WISDOM FROM THE WASTELANDS

By Derek Holland and the Skirmisher Game Development Group

Robots are just as important to *Mutant Future* as biological creatures. They can be antagonists, sources of information, or even slave labor. This is the first of four robot-themed issues, and presents eight new robots, as well as several new weapons and accessories. Only a few of the robots in this article have precise dimensions; the examples here are intended as *types*, not specific models. Mutant Lords are encouraged to customize their machines, and provide fine details to fit their settings.

Animal Synth

Hunting and fishing were outlawed in several nations before the fall. For those wishing to continue these sports, the solution was synthetic animals. Animal synths look and act so much like real animals that no one can tell the difference until the robots are cut open. As some animal synth factories still exist, hunters near these facilities do not know if they have food for the table or spare parts for their artifacts until they butcher their game.

Hit Dice: 4
Frame: Biomorph
Locomotion: 4 Legs [240' (80')] or Fins [180' (60')]
Manipulators: None
Armor: Duraplastic (AC 5)
Sensors: Class IV
Mental
  Programming: Animal Programming
Accessories: None
**Weaponry:** None or Jaw (damage 2d4)

Basic Junkbot

These robots are made by inhabitants of the wastes, who weld junk onto repaired or scratch-built robot frames and motors. Junkbots are used as guards, machines of burden, pets, or even oracles. An advantage of junkbots is that their accessories and weapons can be changed with some effort. Other sorts of upgrades, such as better hit dice and armor, are much more difficult because they represent a change to the core machine.

Hit Dice:	5
Frame:	Variable
Locomotion:	Variable
Manipulators:	1 Claw (damage d4)
Armor:	Poor Duraplastic (AC 6)
Sensors:	Class I
Mental	
Programming:	Basic Programming
Accessories:	Variable
Weaponry:	Variable

Collectobot (Mad Curator)

Collectobots were assistant museum curators before the cataclysm. Now they wander the wastes, collecting and protecting everything that relates to their exhibits. Most collect artifacts, but a few zoo keepers collect animals and plants as well. Though they are very protective of their materials, mad curators have been known to trade for better preserved items. Surviving collectobots are always allied with something more powerful than themselves. The ally provides protection and the curator provides knowledge on subjects such as history, art, or entertainment.

Hit Dice:	12
Frame:	Biomorph
Locomotion:	2 Legs [150' (50')]
Manipulators:	2 Advanced Hands
Armor:	Duraplastic (AC 5)
Sensors:	Nerve Web
Mental	
Programming:	AI
Accessories:	Vocalizer, Self Repair Unit
Weaponry:	none
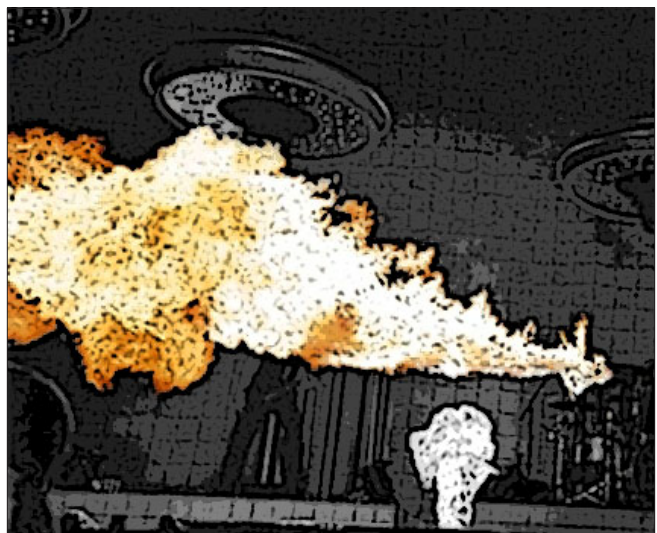
Deathbot

During the apocalypse EMP effects knocked out most medbots, so diseases that had not been seen in decades suddenly killed millions. Some nations became so desperate they created hardened medbots for government and military officials, and designed deathbots for everyone else.

Deathbots are mobile boxes on four casters. They use remotes to determine a person's health, killing and incinerating the sick. Deathbots either hide their remotes where passersby will touch them or forcibly examine people with medical scanners within the remotes. Those who run are killed with a flamethrower. Those who try to bargain are tossed into a cremation chamber. The robot has such basic programming that it cannot take "no" for an answer. Deathbots ignore healthy humans, plants, and animals.

Hit Dice:	50
Frame:	Armature
Locomotion:	4 Casters [360' (120')]
Manipulators:	8 Basic Hands
Armor:	Reactive Armor (AC 1)
Sensors:	Class VI
Mental	
Programming:	Basic Programming
Accessories:	Vocalizer, 10 Immobile Remotes (new), Medical Scanner (new), Hardened Circuits
Weaponry:	Flame Thrower (range 100', damage 4d6), Cremation Chamber (damage 10d10 per round)

Destructor

Destructors are top of the line military robots. They were rare before the cataclysm and now only a handful remain. Most of these survivors have become dictators of flesh and metal communities, having altered their goals to 'win' the final war by bringing back the nation they served, or at least its ideals and values. To do this, the machines protect their communities in exchange for obedience to the destructors' dictates and laws. There are no mad destructors because they were destroyed long ago by other military hardware: those

faulty machines were simply too dangerous to be left alone.

In combat, destructors can fire eight times per round, usually dividing attacks between the plasma rifles and laser rifles. Destructors fire missiles at distant opponents, and blaster rifles or the death ray at those close in. If the battlefield is filled with objects providing cover, a destructor will use phased rockets to destroy the most important targets. When active, the charge screen will do 200 points of electrical damage to everything within 10' of the robot. The force field is indestructible and provides perfect protection, but can be activated only 30 rounds per day. The destructor can either fire, use the charge screen, or activate its force field each round.

Destructors are 8' diameter spheres covered with sensors and weapon ports, but they are seldom seen in this form. They use their holo screens to appear differently, with most disguised as other machines (usually construction bots because of the similar size). However, some destructors prefer biological covers. One noted destructor uses the image of a dragon, part of its nation's flag. The sphere has a small hole at the bottom through which four tentacles with advanced hands can extend to manipulate objects or collect them for study. Each destructor has a complex internal factory that allows it to produce more mini-missiles or repair itself and other robots. It is powered by total mass conversion and usually relies solely on air for fuel. Because they have such amazing power, the destructors' weapons have triple distances and inflict more than typical damage.

Hit Dice:	500
Frame:	Armature
Locomotion:	Inductor [fly 600' (200')]
Manipulators:	4 Advanced Hands
Armor:	Advanced Megatanium (AC -6)
Sensors:	Nerve Web with triple distances

Mental Programming:	AI
Accessories:	Loading Mechanism (mini-missiles), Vocalizer, Weapon Mounts, Holo Screen, Inertial Inhibitor, Robot Repair Unit, Hardened Circuits (new)
Weaponry:	Death Ray (range 500', damage disintegration/10d10), Charge Screen (range 10' damage 200) (new), Force Field (new), 4 Blaster Rifles (range 150'/450', damage disintegration/10d6), 4 Laser Rifles (range 2,700'/5400', damage 12d6), 2 Plasma Rifles (range 1,200'/2,400', damage 16d6), 8 standard mini-missiles (range 5 miles, damage 100 to everything within 50') and 4 other mini-missiles (range 5 miles, damage variable*), 4 Phase Rockets (range 5 miles, damage 100 to everything within 50') (new)

* Consult the Mutant Future core book or Wisdom from the Wastelands issue #9 for information on other sorts of missiles.

Dinerbot

Dinerbots come in all shapes and sizes. They can be hotdog stands, chefs, or cooks and can turn just about any non-toxic substance into good, nutritious food. Those that survived the apocalypse are often at the core of some villages. Some rule, some serve, and some serve ungrateful or poor customers to their next customers.
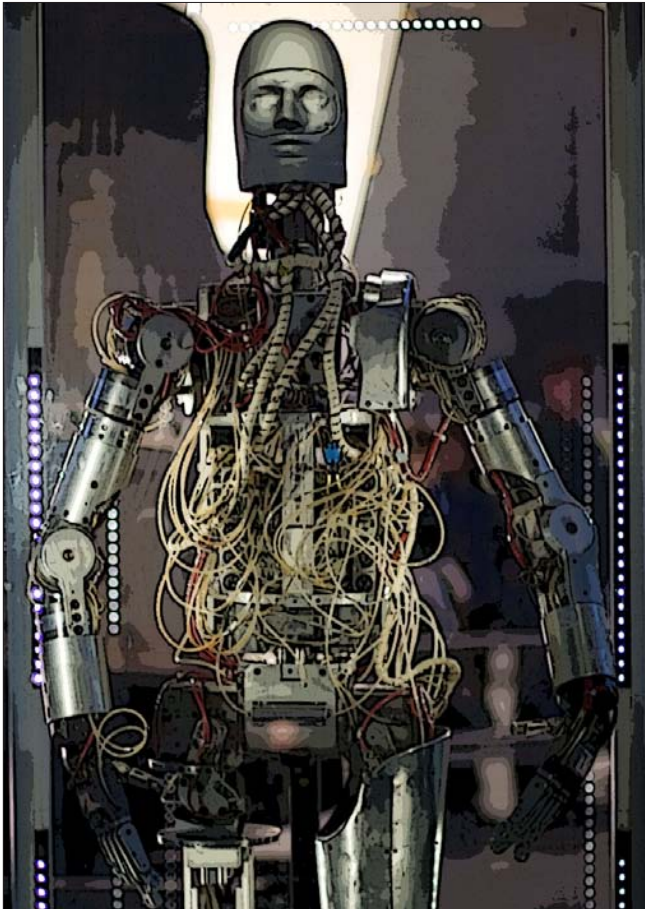
This example is a hotdog stand model that can serve 4 people simultaneously. It is 8' long and 4' wide, and has a large tank for storing the organic materials needed to create food.

Hit Dice:	12		**Hit Dice:**	6
Frame:	Armature		**Frame:**	Biomorph
Locomotion:	6 Wheels [180' (60')]		**Locomotion:**	2 Legs [150' (50')]
Manipulators:	8 Basic Hands		**Manipulators:**	2 Advanced Hands
Armor:	Alumisteel (AC 4)		**Armor:**	Duralloy (AC 3)
Sensors:	Class III		**Sensors:**	Nerve Web

Mental
   Programming: Basic Programming
Accessories: Vocalizer, Fire Extinguisher,
Food Synthesizer (new),
Poison Detector (new)
Weaponry: None

Mental
   Programming: AI
Accessories: Vocalizer, Holo Screen,
Telepathic Cables (new)
Weaponry: None

Educator

Educators are human-appearing robots that once informed the Ancients' youth, using telepathic cables and holo screens to conduct their lessons (adults learned using different education methods, such as brain chips and other technology). They feel overwhelmed by the tide of ignorance in the wastes and have several methods of dealing with it. Some try to teach the basics to as many entities as possible. Others train biological teachers to assist them in spreading their knowledge. A few try to become the power behind the throne and make education an important part of daily life in some communities. The rest have gone insane (who can blame them?), and now instruct without understanding the effect of what they teach. In other words, they cause their students to also go insane.

Fabricator

An advanced form of repair bot, fabricators build as well as repair technology. Each unit has its own field of expertise—there are even a few hover-board makers that still wander the wastes. Unfortunately, fabricators do not adapt well to poor raw materials or those they are not programmed to use, so most operational units either sit idle or search for something to do. A rare few were given AIs; these try hard to be useful, creating very odd looking, but functional, end products. Some of these fabricators have gone insane, doing the same thing as their normal counterparts, but their products are usually dangerous in some manner or, at best, useless. Some people and machines have attempted to reprogram fabricators, but this rarely ends well. Most become insane and accidentally kill their benefactors.

Typically, fabricators look like spiders with eight huge legs, and 20 arms ending with hands and tools. The smallest models of this type would be 15' tall and wide, including the legs; larger ones could be 20' tall before the hit dice would have to increase. They have no capacity for combat, but that matters little because most have some entity or community to protect them.

Hit Dice:	12
Frame:	Armature
Locomotion:	8 Legs [90' (30')]
Manipulators:	20 Advanced Hands
Armor:	Duraplastic (AC 5)
Sensors:	Class III

Mental
   Programming: Engineering Programming, few have AI
Accessories: AV Recorder/Transmitter,
Fire Extinguisher, 50 Tool Mounts,
Robot Repair Unit
Weaponry: None

NEW ACCESSORIES

Food Synthesizer
When in good condition, these machines are the best source of food in the wastes. They produce tasty, nutritious items from almost any non-toxic organic material. Those in bad condition may produce inedible items or toxic items.

Hardened Circuits
This accessory makes a robot or other machine immune to

EMP effects. Some versions also reduce damage from electrical attacks by 1/2.

Medical Scanner
Medbots use these devices to determine the health of their patients. A person must be in contact with the robot for 1 minute for a complete scan.

Poison Detector
This device detects substances that will harm pure humans. It requires a sample and takes one round to analyze.
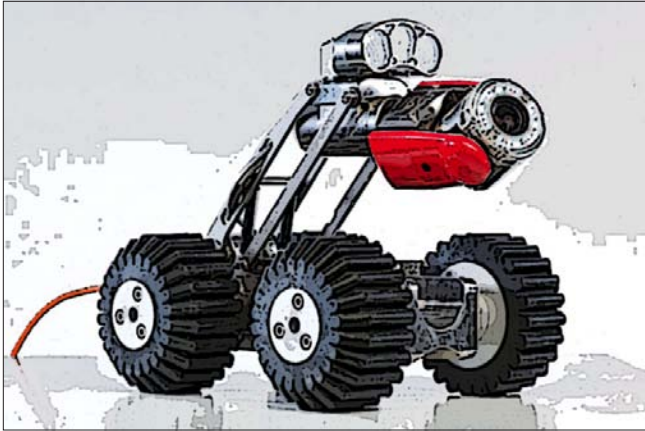
Remote
Remotes are devices that allow a machine to use its sensors from a distance. Most remotes have a range of 500' and the same sensors as the robot itself, but there are exceptions. Military robots have crawling or flying remotes to scout nearby areas and thus negate any chances of surprise.

Telepathic Cables
Using this device, robots can communicate directly with a brain (this can be anything with a brain, even animals and plants). Some versions allow mental control and a save versus stun is required to keep free of the machine's influence.

NEW WEAPONS
Charge Screen
Charge screens are defensive and do damage to everything within range, which depends on the type of robot. When used in combination with a force field, a charge screen can detonate explosives before they can damage the field and robot. Most charge screens do electrical damage but some do thermal or even radiation.

Death Ray
Death rays are blaster cannons that fire beams able to disintegrate everything in their path. The beam width and maximum range depend on the robot type mounting the system, but everything that blocks the beam must save versus death. A successful save means the target takes the damage listed, rather than being immediately disintegrated—which happens to those who fail their save. If the target fails its save, or makes its save but is killed by the damage, the beam continues on, until it reaches its maximum range or hits a target which makes its save and survives the damage.

Force Field
Force fields are indestructible but very energy intensive. The robot (and anything else within the field) is completely protected from all forms of damage. A typical robot can raise its force fields for 5 round per day. Anything running into a field, such as a vehicle, takes falling/impact damage.

Phase Rocket
These mini-missiles use all the rules found in the *Mutant Future* core book (page 121). Using a quick phasing effect, they pass through obstacles up to 10' thick to hit targets. Each rocket has a small computer the robot programs with the target's characteristics.

Shock Claw
Shock claws are vibration weapons. They grab a target and shake so hard that part of the target is ripped off. Damage is usually two to five times that of a normal claw.

OPEN GAME LICENSE VERSION 1.0A