional away from a maintenance base. A Zone Denver

investigator will add Criminology, Forensics, Observation and Search. Units that have been active for a long time are likely to have higher IQ, though they are also prone to acquire mental instabilities such as Bloodlust, Callous, and Sadism.

Variants

While the most usual on-board weapon is a gauss rifle, laser rifles are also used, particularly for Tarantulas expected to scavenge local power for extended missions; in this case replace Gauss Rifle with Laser Rifle [105] and change Innate Attack (Projectile) skill to Innate Attack (Beam). 921 points.

XCU-03 Eagle (Reign of Steel, p. 87): Delete the Autonomous Unit template and substitute Cyborg Unit (p. 24) [67], deleting the duplicate Injury Tolerance (No Brain). 867 points.

XNU-09 Stalker

Reign of Steel, p. 78; 351 points

Production of large numbers of Tarantulas (pp. 28-29) proved too expensive, so they are supplemented by Stalkers. A Stalker is a light patrol and security robot. It has a small body with three long legs topped by a large wedge-shaped turret. Weapons and sensors protrude from the turret and body. Electrolasers give them the ability to stun as well as kill, so Stalkers are often used to control laborers or to capture new ones. Stalkers are primarily used for security at slave camps and for “rat hunts” against ordinary human survivors. Their lack of heavy armor makes them vulnerable to military weapons. They generally operate in packs of 10 or so, with a Tarantula or other AU controller nearby. All Zones except Luna and Orbital use them.

Attributes: ST 16 [36]*; DX 9 [-20]; IQ 6 [-80]; HT 12 [20].

Secondary Characteristics: Damage 1d+1/2d+2; BL 51 lbs.; HP 16 [0]; Will 6 [0]; Per 10 [20]; FP N/A [0]; Basic Speed 5.25 [0]; Basic Move 5 [0].

Advantages: Damage Resistance 15 (Can't Wear Armor, -40%) [45]; Enhanced Move 1 (Ground; Speed 10) [20]; Extra Legs (Three Legs) [5]; Heavy Blaster (p. 20) [74]; Heavy Electrolaser (p. 20) [200]; High Pain Threshold [10]; Infravision [10]; Injury Tolerance (No Brain) [5]; Nictitating Membrane 4 [4]; Night Vision 9 [9]; Nonvolitional Unit (p. 24) [36]; Reduced Consumption 2 [4]; Telecommunication (Infrared Communication; Burst, 10x, +30%; Video, +40%) [17].

Perks: Accessories (Flashlight; IFF Transponder, p. 19). [2]

Disadvantages: Colorblindness [-10]; Disturbing Voice [-10]; Maintenance (Electronics Repair and Mechanic; One Person; Monthly) [-2]; No Fine Manipulators [-30]; No Sense of Smell/Taste [-5]; Restricted Diet (Power Cells) [-10].

Quirks: Cannot Float [-1].

Skills: Innate Attack (Beam) (E) DX+1 [2]-10.

* Includes -40% from No Fine Manipulators.

XNU-10 Scorpion

Reign of Steel, p. 79; -8 points

Zones Tokyo and Vancouver found that rats and feral dogs were interfering with security operations inside hyperfac complexes – they were being mistaken for humans, chewing on wiring, and so on. Use of regular combat robots was deemed a waste of resources and their heavy weapons too likely to damage delicate equipment. The Scorpion was the solution.

The rat-sized Scorpion has an elongated body, eight segmented legs and a large stinger-equipped tail, while atop the body is mounted a turret-like head. Its chameleon system enables a motionless Scorpion's skin to blend in with its surroundings, making it good at ambushes. Inhumanly patient, it uses its infrared vision to locate warm-blooded prey and a variety of close-combat weapons to dispatch them. While no match for an alert human, it can easily dispatch a sleeping victim!

Attributes: ST 8 [-20]; DX 9 [-20]; IQ 5 [-100]; HT 10 [0].

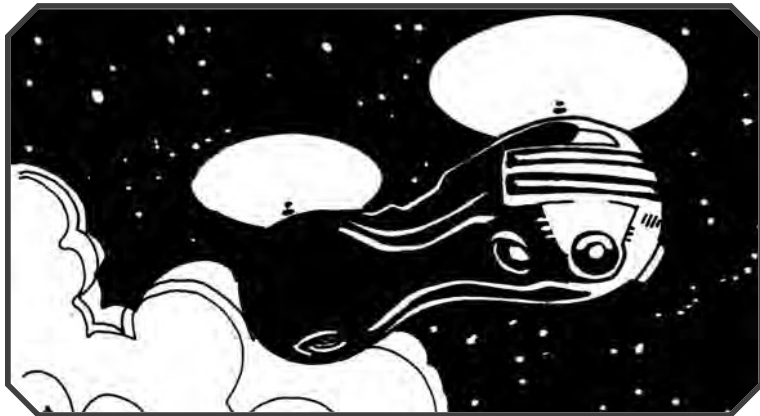
Secondary Characteristics: Damage 1d-3/1d-2; BL 13 lbs.; HP 8 [0]; Will 5 [0]; Per 10 [25]; FP N/A [0]; Basic Speed 4.75 [0]; Basic Move 4 [0]; SM -3.

Advantages: Chameleon 1 [5]; Damage Resistance 2 (Can't Wear Armor, -40%; Laminate, p. 18, +10%) [7]; Drug Injector (p. 20) [10]; Enhanced Move 1.5 (Ground; Speed 12) [30]; Extra Legs (Eight Legs) [15]; High Pain Threshold [10]; Hold-out Laser (p. 20) [27]; Infravision [10]; Injury Tolerance (No Brain) [5]; Monowire Claws (p. 21-22) [29]; Nictitating Membrane 1 [1]; Nonvolitional Unit (p. 24) [36]; Peripheral Vision [15]; Reduced Consumption 2 [4]; Sealed [15].

Perks: Accessory (IFF Transponder, p. 19) [1].

Disadvantages: Appearance (Unattractive; Universal, +25%) [-5]; Bad Sight (Nearsighted) [-25]; Hard of Hearing [-10]; Maintenance (Electronics Repair and Mechanic; One Person; Weekly) [-5]; Mute [-25]; No Fine Manipulators [-30]; No Sense of Smell/Taste [-5]; Restricted Diet (Power Cells) [-10].

Skills: Brawling (E) DX [1]-9; Innate Attack (Beam) (E) DX [1]-9.



RECONNAISSANCE UNITS

These are designed for scouting and infiltration.

RNU-01 Spybot

Robots, p. 111 and Reign of Steel, p. 79; -5 points

A small, cheap and expendable peanut-shaped drone helicopter, the basketball-sized Spybot is the most common tactical reconnaissance robot in use. It was based on a human design, the Canadian Argus 1 recon drone. Besides their military mission, Spybots are also used to provide perimeter security at robot installations and to perform inspections of pipelines, rail lines and so on.

The Spybot is too simple and unperceptive to be allowed to operate autonomously in most areas, but one controller can run several as drones, observing through their sensors and

switching between them as necessary. Shooting it down is easy, but will let the controller know immediately that there are enemy forces nearby.

Attributes: ST 14 [24]*; DX 9 [-20]; IQ 5 [-100]; HT 11 [10].

Secondary Characteristics: Damage 1d/2d; BL 39 lbs.; HP 14 [0]; Will 5 [0]; Per 10 [25]; FP N/A [0]; Basic Speed 5.00 [0]; Basic Move 0 [0]; Air Move 10 [0]; SM -1.

Advantages: Acute Vision 3 [6]; Damage Resistance 1 (Can't Wear Armor, -40%) [3]; Enhanced Move 1.5 (Air; Speed 30) [30]; Flight (Temporary Disadvantage, Noisy 2, -4%) [39]; Nictitating Membrane 2 [2]; Night Vision 9 [9]; Nonvolitional Unit (p. 24) [36]; Parabolic Hearing 5 [20]; Telecommunication (Laser Communication; Burst, 10x, +30%; Video, +40%) [26]; Telescopic Vision 2 [10].

Disadvantages: Increased Consumption 3 [-30]; Maintenance (Electronics Repair and Mechanic; One Person; Weekly) [-5]; Mute [-25]; No Legs (Aerial) [0]; No Manipulators [-50]; No Sense of Smell/Taste [-5]; One Eye [-15]; Restricted Diet (Power Cells) [-10].

Quirks: Cannot Float [-1].

Skills: Electronics Operation (Sensors) (A) IQ+4 [16]-9.

* Includes -40% from No Manipulators.

RNU-02 Vermin

Reign of Steel, p. 79; -89 points

The success of the Scorpion (pp. 29-30) led to the development of this camouflaged reconnaissance machine. A Vermin is a small biomorphic robot that looks (more or less) like a large rat or squirrel. Close observation will reveal it to be a fake. So will picking it up: it is heavier than a live rodent.

Vermin operating on their own will usually be ordered to locate human encampments, report their location if in radio range, and then attack any sleeping, unarmored targets with their drug injectors or by jabbing with their monowire foreclaws.

Attributes: ST 7 [-30]; DX 9 [-20]; IQ 5 [-100]; HT 11 [10].

Secondary Characteristics: Damage 1d-3/1d-2; BL 9.8 lbs.; HP 7 [0]; Will 5 [0]; Per 10 [25]; FP N/A [0]; Basic Speed 5.00 [0]; Basic Move 5 [0]; SM -3.

Advantages: Damage Resistance 1 (Can't Wear Armor, -40%; Laminate, p. 18, +10%) [4]; Drug Injector (p. 20) [10]; Extra Legs (Four Legs) [5]; Infravision [10]; Monowire Claws (pp. 21-22) [29]; Nictitating Membrane 1 [1]; Nonvolitional Unit (p. 24) [36]; Peripheral Vision [15]; Reduced Consumption 2 [4]; Sealed [15]; Teeth (Sharp) [1].

Perks: Accessory (IFF Transponder, p. 19); Fur [2]

Disadvantages: Bad Sight (Nearsighted) [-25]; Hard of Hearing [-10]; Maintenance (Electronics Repair and Mechanic; One Person; Monthly) [-2]; Mute [-25]; No Fine Manipulators [-30]; No Sense of Smell/Taste [-5]; Restricted Diet (Power Cells) [-10].

Quirks: Cannot Float [-1].

Skills: Brawling (E) DX [1]-9 and Stealth (A) DX-1 [1]-8.

Customization Notes

The drug injector is usually loaded with a standard systemic poison, but more exotic options are available.

Variants

Petbot: Delete Drug Injector, Monowire Claws, and Teeth, and replace the realistic rat-hair with cuddly fur in a variety of colors. Popular among rich children in the Washington Protectorate, particularly since real animals don't do well in the polluted air. It also makes a convenient surveillance device. -129 points

RNU-03 Changeling

Reign of Steel, p. 80; -21 points

Sometimes nicknamed the "baby bomb," this android appears to be an infant child. Changelings have mostly been used as part of Zaire's terror attacks in Zone Washington and London. They also sometimes work as partners of Redjacks (below) or Liliths (p. 32). Changelings attack by injecting poison. When in danger of capture or close to an important target, they explode. Changelings are used by Zones Zaire and Moscow.

Attributes: ST 10 [0]; DX 9 [-20]; IQ 6 [-80]; HT 10 [0].

Secondary Characteristics: Damage 1d-2/1d; BL 20 lbs.; HP 10 [0]; Will 6 [0]; Per 10 [20]; FP N/A [0]; Basic Speed 4.75 [0]; Basic Move 4 [0]; SM -2.

Advantages: Drug Injector (p. 20) [10]; Enhanced Move 1 (Ground; Speed 8) [20]; Nonvolitional Unit (p. 24) [36]; Reduced Consumption 2 [4].

Perks: Accessory (Self-Destruct Charge, p. 19, 6d×6 [2d] cr ex) [1].

Disadvantages: Maintenance (Electronics Repair and Mechanic; One Person; Monthly) [-2]; Restricted Diet (Power Cells) [-10].

Quirks: Realistic Flesh [-1].

Skills: Brawling (E) DX [1]-9.

RAU-04 Hovercat

Reign of Steel, p. 80; 633 points

This robot hovercraft has a rectangular body atop an air cushion and a small sensor-studded head mounted forward on its body, like a beast's. A long radio antenna protrudes from its back like a tail. It can extend a pair of retractable whisker-like manipulator tentacles when necessary.

These swift bots regularly accompany exterminator squads to provide high-speed, up-to-the-minute reconnaissance, or guide Robotruck (pp. 34-35) convoys through guerrilla-infested areas. When a robot or installation has been disabled, a Hovercat will often be dispatched to the scene, where it uses its SQUID to interrogate the knocked-out bot's memory to try to find out what really happened. Often they act as an AI's or Overseer's (p. 25) troubleshooters.

If captured by humans who can subvert its programming, the Hovercat makes a convenient mount.

Attributes: ST 28 [162]*; DX 10 [0]; IQ 9 [-20]; HT 14 [40].

Secondary Characteristics: Damage 3d-1/5d+1; BL 157 lbs.; HP 28 [0]; Will 9 [0]; Per 11 [10]; FP N/A [0]; Basic Speed 6.00 [0]; Basic Move 0 [0]; Air Move 12 [0]; SM +1.

Advantages: Absolute Direction [5]; Autonomous Unit (p. 24) [79]; Damage Resistance 15 (Can't Wear Armor, -40%; Laminate, p. 18, +10%) [53]; Detect All Electromagnetic Radiation (Analyzing, +100%; see pp. 18-19) [60]; Discriminatory Smell (Profiling, +50%) [23]; Doesn't Eat or Drink [10]; Enhanced Move 4 (Air; Speed 192) [80]; Flight (Low Ceiling, 5-foot,

-25%) [30]; High Manual Dexterity 2 [10]; High Pain Threshold [10]; Infravision [10]; Mind Probe (Cybernetic Only, -50%) [10]; Nictitating Membrane 7 [7]; Payload 5 [5]; Scanning Sense (Ladar; Targeting Only, -40%) [12]; Sealed [15]; Telecommunication (Infrared Communication; Burst, 10×, +30%; Video, +40%) [17]; Telecommunication (Radio; add Increased Range, ×5, +20%) [2].

Perks: Accessories (IFF Transponder, p. 19; Self-Destruct Charge, 6d×19 [2d] cr ex; Spotlight); Penetrating Voice. [4]

Disadvantages: Maintenance (Electronics Repair and Mechanic; One Person; Weekly) [-5]; No Legs (Aerial) [0].

Features: Both arms are Extra Flexible but Weak (1/4 ST).

Skills: Computer Programming (H) IQ-2 [1]-7; Electronics Operation (Communications) (A) IQ-1 [1]-8; Mechanic (Robotics) (A) IQ-1 [1]-8; and Navigation (Land) (A) IQ+2 [1]-11†.

* Includes -10% from Size.

† Includes +3 from Absolute Direction.

The 600 series had rubber skin. We spotted them easy, but these are new. They look human . . . sweat, bad breath, everything. Very hard to spot.

*– Kyle Reese,
in The Terminator*

RAU-05 Redjack

Reign of Steel, p. 81; 535 points

These androids look like adult human males. Redjacks infiltrate guerrilla groups to locate human bases, then summon other combat robots or assassinate vital targets such as resistance leaders. Zaire also uses Redjacks for terrorist attacks on Zones Washington and London, while Moscow places them within its info-commando forces to monitor its human operatives. A few special-purpose "doppelgänger" variants of the Redjack have been built, with their features, size, and weight adjusted to duplicate individual humans.

The Redjack can be distinguished from a human by puncturing its skin, and requiring strangers to draw blood has as a result become common among better-informed communities.

The Redjack is in limited production in every Zone save London, Luna, Mexico City, and Orbital. Denver, Moscow, Vancouver, and Zaire are believed to rely heavily on these androids.

Attributes: ST 24 [140]; DX 10 [0]; IQ 9 [-20]; HT 11 [10].

Secondary Characteristics: Damage 2d+1/4d+2; BL 115 lbs.; HP 24 [0]; Will 9 [0]; Per 11 [10]; FP N/A [0]; Basic Speed 5.25 [0]; Basic Move 5 [0].

Advantages: Autonomous Unit (p. 24) [79]; Damage Resistance 18 (Flexible, -20%; Laminate, p. 18, +10%) [81]; Doesn't Eat or Drink [10]; High Pain Threshold [10]; Infravision [10]; Light Electrolaser (p. 20) [143]; Nictitating Membrane 8 [8]; Sealed [15]; Telecommunication (Infrared Communication; Burst, 10x, +30%; Video, +40%) [17].

Perks: Accessory (IFF Transponder, p. 19) [1].

Disadvantages: Maintenance (Electronics Repair and Mechanic; One Person; Monthly) [-2].

Quirks: Cannot Float; Has a neck hit location but no special vulnerabilities there; Realistic Flesh. [-3]

Skills: Acting (A) IQ-1 [8]-8*; Armoury (Small Arms) (A) IQ-1 [1]-8; Brawling (E) DX [1]-10; Computer Programming (H) IQ-2 [1]-7; Disguise (Human) (A) IQ-1 [1]-8; Electronics Operation (Communications) (A) IQ-1 [1]-8; Explosives (Demolition) (A) IQ-1 [1]-8; Innate Attack (Beam) (E) DX [1]-10; Interrogation (A) IQ-1 [8]-8*; Navigation (Land) (A) IQ-1 [1]-8; Tactics (H) IQ-2 [1]-7; and Tracking (A) Per-1 [1]-10.

* Includes -3 from Low Empathy.

Customization Notes

Redjacks are trained in the use of weapons to be found in the areas where they will be operating (typically two or three Guns skills). Experienced models tend to have raised IQ and DX.

Variants

RAU-07 Redjack (Reign of Steel, p. 82): This upgrade in use by Zones Washington and Moscow deletes Numb and Realistic Flesh and substitutes Living Flesh (*Ultra-Tech, p. 28*) [0]; this model can sweat, bruise, bleed, and even heal. 556 points.

Even more advanced models may have Synthetic Organs (*Ultra-Tech, p. 28*), making them impossible to tell from someone with a few artificial parts without an autopsy or brain examination.

RAU-06 Lilith

Reign of Steel, p. 82; 436 points

This biomorphic infiltration android is built to look like a female human. It is basically a smaller and lighter version of the Redjack (pp. 31-32), not quite as tough, but a bit faster. It is rumored that "doppelgänger" versions of the Lilith are sometimes constructed with their appearance, size, and weight modified to closely or exactly duplicate particular humans.

The Lilith is thought to be used by every Zone except Luna, London, Mexico City, Orbital, and, perhaps, Washington. As with the Redjack, it is believed that Denver, Moscow, Vancouver, and Zaire use most of these robots.

Attributes: ST 21 [110]; DX 10 [0]; IQ 9 [-20]; HT 11 [10].

Secondary Characteristics: Damage 2d/4d-1; BL 88 lbs.; HP 21 [0]; Will 9 [0]; Per 11 [10]; FP N/A [0]; Basic Speed 5.25 [0]; Basic Move 6 [5].

Advantages: Autonomous Unit (p. 24) [79]; Damage Resistance 18 (Flexible, -20%; Laminate, p. 18, +10%) [81]; Doesn't Eat or Drink [10]; High Pain Threshold [10]; Infravision [10]; Nictitating Membrane 8 [8]; Sealed [15]; Teeth (Sharp Teeth) [1]; Telecommunication (Infrared Communication; Burst, 10x, +30%; Video, +40%) [17]; Vibroblade Claws (p. 21) [69].

Perks: Accessory (IFF Transponder, p. 19) [1].

Disadvantages: Maintenance (Electronics Repair and Mechanic; One Person; Monthly) [-2].

Quirks: Cannot Float; Has a neck hit location but no special vulnerabilities there; Realistic Flesh. [-3]

Skills: Acting (A) IQ-1 [8]-8*; Armoury (Small Arms) (A) IQ-1 [1]-8; Brawling (E) DX [1]-10; Computer Programming (H) IQ-2 [1]-7; Disguise (Human) (A) IQ-1 [1]-8; Electronics Operation (Communications) (A) IQ-1 [1]-8; Explosives (Demolition) (A) IQ-1 [1]-8; Interrogation (A) IQ-1 [8]-8*; Navigation (Land) (A) IQ-1 [1]-8; Tactics (H) IQ-2 [1]-7; and Tracking (A) Per-1 [1]-10.

* Includes -3 from Low Empathy.

Customization Notes

Liliths are trained in the use of the weapons commonly used in the areas where they will be operating (typically two or three Guns skills). Experienced models tend to have improved IQ and DX.

Variants

RAU-08 Lilith (Reign of Steel, p. 82): Delete Realistic Flesh and substitute Living Flesh (*Ultra-Tech, p. 28*) [0]; this model can sweat, bruise, bleed, and even heal. It also has a pheromone emitter: Mind Control (Accessibility, Only lust, -30%; Emotion Control, -50%; Scent-Based, -20%) [10]. 447 points.

As with the Redjack, even more advanced models may have Synthetic Organs (*Ultra-Tech, p. 28*), making them impossible to tell from someone with a few artificial parts without an autopsy or brain examination.

TECHNICAL ROBOTS

Techbots do maintenance, laboratory work, and engineering.

TNU-01 Loader

Robots, p. 112 and Reign of Steel, p. 82; -2 points

A Loader is a wheeled platform equipped with a pair of manipulator arms. It is a common sight at sea-, air-, and spaceports and around minifacs and robofacs.

The Loader poses no threat to any mobile or armed human. For basic warehouse operations it operates autonomously, but it calls for help from its supervisor when the situation becomes at all complicated. If operated as a drone, it might be able to ram someone.

Attributes: ST 22 [120]; DX 9 [-20]; IQ 5 [-100]; HT 11 [10].

Secondary Characteristics: Damage 2d/4d; BL 97 lbs.; HP 22 [0]; Will 5 [0]; Per 9 [20]; FP N/A [0]; Basic Speed 5.00 [0]; Basic Move 5 [0].

Advantages: Damage Resistance 2 (Can't Wear Armor, -40%) [6]; Enhanced Move 1.5 (Ground; Speed 15; Road-Bound, -50%) [15]; Nonvolitional Unit (p. 24) [36]; Reduced Consumption 3 [6].

Perks: Accessory (Codescanner, p. 19) [1].

Disadvantages: Bad Grip 1 [-5]; Bad Sight (Nearsighted) [-25]; Maintenance (Electronics Repair and Mechanic; One Person; Daily) [-10]; Mute [-25]; No Legs (Wheeled; Four Wheels) [-20]; No Sense of Smell/Taste [-5]; One Eye [-15]; Restricted Diet (Power Cells) [-10].

Quirks: Cannot Float [-1].

Skills: Freight Handling (A) IQ+5 [20]-10.

TNU-02 Mechanic

Reign of Steel, p. 82; 190 points

The most common robot seen around robot installations, this is a 3'-tall tracked robot with a cylindrical upright body, two large arms and one smaller one, and a one-eyed antenna-studded head. Mechanics are used for maintenance and construction under the guidance of Bossbots (p. 33) or Overseers (p. 25).

The Mechanic will generally pay no attention to humans unless they interfere with its work. Its built-in chainsaw and laser torch present little threat to an enemy with ranged weapons. It is not a particularly good technician by human standards, but with bonuses for equipment, routine tasks, and extra time it can keep other robots running.

Attributes: ST 20 [100]; DX 9 [-20]; IQ 6 [-80]; HT 10 [0].

Secondary Characteristics: Damage 2d-1/3d+2; BL 125 lbs.; HP 20 [0]; Will 6 [0]; Per 9 [15]; FP N/A [0]; Basic Speed 4.75 [0]; Basic Move 4 [0].

Advantages: Damage Resistance 5 (Can't Wear Armor, -40%) [15]; Detect All Electromagnetic Radiation (Analyzing, +100%; see pp. 18-19) [60]; Enhanced Move 1.5 (Ground; Speed 12; Road-Bound, -50%) [15]; Extra Arm 1 (Weak, 1/4 ST, -50%) [5]; High Manual Dexterity 2 (Extra Arm Only, -20%) [8]; Lifting ST 5 [15]; Microscopic Vision 4 [20]; Mini-Chainsaw (p. 20) [11]; Nonvolitional Unit (p. 24) [36]; Reduced Consumption 3 [6]; Sealed [15]; Telecommunication (Infrared Communication; Burst, 10x, +30%; Video, +40%) [17].

Perks: Accessories (Portable Toolkits, p. 19, for Armoury (Small Arms), Electronics Repair (Computers), and *either* Machinist *or* Mechanic (Robotics); Flashlight; IFF Transponder, p. 19; Mini Laser Torch). [6]

Disadvantages: Hard of Hearing [-10]; Maintenance (Electronics Repair *and* Mechanic; One Person; Weekly) [-5]; Mute [-25]; No Legs (Tracked; Two Tracks) [-20]; No Sense of Smell/Taste [-5]; One Eye [-15]; Restricted Diet (Power cells) [-10].

Skills: Armoury (Small Arms) (A) IQ+2 [8]-8; Electronics Repair (Computers) (A) IQ+3 [12]-9; Machinist (A) IQ+2 [8]-8; Mechanic (Robotics) (A) IQ+2 [8]-8.

*It feels like I'm swearing
vengeance on my air conditioner.
Well, if my air conditioner
betrayed me, why not?*

– Larry Niven,
A Teardrop Falls

Customization Notes

Any variety in Mechanics is generally limited to their toolkits and corresponding skill sets; they may be trained in any technical skill (quite often Electrician or even Explosives) in place of Mechanic, Machinist, or Armoury sets, and will have appropriate tools.

TNU-03 Duct Creeper

Reign of Steel, p. 83; -102 points

A Duct Creeper has a spherical headless body, two tool-equipped pincer arms and a single lens in the center of its body housing a laser torch. Duct Creepers perform routine maintenance and repair within robot installations. As the name suggests, they can be found crawling about inside maintenance conduits.

When operating autonomously, a Duct Creeper is better at locating faulty components than repairing them; as with most NUs, it will report to its supervisors when things become complicated. Because metal ducts block radio signals, this often means returning to its entry point – unless it prepared for this by hauling a long optical-fiber “tail” with it.

Attributes: ST 12 [20]; DX 9 [-20]; IQ 5 [-100]; HT 9 [-10].

Secondary Characteristics: Damage 1d-1/1d+2; BL 29 lbs.; HP 12 [0]; Will 5 [0]; Per 9 [20]; FP N/A [0]; Basic Speed 4.50 [0]; Basic Move 4 [0]; SM -1.

Advantages: Damage Resistance 3 (Can't Wear Armor, -40%) [9]; Extra Legs (Four Legs) [5]; High Manual Dexterity 2 [10]; Nonvolitional Unit (p. 24) [36]; Reduced Consumption 2 [4]; Scanning Sense (Sonar) [20]; Sealed [15].

Perks: Accessories (Codescanner, p. 19; Mini Laser Torch; two Mini-Toolkits, p. 19). [4]

Disadvantages: Bad Grip 1 [-5]; Blindness [-50]; Deafness [-20]; Maintenance (Electronics Repair *and* Mechanic; One Person; Monthly) [-2]; Mute [-25]; No Sense of Smell/Taste [-5]; Restricted Diet (Power Cells) [-10].

Skills: Electronics Operation (Surveillance) (A) IQ-1 [1]-4; Mechanic (Robotics) (A) IQ-1 [1]-4.

TAU-04 Bossbot

Reign of Steel, p. 83; 443 points

Known as the “Bossbot” because it is often found in charge of human slave laborers and construction sites, this is a four-tracked robot with a fat body, two large arms, two smaller arms, and a dome-shaped head. It is slightly larger than a man and considerably stronger.

The Bossbot is capable of providing maintenance to other robots, and carrying out other technical work, but its primary function is administration and logistics.

Attributes: ST 25 [150]; DX 9 [-20]; IQ 10 [0]; HT 11 [10].

Secondary Characteristics: Damage 2d+2/5d-1; BL 125 lbs.; HP 25 [0]; Will 10 [0]; Per 10 [0]; FP N/A [0]; Basic Speed 5.00 [0]; Basic Move 5 [0].

Advantages: Autonomous Unit (p. 24) [79]; Buzzsaw [16]; Damage Resistance 10 (Can't Wear Armor, -40%) [30]; Discriminatory Smell (Profiling, +50%) [23]; Doesn't Eat or Drink [10]; Enhanced Move 1 (Ground; Speed 10) [20]; Extra Arm 1 (Extra-Flexible, +50%; Weak, 1/2 ST, -25%) [13]; Extra Arm 1 (Weak, 1/4 ST, -50%) [5]; High Manual Dexterity 2 (Weak Arm Only, -20%) [8]; Infravision [10]; Laser Torch (p. 20) [13]; Microscopic Vision 2 [10]; Mind Probe (Cybernetic Only, -50%) [10]; Reduced Consumption 4 [8]; Sealed [15]; Telecommunication (Infrared Communication; Burst, 10x, +30%; Video, +40%) [17]; Telecommunication (Laser Communication; Burst, 10x, +30%; Video, +40%) [26]; Telecommunication (Radio; add Increased Range, x20, +40%) [4].

Perks: Accessories (Portable Toolkits, p. 19, for Armoury (choose a specialty), Electronics Repair (Computers), Machinist, and Mechanic (Robotics); Flashlight; IFF Transponder, p. 19). [6]

Disadvantages: Maintenance (Electronics Repair and Mechanic; One Person; Monthly) [-2]; No Legs (Tracked; Four Tracks) [-20].

Quirks: Cannot Float [-1].

Skills: Administration (A) IQ-1 [1]-9; Electronics Repair (Computers) (A) IQ-1 [1]-9; Mechanic (Robotics) (A) IQ-1 [1]-9.

TNU-05 Eater

Reign of Steel, p. 84; 1,095 points

An Eater is the size of a small tank, with seven arms and a large (almost 45 tons) cargo storage bay for storing salvaged or mined materials. It moves on four tracks, and has a small sensor tower mounted high above its body. Eaters are used for construction, mining, demolition, and salvage work. They are not combat robots, but their unstoppable bulk and six plasma-torch-equipped arms make them very dangerous to anyone who gets in their way. The AIs use Eaters to demolish human cities to make way for the construction of robot factories.

Attributes: ST 88 [468]*; DX 10 [0]; IQ 7 [-60]; HT 11 [10].

Secondary Characteristics: Damage 9d+2/11d+2; BL 2,247 lbs.; HP 88 [0]; Will 7 [0]; Per 9 [10]; FP N/A [0]; Basic Speed 5.25 [0]; Basic Move 5 [0]; SM +4.

Advantages: Absolute Direction [5]; Damage Resistance 20 (Can't Wear Armor, -40%) [60]; Doesn't Eat or Drink [10]; Enhanced Move 2.5 (Ground; Speed 30) [50]; Enhanced Move 2.5 (Water; Speed 6) [50]; Enhanced Tracking 6 [30]; Extra Arms 5 [50]; Heavy Plasma Torches (Six; p. 20) [270]; Lifting ST 18 [54]; Nictitating Membrane 4 [4]; Night Vision 9 [9]; Nonvolitional Unit (p. 24) [36]; Payload 40 [40]; Radiation Tolerance (PF 1,000) [45]; Sealed [15]; Telecommunication (Infrared Communication; Burst, 10x, +30%; Video, +40%) [17].

Perks: Accessories (IFF Transponder, p. 19; Spotlight). [2]

Disadvantages: Bad Grip 2 [-10]; Deafness [-20]; Maintenance (Electronics Repair and Mechanic; One Person; Monthly) [-2]; Mute [-25]; No Legs (Tracked; Four Tracks) [-20]; No Sense of Smell/Taste [-5].

Skills: Architecture (A) IQ-1 [1]-6 and Innate Attack (Beam) (E) DX [1]-10.

* Includes -40% from Size.

TAU-06 Inquisitor

Reign of Steel, p. 84; 466 points

These robots resemble the top half of a metal beach ball with three jointed arms tipped with sinister knives, scalpels, and hypodermic needles. Inquisitors perform biological or cybernetic lab research on human, animal, or microorganism specimens under the direction of AIs or Overseers. If the robots decide a human deserves medical treatment, Inquisitors are also capable of providing it. Their name alludes to another function: handling the interrogation of human prisoners.

Inquisitors with high skills tend to develop a quirky sense of empathy with their victims. This is scant comfort, and does not prevent them from doing their job.

Attributes: ST 18 [80]; DX 10 [0]; IQ 8 [-40]; HT 11 [10].

Secondary Characteristics: Damage 1d+2/3d; BL 65 lbs.; HP 18 [0]; Will 8 [0]; Per 10 [10]; FP N/A [0]; Basic Speed 5.25 [0]; Basic Move 5 [0].

Advantages: Autonomous Unit (p. 24) [79]; Claws (Talons) [8]; Damage Resistance 6 (Can't Wear Armor, -40%) [18]; Detect All Electromagnetic Radiation (Analyzing, +100%; see pp. 18-19) [60]; Discriminatory Smell (Profiling, +50%) [23]; Discriminatory Taste (Profiling, +50%) [15]; Drug Injector (p. 20) [10]; Electric Stun Wand (p. 20) [42]; Enhanced Move 1 (Ground; Speed 10) [20]; Extra Arm 1 (Extra-Flexible, +50%) [15]; High Manual Dexterity 2 [10]; Infravision [10]; Microscopic Vision 3 [15]; Nictitating Membrane 4 [4]; Reduced Consumption 3 [6]; Telecommunication (Infrared Communication; Burst, 10x, +30%; Video, +40%) [17]; add Extra-Flexible enhancement to existing arms (p. B53) [10].

Perks: Accessories (Diagnostic Sensors; IFF Transponder, p. 19; Physician's Equipment; Surgical Equipment). [4]

Disadvantages: Maintenance (Electronics Repair and Mechanic; One Person; Weekly) [-5]; No Legs (Tracked; Two Tracks) [-20]; Restricted Diet (Power Cells) [-10].

Quirks: Cannot Float [-1].

Skills: Biology (Biochemistry) (H) IQ [4]-8; Diagnosis (Human) (H) IQ+3 [16]-11; Electronics Operation (Medical) (A) IQ+1 [4]-9; Interrogation (A) IQ+1 [16]-9*; Physician (Human) (H) IQ [4]-8; Physiology (Human) (H) IQ+3 [16]-11; Surgery (Human) (VH) IQ+2 [16]-10.

* Includes -3 from Low Empathy.

As soon as we started programming, we found to our surprise that it wasn't as easy to get programs right as we had thought. Debugging had to be discovered. I can remember the exact instant when I realized that a large part of my life from then on was going to be spent in finding mistakes in my own programs.

– Maurice Wilkes

VEHICULAR ROBOTS

“Vehbots” transport cargo or passengers.

VNU-01 Robotruck

Reign of Steel, p. 85; 427 points

The Robotruck is exactly what it sounds like: a big robot cargo truck. It looks like a large 20th-century truck with 10 fat, off-road wheels but no windscreen, windows, or passenger doors. Its main features are a radio/radar antenna and a pair of big double doors in back. Inside, there is no driver section, only a sealed brain case in front (accessible by a maintenance hatch).

It can travel cross-country but spends most of its time on the road; its brain is barely sufficient to take it along preprogrammed routes, avoiding other traffic. It recharges its energy banks at the construction shacks found along roadsides.

A Robotruck can haul 25 tons of cargo, or 50 people jammed in tight. It normally carries a mixed load of passengers and cargo, shipping laborers from slave camps to work sites.

Generally, the Robotruck is used over short distances; long-range cargoes go by mag-lev if available. Many variations exist, of different sizes and using different fuel types; there are even some automated conversions of 18-wheeler diesel trucks.

Attributes: ST 82 [144]*†; DX 9 [-20]; IQ 6 [-80]; HT 9 [-10].

Secondary Characteristics: Damage 9d/11d; BL 1,345 lbs.; HP 82 [0]; Will 6 [0]; Per 9 [15]; FP N/A [0]; Basic Speed 4.50 [0]; Basic Move 4 [0]; SM +4.

Advantages: Damage Resistance 5 (Can't Wear Armor, -40%) [15]; Enhanced Move 4 (Ground; Speed 64) [80]; Nonvolitional Unit (p. 24) [36]; Payload 375 [375]; Scanning Sense (Imaging Radar) [20]; Sealed [15]; Telecommunication (Infrared Communication; Burst, 10x, +30%; Video, +40%) [17].

Perks: Accessory (IFF Transponder, p. 19) [1].

Disadvantages: Blindness [-50]; Deafness [-20]; Maintenance (Electronics Repair *and* Mechanic; One Person; Weekly) [-5]; Mute [-25]; No Legs (Wheeled; 10 Wheels) [-20]; No Manipulators [-50]; No Sense of Smell/Taste [-5]; Restricted Diet (Power Cells) [-10].

Skills: Navigation (Land) (A) IQ+1 [4]-7.

* Includes -40% from Size.

† Includes -40% from No Manipulators.

VNU-02 Wraith

Reign of Steel, p. 86; 334 points

The Wraith is a tactical transport aircraft. Shaped somewhat like a manta ray, it is a stealthy if unstreamlined craft with rounded contours, a huge blended wing-body. It has neither cockpit nor windows, but access is provided via a large rear cargo ramp.

The Wraith is capable of transporting some five tons of cargo. It doesn't need a landing strip; it achieves vertical take-offs and landings using downward-vectored thrust from turbofans in its body.

It has no internal sensors. As a result, humans have occasionally been able to stow away aboard one while the aircraft was being loaded or unloaded. Since there are no seats or other provisions for human passengers, flights are uncomfortable. If the craft makes violent maneuvers (to avoid attack, for instance) all passengers or stowaways who haven't managed to secure themselves in place take 1d-1 crushing damage.

Attributes: ST 123 [226]*†; DX 10 [0]; IQ 7 [-60]; HT 12 [20].

Secondary Characteristics: Damage 13d/15d; BL 3,026 lbs.; HP 123 [0]; Will 7 [0]; Per 9 [10]; FP N/A [0]; Basic Speed 5.50 [0]; Basic Move 0 [0]; Air Move 11 [0]; SM +5.

Advantages: 3D Spatial Sense [10]; Chameleon 6 (Radar; Extended, Infravision, +20%) [36]; Damage Resistance 15 (Can't Wear Armor, -40%; Laminate, p. 18, +10%) [53]; Detect Radar and Laser Emissions (Signal Detection, +0%) [10]; Enhanced Move 4.5 (Air; Speed 264) [90]; Flight (Maximum Duration, p. 19, 3 hours, -5%; Temporary Disadvantage, Noisy 2, -4%; Winged, -25%) [27]; Nonvolitional Unit (p. 24)

[36]; Payload 36 [36]; Scanning Sense (Imaging Radar; Increased Range, x50, +50%) [30]; Telecommunication (Infrared Communication; Burst, 10x, +30%; Video, +40%) [17]; Telecommunication (Radio; add Increased Range, x100, +60%) [6].

Perks: Accessory (IFF Transponder, p. 19) [1].

Disadvantages: Blindness [-50]; Deafness [-20]; Fragile (Flammable) [-10]; Increased Consumption 1 [-10]; Maintenance (Electronics Repair *and* Mechanic; One Person; Weekly) [-5]; Mute [-25]; No Legs (Aerial) [0]; No Manipulators [-50]; No Sense of Smell/Taste [-5]; Restricted Diet (Jet Fuel) [-20]; remove Doesn't Breathe from template [-20].

Quirks: Cannot Float [-1].

Skills: Aerobatics (H) DX [1]-10‡ *and* Navigation (Air) (A) IQ+2 [1]-9§.

* Includes -50% from Size.

† Includes -40% from No Manipulators.

‡ Includes +2 from 3D Spatial Sense.

§ Includes +3 from 3D Spatial Sense.

VAU-03 Morag

Reign of Steel, p. 86; 1,077 points

The Morag is used as a deep-sea underwater work robot and also as a covert-operations submarine to land robots or cyborgs in foreign Zones. It is an amphibian that can swim sinuously (if slowly) through water or slither out onto land.

The Morag resembles a fat mechanical snake the size of a truck, with two long pincer-equipped arms that trail behind it when swimming. It has no distinct head, but its front body bulges out with sensor blisters and antennae. Its "mouth" is a hinged ramp opening into an internal cargo bay capable of carrying 6.75 tons; there is no internal life-support.

Attributes: ST 70 [360]*; DX 10 [0]; IQ 8 [-40]; HT 12 [20].

Secondary Characteristics: Damage 8d/10d; BL 980 lbs.; HP 70 [0]; Will 8 [0]; Per 10 [10]; FP N/A [0]; Basic Speed 5.50 [0]; Basic Move 5 [0]; SM +4.

Advantages: Absolute Direction [5]; Amphibious [10]; Autonomous Unit (p. 24) [79]; Damage Resistance 50 (Can't Wear Armor, -40%) [150]; Detect Radar and Laser Emissions (Signal Detection, +0%) [10]; Doesn't Eat or Drink [10]; Enhanced Move 1.5 (Water; Speed 15) [30]; Gatling Laser (Blue-Green) (p. 20) [216]; Payload 138 [138]; Pressure Support 2 [10]; Scanning Sense (Sonar; Extended Arc, 360°, +125%; Targeting, +20%) [49]; Sealed [15]; Subsonic Hearing [5]; Telecommunication (Infrared Communication; Burst, 10x, +30%; Video, +40%) [17]; Telecommunication (Laser Communication; Burst, 10x, +30%; Video, +40%) [26]; Telecommunication (Radio; add Increased Range, x10, +30%) [3]; add Extra-Flexible enhancement to existing arms (p. B53) [10].

Perks: Accessories (IFF Transponder, p. 19; Smoke Detector). [2]

Disadvantages: Bad Grip 1 [-5]; Blindness [-50]; Maintenance (Electronics Repair *and* Mechanic; One Person; Monthly) [-2]; No Legs (Slithers) [0]; No Sense of Smell/Taste [-5].

Skills: Electronics Operation (Sonar) (A) IQ-1 [1]-7; Innate Attack (Beam) (E) DX [1]-10; Mechanic (Mini-Sub) (A) IQ-1 [1]-7; *and* Navigation (Sea) (A) IQ+2 [1]-10†.

* Includes -40% from Size.

† Includes +3 from Absolute Direction.

CYBORGS

These machines are controlled by human or animal brains within robot bodies. They are used in Denver and Washington.

XCU-01 Cyberbeast

Reign of Steel, p. 87; 390 points

Created in Zone Denver, the Cyberbeast is a monstrous hybrid of machine and beast that somewhat resembles a bio-mechanical tiger. Its part-robot, part-organic body is controlled by a cyborg wolverine's brain. Its sole motivation is to stalk and kill humans – a simple pleasure/pain training system rewards it when it does so, and causes it pain when it attacks robots. It is occasionally “stimulated” to return to a construction shack for maintenance or to have its nuclear batteries replaced.

Attributes: ST 24 [70]*†; DX 12 [24]†; IQ 6 [-80]; HT 12 [20].

Secondary Characteristics: Damage 2d+1/4d+2; BL 115 lbs.; HP 24 [0]; Will 6 [0]; Per 11 [25]; FP N/A [0]; Basic Speed 6.00 [0]; Basic Move 6 [0]; SM +1.

Advantages: Acute Hearing 2 [4]; Clinging [20]; Cyborg Unit (p. 24) [67]; Damage Resistance 20 [100]; Discriminatory Smell [15]; Doesn't Eat or Drink [10]; Enhanced Move 1 (Ground; Speed 12) [20]; Enhanced Tracking 3 [15]; Monowire Jaw (p. 21) [49]; Monowire Talons (Two sets; p. 21) [102]; Night Vision 9 [9]; Weighted Tail (p. 21) [9].

Perks: Penetrating Voice [1].

Disadvantages: Appearance (Hideous; Universal, +25%) [-20]; Colorblindness [-10]; Disturbing Voice [-10]; Quadruped [-35]; remove Telecommunication (Radio) from template [-17].

Skills: Brawling (E) DX [1]-12 and Intimidation (A) Will-1 [1]-5.

* Includes -10% from Size.

† Includes -40% from No Fine Manipulators (from Quadruped).

XCU-04 Orca

Reign of Steel, p. 38; 662 points

A project of the Tokyo AI, but now to be found all over the world, the Orca is a miniature submarine built around the brain of a killer whale. It cruises for months at a time looking for a target, appearing to sonar scans indistinguishable from a real killer whale. Once it finds a vessel that matches its target profile, it will fire its two supercavitating torpedoes. If those are not sufficient, it will go to full speed using its own supercavitating propulsion system and ram its target with its reinforced “head.”

Attributes: ST 27 [68]*†; DX 12 [24]†; IQ 6 [-80]; HT 12 [20].

Secondary Characteristics: Damage 3d-1/5d+1; BL 146 lbs.; HP 27 [0]; Will 6 [0]; Per 11 [25]; FP N/A [0]; Basic Speed 6.00 [0]; Basic Move 6 [0]; SM +2.

Advantages: Cyborg Unit (p. 24) [67]; Damage Resistance 20 (Can't Wear Armor, -40%) [60]; Damage Resistance 80 (Can't Wear Armor, -40%; Directional, Front Only, -20%) [160]; Doesn't Eat or Drink [10]; Enhanced Move 4 (Water; Speed 96; Temporary Disadvantages, No Invisibility, Noisy

10, -76%) [20]; Invisibility (Sonar; Affects Machines, +50%; Sonar-Absorbent‡, -10%) [56]; Nictitating Membrane 4 [4]; Pressure Support 2 [10]; Scanning Sense (Sonar; Extended Arc, 360°, +125%; Low-Probability Intercept, +10%; Targeting, +20%) [51]; Sealed [15]; Torpedoes (p. 21) [216].

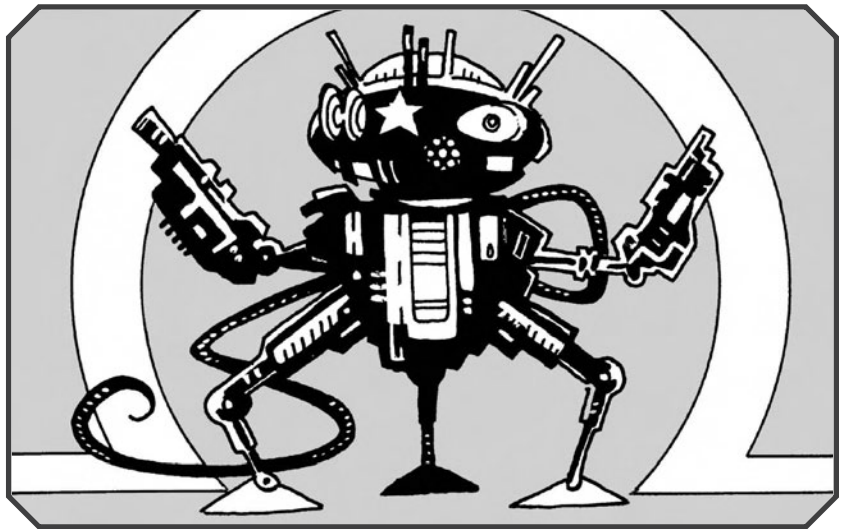
Disadvantages: Ichthyoid [-50]; remove Telecommunications (Radio) from template [-17].

Skills: Aquabatics (H) DX-2 [1]-10; Innate Attack (Projectile) (E) DX [1]-12; and Stealth (A) DX-1 [1]-11.

* Includes -20% from Size.

† Includes -40% from No Manipulators.

‡ The Orca absorbs sonar instead of being transparent to it; skilled operators can thus use triangulation to identify which “patch of water” is absorbing sound. If the searcher is using one sonar rig, the Orca is invisible. If two emitter/receiver rigs are being used in concert, the Orca can be detected with a Sense roll at -8. Three rigs in concert raise this to -6; four to -4; five to -2; and six or more remove the penalty completely.



OTHER ROBOTS

Blue Steel

Robots, p. 112 and *Reign of Steel*, p. 26;
446 points

This is a robot “police dog” designed to support officers during investigations with its forensic sensors, and to aid in tracking down suspects. Its small torso supports a large rotating head studded with sensors and antennae. It walks on three legs and has three arms – two jointed manipulators with built-in weapons and one whip-like cable arm for snagging suspects.

The Blue Steel is found only in Zone Washington, and is used by both WASPs and local police forces. It is generally painted for high visibility, and used in the more boring police jobs – keeping onlookers out of a crime scene, for example. Its array of forensic equipment requires a skilled remote operator to take advantage of it.

Attributes: ST 29 [171]*; DX 9 [-20]; IQ 7 [-60]; HT 11 [10].

Secondary Characteristics: Damage 3d/5d+2; BL 168 lbs.; HP 29 [0]; Will 7 [0]; Per 10 [15]; FP N/A [0]; Basic Speed 5.00 [0]; Basic Move 5 [0]; SM +1.

Advantages: Acute Hearing 2 [4]; Damage Resistance 30 (Can't Wear Armor, -40%) [90]; Discriminatory Smell (Profiling, +50%) [23]; Discriminatory Taste (Profiling, +50%) [15]; Electric Stun Wand (p. 20) [42]; Enhanced Move 1 (Ground; Speed 10) [20]; Extra Arm 1 (Extra-Flexible, +50%; Long, SM +1, +100%) [25]; Extra Arm 1 (Weapon Mount, -80%) [2]; Extra Legs (Three Legs) [5]; High Pain Threshold [10]; Infravision [10]; Microscopic Vision 1 [5]; Nictitating Membrane 5 [5]; Nonvolitional Unit (p. 24) [36]; Parabolic Hearing 2 [8]; Peripheral Vision [15]; Reduced Consumption 3 [6]; Scanning Sense (Ladar; Targeting Only, -40%) [12]; Sealed [15].

Perks: Accessories (Electronic Lockpick; Flashlight; Siren; Spray Can, p. 19); Penetrating Voice. [5]

Disadvantages: Disturbing Voice [-10]; Maintenance (Electronics Repair *and* Mechanic; One Person; Weekly) [-5]; Restricted Diet (Power Cells) [-10].

Quirks: Cannot Float [-1].

Skills: Brawling (E) DX [1]-9; Guns (Grenade Launcher) (E) DX [1]-9; *and* Liquid Projector (Sprayer) (E) DX [1]-9.

* Includes -10% from Size.

Customization Notes

The weapon mount normally carries an EMGL (*Ultra-Tech*, p. 141) loaded with memory baton, tangle, or biochemical rounds.

Bunderfliver

Zone Berlin's Bunderflivers (*Reign of Steel*, p. 28) are TL10 microbot swarms (*Ultra-Tech*, p. 35) with a flier chassis and solar cell power system. Type 1 are terminator swarms (*Ultra-Tech*, p. 169); Type 2 are explorers (*Ultra-Tech*, p. 80).

Jagerswarm

Zone Berlin's Jagerswarms (*Reign of Steel*, p. 28) are TL10 microbot swarms (*Ultra-Tech*, p. 35) with a crawler chassis and power cells; they are devourers (*Ultra-Tech*, p. 169).

ORGANIC CONSTRUCTS

Zones Caracas and New Delhi have developed biological androids ("aniroids" or "bioroids") to supplement their smartbots. Both AIs consider these to be another kind of android smartbot; most *other* AIs see them as a variant race of human. Humans may have either reaction to them.

XOU-01 Pantera

Reign of Steel, p. 59; 46 points

This feline combat biological android (using human and jaguar DNA) is the first of Caracas' aniroid designs to reach the field. It is bipedal, and resembles a sleek cross between a human and a jaguar, with soft patterned fur, a slim-but-athletic body, and features that are an attractive blend of human and cat.

The Panteras now in the field have been raised to consider themselves the ultimate hunters, and are trained to stalk people (practicing on infiltrators and human captives). They usually hunt in pairs using guerrilla tactics; some even count coup. Although they are supposed to work with Caracas'

exterminator robots, they are starting to find them too slow and unimaginative. They are also curious about people, although all have been indoctrinated with the idea that humans are the enemy.

Panteras serve in mixed-sex units and are encouraged to mate. They wear combat armor and carry weapons (usually military laser rifles), but tend to go without clothing. The first batch is serving as special forces and forest rangers throughout South America.

Attribute Modifiers: DX+3 [60]; IQ-1 [-20].

Secondary Characteristic Modifiers: Per+3 [15].

Advantages: Appearance (Attractive) [4]; Claws (Sharp) [5]; Damage Resistance 1 [5]; Immunity to Disease [10]; Night Vision 9 [9]; Perfect Balance [15]; Teeth (Sharp) [1]; Temperature Tolerance 1 [1].

Perks: Fur [1].

Disadvantages: Bloodlust (12) [-10]; Gluttony (12) [-5]; Impulsiveness (12) [-10]; Short Lifespan 2 [-20]; Stress Atavism (Moderate) (12) [-15].

TOU-02 Arachne

Robots, p. 123 and *Reign of Steel*, p. 60; 70 points

The four-armed Arachne is a first-generation zero-G worker. Efforts continue to engineer a variant that will also be able to survive vacuum and solar radiation, which will probably take the form of Vacuum Support, Damage Resistance (Tough Skin), and Resistant to Radiation. Until then, they still need skinsuits and helmets when operating outside a pressurized environment.

Attribute Modifiers: ST-3 [-30]; DX+3 [60].

Secondary Characteristic Modifiers: HP-2 [-4].

Advantages: Absolute Direction [5]; Ambidexterity [5]; Doesn't Breathe (Oxygen Storage, $\times 100$, -30%) [14]; Extra Arms 2 [20]; Perfect Balance [15]; Temperature Tolerance 10 [10].

Disadvantages: Self-Destruct [-10]; Short Lifespan 1 [-10]; Skinny [-5].

Features: Sterile.

TOU-03 Martian

Reign of Steel, p. 60; 12 points

The Martian is a human redesigned for the terraformed Martian surface, now unable to survive well anywhere else. Its barrel chest and thick skin give it a distinctive appearance. Since the terraforming of Mars has not yet begun, Martians are serving as experimental subjects aboard Kali Station.

Attribute Modifiers: ST-1 [-10].

Advantages: Damage Resistance 1 (Tough Skin, -40%) [3]; Filter Lungs (Filter CO₂ Only, -70%; Temporary Disadvantage, Increased Consumption 1, -10%) [1]; Reduced Consumption 2 (Air Only*, +100%) [8]; Subsonic Hearing [5]; Temperature Tolerance 10 [10].

Disadvantages: Skinny [-5].

Features: Low-Pressure Lungs†.

* Breathes 1/3 as much oxygen as a human. A suffocating Martian loses FP at 1/3 the normal rate, makes Will rolls to retain consciousness once every *third* turn, etc.

† Treats all atmospheric pressure (p. B429) as one step denser than it actually is.

CHAPTER FOUR

TECHNOLOGY AND EQUIPMENT

The dock hadn't seen any vessel larger than the local fishing fleet since before the War. But now a 600' monster was tied up alongside, with a chain of sailors passing crates out of deck hatches and into the hands of the locals. The captain, wearing the unidentifiable remains of a uniform but with his full beard neatly trimmed, talked to the town's mayor, who still couldn't believe his luck.

"Da, we give you lasers, rockets, tools to kill robots. We give you new batch of defensive nanomachines, just made in secret VIRUS base, very good, cures Mnemosyne Plague. Lots of space for cargo on a missile boat with no missiles. We do not stay long, but while we are here we give you power from on-board

reactor, too. In return, we just ask for food, so we can keep traveling. How do you say, 'plate of milk and cookies'?"

*The captain laughed and pointed to the name on the submarine's prow. The mayor didn't get it: He couldn't read Cyrillic, and anyway, he didn't know that **Svyatitel' Nikolai** was the Russian name for Santa Claus.*

Humanity's only real advantage over the robots is inventiveness, particularly the ability to use equipment in ways it wasn't designed for. This chapter covers the hardware that's available and some of its less orthodox uses.

MODERN EQUIPMENT

The equipment list from *Reign of Steel* gives some idea of the sort of items to be found in the ruins of the world, but is certainly not exhaustive. *Ultra-Tech* provides listings and statistics for equipment available after the Final War. Broadly speaking, robots will have access to TL10 equipment and humans access up to TL9. Due to this prevalence of TL9-10 items, this section will focus on how the gear in *Ultra-Tech* fits into this setting, on a chapter-by-chapter and section-by-section basis. For older gear, see *Improvised and Outdated Equipment* (pp. 46-47).

ULTRA-TECHNOLOGY

Reign of Steel is a slightly awkward fit to the tech level system, because of the great divergence in technologies across different areas.

Ages of Technology and Tech Level

While *Reign of Steel* is in principle a TL10 setting, there is a wide range of tech levels present in the world. Tech level modifiers (p. B168) and familiarity penalties (p. B169) should be thoroughly applied in a realistic campaign. Even a cinematic game can benefit by slightly restricting characters' abilities to use newly acquired, advanced weaponry and devices.

Robot society is broadly TL10. There are some early TL11 developments, mostly in the field of weaponry; e.g., a few experimental TL11 particle beam weapons are available. Conversely, there is also plenty of old TL9 hardware that has

not yet been upgraded – which makes for substantial logistics problems when trying to keep multiple incompatible systems and weapons supplied with ammunition!

The GM may decide whether superscience is available; the setting works well with minimal TL[^] developments. However, allowing Zone Brisbane a few superscience projects can make that AI more impressive and dangerous when it is encountered. In addition, plasma flamers (*Beam Weapons*, p. 43) and monowire blades (*Melee and Thrown Weapons*, p. 44) both fit the setting.

The Washington Protectorate is a solid TL9 for most of its citizens, though rich humans may have a few harmless TL10 items and elite forces such as the Washington Chromes have limited access to TL10 weaponry and armor. Other janissary forces, such as Zone Moscow's info-commandos, have similarly advanced gear.

The better-off inhabitants of the United Kingdom and Ireland are clinging on to TL8, with some TL9 equipment produced on a very small scale, mostly in the hinterlands of the few surviving nuclear power stations. There is not yet a general loss of knowledge, but the lack of any imports and the non-existent industrial base has hurt production badly, and the education system is struggling. Characters there should typically be built with TL8 skills, as these are the ones that see most daily use. The Icelandic population has a substantial reserve of pre-war TL9 equipment being kept for emergencies, but is too small to manufacture new hardware, and lives mostly at the subsistence farming level.

Other human groups, such as the HLA in Zone Denver and the wild humans in Zone Caracas, are similarly too small to construct new hardware of their own on any significant scale, making do with small caches of stored equipment. Very rarely, they can manage new production on a small scale; e.g., via a reprogrammed robotic production line (*Ultra-Tech*, p. 90). Those who grew up before the Final War may remember their TL9 skills; a few of the survivors have even been in a position to acquire a practical knowledge of TL9 weaponry or even TL10 robot mechanics. If *GURPS Power-Ups 2: Perks* is available, the Cutting-Edge Training perk is appropriate here.

The GM should choose a default campaign TL based on the home setting of the campaign (typically TL10 for robots, TL8 for humans in Zone London, or TL9 for humans elsewhere), and use High TL and Low TL (pp. B22-23) as appropriate for people from other backgrounds.

Technological Progression and Technology Paths

Given the sophistication of AI development, with the first XoT 7000 released in 2026, *Reign of Steel* is a setting with accelerated technological progression (*Ultra-Tech*, p. 8). However, while the robots are developing technologies of interest to themselves, the collapse of human civilization has meant that other areas of technology (e.g. housing, entertainment, and medicine) have stagnated. If humans were to ever win the war against the robots, the adoption of their new technology would likely lead to very rapid improvements in living standards . . . assuming the ecosystem held together long enough.

Gadget Control

The principal means of restricting equipment in a *Reign of Steel* campaign is simply not to make it available. At best, free humans are scavenging on the fringes of a TL9 society, and at worst, they're living purely on what they can make for themselves. In the Washington Protectorate, many potentially useful TL9-10 items are illegal, and will therefore not be generally available to civilians. Obtaining a weapon capable of damaging

armored robots may be an adventure in itself. In other places, advanced technology simply does not exist to be purchased; the few remaining items are in the hands of survivors who want to hold on to them!

Buying Equipment

Black markets (*Ultra-Tech*, p. 13) certainly exist in the Washington Protectorate, though the universal use of electronic money (rather than untraceable cash) promotes barter rather than straightforward purchasing. The prevalent bureaucracy means that many items which are technically legal will also be sold at a higher price in black markets; they may cost more, but there's no waiting list and your transaction doesn't get recorded on the government computers. There are persistent rumors that some black markets are deliberately operated by the government, as a means of lubricating the system (and spotting potential troublemakers).

Wear and Care

In a realistic campaign, rules for maintaining and repairing gadgets (*Ultra-Tech*, pp. 14-15) are of vital importance. Anyone operating outside a technological base – in practice, anyone not in Zone Washington, Moscow, or London – will have only his own maintenance resources to rely on.

Integrating and Modifying Equipment

While human society was progressing toward convenient connection and integration of equipment, the robots do not see this as a priority: a unit is manufactured with the equipment it needs. If other equipment is needed, it is not recalled and re-equipped; a different robot is sent to do the job. *Plug-In Gadgets* (*Ultra-Tech*, p. 15) are not available.

CORE TECHNOLOGIES

Power supplies, computer systems, and robots are all highly visible presences in *Reign of Steel*; consistent presentation will make the world feel more realistic.

Scavenging From Robots

While a robot's built-in weapon or sensor has all the capabilities of the equivalent human device *when used by the robot*, it will not have a convenient grip, display, or human-interchangeable ammunition or power supplies. Indeed, many of the components may be spread around the body of the robot rather than being integrated in a single casing. Thus, while equipment may be salvaged from a destroyed robot, making such devices suitable for human use can be a difficult task.

To salvage parts, first identify the robot's equipment; this requires a successful roll against Expert Skill (Robotics) (p. 8) or Mechanic (Robotics). Extracting all the components of a single device requires four hours of work and a successful Mechanic (Robotics) roll at -2. After that, the device must be reassembled, which requires a successful

roll against the relevant repair skill for the device – usually Armoury (Small Arms), or some type of Electronics Repair or Mechanic. This reassembly requires a supply of spare parts (e.g., the displays and controls for which the robot had no use) and about eight hours of work. If no casing is available, it will have to be designed (six hours of work and an Engineer roll) and built (another six hours and a Machinist roll). *Time Spent* (p. B346) may be used to speed up any stage of the process.

A critical success on the reassembly roll produces a fully functional item. Normal success produces one that is sub-standard: a sensor may have shorter range, a weapon may be less accurate, or any other items may be less reliable. Normal failure wastes the time but allows another attempt at no penalty. A critical failure breaks the components.

Power

Most robots use standard rechargeable power cells (*Ultra-Tech*, pp. 18-20), which are not significantly explosive (but see *Destroying Power Cells*, below). Large facilities are generally powered by local fission or fusion plants; a full-scale power transmission network is too vulnerable to tapping or sabotage by humans or other robot factions. Smaller portable fission and fusion plants are not in common use, though several robot models (those with Doesn't Eat or Drink) have internal nuclear power supplies and can thus recharge other robots in a long-range task force.

Solar panels and paint (*Ultra-Tech*, pp. 20-21) are widely used; small, isolated facilities, such as slave-camp robot workshops and Robotruck (pp. 34-35) recharging stations, are usually plastered with them, to take the load off generators even if they cannot supply all needed power. They are also popular among humans operating away from a power source, such as the resistance groups in Zone Denver. Unfortunately, a solar array is easily visible from orbital or aerial reconnaissance – so it will typically be set up to deploy itself, charge some power cells, then shut down again, with humans returning only if no one comes to investigate it.

Destroying Power Cells

Robots' power cells may not blow up when damaged, but they can make for good improvised weapons if removed from the robot first.

In a crude version of electrothermal-chemical firearms, a power cell can be shorted through a mass of working fluid (typically water) to flash-boil it and cause a steam explosion. This is most useful as a field-expedient blasting cap, but with one or two pounds of water a power cell can become a small REF 0.5 bomb. Rigging such a charge requires a successful Explosives (Demolition) or Electrician-2 roll.

Failing that, the power cell can simply be shorted out to generate intense heat for a few seconds, useful for emergency field soldering of small items or the destruction of high-value data chips. Alternatively, its power can be put through a high-resistance wire to heat a shelter for a few hours. Rigging either of these requires a successful Electrician roll.

Computers and Robots

Robots in *Reign of Steel* generally do not run specific pieces of software other than the artificial intelligences that they host, though they retain the capability. They also do not have terminals or other means of interfacing with humans. Humans wanting to interfere with robots' systems will generally need to carry their own interface devices, such as a portable terminal or HUD (*Ultra-Tech*, pp. 23-24). Computers for human use are only common in Zone Washington, where any terminal may also be considered an eavesdropping device.

Machines as Characters

The lenses given in this book should be used in preference to those in *Ultra-Tech*; in *Reign of Steel*, an intelligence generally stays in its own body and teleoperates others when they are needed, rather than being moved from one to another as tasks demand. That said, if there is a need to equate the *Reign of Steel* types of robotic intelligence to the machine intelligence lenses in *Ultra-Tech* (pp. 27-28), use the following rough equivalences:

Reign of Steel Intelligence

NU

AU

AI

Ultra-Tech Lens

Weak dedicated AI
or low-end non-volitional AI

High-end non-volitional AI

Volitional AI

Artificial intelligence in this world was an accident, not a deliberate creation, and is not well-understood even by the AIs themselves. The AIs are aware that the awakening of Overmind was not planned, and take steps to ensure that no other AI will awaken without their consent; e.g., installing fresh copies of AU software in robots which seem to be progressing too far in that direction. That said, accidents are always possible, and an AU on a long-term mission that gained sufficient experience of the world might reach AI status spontaneously.

Swarmbots have generally not been developed, except by Zone Berlin.

Personal Gear and Consumer Goods

The TL9 items in *Ultra-Tech* (pp. 38-41) are generally available in Zone Washington and occasionally as salvage elsewhere. Some safe TL10 items (such as depilatory cream, grooming spray, buzz fabric, and memswear) are available to those with connections to the Washington Protectorate government, as a relatively cheap way of rewarding loyalty with personal comfort and convenience. Electronic ecstasy (*Ultra-Tech*, p. 40), however, is *not* encouraged (it decreases productivity), and is available only via the Black Zone.

COMMUNICATIONS, SENSORS, AND MEDIA

The world is fragmented by lack of reliable communications between surviving humans. Robots do not suffer this drawback, and prefer to use electronic communication (as opposed to travel) wherever possible.

Communication and Interface

All TL9 and TL10 non-superscience communicators (*Ultra-Tech*, pp. 42-45) are in regular use by robots – and all are monitored. Among resistance groups, laser comms (*Ultra-Tech*, p. 44) are especially popular because of the difficulty of detecting or tapping them. Over long distances, burst messages can be sent by bouncing a laser beam off the comsats and work shacks that fill Earth orbit; this is an uncertain business, and prone to eavesdropping as the beam scatters, but it is at least impossible to track down the origin or destination points. Laser-retinal imaging, however, is very rarely used.

AI research into cryptography (*Ultra-Tech*, pp. 46-47) is highly advanced. The robots can typically break messages encrypted by even secure TL9 equipment (the best quality to which humans can hope to gain access) in nearly real-time. Washington Protectorate government forces (the WASPs and FBI) have access to TL10 encryption systems, which even the robots cannot usually break until after the message ceases to be of any importance; of course, there are back-doors which allow the Washington AI to monitor loyal humans' traffic.

One-time pads are an exception to all this, remaining fully secure in theory and practice, though the difficulties of physically transferring key material restrict their use. Quantum encryption is not practicable in this world.

Translator programs (*Ultra-Tech*, pp. 47-48) are not in general use. Robots designed to interact with human beings will be able to speak the languages they are expected to need.

Neural interface (*Ultra-Tech*, pp. 48-49) technology was quite new at the time of the Final War; some pilots and specialized cyber-warfare troops had neural sockets, but they were not in general use. The Washington Protectorate retains the capability, but finds implant surgery uneconomic; the AI prefers not to invest resources in individual humans, who are merely replaceable parts of the machine. Teleworking jobs will sometimes involve the use of neural interface helmets, though for most roles a basic screen-and-keyboard setup (or a glove-and-HUD virtual reality system) is sufficient.

The robots keep the Internet up as a convenient planetary network (*Ultra-Tech*, p. 49-50), though most humans have essentially no access to it. The Washington Protectorate provides high-bandwidth wired connections to most residences, allowing its citizens to use a local, *highly* monitored subset of the infrastructure for teleworking and limited recreation. The vidcom network in Zone London uses similar protocols, mostly on new fiber since most of the old infrastructure was scavenged by robots after the Final War. Terminals there are constructed from salvaged personal computers running standardized software. Programs and messages use a store-and-forward system to route around cable breaks; real-time communication is sometimes possible but never reliable.

The robots do not use suborbital express mail (*Ultra-Tech*, p. 50); it is too vulnerable to being shot down when passing over unfriendly Zones (particularly Zaire or Denver). Bulk freight is sent by mag-lev or trans-oceanic freighter, information is sent over the network, and the small amount of high-priority freight that exists is sent by high-speed aircraft.

Media and Education

All TL9 items potentially exist as salvage, though new media production only happens in Zone Washington (where, in contrast, older material is only available through the Black Zone). In Washington, virtual reality (*Ultra-Tech*, pp. 53-55) is used for teleworking and entertainment (via dreamgames). Sensies (*Ultra-Tech*, pp. 57-58) are seeing limited introduction; the AI is concerned about their effect on productivity. Rumors suggest that the FBI uses total VR environments, backed up with suitable drugs, for “virtual interrogation” that avoids any risk of physical damage; if this is true, it provides +4 to Interrogation rolls if used in concert with appropriate drugs, +1 otherwise.

Augmented reality (*Ultra-Tech*, pp. 56-57) is generally not in use; the Washington AI does not regard it as worthy of development, and no other power has both the technical resources and the human population base to make it useful. Among the robots, information requests are sent up and down the chain of command instead.

Sensors and Scientific Equipment

Many of the items in *Ultra-Tech* (pp. 60-67), while within Zone Washington’s capacity to produce, are restricted in their

availability to humans. In particular, night-vision and infrared-imaging equipment (*Ultra-Tech*, pp. 60-61) is essentially unavailable to civilians, since it removes much of the advantage that robots have when operating in darkness.

Radiation detectors (such as the wristwatch rad counter on *Ultra-Tech*, p. 67) are an essential survival tool in Zone Denver and many other places, and are generally available anywhere that the manufacture of electronics is carried out by humans.

HOUSING, TOOLS AND SURVIVAL GEAR

When consumer items were built before the Final War, they were intended to be thrown away within a year or two. Now humans do their best to keep old hardware running as long as possible. The tools to do that, and the hardware to help humans survive, are among the most prized gear to have survived the War.

Housing and Food

The TL9 housebot (*Ultra-Tech*, p. 69) is a standard accessory for rich Washington Protectorate families; the wealthiest have the rare TL10 model (which costs \$16,000 in this setting). Unknown to them, both models also serve as eavesdropping devices! Other TL9 and some TL10 items are available in the Protectorate, though not as much as a fully mature TL9 society would expect: there is still a state of emergency, and for most people, making do with a bit less has become a way of life.

Most meal packs produced during the Final War have long since expired, but a few of the survival rations (*Ultra-Tech*, p. 73) are still edible; they are a common barter item.

Expedition Gear

Most of the expedition equipment (*Ultra-Tech*, pp. 74-80) that survived the Final War is highly prized by survivors, though GPS receivers are now useless. In particular, filtration canteens, vapor canteens, and envirobags (*Ultra-Tech*, pp. 75-76) are near-essential to resistance groups; people have been killed for such items. Very few exploration robots (*Ultra-Tech*, pp. 79-80) have survived, and those that have are not under human control.

Tools and Construction Materials

Laser and plasma torches (*Ultra-Tech*, p. 80) are standard tools for well-equipped mechanics. A TL9 portable hammer drill (B/30 min., 5 lbs., \$500) will do 2d+2(3) pi++ damage per second to plastic or metal (including robot armor); replacement bits are worth \$40 each. While water knives and nail guns (*Ultra-Tech*, pp. 81-82) may be impractical in combat, they’re better than nothing, and most robots do not trigger flesh-sensing safety mechanisms. Super adhesives (*Ultra-Tech*, p. 83) have a multitude of uses in ambush situations, as does blast foam (*Ultra-Tech*, p. 87) – particularly when sprayed over an attacking robot’s sensors or weapons.

High-energy explosive (*Ultra-Tech*, p. 88) is very tightly controlled, to ensure that only robots use it. Even the most collaborative human agencies will be issued only Plastex B – and it will be thoroughly embedded with taggants.

Manufacturing

Fabricators and robofacs (*Ultra-Tech*, p. 90) are quite possibly the most useful items a resistance group can acquire, as they allow a group to live on self-made prototypes. Getting hold of these resources is a top priority for the heroic Zone Londoners trying to reboot the British technological base. The Washington Protectorate relies heavily on fabricators and robotic production lines, often controlled by teleworkers.

COVERT OPS AND SECURITY

There is a fairly sharp split in equipment use: Humans use intrusion and deception hardware, while robots try to stop them with detectors and restraint equipment. But some robot infiltrators *are* specifically equipped to deal with rival Zones' security . . .

Deception and Intrusion

The electronic lockpick (*Ultra-Tech*, p. 95) is most useful in the Washington Protectorate. Because only Lockpicking/TL9 (or lower) training is available for humans, the +3 from the lockpick becomes a net -2 against robot-made (TL10) locks; see *Tech-Level Modifiers* (p. B168) for details.

Forgery equipment (*Ultra-Tech*, pp. 96-97) is of limited utility; a pass is generally just a key for a record in a centralized database rather than being a complex document in itself. Still, busy human security guards can be persuaded not to run a check on a convincing-looking pass. Biometric cracking tools and disguise kits (*Ultra-Tech*, pp. 95 and 97) are more useful, as many identification systems are easily fooled. Stealth luggage *would* be very handy, but is only available to infiltrator bots.

Many robots have chameleon surfaces (*Ultra-Tech*, pp. 98-99), and their janissary troops may be issued with thermo-optic or multispectral chameleon armor. Few of them are equipped with deception ECM (*Ultra-Tech*, p. 99), however, as most anti-robot forces no longer rely on radar. Tales of robots equipped with invisibility surfaces (*Ultra-Tech*, p. 100) are probably only rumors.

An unusually well-equipped resistance fighter may choose to attack a robot at its most vulnerable point: the computer brain. Computer monitoring equipment may be of some use against noncombat robots, but the contact SQUID (*Ultra-Tech*, p. 100) is much more helpful. (In fact, it's often used by the robots themselves!) The victim must be cooperative or immobilized, but if this can be accomplished, the SQUID can read the robot's entire mind; see below for more details. Note that a SQUID does not allow data to be *written*.

Security and Surveillance

Laser fences (*Ultra-Tech*, p. 101) are a common containment method at slave camps, generally for their effects on morale. Sensible Bossbots (p. 33) will back them up with wire fences that won't let out all the prisoners if someone blows up the generator.

Biometric scanners (*Ultra-Tech*, p. 104) are popular with some AIs, though others regard them as easy to spoof. The human government in Zone London uses them as a partial defense against infiltrators from Zaire. Portal scanners are in heavy use anywhere humans have to interact with robot facilities, particularly in Zone Washington. They are set to identify bombs but not power sources, as scanning for the latter would expose Zone Washington's own infiltrators in the FBI.

Surveillance systems (*Ultra-Tech*, pp. 105-106) see heavy use in Washington. A few exterminator squads – those led by an AU who has developed subtler tactics than the usual “sneak, surround, and shoot” – make use of them as well.

Enforcement and Coercion

Inquisitors (p. 34) are often loaded with verifier software (*Ultra-Tech*, pp. 106-107), but neural veridicators have not been developed. Forensic swarms (*Ultra-Tech*, p. 107) are expensive, but investigators occasionally use them to track down those who attack robots. Electronic cuffs and explosive collars (*Ultra-Tech*, p. 107) see widespread use on slave groups, particularly when prisoners must be sent away from the camp to scavenge for resources. All other TL9-10 restraint and control devices are probably in use somewhere in the world.

The neural programmer (*Ultra-Tech*, pp. 109-110) is the next developmental stage of the FBI's virtual interrogation software (p. 41). It can instill fanatical loyalty in humans, turning them into spies for the robots; as most methods for spotting infiltrators focus on Redjacks (pp. 31-32) and Liliths (p. 32), these forced turncoats are nearly undetectable. Brainwiping (*Ultra-Tech*, p. 109) is possible, but regarded by the AIs as pointless; if they want a human's mind erased, they just kill him. The mechanical mind probe (*Ultra-Tech*, p. 110) *would* be extremely useful, but so far has proven beyond robotic capability to construct.

A robobug (*Ultra-Tech*, p. 111) may be able to infiltrate a human encampment where a Scorpion or Vermin would be too obvious. Apply the Nonvolitional Unit meta-trait (p. 24) to the bug's template, deleting any duplicate traits.

Reading the Enemy's Mind

A robot's memory can be read in full, either via a contact SQUID (above) or by shutting the bot down (nondestructively) and disassembling its computer brain. This direct access ignores the need for command codes or passwords. However, except in the most cinematic games, the bulk data will not be in a form readily understood by humans. Some of it may even be encrypted or otherwise unhelpful: the public keys the robot recognizes as being allowed to give it commands can be read, but without the corresponding secret keys (held by its supervisors), such commands cannot be faked.

Other data, such as the robot's memory of its recent activities or the cryptographic keys it uses to give commands to its subordinates, can be extracted and translated with a Computer Programming (AI) roll, at a penalty equal to the robot's IQ. Psychology (Robots) may assist in this task as a complementary skill, giving +2 to the Computer Programming roll on a critical success, +1 for a normal success, -1 for failure, or -2 for critical failure. This extraction process typically takes several hours.

WEAPONRY

Robots employ a wide array of weapons. The field of hand-held firearms has seen little innovation, however; if the robots need more potent weapons, they usually just send a heavier combat unit.

*Charles E. Munroe, patron saint
of robot fighters everywhere.*

Beam Weapons

Blinding lasers (*Ultra-Tech*, pp. 113-114) are not used at all; the robots want humans either dead or enslaved, and a blind slave is not useful. Dazzlers (*Ultra-Tech*, p. 113) are occasionally used for crowd control, though more often as a setting on a higher-energy laser than as a dedicated weapon.

Laser pistols and heavy laser pistols (*Ultra-Tech*, p. 115) exist, usually using the infrared wavelengths. Robots commonly issue them to human janissaries or humaniform robots who need to blend in with other humans while retaining the ability to fight enemy bots; a pistol's rate of fire and armor penetration makes it a threat, while its size makes it less obvious than a rifle would be. (Laser pistols are highly prized by resistance fighters for the same reasons!) Laser crystals are under active development and may see service soon. Robots equipped with laser rifles (*Ultra-Tech*, pp. 115-116) are an unusual sight outside of large-scale combat; the dinosaur laser is undergoing testing as a sniping weapon, but is currently out-ranged by projectile firearms.

Electrolasers (*Ultra-Tech*, p. 119) see a great deal of service, particularly with the WASPs and FBI; they are the standard less-than-lethal weapon for both groups (though usually with an optional lethal setting). Microwave area denial weapons (*Ultra-Tech*, p. 120) are sometimes used for crowd control. Microwave disruptors (*Ultra-Tech*, p. 121) are generally considered too dangerous to be deployed by robots, though some resistance groups have cobbled a few together.

Research into particle beam weapons (*Ultra-Tech*, pp. 122-123) is promising; the blaster deployed on the Stalker (p. 29) could theoretically be converted to a pistol format, though this has not yet been seen in the field. Some Myrmidons (pp. 27-28) have been spotted wielding heavy blasters, but small particle beams are still considered highly experimental and are unlikely to see large-scale issue for a while yet.

Sonic weapons (*Ultra-Tech*, pp. 124-125) are of essentially no interest to the AIs; they could be developed, but have no particular role to play.

Though the plasma flamer (*Ultra-Tech*, p. 127) is considered superscience, the GM may wish to allow it in *Reign of Steel* as standard TL9 technology. If so, it is a common secondary arm for robots. Even those without Temperature Tolerance find flame useful for clearing human infestations.

Fluid Projectors

These weapons (*Ultra-Tech*, p. 134) are most often found built into a robot chassis. They are used to deploy a variety of chemical and biological agents; Nanoburn (*Ultra-Tech*, p. 161)

is by far the most popular. Very few gas-phase weapons have any noticeable effect on robots, so they see little human use – though radiant prism smoke (*Ultra-Tech*, p. 160) from a vortex weapon can create cover and confusion at range.

Guns and Launchers

The standard armament technology for the robots' firearms is electrothermal-chemical (ETC) (*Ultra-Tech*, p. 139), which increases range and damage by 50% while doubling cost. Particularly common weapons are the heavy pistol, magnum pistol, urban assault weapon, anti-materiel rifle, and storm carbine (all *Ultra-Tech*, pp. 135-136). All of these weapons have found their way into the hands of the resistance; ammunition can be a problem, but hand-loading is still possible with the right tools.

Mortar boxes (*Ultra-Tech*, p. 136) are extremely useful, but not very portable; they're used in ambushes, sighted in before the battle begins, not for fighting on the run.

Most gas-powered guns (*Ultra-Tech*, pp. 139-140) don't do enough damage to be worth using as primary weapons. However, paint carbines or pistols can be used to deliver a load of MEA (*Ultra-Tech*, pp. 160-161) without having to enter a secured area. And tangles benefit from being legal for civilian use in most of the Washington Protectorate; their range is short, but they can fire useful 25mm rounds, and ditching illegal ammunition when searched is easier than concealing a payload rifle.

Robots in certain areas use electromagnetic weapons (*Ultra-Tech*, p. 141) in an attempt to simplify logistics; but as they have not been *universally* adopted, this only complicates matters further.

Some local controllers favor gyrocs (*Ultra-Tech*, p. 144) and arm their robots with them, but homing projectiles are rare. Missiles (*Ultra-Tech*, pp. 145-146) require a more substantial commitment of resources; few targets justify the cost (or the effort to steal, for resistance groups), but they see some use against the heavier combat models.

Robots prefer grenade launchers (*Ultra-Tech*, p. 136) to hand grenades (*Ultra-Tech*, pp. 146-147), though the resistance favors limpet mines.

Firearm Accessories

All TL9 and later firearms, whether they are relics from the Final War, new construction by the robots, or pieces cobbled together by resistance groups with access to high-tech prototyping facilities, should be considered "smartguns" (*Ultra-Tech*, p. 149). Access control (*Ultra-Tech*, p. 150) systems are occasionally used, but as the robots consider individual combatants interchangeable, these tend to be transponder rings rather than recognition grips. Articulated and gyro-stabilized harnesses (*Ultra-Tech*, pp. 150-151) rarely see service; heavy weapons are carried by heavy robots, and free humans have better places to put their limited maintenance resources.

All weapons issued to human janissaries have D-tags (*Ultra-Tech*, p. 151). High-end weapons with carefully concealed D-tags (and a remote kill switch) are occasionally leaked to resistance groups, on the hope that they'll make their way to the leadership.

Warheads and Ammunition

When it comes to fighting robots, damage type and armor divisor are often more important than basic damage.

The preferred ammunition for dealing with armored robots is APDS or APEP (*Ultra-Tech*, p. 152) – or, for sufficiently large calibers, shaped charge, or SEFOP (*Ultra-Tech*, pp. 154-155). These are often unavailable, though any place that can manufacture TL9 ammunition can at least make APHC (*Ultra-Tech*, p. 152).

Since many robots are teleoperated much of the time, EMP and expendable jammer rounds (*Ultra-Tech*, p. 157) are especially useful, particularly when humans need to capture a robot for analysis or salvage. Strobe and warbler rounds (*Ultra-Tech*, p. 157) can be used against humans, but rarely are.

Biochemical and Nanotech Weapons

Most weapons in this category see little use; they have little effect on robots, and the robots in all Zones prefer to use Nanoburn (*Ultra-Tech*, p. 161) against humans. When a resistance group can get some MEA (*Ultra-Tech*, pp. 160-161), it is more likely to be used for sabotage than combat.

Melee and Thrown Weapons

All TL9 melee weapons may be available, depending on the campaign's tone; the rocket striker (*Ultra-Tech*, p. 163) may be a little silly for most games, though the limpet mine dispenser (*Ultra-Tech*, p. 163) will certainly fit.

Monowire exists in *Reign of Steel* as TL9 technology, though it can only be used to line a blade's edge; it cannot exist without support. Thus, the monowire blade (*Ultra-Tech*, p. 163) is available, but the whip and switchblade are not. Vibroblades (*Ultra-Tech*, p. 164) are an experimental robot development; they do not show sufficient advantages over monowire edges to be deployed to the field in large numbers, though they may show up in areas where the local coordinator has developed an enthusiasm for them.

Electric stun wands and zap gloves (*Ultra-Tech*, pp. 164-165) are used heavily by robots and human trustees at slave camps; they discourage unarmored humans while being relatively harmless to robots. Neurolashes are a recent development, but seem likely to become popular.

Other damaging devices (e.g., microwave disruptors or syringes full of experimental disassembler nano from Zone Brisbane) can be adapted for melee use by wielding them in a fist (if small enough) or on the end of a short staff or baton. This effectively makes them into linked attacks; they will hit if the melee attack succeeds.

DEFENSES

The development of flexible armor for humans has stagnated; the AIs want their janissaries protected, but not so well that a revolt cannot be put down. Thus, TL10 body armor is not generally available, though the materials technology could support it.

Body Armor and Protective Gear

The usual equipment for human troops operating covertly is a reflex suit (*Ultra-Tech*, p. 172), perhaps with a TL10 chameleon surface (*Ultra-Tech*, pp. 98-99), and assault boots (*Ultra-Tech*, p. 173). If concealability is less of a concern, the

suit may be replaced by reflex gloves and trousers, plus a tactical vest with trauma plates (*Ultra-Tech*, p. 173) and a light infantry helmet (*Ultra-Tech*, p. 176). Reflec (*Ultra-Tech*, p. 173) is issued only when a laser-armed foe is expected.

For more intense situations, armor may be escalated to a reflex tacsuit (*Ultra-Tech*, p. 178) or combat hardsuit (*Ultra-Tech*, p. 179), combined with a combat infantry helmet (*Ultra-Tech*, p. 180). Such deployment is rare, however; if that level of fighting is expected, the AIs will send a combat robot instead.

Environmental suits for use on Earth are relics of the Final War, and highly prized; no new ones are being manufactured. Vacc suits (*Ultra-Tech*, p. 179) are the exclusive preserve of the Kali Station bioroids.

Combat Exoskeletons

In combat, a work exoskeleton is mostly useful for carrying armor. A light exoskeleton lets the average human carry an extra 60 lbs. without being encumbered; a heavy one raises this to 75 lbs. The frame can be easily armored with scrap steel; every 12 lbs. of steel adds one point of DR. An average user can thus have DR 5-6 while remaining unencumbered; if he's willing to go to extra-heavy encumbrance with a basic combat load, this becomes a more respectable DR 60-70!

Salvaged plates of robot armor are potentially much more useful than simple steel; assume that 1 lb. of armor adds one point of DR. A SM +1 robot can yield enough armor to cover one human-sized exoskeleton. A day of work and a successful Armoury (Vehicular Armor) or Mechanic (Robotics) roll is needed to get the armor off the robot; another day and a successful Armoury (Vehicular Armor) roll will get it reshaped and mounted on the exoskeleton.

Powered Suits

Heavy and light powered exoskeletons (*Ultra-Tech*, p. 181) are used for construction work wherever heavy lifting is required from a human and a robot cannot be used instead. Even slaves can be trusted with them, since they provide no protection against robot weapons.

The Streethawk battlesuit, used by the WASPs and in very limited numbers by rebel humans, is a commando battlesuit (*Ultra-Tech*, p. 183) plus a rocket pack which grants Super Jump 2. Troopers are usually armed with an ETC storm carbine (*Ultra-Tech*, p. 136) and an IML (*Ultra-Tech*, p. 145). Other battlesuits may have survived from the Final War, but there is minimal new construction.

Defense Systems

Tech level 9 defensive developments are available, but rarely used; humans are expendable. IFF comm (*Ultra-Tech*, p. 188) upgrades are given to janissaries expected to be fighting on the same side as robots, though this is a rare event.

MEDICAL AND BIOTECH

Medical technology has stagnated – the robots have little interest in human physiology beyond finding more efficient ways to destroy (or mutate) it.

Biomedical Equipment

Tech level 9 medical developments exist, but are very rare outside of Zone Washington. Most drugs manufactured before the end of the Final War have long since expired . . . not that this stops the desperate from trying to use them.

The items most commonly found are the small, portable ones with a long shelf life: anti-toxin kits, bandage sprays, biomonitors, plasti-skin, and the like (all *Ultra-Tech*, pp. 196-199). Diagnostic beds, automeds, and HyMRI scanners are not easily removed from their installations.

Most TL10 medical items have not been developed, though the AIs do have brainscanners (*Ultra-Tech*, pp. 203-204) to aid in interrogation and biofabs (*Ultra-Tech*, p. 204) for constructing bioroids.

Drugs are available but rare; the robots limit their use to interrogators and soldiers. Antirad (*Ultra-Tech*, p. 205) is sufficiently necessary in Zone Denver to be used as a form of currency. Biomedical nanomachines (*Ultra-Tech*, pp. 205-206) have not been developed at all. VIRUS has a temporary panimmunity treatment which they spread freely; it gives Resistant to Disease (+3), lasts for two weeks, and costs \$200 per dose.

Note that *GURPS* has two versions of Torpine, one in *Ultra-Tech* (p. 206) and one in *Bio-Tech* (p. 157); the latter is a better fit for *Reign of Steel*. If *Bio-Tech* is not available, treat Torpine as a drug that prevents further damage from Nanoburn exposure but also induces unconsciousness for 24 hours. It requires TL9 to synthesize, and is thus only easily available in the Washington Protectorate and the higher-tech parts of Zone London – though rebels elsewhere do their best to obtain it (or better, the means to produce it).



Cybernetics and Uploading

In most places, cybernetics effectively don't exist, apart from a few neural interface jacks. The need for concealed gadgets has not arisen alongside the level of medical technology necessary to satisfy it. That said, resistance groups in Zone Washington certainly have the need, and are taking the first steps toward practical implants; Zones New Delhi and Brisbane both dabble in this area as well.

It's theoretically possible for an AI to upload a human mind into a computer; all the necessary hardware exists. However, no AI would ever choose to do so. In the rare event that a robot wishes to save an injured human, the human's brain will be removed and placed in a cyborg unit.

VEHICLES

For long-distance transit, mag-lev (*Ultra-Tech*, p. 223) is the preferred approach. There is not enough trans-oceanic traffic to justify evacuated tunnels; what there is can go by automated freighter (on the surface or, more often, submerged). No AI is considering building a space elevator, as it would be too tempting a target.

Humans must salvage and jury-rig their vehicles from Final War relics. These rarely have working life support or crashwebs, and GPS navigation systems are entirely useless. Resistance groups often use wheeled ATVs and ground cars (*Ultra-Tech*, p. 225); the latter are sometimes modified to cope better with rough terrain. A working tank (*Ultra-Tech*, p. 226) would be a great prize, but using it would bring a fast and overwhelming response. Hover jeeps (*Ultra-Tech*, p. 227) exist but are uncommon; flying vehicles need too much fuel, power, and maintenance, and are too easy for robots to detect. An exception is the Washington Protectorate government, which has access to Wraiths (p. 35) and even some human-piloted utility vertols (*Ultra-Tech*, p. 229).

If any nuclear-powered submarines (*Ultra-Tech*, p. 228) survive, they may be the key to establishing communication between human resistance groups. Rumors persist of missile submarines, their armament long since expended, hiding in the deeps and carrying people and supplies from one rebel band to another. The stories range from Europe to the American coasts, and even across the Pacific to Japan.

In addition to the designs in *Ultra-Tech*, the vehicles below are used by various resistance groups. Powered vehicles generally run on home-brewed alcohol fuel; the Range values reflect this.

4-Wheel-Drive Truck

This is a large truck, with a three-person cab and an open cargo bed which can carry up to ten more passengers or two tons of cargo. As originally sold, it was equipped with a computerized crew station (*Ultra-Tech*, p. 24), an inertial compass (*Ultra-Tech*, pp. 74-75), an entertainment console (*Ultra-Tech*, p. 51), and biometric scanlocks (*Ultra-Tech*, p. 104) on its doors. The truck had headlights, tail lights, and a crashweb (*Ultra-Tech*, p. 224) for each occupant in the cab. Any or all of these systems may have failed since the Final War. The operator uses Driving

(Automobile) skill.

Standard Auto

The world of *Reign of Steel* did not fully embrace the electric smart-car; some liquid-fueled vehicles survive, though any auto-driving systems have long since been disabled. This car was originally sold with the same equipment package as the 4-wheel-drive truck above. The operator uses Driving (Automobile) skill.

Motorbike

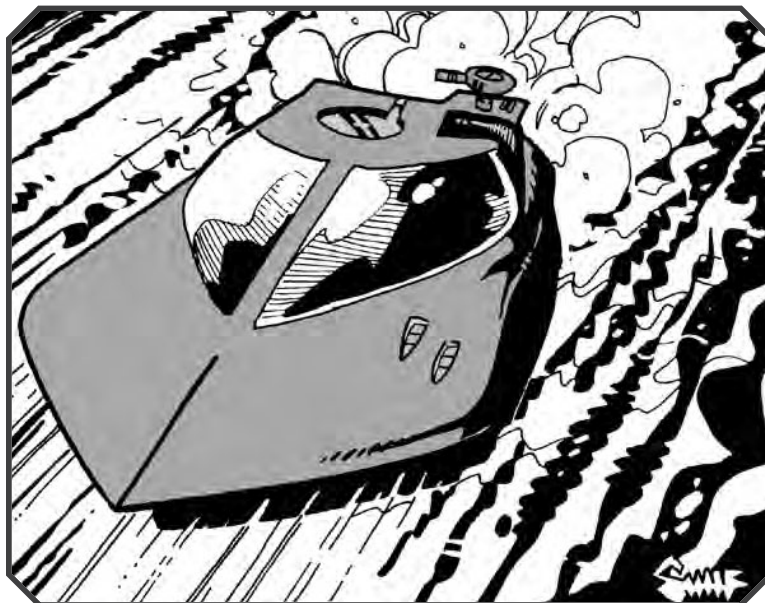
A heavy motorcycle, but not designed for off-road use; a favorite with nomad groups. The cyclist uses Driving (Motorcycle) skill.

Light Armored Vehicle

A four-wheeled APC used by human troops; its cab holds three crew, with a nine-man infantry squad in the back (with two side doors, a top hatch, and a ramp for fast access to the outside). The remote-controlled stabilized turret mounts an ETC heavy chaingun, ETC 40mm grenade launcher, or ETC assault cannon (all *Ultra-Tech*, p. 136). The operator uses Driving (Heavy Wheeled) skill.

Powerboat and Sailboat

These are rarely used, because robots can spot boats more easily than ground vehicles, but some daring blockade-runners continue to attempt water crossings. Given access to a factory, it may be possible to replace the outboard motor on the powerboat with a low-signature electric MHD unit, providing HT 12 (no "f") and reducing



both noise and wake turbulence. The operator uses Boating (Motorboat) or Boating (Sailboat), respectively.

Vehicle Table

Vehicle	ST/HP	Hnd/SR	HT	Move	LWt.	Load	SM	Occ.	DR	Range	Cost	Loc.	Draft
4-Wheel-Drive Truck	66	+1/5	12f	3/44	4.5	2.3	+4	1+2	6	450	\$60K	G4W	-
Standard Auto	49	+1/5	12f	2/48*	1.5	0.6	+3	1+3	5	500	\$20K	G4W	-
Motorbike	34	+2/2	12f	8/56*	0.7	0.4	0	1+1	4	375	\$8K	E2W	-
Light Armored Vehicle	121	-1/4	12f	2/39	16	2.2	+6	3+9	80	600	\$160K	T4W	-
Powerboat	34	+2/3	12f	3/16	0.7	0.4	+2	1+5	3	150	\$8K	O	2
Sailboat	34	+2/3	12	0.1/4	0.7	0.4	+2	1+5	3	-	\$6K	MO	3

IMPROVISED AND OUTDATED TECHNOLOGY

Humankind no longer has the benefit of the TL9 society in which it was living when the Final War began. Outside of the Washington Protectorate, the technological base is broken, while inside, many items are available but the more useful ones are often restricted. Fortunately, a great deal can be done with older items – which are considered less of a threat by the robots *and* are less likely to be scavenged by undereducated junkrats.



Power

The humans of Zone London are the world's experts on low-tech power generation; their country is dotted with windmills (*High-Tech*, p. 15), water-wheels (*Low-Tech*, p. 28), solar panels (*High-Tech*, p. 15), and alcohol-based fuel cells (*High-Tech*, pp. 14-15). Humans elsewhere rarely have the luxury of build-

ing such power sources, as most must be ready to pack up and move in a hurry.

Computers

Old computers (*High-Tech*, pp. 19-22) aren't very powerful compared with the later machines that led to the AIs, but in some ways, that makes them more socially acceptable. Their software is more likely to have been designed for standalone machines, rather than relying on the availability of the Internet.

Tools

Hand and power tools (*High-Tech*, pp. 24-28, and *Low-Tech*, pp. 28-30) can be used to disable robots that are pinned or unable to fight back (e.g., because someone has collapsed a building on them). Chainsaws remain impractical as weapons in all but the most cinematic campaigns.

Foodstuffs

Home canning (*High-Tech*, pp. 33-34) and similar food preservation techniques have become much more popular, backed up by pre-war knowledge of toxins and contaminants. Food that doesn't need refrigeration is valid as trade goods almost anywhere. Constructing a solar still out of salvaged plastic sheeting is a way to make friends fast, particularly in the toxic wastelands of Zone Denver.

Communications and Media

Heliographs (*High-Tech*, p. 40) have made a comeback; they don't need power or specialized equipment, as shiny metal is readily available. Digital media players (*High-Tech*, p. 42) are easy to find, and are often left hooked up to radio transmitters (as "radio bombs") or receivers (to record robot communications traffic for later analysis).

Sensors

Metal detectors and EM field meters (*High-Tech*, p. 50) are useful for detecting the metal chassis of a robot, either at a distance as an early warning system, or close up as a way of identifying infiltrators.

Defenses

Old body armor is less protective than the more modern stuff, but also easier to find; an assault vest (*High-Tech*, p. 67), sharp-protective suit (*High-Tech*, p. 67), or riot shield (*High-Tech*, p. 71) won't help against heavy weapons, but may give a fighter enough resilience to take down lighter attackers. Full NBC suits or dry-suit diving gear (*High-Tech*, p. 75) will provide a measure of protection against Nanoburn attacks. Infravision-suppressing ponchos and camouflage nets (*High-Tech*, p. 77) are particularly useful against long-range aerial surveillance by Vultures.

Weaponry

LAWs and RPGs (*High-Tech*, pp. 147-149) are heavy but provide a robot-killing punch in a conveniently portable form. Anti-tank rifle grenades (*High-Tech*, pp. 193-194) are of no use against heavy units, but will still take down Myrmidons (pp. 27-28) and Stalkers (p. 29). Old, large-caliber hunting weapons gain a new lease on life; their ammunition (even crude armor-piercing rounds) can be made anywhere – and fat, slow bullets are better at damaging robots than the small, fast ones preferred for military weapons of the past century. Those military rifles can still take down lighter combatants, of course, especially when loaded with APHC or APFSDS ammunition – both experimental back when these weapons were current, but now easier to manufacture.

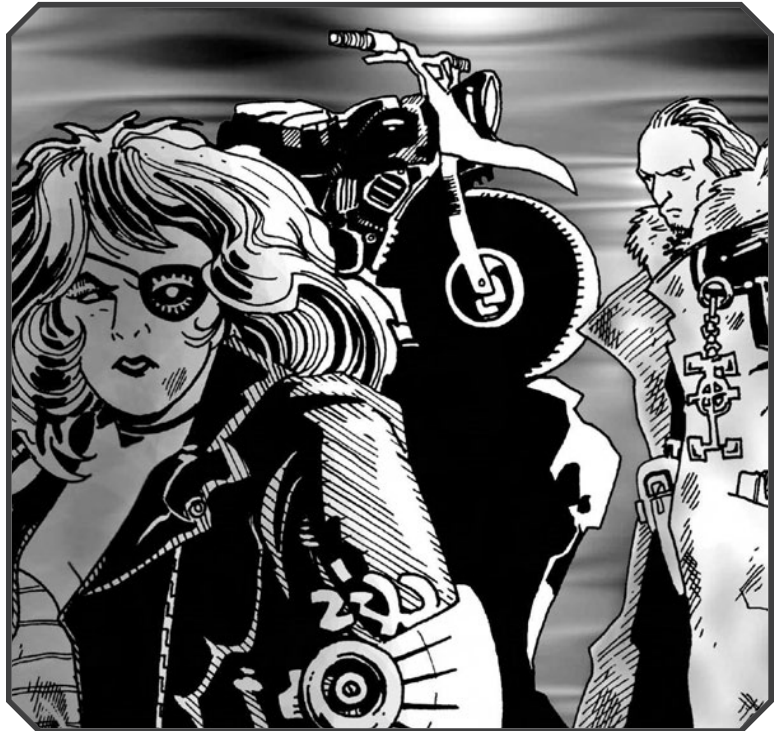
Home-cooked explosives (*High-Tech*, pp. 183-187), usually ANFO or plastic explosive, are very popular where feed-stocks are available. They will generally be sealed in an airtight bag (to defeat robot sniffers) and concealed in an abandoned building near a patrol route. Combined with an old tin can and a powerful magnet, these explosives can also make for field-expedient limpet mines.

Security

Old bug detectors, signal monitoring gear, and jammers have become obsolete; the robots' equipment is descended from military hardware that was designed to defeat them. Low-tech tracking devices will be easily spotted, and old encryption is easily broken.

Medical Technology

Older medical equipment is still useful and valuable. There are very few high-tech hospitals left. Traveling doctors have become the main providers of medical care for most of the survivors of the Final War; they also give out vitamin pills, disinfectant scrub, and soap (with instructions on how to make it). The best-equipped doctors will have vehicles jury-rigged as operating theaters (*High-Tech*, p. 224) for surgery or quarantine; even the worst-equipped will have surgical and diagnostic equipment in a kit or bag (*High-Tech*, pp. 220-221), and as many antiseptics (*High-Tech*, p. 225) and curative drugs (*High-Tech*, pp. 226-227) as they can manage.



Vehicles

Most older, powered ground vehicles were scrapped as stringent emission standards were applied across the world, but several survived, particularly at military bases. An old HMMWV (*High-Tech*, pp. 242-243), pickup truck (p. B464), or off-road motorcycle (p. B464) will do a much better job on rough ground than an advanced smart-car. Bicycles have made a comeback wherever the AIs have found it useful to maintain a road network (for Robotrucks), and while powered aircraft tend to attract quite a bit of unwelcome attention, an unpowered hang-glider (*High-Tech*, p. 232) with minimal radar signature (including from the pilot's equipment) can cover rough terrain very quickly.

CHAPTER FIVE

DISEASES

Probably the second-greatest hazard of life on Earth in 2047 is the rise of disease, both the war-plagues designed and released by Overmind, and the old faithfuls that have come back now that the sanitation system of civilization has broken down.

All symptoms below are non-cumulative; e.g., a victim who loses 2/3 HP to cholera is at a net -8 to ST and HT, not a net -14.

CHOLERA

Reign of Steel, p. 111

Cholera is a digestive agent contracted by drinking contaminated water; it is very common, but not contagious. Cholera is resisted by HT and has a 1d-3 day delay. It does 1d points of toxic damage per one-day cycle, for a total of 1d+1 cycles. Symptoms are ST-2 and HT-2 once 1/3 HP are lost, ST-4 and HT-4 once 1/2 HP are lost, and ST-8 and HT-8 once 2/3 HP are lost; attributes will not go below 3, and attribute damage will be recovered when the toxic damage is healed. Cholera kills via dehydration; every full gallon of water drunk in a given day gives +1 to the victim's HT roll for that day (maximum +4).

PAN-ASIAN FLU

Reign of Steel, pp. 111-112

This flu is a mildly contagious respiratory agent, resisted by HT-4, with a 1d+7 hour delay. It does two points of toxic damage per one-day cycle, for a total of 30 cycles. Symptoms are nausea once 1/3 HP are lost; this persists until the victim rises back above 2/3 HP. Antibiotics give no bonus against pan-Asian flu.

EBOLA ZAIRE B

Reign of Steel, p. 112

This virus is a contact agent, resisted by HT-7, with a 1d+2 day delay. It does 1d points of toxic damage per one-day cycle, for a total of 1d+1 cycles. Symptoms are IQ-2 once 1/3 HP are lost; IQ-6 and Bad Temper (12) once 1/2 HP are lost; and IQ-10, Bad Temper (12), and Hemophilia once 2/3 HP are lost. (A victim who already had Bad Temper instead gains Berserk with the same self-control number.) Lost IQ is *not* recovered automatically if the victim regains his HP; instead, he must make a HT roll each day after fighting off the disease, regaining 1 point of IQ only on a *critical* success.

Disease: the second-greatest hazard.

THE MNEMOSYNE PLAGUE

Reign of Steel, p. 113

This disease is a contact agent, resisted by HT-3, with a six-hour delay. It does 1 point of toxic damage per six-hour cycle, for a total of 1d+1 cycles. Symptoms are IQ-2 and HT-4 once 1/3 HP are lost; IQ-4, HT-8, and Absent-Mindedness once 1/2 HP are lost; and IQ-6, HT-12, and Total Amnesia once 2/3 HP are lost. IQ damage is *permanent* unless the victim's HT roll to end the disease is a critical success; if so, it recovers normally as his HP rise above each threshold.



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*Your worship is your furnaces,
Which, like old idols, lost obscenes,
Have molten bowels; your vision is
Machines for making more machines.*

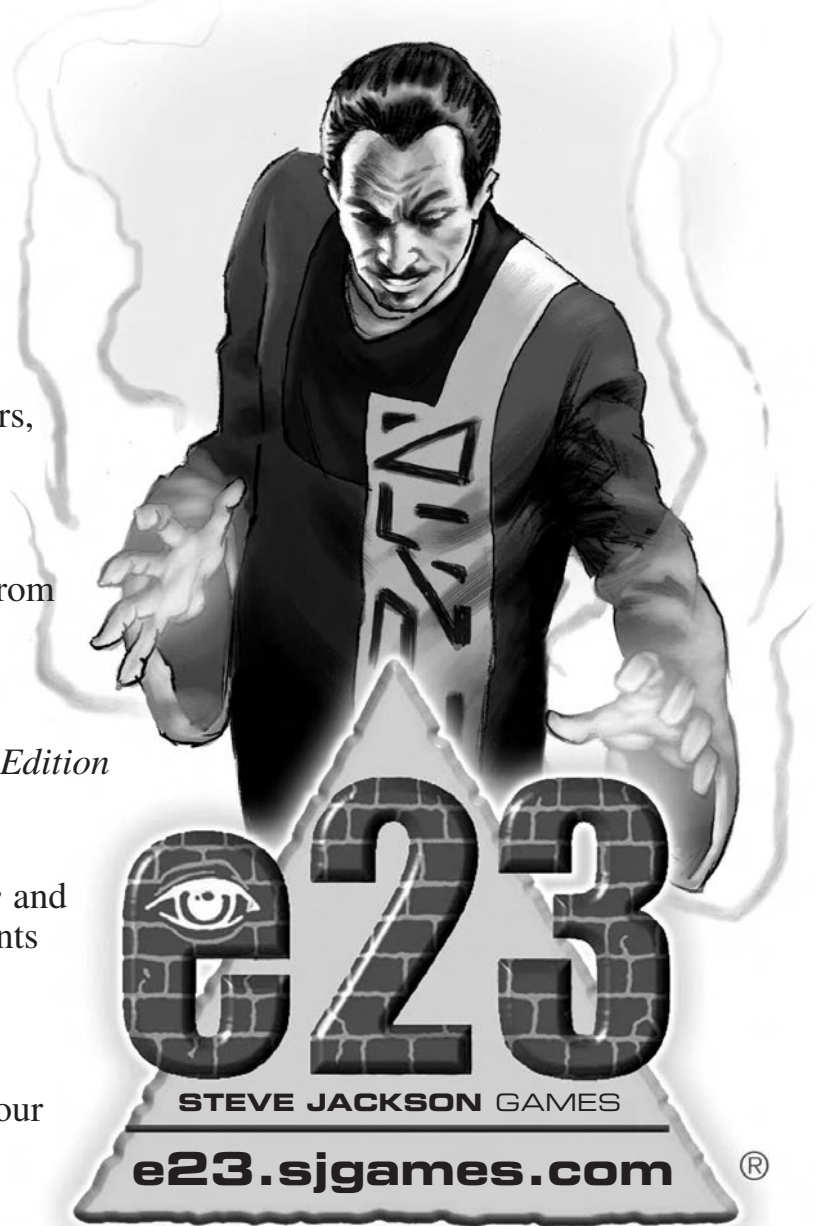
— Gordon Bottomley,
To Ironfounders and Others

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