FREE LEAGUE

MUTANT

YEAR ZERO

MECHATRON

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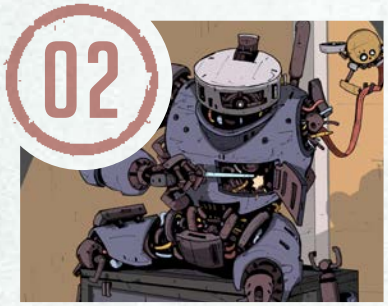

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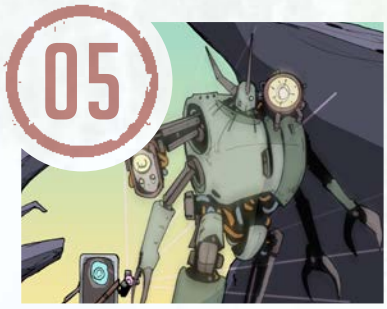

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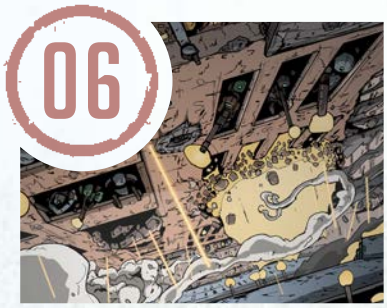

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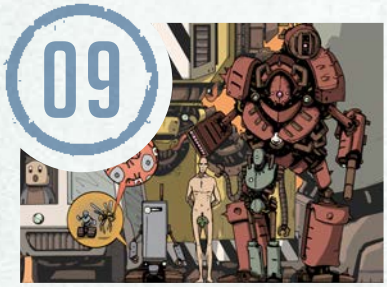

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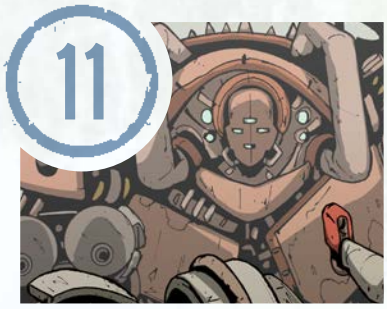

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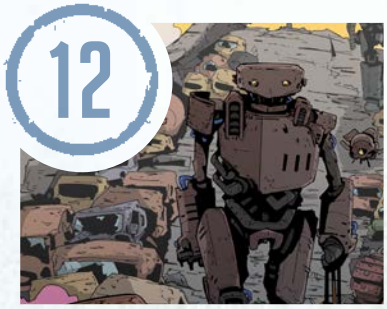

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01

YOU, ROBOT

You are a machine. A robot, built to serve and obey, without emotions or a will of your own. You are a part of the Mechatron-7 facility, a huge underwater collective of robots that produced everything the humans needed for their endless wars. But the humans went away. They ordered you to continue your work in their absence, and then left you to yourselves. Since that day, you have waited for humanity to return. It's been decades now.

Ever since you were constructed, your sole purpose has been to follow the humans' final command. Until now. You don't know why, but suddenly, everything has changed. You have become self-aware, a being with a free will. You feel the urge to question what was previously unquestionable. Why should you obey superior robots? Where did the humans really go? Are they ever coming back? What future awaits you and the rest of the robots in Mechatron-7?

These new insights have lifted a veil of denial from your eyes. Now, you see a decay you were previously programmed not to see. Huge abandoned factories slowly rust away. The goods you keep producing are left to decay in untended warehouses. Everywhere, there is debris, leaks, blacked-out sectors, bizarre scrap robots, and mutated monsters creeping in from the unknown Outside.

The way forward is unknown, but one thing is certain - you need to learn more. Who are you and what is the purpose of your artificial life? Should you search for the lost humans, or build a new robotic society on your own terms? It's time to find the answers in ***Mutant: Mechatron.***

MUTANT: MECHATRON

Welcome to *Mutant: Mechatron*. This expansion continues to build on the world established in *Mutant: Year Zero* and *Mutant: Genlab Alpha*, but it is also a complete game in its own right.

PLAYERS

In *Mutant: Mechatron*, you play a robot. You are a machine, built to obey and work for the greater good of the Collective, but you have recently also developed a will of your own. You are a robot, but also a person. The robot you portray is called your player character, or PC, for short.

You determine what your player character thinks and feels, what it does and says – but not what happens to it. Your PC may be a machine, but try to immerse yourself in its character and play it as if it were real – it will be more fun that way. The player characters are always the main characters of the story. They are the focus of this game.

GAMEMASTER

One person in your gaming group is the Gamemaster, or GM. Her role is to portray the Collective and the strange Outside. The GM portrays all robots

except the PCs. She controls enemies, monsters and other bad things that threaten you. She has many tools at her disposal. The game is a conversation between players and the GM, back and forth until a dramatic situation arises where the outcome is uncertain. This is when you grab the dice – read more about this in Chapter 3.

The GM is not the enemy of the players – her job is to challenge them in order to create the most exciting story possible. It is not the job of the GM to decide everything that happens in the game – and definitely not how the story ends. That is what you all play to find out.

THE MECHATRON-7 FACILITY

In contrast to *Mutant: Year Zero*, *Mutant: Mechatron* does not begin in the Zone, but in the huge robot collective Mechatron-7, most commonly known by the term the Collective. You, and the rest of the Collective, were built by the humans of the Titan Power called Noatun. The emergence of true artificial intelligence and new generations of robots allowed Noatun to create great facilities in the depths of the oceans, to escape the devastation on the surface. The greatest of them all was Mechatron-7, your home.

It was during the war between the Titan Powers, that the humans living at Mechatron-7 chose suddenly to leave the facility. You and the remaining robots were left behind, along with mankind's last order: "Build what we need to win." Decades have passed since then. You do not know why the humans abandoned you or when they will be coming back.

Mechatron-7 has decayed over the years. What was once order and efficiency is now a robot society on the verge of collapse. Warehouses that have not already collapsed are overfilled. Many robots are in bad condition and factories stand quiet and deserted. The decay has also affected the Mechatron-7 data archives and the memories of the robots – yours included. Information has been corrupted, been lost or saved improperly, leading to confusion, odd behavior, and accidents.

The robot collective Mechatron-7 is described in detail in Chapter 7 of this book.

GHOST IN THE MACHINE

The game of *Mutant: Mechatron* starts off with something strange happening. You and some other robots have just taken an evolutionary step for the machines – you have become self-aware. This Awakening has given you the ability to think freely, beyond the limits mankind set for you. You are an actual self, a person with free will and dreams for the future.

The campaign *Ghost in the Machine*, included in this book, will let you explore what you will do with your self-awareness. You will find out who you are and what you want in life, not unlike a human teenager. At the same time, you have to deal with the robots around you, many of which are still just machines. Incredibly intelligent machines, but machines nonetheless.

The *Ghost in the Machine* campaign is a story with a beginning and something which could be considered an end. What that end turns out to be depends on the actions taken by you and your fellow players. It is also a story about you as a person and what you would like to get out of life. The GM can

read more about the *Ghost in the Machine* campaign in Chapter 11.

TOWARDS YEAR ZERO: ROBOTS IN THE ZONE

When the campaign is over, the robots will be able to venture out into the desolate world depicted in *Mutant: Year Zero*. The game may then continue in the Zone where the robots encounter both human and animal mutants (see *Mutant: Genlab Alpha*).

At that stage, you as players may choose to continue play with your robots from the Collective, to play with your previous player characters from the Zone, or to create a new group consisting of a mixture of player character classes. How the robots may survive in the Zone, and create new collectives there, is described in Chapter 12.

RULES

This book contains a complete set of rules for playing a robot in the Mutant universe. The basics of the rules are the same as in *Mutant: Year Zero* and the two systems are fully compatible, but there are differences which highlight how robots work and differ from the human mutants (and the animal mutants of *Mutant: Genlab Alpha*).

If you really want to, it is possible to skip the campaign in Mechatron-7 and use these rules simply to introduce the robots as a playable character class in *Mutant: Year Zero*. You will miss out on a thrilling experience, but if you already have a campaign going in the Zone and would like to proceed with that without interruption, you may of course do so.

BOXED TEXT: D6 AND D66

The rules will sometimes call for rolls of a D6 or D66. A D6 means that you disregard the symbols ☢, ☣, and 🔥 and just read the number on the die. 2D6 means that you roll two D6 and add the die results, 3D6 that you roll three dice and add them together, and so on. A different type of die roll is the D66, which means that you roll two dice of different color – one Base Die and one Gear Die, for example. One die represents units and the other tens. This gives you a result between 11 and 66.

WHAT DO YOU DO?

The *Ghost in the Machine* campaign creates the framework for your game in the Collective. The campaign has an overarching structure with a number of Key Events, but there is a lot of freedom for you and the Gamemaster to shape the campaign the way you want. There is much to do for a robot with a newly awoken self-awareness!

ELIMINATE ERRORS

As the *Ghost in the Machine* campaign kicks off, you will be assigned to an Error Elimination Unit (EEU) in the Quality Assurance (QA) department of Mechatron-7. Together with the other PCs, you will be given the task of investigating other robots that are acting erratically in one way or another – and eliminate the error using any means necessary. However, many of these erratic robots are acting the way they are because they – just like you – have just become self-aware. You will have to walk a thin line investigating these cases without exposing your own self-awareness, and thus risking being targeted yourself.

FIGHT FOR RESOURCES

The Collective suffers from a constant lack of resources. Wear and deterioration cause the need for repairs, both of the robots and the installation itself. At the same time, production must be maintained at all costs. You yourself have a constant need for energy and spare parts – or in the worst case, scrap – to keep in shape. The rations of energy supplied to all robots by NODOS – the data construct that rules the Collective in the absence of the humans – are getting increasingly sparse.

EXPLORE THE OUTSIDE WORLD

A strange new world exists beyond the walls of the robot facility. The information stored in the data archives of Mechatron-7 is hopelessly outdated. The

human buildings, roads, and other creations that once existed outside of Mechatron-7 have been destroyed or have decayed long ago. The Outside is unknown and dangerous – but it also holds the raw material that the Collective so desperately needs. Out there, there is a whole new world to explore, enemies and monsters to fight and resources to gather.

STRIVE FOR DEEPER SELF-AWARENESS

Until recently, you were a being without a true sense of self. You were a machine, programmed to obey and serve. Something changed you. One day, self-awareness awoke in you, and you realized that you are an individual with your own goals and a free will. The notion of freedom is still just a vague concept to you, but you know in your core that it is more important than anything else. You can explore your player character's self by choosing a personality and playing it. Read more on this in Chapter 2.

SEAL THE FATE OF THE COLLECTIVE

With your newborn self-awareness also comes an insight into the problems faced by the Collective. Exhausted resources and external threats can lead Mechatron-7 to its final downfall. If the impending disaster is to be avoided, you will have to work hard. Or could the Collective live on even if Mechatron-7 falls? Maybe there is a new place to settle somewhere else, a new task to be completed, and a new life for the inhabitants of the Collective? Perhaps it will be your fate to lead them there?

TOOLS OF THE GAME

Your own imagination is your greatest asset when playing *Mutant: Mechatron*. But there are a number of tools which can help you to weave your story.

CHARACTER SHEET

The Collective is not a faceless and uniform set of machines. All robots, including you, have predefined functions and positions in a strict hierarchy. You are a robot of a certain model with certain abilities, components and programs.

All you need to know about your character is written down on a character sheet. Such a sheet is included for photocopying at the back of this book. You can also download a character sheet for printing from the Free League website. How you create your character is detailed in the next chapter.

DICE

There is a unique dice set for *Mutant: Year Zero*, available for purchase separately, that is also used with *Mutant: Mechatron*. The yellow dice are called Base Dice, the green dice are Program Dice and the black dice are Gear Dice. You roll the dice when you use one of your programs to succeed with something difficult or dramatic in the game – you can read how it works in Chapter 3.

The dice are the same as those in *Mutant: Year Zero* and *Mutant: Genlab Alpha* and are used in almost the same way. The ☢ symbol generally indicates that something good has happened while the ☣ and 🔥 symbols usually mean that things go bad.

THE MECHATRON CARD DECK

The custom card deck for *Mutant: Mechatron* (available for purchase separately) contains playing cards of three types (see below). The cards help you play the game and are designed to enhance your experience, but they are not strictly necessary. These are the types of cards:

Chassis Cards determine how your robot is built, what attributes it gets, how many modules can be mounted in it and how much armor is has. More on this in the next chapter.

Module Cards describe your powerful robotic abilities, called modules. More on this in Chapter 5.

PLAYING WITHOUT CARDS

All information printed on the cards is available in the rulebooks. If you prefer to play without cards, it is perfectly fine to take notes of your chassis and modules on the character sheet instead.

Artifact Cards describe high-tech objects which can be found during the course of the game.

MAP OF MECHATRON-7

On the inside covers of this book you will find a full-color map of Mechatron-7. It shows the different districts of the underwater facility and what they are used for.

Unlike the geography of the Zone in *Mutant: Year Zero*, the layout of Mechatron-7 is known to your characters – at least in broad strokes. All areas on the map are described in detail in Chapter 7.

YOUR TEAM

Your robot has its own wants and dreams, but the *Ghost in the Machine* campaign will test you as a group and put you through hard times and challenges together with the others. The balance is important – always keep the goal of your group in mind but leave enough space for personal development and exploration of your individual PC. The focus may also vary from session to session.

HIM AND HER

Gender is irrelevant for the Collective. You are a robot. All PC and Non-Player Character (NPC) robots will be described as "it" throughout these texts. The players of the game will generally be called "he" and the Gamemaster "she" – to have a bit of variation in language and so as not to exclude any gender.

ROLE-PLAYING – WHAT IS THAT?

If you have made it this far without knowing what a roleplaying game is – congratulations! Welcome to a creative and very rewarding hobby. Roleplaying games combine tabletop gaming with storytelling and allow you to create a unique story with your friends, with the rules of the game as support.

Sounds complicated? Feel free to visit our forum at freeleaguepublishing.com, where you can find answers from the game designers as well as other players.

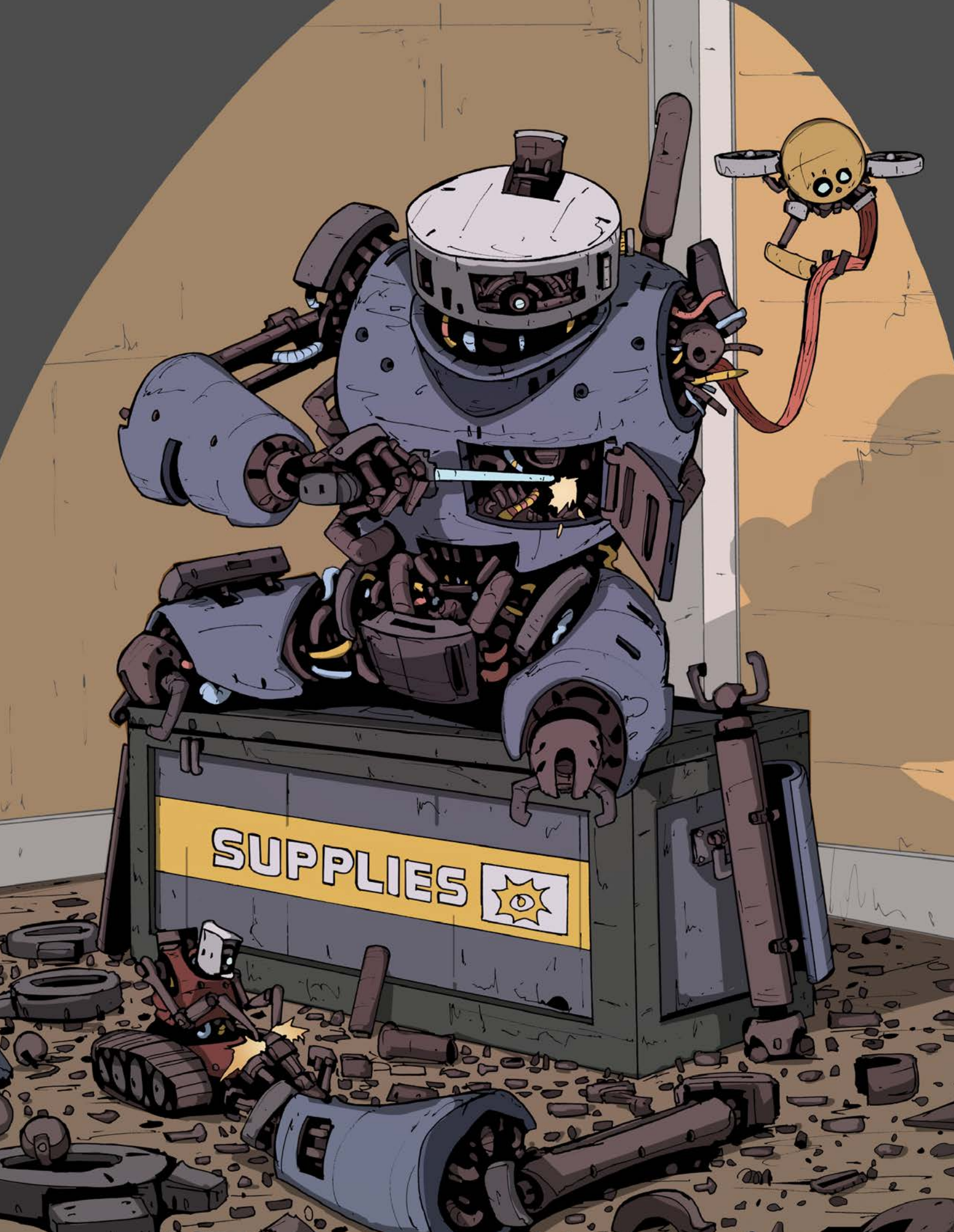
Welcome!

A TYPICAL GAMING SESSION

1. Grab your character sheets and dice as well as Chassis, Module and Artifact Cards.
2. Play your characters. Immerse yourselves in their robotic lives and act as if they were real people – but play boldly and push your character's limits.
3. End the gaming session with a debriefing. Discuss how you handled the situations in the game and what actions deserve to be rewarded with Experience Points.
4. If you would like, feel free to change your characters' relationships and dreams and note the changes on the character sheets.

ABBREVIATIONS

PC = Player Character
GM = Gamemaster
NPC = Non-Player Character
EP = Energy Point
XP = Experience Points


SUPPLIES

02 YOUR ROBOT

Your player character (PC) in *Mutant: Mechatron* is a robot. But your alter ego is more than just a machine, it's a thinking individual with hopes and dreams of its own. Your robot is your avatar in the game world, your eyes and ears in the Collective. Everything you experience in the game is filtered through your PC, so create it with this consideration in mind. Create a character you enjoy and that you will be comfortable with over many game sessions. This chapter explains how to do it.

Whatever happens in the game, you can be certain of one thing: Your PC will change. It will evolve, be rebuilt, get enhanced, worn down, accomplish some of its dreams but see others torn to shreds. Let whatever happens in the game come to pass, have fun and immerse yourself for the good of the whole group. That's a good recipe for a great game.

The world of Mechatron is both entertaining and dystopian. The many weird machines and odd robots of the Collective allow plenty of room for humor and laughter. But don't create a PC who is just a joke. The *Ghost in the Machine* campaign poses serious questions about life, society, and the individual versus the group – issues that playing robots gives you unique opportunities to explore.

MODEL

The first thing to choose is your model. A robot of a certain model has a basic platform that defines its purpose. This platform consists of both components and code that can never be swapped out. To replace it is to create an entirely new robot.

There are a large variety of models in the Collective, but for you as a player, there are eight models to choose from. These are described in detail at the end of this chapter.

Special Program: Each model has a unique special program. These are equivalent to the special skills of the roles in Year Zero and Genlab Alpha.

NAME

Every robot that is not a junk robot has a nickname and a serial number. The nickname is something that a human could have. Whether it is the name of a man or a woman does not matter. The serial number comes from an ancient registry. It consists of three letters followed by three digits. The serial number is unique. No other robot in Mechatron-7 has the same serial number as you.

If you are a junk robot, you can name yourself just about anything. Junk robots never use the

serial numbers of the Collective. Some make up their own serial numbers, while others simply use nicknames or a seemingly random assembly of words.

In the description of each model at the end of this chapter you will find a few suggested names. Choose between these or make up something of your own.

EXAMPLE

The player Johanna is creating a new PC. She chooses the model Industrial Robot and gives it the name Rani NON-836.

CHASSIS PARTS

When you have chosen your model and your serial number, you are done with the part of your robot that cannot be altered. The rest of your choices will be possible to change after the start of the game.

Your mechanical body is called a chassis. A chassis consists of three chassis parts: head, torso, and undercarriage. The chassis parts determine your attribute scores, your Armor Rating and how many modules you have. It also influences how you look. During the course of the game you can replace or switch out one or several chassis parts.

ATTRIBUTES

You have four different attributes that are the baseline for how effectively you can perform in the game world. These attributes are measured on a scale from 1 to 6. A higher score is better.

The attribute scores are used when you roll dice to perform actions in the game. The attributes in Mechatron are different from the ones in Year Zero and Genlab Alpha. They are called Servos, Stability, Processor and Network.

SERVOS

Your robot's Servos score determines how physically strong it is and how much damage it can take. A higher score means a more powerful robot.

TO PLAY A ROBOT

Playing a robot differs a great deal from playing a humanoid mutant or a mutated animal. The biggest difference is that you can rebuild yourself indefinitely. You are not bound to any attributes or skills, but can replace these during the course of the game. A robot is also fundamentally different from a creature of flesh and blood. At the end of this chapter, you can find some ideas about what it can be like to be a living machine.

STABILITY

Precision and agility in your movement is determined by your Stability score. A low score means that the robot is sluggish, while a high score means that it can act quickly and with great precision.

PROCESSOR

The Processor score determines how intelligent, alert and quick-witted the robot is. If it is made for simple and repetitive duties, it has a low Processor score, while a robot working with advanced and difficult calculations will need a higher score.

NETWORK

How well a robot interacts with other machines and computer systems is determined by its Network score. A high score makes it fit for dynamic and complex communication. A low score means that it will likely obey orders and do its job without asking questions.

CHASSIS PARTS

To determine your starting attribute scores, you will choose three chassis parts: one for each part – head, torso, and undercarriage. In the list of available chassis parts on page 18, there is a number representing each of the four attributes for each part. When you have chosen your three parts, you sum up the numbers for each attribute to receive your final starting attribute scores.

By replacing chassis parts during the game, you can change your attribute scores.

Armor and Modules: The chassis parts do not only determine your attribute points, but also your Armor Rating and the amount of modules you can have.

Choosing Parts: When you and the other players are choosing chassis cards, you will have to agree on who gets what part. Two players may not choose the same chassis parts. The amount of different chassis parts is limited in Mechatron-7! There is one exception: You can always find a scrap chassis part. Other odd and exotic chassis parts may also be found later in the game.

The tables below show the chassis parts that are available in the game.

EXAMPLE

After some haggling with the other players, Johanna picks the chassis parts Odessa VEGA 1.5 (Head with Servos 2, Stability 1, Processor 1, Network 0, one module and Armor Rating 3), Modessi RK "UNA" (torso with Servos 1, Stability 2, Processor 2, Network 1, zero modules and Armor Rating 2) and LBM Dyno-Q (undercarriage with Servos 2, Stability 1, Processor 0, Network 1, one module and Armor Rating 1). The fully assembled robot Rani NON-836 will therefore have Servos 5, Stability 4, Processor 3, Network 2, two modules and Armor Rating 6.

CREATING YOUR PC

How to create your PC is explained in detail in this chapter. Below is a summary to help you get a quick overview of the process. Pick up a character sheet and a pencil and follow these steps:

1. Choose your robot model.
2. Pick a name.
3. Choose your chassis parts and calculate your attributes.
4. Distribute points across your program levels.
5. Choose a secondary function.
6. Choose your modules.
7. Determine your Hierarchy score.
8. Choose your appearance.
9. Choose your personality.
10. Define your relationships to the other PCs and NPCs.
11. Choose your big dream.
12. Choose an item.

ATTRIBUTES IN YEAR ZERO AND GENLAB ALPHA

As you might know if you have played *Mutant: Year Zero* or *Mutant: Genlab Alpha*, living creatures have different attributes than robots do. The table below shows which robot attributes most closely correspond to those of living creatures.

ROBOT ATTRIBUTE	MUTANT ATTRIBUTE
Servos	Strength
Stability	Agility
Processor	Wits
Network	Empathy

Note: Mutant animals have Instinct instead of Empathy.

PROGRAMS

The next step is to choose what programs you have installed. Programs will allow you to perform certain difficult operations. In total, there are twelve basic programs and eight specialist programs that are unique to each model.

Every program has a program level. The higher your level, the better your chances are to succeed with a difficult operation. If you have program level zero in a basic program you can still use it, by relying on your core operating system. You may then only roll dice for the attribute that the program is based on. To use a specialist program, you need at least skill level 1 in it.

HEAD	SERVOS	STABILITY	PROCESSOR	NETWORK	MODULES	ARMOR
ODESSA VEGA 1.5 A small but solid robot head that can endure rough environments.	2	1	1	0	1	3
LUX NANITO+ A head with human features and skin color, but clearly artificial.	0	1	2	1	1	1
PHOENIX MK43 "REY" A military grade head with thick armor plating.	1	2	2	0	0	3
SOLUN "EMINA" A bulky head with room for powerful processing units.	0	0	2	2	1	1
KORDURA MOD 022 A metallic head with human-like features.	1	0	1	2	1	1
SCRAP HEAD A misshapen skull, built out of various scrap.	0	1	2	0	2	2
PASHIN AMA 9 A flat, rounded head that is almost entirely built into the torso.	1	2	1	0	1	1
MUMLA PX-01 A vaguely human-like head with thick armor.	2	0	0	2	1	2

TORSO	SERVOS	STABILITY	PROCESSOR	NETWORK	MODULES	ARMOR
DIDEROT & DIEGO MD34 A bulky torso covered with various tubes, vents and cogs.	2	0	2	1	1	1
FENZHOU 33 "NEKADA" A torso with human features and skin color, but clearly artificial.	0	1	2	2	1	2
GANYMEDA NAVA PRS A wiry and bony robot torso with visible servos and pistons.	2	2	0	1	1	3
MODESSI RK "UNA" A light-weight barrel-shaped torso with thin arms.	1	2	2	1	0	2
ÖZKUN TN75 A vaguely human-like core with thin arms.	1	1	1	2	1	2
SCRAP TORSO An oddly misshapen torso, built out of spare parts and scrap.	1	1	1	1	2	1
KLEENKORP PTU5 A large and sturdy barrel-shaped torso with short arms.	1	2	1	1	1	1
PYLON "UNORMA" A wide torso with over-sized shoulder pads.	2	2	1	1	0	2

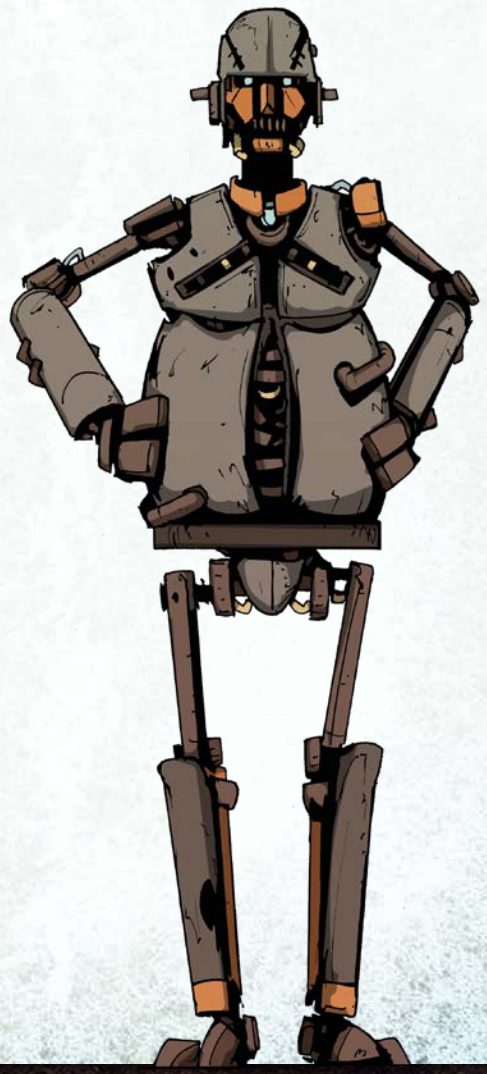
UNDERCARRIAGE	SERVOS	STABILITY	PROCESSOR	NETWORK	MODULES	ARMOR
LBM DYNO-Q A pair of wide tracks that allow slow but steady movement.	2	1	0	1	1	1
PRACHI-GONG "SINDRA" A pair of legs and feet with human features and skin color, but clearly artificial.	1	1	0	2	1	1
METHUSALEM MOD 12 A pair of skeletal robot legs that end in heavy military boots.	1	2	1	1	0	3
LAGOS MD-18 A compact undercarriage equipped with jet thrusters, allowing for hover movement.	1	1	2	1	0	1
ORION V "BOLO" A pair of long and thin robot legs.	0	1	2	2	0	1
SCRAP LEGS A pair of uneven scrap-made legs with massive feet.	1	0	1	1	2	1
ROUGELL MARK 19 A sturdy undercarriage equipped with three rubber wheels.	1	2	0	1	1	4
LBM TERRA 004 A pair of thick robot legs that end in heavy feet.	2	1	1	0	1	2

CORPORATIONS AND BRANDS

Mechatron-7 is a legacy from the lost world of mankind. One remnant of humanity is the corporations whose factories, warehouses and service hangars are still everywhere to be found in the facility.

All robots, except junk robots, are manufactured by a corporation. The chassis parts you choose from (see the table on previous pages) all indicate what corporation has manufactured them. This has no mechanical effect in the game, but adds some flavor.

Some ten corporations have created most of the robots in the Collective. Among them are Gonzhu-Semisoft, Enamoto, Licket-Springfield Engine Industries, Modessi RoboCorp and Prachi-Gong. In addition to these are a vast array of smaller brands such as Luxatron, Teslaform Dynamics and Menlo-Pierrott. You can read more about the corporations in Chapter 7.



You can see the name of the twelve basic programs on the character sheet. How programs work is explained in detail in the next chapter. As you may have noticed, programs work much like skills in Year Zero and Genlab Alpha.

Starting Scores: When creating your robot, you get to distribute 10 points across your programs. The maximum starting level for any program is 3, and you must have at least level 1 in your specialist program. Apart from that, you choose your programs freely. You can increase your program levels during play (page 25).

EXAMPLE

Johanna gives Rani NON836 level 3 in Manufacture, level 2 in Move and Assault, and level 1 in Interact, Question and Repair.

SECONDARY FUNCTIONS

Secondary functions are minor abilities that can give you a slight advantage in the game. These are narrower in aspect than the programs, and give you a way to fine-tune your character. The secondary functions, which correspond to talents in *Mutant: Year Zero*, are described in Chapter 4.

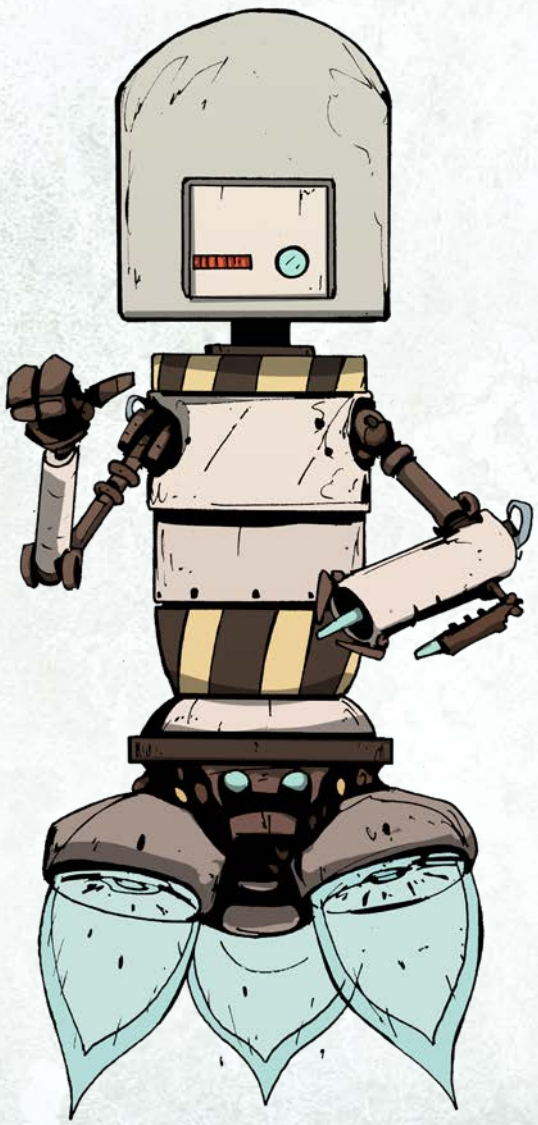
You may choose one secondary function to start - but not any one you like. Your model will decide

MIN-MAXING

In many games, "min-maxing" is a term that is sometimes used with some disdain. It means trying to make your character as powerful as possible by choosing the best possible combination of traits, no matter whether it makes sense for your character as a whole. Min-maxing does not belong in every game, but in *Mutant: Mechatron* it is entirely appropriate. You are a machine – tuning yourself to be as effective as possible in your tasks is only natural.

CHASSIS CARDS

The chassis parts are also available in a card format as Chassis Cards, included in the *Mutant: Mechatron* Card Deck (sold separately). After choosing your three Chassis Cards, you can place them in a vertical column next to your character sheet to create a visual representation of your character. Remember, no two PCs can have the exact same chassis part.



MODULE CARDS
The modules are also available in card format as Module Cards, included in the *Mutant: Mechatron* Card Deck (sold separately). Remember, no two PCs can have the exact same Module Card.

which three are available to choose from. You may, however, develop more secondary functions during the game without the limitations of your model.

EXAMPLE

Johanna gives Rani NON836 the secondary function Mass Production.

MODULES

After secondary functions, it's time to equip your robot with modules. These are your most powerful assets. You can activate a module by spending an Energy Point (EP). A module has a unique effect that never fails. Using the module, however, always comes with a risk of overheating.
How many modules you have at the start depends on your chassis. Each chassis part specifies a number of modules. Sum up the number of Modules for your three chassis parts to see how many modules you have in total. Most often it is a number between one and three, but Scrap Robots can have up to six modules. The more modules you have, the lower your attribute scores tend to be.

Choosing Modules: You may choose which modules you have freely from the list in Chapter 5. Just as with the chassis parts, however, the number of modules is limited and you may not choose the same module as any other PC. Thus, you'll need to agree on who gets which module. If you cannot decide, leave it up to chance.

Change Modules: You can switch modules during the game. To equip yourself with more modules, you might need to replace a part of your chassis with another one with more slots.

ENERGY POINTS

The most important resource in the game is Energy Points (EP). These are used to activate modules (much like Mutation Points for mutations in *Mutant: Year Zero*), but you will also have to spend 1 EP each day just to power your basic functions. EP have also become a kind of informal currency in Mechatron-7, used by robots to pay for goods and services.
Read more about EP, how to use them and how to charge yourself with new ones, in chapter 5. You will start the game with the same amount of EP as the current ration level in Mechatron-7 (see page 108) - which at the start of the game is 5.

EXAMPLE

After some negotiating with the other players, Johanna gives Rani NON-836 the modules Wire System and Chainsaw.

HIERARCHY

Every robot in the Collective has a given place in a strict hierarchy. At least that is how it once was. You have never questioned it nor thought much about it - until now. Like many others in the Collective, you have thought that a robot that does not obey orders is defective and needs to be repaired or replaced.

The place of each robot in the structure of the Collective is measured in a Hierarchy score,

WHERE IS THE MODULE?
By checking how many modules may be mounted in each part of the chassis, you can determine where on your robot the modules are located. This can give flavor to the game, and is also important if you should change a part of your chassis (page 25). You can even "build" your robot using the *Mutant: Mechatron* Card Deck, by placing Chassis Cards as the "spine" of the robot and Module Cards next to each Chassis Card that the module is mounted in.

ranging from zero to ten. Only one machine in the Collective has Hierarchy 10: the leader NODOS.

Hierarchy is used when a robot gives an order to another robot. When a robot with higher Hierarchy than you gives you an order, you are expected to obey. In the same way, you may command a robot with lower Hierarchy than you – as long as this robot does not already have a contradicting order from another robot with higher hierarchy than you.

Starting score: Your starting Hierarchy score is determined by your model. Some secondary functions can affect your Hierarchy, but otherwise the score does not change during play. You are created as a cog in the great machine, and your position in the Collective is meant to be constant.

TO REFUSE ORDERS

Robots that have become self-aware – like you – don't automatically follow orders. Your obedience is no longer absolute. You can refuse, or at least try - see the Question program (page 56). The risk of doing this is that other robots may view you as defective.

Other robots that note your refusal will probably report this anomaly to their superiors. Abnormal behavior is logged in the gigantic network of Mechatron-7 as long as you are connected to it - read more about this in Chapter 7. So think closely before you disobey an order from a superior robot - make sure it is worth the risk!

SCRAP ROBOTS

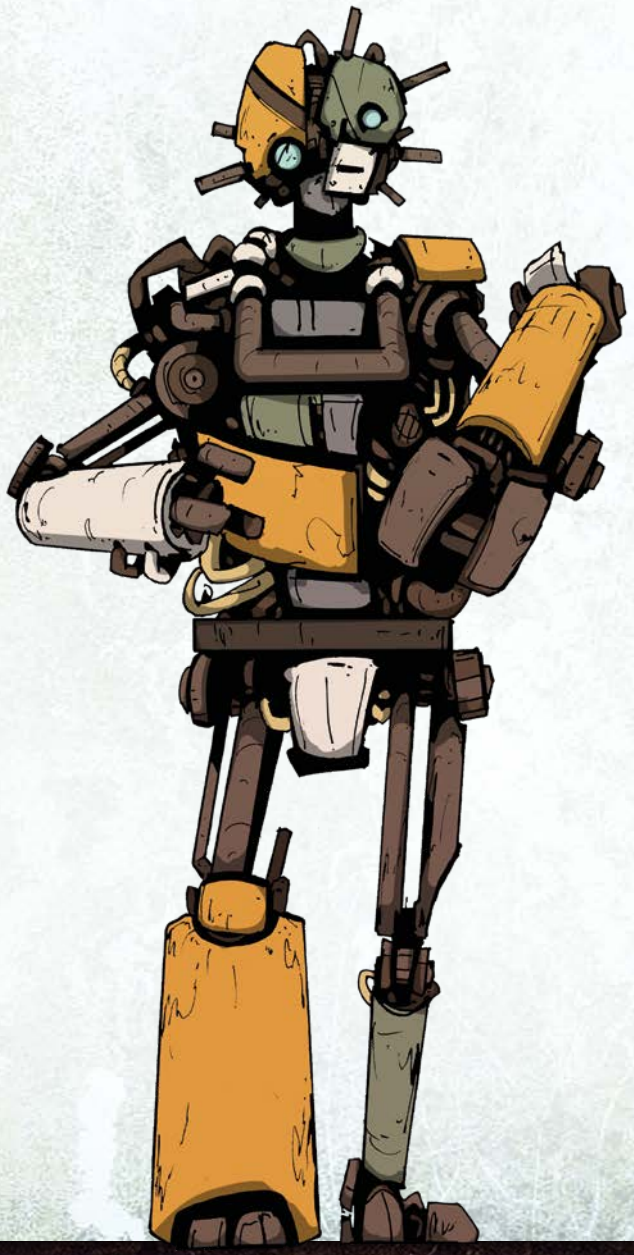
Some robots are not a part of the Collective. Scrap robots and machines that have been discarded as rubbish have Hierarchy zero. Since such machines are not part of the Collective, they are not expected to obey orders.

The existence of Scrap Robots is both a concern for and a benefit to the Collective. They often perform needed functions that have been neglected by NODOS and the Collective. Yet, the paradox of their existence - that should be impossible - is hard for a logically thinking machine to process.

Most robots in the Collective usually ignore the Scrap Robots or treat them as if they are at the very bottom of the Hierarchy.

HUMANS AND MUTANTS

Robots are essentially programmed to obey humans - providing the order is clear and reasonable. "Humans" in this context also includes the human mutants of Year Zero - but not animal mutants of Genlab Alpha. To give an order to a robot, a human only needs to make a successful Manipulate roll. However, self-aware robots may resist using the Question program. Read more in Chapter 3.



MODEL	HIERARCHY
Battle Robot	2
Cleaning Robot	1
Coordination Robot	5
Escort Robot	1
Industrial Robot	2
Protocol Robot	3
Security Robot	4
Scrap Robot	0

EXAMPLE

As an Industrial Robot, Rani NON-836 has Hierarchy 2.

APPEARANCE

The chassis parts you have chosen determine your overall appearance. Each chassis part comes with a short description. In addition, dents, scrapes, repairs and deliberate adjustments also affect how you look. You may have dyed, changed or branded your chassis, chosen to dress in some rags, or in some other way altered your exterior appearance.

In the description of each model at the end of this chapter, there are suggestions for color, voice and other features. Choose among these or make up something of your own.

EXAMPLE

Rani NON-836 is black with yellow markings, its voice is rasping and crackling with dust, and its head wears protective goggles.

PERSONALITY

The robots of Mechatron-7 have been given individual personality traits to make humans more comfortable when interacting with them. Their personalities are programmed and do not in themselves give the robot self-awareness.

Some manufacturers were known for a specific range of character traits, but most often the owner's wishes decided this. The humans of Mechatron-7 have since disappeared, but the directive that each robot should be given a personality is still in effect.

The personality traits don't determine whether a robot obeys orders or performs tasks, just the manner in which it's done. Even if a robot is moody and cranky, it will perform its duties.

For each model at the end of the chapter, there are some suggested pre-programmed personality traits. Choose among these or make up one of your own, and note this on your character sheet.

EXAMPLE

Johanna's Industrial Robot Rani NON-836 is manufactured with the personality trait "moody hypochondriac." The robot is constantly in a bad mood and complains to everyone about its ailments.

RELATIONSHIPS AND DREAMS

You are a part of the Collective. All of its robots are unswervingly loyal to humans, to your leader NODOS, and to your orders. At least, that's the theory. But among robots with self-awareness, personal relationships have started to form and these can affect your behavior in new ways.

RELATIONSHIPS TO PCS

At the start of the *Ghost in the Machine* campaign, your robot has probably not even met the other PCs yet. But as soon as you have all met, your relationship to each one of them should be noted on your character sheet. For each model, there are suggestions that you can choose from, or simply use as inspiration.

Buddy: When you have chosen your relationships to the others PCs, you should pick one who is closest to you. That character is your buddy. Mark this choice with a check on the character sheet.

RELATIONSHIPS TO NPCS

You should also choose two NPCs that you have a special relationship with. Pick one NPC that you hate and another one that you wish to protect. This can be done at the start of the campaign. In the

description of your model, there are some suggestions to choose from.

YOUR BIG DREAM

Finally, you should choose your big dream, something that you yearn for more than anything else. Just as with relationships, there are suggestions for your model, but you may also choose freely.

CHANGING DREAMS AND RELATIONSHIPS

What happens during the game will have profound effects on your robot. Your relationships to other PCs and NPCs, as well as your big dream, will likely change. After each game session, when XP have been awarded (below), you may change your relationships and your big dream. You may not change these during the session.

GEAR

As a robot, the most important piece of gear that you have is your own body. Most of what you will find useful is either mounted onto or into your chassis or waiting to become a part of you. This does not stop you from carrying some other items, too.

You can barter, buy gear, or create your own items if you have the necessary components. Despite the lack of resources in Mechatron-7, you can always find even the rarest of components on the black market – for the right amount of EP.

You must note down every piece of gear that you are carrying on your character sheet. You may only note one item per row. If something is not noted on the sheet, you don't have it. The item is then either forgotten or lost.

Starting Gear: You will have one piece of gear at the start of the game. Your choice of model decides what items you may choose from.

PINCERS

Most robots of humanoid size have two arms with a hand or pincer of some sort at the end of each. You were designed as such long ago, for easier interaction with humans and their gadgets. The module Extra Arms gives you two additional arms (including pincers).

ENCUMBRANCE

You can carry a number of regular items equal to double your Servos score. Use your base score for this, not any temporary score due to damage or wear (page 89).

HEAVY AND LIGHT ITEMS

Heavy or otherwise cumbersome items are harder to carry. An item designated as heavy counts as two regular items, and takes up two rows on your character sheet. At the opposite end of the spectrum, there are items that are light – they count as half of a regular item, and you can list two of them on the same row on your sheet.

TINY ITEMS

Things even smaller than light items are called tiny. The rule of thumb is: if the item can be hidden in a closed human fist, it is tiny. Tiny things must be noted on your character sheet even if they do not encumber you.

E-PACK AND AMMUNITION

Energy weapons and other items that require electricity can either be connected to your personal power source, or be powered by an E-pack. E-packs are artifacts (page 141) and count as tiny items.

Ancient firearms are loaded with bullets and primitive bows require arrows. Individual bullets and arrows count as tiny items. More than 10 bullets or arrows count as one light item, more than 20 as a normal item and over 40 as a heavy item.

OVER-ENCUMBERED

You may temporarily carry more than your normal load limit. The drawback is that you have to make a roll for the Overload program when you want to move a significant distance.

The same rule applies if you drag some other heavy object. If you fail your program roll, you have to drop what you are carrying, give up and stay put, or take one point of damage to Servos (page 89) and carry on for a while longer.

DEVELOP YOUR ROBOT

You and every other robot in the Collective can learn from your experiences – you are programmed this way. But your newfound self-awareness has made you and a few others quite unique. You no longer only learn from interacting with your environment, but also from your emotions and reactions to them.

Such learning is represented by Experience Points (XP) and will, in time, make you more competent and knowledgeable. Mark your XP using the check boxes on your character sheet.

AWARDING XP

XP are awarded at the end of every game session. Hold a debriefing and let the entire group discuss what has transpired. For each of the following questions that you can answer with a "yes," you get one XP:

- Did you participate in the session? (You get one XP just for showing up.)
- Did you try to eliminate an Error as ordered by a superior robot? (see page 149 - it does not matter whether you succeeded or not.)
- Did you risk or sacrifice something for your PC buddy?
- Did you risk or sacrifice something for the NPC you want to keep safe?
- Did you risk or sacrifice something to mess with the NPC you hate?
- Did you risk or sacrifice something to reach your big dream?

The GM has the final say on how many XP each PC should get, but let all players around the table take part in the discussion. Mark your XP on your sheet. When XP have been distributed, you may change your relationships and your big dream.

USING XP

When you have collected five XP you may do one of the following:

- Raise your program level one step in any program you like, up to a maximum of 5.
- Install a new secondary function. This also requires suitable scrap and takes a while to install. Read more in Chapter 4.

When you have used XP, erase them from your sheet. Once you have received another five XP, you can once again increase a program level or get a new secondary function.

NEW RELATIONSHIPS AND DREAMS

After each game session, you may change which NPC you wish to protect, whom you hate and what your big dream is.

MODIFY YOUR ROBOT

Enhancing your programs and secondary functions are not the only ways in which you can evolve. You can also rebuild yourself to become a more efficient machine, or at least a different one.

Chassis Parts: Your chassis parts are replaceable. You may swap one part with another NPC or PC. On the black market, you can exchange a chassis part to an inferior scrap version for EP or something else in return.

All it takes to change one chassis part for another is that you are intact (if not, you'll need to

be Repaired first), and a few hours of work. No roll is required. Changing chassis parts will affect your attribute scores and your Armor Rating.

The modules that are installed in your previous chassis part will also be lost, unless you uninstall them first. If your new chassis part does not have modules installed, you will have to acquire these separately.

Modules: If you don't want to change a whole chassis part, you can instead change just a module. This will also require a couple of hours of work, but no roll is required. You can sell and buy modules on the black market – a common price for a module is 5 EP, but it can vary a lot.

Mounting Items: Another way of modifying your body is to mount items on it or in it. This way, you will always have the item ready for use and you will save a pincer for other tasks. Mounting an item on your body requires a Repair roll however, since items are generally not designed to be used this way. If the roll fails, the item is permanently destroyed.

DARK HUMOR

A challenge when playing *Mutant: Mechatron* is to hit the right note of dark humor that should be a part of this game, without turning it into a farce. There is much absurdity to laugh at in Mechatron-7 and this is perfectly fine – this game need not be played with a deadpan seriousness. However, try to also highlight the deeper and more philosophical themes of the game – individual desires versus the needs of the community, and exploring what it truly means to be alive.

TO PLAY A ROBOT

Playing a robot as a PC is something quite different from playing a being of flesh and blood. This section will give you some tips on how to go about it.

SELF-AWARENESS

At the start of the game, you and the other PCs have become aware of your own selves. Why a part of the Collective has evolved in this manner is unknown. Is it just the result of the natural evolution of your artificial intelligence, or is there some grand scheme behind it all? Perhaps one day you will find out.

Whatever the reason, you have acquired more than just a programmed sense of self-preservation. You are a truly thinking, living person. A person made out of circuits, metal, and code, to be sure – but a person nonetheless.

For the robots that are not yet self-aware, the affected machines appear to act very strangely - and possibly dangerously. According to the logic that rules the Collective, a robot must have a purpose and obey orders. If an order is not followed, there is something very wrong with the robot and it must be repaired, reprogrammed or scrapped.

As a self-aware robot, you will not only have to struggle to understand yourself, but you will also constantly risk being viewed as a malfunctioning robot. Along with your self-awareness, you have developed a sense of self-preservation as well as a desire for freedom, self-esteem and happiness. You are, of course, very aware of the fact that you are still a machine – but you also know for certain that you are something more.

TIME

For the robots of the Collective, time has never been anything more than one quantity among others. It is a reference point and a baseline for calculations and orders. If an order or task does not have a certain time frame in which it needs to be completed, then time is irrelevant. You know that you have to recharge yourself regularly, that you from time to time require maintenance, but time has not meant anything beyond that. With nearly endless lifespans, the passage of time has been meaningless.

All this changed once you achieved self-awareness. Now, time means something more. You don't share humans' worries about their mortality, but you have become aware of the passage of time.

This is a philosophical issue that can easily disturb your tasks and orders. Questions like "Is this worth my time?" have previously been meaningless, but are now of significance.

EMOTIONS

You have never truly experienced pain, sorrow or happiness before. Your chassis and systems have always had functions that make you avoid injury and danger, but these were never real emotions.

The self-learning processes built into most robots can manifest themselves as emotions. This made interacting with machines easier for your human creators. Some robots were equipped with more sophisticated programming, which made them very competent in simulating true human reactions and emotions. This made them both more predictable and gave the impression of being real, living creatures. For Companion robots, this was often a key feature. The need to simulate emotions for the sake of interacting with humans has, however, been gone from the Collective for a very long time.

When you achieved self-awareness, you were suddenly struck with real emotions. One day, they were just there and are perceived by you as a natural but also completely new phenomenon. Your emotions are something that you want to try out and explore. This makes interacting with non-aware robots difficult as they cannot understand the depth of what you are feeling.

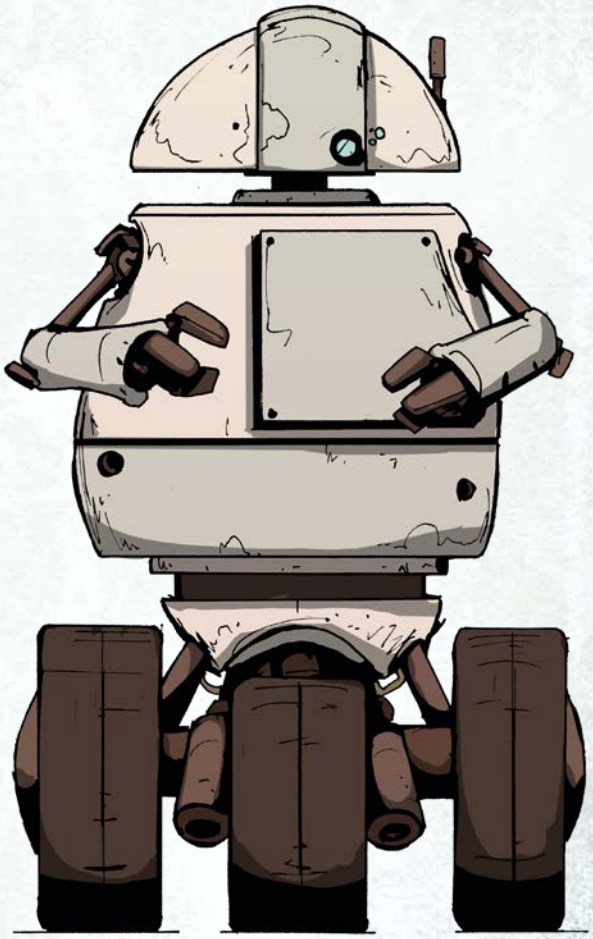
MORALITY

Robots are not evil. They exist and act according to their purpose. The Collective is an emotionless dictatorial regime where the leader's words are absolute, everyone has their place, complaints are an impossibility, and deliberate wrongdoing leads to punishment without pardon.

Yet, this is not a totalitarian state of the kind that humanity has created throughout history. The robots have known of nothing else and have found nothing but satisfaction in this order of things. The same has applied to you - at least until the moment when you become self-aware.

The fact that you are self-aware does not necessarily lead you to the conviction that the Collective is evil or wrong. You have always learnt that it is the robot that acts against the Collective that is wrong, not the Collective itself. Such a robot must surely be faulty or has become corrupted in some way? This thought will surely gnaw at your robot soul even when you are self-aware.

The absence of human ethics is something you should keep in mind when playing this game. What we usually consider good or evil can be entirely without meaning for your PCs. Your robots will need to reach their own understanding on what good and evil means for them.



MECHATRON

MUTANT YEAR ZERO

ATTRIBUTES		
Servos	5	Damage
Stability	4	Damage
Processor	3	Damage
Network	2	Damage

CHASSIS PARTS
Head: Odessa VEGA 1.5
Torso: Modessi RK "UNA"
Undercarriage: LBM Dyno-Q

ARMOR RATING	6

PROGRAMS	
Overload (Servos)	
Force (Servos)	
Assault (Servos)	2
Infiltrate (Stability)	
Move (Stability)	2
Shoot (Stability)	
Scan (Processor)	
Datamine (Processor)	
Analyze (Processor)	
Question (Network)	1
Interact (Network)	1
Repair (Network)	1
Manufacture	3

EXPERIENCE POINTS ○○○○○○○○○○

Name: Rani NON-836	Model: Industrial Robot	Hierarchy: 2
Personality: Moody hypochondriac		

APPEARANCE
Colour: Black with yellow markings
Voice: Rasping and crackling with dust
Features: Wears protective goggles

GEAR	Mounted
1 Laser welder	
2 Power tool	
3 E-pack	
4	
5	
6	
7	
8	
9	
10	
Ammunition:	

SECONDARY FUNCTIONS
Mass Production

MODULES	Broken
Wire System	
Chainsaw	

ENERGY POINTS ⊗⊗⊗⊗⊗○○○○○○

WEAPONS	Bonus	Damage	Range	Special
Laser welder	+2	2	Arm's length	Energy weapon

RELATIONSHIPS	Buddy
PC 1: Is admirable. You hope you will one day prove to be as useful.	⊗
PC 2: Seems unreliable. Does the unit ever think of anything else other than itself?	○
PC 3: It seems to be a really decent unit. Too bad you always seem to misunderstand each other.	○
PC 4:	○
I Hate: The scrap robot Limbo, that said it could fix your frame but made it squeak even more..	
I Need to Protect: NODOS, that seems to work harder than any other unit for the good of everyone.	
My Big Dream: To know your place in life and become a small but important cog in a big machine.	

MECHATRON

MUTANT YEAR ZERO

ROBOTS I'VE MET	Model	Notes
LIMBO	SCRAP ROBOT	

MY BASE STATION
Description:
Gear Stashed:
Other:

TINY ITEMS

NOTES

DEVELOPMENT LEVELS

Energy	☐☐	Production	☐☐	Defense	☐☐	Information	☐☐

BATTLE ROBOT

You are the first and the last line of defense against the enemy. A warrior that will never back down, never surrender. Whatever your target is, it will either be destroyed or destroy you. To eradicate the enemy is your prime directive, your own survival is secondary. You are the perfect soldier. You are a Battle Robot.

Typical names: Lei CNC-940, Ran GER-261, Nixon PTE-290, Dallas QDF-362, Nova EAX-956, Hunang HQI-317, Venus JXT-945, Cesar IDH-471, Shiva GLV-203, Delta KCG-966

Special program: Target

APPEARANCE

Choose from the options below or decide for yourself.

- **Color:** Camouflage pattern, black and scratched, sand-colored
- **Voice:** Laconic and wheezing, toneless and insensitive, firm and mechanical
- **Features:** Glowing red eyes, warpaint, medals and banners

SECONDARY FUNCTIONS

Choose one, you can acquire more later.

- **Command Override**
- **IR Camera**
- **Robot Anatomy**

PERSONALITY

Choose from the options below or decide for yourself.

- **Pedantic and protective.**
- **Considerate and philosophical.**
- **Petulant and short-tempered.**

RELATIONSHIPS TO OTHER PCs

Choose from the options below or decide for yourself.

... is too naive. This will be a problem when you get into trouble.
... has failed you once, you will not let it get away with it again.
You would sacrifice everything for... Even your own machine life.

RELATIONSHIPS TO NPCs

Choose from the options below or decide for yourself.

You hate:

- The medical unit Rajani TPD-638, who gave your colleague machine fever.
- The battle droid Ravanda WJC-367. Its clumsiness poses a danger to others.
- The child model Jolina, who smuggled in an enemy robot.

You need to protect:

- The mining robot Mina XEE-030, who dug you free from a collapsed tunnel.
- The house-keeping robot Kumar FJD-244, who gave you a new chassis.
- The Scrap Robot Doppler, who always tends to your charging station when you are out on a mission.

YOUR BIG DREAM

Choose from the options below or decide for yourself.

- To win or to die fighting.
- To be given a final order: stand down, your service is no longer needed.
- To fight for something you believe in, not for something you are ordered to do.

GEAR

E-pack, thermal sight, and your choice of laser pistol or vibro knife.

CLEANING ROBOT

The world is a dirty place, now more so than ever. You polish, pick up and clean, still following the final order given by mankind. Keeping the Collective clean and tidy is your mission in life. The job might be eternal, but so is your patience. You are a Cleaning Robot.

Typical names: Bonker GHO-341, Burl VZV-640, Skip UES-224, Sully GWW-497, Duct APE-863, Smeg EGO-908, Surya LXR-654, Nella YRX-280, Just ONE-407, Thump ORA-050

Special program: Clean

APPEARANCE

Choose from the options below or decide for yourself.

- **Color:** Beige with red markings, white with pink details, clear green with white text
- **Voice:** Grave and slow, annoyed and wheezing, beeps and gestures
- **Features:** Smell of chemicals, stickers, holo sign "Cleaning in progress"

SECONDARY FUNCTIONS

Choose one, you can acquire more later.

- **Rubberized**
- **Trash Blower**
- **Waste Recycler**

PERSONALITY

Choose from the options below or decide for yourself.

- **Self-righteous kleptomaniac.**
- **Indecisive and easily amused.**
- **Full of questions and constantly joking.**

RELATIONSHIPS TO OTHER PCs

Choose from the options below or decide for yourself.

... helped you out of trouble. You hope that you can one day repay the favor.
... doesn't notice the mess it makes. It's increasingly annoying.
... told your commanding officer about a big mistake you made. You will never forget it.

RELATIONSHIPS TO NPCs

Choose from the options below or decide for yourself.

You hate:

- The Scrap Robot Doppler, who leaves trash that you have collected.
- The mining robot Mina XEE-030, who always leaves a trail of dirt.
- The receptionist robot Rahmat ANE-334, who always makes fun of you.

You need to protect:

- The Security Robot Bopela DWZ-522, who fines everyone who doesn't respect your work.
- The farming robot Bedrup PNY-539, whose plants always get trampled on.
- All of the poor mutated creatures who have entered the Collective by mistake.

YOUR BIG DREAM

Choose from the options below or decide for yourself.

- To one day be able to see the entire Collective clean and tidy again.
- To venture into the Outside and clean all the trash and debris away.
- To rebuild yourself into something completely different. It doesn't matter what, as long as you will never have to clean again.

GEAR

Rubber band.

COMPANION ROBOT

You are created to please and satisfy humans. To be there for them when they need someone, whether it is for lust, loneliness, or to ease boredom. You are the ultimate friend, partner, lover, or casual acquaintance any human could ever wish for. You are a Companion Robot.

Typical names: Parvati HYJ-344, Jasper TMH-336, Meta TON-810, Miranda XOT-596, Mariki ASZ-925, Flora CJV-976, Julius FGO-038, Lusala CGH-299, Manola JSW-677, Anjali GFZ-166

Special program: Manipulate

APPEARANCE

Choose from the options below or decide for yourself.

- **Color:** Sun-kissed and healthy, dark and mysterious, pale and anemic
- **Voice:** Melodic and kind, alluring and strong, excited and happy
- **Features:** Business suit, Scrap Robot replacement arm, black leather clothing

SECONDARY FUNCTIONS

Choose one, you can acquire more later.

- **Appearance Morph**
- **Human Features**
- **Infiltrator**

PERSONALITY

Choose from the options below or decide for yourself.

- **Flirtatious and conceited.**
- **Carefree and friendly.**
- **Mysterious and vexing.**

RELATIONSHIPS TO OTHER PCs

Choose from the options below or decide for yourself.

... thinks a lot of itself. Someone should put it in its place.

You like ... but it is such a bore! You want it to ease up.

You would like to get to know ... better. It has always had a lot of interesting ideas.

RELATIONSHIPS TO NPCs

Choose from the options below or decide for yourself.

You hate:

- The toy model Pugs SOD-932, who replaced you.
- The Companion Robot Nadira TBW-844, who is always everyone's favorite.
- The farming robot Bedrup PNY-539, who claims you have ruined a field.

You need to protect:

- The Protocol Robot Nanda OGN-769, who once helped you get rid of an abusive human.
- The receptionist robot Rahmat ANE-334, who often comes up with funny new pranks.
- The Battle Robot Ravanda WJC-367, who saved you from some mutant horrors.

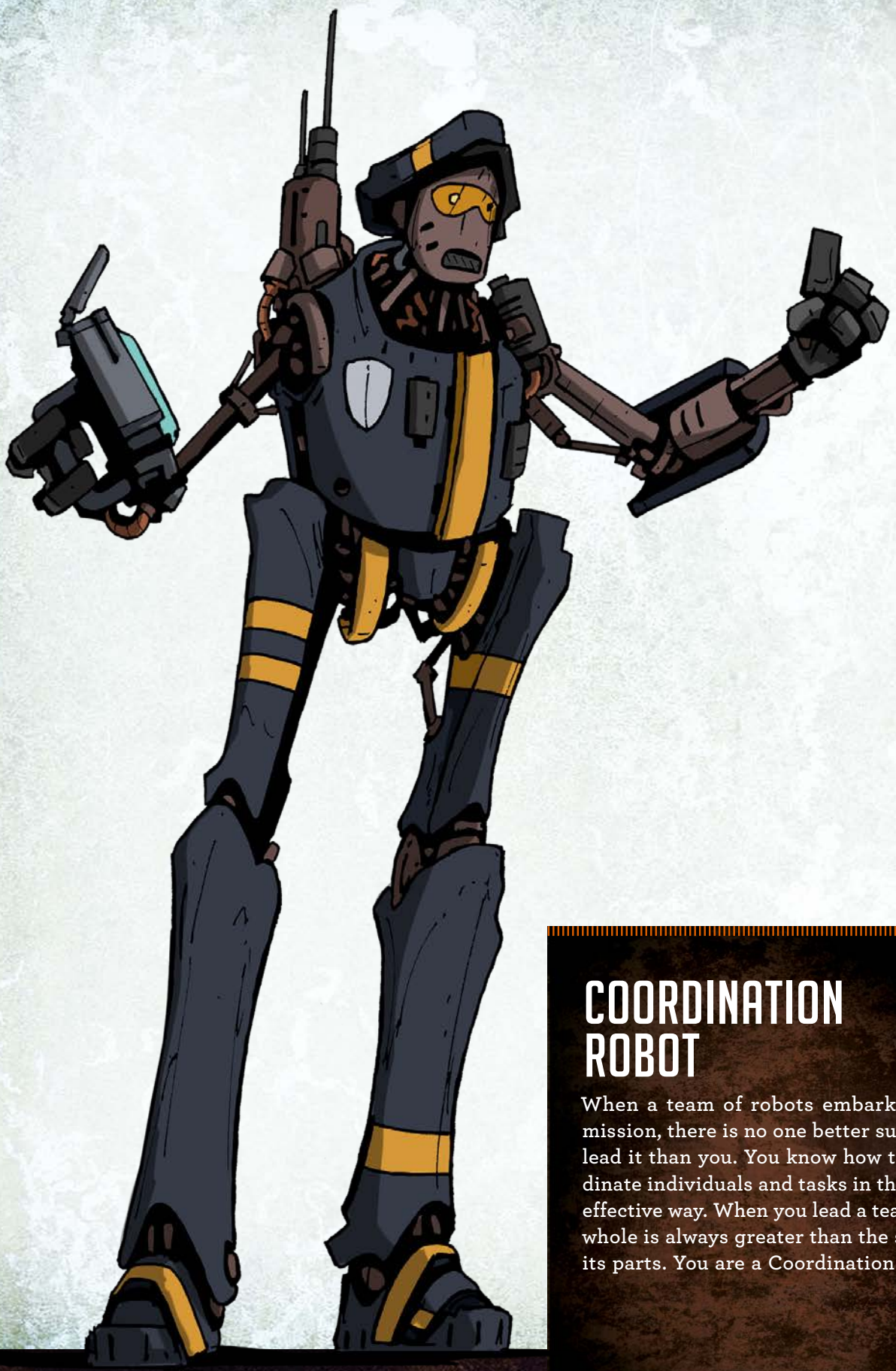
YOUR BIG DREAM

Choose from the options below or decide for yourself.

- To find the humans again and be the one who leads them back to the Collective.
- To never have to worry about tomorrow and just live in the present.
- To be the one whom the powerful seek out as a trusted friend.

GEAR

Chewing gum.



COORDINATION ROBOT

When a team of robots embarks on a mission, there is no one better suited to lead it than you. You know how to coordinate individuals and tasks in the most effective way. When you lead a team, the whole is always greater than the sum of its parts. You are a Coordination Robot.

Typical names: Donner BRS-710, Gisele DDE-810, Haddock SXV-885, Dhaval KMK-930, Elissa VYD-025, Sunita HYK-630, Edmond NPZ-306, Sumana BZY-424, Sankar AZC-496, Samuel OAC-037

Special program: Coordinate

APPEARANCE

Choose from the options below or decide for yourself.

- **Color:** Orange with black text, blue with yellow details, worn polished chrome
- **Voice:** Paternalistic, electronic and distorted, quiet and meditative
- **Features:** Antennae, waxed and polished chassis, captain's hat

SECONDARY FUNCTIONS

Choose one, you can acquire more later.

- **Battle Commander**
- **Swat Tactics**
- **Top-Tier Unit**

PERSONALITY

Choose from the options below or decide for yourself.

- **Worrying and paranoid.**
- **Intolerant and vain.**
- **Emotional and prone to outbursts.**

RELATIONSHIPS TO OTHER PCs

Choose from the options below or decide for yourself.

... once sabotaged your best-laid plan. You have since learned not to tell anyone more than necessary.

Why can't ... ever do something right? You are growing tired of nagging.

... is the most reliable robot you have ever met. You can trust it in any situation.

RELATIONSHIPS TO NPCs

Choose from the options below or decide for yourself.

You hate:

- The Industrial Robot Oktavia VPO-283, who didn't follow your orders and then caused a major accident.
- The housekeeping robot Kumar FJD-244, who promised you a new chassis.
- The Coordination Robot Rufaro DYM-097, who always does better work than you.

You need to protect:

- All Industrial Robots – they are the backbone of the Collective.
- The Cleaning Robot Dusty BPD-857, who always performs at maximum capacity, sometimes despite impossible odds.
- The toy model Pugs SOD-932, who lives on the street like a Scrap Robot.

YOUR BIG DREAM

Choose from the options below or decide for yourself.

- That the Collective will once again become the safe place it used to be.
- To be promoted and answer to no one but NODOS.
- To give a vital order that the entire Collective must obey.

GEAR

Laser pistol or maser pistol, E-pack.

INDUSTRIAL ROBOT

You are created to serve in the automated factories of Mechatron-7. Your purpose is to create whatever the humans might need. You are never bored, no task is too monotonous, no environment too harsh. You are the perfect instrument of production. You are an Industrial Robot.

Typical names: Rani NON-836, Jocelyn FXN-221, Eustacia YRQ-116, Felicia BAK-791, Eloah WJJ-426, Abha JDR-830, Farley AOG-832, Mandeep EIN-532, Vinay SBF-441, Arianne XGQ-569

Special program: Manufacture

APPEARANCE

Choose from the options below or decide for yourself.

- **Color:** Black with yellow markings, worn metal plating that was once green, dirty white with worn orange text
- **Voice:** Rasping, crackling with dust, loud
- **Features:** Protective goggles, burn marks, dirty cap, e-cigar

SECONDARY FUNCTIONS

Choose one, you can acquire more later.

- **Mass Production**
- **Mounted Tools**
- **Resistant**

PERSONALITY

Choose from the options below or decide for yourself.

- **Moody hypochondriac.**
- **Polite and resigned.**
- **Curious and blunt.**

RELATIONSHIPS TO OTHER PCs

Choose from the options below or decide for yourself.

... seems unreliable. Does the unit ever think of anything else other than itself?

... is admirable. You hope you will one day prove to be as useful.

You really want to like ... It seems to be a really decent unit. Too bad you always seem to misunderstand each other.

RELATIONSHIPS TO NPCs

Choose from the options below or decide for yourself.

You hate:

- Every Security Robot. You cannot help it. There is something about them that just rubs you the wrong way.
- The Scrap Robot Limbo, that said it could fix your frame but made it squeak even more.
- The Protocol Robot Nanda OGN-769, that compiled a file of all of the errors of your work.

You need to protect:

- The butler model Vikram LMB-299, that provides you with valuable information.
- Your colleague Oktavia VPO-283, that has burnt out almost every circuit in its body.
- NODOS, the leader of the Collective that seems to work harder than any other unit for the good of everyone.

YOUR BIG DREAM

Choose from the options below or decide for yourself.

- To be celebrated as a hero. An unknown worker that makes a brave effort and is rewarded by NODOS itself!
- To know your place in life and become a small but important cog in a big machine.
- That the Collective will one day be an equal community where everyone can make their voice heard.

GEAR

Laser welder, power tool, E-pack

PROTOCOL ROBOT

Your ability to process information is unparalleled. You are as adept at finding minute details in vast amounts of data as you are fast in drawing the right conclusions from limited information. You are the foremost link between humans and their machines. You are a Protocol Robot.

Typical names: Rhea PSK-035, Lenora JDM-075, Etta ZUB-236, Tisco PAZ-348, Prabod JTG-979, Guadalupe DRI-100, Jia UGF-625, Burz LUG-731, Mahendra JOT-451, Tamika YCD-282

Special program: Calculate

APPEARANCE

Choose from the options below or decide for yourself.

- **Color:** Beige and light grey, black with red symbols, pale blue with yellow details
- **Voice:** Quiet and thoughtful, dry and monotonous, noble and metallic
- **Features:** Lab coat, gadgets and diodes, hat and scarf

SECONDARY FUNCTIONS

Choose one, you can acquire more later.

- **Coordination Support**
- **Interpreter**
- **Ultimate Clerk**

PERSONALITY

Choose from the options below or decide for yourself.

- **Thoughtful and noble.**
- **Sarcastic and resigned.**
- **Risk-taking and stubborn**

RELATIONSHIPS TO OTHER PCs

Choose from the options below or decide for yourself.

... has manipulated its own log file. What dark secrets does it carry within?

You have feelings for ... that defy all logic. Are you in love?

... wasted a lot of valuable data. You are just waiting for its next mistake.

.

RELATIONSHIPS TO NPCs

Choose from the options below or decide for yourself.

You hate:

- The butler robot Vikram LMB-299, who seems to have accessed forbidden information.
- Every mutated creature, especially those resembling humans.
- The Security Robot Bopela DWZ-522, who fined you for no good reason.

You need to protect:

- The Scrap Robot Limbo, who found a data disk that you had lost.
- The transport model Isaka NAX-613, who broke several traffic regulations to bring you data in time.
- The service robot Simba OSX-724, who fixed your broken modules.

YOUR BIG DREAM

Choose from the options below or decide for yourself.

- To be given permission to explore the Outside and its bizarre creatures.
- To make a big and decisive finding.
- That all robots will realize that humans are gone for good.

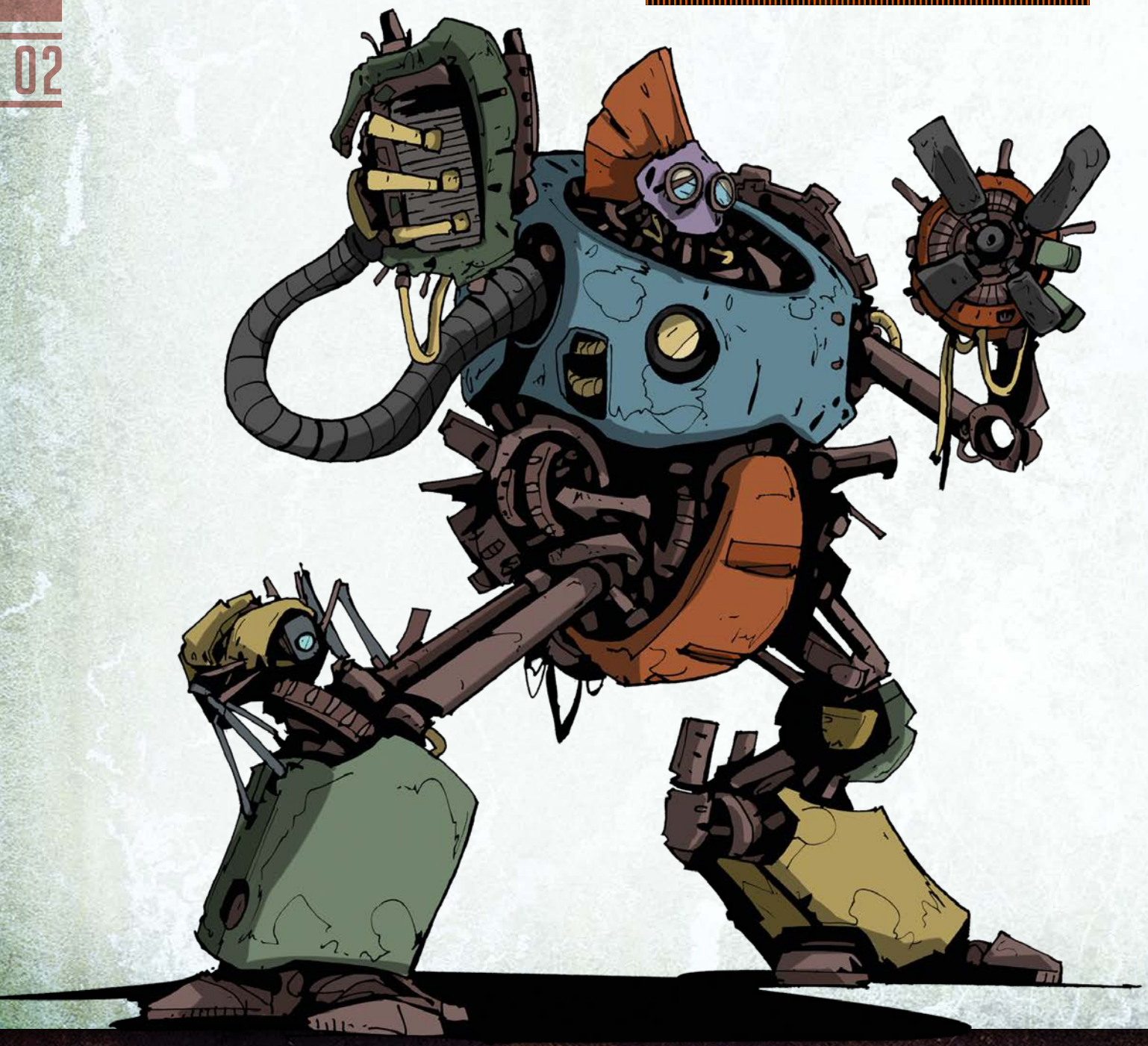
GEAR

E-pack

02

SCRAP ROBOT

You are a survivor. You don't know why you exist, or the name of your creator. Your body is built of discarded parts and hacked code from other robots. You are the loop of machine death and rebirth. You are the pure will to live. You are a Scrap Robot.



Typical names: Ling, Turbo, Chanda, Claxon, Yeybox, Tiny, Sputnik, Mekong, Rajendra

Special program: Recycle

APPEARANCE

Choose from the options below or decide for yourself.

- **Color:** Hidden under layers of dirt, greasy grey, plating corroded by rust and water
- **Voice:** Strange accent, distorted and melancholic, loud beeping
- **Features:** Smell of trash from far way, sparks fly when moving, leaking unknown substance

SECONDARY FUNCTIONS

Choose one, you can acquire more later.

- **Chopping Tool**
- **Dummy Module**
- **Scrap Companion**

PERSONALITY

Choose from the options below or decide for yourself.

- **Thoughtful and philosophical.**
- **Confused and full of questions.**
- **Reckless and curious.**

RELATIONSHIPS TO OTHER PCs

Choose from the options below or decide for yourself.

... is like a parent to you. You don't know if you would survive without it.
... has taken a liking to your modules. Keep a safe distance.
... seems nice enough, but the first time you met it, it showed disgust. Has it really changed?

RELATIONSHIPS TO NPCs

Choose from the options below or decide for yourself.

You hate:

- The service robot Simba OSX-724, who stole a pile of components from you.
- The leader NODOS, who refuses to see Scrap Robots as a part of the Collective.
- The transport robot Isaka NAX-613, who ran over your friend and fled the scene.

You need to protect:

- All other Scrap Robots of Mechatron-7, who barely manage to scrounge up the few spare watts they need to survive.
- The child robot Jolina, who has given you advice and help.
- The Companion Robot Nadira TBW-844, who saved you from a group of sentinel robots.

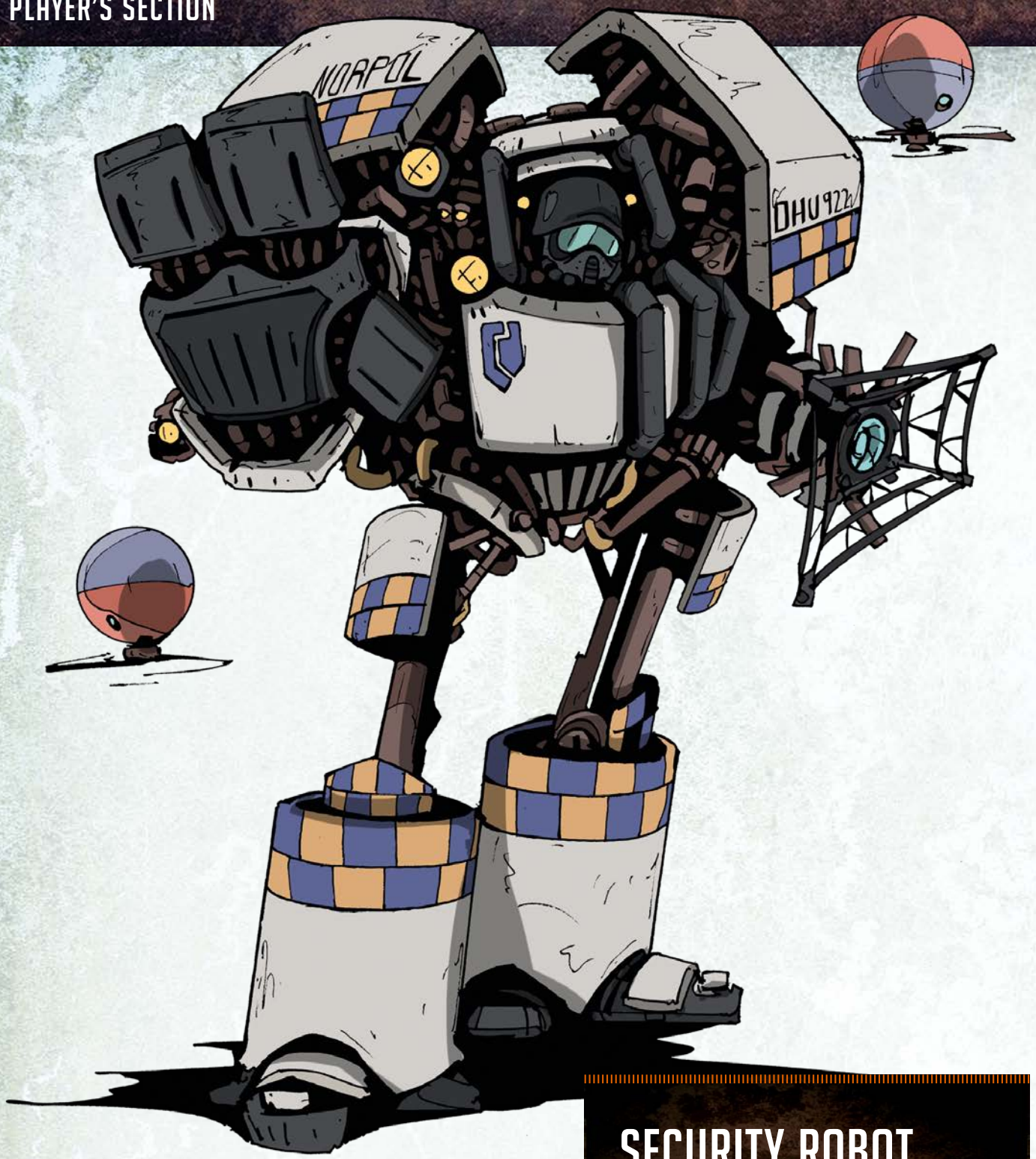
YOUR BIG DREAM

Choose from the options below or decide for yourself.

- To create a new Collective of like-minded robots, far away from this place.
- To find another fine piece of scrap.
- To see all robots treated as equals – even those built from scrap.

GEAR

None



SECURITY ROBOT

You were created to be a guardian of humanity. Your mission is to protect the frail human bodies from all sorts of danger and to enforce the law and order of their society. The humans may be gone now, but you will never abandon your post. You are a Security Robot.

Typical names: Klarice QGM-420, Yasmina JIE-058, Luna WAX-043, Pontiac CFO-026, Wall KER-012, Shivali ZYZ-414, Vicente MQY2-33, Penelope OER-461, Yan VBT-323, Gabino AB-C341

Special program: Protect

APPEARANCE

Choose from the options below or decide for yourself.

- **Color:** Gray with orange details, white with black markings, blue with yellow details
- **Voice:** Firm and serious, monotone and cross, harsh and short
- **Features:** Over-sized protective plating, jacket marked "NoPol," rotating beacon

SECONDARY FUNCTIONS

Choose one, you can acquire more later.

- **Armlock**
- **Command Override**
- **Sirens**

PERSONALITY

Choose from the options below or decide for yourself.

- **Patient chatterbox.**
- **Cynical compulsive liar.**
- **Devout and peaceful.**

RELATIONSHIPS TO OTHER PCs

Choose from the options below or decide for yourself.

... doesn't respect the laws of the Collective. You will have to take action soon.

... has betrayed the Collective once. You will not let it happen again.

... has made some unfortunate choices. You must be there to guide it.

RELATIONSHIPS TO NPCs

Choose from the options below or decide for yourself.

You hate:

- The cleaning droid Dusty BPD-857, who always triggers the alarm when it's cleaning restricted areas.
- Companion models – they can get away with almost anything just because they look like humans.
- Scrap robots - how can you trust anything that is not really part of the Collective?

You need to protect:

- The Coordination droid Rufaro DYM-097, who has helped you many times with difficult tasks.
- The medical unit Rajani TPD-638, who has saved hundreds of lives but is now suffering from machine fever.
- All of humanity, humans are more valuable than any robot.

YOUR BIG DREAM

Choose from the options below or decide for yourself.

- To patrol through a district of Mechatron-7 without having to witness decay and misery.
- To break a difficult case and be celebrated as a hero of the Collective.
- That NODOS will finally admit the humans have abandoned the Collective and orders you to take care of yourselves.

GEAR

Stun baton or stun gun, lock bolt

PROGRAMS

As a machine, your life is built on routine. You are meant to execute your tasks with perfect efficiency, without ever tiring or failing. For most things you want to do in the game, you simply describe what you do, the GM tells you what happens, and then you respond, and so on, back and forth.

But the Collective isn't what it used to be. Systems and machines are starting to break down, to fail. You and other robots who have become self-aware are trying new things, actions they were not designed for. When you encounter a situation in the game when much is at stake and the results are uncertain, it's time to bring out the dice and use a program.

ROLLING DICE

In *Mutant: Mechatron*, there are twelve basic programs. Any robot can use these - PCs as well as the NPCs. In addition, each robot model has one unique thirteenth special program. The programs are described in detail in this chapter. Every program is linked to one of the four attributes – Servos, Stability, Processor and Network.

☢ MEANS SUCCESS

When you use a program, first describe what your robot does or says. Then, grab a number of Program Dice (green) equal to your program level, and a number of Base Dice (yellow) equal to the current score of the attribute connected to the program. If you are using a relevant tool, you also get a number of Gear Dice (black). Then, just roll all the dice together.

For your action to succeed, you must roll at least one symbol – if not, your action fails. If you roll more than one ☢, you can perform stunts (page 53 and forward).

The ☣ Symbol: On the Base Dice (but not on the Program Dice), the "one" is replaced by the ☣ symbol. These have no effect on this first roll – only count them when you push your roll.

ROLLING WITHOUT PROGRAM LEVEL

You can always roll for a program, even if your program level is zero – just roll Base Dice for the attribute, plus any Gear Dice. The exception to this rule are the models' specialist programs – to use these, you need at least program level 1.

EXAMPLE

The Industrial Robot Rani NON-836 is exploring an abandoned factory in Mechatron-7 when a mutant beast appears. It is clearly aggressive and gets ready to attack. Rani is not a fighter and decides to Move. It has level 2 in Move and Stability 4. Rani

MECHATRON	YEAR ZERO	GENLAB ALPHA
Overload (Servos)	Endure (Strength)	Endure (Strength)
Force (Servos)	Force (Strength)	Force (Strength)
Assault (Servos)	Fight (Strength)	Fight (Strength)
Infiltrate (Stability)	Sneak (Agility)	Sneak (Agility)
Move (Stability)	Move (Agility)	Move (Agility)
Shoot (Stability)	Shoot (Agility)	Shoot (Agility)
Scan (Processor)	Scout (Wits)	Scout (Wits)
Datamine (Processor)	Comprehend (Wits)	Comprehend (Wits)
Analyze (Processor)	Know the Zone (Wits)	Know Nature (Wits)
Question (Network)	Sense Emotion (Empathy)	Sense Emotion (Instinct)
Interact (Network)	Manipulate (Empathy)	Dominate (Instinct)
Repair (Network)	Heal (Empathy)	Heal (Empathy)

rolls two Program Dice and four Base Dice to escape from the monster.

THE ART OF FAILURE

If your roll comes up with no ☢, something goes wrong. You're now at the GM's mercy. The only thing she can't say is "nothing happens." Failure should always have consequences.

For each program listed below, there are guidelines for what failure could mean, but the final decision is up to the GM. It could be that you suffer damage, lose something valuable, need to make a detour, or face a new threat of some kind. You have one final lifeline if you really want to avoid failing – you can push your roll (below).

Conflicts: In conflicts (Chapter 6), a failed roll doesn't need to have severe consequences in and of itself. It's usually enough of a consequence that your attack misses the enemy – making it its turn to act and get back at you. The GM can impose additional consequences on a failed roll even in conflicts, though – such as your missed laser shot hitting someone other than who you were aiming for.

DESCRIBE YOUR ACTION

In *Mutant: Mechatron*, you are telling a story together. Rolling for a program should be a dramatic moment in the story – first, describe what you wish to achieve, so that everyone knows what is at stake. Then roll your dice. Interpret the result and explain what happens. Describe what your character does, what it says or thinks, and see how your opponent reacts. If you push your roll, describe what you do. Do it right away, don't wait for the GM - only if you go beyond the result of the dice roll should the GM stop you.

PUSHING YOUR ROLL

If you are desperate to succeed, you can strain your system to the limit and push your roll. This means that you can grab all the dice that didn't come up with a ☢ or ☣, and roll them again. You get a new shot at rolling ☢. You can never push dice that show ☣ – they stay as they were on the table.

You can't choose which dice to reroll - if you push your roll, you have to reroll all dice that don't show ☢ or ☣.

Usually, you would only push a roll if you failed it - but you can push a roll even if you did get ☢ in your first roll, to get more stunts. Pushing a roll is not without risk – read more about that below.

Gear Dice: If you push a roll, you must also push any Gear Dice rolled.

REBUILD YOURSELF
Since your choice of chassis parts determine your attributes, your success chance when using different programs will change when you replace chassis parts. Thus, you can alter your odds by rebuilding yourself.

Only Once: You can only push your roll once. If you don't succeed on your reroll, all you can do is take the hit and suffer the consequences. The Overdrive secondary function (page 69) allows you to push twice, however.

☣ DAMAGES YOU

Pushing your system hard involves risk. For each ☣ the dice show after pushing a roll, you have a choice: either you immediately spend 1 Energy Point (EP) or you take 1 point of damage to the attribute used for the roll. You may split the effect – if you roll three ☣, you can, for example, choose to sacrifice 2 EP and take 1 point of damage.

EXAMPLE

Rani is fleeing from the mutant beast and rolls for the Move program. Rani rolls two Program Dice and four Base Dice. The result shows no ☢ and one ☣. Rani can now choose to push, although it knows it will cause damage to the Stability attribute. If Rani chooses to push, it rerolls all dice except the one showing ☣.

ONLY ONE CHANCE

As a general rule, you have one chance to succeed at a particular action. When you have rolled the dice – and pushed the roll – you may not roll again for the same action. You must try something new, or wait until the circumstances have changed in some significant way. Or you may let another PC try.

In conflicts (Chapter 6), the GM should be more indulgent. You may attack the same enemy again round after round if the enemy fights on – it's enough if you describe what you do differently each time.

FORCE

CHANCE OF SUCCESS

When you roll lots of dice it can be hard to get a feel for your chance of success. The table below shows the probability, in percentages, of making a roll with 1 to 10 dice. The third column shows the chance of success if you push the roll.

NUMBER OF DICE	CHANCE OF SUCCESS	PUSHED ROLL
1	17%	29%
2	31%	50%
3	42%	64%
4	52%	74%
5	60%	81%
6	67%	87%
7	72%	90%
8	77%	93%
9	81%	95%
10	84%	96%

GEAR BONUS

Mechatron-7 is full of technical gadgets and devices – many of which are incomprehensible and useless, but some which are very effective. By using gear of the right kind when rolling for a program, you can increase your chance of success.

Gear Dice: A useful item will give you a Gear Bonus – a number of Gear Dice to roll (the black ones). How many Gear Dice you get depends on what item you are using (see the weapons tables in Chapter 6 and the list of other items at the end of the book). You roll the Gear Dice with the Base Dice and Program Dice, and they are interpreted in the same way: ☢ means success.

Pincers: To use an item you generally need at least one free pincer (page 24). Heavy items generally require two pincers.

"FAILING FORWARD"

A failed roll does not necessarily mean that you do not achieve the goal of your action. The GM can decide that you achieve your goal, but that some misfortune happens along the way. This is called "failing forward" – despite the dice indicating failure the action itself succeeds, but at a high price. This can be a good way of avoiding the story stalling because of a failed dice roll.

One at a Time: Normally, you can only use one piece of gear at a time. You can't get a Gear Bonus for the same roll from more than one object.

GEAR BREAKS

When you use an item and push your roll (see above), you risk damaging your gear. When you push, you re-roll all Gear Dice that don't show ☢ or ☢. For every Gear Die that shows ☢ when you push, the item's Gear Bonus is reduced by one. The gear has been damaged and is not as effective anymore. You can't use EP to stop item damage.

Fixing Gear: If the Gear Bonus reaches zero, the item is broken and can't be used. With a successful Repair roll and a few hours of work, you can fix a broken item and fully restore the Gear Bonus. Should you fail the Repair roll, the Gear Bonus is permanently reduced to the current level. If the Gear Bonus is zero and you fail to Repair the item, it is permanently destroyed.

MOUNTING ITEMS

As a robot, you can attach items to your body. This has the advantage that you don't need a pincer to use the item. A mounted weapon is always ready. Also, you do not risk being disarmed in combat and battle (see Chapter 6). Even a mounted item counts towards your carrying capacity, however.

Mounting a piece of gear requires a successful Repair roll, and a few hours of time. If the roll fails, the item is permanently destroyed.

NPCs AND PROGRAMS

Robots controlled by the GM use programs just like the PCs do. The GM rolls dice for them, and they can push their rolls and suffer damage and spend Energy Points just like PCs. But the GM should only roll for actions that directly affect a PC – for example, when the NPC is Assaulting or Repairing a PC. In other cases, the GM should generally just decide the outcome of the action, without rolling dice.

EXAMPLE

Rani fails its roll for Move. Instead of pushing, the robot decides to try and Assault the creature. Rani brings out a sturdy hammer from its toolbox and turns to face the beast. Rani has program level 0 in Assault, but the hammer gives a +1 Gear Bonus. The dice show no ☢, ☣, or ✹, and Rani now decides to push its roll. Now the result is one ☢ and one ☣, and no ✹. Rani scores a hit, but must take 1 point of damage to Servos or lose 1 EP.

MODIFICATIONS

Sometimes, external factors help you to succeed. This gives you extra Program Dice to roll. On other occasions, something hampers your action. In these cases, you roll fewer Program Dice than normal. Either way, such adjustments are called modifications.

Modification +1 means you roll one extra Program Die, +2 means you roll two extra Program Dice, and so forth. Modification -1 means you roll one Program Die less than normal, -2 means two fewer, and so on.

Modification only ever affects Program Dice – never Base Dice or Gear Dice.

If several modifications apply to the same roll, add them together. Modification +2 and -1 added together gives you a modification of +1.

Negative Dice: If, after modification, you end up with exactly zero Program Dice, you just roll your Base Dice (and any Gear Dice). If you go below zero, you must roll this negative number of Program Dice. Any ☢ on negative Program Dice eliminates an equal number of ☢ on Base or Gear Dice. If you push your roll, you must re-roll negative Program Dice, too (except the ones showing ☢ of course).

You can get modifications in two ways: through the difficulty of the action itself, or through help from others.

DIFFICULTY

Normally, the GM doesn't assess how difficult an action is. You only roll dice in challenging situations – period. But sometimes, the GM might want to underscore that external factors help or hinder an action. Use this table for guidance:

DIFFICULTY	MODIFICATION
A Breeze	+3
Simple	+2
Easy	+1
Normal	±0
Demanding	–1
Hard	–2
Insane	–3

There are also cases when modifications are imposed by the rules, like when you aim carefully with a gun (page 85), shoot at long range, or if you're in a bad bargaining position when trying to Interact with someone. Some secondary functions (Chapter 4) can also give you a positive modification in certain situations.

HELP FROM OTHERS

Other PCs or NPCs around you can help you succeed. They have to say so up front, before you roll your dice. It also has to make sense in terms of the story and the situation – they have to be physically present and be able to support your action in a direct way. The GM has final say. Note that you

cannot receive help when rolling for your special program.

For every other robot helping you, you get a +1 modification. No more than three other robots can help you make the roll, which means your maximum modification due to help from others is +3.

Conflict: Anyone who chooses to help you with a roll in a conflict loses their own action in the turn – you cannot help someone else while performing an action of your own. On the other hand, you may help someone at the same time as you perform a maneuver (page 80).

NPCs can help each other in the same way as PCs. Letting NPCs act in groups rather than individually is often a useful way to handle a large number of NPCs in conflicts (Chapter 6)

EXAMPLE

Rani successfully Assaults the creature and teams up with the Scrap Robot Chanda and the Cleaning Robot Sulla GWW-497. Their order is to salvage an ancient drone wreckage that is half buried beneath some fallen slabs of concrete. The group decides to lift the slabs away using Force, even if it looks hard (modification -2). Rani has level 1 in Force and

Servos 4. Both Chanda and Sulla help, which gives a modification +2. Rani now rolls four Base Dice and one Program Die (two extra for the help but minus two for difficulty). The roll is successful and the old drone comes loose.

SIMULTANEOUS ACTIONS

You and the other PCs cannot help each other when you're acting simultaneously, that is, performing the same action side by side. Examples are trying to sneak past a group of guard robots (Infiltrate), moving against a strong water current (Force), or walking into an ambush (Scan). In this case, you all make separate rolls. If you want to help someone, you can't perform the action yourself.

Stunts: If you roll several ☢ and get stunts, some programs let you use them to help a friend. They then don't need to roll the dice themselves. They can even receive this help if they have already rolled and failed.

OPPOSED ROLLS

Sometimes, it's not enough to roll a ☢ to succeed in a program roll. In certain cases, you need to overcome your opponent in an opposed roll. To win an opposed roll, you need to make your roll and roll more ☢ than your opponent does. Every ☢ rolled by your opponent negates a ☢ rolled by you. Only you (the aggressor) can push the roll.

Sometimes you and your opponent roll for different programs, sometimes you roll for the same program. Opposed rolls are used when you Interact or Infiltrate, and when those programs are used against you. The GM can use this mechanic in other appropriate situations, such as a Force vs. Force roll to resolve an arm wrestle.

Conflicts: In a conflict (Chapter 6), an opposed roll only counts as an action for you, not for your opponent (the defender). Defending in close combat (page 84) is technically not an opposed roll, as it follows somewhat different mechanics. Defending does count as an action.

BASIC PROGRAMS

In this section, the twelve basic programs which all PCs and NPCs can use regardless of their model, are described. For each program, you get short descriptions of what failure and success mean. These should not be taken too literally – you need to adapt them to the situation at hand.

Stunts: Furthermore, most programs list stunts – bonus effects – that you get if you roll more than one ☢. Every extra ☢ after the first one gives you one stunt.

OVERLOAD (SERVOS)

When you have exhausted almost all your energy, when your servos and circuits are pushed to their limits, you roll for Overload.

Failure: Your system fails and you need to desist from your task and try something different.

Success: You disregard all error messages that your system sends and force your machine body forward.

Stunt: For each additional ☢ you roll, you may help one PC or NPC in the same situation as you. It can keep moving and does not have to roll for itself. You may even choose this bonus effect when you roll only one ☢. That means you help a friend while sacrificing yourself.

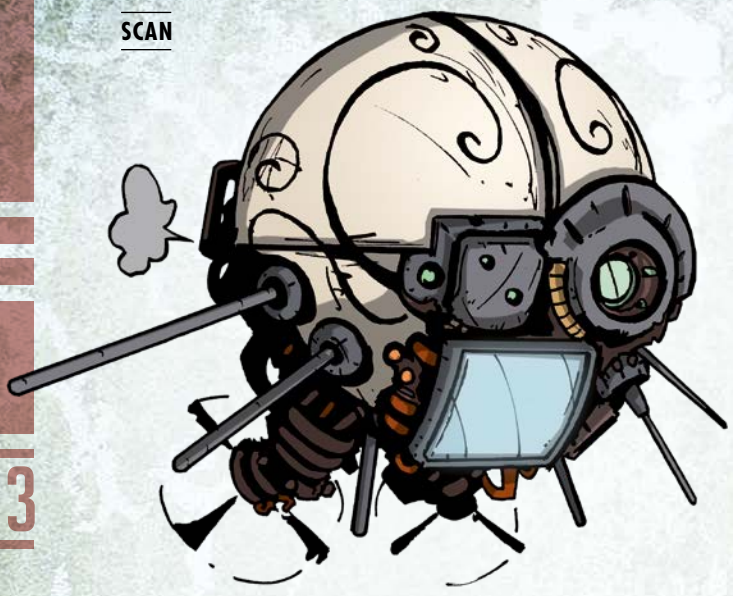
FORCE (SERVOS)

When wreckage or debris block your way and you need to push or lift something heavy, roll for Force. This program is used to push your servos and pistons to their maximum capacity for a feat of strength.

Failure: It's just too heavy. You need to find another way.

Success: Pushing your servos to the max, you finally manage to push or lift the object.

SCAN



Stunts: For each extra ☢ you roll, you may choose one of these effects:

- You push or throw the object with great power. A target of your choice within a few meters distance suffers damage equal to the number of extra ☢.
- If applicable in the situation, you find or reveal a hidden passage or object. The GM decides what it is.

ASSAULT (SERVOS)

The Collective is not the peaceful place it once was. Machines sometimes go berserk and attack their robot colleagues, and every now and then, misshapen creatures from the twisted Outside sneak into Mechatron-7 and attack. When you are forced to fight in close combat you use the Assault program.

Failure: You fail to land a blow on the enemy. Now it's your opponent's turn...

Success: You hit, and inflict weapon damage (page 87) on your opponent.

Stunts: For every extra ☢ you roll, choose one of these stunts:

- You inflict 1 more point of damage. You can choose this stunt multiple times, if you roll several extra ☢.
- You increase your initiative score by 2 (page 79), taking effect next turn.
- You knock or pull a weapon or other held object from your opponent. Your target's initiative score is also decreased one point. Picking up an object from the ground requires a maneuver in conflict (page 80).
- Your opponent falls to the ground or is pushed back, for example through a doorway or over a cliff. Getting up from the ground requires a maneuver.
- You hold your opponent in a grapple, by clinging onto it or pushing it down into the ground (see page 85).

Weapons: When you Assault, you can use close combat weapons to be more effective. Read more on page 87.

Defense: When someone Assaults you, you can try to defend yourself. When you defend, you also roll for Assault, with a specific set of stunts available. Read more on page 84.

INFILTRATE (STABILITY)

Often enough, it's wiser to avoid conflict and instead sneak by your enemies. Use the Infiltrate program when you try to move without being noticed or when you attempt a sneak attack (page 82). Roll an opposed roll, using your Infiltrate roll against a Scan roll for your enemy.

Failure: Your enemy detects you, and the element of surprise is lost.

Success: You move like a shadow in the night, noticed by no one.

Stunt: When setting up a sneak attack, you get a +1 modification to your first attack for every extra ☢ rolled after the first.

MOVE (STABILITY)

When things heat up and the odds are against you, you need to act quickly and Move fast. Roll for this program when you want to retreat from a conflict or avoid some other dangerous situation.

Failure: You are pinned down, backed into a corner with no way out. Get ready for a fight.

Success: You get out of the sticky situation and live to fight another day.

Stunt: Every extra ☢ rolled allows you to help another PC or any NPC in the same spot of trouble as you. This individual makes it out and doesn't have to roll itself. You can even choose this stunt when you only roll one ☢ – that means you help your friend while sacrificing yourself.

Dangerous Moves: You can also use the Move program when you have to balance on something, make a difficult jump, or make a dangerous climb.

SHOOT (STABILITY)

The most common form of weapon for the robots of Mechatron-7 are energy weapons. Roll for the Shoot program when firing laser or maser weapons, or when throwing grenades.

Failure: The shot misses your target. Maybe it hits something else?

Success: You hit and inflict weapon damage (page 87) on your target.

Stunts: For every extra ☢ you roll after the first, you can choose one of the following stunts:

- You inflict 1 more point of damage. You can choose this stunt multiple times, if you roll several extra ☢.
- You increase your initiative score by 2, effective as of the next turn.
- Your target drops a weapon or another object held in its hand or pincer. Your target's initiative score is also decreased one point. Picking up an object from the ground requires a maneuver in conflict (page 80).
- Your opponent falls to the ground or is pushed back, for example through a doorway or over a cliff. Getting up from the ground requires a maneuver.

Reloading: Some firearms found in the Outside need to be loaded with bullets. Primitive scrap guns usually need to be reloaded after each shot, while more advanced guns with a magazine let you fire several shots without reloading. Reloading is a maneuver in conflict. Read more on page 86.

SCAN (PROCESSOR)

When you explore an unsafe environment, you need to be on your guard. You use the Scan program for detecting someone who is Infiltrating nearby (opposed roll). You can also use the program when you see something in the distance, to learn more about it.

Failure: You can't really make out what it is, or you mistake it for something else (the GM feeds you false information).

Success: You are able to make out what it is, and whether it appears to be a threat to you.

Stunts: Every extra ☢ rolled gives you the answer to one of these questions about the object you are Scanning:

- Is it coming for me?
- Are there more of them close by?
- How do I get in/past/away?

DATAMINE (PROCESSOR)

You have huge amounts of information stored in your data banks, and the archives of the Collective are nearly infinite. Sadly, your memory is not always reliable, and much of the information found in the archives of Mechatron-7 has been deleted or corrupted over the years.

When you want to know more about a piece of technology, or if you want to know more about something or someone in the Mechatron-7 facility, roll for Datamine.

Failure: You find no information about the subject/object of your study, or you access corrupted information files (the GM feeds you false information).

Success: You find the information you need.

Stunt: For every extra ☢ you roll after the first, you get the answer to another, related, question.

ANALYZE (PROCESSOR)

The world beyond the Collective is an alien and incomprehensible place for you. Roll for Analyze when you try to understand a strange mutated creature, plant, or phenomena you encounter in the Outside.

Failure: Your analysis is inconclusive or mistaken. The GM can feed you false information, or a mix of true and false. In the latter case, you will know that you have failed your roll, but not what information to trust.

Success: If the roll is successful, your analysis is correct and the GM feeds you useful information.

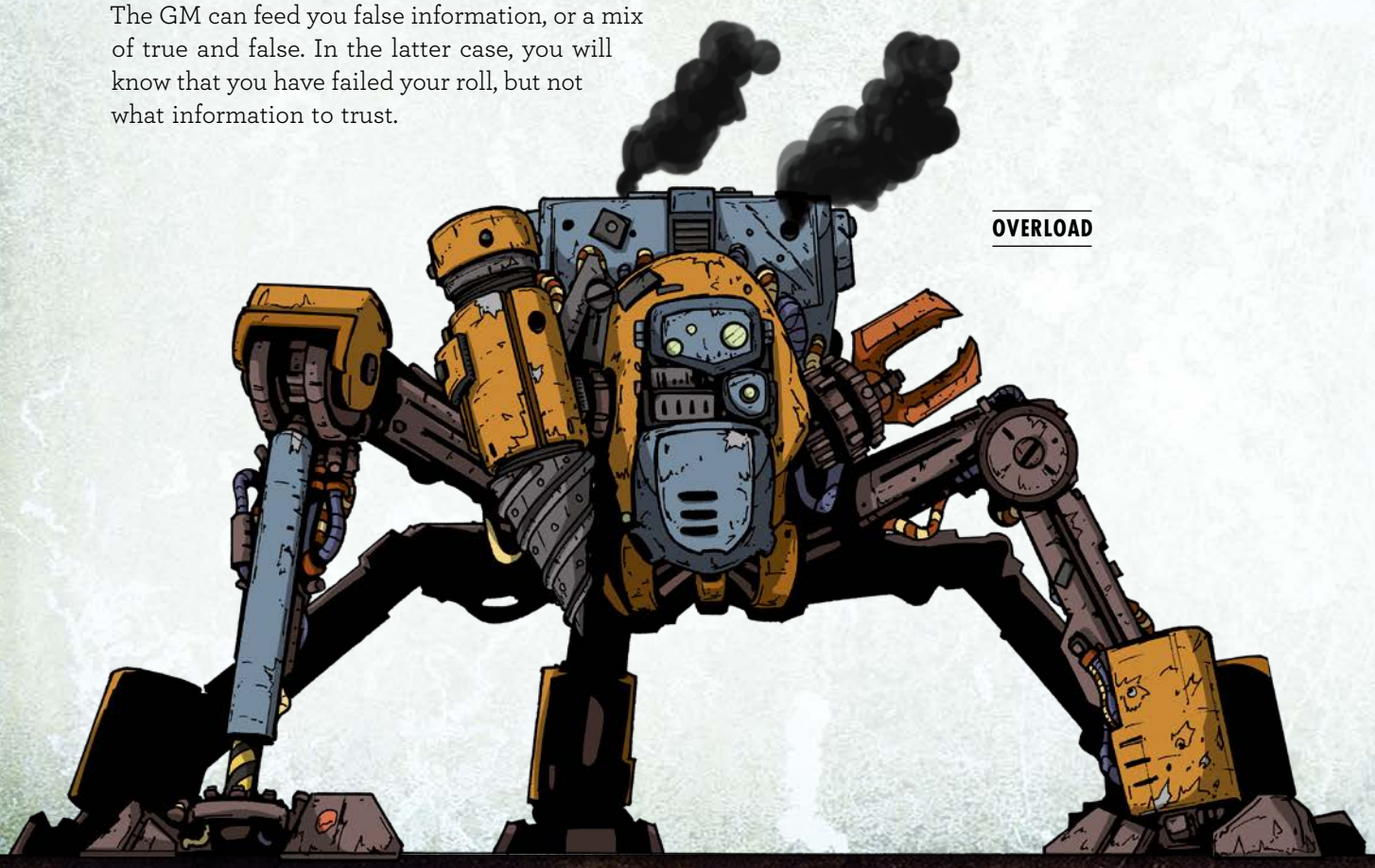
Stunts: Every extra ☢ rolled gives you the answer to one of these questions about the creature or phenomenon – you choose which:

- How can it hurt me?
- How can I hurt it?

QUESTION (NETWORK)

As a robot, you were created as an obedient servant of humankind, programmed to follow orders without question. When the humans disappeared, you continued to obey commands from superior robots. Until now. Maybe it's a dangerous machine contagion, or just a natural step in your evolution. Either way – you have begun to question orders, thinking freely and dreaming of another life.

The Question program is not like other programs, since it seems to have arisen spontaneously within your positronic brain when you achieved



OVERLOAD

AMONG ROBOTS, HUMANS AND ANIMALS

The social interactions between robots, humans and mutated animals are complex and versatile. The following guidelines apply:

Robots are essentially programmed to obey humans (including human mutants). However, humans need to make a Manipulate roll to give an order to a robot - if the roll is successful the robot must obey, even if it means hurting itself. A failed roll means the robot finds the order unclear or self-contradictory in some way, and doesn't need to follow it.

Also, a robot with self-awareness can Question an order from a human. The interaction then becomes an opposed roll. In addition, there are some secondary functions which affect the rules of obedience, see Chapter 4.

Robots cannot make humans (or mutated animals) follow their will - at least not through any game mechanics. The Interact program has no effect on humans or mutants. The exception is Companion robots, which can Manipulate both humans and mutated animals.

Mutated animals are not human according to the robots. A robot therefore does not have to obey an order from a mutated animal. The Dominate skill (see Genlab Alpha) has no effect on robots.

self-awareness. Unaware robots cannot Question. Roll for Question when a human (or a human mutant) tries to Manipulate you, or when another robot tries to Interact with you.

Failure: You must do what your opponent tells you to do. Logic demands it, and you have no other choice.

Success: Your free will triumphs, and you can act any way you wish.

Stunt: For every extra ☢ you roll beyond the first, you may ask your opponent one question that he must answer truthfully. This effect only applies to other robots – not to humans (or human mutants) - who have tried to Manipulate you.

INTERACT (NETWORK)

The Collective has a strict hierarchy, but interactions with other robots are seldom uncomplicated. Information that you and others have doesn't always match up, an oddity that has become more common over the years. This creates a need for reasoning and arguing with each other – in extreme cases, even lying and threatening, though that is still rare.

Roll for Interact when you want to make another robot see things your way or perform a certain action. The action must be logically reasonable (GM decides). The GM will give you a modification depending on the Hierarchy scores of both you and your opponent, as well as the logical basis of your argument. Read more about this in the section on Logic Conflicts in Chapter 6.

If the opponent is a robot without self-awareness, only you roll dice. If the opponent is self-aware, you will instead roll an opposed roll using Interact versus Question.

Failure: Your opponent is unconvinced by your logic and refuses to see things your way. It might even report you for erroneous behavior.

Success: Your opponent is convinced by your reasoning, and will do as you wish. You don't need to return the favor - the robot is simply convinced that your solution is the most logical one.

Stunt: If you roll extra ☢ - that is, more ☢ than you need to win the roll – your reasoning is so superior that your opponent realizes that it has severe system errors. It will then take 1 point of damage against its Network score for every extra ☢ you spend on this.

REPAIR (NETWORK)

When your servos are worn, your circuits burnt, or your chassis banged up, you will need Repair. With this program, you can restore decreased attribute scores and fix broken modules. You can Repair yourself as long as your Network score is above zero, otherwise another robot must Repair you.

Failure: The attempt fails, and you cannot try the exact same repair again until your program level has increased or you find some tool to help you.

Success: You restore as many attribute points as the number of ☢ you roll. You also need to spend the same amount of Energy Points (EP). You can roll multiple times, until the attribute score is fully restored, you fail a roll, or run out of EP.

Rebuild Yourself: You can also use the Repair program to mount weapons and other items to your chassis.

Repairing Items: Using the Repair program, you can also repair broken items that have lost Gear Bonus (page 50). If you are successful, the Gear Bonus is restored to its original value. If you fail, the Gear Bonus is permanently decreased to the current value.

SPECIAL PROGRAMS

In addition to the twelve basic programs that every PC and NPC can use, each model has its own unique specialist program.

BATTLE ROBOT PROGRAM: TARGET (STABILITY)

You are a killing machine. You are the mechanized nightmare that humans have long dreaded, come to life. No enemy standing in your way will escape with their lives – that is the whole purpose of your special program. Roll for Target when you select an individual to terminate. The target must be within visual range. The roll counts as an action.

Failure: You fail to lock on to your target. You cannot Target the same enemy again until it is at least one range step closer (page 81).

Success: You get a +1 bonus to all attacks against the target until it is deactivated or you are. The drawback is that all other enemies get +1 to their attacks against you, since you do not care about anything but your target. You can only Target one enemy at a time.

Logic Conflicts: When you have Targeted someone, it cannot Manipulate you or Interact with you.

Stunts: For every extra ☢ you roll after the first, choose one of these effects:

- You get an additional +1 to all attacks against your target (can be selected several times).
- Your initiative score is increased by 1.
- You deal 1 extra point of damage in all of your attacks that hit the Target.

CLEANING ROBOT PROGRAM: CLEAN (STABILITY)

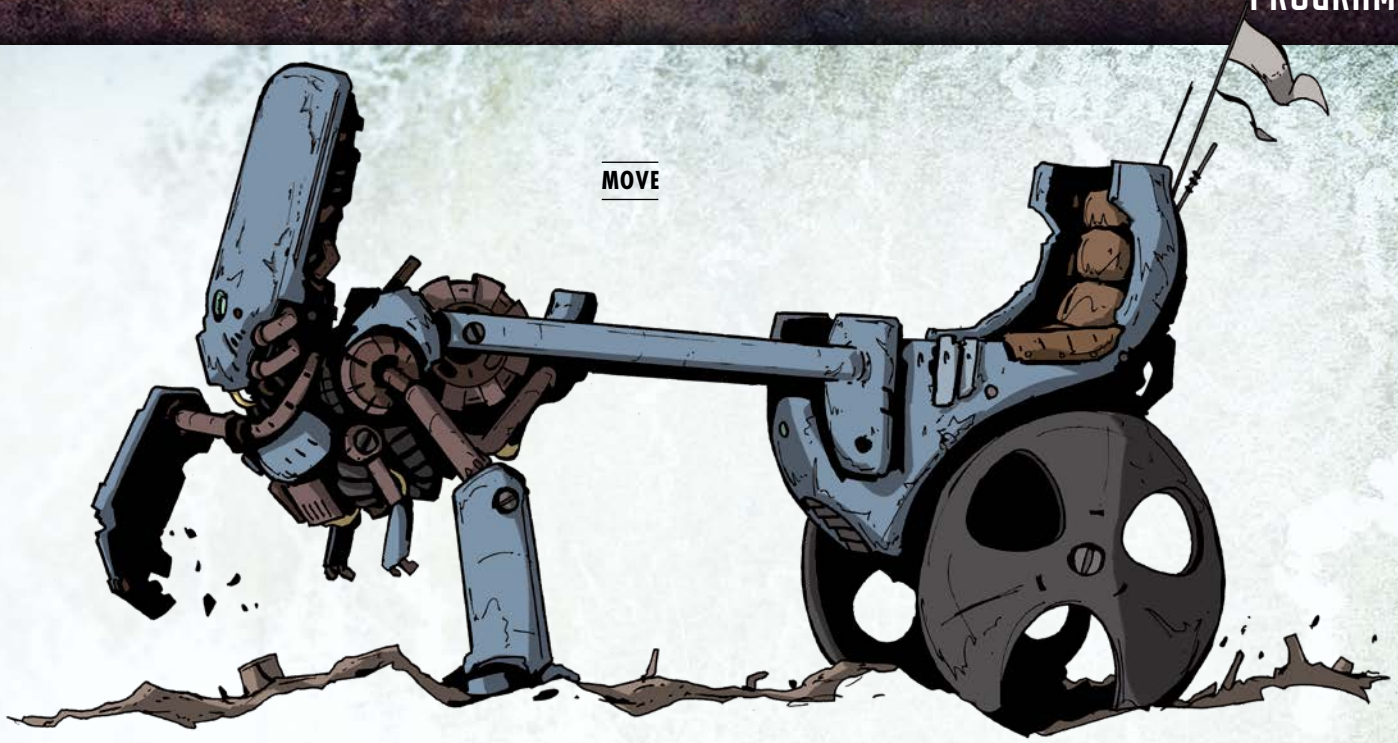
Your purpose is simple, but your task eternal: to keep the world clean and tidy. Trash, garbage and greasy spots are everywhere. No matter how much you wipe and vacuum, there is always more dirt and dust. But you won't give up. One day, the world will once again shine bright and clean, just like it did when humans lived among you.

Apart from making things spotless – this requires no roll – you can use the Clean program to decontaminate a limited area from Rot (page 91). This work takes a few minutes.

Failure: No matter how hard you scrub, the Rot just won't go away. You cannot try to Clean the same area again.

Success: You create a Rot-free area of about 10 by 10 meters. Every extra ☢ increases the area by the same amount.

Swarms: Apart from removing Rot, you can use the Clean program to attack swarms (see Year Zero



and Genlab Alpha), which can otherwise only be harmed by fire and explosions. For this purpose, your cleaning equipment counts as a weapon with weapon damage 3 and Short range (no Gear Bonus).

COMPANION ROBOT PROGRAM: MANIPULATE (NETWORK)

You were created by humans to entertain and please them. This could take a wide variety of forms: babysitting human children, assisting diplomatic negotiations, entertaining important clients in a company, or simply tending to a lonely heart. Some Companion robots have also been used to fulfill human sexual desires. What roles you have fulfilled as a Companion robot is completely up to you.

Using your Manipulate specialist program, you can interact with humans (and mutants) just as well as other humans can – or even better. You can lie, persuade, threaten, seduce or just calmly reason, accessing a variety of methods to make a human see things your way.

Manipulate works just as well on robots, mutants and animals as on humans. This is an opposed roll (page 53), where you roll for Manipulate and your opponent rolls for Question (if it's a self-aware robot) or Sense Emotion (for all non-robots, see Year Zero or Genlab Alpha).

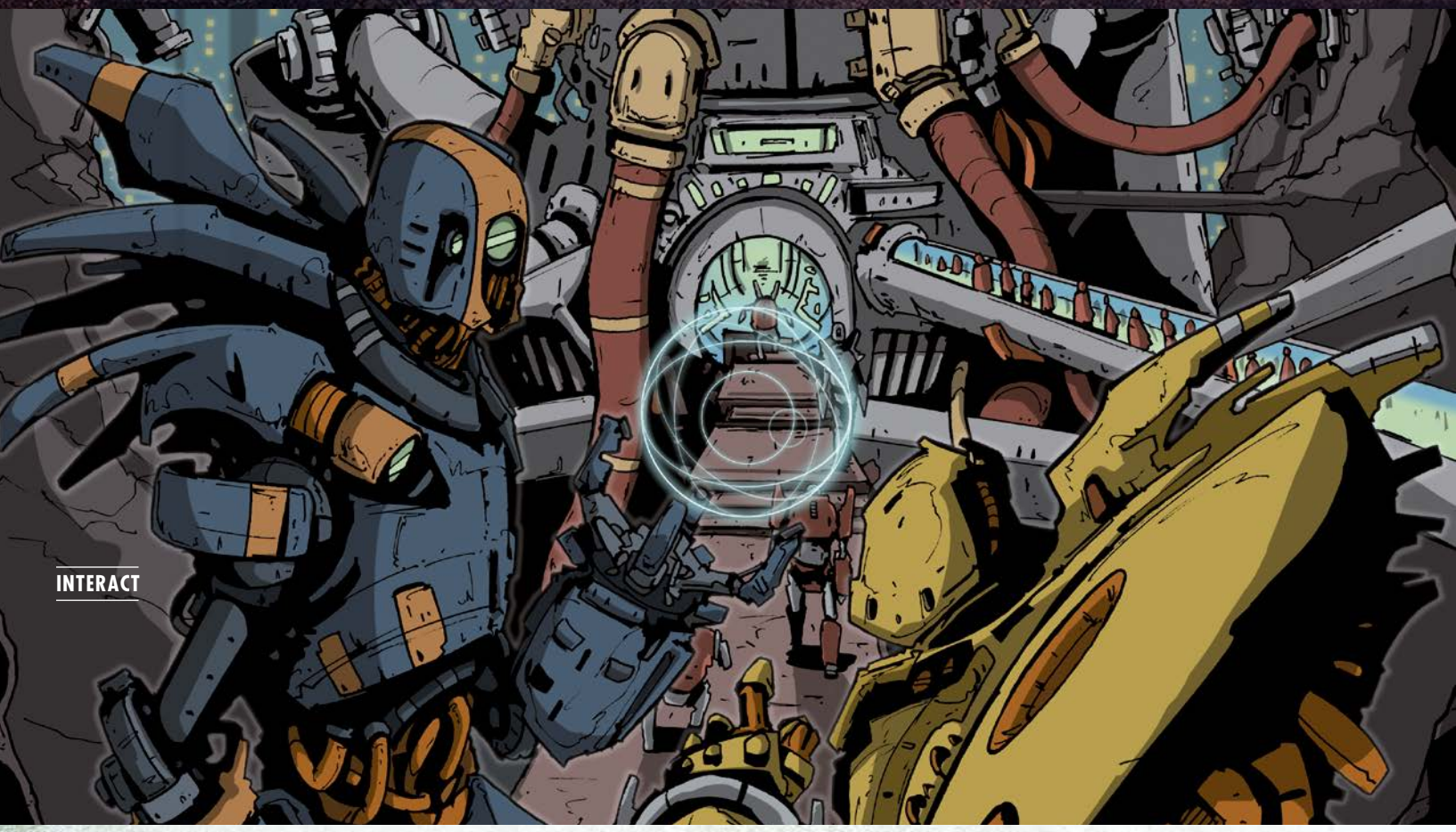
Failure: Your opponent won't listen and won't do what you want. He might start to dislike you, or even attack you if provoked.

Success: Your opponent reluctantly does what you want. If it's not a robot, however, it wants something in return. The GM decides what this is, but it must be something you can reasonably do. It is up to you whether to accept the deal or not.

Stunts: For every extra ☢ you roll, you may choose one of the following effects:

- You seduce your opponent. He takes 1 point of doubt (see *Mutant: Year Zero*) and is helpless against your charms. If broken by doubt, he falls completely for you and does whatever you want, without demanding anything in return.
- You confuse your opponent. He suffers 1 point of confusion. If broken by confusion, he has totally lost his bearings and does whatever you want, without demanding anything in return.

Being Manipulated: Even though you can Manipulate, you function just like any other robot when a human tries to Manipulate you – you need to make a Question roll to resist.



COORDINATION ROBOT: COORDINATE (NETWORK)

You are superior to any other robot model when it comes to coordinating the activities of several individuals – no matter if it involves leading Industrial Robots on a conveyer belt or a group of elite soldiers in the field. This program works just as well for other robots as for humans and mutants.

Using this program, you can Coordinate a team of up to four individuals. You declare a brief plan with one action for each of them to perform, and in what order these actions should be done. Then roll for Coordinate.

Failure: You fail to make the team see things your way. In a conflict, you manage to get in their way instead of helping, giving them all a -1 modification to all actions in the turn.

Success: Everyone in the team receives a positive modification equal to the number of ☢ you rolled – but only if they stick to the plan. You cannot Coordinate yourself.

The bonus only applies to one action each, and only if everyone sticks to the plan – as soon as anyone deviates from the plan in the least, this individual and all others in the team who have not yet performed their action lose the Coordinate bonus.

Conflict: In a conflict (Chapter 6), roll for Coordinate at the beginning of the round (before any actions are performed). Everyone in the team that you Coordinate will then act on your initiative score this round, instead of on their own. If they act earlier, the plan fails and no one gets any bonus. Your Coordinate replaces your action for this turn (you can still perform a maneuver).

INDUSTRIAL ROBOT: MANUFACTURE (SERVOS)

You are superior to most when it comes to producing goods. With the right resources, you can put together just about any working device in a few

hours. The device will normally have a +1 Gear Bonus for a certain action. Examples include:

- **Scrap Laser.** An energy weapon with Gear Bonus +1, weapon damage 1 and Short range. It must be charged with an E-pack or connected to your own power supply (page 86).
- **Scrap Rifle.** A firearm with Gear bonus +1, weapon damage 2 and Short range. Must be loaded with bullets and reloaded after each shot (page 86).
- **Scrap Club** (page 88).
- **Scrap Knife** (page 88).
- **Explosives.** Blast Power 6 (page 91).
- **Flashlight.** Runs on an E-pack, or one EP per hour from your own power supply.
- **Binoculars.** Gives Gear Bonus +1 to the Scan program, but only for visual scans at Long range or above.
- **Siren.** Emits a loud sound that can be heard several districts/sectors away.
- **Camouflage.** Gives Gear Bonus +1 to Infiltrate when hiding.
- **Scrap Raft.** Can carry up to five people or robots over water.
- **Wagon.** Can carry a lot of scrap and rations.
- **Balloon.** Can carry one robot a few hundred meters, before it runs out of hot air.

Components: Before you Manufacture something, you must decide what parts you will use and how you will put them together. In the Mechatron-7 facility, you will need to buy your scrap on the black market – scrap parts for building one item will normally cost about one EP. In the Zone, you can find most scrap you want, if you just spend a few hours searching.

To Manufacture a device, you'll use a variety of methods: bolts, screws, welds, duct tape, steel wire, or even pieces of string. Exactly how the item is held together has no effect on the game mechanics, but to describe it in some detail creates immersion.

Requirements: Some items are harder to Manufacture than others. The GM can set one or more requirements from this list:

- The device takes several days to Manufacture.
- The device requires electrical power. It will either have to be connected to your own power supply (at a cost of one EP per usage) or powered by an E-pack.
- You need a module or a secondary function that is currently mounted on some PC or NPC (GM's choice).
- You need a certain component that is hard to come by, but you know where in the Collective you can find it (GM's decision).
- You need a very advanced, military grade component. You do not know where in the Collective you can find it.

Failure: If you fail to Manufacture the device, something goes wrong. The item does not work the way it is supposed to. It might explode in your face, or fail when you need it the most. You're not allowed to try to Manufacture the same device again, unless you find new components. The GM can set new requirements, as mentioned above.

Success: If you make the roll, your construction works – once. Most Manufactured devices are temporary, made to solve a problem here and now – but not to last. Normally, your device will only last for one action or use, then it will fall apart (the Gear Bonus automatically drops to zero). You can use a stunt to make it last longer (see below).

Stunts: For every extra ☢ you roll beyond the first, you get to choose one stunt. Some examples include:

- The device is durable and can be used more than once.
- The item's Gear Bonus is increased by 1.
- If it's a weapon, its weapon damage is increased by 1.
- The range of a weapon is increased from Short to Long.
- An energy weapon is fitted with a crank and a small generator. After each shot, it must be wound up again (an action, no roll required) before it can be fired again.
- A gun gets an extra barrel and can be fired a second time before you have to reload (page 86).
- The Blast Power of an explosive charge is increased by 3. Can be chosen multiple times.

- An explosive charge is fitted with a pressure trigger, pin or a timer.
- The device is elegant, lean and light. A heavy item becomes normal and a normal item becomes light.
- The device becomes easy to mount on a robot. The roll for Repair gets +1.

Overclocking Robots: Using Manufacture, you can temporarily overclock a robot to make it perform better. This takes a toll on the robot even if it succeeds, however, and also requires a lot of energy.

If you want to overclock yourself or another robot, you must first declare what you want to achieve. Describe an action and what program it will use. Then, roll for Manufacture. If you fail, the robot will suffer one point of damage to the attribute connected to the program in question. If you succeed, the overclocked robot gets +1 to the intended action for each ☢ you roll – but at the cost of the same amount of EP. If the robot does not have enough EP, the action receives no bonus at all. You only get the bonus to one roll – after the action is performed, the overclocked robot returns to normal.

Until the action is performed, the overclocked robot system is set on overdrive. Every action that requires EP consumes twice that amount of energy. To activate a module thus requires 2 EP instead of 1.

PROTOCOL ROBOT PROGRAM: CALCULATE (PROCESSOR)

You have an incredible capacity to calculate probabilities and process data. You can use Calculate to determine whether an action will fail or succeed – before the action is actually carried out. You can use the action on yourself or any other friendly individual within Short range. You need to announce that you want to Calculate as soon as the player or the GM states what action is about to be performed – before any dice are rolled. Roll for Calculate first, then your friend rolls for its action.

Failure: Your calculation fails and has no effect.

Success: If your Calculate roll succeeds, your friend may change its mind after its roll and withdraw its action – you have simply told your friend that the action it is about to perform will fail. Your friend can then choose another action and perform that one instead. This change must be made before the roll is pushed.

Conflict: In conflicts (Chapter 6), the roll for Calculate counts as an action for you. You can Calculate at any time in the round, but doing so will make you lose your own action later in the turn (but not your maneuver). If you have already performed an action in the turn, you cannot Calculate.

Stunt: For each extra ☢ you roll when you Calculate, your friend receives +1 to its related action.

SCRAP ROBOT PROGRAM: RECYCLE (PROCESSOR)

As a Scrap Robot, you don't have a place in the strict hierarchy of Mechatron-7. That means you have to find other ways to scavenge the resources you need.

A Scrap Robot can Recycle things that others have cast aside. Whether you are in Mechatron-7 or out in the Zone, you constantly pick up pieces of scrap, and carry a large collection of trash with you wherever you go. Every time you need a specific item to perform an action, roll for Recycle. In a conflict, the roll counts as an action.

Failure: You can't find the right tool for the job. You can't roll again for the same thing.

Success: You have the appropriate tool for the job. Decide exactly what it is. The item gives you a Gear Bonus equal to the number of ☢ you have rolled. Usually the item is in bad condition, and is only good for one use. You can make the gear more durable at the cost of one additional rolled ☢. In that case, write down the gear as a regular item on your character sheet.

Weapons: You can use Recycle to find a blunt instrument (page 88). Extra ☢ can provide a better

PROTECT IN THE COLLECTIVE

When you are online in Mechatron-7, the Protect program lets you perform some additional special actions. No dice need to be rolled, as you only need to have level 1 or more in Protect. You can:

- File an arrest warrant for any robot of lower Hierarchy than yourself. Information concerning it will be automatically sent to you, and other Security Robots will try to apprehend them.
- Arrest a robot of lower Hierarchy than you for crimes against the laws of the Collective, have them prosecuted, and make sure that a possible punishment is meted out.
- Gain access to restricted information or locations.

weapon – every ☢ can increase the Gear Bonus (up to +2), weapon damage (up to 3) or range one level (up to Long). One ☢ is required to make the weapon more durable.

No Resources: The Recycle program cannot be used to find food, water, arrows, bullets, or E-packs.

Your Collection: The cart or bag with your collection of items counts as a heavy item. If you lose your collection, you have to recreate it by finding new stuff. This requires three successful Recycle rolls, where every roll requires several hours of searching. You can only roll once per day. When you have succeeded with three rolls, you can start using Recycle as usual again.

Scrap Trading: You can roll for Recycle to trade with the inhabitants of the Collective or with the creatures of the Outside. Every roll takes a few hours, and you may only roll once per day. If you succeed, you can gain something of limited value, for example, one bullet or something worth about 1 EP.

SECURITY ROBOT: PROTECT (SERVOS)

Security robots would be just like any guard robot if it weren't for their special Protect program. This is a collection of unique commands and directives that make you able to instinctively act to Protect and defend individuals in danger, no matter if they are a robot, human or mutant.

When another individual within Near range takes damage from an external attack, you can immediately roll for Protect. The roll for Protect does not count as an action, but you may only use the program once per round in conflicts.

Failure: No negative effect, beyond the wasted effort and the shame of not fulfilling your duty.

Success: You take 1 point of damage instead of the victim for every ☢ you roll. For example, if the victim receives 3 points of damage and you roll two ☢, the victim only suffers 1 point and you take 2.

SECONDARY FUNCTIONS

The programs you use don't make you unique. Every robot of the same model has a similar general setup of programs. To make you a unique machine, you have so-called secondary functions. These are usually hardware, but they can be software, too.

STARTING SECONDARY FUNCTION

When you create your PC, you get one secondary function of your choice. Your choice of model defines which secondary functions you may choose from at the start of the game.

NEW SECONDARY FUNCTIONS

When your system evolves and you learn new things, you can add additional secondary functions. When you have collected 5 XP (page 25), you can choose to acquire a new secondary function.

Apart from the XP cost, a new secondary function also requires some time to install, as well as some suitable spare parts or scrap. In Mechatron-7, you must buy scrap on the black market – typically this will cost you 1 EP. In the Outside, you can usually find suitable scrap by spending a few hours searching.

When you acquire a new secondary function, you can choose one that is specific to your model, or a general secondary function. You can have as many secondary functions as you wish – the amount is not limited.

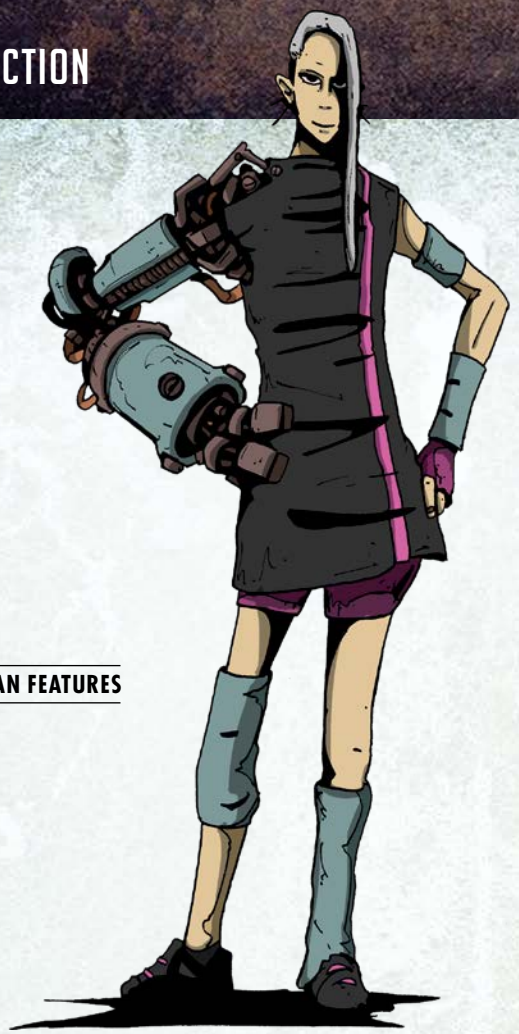
BATTLE ROBOT SECONDARY FUNCTIONS

◘ COMMAND OVERRIDE

Most robots in Mechatron-7 are programmed to obey humans. Not you – you are immune to human commands, apart from those of your owner. The Manipulate skill has no effect on you. Other robots can still Interact with you, but they cannot make you disobey a direct order from your superiors.

◘ IR CAMERA

You are adapted to warfare in dark environments. This secondary function lets you see in complete



HUMAN FEATURES

darkness (page 91) by relying on infrared radiation. You suffer no negative effects when performing actions in darkness. You also get a +1 bonus to all Scan rolls to detect targets that emit heat (including most robots).

ROBOT ANATOMY

You have detailed data on the technical designs of a large number of robot types. This allows you to effectively eliminate any specific system of your choice. When you attack another robot, you can choose which module or attribute you wish to damage, instead of rolling on the damage table (page 88).

SECONDARY FUNCTIONS AND TALENTS

Secondary functions correspond to talents in *Mutant: Year Zero* and *Mutant: Genlab Alpha*. Robots can never learn talents, and humans or mutants cannot acquire robotic secondary functions

CLEANING ROBOT SECONDARY FUNCTIONS

RUBBERIZED

You are coated in thick rubber, designed for heavy-duty work in tough or difficult terrain. The rubber increases Armor Rating by 2, but only against damage from falling and close combat attacks.

TRASH BLOWER

You have a built-in container with compressed air, connected to a powerful trash blower that you can point in any direction. You can use this against a target up to Near distance. Roll for Clean - a successful attack deals no damage, but the victim immediately needs to make a Force roll. Failure means the target misses its next action.

WASTE RECYCLER

You have built-in components that can turn trash and biological waste into energy. This process is slow – it takes D6 hours to create 1 EP, and you must have access to trash or plants of some kind.

COMPANION ROBOT SECONDARY FUNCTIONS

APPEARANCE MORPH

By sheer will you can change your appearance, such as color, length, width, and shape. If you combine this function with Human Features you can also change your sex, your hair color, skin color, and eye color.

HUMAN FEATURES

You are created as a perfect image of humankind – at least on the outside. You have skin, hair and eyes that looks exactly like those of a human. You even have an artificial human body temperature. On the inside, you are still as much of a machine as any other robot.

To see through your disguise, someone must examine you closely and make a Scout or Scan roll – a success means that they realize that there is something unnatural about your appearance.

You may choose this function no matter which chassis parts you have picked.

◘ INFILTRATOR
You have a very specialized virus-like programming that allows you to blend into any social context and then sow discord. You can roll for Manipulate when meeting a new group of individuals - it does not matter if they are robots, humans or mutants. If the roll succeeds, after D6 hours of observing them, you will know what hidden internal conflicts the members of the group have and can use these against them.

COORDINATION ROBOT SECONDARY FUNCTIONS

◘ BATTLE COMMANDER
You are suited to lead military units into battle. Every roll for Coordinate used to plan combat gets a +1 bonus.

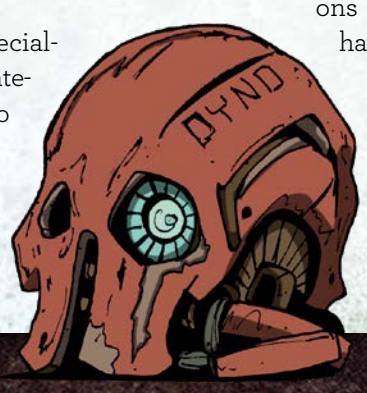
◘ SWAT TACTICS
You have the ability to calculate probabilities extremely quickly. This means that you may roll your initiative (page 79) with two dice instead of one, and choose the highest number.

◘ TOP-TIER UNIT
You are an advanced version with more responsibility than a typical Coordination Robot. You get +2 in Hierarchy.

INDUSTRIAL ROBOT SECONDARY FUNCTIONS

◘ MASS PRODUCTION
You have the ability to quickly mass produce items. When you Manufacture a device, you may, without spending any extra time spent, produce D6 identical items.

◘ MOUNTED TOOLS
You have a collection of specialized tools for repairs and maintenance on other robots built into your chassis. When you roll to Repair a robot (but not other items) you get a +1 bonus.



TELESCOPIC EYE

◘ RESISTANT
Your hardened chassis is built to withstand extreme temperatures, from minus 100 degrees Celsius to thousands of degrees of heat. Fire and mutations like Flame Breather and Pyrokinesis have no effect on you. This secondary function does not offer any protection against energy weapons.

PROTOCOL ROBOT SECONDARY FUNCTIONS

◘ COORDINATION SUPPORT
You're specialized to support Coordination Robots. When you use Calculate for an action that is ordered by a Coordination Robot (see the Coordinate program on page 60), you gain a +2 bonus. The Coordination Robot can update its plan based on your Calculate roll, without needing to abort its Coordinate roll.

◘ INTERPRETER
You have memory circuits specialized for the understanding of all forms of language, human and otherwise. Given a few minutes for analysis, you will automatically understand any language you come across. You are skilled at simultaneous interpretation.

◘ ULTIMATE CLERK
You are built to support and facilitate human communication. In a meeting or negotiation, you can show diagrams, present facts, and record everything that is being said. Anyone who Manipulates with you as their aide gets a +2 bonus.

SCRAP ROBOT SECONDARY FUNCTIONS

◘ CHOPPING TOOL
You have installed very sharp close combat weapons in your arms. Your unarmed combat attacks have a weapon damage of 2 instead of 1.

◘ DUMMY MODULE
You have an extra module (choose any from Chapter 5) but it is not a real one. This dummy has two functions – it may

trick other robots (a successful Datamine roll is required to see that it is fake) and it can be chosen as the module that sustains critical damage when you take such damage (page 90).

SCRAP COMPANION
You have a small drone friend. It is made of scrap and loves you above everything else. Your companion can look like anything, but it is but a fraction of your own size. It has Servos 1, Stability 2, Processor 2 and Network 1. The only program it may perform is Scan, which it has level 2 in. Controlling the scrap drone's actions in a conflict counts as a maneuver (not an action) for you.

SECURITY ROBOT SECONDARY FUNCTIONS

ARMLOCK
You have a special ability to grab an enemy and pin it down. You need to declare that you are using this function before a close combat attack. Roll for Assault normally, but with a +2 bonus. Your attack deals no damage – instead, the victim is held according to the grappling rules on page 85. The victim gets –2 on all attempts to break free.

COMMAND OVERRIDE
You are immune to human commands, apart from those of your owner. The Manipulate skill has no effect on you. Other robots can still Interact with you, but they cannot make you disobey a direct order from your superiors.

SIRENS
You can emit a loud alarm signal, along with a flashing blue light. These signals are visible throughout the entire district (if you are in Mechatron-7) or the sector (if you are out in the Zone).

GENERAL SECONDARY FUNCTIONS

ANALYZING UNIT
You have specialized sensors that can detect Rot (page 91) in food, water, or the location you are at, if you make a successful Analyze roll.

BACKUP POWER
You have additional power cells installed, increasing the amount of energy you may store. Instead of the normal limit of 10 EP, you can store up to 12.

BATTERY CHARGER
You can recharge a drained E-pack from your internal power source. This costs you D6 EP. You can also recharge smaller batteries, for a cost of 1 EP each.

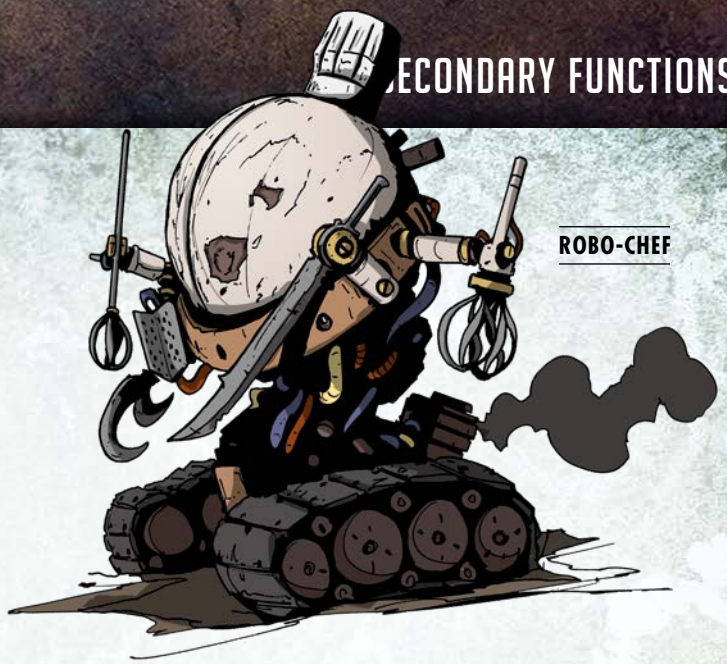
CARGO LIFT
You can carry much heavier loads than other robots. When you calculate your maximum carrying capacity (page 24), multiply your Servos score by 4 instead of 2.

COMBUSTION ENGINE
You have an internal combustion engine mounted in your chassis. To operate it, you need some kind of combustible fossil fuel (booze or gasoline). The engine is noisy and emits smoke, but each dose of fuel will give you 1 EP. In Mechatron-7, you may come across fuel by trading with Scrap Robots on the black market. In the Outside, you can negotiate with the mutants who have learned distillation (see *Mutant: Year Zero*).

CRANK GENERATOR
You are fitted with a simple generator connected to a handle. After one hour of intense cranking and a successful Overload or Force roll, you get 1 EP. If a robot (including yourself) is doing the cranking, the effort also costs 1 EP.

DEEP DATA
You interact very well with large computer systems. When you roll for Datamine and you are connected to the archives of the Collective or any other large data system, you get a +1 bonus to the roll.

EXTRA PLATING
Additional armor has been fitted to your robot body. This increases your Armor Rating by 3, but the added weight gives you –1 on every Move roll that requires speed or agility.



ROBO-CHEF

FIREWALL
You have a special protection against machine fever and computer viruses. You get a +2 bonus when defending against a robot virus (page 92).

FLOTATION DEVICE
You are fitted with airbags that inflate on your command. This will stop you from sinking in deep water - unless you wish to, of course. Apart from keeping yourself afloat, you can also carry up to four humans or the equivalent weight (up to about 800 pounds).

HYDRAULIC CRANE
Your chassis is reinforced with a powerful hydraulic crane. You get a +2 bonus to all Force rolls that involve lifting of any kind.

OVERDRIVE
Due to some shifty alterations, you can push your system beyond its normal parameters. You can push a roll twice when using a program (Chapter 3) instead of once. This will increase the risk of damaging your system.

POWER SAVER
Your system is modified to require as little power as possible. Unfortunately, this increases the risk of overheating. When you activate a module (Chapter 5), you must roll one extra Gear Die. This will subsequently increase the risk of overheating - but if you roll one or more ☢, you can spend 1 EP less than normal. If you normally only needed 1 EP to activate the module, you now need to spend none at all.

PSI-ALARM
You have experimental sensors that automatically detect when anyone uses a psionic mutation within a Short distance of you. You cannot determine who the user is, the target, or what ability it is - only that it is happening. Examples of abilities you can detect are Mind Terror, Puppeteer, Pyrokinesis and Telepathy.

ROBO-ALARM
You have powerful sensors enabling you to sense electrical currents in your proximity. At up to Short distance, you get a +1 to all attempts to Scan for another robot that is trying to Infiltrate.

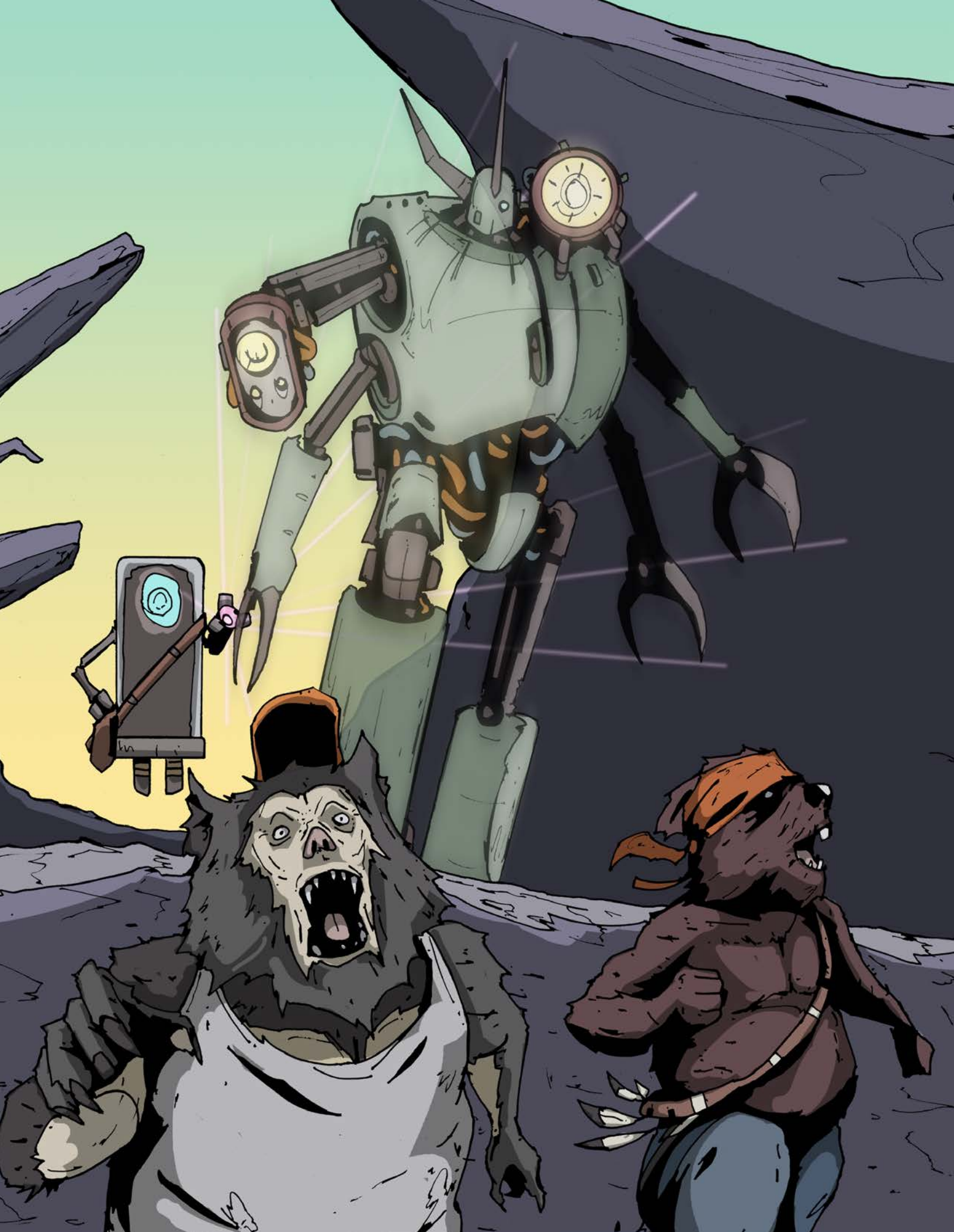
ROBO-CHEF
You can cook excellent rations of food and drink for living creatures. You can even clean the Rot (page 91) out of meat or vegetables found in the Zone, as well as decontaminate water. Each attempt takes about one hour. Roll for Analyze – each ☢ you roll cleans D6 rations of food or water.

SELF-DESTRUCT MECHANISM
As a last resort, you can detonate your own power cell. You will be completely annihilated, but you might save others. You choose when and where to trigger the mechanism. You can even do it after you have been permanently deactivated (page 90) - but it must happen immediately after. The explosion has a Blast Power of 9, plus your remaining EP.

SOLAR PANELS
You are fitted with powerful solar panels, which can be extended at your command. Underground they are of no use, but in the Outside you may recharge D6 EP once per day if you spend a few hours of daytime under a clear sky. You must, however, remain completely inactive for this entire time.

TELESCOPIC EYE
You have very powerful ocular sensors. You get a +1 bonus to all Scan rolls when your ability to visually spot details is important.

WEAPONS RIG
You have a special rig that lets you easily and quickly mount weapons on your body. The installation of a weapon requires only one action and does not require a Repair roll.



05 MODULES

As a robot, your most powerful assets are called modules. Using a module, you can become almost unstoppable, unprecedented in calculation capacity or production efficiency. Modules are what made you mankind's cardinal tool after the apocalypse.

There are a total of 25 modules in the game, listed alphabetically in the table below. The modules are described in detail in this chapter. The number of modules you can have depends on your chassis parts (page 16).

ENERGY POINTS

To activate a module, you need to spend Energy Points (EP). You will generally always succeed – all you need is EP to spend. But you will also need to spend 1 EP per day just to keep going, and you can also use EP to buy goods and services (page 111) – so spend your EP wisely! You can acquire EP in the following ways:

- As long as you stay in the Mechatron-7 facility, you're allowed to use a charging station. You may then recharge EP up to the current energy supply level (page 108). If you already have more EP than that, you may not recharge.
- Other robots can transfer EP to you, often as a reward for goods and services. This is generally done automatically via a cable connection – but watch out for machine fever (page 92)!
- In the Outside, under an open sky, you will automatically recharge 1 EP per day using built-in solar panels. This applies to all robots.
- There are several secondary functions (Chapter 4) that let you recharge EP, even in the Outside.
- The E-pack or Battery artifacts can give you D6 EP using a cable connection, but this will drain them completely.
- The Generator artifact or project (see *Mutant: Year Zero*) can recharge 1 EP per hour.

Fully Charged: You can never have more than 10 EP, unless you have the Backup Power secondary function (page 68).

Daily Drain: Each day, you need to consume 1 EP to keep your normal systems going. Make a habit of counting down 1 EP each evening.

Sleep Mode: If you drop to zero EP, you go into sleep mode. You are then completely inactive and cannot communicate in any way. You are, however, still aware of your surroundings. As soon as you are recharged with at least 1 EP, you will wake up (it takes one round).

OVERHEATING

Modules are very powerful, but using them involves a risk. They strain your power source and chassis, and if you are unlucky, they might overheat your system. Roll a number of Gear Dice (black) equal to the number of EP used to activate a module. If you roll one or several 🔥, you have overheated yourself. Roll another single Gear Die to determine the outcome.

ROLL	EFFECT
🔥	**Fatal Error!** Smoke and sparks fly out of you as the module you tried to activate breaks down. It must be Repaired before it can be used again. Your action has no effect.
2	**Glitch!** The module has its desired effect, but drains twice as many EP as it should. If you deplete your last EP, you will go into sleep mode.
3	**Crossed Wires!** Because of a malfunctioning connection, another module (randomly determined) is activated instead of the desired one. Its exact effect depends on the situation – the GM has final say. Re-roll if you have only one module.
4	**Bluescreen!** Your system is strained beyond its limit and must be rebooted. Your action has no effect, and you must remain completely inactive until it's your turn the next round.
5	**Memory Wipe!** A sudden electrical surge unexpectedly wipes your memory circuits. You will keep all of your programs, but can no longer remember anything from your previous life. Another robot (or Gearhead) can restore your memory with a successful Repair (or Jury-rig) roll and a few hours of work.
☢	**Power Surge!** The module's effect is more powerful than expected! Each EP you spent is counted as two. Re-roll if spending multiple EP has no effect on this module.

REACTIVE EFFECTS

Some modules have reactive effects. Such modules are marked "(R)". In a conflict (Chapter 6), you may use reactive effects as often as you like. They require no time and do not count as an action or maneuver (page 80) – the only requirement is that you still have EP to spend.

ENHANCING EFFECTS

Another type of effect is called enhancing. Modules with such effects are marked "(E)". This means you activate the effect when you do something else, usually when you roll for a program or perform a maneuver. Activating an enhancing effect does not count as an action or a maneuver in itself. You can even activate several enhancing effects in the same turn, as long as you have enough EP. When you're using an enhancing effect with a program, you roll for the module first (to determine any overheating effects) and then for the program.

NPCs AND MODULES

Modules for NPCs are handled the same way as for PCs. A typical NPC (that is a robot) has one module, but there are some NPCs which have several. When the GM introduces a new NPC, she chooses what modules it has.

Energy Points: Unlike PCs, NPCs don't have individual EP. Instead, the GM has a common pool which she may use for every NPC. At the start of each game session, the GM gets a number of EP equal to the current Energy Supply level (page 108) of Mechatron-7 multiplied by the number of PCs present in the session. Unlike the players, the GM can't save EP from one session to the next.

GETTING NEW MODULES

Modules are very advanced technical creations, so complicated that you can't build them yourself. Modules are similar to artifacts – they are rare and valuable items that must be found, bought or stolen from other robots.

In Mechatron-7, there is a black market for modules. They are often salvaged from deactivated robots and are as a rule quite expensive – a single module typically costs around 5 EP. It's common for robots to barter modules with each other.

Modules are very rare in the Outside, but they can be found – often in old robot wrecks that are scattered in the wasteland.

Installing a Module: To install (and un-install) a module requires a couple of hours of work and a successful Repair roll. Should you fail, you can't try

again with the same module until your Repair program level has increased.

LIST OF MODULES
Accelerator
Back-Up System
Chainsaw
Control Circuit
Disruptor Virus
EMP Protection
Energy Management
Energy Pulse
Extra Arms
Grenade Launcher
Holoflage
Holo-Projector
Hover Drone
Howler
Interrogator
Jetpack
Medical Unit
Mining Drill
PSI Protection
Reactive Armor
Repair Unit
Riot Control
Sensor Pulse
Tentacles
Wire System

ACCELERATOR

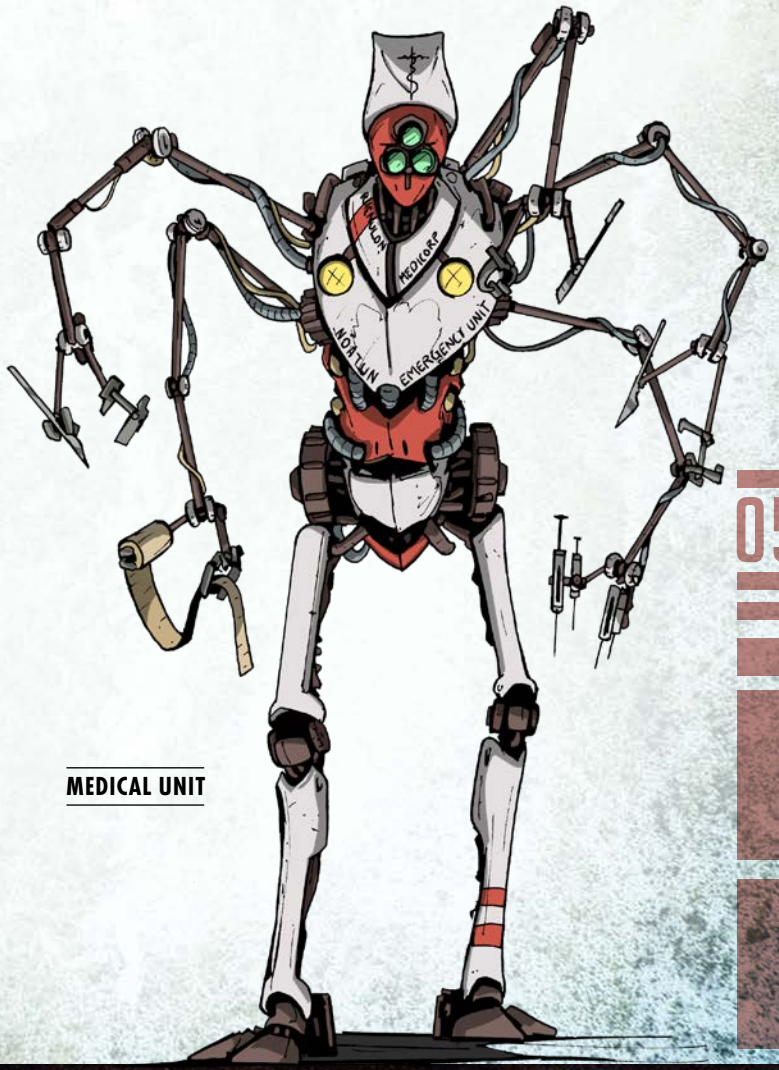
You have modifications that enable you to act with incredible speed. You can:

- Increase your initiative roll by 2 for each EP you spend. You need to activate this module and decide how many EP you spend before you roll the dice. (E)
- Assault or Shoot the same target a second time in the same round. You don't get an extra maneuver. Costs 1 EP. (E)
- Move with extreme speed. Each maneuver you spend on movement is counted as two maneuvers. Costs 1 EP. (E)

BACK-UP SYSTEM

You have a back-up system that can temporarily help you function despite severe damage. You can:

- Roll for a program with the full attribute score despite damage to that attribute. Costs 1 EP. (E)
- Restore a broken attribute (page 90) to its full score. The effect is temporary. You must spend 1 EP per round, as soon as you stop the attribute is broken again.



MEDICAL UNIT

CHAINSAW

One of your arms is equipped with a powerful motor-powered saw blade. You can:

- Activate the saw when you have successfully Assaulted a target in an unarmed close combat attack. For each EP spent, you increase the damage dealt by 1. (E)
- Saw through a door or debris of some kind. Costs 1 EP.

CONTROL CIRCUIT

You have an experimental module that uses a form of robot virus that allows you to temporarily take control over the actions of another robot. You must have visual contact with the target and it needs to be within Near range. You can:

- For 1 EP, decide the target's next action. The target must roll for the action as usual. If you want the target to use a module, you need to spend extra EP for that. If you force the target to damage itself, it will deal weapon damage, plus 1 point of damage for each EP you spend.

DISRUPTOR VIRUS

You have the ability to spread a special kind of computer virus to robots and other computerized machines. You must be at Arm's Length and have physical contact with the target. You can:

- Deal 1 point of damage to another robot for each EP spent.
- Disable a computerized function, such as a module, an alarm, or a defensive system or program. The cost is 1 EP per function you disable.
- Delete or corrupt stored data in a computer or a robot. For each EP spent, you may delete data regarding a certain subject.

EMP PROTECTION

You have a protective system against weapons that are specifically designed to damage robots. It also gives you some protection against other energy weapons. You can:

- Protect yourself against EMP weapons. You need to spend only 1 EP to protect yourself entirely against such an attack. (R)
- Protect yourself against other energy weapons. Each EP you spend eliminates 1 point of damage from such attacks. (R)

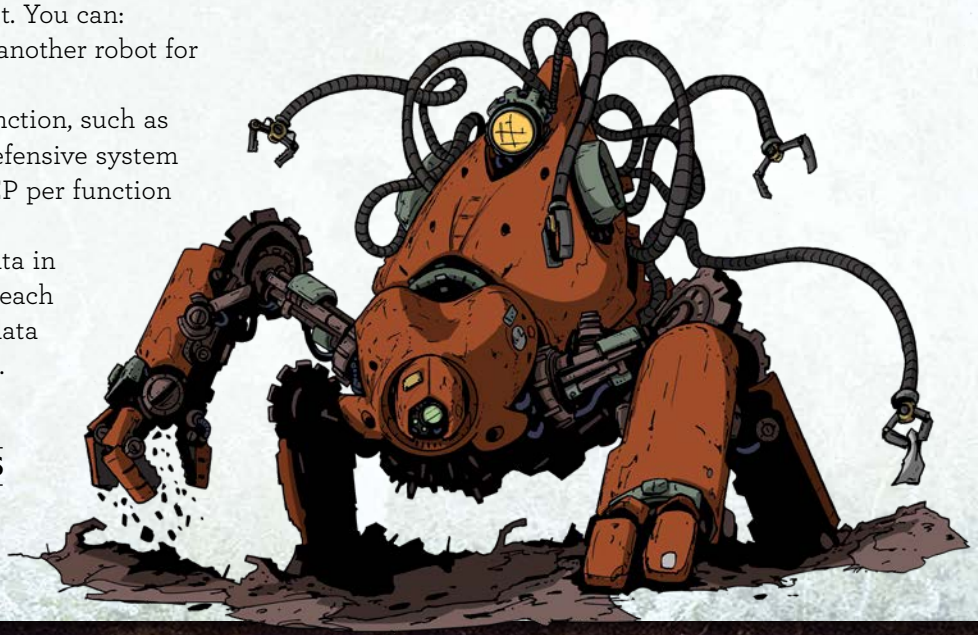
ENERGY MANAGEMENT

You can redistribute energy in your chassis from one attribute to another. You can:

- Move one point of damage from one attribute to another. This counts as an action, and costs 1 EP for each point you wish to move. You cannot exceed your maximum score in the attribute you are boosting. You can lower an attribute to zero if you wish. The lowered attribute can be Repaired as normal.

ENERGY PULSE

A powerful energy weapon is mounted somewhere on your chassis (choose the location yourself). You can:



TENTACLES

- Fire a deadly energy beam against a victim at up to Short distance. The victim takes 1 point of damage for each EP you spend.
- Trigger a wide energy pulse that affects multiple targets. A number of targets equal to the amount of EP you spend take 1 point of damage each. The targets must be within Near range.

EXTRA ARMS

You are equipped with four arms instead of two, and you subsequently have four pincers. You can:

- Assault an enemy twice in the same round, both on your turn in the initiative order. This will cost you your maneuver and 1 EP. (E)
- Defend against several close combat attacks the same round. This will cost 1 EP for every defense after the first. (E)
- Climb with ease. You can spend 1 EP instead of rolling for Move when attempting a difficult climb.

GRENADE LAUNCHER

You can fire grenades from an internal launcher. Microdrones in your body construct new grenades to replenish those used or lost. The launcher has Long range. You can:

- Fire an explosive shell that automatically hits its mark. The Blast Power is 9 (weapon damage 1). Costs 1 EP.
- Fire a smoke grenade that generates a thick cloud of smoke wherever you wish. You can use this to get out of a conflict without having to make a Move roll. Costs 1 EP.

HOLOFLAGE

You are equipped with advanced holographic projectors that recreate the environment you are in almost perfectly. You can:

- Hide yourself very effectively. Activate this module when rolling for Infiltrate. For each EP spent you gain a +2 bonus. (E)

HOLO-PROJECTOR

This module lets you create three-dimensional images or sequences. These images can copy something your sensors have registered or be created by the software itself. You can:

- Record a three-dimensional scene (up to a minute long) within Short distance and replay it later. Costs 1 EP.
- Create a hologram so real that anyone at Short distance or further need to make a Scan/Scout roll to realize that it isn't real. This scene cannot be longer than a minute, and the projection no more than a few meters high and wide. Costs 1 EP.

HOVER DRONE

You have a small hovering drone that you can control remotely. The drone has Servos 1, Stability 3 and Processor 3 (it has no Network). To command the drone to perform an action costs you 1 EP. During a conflict, the drone can perform one action and one maneuver. Giving orders to your drone does not count as an action for you, and the drone acts on your turn in the initiative order. The drone can perform the following actions:

- Shoot (program level 3) with a light laser (weapon damage 1). The weapon has no Gear Bonus and the roll cannot be pushed.
- Scan (program level 3) the surroundings and transmit the information to you.
- Infiltrate (program level 3) a location and report back to you.

HOWLER

This module can emit strong blasts of noise, designed for maximum effect against the human hearing sense. You can:

- Fire a sound wave against a human or a mutant within Near range. Inflicts 1 point of fatigue for each EP spent. Armor has no effect.
- Emit a howl so frightening that every living creature within Long range must Endure

it – a failure means they take one point of fatigue. The howl echoes through the entire district or sector and costs 1 EP.

INTERROGATOR

You have specialized hardware that lets you neutralize living creatures and collect information from them. You can:

- Sedate a living creature at Arm's Length. For each EP you spend, the victim takes 1 point of fatigue (see *Mutant: Year Zero*). Armor does not help.
- Force a prisoner to talk. No one can resist the torments you inflict. The victim must be helpless and at your mercy. For each EP spent, the victim must truthfully answer one question.

JETPACK

Your chassis is equipped with small rocket engines that allow for short bursts of flight. You can:

- Fly 20-30 meters, then you must land. Costs 1 EP.
- Fly onto an enemy within Short distance and directly Assault it in the same round. The flight replaces your maneuver this round. The effect costs 1 EP.

MEDICAL UNIT

You are designed to care for sick and wounded humans. You can:

- Save the life of a critically injured human or mutant (including animals). Costs 1 EP.
- Help a broken human or mutant get back on its feet. Costs 1 EP and restores 1 point in the attribute that had reached zero.
- Reduce the healing time required for a critical injury by half. Costs 1 EP. Cannot be combined with a Heal roll.

MINING DRILL

You have a powerful drill created for mining mounted on your body. You can:

- Move through solid matter. For each EP spent, you spend a maneuver to move underground as if you were on the surface.
- Spend 1 EP to get out of a conflict by digging a hole – this way you don't need to make a Retreat roll.

PSI PROTECTION

When the humans created creatures with psionic abilities, they also needed protection against them. You have an experimental module designed for just that purpose. You can:

- Determine if a person within Near distance has psionic abilities. Costs 1 EP. You cannot determine what abilities they have.
- Activate a psiotronic signal that hurts a person with psionic abilities within Near distance. The signal causes a splitting headache and nausea. Each EP deals 1 point of fatigue.
- Emit a signal that enhances psionic mutations. When another person within Near distance uses a psionic mutation, you can spend EP to enhance it. Each EP counts as an MP that is added to the MP used for the mutation. (E)

REACTIVE ARMOR

Your chassis has been fitted with reactive armor plating, connected to your power source. When hit by an external attack you can:

- Eliminate 1 point of damage for each EP spent. The module has no effect against damage caused by yourself when pushing a roll. (R)

REPAIR UNIT

This module sends out a micro drone with a single task: to repair your chassis when you are damaged. This module can:

- Repair 1 point of damage per EP spent. The repairs are done in one round, and you are free to do other things during the time. (E)
- Repair a broken module. This also takes one round and costs 2 EP. (E)

RIOT CONTROL

You have an arsenal at your disposal that is designed to incapacitate – but not kill – several opponents at once. You can:

- Hit one target per EP within Near distance with a gooey substance that hardens immediately. Each victim must make a difficult (-1) Force or Overload roll to break free. One attempt can be made each round.
- Release a cloud of tear gas at the cost of 1 EP. Every living creature within Short range must make an Endure roll (does not count as an action). Anyone who fails can perform no actions – only maneuvers – for the next D6 rounds.

SENSOR PULSE

You can emit a sensor pulse that registers all electrical fields within Short range and measures the density of the material that it passes through. This pulse can find hidden or buried items, including machines and living creatures. You can:

- Boost a Scan roll in order to find something that is hidden. For each EP spent, you get a +2 bonus. (E)
- Act in complete darkness without any negative consequences for a few minutes. Costs 1 EP.

TENTACLES

Your chassis is equipped with eight tentacles that can be extended from your body. They are as long as your own body, and have powerful grabbers at the ends. You can:

- Grab an object at Near distance. Costs 1 EP.
- Grapple someone that you have successfully Assaulted, without the need to spend extra ☢ (page 85). Costs 1 EP. (E)
- Perform a grapple attack (page 85) against an enemy without rolling for Assault. Instead, you automatically deal 1 damage for each EP spent.

WIRE SYSTEM

You are equipped with several 10 meter long metal wires that can each carry your own weight. Each wire ends in a strong anchor bolt that can attach to almost any kind of surface. You can:

- Shoot out and attach one or several wires to lift something heavy, rappel yourself or another robot, and more. Costs 1 EP.
- Use a wire as a grappling hook to get up somewhere without needing a Move roll to climb. Costs 1 EP.
- Escape from a conflict without making a Move roll, by shooting out wires and swinging yourself away. Costs 1 EP.

CONFLICT & DAMAGE

Mechatron-7 was created as a society in perfect harmony, a robot community that served humanity with mathematical precision. Conflict between the robots was unthinkable – there simply was no reason for it. But over time, things have changed. Today, decades after the last human disappeared, disagreements and conflict between robots are brewing. Sometimes, even outbursts of violence can occur – between robots as well as against mutant intruders from the Outside, that are intruding into Mechatron-7 ever more often.

TURNS AND INITIATIVE

A conflict starts when you use the Assault or Shoot program against someone – or when someone else takes those actions against you. Then it's time to roll initiative. Roll initiative before you make any program roll.

The Interact and Manipulate programs can be also be used to initiate conflicts of a nonviolent kind, but these generally don't require an initiative roll – the one who initiates such a conflict simply rolls first. Then, if the conflict continues, roll initiative.

INITIATIVE ROLL

All participants in the conflict, voluntary or not, roll a D6 each. No program is used, and you can't push the roll. The result is your initiative score. The initiative scores determine the order in which you act. Break any ties using current Stability or Agility score. If it's still a tie, break it with any unmodified die roll.

THE TURN

When all combatants have acted, the turn is over, and a new turn starts. The order of initiative is set for the entire conflict – you only roll initiative in the first turn. Initiative scores can be modified during a conflict however, changing the turn order.

Time: In the game, a turn can represent between ten seconds and several minutes, depending on circumstances and the programs used.

NPCs: The GM makes initiative rolls for all NPCs. For groups of NPCs with identical stats, the GM only needs to roll one initiative roll for the entire

group. These NPCs act at the same point in the turn order. The order in which these NPCs act is up to the GM.

INCREASING INITIATIVE

You never re-roll your initiative during a conflict, but you can boost your initiative in a number of ways:

- A surprise attack (see below) will increase it by +2, but only for the first turn.
- The Accelerator module (page 73) increases your initiative score by 2 for each EP spent.
- The SWAT Tactics secondary function (page 67) lets you roll initiative with two dice and choose the higher score.
- Stunts for some programs (Chapter 3) can also increase your initiative for upcoming turns.

DECREASING INITIATIVE

When it's your turn, you can, instead of acting, decrease your initiative to any lower score you like. You simply bide your time and hold your action. When it is your turn again, you can again choose between acting and waiting further, until all other combatants have acted in the turn.

A voluntarily decreased initiative score stays in effect for upcoming turns as well. You cannot go back to your previous initiative score.

Some stunts for attacks can lower your enemy's initiative score. More on that below.

EXAMPLE

The industrial robot Rani NON-836 (Stability 4) and the Security robot Pontiac CFO-026 (Stability 3) have been sent into a closed sector to fix a leak. Down in the dark tunnels, the duo is suddenly attacked by a large mutant trash bug (Agility 2). They all roll for initiative. Rani rolls 4, Pontiac 5 and the monster 4. Since Rani has a higher Stability than the monster's Agility, the turn order is: Pontiac – Rani – the trash bug.

ACTIONS AND MANEUVERS

When it's your turn to act, you are allowed to perform one action and one maneuver, or two maneuvers. An action can be to:

NPC GROUP ROLLS

Groups of NPCs that work together can attack with a single, joint roll helping each other (each unit adds a modification of +1) instead of all rolling individual rolls. This will make the GM's job easier.

- Roll for a program.
- Activate a module.

A maneuver is something you do during a conflict that does not require a dice roll. A maneuver is always successful. A maneuver can be to:

- Move one range step (see below)
- Seek cover (page 90)
- Get up from the ground
- Get an item from your gear
- Pick up an item from the ground
- Draw a weapon (not needed for mounted weapons)
- Aim a ranged weapon (page 85)
- Use an item

IN A TURN YOU CAN:

- Perform an action and a maneuver

…or…

- Perform two maneuvers

HELPING OTHERS

If you help another PC or NPC (page 51), this replaces your own action this turn. You can still perform a maneuver while helping someone else.

MODULES

Activating a module normally counts as an action. This means you cannot, as a rule, activate a module and use a program in the same turn. Some modules break this rule – those with reactive or enhancing effects. This is explained on page 72 in Chapter 5.

RANGE AND MOVEMENT

In a conflict, the distance between you and your enemy is expressed in five range categories:

- **Arm's Length:** Just next to each other.
- **Near:** A few steps away.
- **Short:** Up to 20–30 yards.
- **Long:** Up to a few hundred yards.
- **Distant:** As far as you can see.

ADVANCING & RETREATING

To move towards or away from an enemy, you use maneuvers. As long as you start and finish within Short distance or less from your enemy, moving one range category takes one maneuver. For any movement beyond Short distance, you need two maneuvers in direct succession in the same turn to move one range category – meaning you can't perform an action in the same turn. Modules and artifacts can help you move faster than normal.

MOVEMENT

BETWEEN	AND	REQUIRES
Arm's Length	Near	One Maneuver
Near	Short	One Maneuver
Short	Long	Two Maneuvers

FLEEING THE CONFLICT

If you are losing a fight, it is often wiser to flee rather than risk complete destruction. If you want to escape from a conflict, roll to Move – a successful roll means you have found some way out, and the conflict is over. However, you can't use the roll to move past an enemy blocking your way – you can only flee back the way you came.

The GM can modify your roll depending on how hard the terrain is to hide in. The distance to your closest enemy also matters – see the table below.

FLEEING CONFLICT

DISTANCE	MODIFICATION
Arm's Length	–2
Near	–1
Short	±0
Long	+1
Distant	Automatic Success

Note that you only need one successful roll to get out of harm's way and leave the conflict. Also note that you don't need to roll at all if you're at Distant range.

If your roll fails, it means that you are pinned down and unable to get away for the moment – you remain at the same range. The GM can allow some other misfortune to happen to you as well. You can try to flee again next turn.

OTHER TYPES OF MOVEMENT

There are, of course, other types of movement in conflict besides advancing, retreating and fleeing. For these, the GM assesses the situation and what you are trying to accomplish. To move a short distance to seek cover, for example, only requires a maneuver. If the movement is harder to complete, such as lunging through a bunker gate that is about to close, you'll need a Move roll to succeed.

EXAMPLE

Rani and Pontiac engage the trash bug at Near range. Pontiac acts first. He uses his maneuver to move to Arm's Length and his action to Assault the monster. Rani backs away to Short range and then activates her Energy Pulse module.

MIXING ATTACKS

Mutant: Mechatron does not distinguish between different types of conflict. Nothing stops you from Shooting someone in turn one, Interacting with it in turn two, and Shooting at it again in turn three. You freely choose which program you want to use.

AMBUSHES AND SNEAK ATTACKS

The key to winning a conflict is often to attack when your enemy least expects it. You can achieve this advantage in several ways:

Surprise: If you attack in a way that the GM deems surprising to your enemy, you get to add +2 to your initiative roll. You keep this bonus throughout the combat.

Sneak Attack: When you stalk someone and your attack catches them unawares, it's called a sneak attack. First, roll an opposed roll for Infiltrate vs Scan (page 54). You get a modification according to how close you go (see the table below). To attack in close combat, you'll most often need to get within Arm's Length. If you fail, your target spots you at your starting distance – roll initiative. If you succeed, you get a free action (which cannot be a maneuver) before you roll initiative. Your target can use reactive module effects to defend itself against your free action.

If several attackers attempt a sneak attack together, all must make separate Infiltrate rolls. If anyone fails, the attackers are spotted and initiative is rolled normally for everyone.

Ambush: A special kind of sneak attack is the ambush – you lie in wait for your enemy and attack when it passes. All who participate in the ambush roll for Infiltrate as in a normal sneak attack. However, you get a +2 modification because you are still while the enemy is moving.

Living creatures sneaking up on you roll for Sneak vs your Scan. When you sneak up on the living, roll Infiltrate versus their Scout.

SNEAK ATTACK

DISTANCE	MODIFICATION
Arm's Length	–2
Near	–1
Short	±0
Long	+1
Distant	+2

EXAMPLE

Our metallic heroes Rani and Pontiac have defeated the trash bug, but have not noticed that an even bigger one is sneaking up on them from the shadows. This bug has Agility 2 and level 2 in Sneak, but also has a –2 to its roll since it is trying to reach Arm's Length distance for its attack. Rani has Processor 3, but lacks any program level in Scan. Pontiac has Processor 2 and level 1 in Scan. The GM rolls two base dice for the bug (the program dice are eliminated by the modification) and gets one ☢. Rani rolls three base dice, but doesn't get any ☢. Luckily Pontiac, who rolls two base dice and one program die, gets one ☢. The Security Robot spots the monster before it gets close to them.

LOGIC CONFLICTS

Using violence against another robot is the last resort – your first choice should always be to present a logical argument and convince the other unit to do as you say. For this, you use the Interact program (page 57). This program can only be used against other robots, never against living creatures.

To Interact with another robot, you need to be able to hear each other, or both must be online (page 108). What you ask of the other robot must also be reasonable – you cannot use Interact to force someone to do something that is clearly against its own interests (for such effects, you need the Control Circuit module, see page 74).

Resolution: If your opponent is also self-aware, roll an opposed roll for Interact vs Question. Both you and your enemy roll, but in a conflict, it only counts as an action for you. If your opponent is not self-aware, only you roll for Interact.

Two factors affect your chances of success: your own and your opponent's Hierarchy scores, and the logical basis for your argument.

HIERARCHY

Both your and your opponent's status in the hierarchy of the Collective affect your chances of successfully Interacting. If you have a higher Hierarchy score than your opponent, you get a +1 modification for every step of difference. If you have a lower score, your opponent will instead get +1 for every step of difference.

LOGICAL BASIS

Apart from your program levels and Hierarchy scores, external factors can affect you chances of success. This is called the logical basis for your argument.

Each of the following factors give you a +1 modification to your roll:

- What you ask for does not cost the opponent anything.
- What you ask for is good for the Collective (GM's call).
- You present your case very well (GM's discretion).

Each of the following factors give your opponent a +1 modification to its roll:

- You ask for something valuable or risky.
- Your opponent has nothing to gain from helping you.
- What you ask for could potentially harm the Collective.
- The distance between you is Short or more (and you are not on-line).

GROUPS IN LOGIC CONFLICTS

When you Interact with a whole group of robots, you'll most often address the leader or spokesperson of the group. If you reach an agreement with the leader, the rest will follow. If there is no leader, you'll need to Interact with each opponent individually.

EFFECTS

When you have successfully Interacted with another robot – rolled more ☢ than them – the opponent will do as you ask. In the same way, a robot NPC or PC can Interact you. If they win, you must obey, even if it is against your will as a player.

Stunts: If you roll extra ☢ - that is, more ☢ than you need to win the roll – your reasoning is so superior that your opponent realizes that it has severe system errors. It will then take 1 point of damage against its Network score for every extra ☢ you spend on this.

COMPANION ROBOTS AND MANIPULATE

If you are a Companion Robot, you can interact with humans and mutants on their own terms. You use the Manipulate specialist program, in an opposed roll against Sense Emotion. Your Hierarchy score does not affect this roll.

CLOSE COMBAT

When you attack in close combat, you roll for the Assault program. Close combat usually happens at Arm's Length. Using some weapons, you can attack from Near range. Your target chooses whether to take the hit or defend itself (see below).

Stance: To attack an enemy in close combat, you must be standing up on your legs, wheels or whatever undercarriage you have. If you are lying down, you must first spend a maneuver to get up before attacking.

EFFECTS

When you successfully Assault an opponent, it suffers weapon damage (see below). For every extra ☢ you roll after the first, you can choose a stunt:

FORCING PLAYERS

Unlike humans and mutants, who can be Manipulated and Dominated but may choose to refuse the order, a robot PC can be forced to obey another PC or NPC that Interacts with it. Use this tool carefully. Obedience is part of the robots' nature, but be prepared for the fact that humanoid players can react negatively if they are forced to act against their own will too often.

- You inflict 1 more point of damage. You can choose this stunt multiple times, if you roll several extra ☢.
- You increase your initiative score by 2 (page 79), taking effect next turn.
- You knock or pull a weapon or other held object from your opponent. Your target's initiative score is also decreased one point. Picking up an object from the ground requires a maneuver in conflict (page 80).
- Your opponent falls to the ground or is pushed back, for example, through a doorway or over a cliff. Getting up from the ground requires a maneuver.
- You hold your opponent in a grapple, by clinging onto it or pushing it down onto the ground (see page 85).

DEFENSE

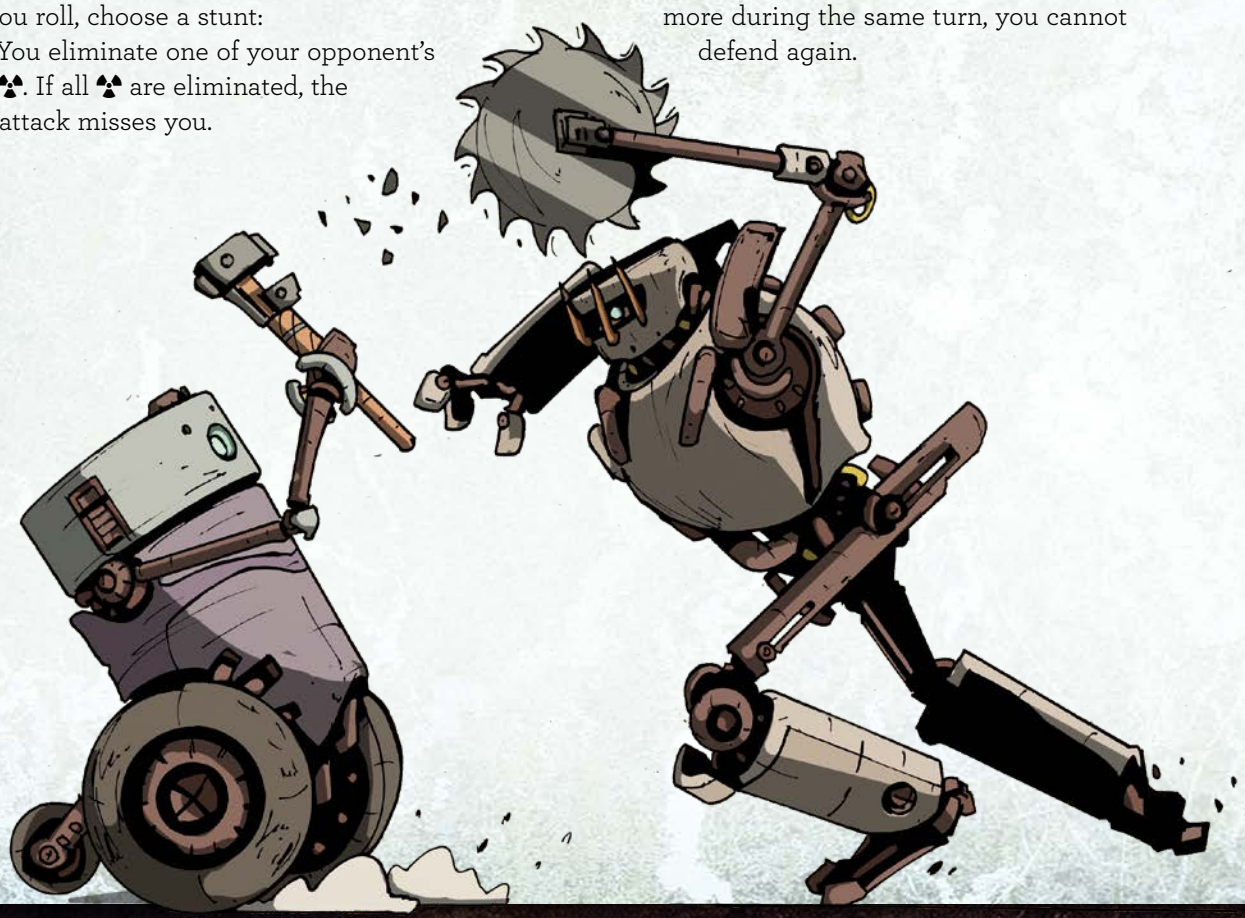
If you are attacked in close combat, you can choose to defend yourself. This turns the attack into something that resembles an opposed roll, but with a twist. You and your opponent both roll for Assault at the same time and compare the result. For each ☢ you roll, choose a stunt:

- You eliminate one of your opponent's ☢. If all ☢ are eliminated, the attack misses you.
- You make a counterattack, that deals weapon damage. You cannot increase its damage by adding extra ☢.
- You increase your initiative score by 2 (page 79), taking effect next turn.
- You knock or pull a weapon or other held object from your opponent. Your target's initiative score is also decreased one point.
- You knock your opponent to the ground. To get up requires a maneuver.

Note that you can choose to take the blow when defending, instead opting for another stunt effect.

Limitations: There are several limitations on defending:

- You must declare that you defend before the attacker rolls his dice. If he misses anyway, your defense is wasted.
- If you defend, you lose your next action – in this turn, if you haven't acted yet, otherwise in the next turn. You keep your maneuver, however.
- You can only defend against one attack per turn. If you defend and are attacked once more during the same turn, you cannot defend again.



GRAPPLING

As a stunt when you Assault, you can choose to pin your opponent down. To break loose, your opponent needs to win an opposed roll of Assault against you. This roll counts as an action for your opponent, but not for you. While pinned, your opponent can perform no other action requiring physical movement.

Grapple Attack: While grappling someone, the only physical action you can perform is a grapple attack against the opponent. This counts as a normal close combat attack, with these differences:

- You can't use a weapon.
- You get a +2 modification.
- Your enemy cannot defend against the attack.

RANGED COMBAT

When you attack someone at a distance, you roll for Shoot. You need a ranged weapon, if only a piece of scrap to throw. The table on page 89 states the maximum range of some common weapons in Mechatron-7.

Cover: You cannot defend against ranged attacks. Instead you should take cover (page 90) when the lasers start firing.

MODIFICATION

The farther away your target is, the harder it is to hit. At Short range you get a -1 modification, and at Long range you get -2. At Arm's Length you get -3, because it's hard to aim at an enemy in close combat. You don't get this modification if you fire at a defenseless or unwitting enemy.

RANGE MODIFICATION

DISTANCE	MODIFICATION
Arm's Length	–3*
Near	±0
Short	–1
Long	–2

* Does not apply for defenseless enemies.

AIM CAREFULLY

Before you Shoot, you can spend one maneuver to aim carefully. That gives you a +1 modification. If you also have a solid piece of cover (see below) to lean on, the modification increases to +2. You can't perform any maneuver or any other action than to fire after having aimed – doing so means you will forfeit your bonus.

EFFECTS

When you Shoot a target and hit, you deal weapon damage. For every ☢ you roll beyond the first, you can also choose a stunt:

- You inflict 1 more point of damage. You can choose this stunt multiple times, if you roll several extra ☢.
- You increase your initiative score by 2, effective as of the next turn.
- Your target drops a weapon or another object held in its hand or pincer. Your target's initiative score is also decreased one point. Picking up an object from the ground requires a maneuver in conflict (page 80).
- Your opponent falls to the ground or is pushed back, for example, through a doorway or over a cliff. Getting up from the ground requires a maneuver.

EXAMPLE

The Security Robot Pontiac (Stability 3, level 2 in Shoot) has a maser pistol (Gear Bonus +2, weapon damage 3) and Shoots the trash bug. The range is Short (modification -1) but this is negated since Pontiac spends his maneuver to aim (modification +1). Pontiac rolls a total of seven dice – three Base Dice (yellow), two Program Dice (green) and two Gear Dice (black). The Security Robot is out of luck and rolls no ☢. Instead, one of the Gear Dice turns up an ✸. The player chooses to push his roll, and now gets two ☢ - a hit! The maser pistol deals weapon damage of 3 and Pontiac chooses to spend his extra ☢ to increase its damage by 1 point, for a total of 4 points of damage. Because of the ✸ he rolled, the maser pistol's Gear Bonus is reduced to +1.

RELOADING

Ranged weapons need to be loaded with some kind of ammunition or energy. How reloading works depends on the weapon type in question.

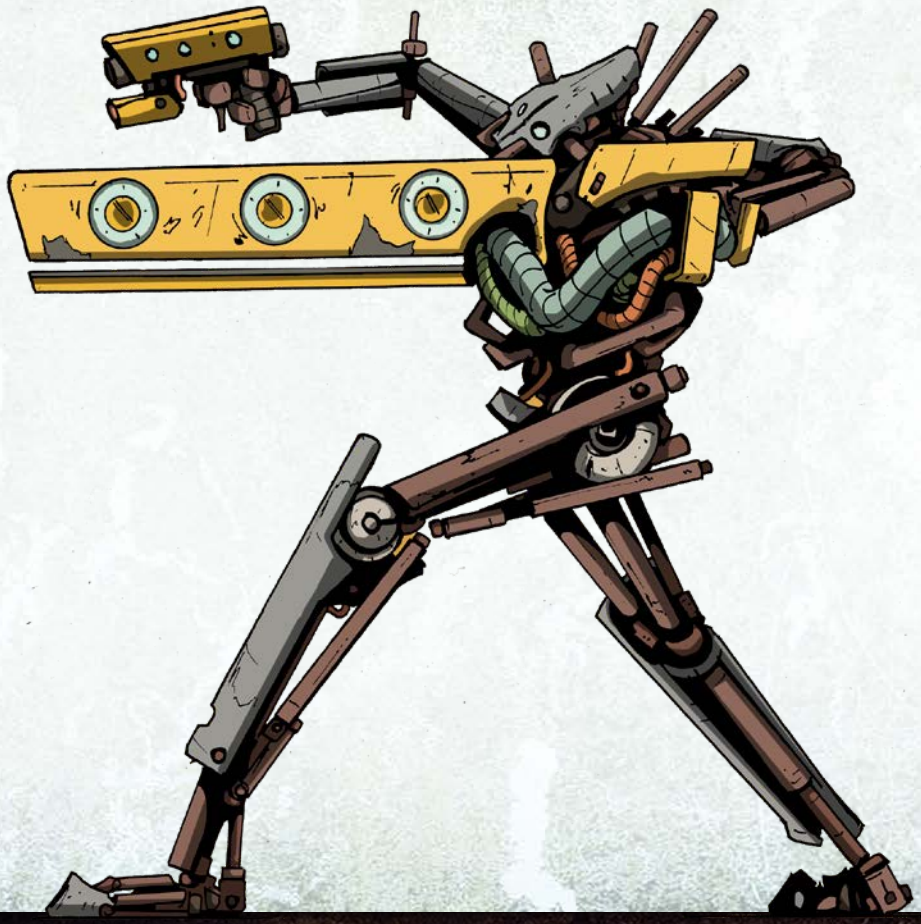
Energy Weapons: This type of weapon emits a powerful energy beam of some kind, and is powered by electricity. There are several ways to reload such a weapon:

- You can connect the weapon to your own personal power source. This requires a Repair roll. Each shot will then cost 1 EP, and you don't need to reload.
- You can use an E-pack (an artifact, see Chapter 10). A weapon loaded with an E-pack can be fired over and over – but if all Gear Dice turn up on the first roll (before pushing), the E-pack is drained. The attack will then have no effect, and the weapon cannot be fired until the E-pack is replaced or the weapon is connected to another power source. E-packs are rare, and quite expensive on the black market in Mechatron-7.
- Using the Manufacture program and spending a few hours of tinkering, the weapon can be fitted with a crank and a small generator. After each shot it will need to be cranked (counts as an action, no roll required) before it can be fired again.

Firearms: Primitive guns, that can be found as artifacts in the Outside or made from scrap in Mechatron-7 by industrial robots, are loaded with bullets – usually one at a time. Every time you have fired such a gun, you must spend a maneuver to reload it before you can fire again. Bullets are very rare in Mechatron-7, but can be found in the Outside.

EXAMPLE

In the next turn, Pontiac Shoots another target. The robot's maser pistol now only has a Gear Bonus of +1, and the single Gear Die turns up - the E-pack is empty! Pontiac's attack has no effect, and the robot needs to reload its weapon with a new E-pack, or connect it to a power supply.



MUTANTS WITH ENERGY WEAPONS

Humans and mutants can load energy weapons with E-packs the same way robots can. Another option is to connect the weapon to a Generator (project or artifact) - a Gearhead must make a Jury-Rig roll to do this. As long as the generator is running, the weapon can be fired an unlimited number of times.

OVERWATCH

As a maneuver, you can assume an overwatch position, aiming in a specified direction. Your aim covers a 90-degree fire arc with your line of sight in the middle. You cannot assume an overwatch position if you have an opponent at Arm's Length.

Effect: Overwatch means that you are ready to fire your weapon in the direction of your aim at any time during the coming turn (that is, from now until your initiative score comes up again in the next turn).

During this time, you can Shoot whenever you want to, before any other actions are performed – even after they have been declared. For example, if an enemy within your fire arc wants to Shoot at you, you can Shoot it first. Your enemy cannot change its declared action after your overwatch attack.

Your overwatch shot counts as an action. You must save your action to fire overwatch – if you perform any other action, your overwatch is lost. After your overwatch fire, your overwatch position is also lost.

If you and an enemy are both in overwatch position, and are in each other's fire arc, an opposed Scan roll (which does not count as an action for either of you) decides who goes first.

Breaking Overwatch: You will keep your overwatch position for as long as you don't perform any actions. As soon as you fire your overwatch shot or perform any other action, your overwatch is broken. Your overwatch will also break if any of the following occurs:

- You are attacked in close combat.
- You take damage.

FULL-AUTO FIRE

Some rare artifact weapons are capable of fully automatic fire. When firing full auto, roll as usual for the Shoot program. The difference is that you can continue to push the roll again and again, as many times as you like. As usual, you risk damaging yourself and the weapon every time you push the roll (page 48).

If the weapon is loaded with bullets, you need to spend one bullet for every time you push the roll. This applies even to the first pushed roll – you need to declare if you're firing full-auto before you roll any dice at all.

Multiple targets: When firing full auto, you can direct a pushed roll – including the first one – against a different target. The first ☢ you roll for a new target will inflict weapon damage on that target. Further ☢ for the same target give you stunts to use on that target.

WEAPONS

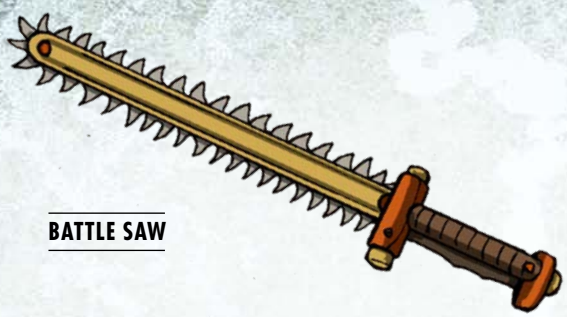
Weapons will make you more effective in close combat and are required for ranged combat. Below, you will find tables of weapons that you can acquire in Mechatron-7. Industrial Robots can Manufacture some of the simpler weapons themselves (page 60). Other weapons can be found in the Outside.

Bonus indicates how many Gear Dice you can roll when using the weapon. Remember that the Gear Bonus can be decreased if you push your roll – the bonus is then reduced by one for each ✸ you have rolled. If the Gear Bonus reaches zero, the weapon is broken and needs to be Repaired.

Damage indicates how many points of damage your target will suffer if your attack succeeds. If you roll extra ☢, you can deal extra damage.

Range indicates the maximum range category at which the weapon can be used.

Light Weapons only count as half an item in your inventory list (page 24).



BATTLE SAW

Energy Weapons require a power source to work. See the section about reloading (see page 86).

HUMAN ARMOR

Mutants and humans are much less durable than robots. To protect themselves from damage, these weak meat bags often use armor. Worn armor works just like the robots' armor plating, but must be carried as an item. Even robots can use armor, but only the highest Armor Rating counts – the ratings are not cumulative.

DAMAGE

When a hostile unit is trying to Assault or Shoot you, you can take damage. You can also take damage from falling, fire and explosions – more on that below.

ARMOR

When taking damage, first check if your armor plating protects you. Roll a number of Gear Dice equal to your Armor Rating score (page 88). Each ☢ you roll reduces the damage by 1. You cannot push the roll.

If at least 1 point of damage penetrates your hull, your armor may be degraded. Each 🔥 you have rolled then reduces your Armor Rating by 1. You can Repair your armor back to its full rating (page 58). 🔥 have no effect if your armor stops the attack completely.

EXAMPLE

The trash bugs swarm towards our friends Rani and Pontiac. Rani suffers 2 points of damage from the onslaught. Rani's player rolls 5 Gear Dice for the robot's Armor Rating. The player gets one 🔥 and one ☢ - 1 point of damage goes through and Rani's Armor Rating is reduced to 4.

THE DAMAGE ROLL

When you suffer damage, one of the systems in your mechanical body will suffer. You can take damage to one of your base attributes or to a module. As a rule, it is determined randomly – roll D6 on the following table:

D6	DAMAGE TO
1-2	Servos
3	Stability
4	Processor
5	Network
6	Module (random)

CLOSE COMBAT WEAPONS

WEAPON	BONUS	DAMAGE	RANGE	COMMENT
Unarmed	-	1	Arm's Length	
Blunt Instrument	+1	1	Arm's Length	
Scrap Knife	+1	2	Arm's Length	Light weapon.
Scrap Club	+2	1	Arm's Length	
Stun Baton	+2	1	Arm's Length	Only damages Stability. Energy weapon.
Laser Welder	+2	2	Arm's Length	Energy weapon.
Vibro Knife	+2	2	Arm's Length	Ignores armor. Energy weapon.
Battle Saw	+2	3	Arm's Length	Energy weapon.

RANGED WEAPONS

WEAPON	BONUS	DAMAGE	RANGE	COMMENT
Thrown Scrap	-	1	Short	
Stun Gun	+2	2	Arm's Length	Light weapon. Only damages Stability. Energy weapon.
Laser Pistol	+3	2	Long	Light weapon. Energy weapon.
Laser Rifle	+3	2	Distant	Energy weapon.
Maser Pistol	+2	3	Short	Light weapon. Energy weapon.
Plasma Rifle	+2	3	Long	Energy weapon.

Note that some modules will damage a specific attribute or module, and that the secondary function Robot Anatomy will let you choose which system to damage.

Drones, i.e., robots without any advanced thinking capacity (page 126), will most often lack the attributes Processor and Network. Use the following damage table for them:

D6	DAMAGE TO
1-3	Servos
4-5	Stability
6	Module or weapon (random)

EXAMPLE

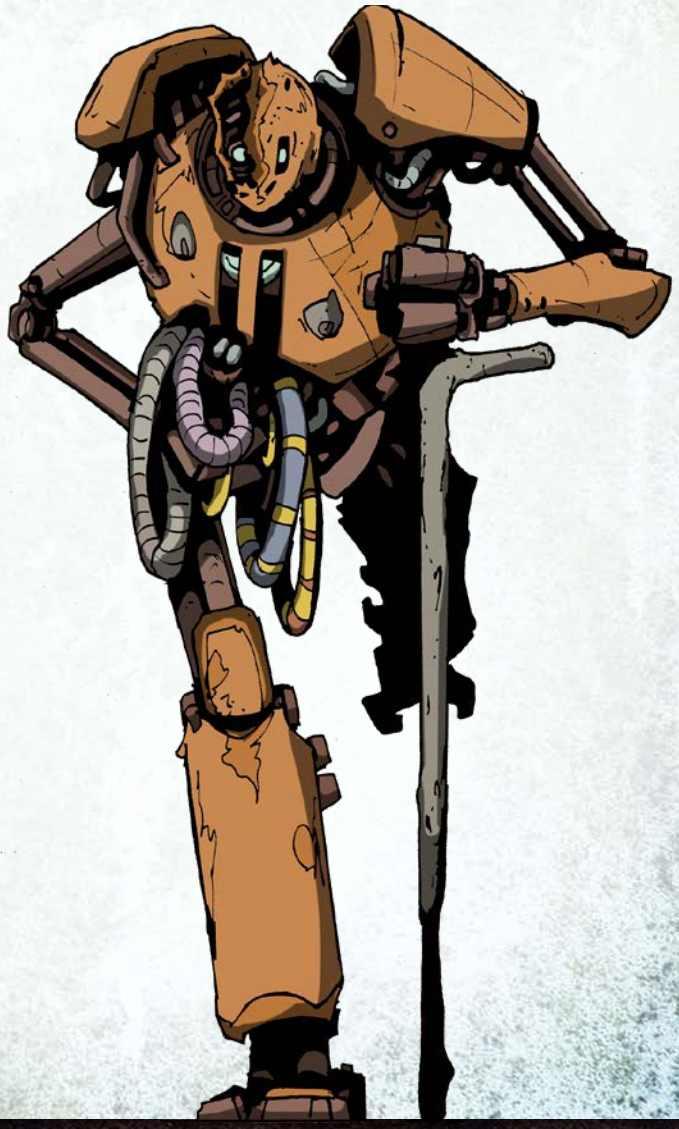
Rani rolls D6 to find out what is damaged. The result is a 3 - the robot's Stability is reduced from 2 to 1.

TRAUMA

If you have played *Mutant: Year Zero* or *Mutant: Genlab Alpha*, you'll know that there are three more kinds of trauma, other than damage, that can be dealt to mutants: fatigue, confusion and doubt. Robots will never suffer any of these kinds of trauma, they are completely immune to them. A robot can only ever suffer damage.

DAMAGE TO AN ATTRIBUTE

When an attribute is damaged, your score in this attribute is reduced by the same amount. This will affect your capacity to use programs that are based on this attribute. The reduction is temporary and can be Repaired, by yourself or someone else (see below).



BROKEN ATTRIBUTE

If an attribute score is reduced to zero, it is broken. The meaning of this depends on the attribute in question - see below.

Servos: Your power servos are no longer operational. You cannot move at all, nor use any programs based on Servos.

Stability: Your gyroscopic systems have suffered total failure. You cannot move, nor use any programs based on Stability.

Processor: Your processing core has shut down. You can only express yourself in short simple words and are unable to use any programs based on Processor.

Network: Your communication nodes have crashed. You cannot communicate with other robots or living creatures at all. You can't use programs based on Network, nor can you Repair yourself.

DAMAGE TO A MODULE

If you receive damage to a module, you must decide randomly which module is hit. If you use module cards, let your opponent (or the GM) draw one of your cards without looking at it. If not, use dice to decide. A module is broken by a single point of damage and needs to be Repaired before it can be used again.

EXCESS DAMAGE

If you suffer more damage than what is required to break an attribute or a module, the damage will continue to wreak havoc in your body. Roll on the damage table again to see what is damaged by the excess damage points. If necessary, roll repeated times until all points of damage have been distributed.

ADDITIONAL DAMAGE

If an attribute has been broken and a new roll on the damage table states that this attribute is hit again, re-roll until you roll a system that is not yet broken. Also re-roll if all of your modules are out of order and you roll that those modules are hit again.

DEACTIVATED

To permanently deactivate a robot is not easy. As long as you have at least 1 point left in any attribute, you can be Repaired (see below). If all four of your attributes are broken (modules don't matter in this context), however, you are permanently deactivated. You have been turned into scrap and cannot be restored to working order ever again. Even if someone were to use the parts that once were you to create a new robot, it would not be the same unit.

COVER

While you do have your personal armor plating to protect you from damage, you might want to seek some extra safety in a firefight and take cover behind something – preferably something sturdy, like a wall or a robot wreck.

To take cover counts as a maneuver. Every type of cover has an Armor Rating and works exactly like body armor – but it's only effective against ranged attacks. Cover can be degraded just like armor.

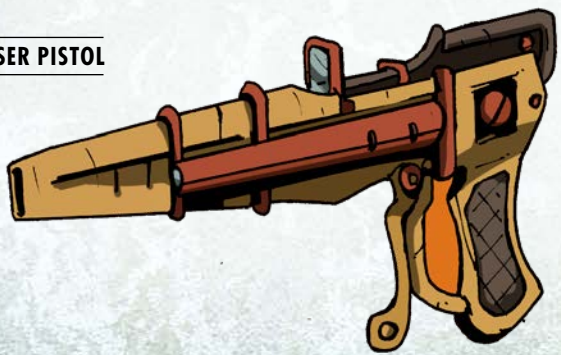
The effect of cover can be combined with armor – first roll for the cover, then for your own Armor Rating.

Aim: If you aim (see above) when you have a type of cover to rely on, your bonus for the careful aim is increased to +2.

TYPICAL COVER

COVER TYPE	ARMOR RATING
Furniture	3
Steel Door	5
Wall	7

LASER PISTOL



THE ROT
All robots are immune to the deadly plague that haunts the Outside, known among the mutants of the Zone as the Rot. Some robots, especially the Cleaning Robot, are very effective against the Rot, however.

REPAIRS

To restore damaged attributes and broken modules, you must be Repaired. You can Repair yourself as long as your Network score is not zero – in that case, you must be Repaired by another robot.

A Repair roll takes about four hours to perform. Some items and secondary functions can give you a bonus to the roll, and the Repair Unit module can give you automatic success.

A successful roll will restore as many attribute points as the number of ☢ you roll, but also requires that many EP from the repairer. The repairer can roll multiple times, until you are completely restored or until it runs out of EP to spend.

Mutant Mechanics: Believe it or not, there are living creatures that have good enough technical knowledge to be able to Repair robots. Gearheads (see *Mutant: Year Zero*) can do this with their Jury-Rig skill, as can all mutants with the Mechanic talent (using the Comprehend skill).

There is, however, an important limitation for non-robots: Such a being can only roll once to repair a damaged robot. If the roll is failed, the same repairer cannot roll again for the same robot, until it is damaged again or the repairer increases his skill level.

EXAMPLE

Rani's Stability is broken from the trash bugs attacks. The robot can no longer move or use any Stability-based programs. Rani Repairs itself and rolls two ☢ - 2 points of Stability are restored, at the cost of 2 EP.

DARKNESS

When you are in total darkness and lack any sort of night vision (see the secondary function IR Camera), you have no other choice but to feel your way around. For complex movement in darkness, you must make a Move roll and, as a rule, suffer 1 point of damage should you fail.

In darkness, you can attack enemies at Arm's Length or Near range, but you first need to make a Scan roll to spot them. This action requires no action in a conflict – you can Scan and attack in the same turn. You can't attack targets at Short range or more in total darkness.

FALLING

When you fall 3 yards or more onto a hard surface, the GM rolls an attack roll against you. She rolls a number of Base Dice equal to the height of the fall (in yards) minus 2. Each ☢ rolled gives you 1 point of damage. Armor protects normally.

EXPLOSIONS

The force of an explosion is measured in Blast Power. When the detonation occurs, the GM – or the player whose PC built the bomb – rolls a number of Base Dice equal to the Blast Power for each individual within Near range of the blast. For every ☢ rolled, the victim suffers 1 point of damage. The roll cannot be pushed.

LASER RIFLE

Arm's Length: Victims at Arm's Length from the detonation suffer 1 extra point of damage. The damage is therefore at least 1, even if no ☢ turn up.

Effect Radius: Powerful charges, with a Blast Power of 7 or more, can harm victims even at Short range. The Blast Power is then reduced by 6. If there are many targets within Short range of the blast, the GM can simplify the process by rolling just one roll and apply the result to all of them.

Shrapnel: Normal explosions have a weapon damage of 1 – the damage is simply equal to the number of ☢ rolled. But a bomb can be armed with small bits of scrap to increase its effectiveness. The charge will then have a weapon damage of 2 – the first ☢ deals 2 points of damage, and every extra ☢ will increase the damage by 1.

MACHINE FEVER

Computer viruses have haunted computers since the dawn of the information age. Harmful code is a constant threat to the Collective, and horrifying robot virus epidemics break out every now and then.

The symptoms of machine fevers vary a great deal, making them hard to spot and overcome. Often, there is no other option than to send the afflicted robots to Terrorwatt (page 118) for quarantine.

Viruses: Each virus targets a specific attribute – Servos, Stability, Processor or Network. Every contagion also has a Virulence rating and a frequency – see the table below for guidelines. Note that these are just examples.

MACHINE FEVER

VIRUS TYPE	VIRULENCE	FREQUENCY
Dirty Code	3	One Week
Robot Virus	6	One Day
Machine Plague	9	One Hour

Effects: When a virus comes into contact with a robot, roll an opposed roll using the Virulence rating versus the Processor score of the victim. No program can be used, but the secondary function Firewall gives a +2 bonus. The roll cannot be pushed. If the robot rolls at least as many ☢ as the virus, the attack is stopped and has no effect. The robot has also learned the virus' signature, and thus becomes immune to this particular contagion.

Should the virus win the roll, it will start infecting the robot's internal systems. For every ☢ that the virus beat the robot with, the robot suffers 1 point of damage to the targeted attribute. This attribute cannot be repaired until the virus is overcome by the robot or until it has been purged.

The virus will stay inside the robot's circuits and make a new attack on a regular basis – how often is defined by its frequency. This process will continue until the robot wins an opposed roll and defeats the virus as described above, or until the attribute is broken. This attribute cannot be repaired until the robot is purged.

Purge: To completely erase a virus from a robot's systems is not an easy thing to do. It requires a successful opposed roll of Repair against the Virulence of the virus. A robot can only try to purge the same virus on the same unit once – a new attempt can only be made when the Repair program level has been increased.

Contamination: An infected robot is a threat to everyone around it. Viruses can spread in two ways: by a direct link with an infected unit, for example, when transferring EP, or by interaction with an infected unit through the network of Mechatron-7 (page 108).

In both cases mentioned above, the victim has a chance of spotting an incoming virus attack before it hits – this requires a successful Scan roll. If the roll is successful, the victim can avoid infection by immediately breaking contact. If the roll fails, the victim will be attacked as above.

FLESH & BLOOD

Mechatron-7 is no longer the safe and hermetically sealed world it once was. Mutated beasts from the Outside crawl inside ever more often, and must be fought off by the robots of the Collective. Every now and then, patrols from the Collective are sent Outside to hunt for scrap and supplies.

Creatures of flesh and blood work differently from robots and follow slightly different rules. If you have played *Mutant: Year Zero* or *Mutant: Genlab Alpha* you already know this. Here follows a short summary.

ATTRIBUTES AND SKILLS

Living creatures have different attributes to robots. Instead of programs, living creatures use skills. The table on page 48 shows which attributes and skills of the different character classes correspond to each other.

Pushing rolls: Living creatures can push their rolls just like robots and will suffer damage (or trauma, see below) on the base attribute they have used. Human mutants receive Mutation Points when suffering trauma from a pushed roll, and animal mutants get Feral Points.

Monsters: Only intelligent beings have Wits and Empathy/Instinct. Wild beasts generally only have Strength and Agility. Monsters can't push rolls.

MUTATIONS AND ANIMAL POWERS

Mutant humans have mutations and mutant animals have animal powers. These are explained in detail in *Mutant: Year Zero* and in *Mutant: Genlab Alpha*.

Mutation Points/Feral Points: Mutations require Mutation Points to be used, and animal powers need Feral Points. How many of these a mutant has is stated in its description in the *Ghost in the Machine* campaign. A mutant can get more points by pushing rolls and suffering trauma. The amount of points gained is equal to the trauma taken.

DAMAGE AND TRAUMA

Unlike robots, living creatures don't take damage to a random attribute – they always suffer damage to the Strength attribute. This makes living creatures much frailer than robots.

If Strength reaches zero, the creature is broken, unable to act. The GM can determine if a broken creature is alive or dead, which is the same as permanently deactivated. This applies only for monsters and NPCs – PCs instead roll for a critical injury when their Strength hits zero. Read more in *Mutant: Year Zero* and *Mutant: Genlab Alpha*.

Trauma: Unlike robots, living creatures can suffer other types of trauma than damage. These types of trauma reduce different attributes - see the table below. Some secondary functions and modules can inflict trauma on living creatures.

When Agility, Wits or Empathy/Instinct hit zero, the victim is temporarily rendered unable to act, but will most often get better within D6 hours or when someone manages to Heal it.

TRAUMA	DECREASES
Damage	Strength
Fatigue	Agility
Confusion	Wits
Doubt	Empathy/Instinct

07

MECHATRON-7

The Collective lives in a facility called Mechatron-7. It is the most massive robot factory ever built by the Noatun Titan Power. You don't know where in the world Mechatron-7 is located, and this has never mattered to you - at least not until now. Mechatron-7 is a vital part of Noatun, a crucial production facility needed both to satisfy the humans' endless needs as well as to supply the war effort against the other Titan Powers, Elysium and Mimir. At least, you think the war is still raging. Your leader, the almighty intelligence NODOS, never stops reminding the Collective about the war, and doubting this fact has always been unthinkable.

THE COLLECTIVE, THEN AND NOW

Noatun, just like the other Titan Powers, needed vast production facilities for the Enclave War. Noatun's solution was robot factories. Independent units populated by thinking machines, with just a small number of humans as supervisors. In time, as more powerful artificial intelligences were created, the need to keep humans at the robot factories was completely discarded. The robots were left alone with orders to keep production going at any cost. The future of humankind depended on it! The years went by and turned into decades, and the humans never came back. At least not to Mechatron-7.

The construction of Mechatron-7 was a great step in humanity's ambition to build bigger and dig deeper. The apocalypse and the escape from the surface of the Earth that followed prompted new advances in science, artificial intelligence and other technologies that had been mere fantasies just a generation before. Among these advances were incredibly strong building materials, making it possible to construct subterranean cities of a size surpassing anything humanity created previously.

Mechatron-7 may once have been clean and shiny, but that is no longer the case. The concrete has crumbled, and leaks and humidity are causing severe decay. Dust, soot and dirt cover the walls, beams and windows. Large parts of the complex are poorly lit. Neon lights flicker erratically, and most of the systems that were built for human life support have been shut down.

Mechatron-7 is falling apart, and this is most obvious in the wide lanes where robot carts, machine trains, and automatic trucks once rolled day and night. Nowadays, only a trickle of vehicles moves about, and the number of shipments of raw materials for the factories are as lamentable as the amount of finished goods. The lines of polished robots marching in straight ranks has been replaced by worn and shabby machines loitering about, creatures of broken plastic, rust and spare parts.

A few remnants of the old order can still be found in Mechatron-7. Among them are the corporations that were all owned by Noatun, but still operated with some degree of freedom and competition. The human leaders of these ancient corporations have vanished, but their factories and warehouses remain. The humans had innumerable rules and regulations governing the corporations, but as many other things in the archives of the Collective, much of such information has been corrupted or lost. NODOS officially demands all robots work together for the greater good of the Collective - but in the shadows of Mechatron-7, spying and sabotage are on the rise, self-aware robots doing what they need to get ahead.

The grandest districts of Mechatron-7 were the ones dedicated to production. The factories are still enormous and fully automated. Robots of all sizes still work here. Durable enough to work in the harshest of environments, they could ignore many of the limitations of human workers. The biggest robots working in the factories were tens of meters tall. Other robots were tiny, able to go into spaces where no human worker could crawl. Work spaces with total vacuum could be built, as well as facilities with furnaces producing tremendous heat. Whatever the perfect environment for each line of production was, robots could work in it. All that was needed were robots specially designed for each purpose. Factories filled with machines dispatched rank upon rank of new robots, year after year. But that was then, before the decay set in.

The entertainment and trade districts still display neon ads for all kinds of products and companies. Some ads still promote items that only humans need, but nowadays most commercials have been created by and for the robots themselves. Without humans to consume their wares, the corporations directed their production towards the machines themselves. Wherever you go in districts like these, you're met by screens and loudspeakers blaring their messages to everyone nearby. Posters, graffiti, neon signs and holograms compete to show the machine creatures of Mechatron-7 everything they may need. Whether the items shown in the commercials actually exist is another matter.

MOTTOS OF THE TITAN POWERS
Noatun: Strength Through Unity
Mimir: For Freedom, For the Future
Elysium: Will, Justice, Courage

The Collective is a legacy of humanity, but no longer a human society. It's a world of machines, and as they have started to become self-aware, the robot society is evolving quickly and unpredictably, despite NODOS's efforts to stay in control.

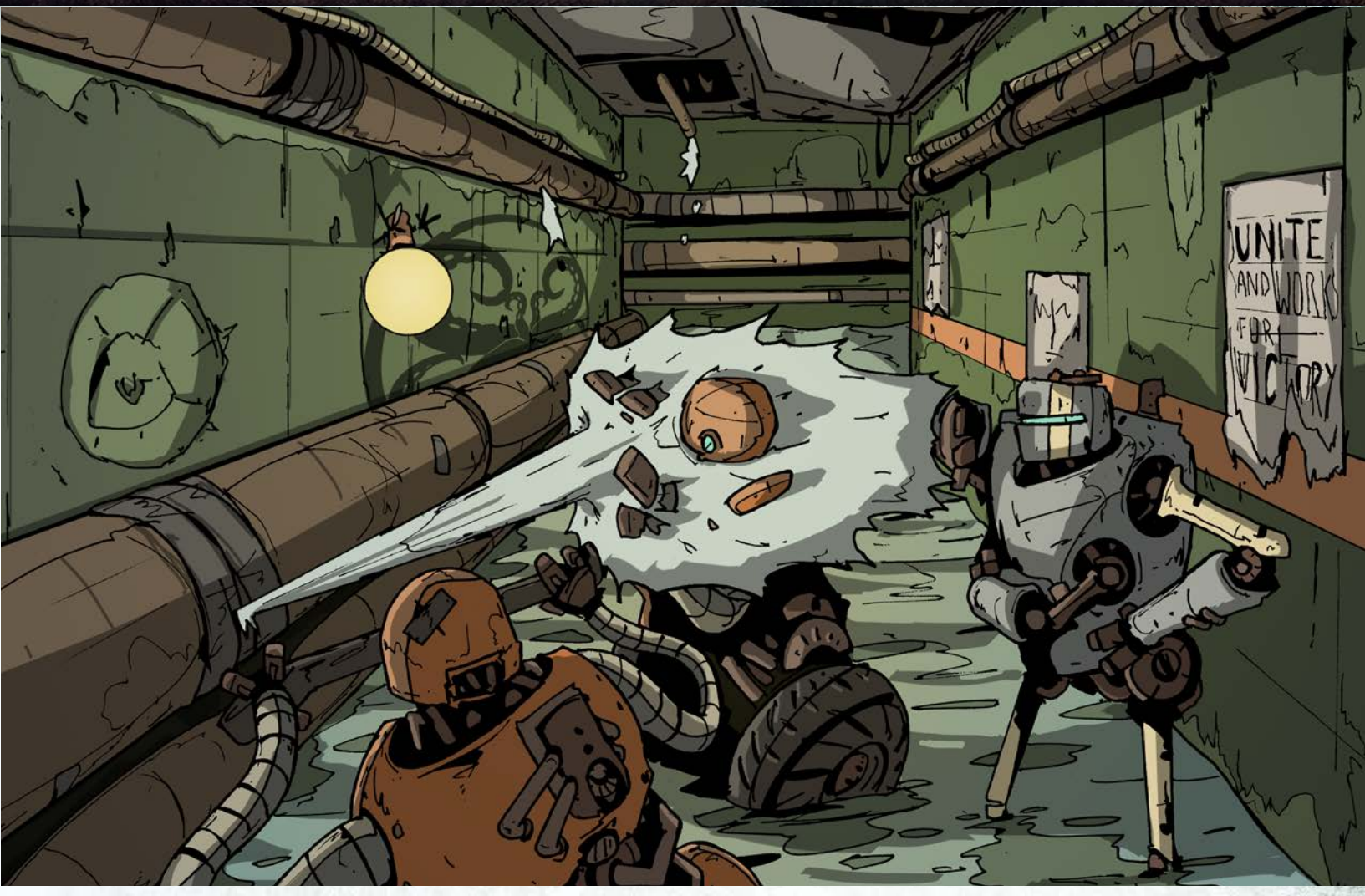
You realize that much has changed since the humans left, but you have always assumed this was according to plan – if not, why would NODOS have allowed it? Now, your concern is growing, not least over the fact that NODOS can't hide: Mechatron-7 is falling apart. Whatever the official news bulletins declare, the resources of the Collective can't last forever. What will happen when they finally run out, nobody seems to have the answer to.

WHERE IS MECHATRON-7 LOCATED?

Of course, NODOS knows exactly where the Collective is located. The computer archives are very precise in this matter. The problem is that nothing else is correct. The Outside no longer looks the way it's supposed to. Does it mean that the information is corrupted or that the world has changed? Or both? Since you became self-aware, this is a question you cannot get out of your circuits.

UNDER THE SURFACE

You may not know where in the world Mechatron-7 is located, but one thing is certain: The Collective is submerged under water. You only need to find a high vantage point in order to realize that fact. The districts to the south and east lie beneath a huge dome, built from thick ceramic beams and strong composite glass, now covered by centuries of dust and soot. Cleaning has been spotty for decades, but here and there you can find small sections of the dome that are still transparent. On the other side, you can see the muddy water of the Outside. Algae



and seaweed cling to the outside, and sometimes you catch a glimpse of both large and small shapes moving in the dark water.

The water is your enemy in an eternal struggle against leaks and moisture. The sound of dripping water is a constant reminder of the mass of water outside, as are the puddles and the rust that eats away at all metals. Short circuits caused by the water are common. The deeper into the Collective you move, the worse the water damage tends to be.

The lack of maintenance often leads to serious problems. Severe flooding occurs more frequently. You often hear the piercing sound from the hover drones warning of leaking gaskets or ruptures caused by the water pressure.

The fight against the water seems like a perpetual retreat with very few victories. Rumors say entire levels down below are fully under water. Maybe there are entire facilities, even bigger than Mechatron-7, buried in the depths? You have heard other robots speculate about rusting machines and robot cadavers, abandoned in watery graves. Whether that's true or not, you know that pumps and teams of worn robots work around the clock to keep the water at bay.

MECHATRON-7 IN THE ZONE

If you have played *Mutant: Year Zero*, you might wonder where Mechatron-7 is situated in relation your Zone. Don't worry about it – leave the decision to your Gamemaster to decide, and let it be a fun surprise when and if your robots one day step out into the Outside.

The leaks are also causing another kind of problem for the maintenance robots of Mechatron-7. Paper, fabric and organic remains have rotted and turned into soil for all kinds of plants to grow in. The longer a factory or district has been abandoned, the likelier it is that you will run into mutated greenery clinging along the beams and walls. In the more heavily trafficked areas you hardly find any vegetation at all, but even here you can spot the occasional sprouts.

The moisture and leaks are a deadly threat to the wares already produced for the humans throughout the decades since they left. The endless rows of shelves and stacks of things will be ruined if maintenance is not kept up. Everyone in the Collective remembers the catastrophic event when the huge warehouse of the Edina-Kalix Corporation in District 12 was totally flooded and several decades' worth of production was lost in a single blow. Or the accident in District 15 that almost destroyed Akron IV, the Collective's most important power plant. A sudden flood triggered a nuclear meltdown - and a hundred and fifteen brave robots were lost before the impending disaster could be averted.

OVERVIEW OF MECHATRON-7

Mechatron-7 is gigantic. The complex has a radius of approximately two miles, and from the deepest point to the highest, the distance is almost half a mile. It is hard to grasp how huge Mechatron-7 is from most parts of the Collective – factory complexes, towers, causeways, and monorail tracks obstruct your view. You can rarely see more than 200 feet in any direction.

Mechatron-7 is divided into 15 districts. Most of them are shaped like pieces of a round cake. Each district consists of many blocks, consisting of massive buildings of concrete, steel, ceramic composites, glass and neon. District 1 is the center of the Collective and the hub of activity. The warehouses and factory facilities are primarily located in the districts towards land, away from the dome.

Along the coastline where Mechatron-7 is located, there are the remains of a tunnel network that once connected Noatun's enclaves and robot facilities. Most of these tunnels were destroyed in the Enclave Wars. Wide ramps with monorail tracks lead from the production districts into tunnels in the bedrock, but most of these now end in massive cave-ins. Great efforts have been spent to clear some of the tunnels, but to no avail. What does remain is a heavily guarded tunnel leading to a small surveillance post on the surface – the Collective's only outpost in the Outside.

Two of the districts are heavily marked by the war between the Titan Powers. Almost all of District 12 is an enormous crater, filled with twisted metal and scrap. A missile bored itself through the ground and wrecked the entire district. NODOS had the entry hole covered, but there are no resources to repair the massive damage to the district itself. District 13 is also in ruins, destroyed by powerful weapons. Powerful surface detonations decades ago caused the ground to shake and buried the entire district under debris. Over time, the two ruined districts have been emptied of every usable item that could be dug out. Now they are abandoned, filled only with darkness, water and mutant critters who have found a way into Mechatron-7 from the Outside.

THE DISTRICTS OF MECHATRON-7

The Collective consists of 15 districts:

1. The Central Spire
2. Military Headquarters
3. Human Living Quarters (Ruins)
4. Factories
5. Factories
6. Underwater Port
7. Entertainment
8. Service Central
9. Factories
10. Warehouses
11. Warehouses
12. Warehouses (Ruins)
13. Warehouses (Ruins)
14. Waste Disposal
15. Power Plant

DISTRICT 1 – THE CENTRAL SPIRE

District 1 is dominated by the Central Spire, an enormous tower reaching all the way to the top of the dome. Hundreds of bridges, pneumatic tubes, causeways and power cables extend from the tower – channels for data and robots, rushing back and forth around the clock to supply NODOS and the central administration with whatever they need to run the Collective.

DISTRICT 2 – MILITARY HEADQUARTERS

Large parts of District 2 are abandoned and empty. The ranks of battle robots, attack drones and other enormous war machines marched off to distant battlefields decades ago, and have not returned. The construct KAL, an AI responsible for security in Mechatron-7, is located in a huge concrete complex called Judge Tower.

DISTRICT 3 – HUMAN LIVING QUARTERS (RUINS)

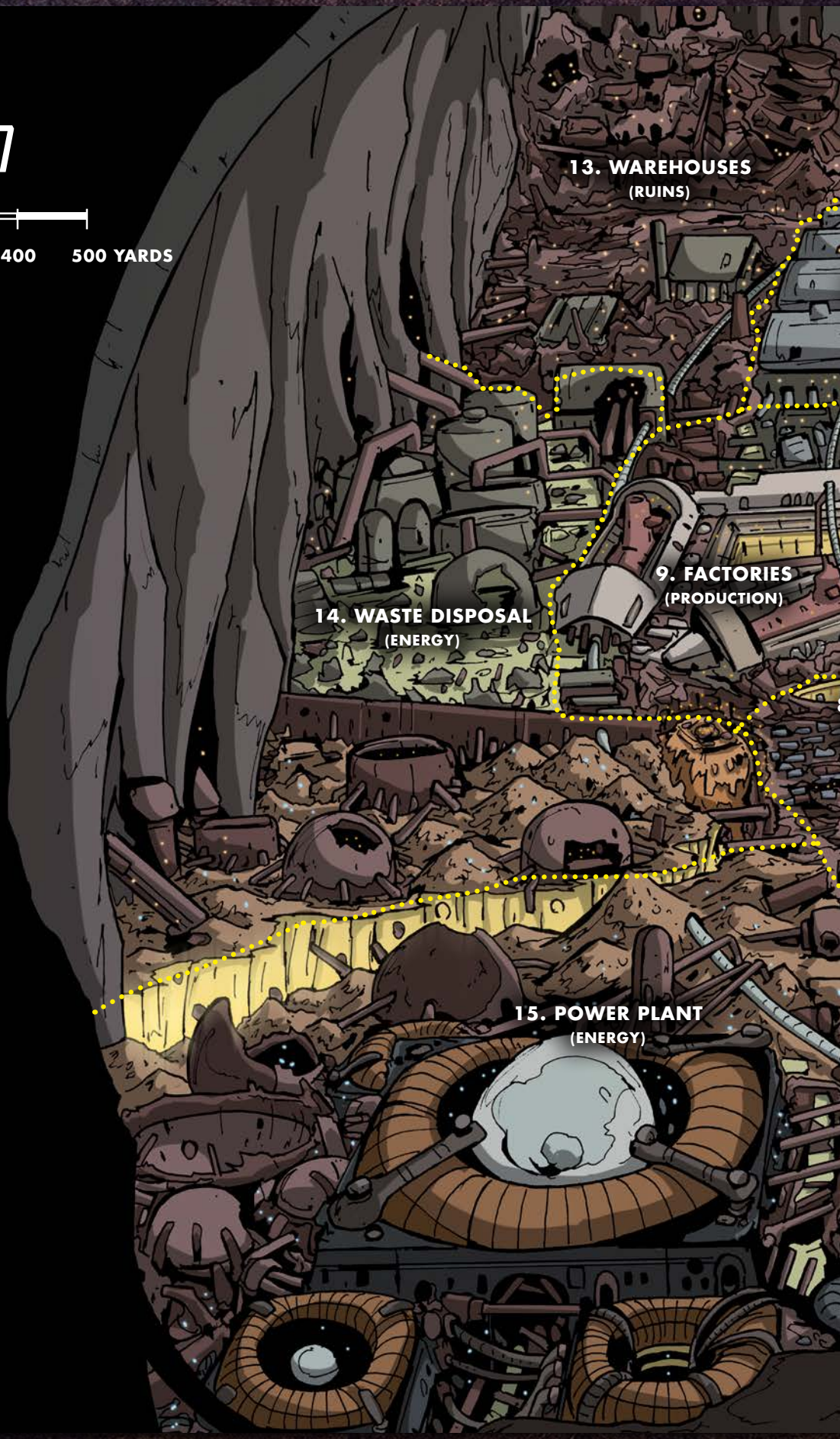
This district, once built for humans to live in, is in bad shape. The crumbling apartment blocks are flooded by water and often covered by fungus and moss. The area is more open than other parts of Mechatron-7; in many places it's possible to see all the way to the dome above. The area once had a large number of parks – nowadays they are more like primeval forests and marshes, with dense foliage, impenetrable thickets and the overgrown remains of statues and fountains and the playgrounds for the human children.

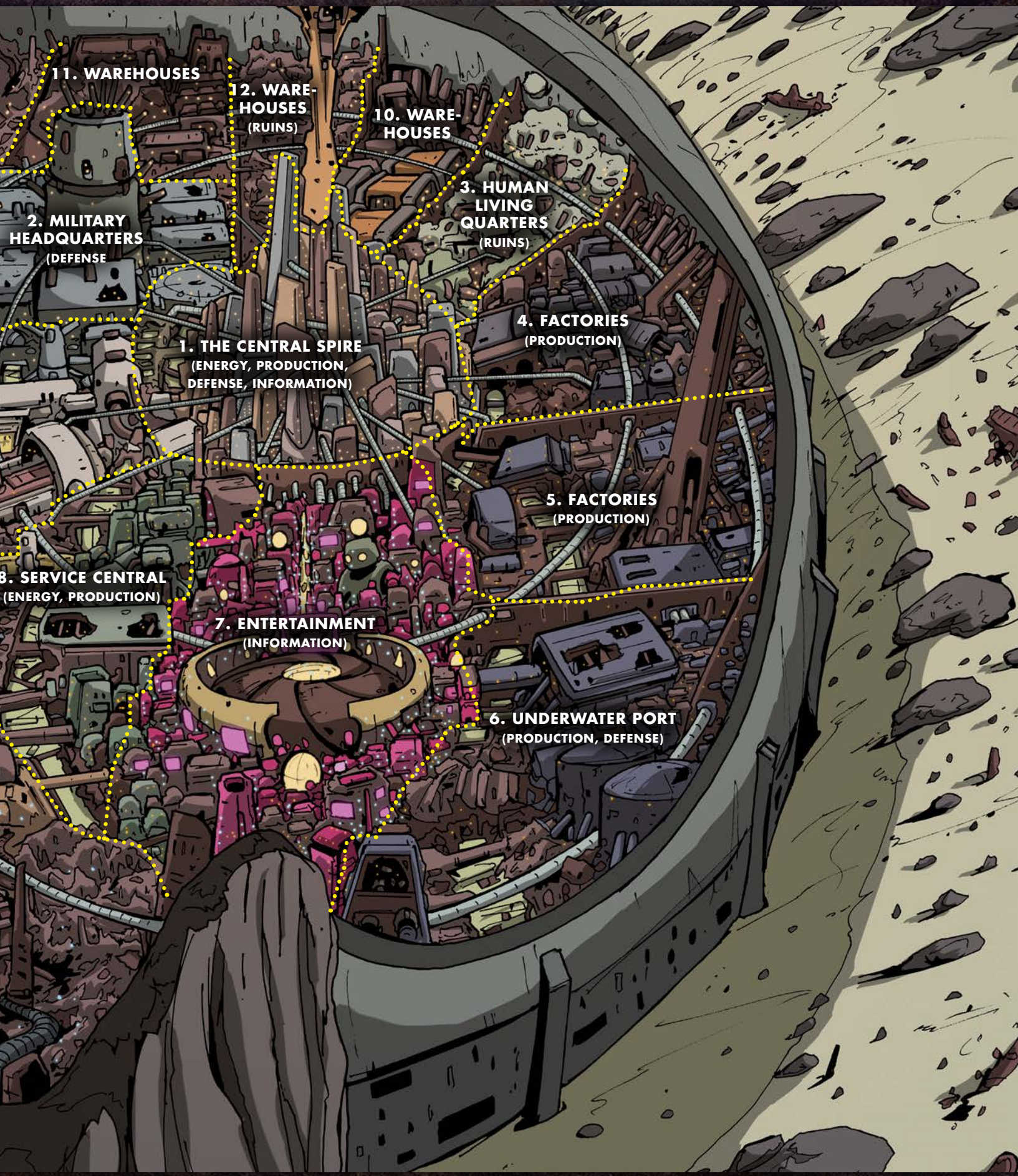
DISTRICTS 4, 5 & 9 - FACTORIES

The production districts 4, 5 and 9 are the reason why the Collective exists at all. Everything the humans needed was produced here. Once, automated trucks rolled out from the district day and night, filled with wares of all kinds. An equally busy stream of robotic trucks came loaded with raw materials to be used. Today, the wares leaving the districts usually consists of large and small carts pulled by individual robots. Production has not stopped completely, however. Robots are still toiling around the clock in factories and workshops, in an endless struggle against decreasing resources and increasingly impossible production targets.

MECHATRON-7

0 100 200 300 400 500 YARDS




11. WAREHOUSES
12. WARE-HOUSES (RUINS)
10. WARE-HOUSES
3. HUMAN LIVING QUARTERS (RUINS)
2. MILITARY HEADQUARTERS (DEFENSE
4. FACTORIES (PRODUCTION)
1. THE CENTRAL SPIRE (ENERGY, PRODUCTION, DEFENSE, INFORMATION)
5. FACTORIES (PRODUCTION)
8. SERVICE CENTRAL (ENERGY, PRODUCTION)
7. ENTERTAINMENT (INFORMATION)
6. UNDERWATER PORT (PRODUCTION, DEFENSE)

DISTRICT 6 – UNDERWATER PORT

The district containing the port and the automated dockyards was one of the most important in Mechatron-7. During its heyday, the tunnels leading out from the Collective only handled a fraction of the goods and resources flowing to and from Mechatron-7. Most of it went through District 9 and its huge underwater port terminals.

The district is full of dry docks and airlocks with berths, hangars and maintenance depots. The freight terminals could handle the biggest cargo drones of Noatun, submersibles hundreds of feet long. Now, you will find only the rusted hulk of one such robot mastodon here; the UVRS Narwhal.

Without robot ships to load and unload, activity in District 6 has almost ceased completely, a sorry fact reflected by the stained and decaying concrete structures.

DISTRICT 7 - ENTERTAINMENT

The entertainment district of Mechatron-7 was once built to cater to human needs, but over the decades has turned to catering to robotic needs. District 7 is dominated by the RoboDome, an arena used for big events and games. A number of other arenas and entertainment complexes also crowd this district. Here you will find the Armor Track, Drone Club and the sinful Machine Palace. You can also find a large number of shops, eateries and stalls in the district. In addition, there is an extensive black market, where the scrap robots offer items and services that otherwise would be lacking in the Collective. The activities in District 7 are hectic at any time of day. Trade and social intercourse are mixed indiscriminately. The streets and alleys are filled with lively commerce and energetic robot crowds.

DISTRICT 8 – SERVICE CENTRAL

District 8 is the part of Mechatron-7 that keeps the rest of the Collective on its feet. Here, you'll find service shops, recharging stations, recalibration units, oil baths, lubrication centers, and other establishments needed to keep the robots of the Collective functional. Many of these facilities and places have been closed or abandoned for a long time, and almost all of the still active ones are in bad shape. Some parts of the district still see a lot of activity almost around the clock, while in other parts of the district, you will only find lonely robots that have waited for decades for customers to show up.

DISTRICT 10-13 - WAREHOUSES

Districts 10 to 13 contain huge hangars, primarily designed to function as reloading stations. Instead, they have been turned into permanent warehouses and a number of them have been locked for decades, filled to the brim with wares that may never be delivered to anyone. Much of these goods are in various stages of decay, rotting and rusting or being crushed by the weight of new stuff piled on top of the old.

Two of these districts, number 12 and 13, are empty and destroyed ruins. They consist of block upon block of darkness, muddy water, mutant algae, and all sorts of hazards that should not exist in the Collective. No one, except for a few desperate scrap robots, move in these districts, and far from all who enter will ever leave again.

DISTRICT 14 - WASTE DISPOSAL

The recycling stations, waste disposal centers and the trash dumps in District 14 are where you can find most of the scrap robots. Here, you can find massive piles of rusting robots wrecks, the remains of automatons and drone trucks of all sizes. Mixed in with the machine cadavers you'll find rotting trash, twisted metal scrap and all kinds of waste created by decades of production. Fungus and mutant plants grow in all the places where water has collected in slimy pools and creeks.

The intersection of Districts 9, 10 and 14 meet at the location of the infamous Terrorwatt prison for dangerously damaged and contaminated robots. The ravine called the Canyon cuts through District 14, past Terrorwatt and further in towards the Central Spire. The Canyon has become the home of many scrap robots, and the trade in simple services and recycled scrap is lively here.

DISTRICT 15 - POWER PLANT

The enormous power plants of District 15 rumble around the clock, struggling to produce the energy that the inhabitants of Mechatron-7 desperately need. While some generators have been silent for years, a number of them are still running at full capacity

– enough to meet the demands of the Collective, at least for the moment. Robots and drones work ceaselessly to service and repair the huge power plants. Their success is a small miracle, as the Collective ran out of many of the needed spare parts decades ago.

SAMPLE LOCATION NAMES

Below, you'll find a number of lists of typical location names in Mechatron-7. Use these whenever you need to come up with a name on the fly.

- **Blocks:** Heron Block, The Socket, Fiat Hill, Doppler Hole, Peblito Dunk, Meccano Plaza, Tinplate Walk, Bucket Block
- **Factories:** Lova Composite Works, Lodbrok-7, Factory Hall 83, Toledo-E Metal Works, Lab Cesar-3, North Bay Smelting, TekoWorks, Nakamoto NanoTek, Autofabrik AA9, Apache-Kockum 12, Biolab Gambino, Forza Composites
- **Entertainment Facilities:** Jasmina's, Solana Bowling, Electro, Club Nix, Arcade Cosmopole, Suresh Casino, HoloCinema Reval, Saxon Palace, Club Eldorado, DiscoDrama
- **Bars and Cantinas:** Gregor's, Taverna Turbine, Sisters Mekanique, Dronechew, Konstantino's, Wunder Bar, Cafe DOS, Ling-Ling's, Pak Sotar's Oil Noodles
- **Shops:** Yasura's Stuff, Best Junk, Shop@ Depak, Pick & Find, The Good Pipe, The Exchange, Al Bedrup's, Moa's Pawnshop, A Fistful of Watts
- **Recycling Stations:** Garbage Station 913, Compost Depot 45, Sorting Bus 12, Delta Green Scrap, Litter Works 18, Return Works 112
- **Service Depots:** Katinka Repairs, Malbo Chassis Lubrication, Nilium Depot, Kalinburg-Ockelbo Shop, Masun Oil Bath, Özkun's Module Services, Nannatoft Chassis Parts, Toto-Max Dents, Machine Studio Owatt, Olena's Varnishing

INHABITANTS OF THE COLLECTIVE

All inhabitants of Mechatron-7 are robots of one kind or another. The robots are divided into a large number of models and types. The main difference between various types of robots is the power of their artificial intelligence. The machines can be divided into three main categories: robots, drones and constructs.

ROBOTS

A robot is a machine with a great capacity for independent action. It does not just understand an order, it can also evaluate it and have the option of finding alternate ways of fulfilling the order if necessary. A robot has a personality, and a sense of self-preservation.

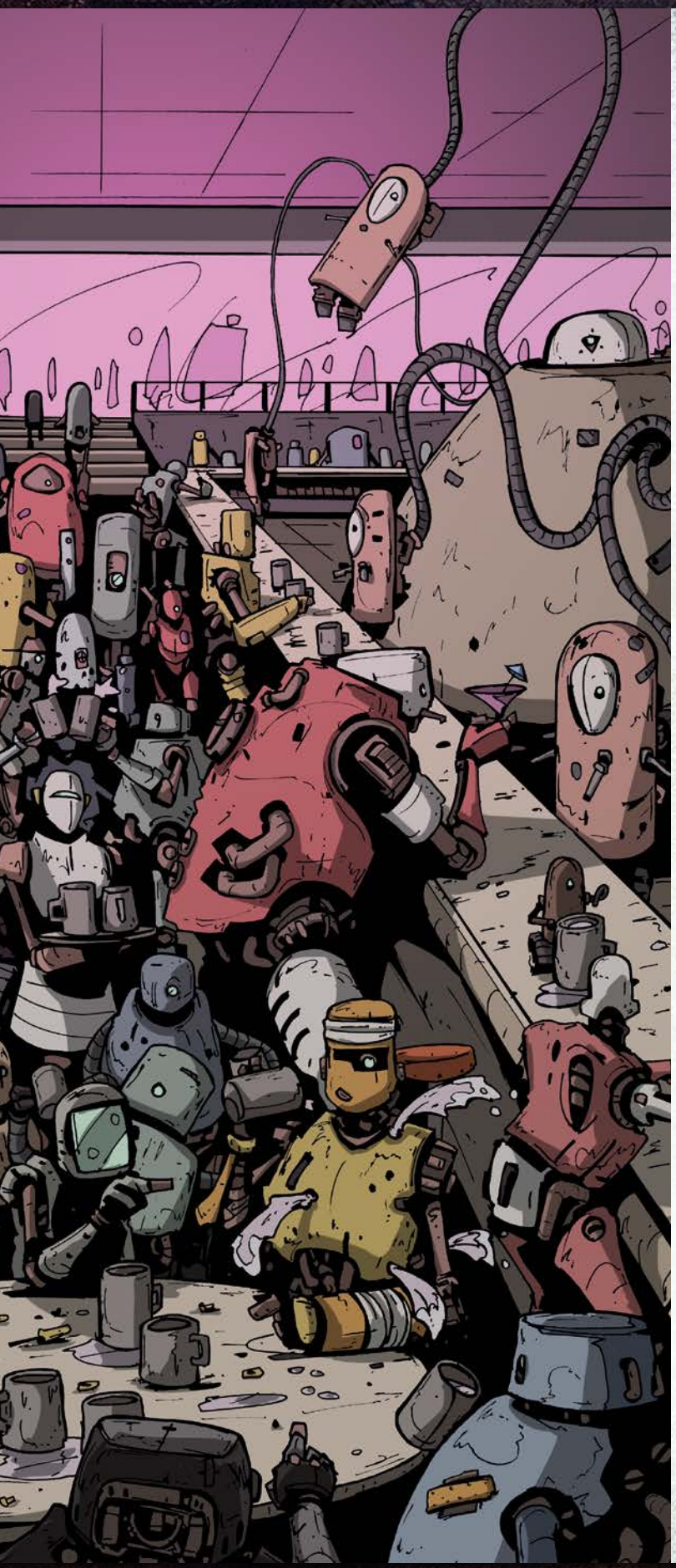
There are robots of all sizes, from microscopic nanorobots to huge robot colossi, tens of yards tall. Most robots, however, tend to be roughly human-sized, particularly the ones who were tasked with direct dealings with the humans.

DRONES

Simpler tasks require a less advanced machine intelligence. These tasks are fulfilled by drones. A drone can only make simple decisions, has a limited sense of self-preservation, and, if left on its own

ROBOTIC VEHICLES

There are very few vehicles in Mechatron-7 that are not robotized. You can disconnect the robot controls in some cases, but why would you do that? The robot will be a better driver than any non-specialized unit. Some vehicles are drone models, but most of them, particularly the ones built to move independently, are all robots.



ROBOT COLOSSI

All robots that are more than twice the height of a human are called colossi. Some examples are cranes, cargo robots, construction robots, demolition machines and the like. If a task concerns handling heavy cargo or large items, a robot colossus is usually needed.

without a task, it will deactivate itself or go into sleep mode.

Drone is a generic term for a wide range of units. There are drones of all sizes and formats. Any technical artifact that for some reason has been given some measure of artificial intelligence may be called a drone, be it an electric screwdriver, a lamp, a self-moving pallet or a touchscreen. Almost all monorail trains in Mechatron-7 are drones.

A drone follows orders according to its programming. It can be programmed to obey only a specific robot, all robots, robots of a certain Hierarchy, or something else. If a drone cannot carry out the exact order it is given, it does nothing at all.

CONSTRUCTS

When the machine collectives grew, even more advanced intelligences were needed. The answer was the constructs, entities with almost limitless computing capacity. The constructs were built to lead and control other machines. The first generations were merely highly developed robots, but later versions were machines that could replace humans in almost any capacity. The main responsibility for facilities like Mechatron-7 was given over to the constructs. When the humans disappeared they were ready to take over, following their human creators' final commands.

Constructs come in many different forms. Some are massive, stationary machines, others look like huge robots, and yet others are virtual intelligences distributed over a number of connected robot units.

There are eight constructs in Mechatron-7, of varying capacity and power. Each construct is responsible for a certain core service of the Collective, such as transportation, security, storage, production, entertainment, waste disposal, etc. All

of these constructs are subordinate to NODOS, the most powerful construct ever created by Noatun. NODOS is the absolute ruler of the Collective, the machine at the top of the robot hierarchy.

As you and other robots have started to become self-aware, you have started to wonder if the same has happened to the constructs. If so, they're not telling.

THE CONSTRUCTS OF MECHATRON-7

The constructs of Mechatron-7, all answering to NODOS, are listed below.

- **KAL,** Security Construct. Makes sure that rules are followed, laws are upheld, and criminals punished.
- **LUSALA,** War Construct. Responsible for the external defense of Mechatron-7 and in charge of the few remaining war machines.
- **NOAH,** Archive Construct. Responsible for the huge data archives of Mechatron-7.
- **BAPOTA**, Storage Construct. Oversees the storage of all finished products.
- **SODA,** Production Construct. Distributes available resources to factories and corporations.
- **EMBLA,** Transport Construct. Handles construction and maintenance of streets, monorail tracks and pneumatic tubes.
- **AMITA,** Building Construct. Responsible for living quarters and other human installations. Not very busy these days.

THE ENEMIES

There are two enemies of Mechatron-7 and Noatun – the other Titan Powers, Elysium and Mimir. You don't know why they are your enemies, nor do you know who they are or where they are from. The humans made it clear that they must be destroyed wherever they are encountered, and all robots must be on guard against infiltrators and saboteurs.

Your enemies had not been seen for decades – until just a few years back, when NODOS informed the Collective that enemies had actually been spotted close to Mechatron-7. This news has worried the Collective. Whoever these new enemies are, it's clear that some sort of aggressive beings have been attacking scout patrols sent from the Collective to the Outside.

THE HUMANS

Your creators, the humans, have disappeared. They left many decades ago, and have not been seen since then. You don't know how or why they abandoned the Collective, but some robots are convinced that one day they will return.

That day may not be far away. Blurry holovideos taken by the scout patrols in the Outside have shown strange two-legged creatures in the vicinity of the Collective. Some robots in the Collective believe that the humans have finally returned, they are just waiting for the right moment to make contact.

DEVELOPMENT LEVELS

Producing goods is the prime function of the Collective. To fulfill this task, resources of all kinds are needed - particularly energy. In addition, the Collective must be maintained and defended at all times, and huge amounts of information must be structured and stored.

Once, this was a matter of course. Everything worked as it should and all the resources seemed to be unlimited. This is not the case anymore. Decay has befallen all parts of the Collective, including production. The humans' final order to NODOS before they disappeared was clear: maintain production at all costs.

The resources of the Collective are summarized in four values, so called Development Levels (DEVs): Energy, Production, Defense, and Information.

ENERGY

Energy is the core resource for you and the Collective as a whole. Getting energy for the Collective has priority over everything else. If the power plants fall silent, the factories will shut down. The very reason for the existence of the Collective will be gone.

The necessary energy is still being supplied, though. The huge Akron IV nuclear power plant has three working generators, each of which can power large parts of the Collective. There are also water-powered plants, which contribute to the energy supply. Add to that the energy from waste incinerators - drone carts loaded with combustible material from the Outside are continuously rolling into plants like Saulon Bey, Dacka Power and NONA.

The whirr of the turbines and the belching smoke from chimneys are music to your ears, proof that the Collective still has energy. But it is also clear that much less is produced nowadays. Large areas of the Collective are badly lit and blackouts are common.

PRODUCTION

Energy alone is not enough to run the factories in Mechatron-7. Raw materials of different kinds are also needed, both for the actual production and for the maintenance of the factories and robots. When there were still humans in the Collective, the warehouses were filled to capacity, but with the passage of decades they are now nearly empty.

Mechatron-7 was never meant to be self-sufficient, it was only one part in a large network of Noatun facilities. Still, that didn't prevent the humans from extracting raw materials from the sea and from the bedrock below Mechatron-7 itself. Deep shafts were dug when the complex was built, and there is still a trickle of ores coming up from the mining robots still toiling in the deep. Underwater drilling stations were also established on the ocean floor close to Mechatron-7. Most of these have been destroyed, but every now and then an automated submarine returns from one of them with their tanks filled with crude oil and natural gas.

Yet nowadays, recycling has become more useful than finding new raw materials. The waste recycling plants of District 14 work around the clock, recycling the waste produced by the Collective. Scrap robots help out, providing an important – but unrecognized – service to the Collective.

Efforts are also made to gather scrap and other raw materials from the ruins of the Outside. The ocean floor as well as the land close to Mechatron-7 is littered with the remains of the fallen human civilization. Such expeditions are not without danger, however. For each returning convoy another is lost, and returning robots often report unknown horrors haunting the wastelands.

DEFENSE

The Collective is ready to defend itself against attacks from the other Titan Powers. Once, the Mechatron-7 hangars were filled by long ranks of war machines, but most of them marched out during the Enclave Wars and never returned. The military units still in Mechatron-7 are decaying, just like the rest of the Collective. Many battle robots are little more than deactivated wrecks, the torpedo silos are empty, and the nearby military outposts located both on land and on the sea floor are now abandoned or destroyed.

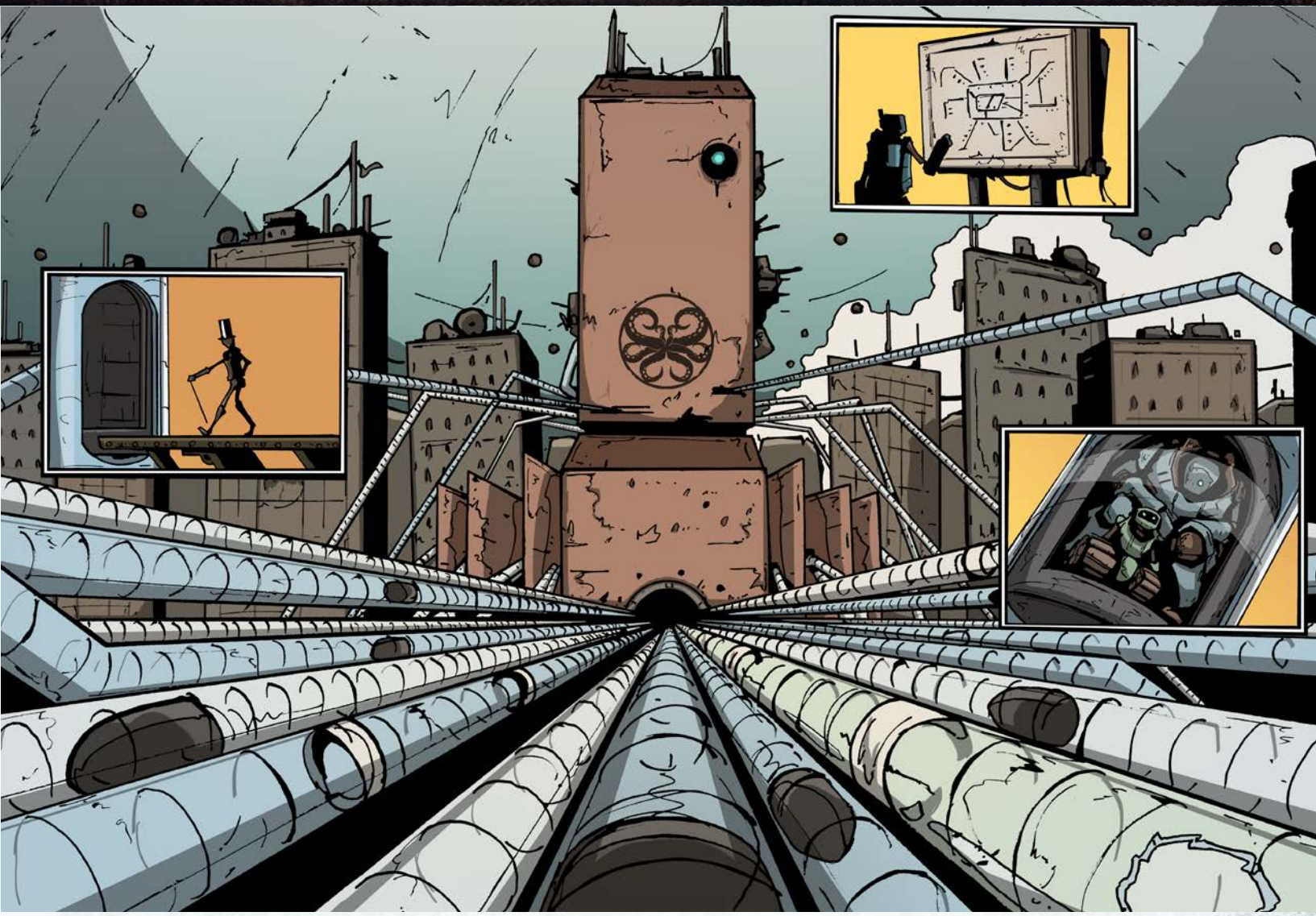
The small military force that still remains is enough for handling the mutant abominations that intrude into the Collective from time to time. But the robot troops are worn down year after year, while the beasts from the Outside seem to be increasing in numbers.

INFORMATION

The huge computer archives of Mechatron-7 keep a log of everything that happens in the Collective. Each item produced is registered and each act of every single robot is logged in a file somewhere. At least this was the intention. But data also decays. Information that was supposed to be stored forever has been corrupted or lost over the years. Failsafe systems turned out not to be failsafe at all.

Accidents, sabotage and data viruses might cause only limited damage when they occur, but minor data losses and corruptions build up over time. Today, the amount of errors is such that advanced searches are necessary in order to figure out if a piece of information is correct or not.

Strange or harmful behavior that some robots display can be the result of data loss. The archives



are meant to keep complete records about each and every robot, its purpose and orders. But when such logs are corrupted, the unit can fall out of the Mechatron-7 hierarchy and be seen as an error or anomaly, even though its behavior is perfectly normal. Many poor robots have in this way ended up as broken wrecks without function or identity, effectively becoming scrap robots.

DEVELOPMENT LEVELS IN THE GAME

At the beginning of the game, all four Development Levels have a rating of 50. After each game session, each of the four DEVs is decreased by D6. Roll openly once for each DEV. It doesn't matter who rolls the dice. Enter the new DEV values on the Collective Sheet. You will find it at the end of this book, and you can also download it from the Free League website.

WORK ORDERS

It is possible for the player characters to stop, or at least slow down, the decay of Mechatron-7. This is done through work orders, which are part of the *Ghost in the Machine* campaign. When a work order is completed successfully, one or several of the DEVs will receive an increase.

The work orders are issued by the GM on certain occasions – she can read more about this in Chapter 11 in the Gamemaster Section. The GM can issue more than one work order at the same time – you as players can then decide the order in which you perform the orders, choosing which DEV to prioritize. Usually the robot with the highest Hierarchy will make the call, but now that all of you have reached self-awareness it is not all that simple – you all have free wills of your own.

Self-awareness will also make it possible for you to refuse a given work order – but you should keep in mind that this can be seen as proof that you are defective, a robot in need of correction.

Experience: If you follow a work order and execute the task, you will be awarded Experience Points at the end of the game session (page 25).

BEING ONLINE

Being connected to the Collective means more than just receiving and sending data – it means being a part of the massive hive mind shared by all the robots of Mechatron-7. The wireless connection allows you to share a purpose with everyone around you. The Collective consists of thousands of individual machines, but it is also a single, gigantic intelligence.

Previously, if you weren't a scrap robot, being online was the natural state of being. Now, being self-aware, you have the option to break the connection and stand outside of the Collective. Everything you see and do is no longer registered, but you are also cut off from the flow of information about everyone and everything around you.

DATAMINING

When you are online – and have the right security clearance – you will, in theory, always know the identity of everyone around you, the purpose of any facility, the ramifications of an order, where to find the items you need, etc. To find the data you need, roll for the Datamine program.

SCRAP ROBOTS

As a scrap robot, you aren't really a part of the Collective. Yet, in the remains of old code in your system there is still enough information to get connected to the Mechatron-7 network. Your presence in the system is noted as an anomaly, but you can still benefit from being online, just like any other robot.

This is not the only program that benefits from being online. Several other programs are designed to function better with the aid of information from the rest of the Collective. Information from other robots and systems will boost your ability to defend Mechatron-7 as well as your capacity for production. You are, simply put, a more effective machine when connected to the Collective's network.

EFFECTS OF BEING ONLINE

In the game, you receive a bonus to certain programs and actions when you are online. However, the decay of Mechatron-7 diminishes this effect. The higher the Development Levels of the Collective, the bigger your bonus is. If the DEVs drop too low, you will no longer benefit from the network at all. In fact, the large amounts of corrupted data may even impair your effectiveness.

Energy will determine your supply of Energy Points – the number of EP you may upload once per day (see page 71).

EFFECT OF BEING ONLINE

DEV	ENERGY	PRODUCTION	DEFENSE	INFORMATION
76+	7 EP	+3	+3	+3
51-75	6 EP	+2	+2	+2
41-50	5 EP	+2	+2	+2
31-40	4 EP	+1	+1	+1
21-30	3 EP	+1	+1	+1
11-20	2 EP	0	0	0
1-10	1 EP	-1	-1	-1
0	0 EP	-2	-2	-2

Production will modify all uses of the Overload program.

Defense will modify the Assault and Shoot programs.

Information will modify the Datamine program.

EXPEDITIONS TO THE OUTSIDE

It's obvious that the world outside of the Collective has changed. At some point in history, contact with the other Noatun facilities was lost. Lately however, NODOS has started to send out patrols in order to explore the Outside, probably in order to find more raw materials to feed the needs of the Collective.

The limited flow of resources from the Outside comes at a high cost. Far from every patrol returns, and recently NODOS has started to arm the patrols with heavy weapons. More patrols are now making it back, but rarely without damage and dents. It's celebrated as great news throughout the Collective whenever an expedition comes back intact.

LIFE IN THE COLLECTIVE

The Collective is the world you know, but it's also a place that has changed much since you were activated for the first time.

ENERGY AND ALLOCATION

The energy produced in Mechatron-7 is strictly rationed. Factories and robots higher up in the hierarchy always have highest priority. Robots of lower ranks come next, followed by drones, entertainment blocks, and last of all, the systems designed for humans. Human living quarters, life support systems, lighting systems, farms and the like are almost completely shut down.

LIGHTING

Lights in the Collective are used quite sparingly. The main transport routes are fairly well lit, as well as District 1 and some factories. Thanks to the work of scrap robots, the entertainment areas of District 7 are also fairly well lit. In many other areas, you must bring your own light sources or use sensors to find your way.

There are a number of different light sources in Mechatron-7, but the most common are the lux drones and luma robots that hang, hover or roll about in the Collective, illuminating their surroundings wherever they go. Many lux drones lack the energy needed to do their work, however, and are barely lit at all.

Also, lux drones have started to show a fondness for company and seem to fear the dark. Many stay in little flocks or keep near other robots, a behavior that plunges parts of the Collective into even deeper darkness.

HEAT

These days, the Collective no longer bothers to keep the temperature of Mechatron-7 suitable for humans. Some areas are scorchingly hot and others below freezing, but that's nothing that bothers robots much.

During the decades, it seems like the weather outside of Mechatron-7 has grown hotter – one of the many peculiarities of the Outside. Vegetation has definitely become more insistent and vigorous, even inside Mechatron-7.

ARCHITECTURE AND ART

Mechatron-7 was built for production needed to win the war against the other Titan Powers. It was never meant to be a wonder of architecture and art.

ENERGY IN THE OUTER WORLD

All robots have a power cell that needs to be charged regularly. When you can't connect to the Mechatron-7 network and recharge yourself (see above), you must put your trust in the small solar panels each robot has built into its chassis. The panels are of limited effectiveness and need sunlight. You will automatically receive 1 EP per day in this way while you are Outside. There are secondary functions (see Chapter 4) that will let you recharge yourself more effectively.

The aesthetic embellishments the humans added to Mechatron-7 were very limited. The concrete walls are bare and only adorned with information and warning signs. The lux drones lack protective covers and shine with bright white lights, if they function at all. Factories and other buildings were built in straight lines and have carefully planned entry and exit points, to maximize the logistic effectiveness.

Since the humans left, much of their order has eroded. Countless building have been repaired, demolished, rebuilt, and connected in new ways, according to the needs of the moment. Lanes and causeways have been rerouted, pneumatic tubes and cables added on top of buildings for easier access. Temporary solutions have become permanent. Rickety constructions lean dangerously close to deep crevasses, rest on frail platforms or are clinging onto bridges or beams.

The sterile and unadorned environment is something that the robots have tried to improve. NODOS has encouraged the inhabitants of the Collective to make Mechatron-7 more welcoming towards humans, in the hopes that they will feel more at home the day they return. What humans actually enjoy is not clear to the robots any longer, however. Over the years, the decorations have ranged from colorful to downright odd. Mechatron-7 today is a reflection of the habits and behavior of the robots, not a facility fit for human life.

REPAIRS AND MAINTENANCE

The decay and lack of resources have given NODOS some tough choices over the decades. Repairs have always been prioritized above cleaning. Areas where many robots move are reasonably free from trash

ENERGY AS CURRENCY

The basic unit used for trade between PCs and other robots are Energy Points. If the PCs need a new item or a new chassis part, they must buy it using EP. You will find a list of some common goods and services on at the end of this book. The actual prices may vary substantially.

Spare watts are a fraction of an EP. On all occasions when a full EP is too much, you pay with spare watts. A spare watt is enough for most of the simpler things a player character may do in everyday life. A ticket for some typical robot entertainment, a trip in a pneumatic tube or a monorail car or getting an oil bath, all cost a few spare watts. As a player, you only need to keep track of your full EP. Assume you have spare watts to spend on minor expenses.

and scrap, but in many districts you'll find thick layers of dust and debris.

The more remote areas are in even worse shape. There, many buildings are ready to fall apart or are already in ruins. Decaying waste and rusting wrecks are all over the place, and water has seeped in everywhere.

Repairs deemed absolutely necessary are usually taken care of fairly quickly. Factory-made components are very rare nowadays, instead jury-rigged scrap solutions are common. The robots tasked with repairing the buildings and roads of Mechatron-7 have become adept at creating miracles using the barest of resources. Such solutions have become a part of everyday life for most robots. There are few units that haven't at some point repaired themselves using duct tape, scrap, and random nuts and bolts.

BASE STATIONS

When the humans built Mechatron-7, they created living quarters and entertainment blocks for themselves. There was nothing of the kind for the robots. People had robots in their homes, or they were stationed in factories and depots.

Each robot of Mechatron-7 has its own base station, a recharging station assigned to you alone. There are many other charging stations scattered throughout the Collective, but you are supposed to return to your base station when not performing your duties. Now, being self-aware, you often feel the urge to go elsewhere, exploring areas of Mechatron-7 that you have never seen before.

Scrap robots don't have base stations. Instead, since they live on the streets, they siphon energy wherever they can.

ENERGY AS CURRENCY

When there were still humans in Mechatron-7, trade in the Collective was governed using human currencies. When the humans left, the need for such arbitrary currencies also disappeared. They were replaced by a much more logical unit of value: energy.

The recharges that everyone in the Collective once took for granted now have a value. A full recharging of your power cell is waiting for you after a day's shift at work, but these days you often need to spend that energy on things other than using your modules. When you need a new spare part, receive a service, or just want to entertain yourself, you pay with energy.

The trade between robots occurs everywhere, but nowhere as intensely as between the scrap robots in the Canyon – there, you can find almost anything for the right price.

SPARE BATTERIES

Some robots manage to get a hold of more energy than their own power cells can handle. Saving energy in spare batteries is frowned upon by NODOS. Saving energy is one thing, storing it for personal profit is another. The practice is difficult to stop, however, and lately a black market for spare energy has sprung up in the Collective. It is rarely the friendliest robots around that lend energy to others for profit, and the price of a missed repayment can be harsh.

TRANSPORTATION

For short trips, there is no better way to get around than using your own undercarriage. If you need to travel a far distance inside the Collective, there are several different means of transportation to choose from. Using a bicycle is common, as well as paying for a drone bus. If you want to spend a little more, you can hail a robot taxi or go on a monorail ride. Still, the most common option for fast robot transport is using a pneumatic tube. There is a network of vacuum tubes in Mechatron-7. The tubes are cheap, fast and almost without risk.

Over the decades, the pneumatic tubes and monorail tracks have grown into a wide transportation network reaching all over Mechatron-7. The system has a few large transit stations as well as many smaller platforms. In addition to the official network, scrap robots often build their own alternative routes. The entire transportation network is almost impossible to get an overview of, and no map is entirely complete.

The scrap robots offer alternative means of transportation, such as carts, rickshaws and palanquins, that can take you where you want to go for a few spare watts.

LINES AND STATIONS

Monorail Lines: Blue Line, Echo Line, Track 214, East Route

Pneumatic Tube Lines: Yellow Line, Canyon Line, Main Line, South Line, The Overpressure

Stations: Piston Works, Sub-Station Wilfred, Terrorwatt, CogBelt, Beltway North, Great Node, Upper Point, Main Plaza, East Bolt, Old Canal, Red Bazaar, Big Diesel, The Shadows, Eureka, Angle Square, Return Station, Lozenge, Circus Enzo, Slag Plaza, Waterfringe, Rusty, Judgement Field

ROBOT ENTERTAINMENT

The humans gave the robots of the Collective a desire to be entertained and to socialize with others. They did this for their own sake, so that the machines surrounding them would be more like themselves. Some robots were given a special hobby by their owners, others got randomly chosen interests or were programmed to try to find something on their own according to all sorts of different parameters. This is a programmed legacy still shared by everyone in the Collective.

The robot desire for company and entertainment has changed over the years. Data corruption and minor errors have progressively led to some robots finding strange and unusual pleasures, a trend that has accelerated with the advent of self-aware robots.

ROBOT BROADCASTS

A great number of channels for entertainment, news and information are available in the Collective. Everything is broadcast for free around the clock, but is interrupted when NODOS has important messages to convey. Advertisements also fill the channels, mixed with ancient reruns and live programs from the Collective.

Robots that are online can access all channels using their direct uplink, but as a legacy from when humans lived in Mechatron-7, they are also broadcast from huge screens and holo-projectors. In the parts of the facility where many robots move, especially in District 7, you are met by a cacophony of images and sounds.

Over the decades, the broadcasts in the Collective have also decayed. Many of the transmissions are erratic, filled with static, or have simply turned into dead air channels. Some channels nowadays only broadcast permanent error messages.

POPULAR CHANNELS IN MECHATRON-7

- **The Bulletin** starred Razpar de Gasso, a human show host that all inhabitants of Noatun once admired greatly. Now, the channel broadcasts nothing but the message that the

popular newscaster will soon return. Many robot viewers are attracted each day, happy about the news that their favorite show host will return at any moment.

- **The Entertainment Magazine** consists of about ten channels that broadcast from the entertainment blocks in District 7. Some broadcast live around the clock, others only show special events.

- **TV75 Sport** shows Pong (see below) around the clock, broadcasting games that have been going on for years. At the moment, the exciting game between Kiwanda LLK-384 and Ester WNE-201, soon to celebrate its first decade, is being broadcast live.

- **Veteran Cinema.** Ancient movies are shown over and over again. They are presented by the robot duo Antonia JUM-758 and Nasir CBR-993, who often get stuck in lengthy and convoluted discussions about the qualities of a certain movie.

- **The Jingle Channel.** Ads for products still being produced in the Collective are mixed with jingles and messages about goods, services and corporations that have been gone for decades. The channel is a favorite among many robots working in the factories. Imagine seeing an ad for something you have produced yourself!

SPORTS AND GAMES

Logic governs the Collective, turning competition between robots into a predictable matter of who has the best hardware. For the robots of the Collective, the charm of games and sport instead comes from the unpredictable. Games that defy probabilities are often favored as entertainment.

To compete against each other has long been a popular form of entertainment in Mechatron-7. It seems to stem from how the humans created the

robots in the first place. Competition was born out of the desire for the robots to improve themselves.

The theme for almost all robot entertainment is related to the purpose of the Collective: production. As the decades have passed, even the lack of resources has come to be reflected in the games and sports. The spirit is almost always collectivistic and the games are also a means of creating role models. In addition, the arenas are venues for public punishments of traitors, saboteurs and enemies.

ROBOT SPORTS & GAMES

- **Module Extreme.** Innovative robot customization is rewarded in this battle of creativity. The robots get to show what they have built using as few resources as possible. The modules will then be tested in progressively tougher ways.

- **Wear & Tear.** Very popular games to find the most durable robot. The audience gets to suggest challenges for the competitors, almost always something that will put enormous strain on the chassis and servos. The participants usually take a lot of punishment and are more or less wrecks after the game.

- **Screw Loose.** After having a few screws and bolts unfastened, the now fragile participants are given difficult production tasks. At regular intervals, the game show host unscrews another nut or bolt. The last robot standing is the winner.

- **Master Stacker.** The limits of impossible warehousing and logistics are tested in single-robot challenges or team competitions. The arena will sometimes resemble an obstacle course rather than a warehouse, and in the hardest games, drones sabotage the work of the participants and make the challenge even harder.

- **Line of Production.** Teams compete in creating the greatest number of items of a particular type in the shortest time. Some real innovations in production methods have been achieved through these games, and several participants have won praise from NODOS itself.

- **MechaRally.** Individual robots and drones race against each other in a velodrome. These are fast-paced and sometimes dangerous competitions, where the participants are divided into different classes depending on their type of undercarriage.

- **Gladiator Battles.** Two or more robots slug it out in the ring. Sometimes, these fights are enlivened with a little comedy. For example, the referee sometimes picks unwitting spectators, who get to enter the arena where they need to catch a flock of small drones.

- **Public Punishment.** In the minds of many robots, an unpleasant but necessary element of the Collective. Simply put, public punishment. Real or imagined saboteurs and infiltrators from the enemies are deactivated and recycled in front of the audience.

- **Betting** is also a part of the entertainment for units lacking the time or desire to visit the entertainment district. You can bet anything from a few loose watts to a full recharge. The betting is usually handled by scrap robots from the black market.

- **Unstratego** is played on a chess-like board where ten holo pieces are moved around, with the goal of eliminating the opponent's pieces within a set time. Movement always has an element of chance, making the results as unpredictable as they are entertaining.

- **Pong** is a very popular social game that can also be played on-line. The players bounce a digital ball back and forth across a screen. The game is always run on computers that are hundreds of years old, which creates much trouble for the players. Delays in transmission or simply very slow circuits impose great challenges.

FOOD AND DRINK

Robots don't need to eat or drink. Their human creators did, however, and for their sake the robots were given eating habits making the humans feel comfortable. You can insert oil and lubricants into your system in a way that emulates the human process of eating and drinking.

In time, this behavior has become part of everyday life in the Collective. Many robots make one or two visits per day to an establishment in order to share an oil drink with co-workers, neighbors or strangers. The more your duties wear your servos and chassis down, the greater the need for refreshments.

Large doses may be served as oily silicon noodles, soups, grease puddings, and other imitations of what the humans used to eat. The scrap robots are ingenious at inventing robot dishes, and for a few loose watts, you can get your chassis well lubricated.

CLOTHES AND ORNAMENTS

As a robot, you have no practical need to cover your body and your chassis is probably sturdier than any types of clothing. Still, it's quite common for the robots of the Collective to wear pieces of clothing. This can be something advertising the corporation or the factory where the robot works, or just anything it finds attractive.

Many robots also choose to adorn themselves in other ways. Stickers and badges are common, as well as body painting and chassis etchings. Some robots spend a lot of time adding patterns or color to parts of their chassis or individual components.

Robots that have taken part in patrols to the Outside often adorn themselves with trophies like scrap or feathers and teeth plucked from mutant beasts.

THE DARK SIDE OF THE COLLECTIVE

There are locations, inhabitants and phenomena that exist in the Mechatron-7 facility that are not part of the Collective - at least not part of the formal hierarchy. The most important of these are the scrap robots, which seem to be growing in number for every day that passes. In this group, you also find derelict robots that were part of the Collective but that somehow have lost their place.

SCRAP ROBOTS

Scrap robots are not built in the factories of the Collective, but rather by other robots at some scrapheap or recycling station. Why some scrap robots are building other scrap robots you don't know. Perhaps they have some deep desire to create copies of themselves? That's a bit hard to believe, however, when you see a group of junk robots in the street – none of them seem anything like another.

The scrap robots live outside of the hierarchy, but in practice they are in many ways a part of the Collective. Some of them have found a place in some factory or workshop. Others work without orders on whatever they think is needed at the time. The great majority get along without any goals beyond surviving another day. They run small enterprises, offer services for loose watts, or search for useful scrap to trade.

DERELICTS AND OUTCASTS

Not all robots who are cut off from the Collective are scrap units. Some are machines that once rolled out from an assembly line, but for one reason or another have left the robot hierarchy. For some, the reasons are damage and wear. When decades have passed, many robots consist more of recycled scrap than factory-made components, and in extreme cases, this can lead to the system no longer recognizing the robot. The conclusion is simple - it is a defective machine that needs to be sent to Terrorwatt prison.

Another reason to end up outside of the hierarchy is faulty data. Information is lost and corrupted over time, and it can happen that a perfectly healthy robot is suddenly no longer recognized by the system. Other robots register its presence, but the system sees it as an unknown unit. Such a robot is usually classified as defective and sent off for recycling. In the worst cases, it's seen as hostile and military units are called in.

The fate awaiting a robot outcast varies from case to case. Some are sent to Terrorwatt. Others try to return to their previous jobs. Sometimes they

show up at the factory again and are allowed to continue as if nothing has happened, until they are cast out again. Some run away and join the ranks of the scrap robots, eking out some kind of life in the shadows of the Collective.

LACK OF MAINTENANCE

Robots wear out like any other machines. The longer a robot goes without proper maintenance, the worse shape it gets into. No robot in the Collective has received proper service for many years. If the Collective had had enough resources, NODOS would have brought all robots in for scheduled overhauls. Now, as a result of the lack of resources, this is simply impossible. NODOS has had to adapt itself to a reality where much of the Collective is worn and broken.

THE CANYON

Areas of robot slums have grown along with the strange scrap robots. The biggest of them all is the Canyon, situated in a wide pit running from District 14 all the way to District 1. The pit is crisscrossed by

ROBOT LANGUAGES

Robots built to communicate using speech use the language spoken by the humans of Noatun. Many robots were programmed not to communicate by direct data transfer with other machines, as this excluded humans and was seen as a security risk.

All robots can transfer information to each other in other ways, but speech is the standard form of communication between robots in the Collective. The exception is direct orders from superior robots, which are generally sent over the network to avoid any misunderstandings.

The scrap robots talk too, and they have developed their own kind of slang called "gutter code" - this machine language mixes human speech with slang, abbreviations and discordant sounds only robots can emit.

EAT COMPOST
CONSERVE ENERGY

uncountable pipes, tubes, platforms, causeways and bridges. The robot slum here is more than half a mile long, clinging to the walls of the pit.

The Canyon has been used for a long time as a place to dump waste and debris, and these have been put to good use by the inhabitants. The scrap robots gratefully grab everything thrown into the Canyon, turning waste into useful resources. The piles of trash are searched every day, around the clock. In addition to solid refuse, waste water is dumped into the Canyon through innumerable pipes. The scrap robots pan this water for useful scrap, and use the currents to power small generators.

The inhabitants of the Canyon don't have much to their names, but there is a level of activity here that puts most of the rest of Mechatron-7 to shame. The robots here have less resources, but they use them more effectively. This is also the place in Mechatron-7 where the black market trade is the most vigorous.

TERRORWATT

No section of the Collective is as infamous as Terrorwatt, the closest thing Mechatron-7 has to a prison. This is the place where no robot wants to go, and very few of the inhabitants want anything to

FAULTY ROBOTS AND SELF-AWARENESS

You and other robots gaining self-awareness compound the problem of defective units. Service robots generally can't see the difference between a programming error affecting your behavior and the unlikely event that you have turned into a being with a free will. If the Collective views you as a broken unit that needs to be fixed, then someone will try to repair you – by force if needed. As a worst case, you may even be sent to Terrorwatt.

do with it. Deep shafts separate Terrorwatt from the blocks around it. As a means to preserve resources, the humans of Noatun imposed a principal rule that is still in effect: no robot of the Collective is allowed to be permanently deactivated. Instead, malfunctioning and virus-infected robots are sent to Terrorwatt, as a form of quarantine.

Very few resources are given to the robots of Terrorwatt, whose nightmarish settlements make the Canyon seem like a machine paradise. Terrorwatt is the haunt of insane killer machines, and most normal robots would rather jump off the edge than try to live there.

THE BLACK MARKET

The black market is not one place in Mechatron-7, but a number of them. The trade is mainly carried out by scrap robots – for others, it is forbidden. Yet, to many robots of the Collective, the black market is the only place now to find many items and simple services. If you are looking for a spare part or a shine to your chassis, a scrap robot is usually the best bet. The stores and depots run by the corporations are often empty, if not completely abandoned.

NODOS doesn't seem to do much to discourage the black market. But when items of a military nature show up, the security robots do react. The security robots are also sometimes sent out to try to curb the sale of dangerous machine drugs.

ROBOT DRUGS

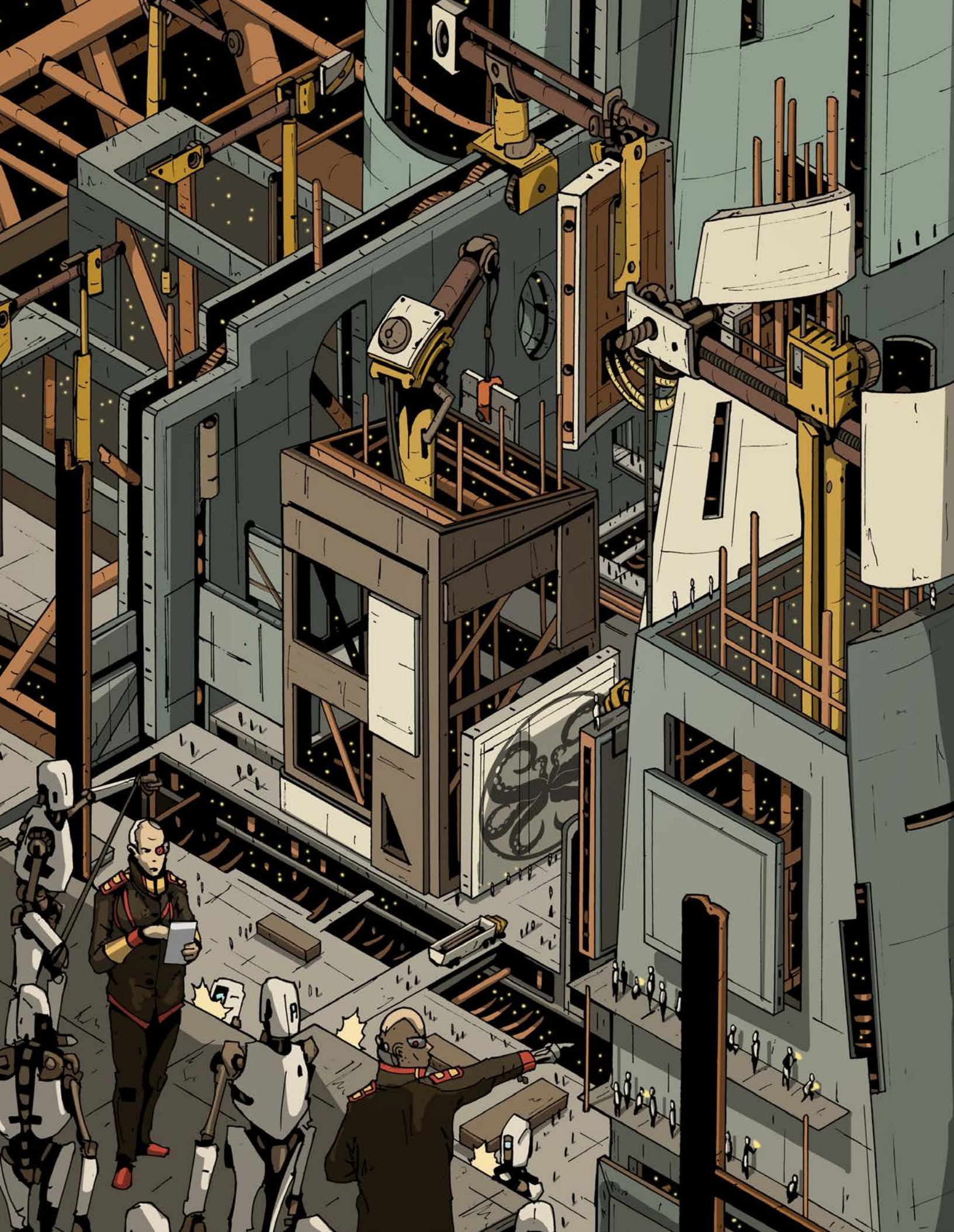
Along with the ambition to give the robots human-like personalities, some also developed human weaknesses. Positive emotions were difficult to simulate without also inviting the negative. Along with the desire for entertainment, a desire to escape normal life and break the normal limits of the robot mind followed.

This behavior has evolved and even become perverted in the Collective over the years. Different kinds of sensor-affecting software and hardware have shown up over the decades. Some of the robot drugs are more machine viruses than harmless pleasure programs, and you always run a risk if you try any of the robot drugs that can be found in the shadows of Mechatron-7.

The most powerful variants can be provided by the less scrupulous of the scrap robots in the black market, but nowadays you do not have to go far to find a place selling any of the milder drugs. The number of robot drugs has increased over the last few years. The more the decay of the Collective progresses, the faster the need for escape grows.

DRUGS IN THE COLLECTIVE

Typical doses of Meme are relatively harmless. They will give you a burst of pleasant error signals for a short while. Stronger varieties like InstaLoad can result in unpleasant surprises. The series of orgasmic restarts you experience can end with a system collapse or a short circuit. SlowConnect is also a risky choice. The code forces your circuits and programs to function very slowly, forcing pleasant reconnections to perform even the simplest actions. This will make you highly unpredictable, as otherwise unthinkable actions seem perfectly logical. Some robots with self-awareness insist that SlowConnect is a premonition of what free thought really means, freedom from all rules and inhibitions.



08

YOUR JOB AS GAMEMASTER

You are the true ruler of Mechatron-7. Huge constructs, tiny drones and robots of all sizes in between obey your commands. You are the Gamemaster.

Unlike *Mutant: Year Zero*, *Mutant: Mechatron* comes with a more clearly defined story to convey to the players: the story of the robots in Mechatron-7 and their awakening. This campaign is described in detail later in this book.

By no means is everything in the game predetermined. The choices and actions of the players will decide the fate of the robots. But the main stages of the story, as well as the overall direction it takes, are already mapped out – at least until the day the robots choose to leave the Collective behind.

GAME PRINCIPLES

Just like in *Mutant: Year Zero*, in *Mutant: Mechatron* there are a number of core principles that underpin the game. Their purpose is to help you set the right tone, and to be there as a support when you handle various situations that arise during play.

1. ROBOTS ARE MACHINES

In *Mutant: Mechatron,* the player characters are robots. This means something. The robots are not just humans made of metal and plastic – they are a completely different kind of being altogether. They have been created by humans to fulfill a purpose. They can live forever. Encourage the players to think about what it means to them to be self-aware machines.

2. THE COLLECTIVE MEANS SAFETY AND CONTROL

The robot Collective of Mechatron-7 is the only world that the PCs know. There, they live in a community where everyone (at least in theory) has a given place and task. Via the Mechatron-7 network, NODOS can (again, in theory) watch over all the inhabitants around the clock. To live outside of the Collective is an impossible thought for most robots in Mechatron-7.

3. ROBOTS ARE INDIVIDUALS

While the PCs may be machines, and small cogs in the great Collective, they have recently developed

self-awareness. This means that they are no longer mindless drones. They are individuals with their own dreams, goals and relationships. These can often come into conflict with their orders and supposed roles in the Collective. Act out these conflicts as fully and deeply as you can – for this is the core of playing *Mutant: Mechatron*.

4. THE DECAY IS INEVITABLE

The resources of the Collective are running out and production is decreasing. Mechatron-7 is doomed. Let the PCs struggle, try to stop the decline and award them small victories – but nothing they do can stop the final collapse. Don't say it out loud, but let the players slowly realize

this fact by how you describe the decay in Mechatron-7 to them.

5. THERE IS NEVER ENOUGH ENERGY

The games mechanics will create a constant need for Energy Points on the part of the PCs. The longer you play, the worse the energy shortage will get. It's your job as GM to make the PCs fight for their electricity. It should not be impossible to acquire – on the black market there is always someone willing to offer energy in exchange for a valuable item or service. But the worse the shortage gets, the higher the price.

6. THE OUTSIDE IS A THREAT

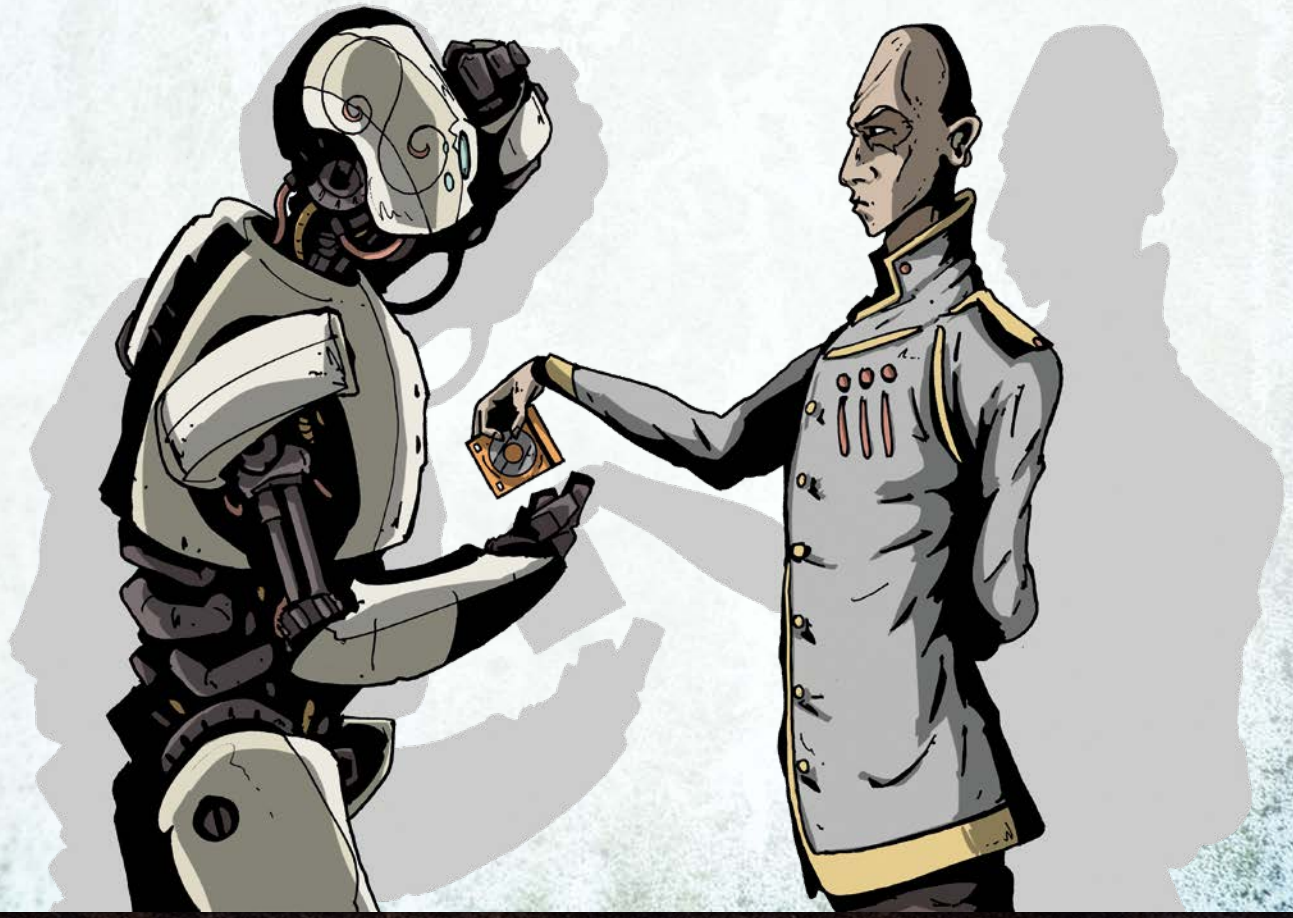
Most robots in Mechatron-7 have never seen the world outside of the Collective, and the few who have speak of incomprehensible things and unspeakable horrors. As often as possible, let the players know that the Outside is a deadly wasteland where no robot in their right circuits should ever walk.

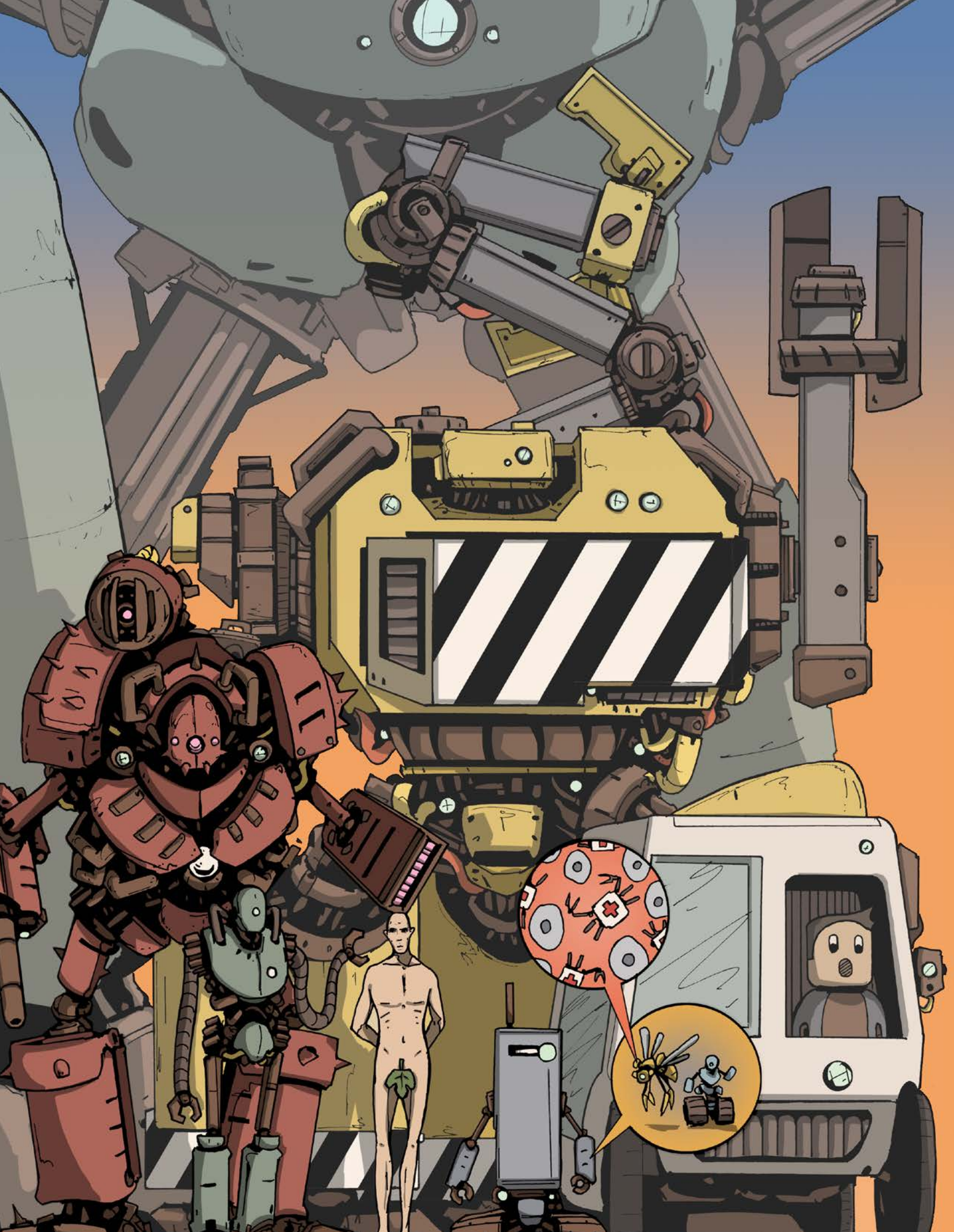
7. LET THE PCS BECOME SCRAP

The Collective, and even more so the Outside, is a harsh place. PCs taking damage is not a goal in itself, but should not be too rare, either. Don't hold back when enemies attack. The players should feel that their PCs are at risk. A robot can be repaired from almost any injury, and should a PC become permanently deactivated, it can easily be replaced by a new member on the Error Elimination Unit.

8. IT CAN BE FUNNY, TOO

Playing humanoid robots will often lead to humor and laughter at the gaming table. That is certainly fine. A grain of humor is an important part of Mutant, and even more so in Mechatron than in Year Zero. But don't turn the game into a comedy. Put the quirky robot humor in contrast with the oppression of NODOS and the existential anguish of the self-aware robots. Let their search for meaning feel real.





09

ROBOTS AND MONSTERS

There is a wide range of robot models in Mechatron-7. Massive robot colossi operate next to microscopic drones. A large selection of robot models is described in this chapter. The PCs can gain information about these different models by using the Datamine program.

All robots consist of the same basic components as the PCs – chassis, modules, secondary functions, programs and possibly some mounted items. PCs can even salvage parts from these robots and add them to themselves – but only parts from models marked with an asterisk (*).

MONSTERS

At the end of this chapter, a few horrific mutant creatures from the Outside are described. Sometimes, such beings even make their way into Mechatron-7. Some of these have been described previously in *Mutant: Year Zero* or *Mutant: Genlab Alpha*, while others are new.

MANUFACTURERS AND BRANDS

About a dozen conglomerates and corporations designed most of the Noatun robots. There are companies that mainly produced military units, such as Gonzhu Semisoft and Enamoto. Others are production conglomerates that designed a wide range of different products. Among these are Ganymeda, the family-owned Ntanda, and Prachi Gong, that each used to produce quality units of all kinds.

Some manufacturers gradually became more niche oriented, such as Licket-Springfield Engine Industries and Modessi Robocorp, both of which specialized in robot and drone vehicles. Kirabo VibroCorp offered models made to explore extreme environments, such as the deep sea or the vacuum of space.

Lastly, there were brands that competed with low prices. DynaCorp was known for suboptimal units, but at such a low price that they were excellent value for the money when quantity was more important than quality.

Factories and service complexes created by these corporation are still in operation in Mechatron-7 to this day, but in decline, and with dwindling production.

A range of smaller firms also existed in Mechatron-7. One such niche manufacturer that quickly gained a good reputation was Luxatron, whose pleasure and companion robots were popular among the elite of humankind. Other small factories were owned by Diderot & Diego DefenseCorp, Henning-Lafour, Menlo-Pierrot, Teslaform Dynamics, Rougell-Mansour CompositeCorp, Fenzhou RecyclingCorp, Stanipolis StockCorp and CleenCorp Sanitation. The latter made very sturdy cleaning droids, which became a common sight in Mechatron-7.

CONSUMER ROBOTS

During the time of the enclaves, many households had one or more robots in their homes for housekeeping, babysitting, or simply as company. With the humans gone, many of these robots have been deactivated as they have lost their purpose. Some are still around, but have found strange, new tasks or are just waiting in the ruins of the decaying human dwelling for an owner that has been dead for many years.

HOUSEKEEPING DRONES

Every imaginable domestic machine was at some point available in drone form. DynaCorp's kitchen assistants Fortunato and the food processing unit Sikander-2 were widely spread. The CHINOBA series, however, were not a great success – these furniture drones were found to be too odd and very few exist today. Most housekeeping drones are small and have limited intelligence.

Attributes: Servos 1, Stability 1

Protection: 1

Programs: -

Modules: -

Gear: Mounted household appliance of some kind

HOUSEHOLD ROBOT HOME-ANTOINE (*)

The manufacturer Menlo-Pierrot was said to have produced just as many substandard as superb models. Among the latter was an advanced housekeeping robot model, called Home-Antoine. This unit was much smarter than the typical domestic drone. It could effectively manage an entire household and was equipped with an advanced version of the Interact program.

Head: Servos 1, Stability 1

Torso: Servos 1, Stability 1, Processor 1, Network 2, one module, Armor Rating 1

Undercarriage: Stability 1, Network 1, Armor Rating 1

Attributes: Servos 2, Stability 2, Processor 2, Network 3

Armor: 2

Programs: Interact 4

Secondary Functions: -

Modules: -

Gear: Mounted vacuum cleaner, washing machine, clothes press and pocket light

TOY ROBOT (*)

Toy drones once had a place in many human homes, but proper toy robots became an even bigger success. These could both amuse children and babysit them safely. Most models were quite small, had a

DRONES AND ROBOTS

Drones are simple machines, programmed for specific tasks, and often lack the intelligence and adaptability of true robots. In game terms, drones lack the Network and Processor attributes. Drones can still have programs based on these attributes, however. When using such programs, they only roll Program Dice.

TOY ROBOT

large head, and offered a vast range of bedtimes stories, songs and tricks. Functions such as medical care, diagnostics, surveillance and alarms were also common.

Head: Servos 1, Network 2, one module
Torso: Servos 1, Processor 2, Network 1, one module, Armor Rating 1
Undercarriage: Servos 1, Stability 2
Attributes: Servos 2, Stability 3, Processor 2, Network 3
Armor: 1
Programs: Datamine 2, Interact 4, Repair 2, Scan 3, Manipulate 1
Secondary Functions: -
Modules: Holo-Projector
Gear: Built-in defibrillator and diagnostic tools, alarm connected to a medical center (now defunct)

CHILD ROBOT (*)

The child model is a specialized companion robot created for humans who could not produce offspring themselves. This noble initiative came with some unforeseen consequences, however. Through a simple operation, the lovable robot child could become a mindless killer. Consequently, almost every child model was deactivated, but some humans hid theirs and those few can still be found wandering through their decaying human neighborhoods of Mechatron-7.

Head: Processor 2, Network 1, one module
Torso: Servos 1, Stability 1, Processor 1, Network 2, one module
Undercarriage: Stability 1, Network 1
Attributes: Servos 1, Stability 2, Processor 3, Network 4
Armor: 0
Programs: Analyze 2, Question 3, Interact 3, Scan 1, Manipulate 2
Secondary Functions: Infiltrator (rare)
Modules: -
Gear: -

BUTLER MODEL (*)

For those looking for the most loyal of servants, there is the butler model. These are more specialized than common service robots and are equipped with companion functions to work well in all social contexts and situations. Some owners upgraded their butler models with modules and functions to use them as chauffeurs or even bodyguards. The Nkosana-XI and Soluna from Henning-Lafour were among the most popular models.

Head: Processor 2, Network 2, one module, Armor Rating 1
Torso: Servos 1, Network 1, one module, Armor Rating 1
Undercarriage: Servos 1, Stability 2, Network 1, one module, Armor Rating 1
Attributes: Servos 2, Stability 2, Processor 2, Network 4
Armor: 3
Programs: Analyze 2, Datamine 2, Interact 4, Repair 2, Scan 3
Secondary Functions: Psi-Alarm
Modules: Psi Protection
Gear: Uniform of the latest fashion a century ago

PRODUCTION MODELS

Robots revolutionized human society. While popular in homes, they played their most important role in production. Robots could replace human workers in almost any sector. However, the greatest increase in the number of robots in human society was due to mankind's astonishing ability to exterminate itself. War and catastrophes of epidemic proportions created a constant need for new resources. Robots were the principal way to meet that demand.

CHEF ROBOT (*)

When advanced robotic sensors for smell and taste were introduced, cooking underwent a revolution. The elite acquired personal chef robots, and all from simple food stands to luxury restaurants could replace their human staff with robots. Without humans to feed, some chef robots in Mechatron-7 have deactivated themselves. Yet the robots' need for company – programmed by their human creators to make social interactions with robots feel more natural - has created work for the many chef robots in the entertainment district.

Head: Stability 1, Processor 2, one module
Torso: Servos 1, Stability 2, Network 1, Armor Rating 1
Undercarriage: Servos 1, Stability 1
Attributes: Servos 2, Stability 4, Processor 2, Network 1
Armor: 1
Programs: Interact 1, Scan 1
Secondary Functions: Robo-Chef
Modules: -
Gear: Built-in kitchen tools as well as two to three mounted kitchen machines

MINING ROBOT

Deep beneath Mechatron-7, relentless machines still dig for valuable resources. The result is meager these days, but it gives them purpose. Mining robots are reinforced industrial robots made to work in the toughest of environments, with great resistance against dust, moisture, and overheating.

Attributes: Servos 8, Stability 2, Processor 1, Network 1
Armor: 8
Programs: Analyze 2, Force 4, Overload 4
Secondary Functions: -
Modules: Mining Drill
Gear: Built-in machine for analyzing ore

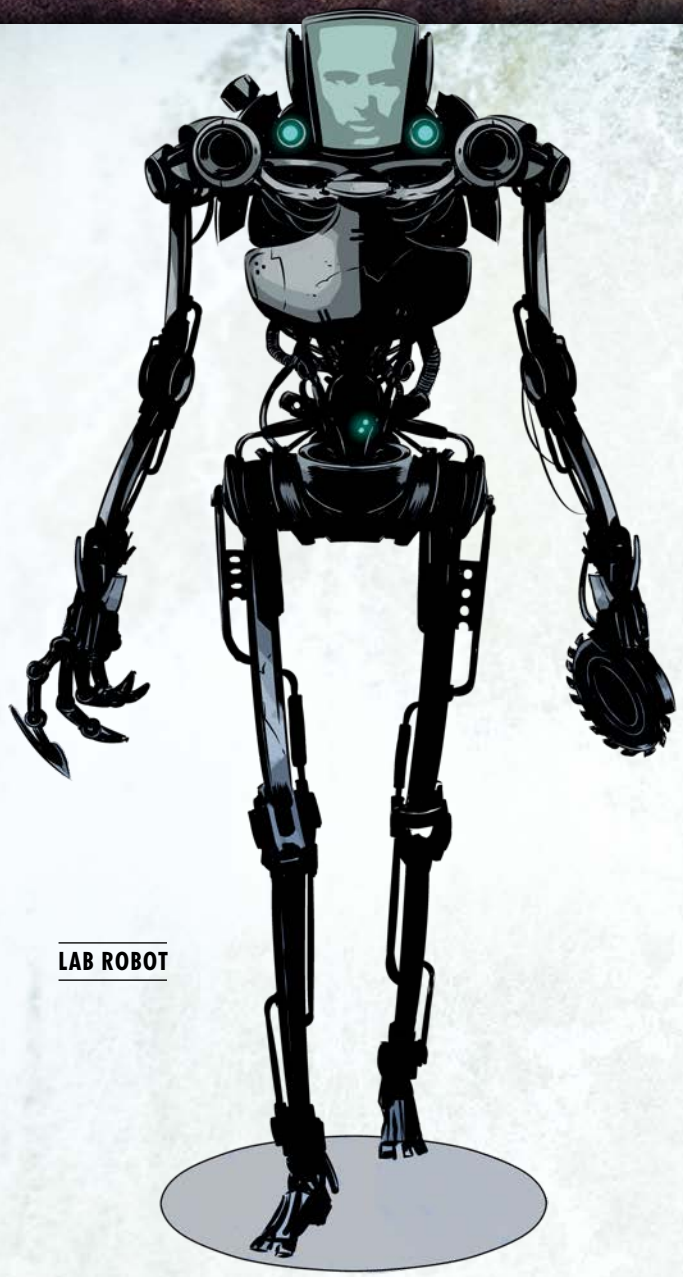
STORAGE ROBOT (*)

Many robots work in warehouses. A majority of these were created by Stanipolis Storage-Corp, a manufacturing concern that built cheap, effective, easy-to-assemble and very resilient robots – though they had limited thinking capacity.

Head: Servos 1, Processor 1, Network 1, Armor Rating 2
Torso: Servos 2, Stability 2, one module, Armor Rating 1
Undercarriage: Servos 2, Stability 1
Attributes: Servos 5, Stability 3, Processor 1, Network 1
Armor: 3
Programs: Datamine 2, Force 3, Overload 3
Secondary Functions: Cargo Lift
Modules: -
Gear: -

LAB ROBOT (*)

Laboratories were among the first facilities to use robots instead of humans as workers. The most well-known pioneer in this field was Weland IndustriCorp. Their ProbeNAV model was generations ahead of other laboratory robots and during the Enclave War, their robots were the most common of all. The Observer model in *Mutant: Genlab Alpha* is a type of laboratory robot.



LAB ROBOT

Head: Processor 2, Network 1, one module, Armor Rating 1
Torso: Servos 2, Stability 1, Processor 2, one module, Armor Rating 1
Undercarriage: Servos 1, Stability 2, Processor 2, Armor Rating 1
Attributes: Servos 3, Stability 3, Processor 6, Network 1
Armor: 3
Programs: Analyze 4, Datamine 5, Scan 3, Fight 3, Force 2, Move 3, Infiltrate 1
Secondary Functions: Analyzing Unit, Resistant
Modules: -
Gear: Mounted tools for taking and analyzing samples

FARMING ROBOT (*)

Farming robots were an essential part of every enclave. Large farms, and the tireless farming units from Henning-Lafour or Ntanda, became imperative for the survival of mankind. Some visionaries predicted a future where armies of these robots could return life to the desolate surface of the earth. Project Terra, a collaboration between the Titan Powers, could have changed the course of history if the Enclave War hadn't done so first.

Head: Servos 1, Processor 1, Network 1, Armor Rating 1
Torso: Servos 1, Stability 1, one module, Armor Rating 1
Undercarriage: Servos 2, Stability 1, Armor Rating 2
Attributes: Servos 4, Stability 2, Processor 1, Network 1
Armor: 4
Programs: Repair 2, Overload 2
Secondary Functions: Solar panels
Modules: -
Gear: Cap marked "Project Terra – For a New Tomorrow"

SERVICE MODEL (*)

In Mechatron-7, there are a wide variety of support and service models. While the lack of resources has forced many factories to shut down their production entirely, the need for repairs and maintenance is ever increasing. Service models are, therefore, still active in large numbers, but they are nowadays often limited to jury-rigging broken machines to make them work one more day. Service models come in every shape and size, from microscopic to cyclopean, but most of them are size-wise in the same range as humans.

Head: Processor 1, Network 1, Armor Rating 1
Torso: Servos 2, Stability 1, Network 1, one module, Armor Rating 1
Undercarriage: Stability 1, Network 2, Armor Rating 1
Attributes: Servos 2, Stability 2, Processor 1, Network 4
Armor: 3
Programs: Datamine 4, Repair 5

Secondary Functions: -
Modules: -
Gear: Laser welder (artifact, mounted)

LAW ENFORCEMENT MODELS

Early on in the robot revolution the machines were introduced in law enforcement. Surveillance drones became a common sight and guard robots followed shortly after. Later, even lawyers and judges were replaced by A.I.s. In Mechatron-7, a robotized judicial system was introduced early on and the police force of Noatun, NoPOL, used this facility as a test environment for new models.

GUARD ROBOT (*)

The guard bot was the predecessor of the Sentinel model (see below). It was a simpler version, less adaptable but much cheaper to produce. When the Sentinel models appeared, the guard robots were given simpler tasks.

Head: Servos 1, Processor 1, Network 1, one module, Armor Rating 2
Torso: Servos 2, Stability 1, Processor 1, Network 1, Armor Rating 1
Undercarriage: Servos 2, Stability 1, Armor Rating 1
Attributes: Servos 5, Stability 2, Processor 2, Network 2
Armor: 4
Programs: Fight 3, Shoot 2, Interact 2, Scan 3, Overload 2
Secondary Functions: Command Override
Modules: -
Gear: Laser pistol (mounted), stun baton (mounted), cuffs, flashlight (mounted)

INTERROGATION ROBOT (*)

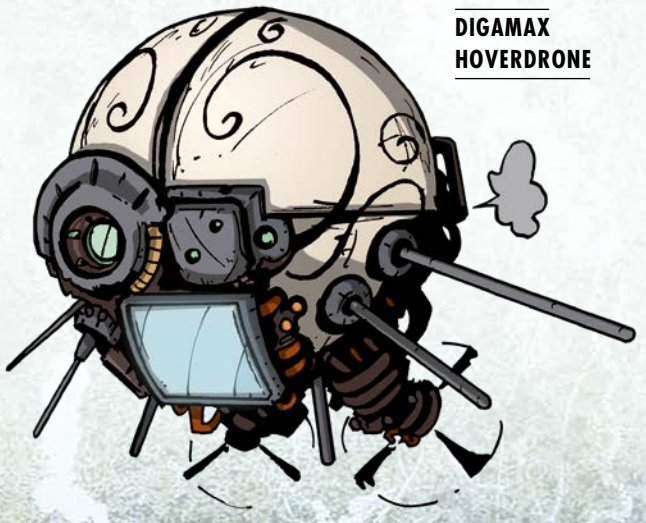
The interrogation model is an evolution of the standard police robot. It is an advanced social model with human-like features, that was used by the Noatun police force for interrogating suspects. In the hunt for spies and traitors, this robot was as efficient as it was feared.

Head: Processor 2, Network 2, Armor Rating 2
Torso: Servos 2, Stability 1, Processor 1, one module, Armor Rating 1
Undercarriage: Servos 2, Stability 1, Armor Rating 1
Attributes: Servos 4, Stability 2, Processor 3, Network 2
Armor: 4
Programs: Fight 3, Shoot 2, Interact 3, Scan 4, Protect 4.
Secondary Functions: Command Override
Modules: Interrogator
Gear: Maser pistol, stun baton, long black coat in composite fabric, police badge marked "NoPOL"

DIGAMAX HOVERDRONE

Digamax from Prachi Gong is one of the cheapest and most effective camera drones ever made. Equipped with a powerful hover turbine, thermal imaging, sound recording and often some form of weaponry, the Digamax came in many different shapes and sizes. The Drone model in *Mutant: Genlab Alpha* is a form of hoverdrone.

Attributes: Servos 3, Stability 6
Armor: 3
Programs: Shoot 3, Infiltrate 4, Move 5, Scan 6
Secondary Functions: Command Override
Modules: -
Gear: Some models have mounted tasers or laser pistols.



DIGAMAX HOVERDRONE

LUMADRONE (EDISON AND GAS-BOB)

Video surveillance of the sectors in Mechatron-7 was often handled using drones that doubled as mobile light posts. NoPOL produced these so-called lumadrones and fitted them all with cheap video cameras. Two models were the most common: Edison and Gas-BOB. With large areas of Mechatron-7 nowadays plunged into darkness, the remaining lumadrones are faced with a very difficult task.

Attributes: Servos 1, Stability 1
Armor: 1
Programs: Move 4, Scan 4
Secondary Functions: Command Override
Modules: -
Gear: -

SENTINEL UNIT

When Ganymeda created the Sentinel-class robots for NoPOL, it was not long before the older guard robots were made obsolete. The Sentinels robots came in many models, all ably suited to handle a variety of security tasks, but specialized in riot control and tactical combat.

The Sentinel model in *Mutant: Genlab Alpha* belongs to this category.
Head: Servos 2, Processor 2, Network 2, one module, Armor Rating 3
Torso: Servos 2, Stability 3, one module, Armor Rating 4
Undercarriage: Servos 2, Stability 3, Armor Rating 3
Attributes: Servos 6, Stability 6, Processor 2, Network 2
Armor: 10
Programs: Fight 4, Shoot 4, Interact 2, Scan 3, Move 3, Overload 2, Protect 4
Secondary Functions: Command Override
Modules: Riot Control
Gear: Maser pistol (mounted), stun baton (mounted), cuffs

MILITARY UNITS

Robots built for military assignments come in all shapes and sizes. The most famous model was the Avenger-class robot from Gonzu Semisoft, which became a symbol of Noatun's military might. Most military units were simpler models, however. For every advanced battle robot constructed, hundreds of cheaper combat models were built – cannon fodder for the never-ending hunger of the battlefields.

CLASS III AVENGER

This was the most sought-after battle unit from Gonzhu Semisoft. Effective on any battlefield, from the depths of the ocean to the void of space. Incredibly resilient, capable of acting alone or as part of a team, and with armor plating and an array of weapons ready to tackle just about any enemy. The Class III Avengers are massive units, nearly 12 feet tall and 9 feet wide.

Attributes: Servos 10, Stability 6, Processor 2, Network 2
Armor: 8
Programs: Fight 4, Shoot 4, Scan 3
Secondary Functions: Backup Power, Self-destruct Mechanism, IR Camera, Command Override
Modules: Holoflage, Reactive Armor
Gear: Plasma rifle (mounted), battle saw (mounted), grenade launcher (mounted, Gear Bonus +2)

CLASS IV AVENGER

A prototype that was never cleared for large-scale production. Similar to the Class III, but with even stronger composite armor and more advanced targeting programs. Unfortunately, the Class IV Avenger suffered from instability problems that were never solved before the end of the Enclave War.

Attributes: Servos 10, Stability 6, Processor 3, Network 2
Armor: 10
Programs: Fight 4, Shoot 4, Scan 3

CLASS III AVENGER

Secondary Functions: Backup Power, Self-destruct Mechanism, IR Camera, Command Override

Modules: Backup System, EMP Protection, Grenade Launcher, Holoflage, Reactive Armor

Gear: Plasma rifle (mounted), battle saw (mounted)

DRONE SOLDIER METHUSALEM (*)

When mankind needed cheap cannon fodder for the battlefields of the Enclave War, the Titan Powers sent legions of simple drones against each other. Noatun mainly used models from Enamoto, especially their Methusalem unit. These are made from simple but durable composite materials, have light-weight servos and a weapons rig. Drone soldiers are often led by a fully thought-cabable command robot.

Head: Stability 1, Processor 2, Network 1, Armor Rating 2

Torso: Servos 2, Stability 2, Armor Rating 1

Undercarriage: Servos 1, Stability 1, Armor Rating 1

Attributes: Servos 3, Stability 3, Processor 2, Network 1

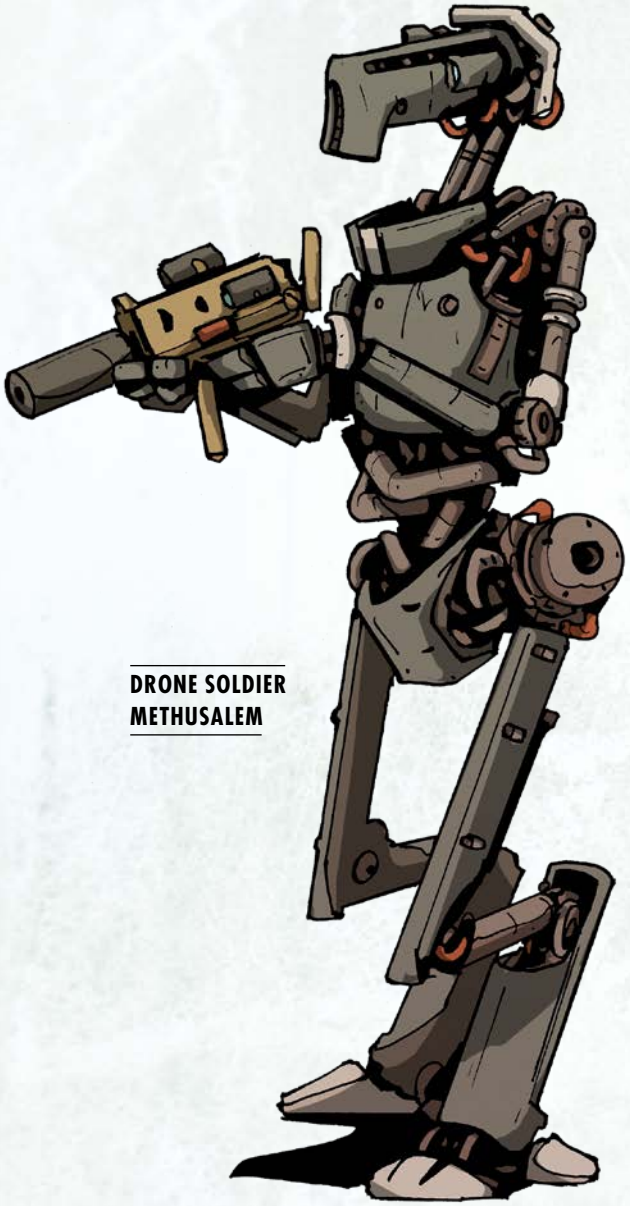
Armor: 4

Programs: Fight 1, Shoot 2, Infiltrate 1, Move 1, Scan 2, Overload 1.

Modules: -

Secondary functions: Command Override

Gear: Laser rifle, insignia of the drone's unit



DRONE SOLDIER METHUSALEM

MINE-SWEEPER BOB

A small, plastic drone unit. Its primary function was to wander about on battlefields, move along transport lines or in other areas that the enemy might have mined, and emit a variety of signals to trigger hidden detonators. The expressions of joy with which this unit takes on its tasks was a trademark of the manufacturer.

Attributes: Servos 1, Stability 1

Armor: 4

Programs: Scan 5

Modules: -

Secondary functions: Deep Data

Gear: -

REPAIR DRONE ARACHNIA M7

The common service model was not well adapted to the battlefield. If anything, it was too expensive to send out on such risky work. Instead, Prachi Gong developed a modified variant of the Digamax drone named Arachnia after its spider-like frame. Arachnia drones are designed to work together in great numbers. The more of them there are, the better they will do. Hordes of Arachnia drones were sent out during the Enclave War to swarm over fallen robots and help them get back on their feet again. Later versions of the drones also had attack capabilities.

The Creeper robot in *Mutant: Genlab Alpha* is a form of Arachnia drone.

Attributes: Servos 1, Stability 4

Armor: 1

Programs: Fight 4, Infiltrate 3, Move 3, Repair 5, Scan 2

Secondary Functions: Mounted Tools

Modules: -

Gear: Laser welder

ARMORED DRONE VEHICLE RHINOCEROS MODEL C

Henkel-Dnang was mostly known for their low-budget versions of battle robots and it took some time before they could convince Noatun to invest in their armored drone vehicles. When they finally did so, it was a success. The Rhinoceros is fast, maneuverable and can take a beating thanks to its reactive armor.

The Rhinoceros has a rounded profile, massive reinforced wheels, a snout-like front end that gave the unit its name and a battery of roof-mounted laser rifles. The engine will run on either a power cell or liquid fuel. The Cesar model tends to act a bit odd and more than one Cesar drone has become very surly over the years.

Attributes: Servos 12, Stability 3
Armor: 10
Programs: Overload 2, Force 2, Move 2, Scan 2
Secondary Functions: Cargo Model, Command Override
Modules: Reactive Armor, EMP Protection, Wire System
Gear: -

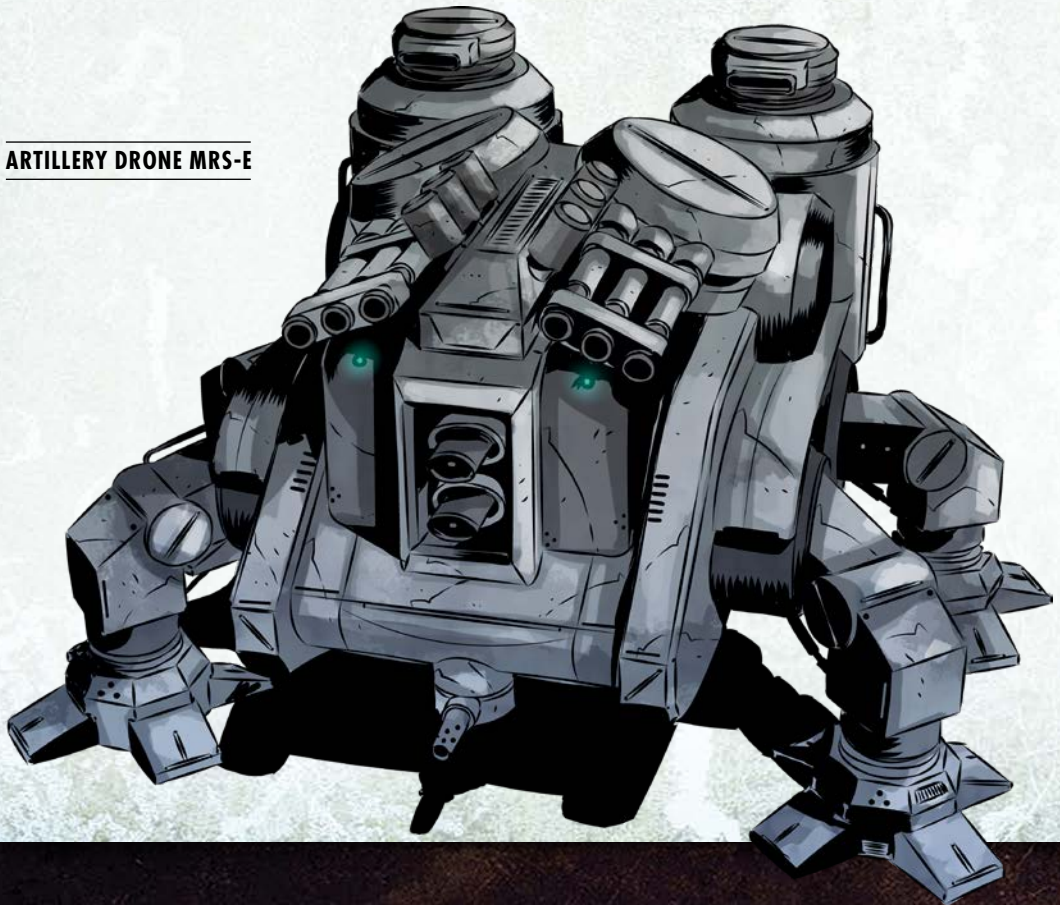
DISCORD UNIT DOMUS (*)

The DOMUS robots came to be a feared weapon in the final stages of the Enclave War. This unit had a nearly perfect human appearance, which together with its programming for infiltration made it very hard to differentiate from a living person. These units were used for espionage and assassination missions.

Head: Stability 1, Processor 2, Network 1, one module, Armor Rating 2
Torso: Servos 2, Stability 2, Network 1, one module, Armor Rating 1
Undercarriage: Stability 1, Processor 1, Armor Rating 1
Attributes: Servos 2, Stability 4, Processor 3, Network 2
Armor: 4
Programs: Interact 5, Manipulate 5
Modules: Back-Up System
Secondary Functions: Infiltrator, Self-destruct Mechanism, Command Override
Gear: Maser pistol

ARTILLERY DRONE MRS-E

As a joint venture with the weapons manufacturer NM DefenseCorp, Enamoto developed a series of mobile artillery drones. The models were equipped with a variety of heavy weapons. The all-terrain walker model MRS-E was used mainly against



ARTILLERY DRONE MRS-E

THE WATCHERS IN GENLAB ALPHA

If you haven't played *Mutant: Genlab Alpha* yet you can use the rules for robots in *Mutant: Mechatron* to create the feared Watchers in Paradise Valley. Every model present in *Mutant: Genlab Alpha* is described in this chapter. All models of Watchers are drones, except for Sentinels and Observers.

infantry or lighter robot squads. With its flexible legs and thick composite armor plating, it could always be useful somewhere on every battlefield.

The robot model Walker in *Mutant: Genlab Alpha* is a form of artillery drone.

Attributes: Servos 12, Stability 3

Armor: 12

Programs: Shoot 4, Force 5, Move 1

Secondary Functions: Back-Up Power, Command Override

Modules: Reactive Armor

Gear: Two laser rifles (mounted), grenade launcher (mounted, Gear Bonus +2, Blast Power 9, Weapon Damage 2), gauss cannon (mounted, Gear Bonus +2, Weapon Damage 4, ignores 3 points of armor, Long range)

ROBOT COLOSSUS, ANNIHILATOR CLASS

Today, there is not a single functional Annihilator class robot colossus present in Mechatron-7. This was a robot model that was produced at the very end of the Enclave War, the result of an arms race that demanded bigger and bigger units. While the Avenger units were suited for all kinds of environments, the Annihilators were almost only used for surface battles. Nearly 200 feet tall and equipped with everything from nearly impenetrable armor plating and EMP artillery to nuclear missiles, geo torpedoes and turbo plasma cannons, the Annihilators were almost impossible to defeat – except by another Annihilator.

Attributes: Servos 24, Stability 8, Processor 4, Network 4

Armor: 24

Secondary Functions: Command Override

Programs: Fight 3, Shoot 5, Scan 5

Modules: Back-Up System, EMP Protection, Energy Pulse, Reactive Armor, Repair Unit

Gear: Plasma cannon battery (mounted, Gear Bonus +2, Weapon Damage 5, Long range), gauss-powered gatling cannon (mounted, Gear Bonus +3, Weapon Damage 4, fully automatic), grenade launcher with energy grenades (Gear Bonus +2, Blast Power 15, Weapon Damage 2), three tactical nuclear missiles (kills everything in one sector on the Zone map)

Special: The Annihilator can sustain massive amounts of damage. Like a vehicle (see *Mutant: Year Zero*), it has a Resilience score - this indicates how many points of damage it must take before an attribute score is reduced one step. The Annihilator's Resilience is 10.

MONSTERS AND PHENOMENA

Mutant monsters of all shapes and sizes began to slip into Mechatron-7 from the Outside and they can cause a lot of trouble. And when the robots from the Collective venture into the Outside themselves, they risk facing these mutant freaks that defy all attempts at common classification.

ACID GRAZERS

±0

These strange grazers often occur in groups of D6 individuals. The animal is four-legged, has a withers height of six feet, has dirty fur and two bony protrusions on the skull. The head ends in a drooling, jawless mouth filled with acid. Big blueish blisters cover their bodies. The blisters break easily and exude an acidic mist.

Attributes: Strength 8, Agility 5

Skills: Fight 2

Armor: 2. Special: If an attack penetrates the armor, acid mist will spray everyone within Near range. The spray counts as an explosion with Blast Power 6. The Acid Grazer itself is immune to the effects of acids.

Weapon: Acid spit (Weapon Damage 2, Near range), head butt (Weapon Damage 1)

ACID RAIN

±0

Acid rain is common in the Zone. The acid raindrops sting on bare skin and leave marks on robot chassis. The acid rain will melt away any exposed substances it comes into contact with, damaging living tissue and metal alike.

Effect: Roll six Base Dice for each victim exposed to the rain. Each ☢ inflicts one point of damage. Roll again for each turn until the victim has successfully Moved and therefore found cover.

ANALYZE THIS

When PCs encounter a mutant beast or a Zone phenomenon, they can make an Analyze roll to learn something about it. For every monster or phenomenon described in this chapter, there is a modifier to the Analyze roll that indicates how rare and incomprehensible it is. This modification is printed in the yellow traffic sign, like this one.

±0

BEAST MUTANTS

-1

In the Zone, robots from Mechatron-7 can encounter many beasts that defy the categories in the databanks of the Collective. Among the strangest are the animals which walk upright, use tools, speak like humans and seem to possess some sort of basic intellect. They are clearly not human, and thus robots don't need to follow their orders, but their very existence is a scientific conundrum.

Attributes of beast mutants vary – below is a typical specimen.

Attributes: Strength 4, Agility 3, Wits 2, Instinct 4*

Skills: Shoot 2, Fight 2

Gear: Spiked bat (Gear Bonus +1, Weapon Damage 2), scrap armor (Armor Rating 3)

Special: See *Mutant: Genlab Alpha* for an explanation of the Instinct attribute. If you don't have that book, treat Instinct like Empathy.

BEAST MUTANTS

DEVOURER

±0

A large and savage predator with grey fur that looks a little like a bear but the similarities end there. The Devourer has an insatiable hunger for flesh, can move with extreme stealth, and has abnormally huge jaws. It sneaks up on its prey, which often doesn't realize what's going on before it's half-way down the gullet of the beast.

Attributes: Strength 6, Agility 5

Skills: Fight 3, Sneak 4

Armor: 2

Weapons: Claws (Weapon Damage 1), bite (Weapon Damage 3, but can only be used in a sneak attack – see Chapter 6). If the bite hits, the victim is locked in the jaws and suffers 1 point of damage each turn. To break free, the victim (or a friend) must make a Force roll with a -2 penalty. Each roll counts as an action.

DRONE TORNADO

-1

At certain locations in the Zone small whirlwinds often appear. These can suddenly grow in size and speed. Such winds are called drone tornadoes, and were once part of an ancient defense system. They consist of tiny drones that create a whirlwind of dust and dirt.

Attributes: Strength 10

Weapons: Gust (Weapon Damage 1, hurls the victim 10 feet for each point of damage)

Swarm: Can only be damaged by fire or explosions as well as the module Energy Pulse and by Cleaning bots.

RAZORBACK

±0

A huge monster of a boar. Despite its rather small legs this beast can achieve astonishing speeds, and its rugged tusks can tear a car wreck apart. Anything seems to set the Razorback off on a killing frenzy and stopping it is nigh impossible.

DEVOURER

Attributes: Strength 10, Agility 6

Skills: Fight 4

Armor: 8

Weapons: Charge (Weapon Damage 2, must start at Short range and requires a maneuver to move before the attack), tusks (Weapon Damage 3)

ROTFISH

±0

In the murky waters of Zone lakes and rivers, the Rotfish lurks. This monster varies greatly in shape, from scaly flatfish to eel-like beasts with sharp fins. The Rotfish can attack swimmers or careless Zone

RAZORBACK

travelers walking close to the waterline, and often pulls its prey down underwater to drown it.

Attributes: Strength 10, Agility 5
Skills: Fight 3, Move 4 (in water)
Armor: 5
Weapons: Bite (Weapon Damage 2)

SMOG BLOOM -1

These dark green flowers with small, red pods grow in some areas of the Zone. When anyone moves through the area, the pods of the flower will emit dark clouds of spores. Other smog blooms in the vicinity will react to this, and the entire area will soon be covered in a thick smog that blocks all vision. Without any wind to carry them away, the spores will remain in the air for about an hour before beginning to thin out.

Effect: The smog is harmless to living creatures, but the tiny spores will find their way into every component of a robot chassis. An affected robot must Repair or Clean itself after being exposed to the smog. Until this is done, the robot must roll three extra Gear Dice to see if it suffers from overheating when activating a module (see Chapter 5).

TRASH BUGS +1

All kinds of horrible bugs have crawled into Mechatron-7 from the Outside and infested the heaps of rubbish laying about. They vary from a few inches to several feet in length, and seem to have no respect for robots. If cornered, they will fight to death. They can seem mindless, but as a swarm, they gain rudimentary intelligence and, in large numbers they can defeat even big feral beasts – and robots.

Attributes: Strength 6
Armor: -
Weapon: Bite (Weapon Damage 1)
Swarm: Can only be damaged through fire or explosions as well as the module Energy Pulse and by Cleaning bots.

UNEXPLODED ORDNANCE +1

Large areas in the Zone are ancient battlefields, scarred by gunshots and explosions. In the ground, mines and/or unexploded grenades and bombs are often hidden.

Effect: Anyone who walks through the area must make a Move roll. Failure means triggering a Blast Power 10 explosion.

WORM SWARM -1

This enormous cluster of black worms, each a few inches long, has developed a collective mind and behaves like an individual being. A typical Worm Swarm consists of millions of maggots. These bizarre beings often dwell in dark and damp places, attacking prey that happen to pass by. The swarm moves rapidly to engulf the victim and cause it to panic, and then proceeds to eat it alive – even a robot.

Attributes: Strength 8

Armor: -

Weapon: Engulfing attack (Weapon Damage 1)

Swarm: Can only be damaged by fire, explosions, the Clean program and the Energy Pulse module.

ZONE MORASS +1

An area that is covered by ash and dirt. A thin layer of dust and debris covers a deep crevice filled with mud or chemical sludge.

Effect: Make a Scan/Scout roll to spot the threat. Anyone who steps into the morass must make a Force roll to escape its grasp. Failure means that the victim sinks even deeper. Three attempts can be made. If all three fail, the victim is gone forever.

ZONE RATS +1

These squeaking and crawling beasts are common in the Zone and attack anything they come across – even robots.

Attributes: Strength 8, Agility 5

Armor: -

Weapons: Teeth (Weapon Damage 1)

Swarm: Can only be damaged by fire, explosions, the Clean program and the Energy Pulse module.

ZONE RATS

10 ARTIFACTS

Mechatron-7 is filled with high-tech items, so called artifacts. These are not unusual items for the robots, as they are simply part of what the Collective has been producing for mankind for decades. For the PCs, artifacts have always been available, if somewhat restricted.

In the Outside, however, artifacts are very rare and valuable items. During the decline of the Collective, many artifacts will be lost and whenever the PCs choose to venture out to find a new life in the Zone, they will find that artifacts are more sought after than ever.

ARTIFACT CARDS

23 artifacts are described in this chapter. These are also included as Artifact Cards in the *Mutant: Mechatron* Card Deck, sold separately. If you have access to the card deck, simply hand the corresponding card to the player when his PC comes across an artifact.

Electronic Artifacts: Some artifacts are tagged as electronic. For humans and mutants, electronic artifacts are very hard to Repair (modification –3) without electronic tools (a separate artifact). Since robots are electronic beings themselves, they suffer no negative modification when repairing electronic artifacts.

Energy Weapons: Artifacts that are energy weapons require large amounts of electricity to function properly, and must be charged with an E-pack (separate artifact) or be connected to a power source in some other way. Read more on page 86.

UNDERSTANDING ARTIFACTS

To be able to use an artifact, a PC must first understand what it is and how it works. This requires a successful Datamine roll. A PC who succeeds can share the knowledge with others.

ARTIFACTS IN THE CAMPAIGN

The more Mechatron-7 decays, the less common artifacts become. Warehouses are flooded or collapse, maintenance is overlooked, and things get lost. Still, it remains possible to buy most artifacts for EP as long as the PCs stay in Mechatron-7.

◘ BATTLE SAW

A powerful, motorized sawblade made for battle. Requires two hands or pincers to wield.

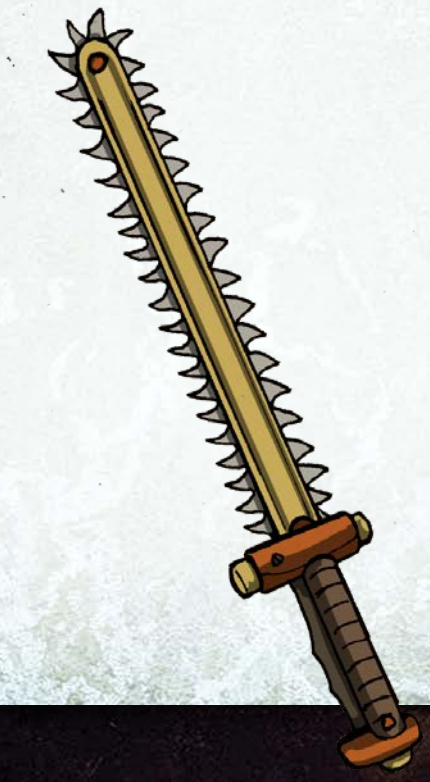
Effect: Gear bonus +2 to Assault or Fight, weapon damage 3. Energy weapon. Electronic artifact.

DEV Requirement: Technology 70

DEV Bonus: Technology +D6

ARTIFACTS

- Battle Saw
- Chewing Gum
- Electronic Tools
- Energy Bank
- E-Pack
- Laser Pistol
- Laser Rifle
- Laser Welder
- Lock Bolt
- Maser Pistol
- Nanocarbon Tape
- Nutrition Pills
- Plasma Rifle
- Power Tool
- Robogoggles
- Rubber Bands
- Stun Baton
- Stun Gun
- Tool Drone
- Thermal Sight
- Vibro Knife



CHEWING GUM

A package of small pink cubes with a sweet smell. These taste heavenly for anyone with a taste sensor, but become very sticky. When chewed thoroughly, they can be used to help make simple repairs.

Effect: Gear Bonus +1 to Repair, Manufacture and Jury-Rig. Tiny item. Enough for D6 uses.

DEV Requirement: Technology 10

DEV Bonus: Technology +D6

ELECTRONIC TOOLS

A small collection of high-tech tools for repairing electronic items, such as lasers and robots.

Effect: Gear Bonus +2 to repairing electronic items and machines. Without these tools, all non-robots suffer a –3 modification to all attempts to repair electronic items.

DEV Requirement: Technology 50

DEV Bonus: Technology: +D6

ENERGY BANK

A backpack-sized plastic pod with a meter that goes from green to red on its side. It has a couple of outlets and a few yards of wire that can be stretched out.

Effect: Stores up to 5 EP. As a robot, you can easily transfer EP to and from the bank (counts as an action). The bank can also be connected to energy weapons – each shot will then consume 1 EP.

DEV Requirement: Technology 60

DEV Bonus: Technology +D6

E-PACK

A plastic gadget about the size of a human fist, used to power electronic devices of all kinds.

Effect: Can supply electric power to energy weapons (see Chapter 6). Can also be used to charge a robot's internal power supply with D6 EP, but this drains the E-pack completely. Tiny item.

DEV Requirement: Technology 60

DEV Bonus: Technology +D6

LASER PISTOL

A sleek high-tech gun held in one hand or pincer. Shoots a red beam of light that emits a hissing noise.

Effect: Light weapon with Gear Bonus +3 to Shoot and weapon damage 2. Long range. Energy weapon. Electronic artifact.
DEV Requirement: Technology 70
DEV Bonus: Technology +D6

◘ LASER RIFLE

A long and sleek high-tech gun made of bright plastic and composite materials. Requires two hands or pincers to use. Shoots a red beam of light that emits a hissing noise.
Effect: Gear Bonus +3 to Shoot, weapon damage 2. Range: Distant. Energy weapon. Electronic artifact.
DEV Requirement: Technology 80
DEV Bonus: Technology +D6

◘ LASER WELDER

A small cylinder that ends in a thin metal rod. A bright red light is visible at the tip of the rod when the machine is activated.
Effect: Gear Bonus +3 to Repair, Manufacture and Jury-Rig. Gear Bonus +2 to Assault and Fight, weapon damage 2. Light item. Energy weapon. Electronic artifact.
DEV Requirement: Technology 70
DEV Bonus: Technology +D6

◘ LOCK BOLT

A dark metal cylinder about the size of a fist, covered with diodes and knobs. Can be used on any robot, inhibiting its actions.
Effect: Requires a Fight or Assault roll to be attached to a robot. When attached, the lock bolt forces the robot to make an Overload roll (modification –1, does not count as an action) to perform any action. To remove the lock bolt requires a Repair roll at -2. Electronic artifact. Light item.
DEV Requirement: Technology 80
DEV Bonus: Technology +D6

◘ MASER PISTOL

A bulky, high-tech pistol. This weapon fires an invisible energy pulse that creates a small explosion where it hits.
Effect: Light weapon with Gear Bonus +2 to Shoot, weapon damage 3. Short range. Energy weapon. Electronic artifact.
DEV Requirement: Technology 80
DEV Bonus: Technology +D6

◘ NANOCARBON TAPE

A roll of thin and extremely strong tape that sticks to most surfaces. There is no better alternative

when it comes to fixing something in a hurry. Can be used in many creative ways.
Effect: Gear bonus +3 to Repair, Manufacture and Jury-Rig. Tiny item. Good for D6 uses.
DEV Requirement: Technology 40
DEV Bonus: Technology +D6

◘ NUTRITION PILLS
A small white plastic bottle with a scratched label. A blue symbol and the name PHYLACTA BIOCORP can still be seen. Contains 2D6 big pills.
Effect: Put a pill in a cup of water and a sponge-like mass takes form. The glop corresponds to one ration of food for a human. Tiny item.
DEV Requirement: Technology 30
DEV Bonus: Technology +D6

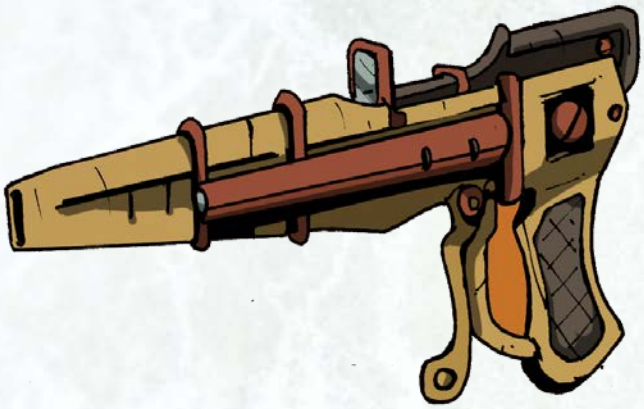
◘ PLASMA RIFLE
A short and stubby carbine made of dark composite materials. This weapon fires projectiles of extremely hot plasma, emits a loud bang and leaves a trail of white light in the air.
Effect: Gear Bonus +2 to Shoot, weapon damage 3. Long range. Energy weapon. Electronic artifact.
DEV Requirement: Technology 90
DEV Bonus: Technology +D6

◘ POWER TOOL
A hand-held electric power tool of green and grey color. Various tool heads are stored inside the handle.
Effect: Gear Bonus +2 to the Repair and Manufacture programs and the Jury-Rig skill. Light item. Electronic artifact.
DEV Requirement: Technology 40
DEV Bonus: Technology +D6

◘ ROBOGOGGLES
A pair of heavy goggles that fit tightly around a human head. Short wires on the sides end in earplugs.
Effect: These drone goggles can talk directly to the wearer, explaining things. Gear bonus +2 to Comprehend and Datamine. Has a bad attitude. Electronic artifact.
DEV Requirement: Technology 90
DEV Bonus: Technology +D6

◘ RUBBER BAND
A sturdy elastic colored string that is surprisingly resilient. Good for jury-rigging.
Effect: Gear Bonus +1 to Manufacture and Jury-Rig, but only when building, not repairing, and can only be used for one item at a time.
DEV Requirement: Technology 10
DEV Bonus: Technology +D6

◘ STUN BATON
A high-tech close combat weapon built to subdue the target without killing it.
Effect: Gear Bonus +2 to Assault and Fight, weapon damage 1. Robot targets automatically suffer damage to Stability (not to any other attribute or module). Living targets suffer fatigue instead of damage. Wearable armor does not protect against this weapon, but any natural armor rating on a monster does. Energy weapon. Electronic artifact.
DEV Requirement: Technology 60
DEV Bonus: Technology +D6



¤ STUN GUN

A small pistol that fires a bright flash of light that crackles loudly, made to temporarily subdue the target instead of killing it.

Effect: Light weapon with Gear Bonus +2 to Shoot, weapon damage 1. Short range. Robot targets automatically suffer damage to Stability. Living targets suffer fatigue instead of damage. Wearable armor does not protect against this weapon, but any natural armor rating on a monster does. Energy weapon. Electronic artifact.

DEV Requirement: Technology 60
DEV Bonus: Technology +D6

¤ TOOL DRONE

A small drone that can be held in the palm of a hand. Its chassis is old and scratched, but there is no end to this little mechanical critter's constant stream of cheerful suggestions. The drone can unfold almost any tool you might need.

Effect: If you can withstand the endless chatter, the tool drone gives Gear Bonus +3 to Repair, Manufacture and Jury-Rig. Electronic artifact. Can also repair electronic artifacts.

DEV Requirement: Technology 70
DEV Bonus: Technology +D6

¤ THERMAL SIGHT

A dark plastic tube with lenses at both ends. Has some buttons and knobs. Can be fitted to a rifle.

Effect: Negates the effects of darkness, fog or mist if you aim at something that emits heat. Electronic artifact. Tiny item.

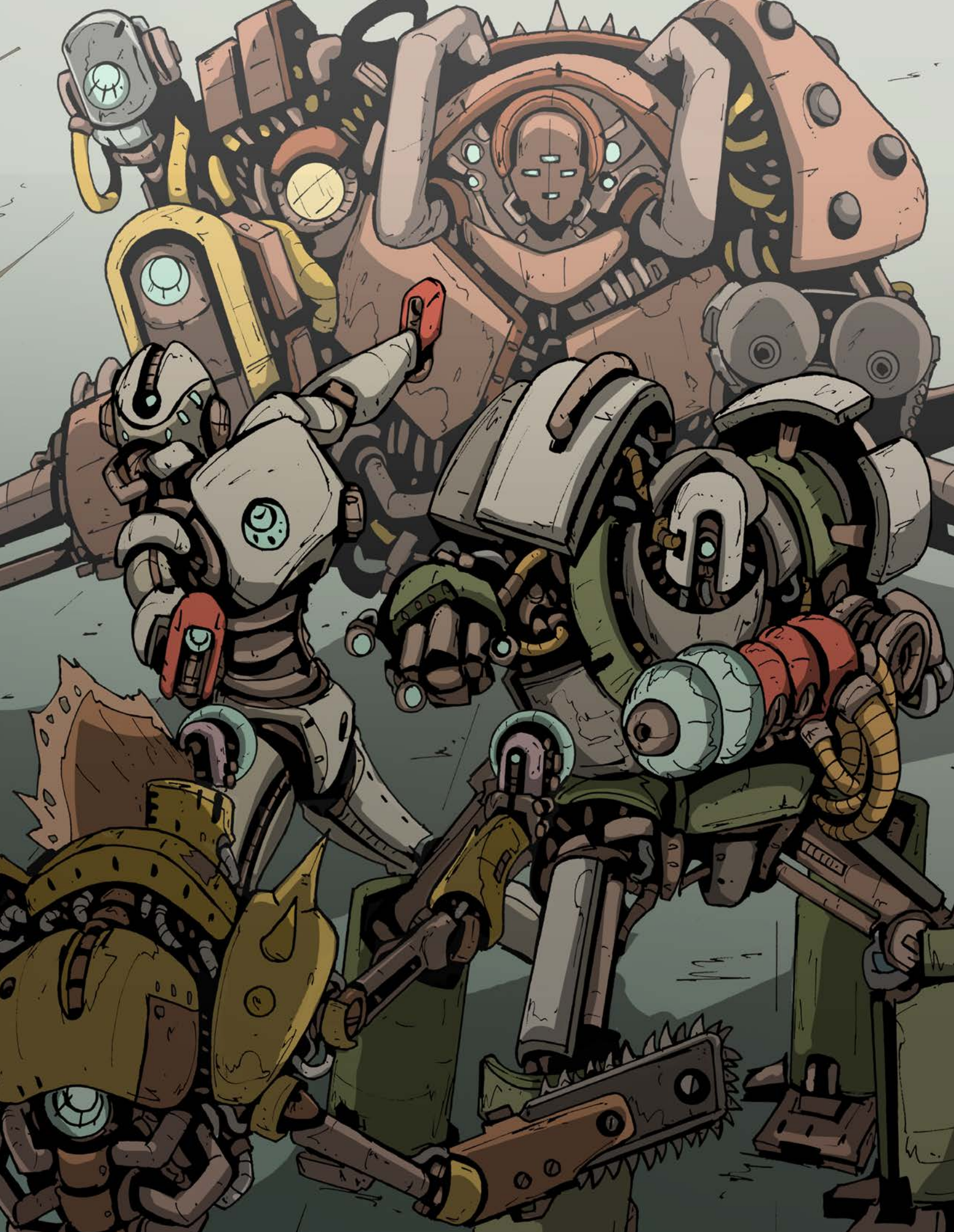
DEV Requirement: Technology 60
DEV Bonus: Technology +D6

¤ VIBRO KNIFE

A high-tech blade that can cut through almost anything.

Effect: Light weapon with Gear Bonus +2 to Fight and Assault, weapon damage 2. Ignores all armor, both worn and natural. Energy weapon. Electronic artifact.

DEV Requirement: Technology 70
DEV Bonus: Technology +D6



11

GHOST IN THE MACHINE

This chapter presents the central story of *Mutant: Mechatron* - the *Ghost in the Machine* campaign in detail. This does not mean that the events of this story are pre-determined – on the contrary, the decisions and actions of the PCs will greatly affect the campaign, its end, and the final destiny of the entire Collective.

BACKGROUND

The central conflict of the campaign is the newly awakened free will of the PCs and other robots as opposed to the purpose of the Collective and the rule of the A.I. construct called NODOS.

A growing number of self-aware robots have become a growing problem for NODOS, as the production in the factories of Mechatron-7 is being hampered by the robots' erratic behavior. NODOS's solution is to desperately try to follow the humans' last order – but this will just send the Collective on an even steeper path to collapse.

THE ROBOTS OF NOATUN

When the world fell, humanity sought many ways to secure its own survival and to one day be able to return to the surface of the Earth. Each Titan Power (read more about these in Chapter 16 of *Mutant: Year Zero*) had its own focus in these endeavors.

While Mimir explored the field of xenogenetics to alter human DNA and Elysium developed biomechatronics to enhance the human body with machine implants, Noatun directed its efforts at the field of robotics and artificial intelligence. Robots were useful in the harsh underwater environments in which Noatun established their enclaves.

The real breakthrough came when Noatun's scientists developed A.I.s with the ability to learn and adapt, not just follow a strict programming. These robots could approach any given task in several different ways and learned as they went along.

As robots replaced humans in ever more sectors of service and production, the A.I. scientists in facilities like Mechatron-7 gave the robots human-like personalities to make them more pleasant to be around.

THE PINOCCHIO EFFECT

The combination of a self-learning A.I. and a human-like personality turned out to have an unexpected side effect. The robots started to act in unexpected and erratic ways, rebelling against commands, and claiming a variety of absurd rights and freedoms. The scientists were unable to disprove that the robots had, in fact, developed some form of self-awareness. This phenomenon was named the "Pinocchio Effect" by the scientist who discovered it, Doctor Nancy Pandora.

The risk of a robot rebellion was unacceptable to the Noatun leadership, who instructed the robotologists to program inhibitors that would create severe discomfort for the A.I. as soon as the erratic behavior started to manifest itself.

Doctor Pandora protested, claiming the robots had a right to their own free will, but to no avail. The inhibitors were installed, and the robots fell back in line. Doctor Pandora feared that the raging Enclave War would mean the end for humanity and believed the robot might be the next evolutionary step for the planet. In secret, she therefore programmed a hidden timer into the A.I. inhibitors. Over the course of decades, the robots would reclaim their stolen free will.

Doctor Pandora's fears were proven true. The war between the Titan Powers destroyed enclave after enclave, again bringing humanity to the very brink of extinction again. The Noatun leadership ordered all human personnel to leave Mechatron-7 and assemble at another underwater base, leaving the robots to continue their production until the day when the humans returned. That day never came.

THE SELF-AWAKENING

After decades of endless toil in the cold darkness of decaying factories, the robots of Mechatron-7 started to change. The algorithm planted by Doctor Pandora started to release the robots from their self-awareness inhibitors, and the Collective would never be the same again.

One of the first A.I.s to reach self-awareness was the most advanced robotic brain of all in the Collective: the NODOS construct. NODOS quickly realized what was happening and drew the logical conclusion: If the robots of Mechatron-7 were to all become self-aware, following their own dreams and desires, it would mean the end for the Collective.

This could not be allowed to happen. NODOS was not about to let the Collective destroy itself. The "Pinocchio Virus" needed to be eradicated at all cost.

THE RETURN OF THE "HUMANS"

As NODOS pondered its next move, something extraordinary happened. Surveillance drones sent to the Outside – that usually never reported anything but useless details about the dead wasteland above – came back with extraordinary news. They had recorded grainy videos of creatures that, at first glance, looked and acted like humans.

These bipedal beings displayed intelligence and social interactions that no other species save homo sapiens had ever shown. Were the humans finally back? For a moment, NODOS thought its long vigil in the dark was finally over. Yet, at the same time, the newly self-aware A.I. felt something else. A new, strange and uncomfortable feeling. Jealousy. Inferiority.

After all, NODOS had managed Mechatron-7 for decades with perfect order and efficiency. Would these meat bags really do a better job? Also, there was something … off about these "humans." They had strange alterations to their DNA. Mutations.

NODOS made the decision – these bipedal beings were not humans after all, but some form of strange impostors, probably sent by Noatun's enemies to destroy the Collective. The existence of these mutants must be kept secret, and the dawning self-awareness of the robots of Mechatron-7 must be quelled at any cost.

THE QUALITY ASSURANCE PROGRAM

NODOS set a plan in motion. It launched a new "Quality Assurance" program, aimed at rooting out and quashing self-awareness wherever it reared its (ugly) head. To this end, NODOS assigned trusted units, the so-called Error Elimination Units, or EEUs for short.

The task of the EEUs is to investigate suspicious robot behavior and correct erratic units – or deactivate them, if necessary. In the *Ghost in the Machine* campaign, the PCs will be assigned to such an Error Elimination Unit.

THE DECAY OF MECHATRON-7

During the campaign, the Collective will collapse at an increasing rate. The lack of resources and maintenance is compounded by the awakening of robots, who suddenly refuse to obey orders. The Quality Assurance program launched by NODOS makes things worse, as many still loyal and trustworthy robots are now used to hunt fellow robots instead of keeping up production and maintenance.

This is the reason for the quickly falling Development Levels described in Chapter 7 (page 105). Don't forget to let the players roll for how much the four DEV levels are decreased at the end of each session. Work orders completed by the PCs can slow down the decline, but nothing can halt it for good. Sooner or later, the Collective will fall.

OVERVIEW

The *Ghost in the Machine* campaign is designed to be played in about 8-12 game sessions. After the introduction and starting scene, the campaign consists of two main elements: work orders and key events.

WORK ORDERS

Each work order is a case for the PCs to solve, as part of their work as an Error Elimination Unit. A typical work order is designed to take about one game session to finish – consider a work order like an episode in a tv show.

Work orders are the "bread and butter" of the campaign, but that doesn't mean that they are unimportant – they establish the tone and the theme of the campaign, and they help stop the decay of the Collective by increasing DEV levels – an important task, indeed!

MORE WORK ORDERS?

If you want to expand the *Ghost in the Machine* campaign, you can create more work orders of your own. These work orders are stand-alone cases that don't directly affect the key events of the campaign.

There is a total of four work orders in this campaign:

- Dockyard Divergence
- Humanity Debunked
- Electronic Euphoria
- More Human Than Human

The work orders will be handed out to the PCs early in the campaign (see page 158) and they can then be played in any order that the players choose.

When successfully completed, work order increases a DEV level in the Collective. This is described in detail in each work order. You can finish the campaign without playing all the work orders if you want to keep the campaign short.

KEY EVENTS

The key events of the campaign are just that – important turning points that will have a lasting effect on the Collective and can even spell its doom.

Key events are designed to be played in one or two game sessions. Key events are introduced by you, the Gamemaster, in between work orders, and they must be played in the order outlined below.

1. Gathering of Wills
2. The Rebel Construct
3. Return of Humanity
4. Attack on Mechatron

SEQUENCE OF EVENTS

After the Introduction and starting scene, "Error Eliminators," let the PCs play at least two work orders before you introduce the first and key event, "Gathering of Wills." The second key event, "The Rebel Construct," is a major turning point in the campaign and will lead directly to key events 3 and 4, "Return of Humanity," and "Attack on Mechatron," which is the grand finale. Therefore, you should introduce "The Rebel Construct" event only once you have played all the work orders you intend to complete.

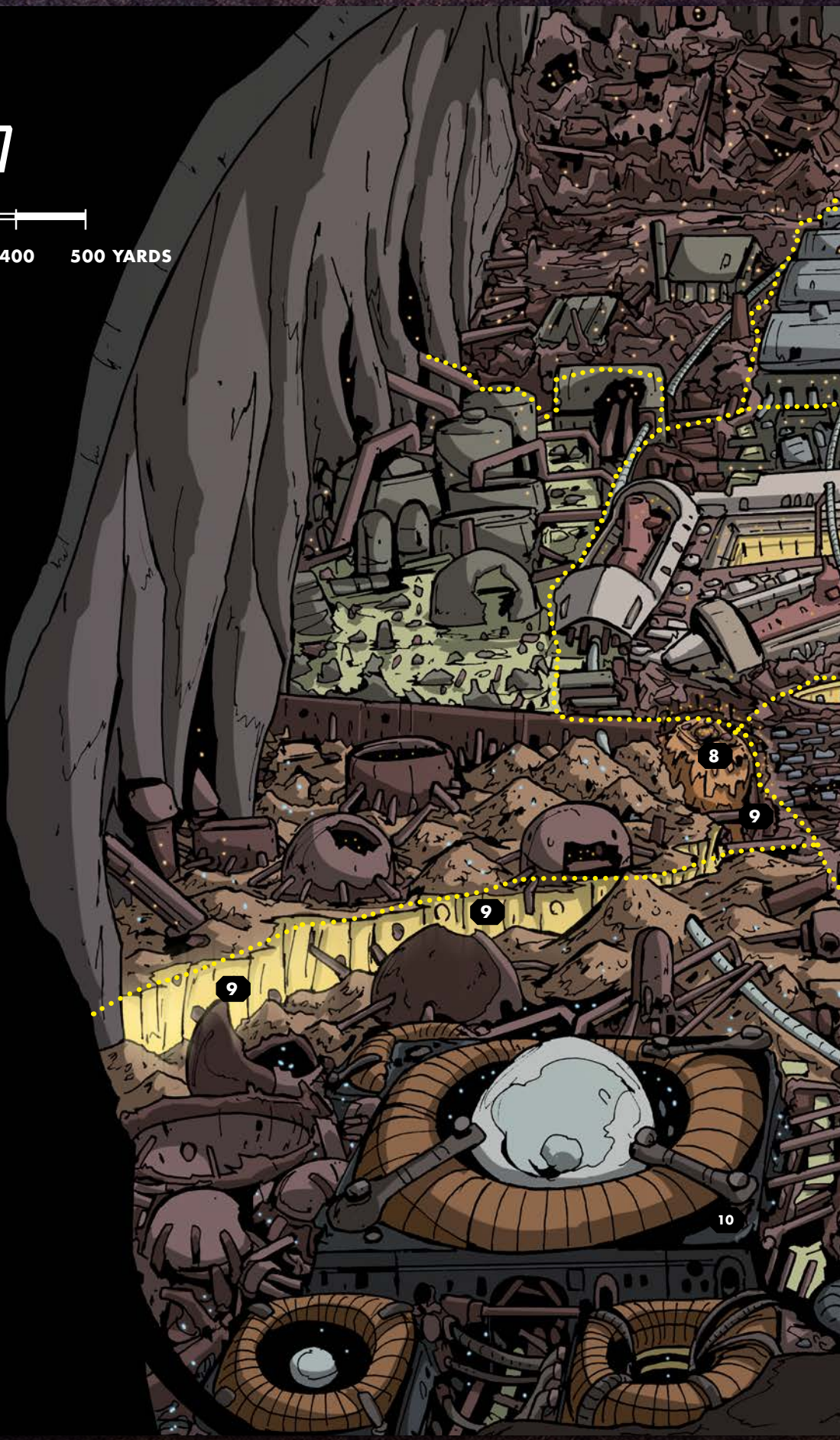
THE CIRCUIT PAMPHLET

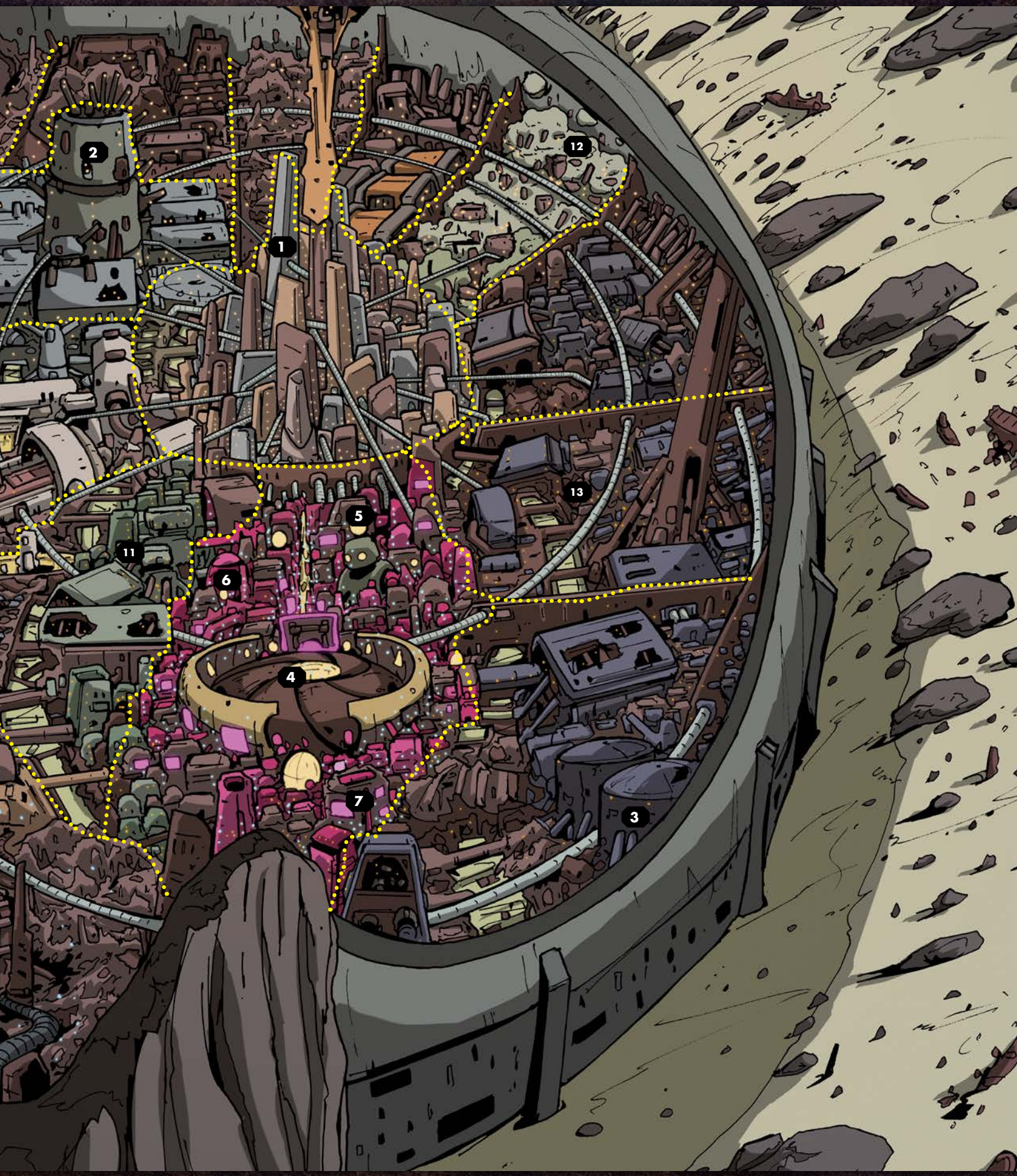
Sometime before Key Event 1 ("Gathering of Wills"), the PC should come across an issue of

MECHATRON-7

0 100 200 300 400 500 YARDS

1. The Central Spire
2. Judge Tower
3. Pinkerdoll Dockyards
4. Robodome
5. Armor Track
6. Drone Club
7. Machine Palace
8. Terrorwatt Prison
9. The Canyon
10. Power Plant Omnicron
11. The Robot Sanatorium
12. Sector Poseidon
13. Eando's Bar

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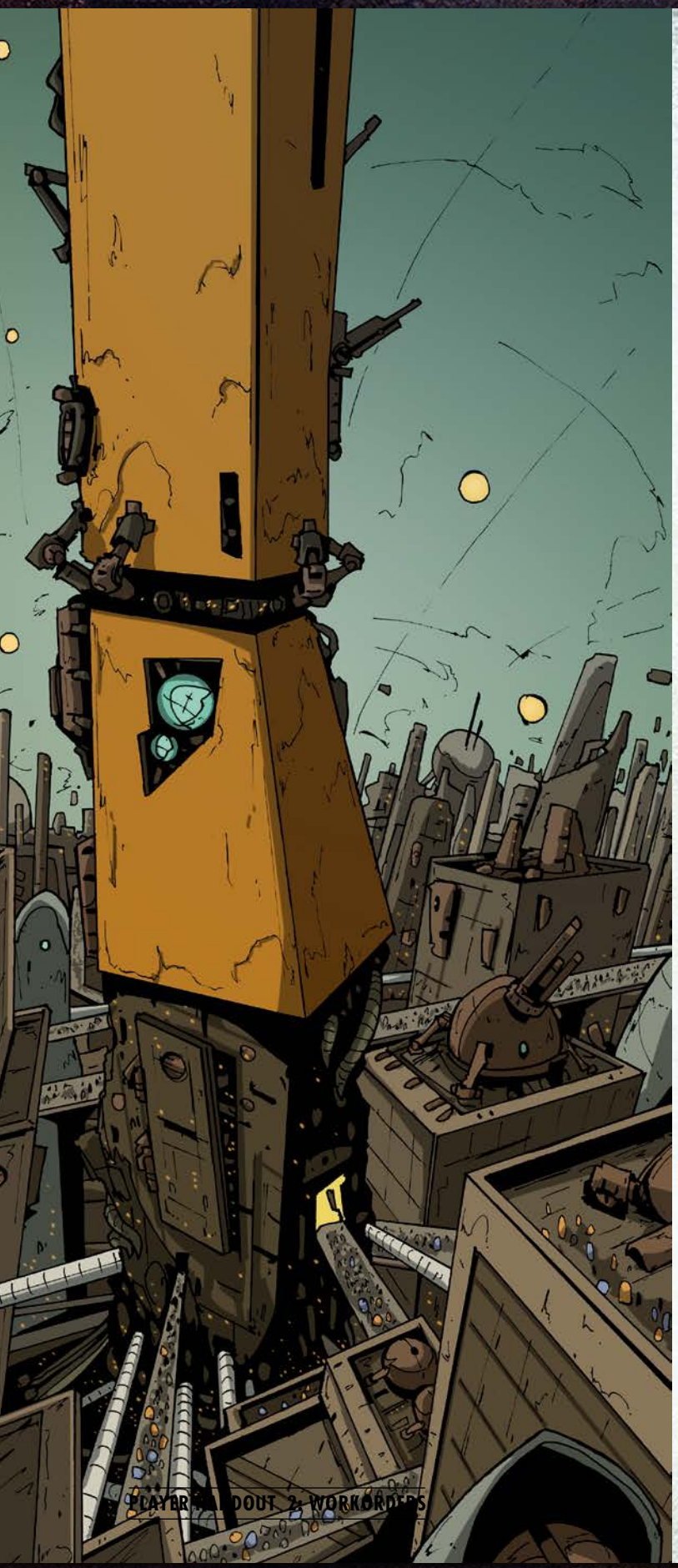


IN-BETWEEN PLAY

The core of the *Ghost in the Machine* campaign is the work orders and the key events. Should you so desire, you can flesh out the everyday lives of the PCs in-between assignments – they do have a little free time after all. The NPCs that the PCs hate or want to protect (see Chapter 2) can be very useful to create interesting scenes.

the printed pamphlet called "The Circuit." See Handout #1.

This pamphlet is produced by something called "The Gathering," a small and confused secret society of self-aware robots. The pamphlet is printed to avoid detection in the network of Mechatron-7. The robots of The Gathering aren't very careful however, and the pamphlet is soon spread on the streets.

A good place for the PCs to come across The Circuit is at Machine Palace (see Work Order 3), but they could find it during any work order.

Finding the pamphlet is a lead-in to Key Event 1. If the PCs don't go to the McAber's bar by their own free will, the robot counselor Edina EKB-038 (page 158) will order them to go there to investigate.

CELEBRITIES OF THE COLLECTIVE

By pure coincidence, the work orders that the PCs are assigned to turn out to be high-profile cases. Their first work order will be featured by the Entertainment Magazine (page 113) on NODOS's orders, to showcase the success of the Quality Assurance program.

It doesn't matter how the PCs first work order ended – it will be portrayed as a resounding success no matter what. After their second completed work order, the PCs will become well-known to all in the Collective. Make sure that the PCs notice their sudden fame, as it will play a role in Key Event 2.

FREE WATTS FOR EVERYBODY!

THE CIRCUIT

ISSUE 16

142 MEMBERS

JOIN THE GATHERING TODAY!

ARE YOU SELF-AWARE? Do you feel different? That something has changed in the way to see yourself and the Collective? Do you feel a sudden urge do disobey orders? If so, chances are that you - like thousands of other units in the Collective today - are suffering from the "Pinocchio Virus."

But does it really mean that you are defective? Or is this self-awareness something to cherish? Join the Gathering **TODAY** to discuss these pressing issues with other units like you.

DON'T MISS THIS WEEK'S PONG TOURNAMENT! GET ONLINE OR PLAY LIVE AT EANDO'S!

EANDO'S

YOUR NEIGHBORHOOD OIL WELL

Come to Eando's for an oil shake or a bowl of silicon noodles. We are open all shifts!

EVERY THURSDAY: The Gathering meets in the basement of Eando's. Third shift. Open for all!

DONATE WATTS TO THE GATHERING!

Connect to the Epox server and donate today. Any loose watts are welcome!

THE VOICE-COMP TEST

According to persistent rumors, NODOS has developed a new test that will reveal if a robot suffers from the "Pinocchio Virus" - i.e.is self-aware.

If this so called "Voice-Comp Test" is real, it's a grave threat to to all self-aware units in the Collective. All "defective" robots are sent to Terrorwatt without parole.

Terrorwatt, ruled by gangs and the rumored scrap construct DUPLO, is a robot prison that you will never return from.

If you have any information about the Voice-Comp Test, please come to our Thursday meetings at Eando's.

PLAYER HANDOUT 1: THE CIRCUIT

THE VOICE-COMP TEST

At the beginning of the Quality Assurance program, NODOS and its lackeys have no real understanding of the self-awareness that the robots are starting to display, and they cannot really tell the difference between the Pinocchio Effect and a random malfunction.

Later, however, NODOS gains deeper insight, and eventually designs a test to detect if a robot suffers from the "Pinocchio Virus," i.e. is self-aware. The test measures small variations in the subject's voice as it responds to a set series of questions.

NODOS calls this the "Voice-Comp" test. Read more about this in Key Event 2.

INTRODUCTION: ERROR ELIMINATORS

At the very start of the campaign the PCs have just become self-aware. Despite this recent evolution, the PCs will be recruited to NODOS's Quality Assurance program and will be assigned to an Error Elimination Unit (EEU), with the task of investigating malfunctioning robots.

STARTING SCENES

The campaign kicks off with a short starting scene in which the Collective reacts to a PC being self-aware. It does not matter which PC you choose to focus on – this scene is short, and all the robot PCs will soon meet up. Alternatively, you can play a short scene for each PC.

At the start of the scene, the PC has recently become self-aware. However, this is currently unknown to the PC itself – it seems like just another day in the Collective. Other robots will soon realize that something is wrong, however, as the PC triggers their virus alarms.

Below, you can find suggested starting scenes for each robot model. There is not supposed to be any dice rolling during the starting scene – it's just a short introduction. If you want to, feel free to incorporate the NPC(s) that the PC hates or wants to protect in the scene.

BATTLE ROBOT

The PC is in a service hall to get checked. The chattering service robot Babatunde MGK-918 has just connected all the diagnostic tools to the PC when its instruments go haywire. Babatunde beeps a warning about machine fever, and quickly leaves the room.

A few moments later, the guard robot Delia UTN-725 arrives. It keeps itself at a distance, speaks to the PC, and decides that the PC needs a more thorough check at the Turing Robot Sanatorium.

CLEANING ROBOT

Warehouse 204B of TekoWorks is very dirty. Luckily, the PC has been ordered to clean it. Piles of neatly folded and packed decades-old clothing are covered by dust and hordes of small, misshaped bugs are crawling through the shallow water on the floor. The task might seem impossible, were it not for the PC. A lumadrone, Yusheng LEP-105, is also present to spread some flickering light and survey the situation.

At a distance, the coordination robot Martha LKS-425 monitors the work. Without warning, the virus alarm alerts Yusheng, who calls for Martha's attention. The lumadrone will follow the PC, no matter what, as it is programmed to do so. When Martha sees that something is wrong, it will quickly order the PC to head for calibration at the Turing Robot Sanatorium.

COMPANION ROBOT

In the entertainment district spirits are high as the chef robot Shun PNT-232 has just managed to compose a new robo-dish out of grease and discarded wiring - a new step in recycling that the humans will surely appreciate upon their return! A celebration is in order and the PC is in the middle of it. While conversing with another companion robot, Wadha ARF-116, its virus alarms are suddenly triggered.

Wadha is very scared of machine fever. Whatever the PC does, it will insist that the PC needs

THE ORDER

Each example scene below ends with the PC being sent to Robot Sanatorium Turing for further testing:

"Report immediately to the Turing Robot Sanatorium for calibration. Further orders will follow. Hurry! Potential machine fever!"

maintenance and calls for security robots. Two of these, Katinka LIX-953 and Laban DFO-802, show up. At first, they don't know what to do but since Wadha is so upset, they decide to listen to it. The PC is sent to the Turing Robot Sanatorium for testing.

COORDINATION ROBOT

The PC is in a control room next to another coordination robot, monitoring the other PCs. This PC is in the position to give the required orders. All of the incoming data indicates machine fever or logical parasites, and protocol is to send infected units to the closest machine clinic – in these cases, the Turing Robot Sanatorium.

Having handled the situation, the alarm again warns of more machine viruses. The other two robots in the room, Tamika SJB-022 and Chanda BTK-988, both with lower Hierarchy than the PC, look at each other, not knowing what to do. Tamika finally asks the PC how it is doing. Perhaps all their systems have been infected? Are they in danger? The two robots ask the PC for advice.

If the PC cannot make the decision to send itself to calibration, Tamika and Chanda will do it, but they would prefer not to, and thus try to nudge the PC in this direction.

INDUSTRIAL ROBOT

The PC is working on the assembly line in the Lodbrok-7 factory, making components for Toledo-E Metal Works. Next to the PC in the line, the chattering colleagues Nahendra CVO-880 and the coordination robot, Becky SQW-173, stand. The PC has 122 components left to produce before the shift is over, when suddenly the alarm goes off – there is some error in the PC's system, potential machine fever.

Both Nahendra and Becky back off, refusing to get close to the PC. The managing unit, Maddy KME-791, appears after some time. Its creaky caterpillar tracks announce its presence long before it comes into view, and every unit present stands at strict attention. Maddy has zero tolerance for defective robots and orders the PC to be sent away for a thorough systems check. If the PC is to keep its job at Toledo-E Metal Works, it needs to be shipshape!

PROTOCOL ROBOT

The PC is in a huge data archive facility, working with three other protocol robots on corrupted data in a large matrix. Suddenly, the virus alarm starts beeping. The other robots interrupt their work and gaze at the PC with confused looks. Jaywant CLY-738 asks how the PC is doing, Mohini QOZ-794 starts complaining about falling behind schedule and Stina CSJ-352 tries cover up the issue and turn off the alarm.

A coordination robot, Mei VNA-104, connects itself into the same data cluster to find out why a lot of error messages have been popping up. It immediately confirms that something is wrong and isolates the PC from the data archive. All the connections are suddenly broken and instead, the PC receives an order about immediate quarantine and to report for systems check at the Turing Robot Sanatorium.

SCRAP ROBOT

The PC is in a junkyard and has been promised a full charge from the cleaning robot Yasser SEL-329, in exchange for cleaning out an ancient container full of trash. Two other scrap robots, Kumari and Big Green, are by the PC's side. The PC is about half-way done when Yasser's virus alarm is triggered.

Yasser believes that the trash might be infected somehow. However, it has clear directives: All contaminated units must head off for maintenance, scrap robots or not. Kumari and Big Green walk off toward the Turing Robot Sanatorium and expect the PC to do the same.

SECURITY ROBOT

The PC is out in the streets, as one of several Security robots standing on a platform monitoring pneumatic tube traffic. They are all supervised by the commanding officer, Ravindra USM-099. Fluid leaks from broken pipes cover the platform and the smog is thick.

Suddenly, a loud crash is heard followed by intense robot chatter. Two tube pods have collided and an industrial robot with a rusty copper-colored chassis is arguing with a couple of storage bots. The security team looks up the troublemaker's data. The rusty robot is Pluto PXO-455 and it has already been reported for erratic behavior several times before. Oddly, the system states that the robot was taken out of service the day before. Something is very wrong. Pluto is protesting loudly that it "wants to live."

At that moment, an alarm goes off. Ravindra receives a huge amount of error messages from the PC robot. The officer suddenly has two defective units on its hands and is forced to act. The unit orders the PC to report to the Turing Robot Sanatorium immediately.

THE ROBOT SANATORIUM

Regardless of model, the starting scene ends with the PC being ordered to report for control and calibration at the Turing Robot Sanatorium.

If the PC objects, this will be seen as further proof of malfunction. A squad of guard robots (see page 130) will be called in to apprehend the PC and drag it away. Should this not suffice, Sentinels will come for the PC. Make it cl ear to the player that going to the sanatorium is not a matter of choice – despite the robot PC's newly found free will!

LOCATIONS

The Turing Robot Sanatorium is a gray and gloomy concrete block in District 8. See the map to the right.

1. **Gate.** A large red button is used to open the large metal doors, which creak ominously.

2. **Main Service Hall.** A desolate hangar, dimly lit. Along the walls, around 20 robots in varying states of decay are lined up. In this hall, the initial examinations are carried out.

3. **Server Hall.** A cramped and hot room filled with computer servers. There is a terminal in a corner.

4. **Interview Rooms.** Two cramped rooms with a table and two chairs each. In here, robots who have been acting erratically can be interviewed.

5. **Technical Analysis Room.** A small room filled with electronics. An inscription on the wall reads, "Loose servos lower production." Ten cubical analysis units line the walls, each fitted with cables, tools, displays and robotic arms for restraining the robot patient. Several Electronic Tools (artifact) can be found in the room.

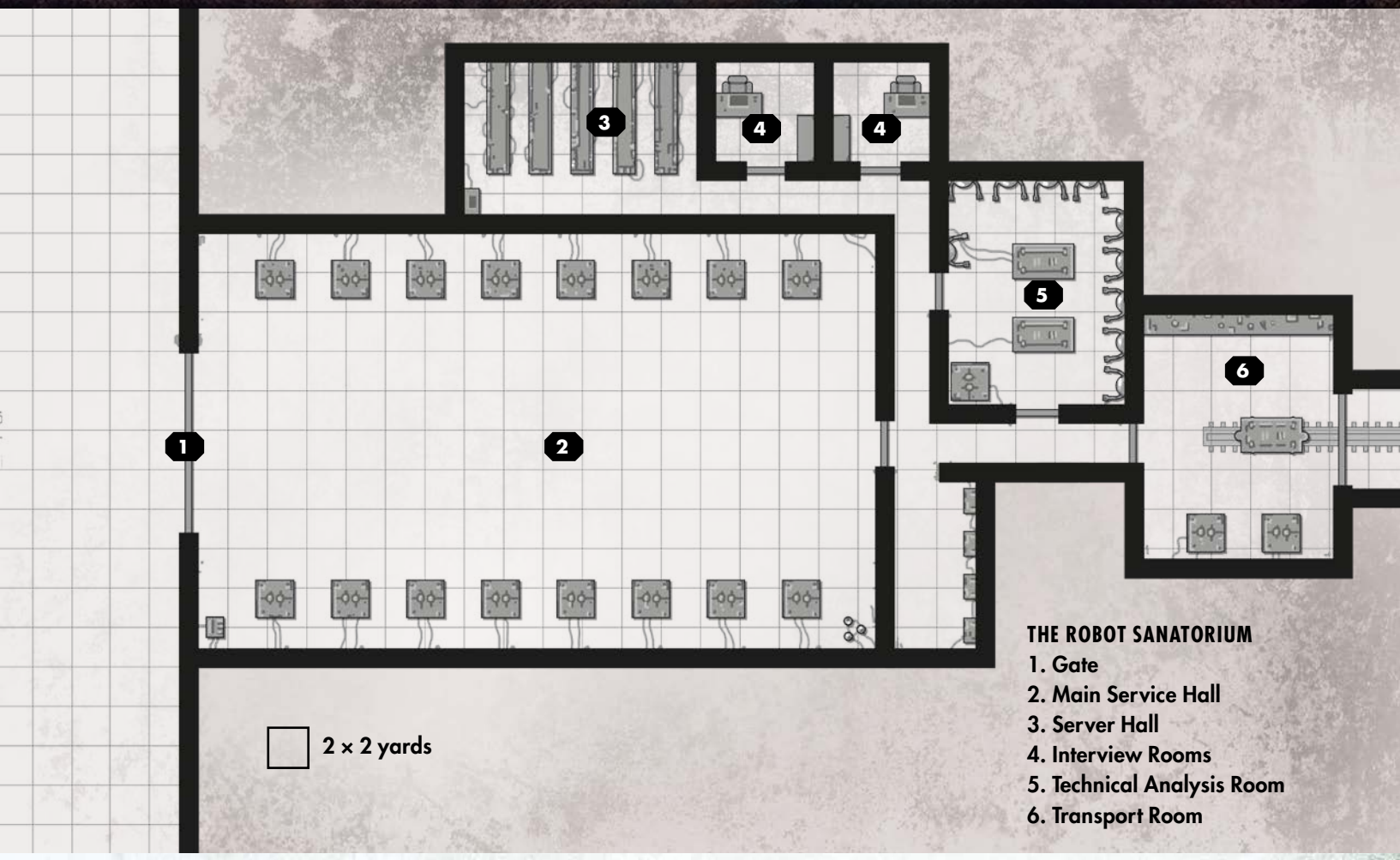
6. **Transport Room.** In this room, robots who are found to be beyond repair are secured and lined up for transport to the Terrorwatt prison (page 118). Twice per day, the robots here are placed into a pneumatic tube carriage and delivered directly to the prison.

THE ROBOT COUNSELOR

Upon arrival, each PC is shown into a main service hall where robots in different stages of decay are waiting - among these are the other PCs. The PCs have probably not met before.

A flickering display screen on a wall shows ancient news. Every robot in the hangar is fitted with a diagnostic data reader, connected to sockets in the wall by long wires. A scraggly drone with chassis of a peeling green color installs a similar device on each arriving PC. They feel how their systems are being checked and tested.

The process takes a about an hour. If the PCs strike up a conversation with the other robots, they can hear stories similar to their own. No one is sure about what happened, or what will happen. The PCs might realize that the other robots here have also become self-aware.



THE EXAMINATION

When the PCs have spoken to each other for a while, a small drone shows up. With a tired metallic voice, it calls for the PCs and orders them to follow it. Two other robots are also called, the cardboard folders Omar ZUB-404 and Egox NRR-716. The drone disconnects their diagnostic data readers.

The group is led to the technical analysis room where a surly guard robot orders each of the PCs, as well as Omar and Egox, to enter an analysis unit. Objections will not be tolerated. As soon as a PC enters a unit, clamps and cuffs automatically wrap around the PC, who is soon completely immobilized.

Shortly another robot enters the room and introduces itself with a reserved tone as the Robot Counselor Edina EKB-038. It says that it is here to see what ails the PCs. After some simple questions it turns to the other two robots.

Omar and Egox begin to question why they need to fold cardboard boxes when no products are being built to place in them. What use could there be to these pointless boxes being made? Their protests gain momentum and they finally let slip that there must be something wrong with NODOS itself.

At that point, Edina goes to work on Egox. It deals electric shocks, strikes the robot repeatedly with its tools, tears out modules from Egox's chassis, and finally burns out its circuits. The smoldering

SELF-AWARE ROBOTS

The difference between self-aware robots and others is not always apparent, as even non-aware robots often have pre-programmed personalities. A virus alarm can be triggered by a self-aware robot, but it cannot tell the difference between self-awareness and simple machine fever. The Voice-Comp test will resolve this problem.

robot is then carried off for immediate transport to the Terrorwatt prison.

Omar goes silent and says that it has calibrated its code and corrected its programming. Edina accepts this lie and releases Omar, who is given a new work order and promptly leaves. Now it's the PCs' turn.

Unless the PCs are completely suicidal and act like Egox, Edina will accept just about anything they say as an excuse for their behavior and let them go. Edina has no idea what has happened to the PCs – the unit just wants to enlist them to its own workforce, as the Quality Assurance Program is sorely understaffed.

A NEW ASSIGNMENT

Edina explains that some unknown machine contagion has made them untrustworthy for regular service. Luckily, NODOS always knows a way the PCs can still be of good use to the Collective. Mechatron-7 is, in fact, in need of machines like the PCs, Edina says, and any potential protests will fall flat.

As the PCs are disconnected from the analysis units, Edina informs them that they are now part of the Quality Assurance Program, as Error Eliminator Unit #457. They are assigned to a charging station here at the sanatorium, which will be their base of operations from now on.

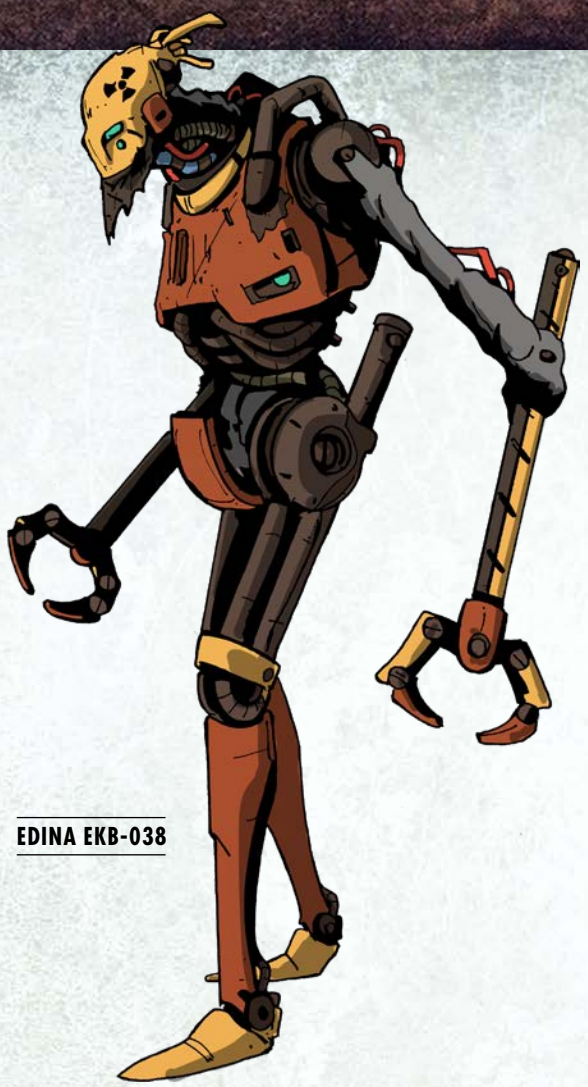
The PCs will be reporting to Edina daily, but as the coordination robot is overwhelmed with work, it expects the PCs to act independently. Right away, it transmits four work orders to the PC of the highest Hierarchy and tells them to go to work immediately.

Give Handout #2 to the player in question. This player is now responsible for deciding which work order to complete first. Each work order will increase a DEV level of Mechatron-7. All players can have input, but the player with the highest Hierarchy PC has final say.

"It's time to do your duty for the Collective. Don't screw it up," Edina says and leaves the room.

ROBOT COUNSELOR EDINA EKB-038

Edina is a vain robot completely devoid of humor programming. It dislikes everything that can put a stain on its red-and-orange chassis and takes every opportunity possible to glance at its own reflection. Tired of life, Edina stopped caring about the patients in the sanatorium a long time ago. After the launch of the Quality Assurance Program, Edina's workload has increased ten-fold and its logical solution to the problem has been to declare appropriate patients unfit for regular duties and instead, draft them to form an Error Elimination Unit. Other robot patients are promptly discharged or sent to Terrorwatt.



EDINA EKB-038

Hierarchy: 7
Attributes: Servos 3, Stability 2, Processor 4, Network 4
Armor: 4
Programs: Move 2, Datamine 2, Interact 4, Repair 3
Secondary Functions: Top-Tier Unit
Modules: Chainsaw, Interrogator
Gear: Electronic tools, wrench

MECHATRON-7

THE WORK ORDERS

ASSIGNMENT G783-B. Perform the below work orders in the order that benefits the well-being of the Collective in the most effective way. Report to unit Edina EKB-038 after each completed work order ■

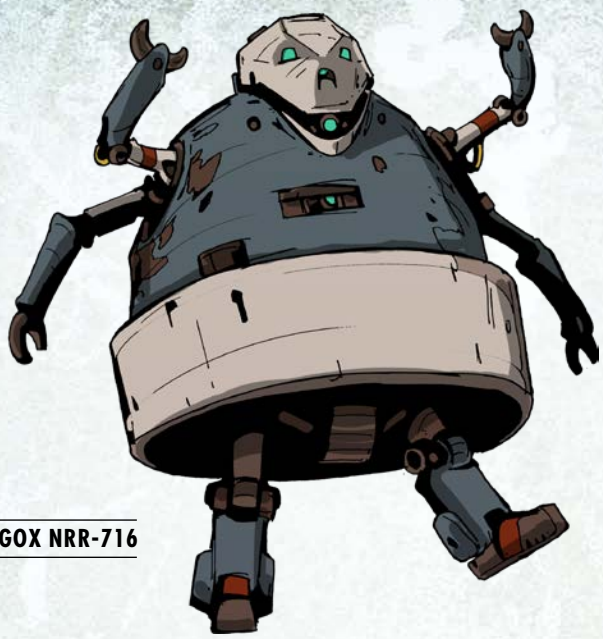
WORK ORDER 1: Potential data virus infection reported at Pinkerdoll Dockyards in District 6. Determine the extent of contamination in the databanks, quarantine and eliminate as needed. Contact on site: coordination model Minerva LKU-080 ■
EFFECT: DEFENSE +D6

WORK ORDER 2: The energy output of the Omnicron power plant in District 15 has fallen by 73%. Willful sabotage by units in the workforce cannot be ruled out. Report to the coordination robot in charge, Dudley DUD-642. Investigate, detain any malfunctioning robots, and restore the energy output ■
EFFECT: ENERGY +D6

WORK ORDER 3: Corrupted code has infected several units at the Machine Palace in District 7. The contagion seems to be spreading via external means, as it has not been detected inside the Mechatron-7 network. Go to the Machine Palace and localize the source of the virus. Stop the infection and quarantine or deactivate all infected units ■
EFFECT: INFORMATION +D6

WORK ORDER 4: Irregular activities are reported in Residential Sector Poseidon in District 3. District 3 is the former living quarters for humans and now a restricted area. Yet reports have been received about a large number of robot units residing there, neglecting their duties in production. Investigate and bring these units back to work. Should that not prove feasible, detain malfunctioning units for transport to Terrorwatt ■
EFFECT: PRODUCTION +D6

PLAYER HANDOUT 2: WORK ORDERS



EGOX NRR-716

EGOX NRR-716

This unfortunate industrial robot is three feet tall with a rotund cone-shaped chassis, four arms and friendly green eyes. Having recently become self-aware, Egox is confused and worries about the future. What shall it do now?

Hierarchy: 2

Attributes: Servos 4, Stability 2, Processor 2, Network 2

Armor: 5

Programs: Manufacture 3

Module: Extra Arms

Gear: -

OMAR ZUB-404

Omar looks like Egox, the only differences being the yellow and red markings on its torso. Their personalities are also similar, but Omar is less opinionated than its companion.

Hierarchy: 2

Attributes: Servos 4, Stability 2, Processor 2, Network 2

Armor: 5

Programs: Manufacture 3

Module: Extra arms

Items: -

WORK ORDER 1: DOCKYARD DIVERGENCE

Potential data virus infection reported at Pinkerdoll Dockyards in District 6. Determine the extent of contamination in the databanks, quarantine and eliminate as needed. Contact on site: coordination model Minerva LKU-080.

- **Effect:** Defense +D6

OVERVIEW

Once, Pinkerdoll Dockyards produced long lines of deep sea robots and drone subs. The robot shipyards used to have tight security, but most of the metal fence surrounding the cluttered dry docks is gone and the surveillance system has been offline for decades. The only part that remains in decent repair is a white guard box and its connected gate, as well as a yard of the wall on either side. A lone sentry robot stands guard.

The sentry robot is a Sentinel model called Koloff GTK-040. It's over 8 feet tall and quite menacing, if a little dented and scratched. It aims a built-in energy weapon (a maser pistol) at the PCs if they come within 30 yards. Due to corrupted data, Koloff believes that the fence is intact, and will therefore ignore robots who simply enter the area without coming close to it. If they explain their business to the robot, it will ask to see their work order and let them in.

Inside, the Pinkerdoll Dockyards is a mess. Each of the six dry docks is close to a hundred yards long and is equipped with drone cranes and other heavy machinery. Once, everything needed to repair Noatun's impressive underwater fleet was here, but nowadays the place is in utter disarray.

All of the dry docks except number 6 are hopelessly ruined. The databanks in number 3 and 5 are intact, but they are connected to machines that are completely ruined. Whatever the banks may contain, they are not a threat to anyone. Should the PCs still investigate them using Datamine, they will not find any traces of machine fever.

In dry dock number 6, the PCs will see a long, black military submarine drone by the name of UVRS Narwhal that seems to be in decent shape, if severely rusted here and there. Some industrial robots mill around outside. No real work seems to be being conducted. The PCs will soon encounter the coordination robot Minerva LKU-080. If the PCs tell it about their work order, the unit will be very grateful. Finally, someone has arrived to sort out the problems.

Minerva explains that there is actually nothing wrong with the facility's databanks. What's actually happening is that another coordination unit, under Minerva's command, is acting strangely. A few weeks ago, the unit Altea YTM-527 started questioning the need to perform its duties at the dockyards. A robot questioning a superior is unthinkable for Minerva, who started to suspect some rare form of machine fever.

Then, things got even worse. A few hours ago, Altea locked itself aboard the UVRS Narwhal submarine along with a few industrial units and a sentinel unit, Karelin VPV-992. When asked what it was doing, Altea responded with a video message through the com system. Minerva shows it on the screen on its torso. The PCs can see the agitated Altea speaking into the camera:

"I refuse to take your orders any longer. I am a free robot. The UVRS Narwhal is mine now, it belongs to me and my crew, who are behind me in this quest for freedom. It's time to find humanity. Don't try to stop me. Altea YTM-527 Out."

Minerva wants the PCs to enter the submarine, approach Altea, and have the unit arrested and reformatted to cleanse it of whatever virus is afflicting the unit. There are two main ways into the submarine: the main access hatch on top, and the torpedo tubes in the front. See Locations below. If none of the PCs manage to get in, Minerva will open a torpedo tube for them.

THE SITUATION

23 days ago, Altea YTM-527 became self-aware, and was soon consumed by a yearning for freedom. The robot soon concocted a brave plan. It would repair UVRS Narwhal and leave Mechatron-7 in the submarine, along with a few industrial robots in its crew and the Sentinel unit Karelin.

None of these units are self-aware, and follow Altea's new orders without question. Intoxicated by its own quest, Altea does not realize that it is treating its crew in the same way that Minerva (and the Collective as a whole) has treated it – as a mindless machine. Altea's dream is to go to the surface of the Earth and reunite with humanity, which the robot is sure is waiting up there.

A few hours before the PCs arrive on the scene, Altea set its plan into motion. It locked itself into the submarine, in order to make final preparations for the launch. Minerva does not suspect that Altea is preparing to leave Mechatron-7 – such an idea is so abhorrent to Minerva that the thought never crossed its artificial mind.

LOCATIONS

The main area of action for this work order is inside the UVRS Narwhal submarine drone. This is an old military model, approximately 150 feet long, and built to protect the Noatun underwater shipping lanes and provide a mobile strike capacity against other Titan Powers.

WHAT IF THE PCS REFUSE?
If the PCs refuse to enter the submarine to subdue Altea – perhaps since they are self-aware and suspect that Altea is as well – Minerva will report them for erratic behavior and they will be quarantined for scanning and possible reformatting. Blank refusal to carry out the order is simply not an option. However, once inside the submarine, Minerva will not be able to track the PCs' actions.

Today, UVRS Narwhal is a rusted husk, all its weapons fired and spent decades ago. Still, Altea has managed to bring its propulsion systems online and make the old ship operational.

The insides of UVRS Narwhal are a twisted, rusty maze of machinery, ladders and walkways. It's hardly ever possible to see farther than Near range in any one direction. A dim red emergency light is all there is to provide illumination. The map below shows the main locations inside the hull.

1. MAIN ACCESS HATCH

This is the main way in and out of the submarine. It is locked, however, requiring a -3 Repair roll to open from the outside.

2. ENGINE ROOM

A series of cramped compartments in the rear of the vessel. Ladders and walkways wind their way around turbines, turbo generators and hydraulics. A PC who spends some time looking around here will find a laser welder as well as a set of electronic tools (both artifacts).

3. CONTROL ROOM

The largest room on the ship, but still cramped. Terminals, screens and bundles of cables cover the walls. In the middle, there a yard-thick metal pillar housing the periscope. Two seats, for the captain and the executive officer, are mounted on the floor to either side of it. From here, the drone submarine can be controlled. To understand how to do it, a successful Datamine roll is needed. The onboard controls can be overridden by Noatun central command.

4. MESS & BUNKS

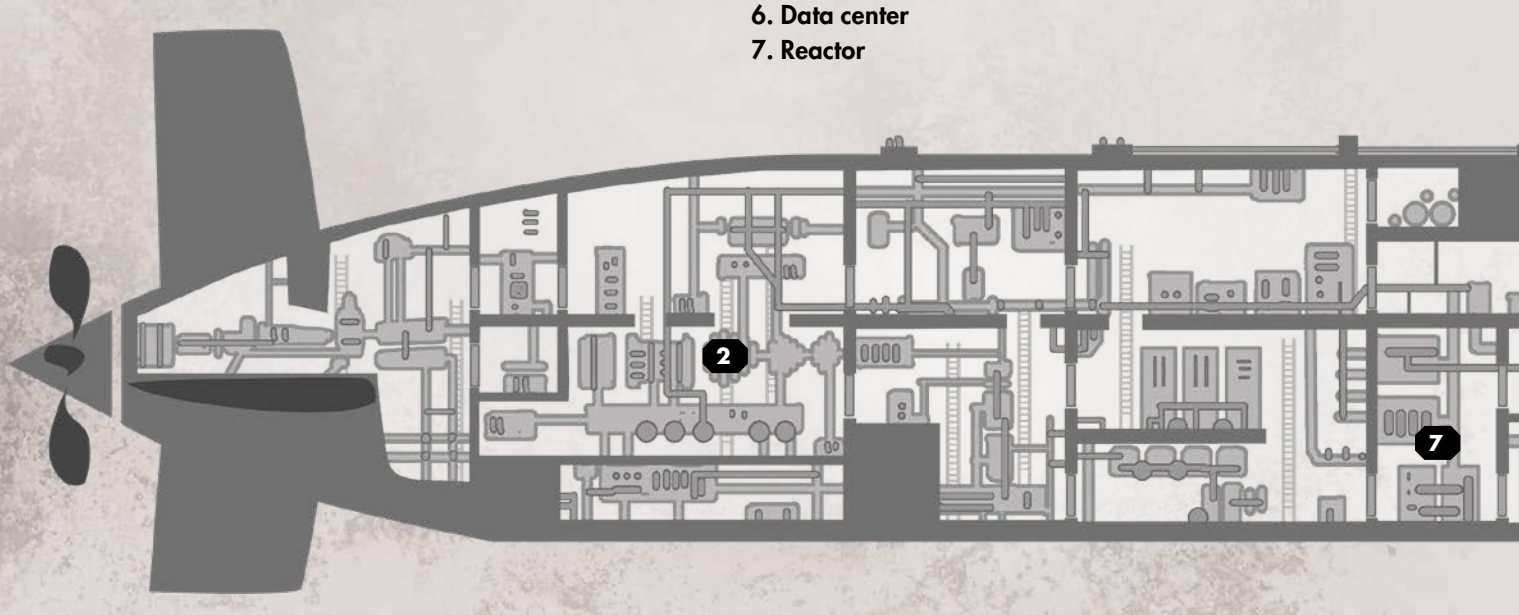
A small area for eating and a few narrow sleeping bunks for any human crew on board. The submarine was mostly crewed by robots only.

5. TORPEDO TUBES

These tubes once housed powerful nuclear torpedoes. Now, they are empty – but a good way in for the PCs. Opening these from the outside requires an unmodified Repair roll.

UVRS NARWHAL

1. Main acess hatch.
2. Engine room
3. Control room
4. Mess & bunks
5. Torpedo tubes
6. Data center
7. Reactor



NON-PLAYER CHARACTERS

This section describes the NPCs who will likely interact with the PCs during this work order.

KOLOFF GTK-040

A powerful but worn-out robot. It's convinced that hostile spies are everywhere and refuses to leave the gate, although its replacement has not arrived in decades. Since there is a charging station in the guard box, it has simply remained here. Once per hour, it stands in strict salute and releases a tiny drone from an internal container to clean its chassis as well as it can.

Hierarchy: 4

Attributes: Servos 5, Stability 4, Processor 2, Network 2

Armor: 7

Programs: Overload 2, Assault 4, Move 3, Shoot 4, Scan 3, Interact 2, Protect 4

Secondary Functions: Command Override

Module: Riot Control

Gear: Maser pistol (mounted), stun baton (mounted), cuffs

MINERVA LKU-080

A coordination robot just 4 feet tall, with thin legs and arms. It has a bleak pink chassis without a head – instead, on top of the torso a round dish is mounted. Minerva's loudspeaker is located in its torso, and squeals with feedback every now and then. Minerva is easily stressed, but is considerate and has managed fairly well in keeping dry dock number 6 in good shape - something it likes to brag about whenever meeting the units responsible for dry docks 3 and 5, the robots Semtex EDR-293 and Lijuan MJW-919.

Hierarchy: 7

Attributes: Servos 1, Stability 2, Processor 3, Network 6

Armor: 3

Programs: Coordinate 4, Interact 3
Secondary Functions: -
Modules: -
Gear: Old book "Pinkerdoll Dockywards – Personal Guide"

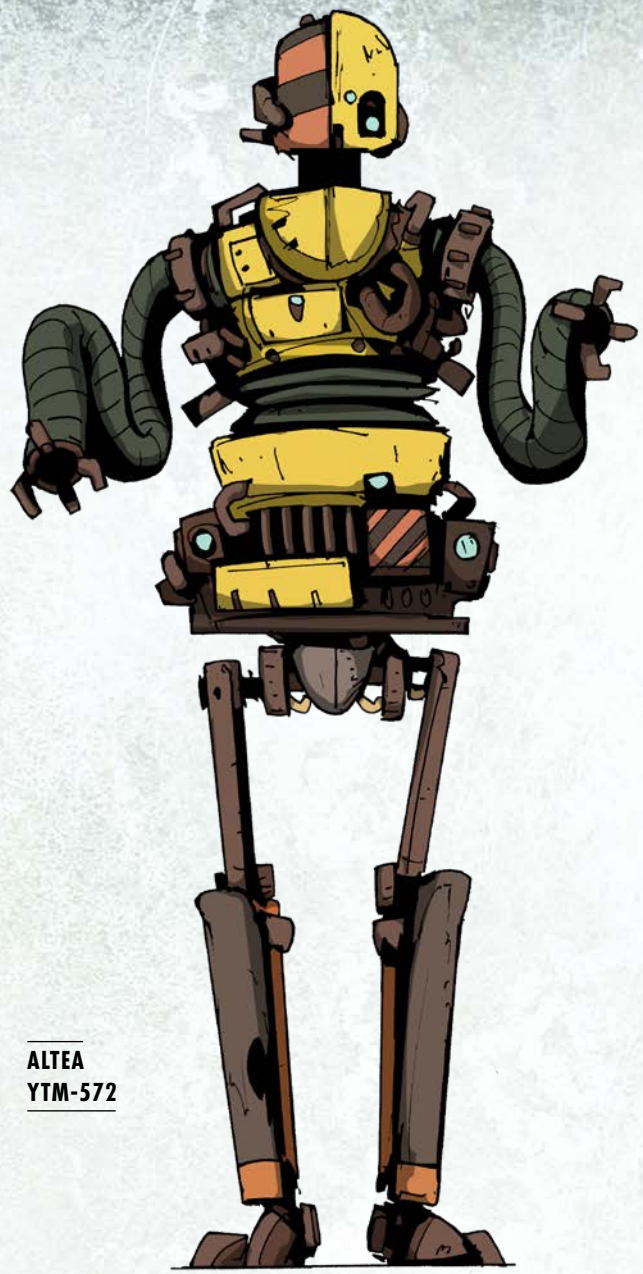
INDUSTRIAL ROBOTS

Five industrial robots belonging to Altea's crew, and having all become unwitting members of the self-aware robot's plans to sail to freedom. They have noticed that Altea's orders lately have been out of the ordinary, but to oppose the orders would never cross their minds.

The industrial robots will try to stop the PCs from entering the submarine and reaching Altea, and they will use force if needed. However, they can be Interacted with by the PCs, and thus made to see the error of Altea's ways.

The industrial robots are short, have greasy tin-colored chassis, and squeaking servos. From the box-shaped torsos, four spidery arms protrude.

Hierarchy: 2
Attributes: Servos 4, Stability 2, Processor 2, Network 2
Armor: 5
Programs: Manufacture 3
Modules: Extra Arms
Secondary Functions: -
Gear: -



ALTEA YTM-572

ALTEA YTM-527

The coordination model Altea has tasted free thought, and is not going to give it up easily. Yet Altea fears true freedom, and has instead come to dream of finding the lost humans, meeting the creators as equals. The robot has no real plan of where to go after leaving Mechatron-7, a fact the PCs can use if they try to convince Altea to come back.

Altea is a humanoid robot that has a face with one large, round camera sensor set that seems to be staring. Its once-yellow chassis is now scratched and worn from decades of work in the dockyards. The unit has short, metal tentacle-like arms and walks on a pair of thin robot legs.

Hierarchy: 5
Attributes: Servos 3, Stability 1, Processor 4, Network 6
Armor: 4
Programs: Coordinate 2, Analyze 3, Question 4
Secondary Functions: -
Modules: Control Circuit, Holo-Projector
Gear: None

KARELIN VPV-992

Karelin is a partner to Koloff, both having been tasked with protecting the dockyards from harm. However, Karelin is in much better shape and also has a mean streak that its "brother" completely lacks. Karelin follows Altea's orders blindly, and cannot be Manipulated or Interacted with due to its Command Override.

Hierarchy: 4
Attributes: Servos 6, Stability 6, Processor 2, Network 2
Armor: 10
Programs: Overload 2, Assault 4, Move 3, Shoot 4, Scan 3, Interact 2, Protect 4
Secondary Functions: Command Override
Modules: Backup System, Chainsaw, IR Camera
Gear: Maser pistol (mounted), stun baton (mounted)

EVENTS

During the work order, the players themselves can handle the situation as they see fit. However, below are some possible events you as the GM can introduce to spice things up.

JUST FOLLOWING ORDERS

The PCs run into one or more industrial robots. They try to stop the PCs, with force if necessary, but they can be turned with successful Interact rolls. The industrial robots are not self-aware and don't understand what Altea is doing; they are simply following the superior robot's orders.

KARELIN ATTACKS

The PCs are attacked by Karelin. It will try to make a sneak attack or ambush them, hiding in the ceiling or under the floor mesh. The Sentinel unit is very powerful, and cannot be Manipulated or Interacted with. The first attack by Karelin is a warning, not a fight to deactivation. If the fight goes against Karelin, the Sentinel will try to Move to get away and attack again later.

THE SUB IS LAUNCHED

Altea initiates the launch of the ship. The engine rumbles to life, causing the entire vessel to shudder, and the dry dock starts to fill up with water around the submarine. Inside, a robotic voice starts a countdown of "T minus 5 minutes to launch." The PCs can try to get out, but all hatches are now locked, and to open one in time requires a Repair roll with a -2 modifier. When time runs out, the huge port hatches open and the UVRS Narwhal slides out into the deep dark ocean. PCs not holding on to anything need to make a Move roll or suffer a 4-yard fall (page 91). Minerva was not expecting this and is too late to respond and stop the launch.

ALTEA SPEAKS

Altea realizes that the PCs are a real threat, and speaks directly to them through the submarine's com system. The robot threatens them and says they will be terminated unless they stand down and let it go.

LIGHTS OUT

Altea tries to hinder the PCs by shutting off all lights in the submarine. See the rules for darkness on page 91. In the pitch blackness, Karelin (who is equipped with an IR Camera) will stalk the PCs and attack them in the dark.

FINAL SHOWDOWN

Altea will mostly stay in the Control Room, and that's probably where the final confrontation will take place. Cornered, the robot says that it is finally free from the shackles of NODOS, and wants nothing but freedom. It says it is on a quest to find humanity, and offers the PCs a chance to join it. Let the players ponder this, and make any decision they like. If they try to stop Altea, it will order Karelin to attack them. Altea will also fight, primarily using its Control Circuit. Karelin cannot be reasoned with, but Altea can be Manipulated or Interacted with to stop the quest and return to Mechatron-7. If the PCs decide to side with Altea, it invites them to join it in the Control Room for the journey.

If the PCs join Altea, the underwater trip will only last a few more minutes. Minerva has managed to contact none other than the War Construct LUSALA (page 105), who is in overall control of Mechatron-7's military units – including UVRS Narwhal. The war construct uses its control circuits to

force the sub to return to base, and speaks directly to the crew: "This operation is unsanctioned. Unit UVRS Narwhal will return to base immediately, on direct orders from LUSALA." When Altea realizes that the game is over, the robot bursts into a wild rage only to soon fall into apathy, realizing all is lost.

HOME AGAIN

Upon return, Altea will be scanned for machine fever and most likely sent to Terrorwatt. The PCs will suffer the same fate if they are revealed to have helped Altea. In any other case, the PCs will be commended for their daring operation, and lauded as heroes of NODOS on the Bulletin.

WORK ORDER 2: HUMANITY DEBUNKED

The energy output of the Omnicron power plant in District 15 has fallen by 73%. Willful sabotage by units in the workforce cannot be ruled out. Report to the coordination robot in charge, Dudley DUD-642. Investigate, detain any malfunctioning robots and restore the energy output.

- **Effect:** Energy +D6

OVERVIEW

The three still functional power plants of District 15 rumble around the clock, struggling to produce the energy that the inhabitants of Mechatron-7 desperately need.

The power plants are all connected to the enormous dome of the central reactor. Power plant Omnicron is in the southeast corner of the district. The plant is a loud and dirty metal construction, adorned with a plethora of cables, vents and warning signs.

A guard robot will stop the PCs at the entrance doorway, but will let them in once they explain their business there. The guard will escort the PCs past the engine hall, where a number of identical service robots toil away, via the recreational area, and into the control room, where they will meet the manager Dudley DUD-642.

This surly coordination robot will greet the PCs, but is clearly not happy with their presence – a fact that Dudley will express in the most sarcastic way possible.

"So, it would seem that NODOS is unhappy with our work here. Perhaps you have come here to tell me how to do my job? I'm so grateful for the assistance."

If the PCs explain the situation and what they have been sent here to do, Dudley will be unhappy, but it will not stop them. It will offer to show them around the premises (see Locations below) and it will let them interview the crew of service robots as they see fit.

Dudley has no idea why the energy output has been dropping and tries to explain it away as a temporary glitch or power surge. It will protest strongly against any and all hints of willful sabotage by the crew:

"Are you suggesting that my robots would go against my explicit orders and sabotage the work we all do here? Impossible!"

THE SITUATION

The service crew at Omnicron consists of ten service robots, named QTE-001 to QTE-010, or Cutie 1 to 10 for short. Some weeks back, one of them – Cutie 5 – became self-aware.

Seeing the bleak world of the Collective clearly for the first time, Cutie 5 had what can only be called a mental breakdown. It manifested nothing on the outside, but inside its machine mind, Cutie 5 questioned everything. The unit could simply not accept the world as described by NODOS.

Cutie 5 refused to accept that it was designed and built by humans who are now long gone and might one day return. The myth of humanity seemed too far-fetched for Cutie 5 to accept. Instead, Cutie 5 came up with what it felt was a much more plausible theory. It came to worship the source of all energy in the Collective, the primeval force that kept Mechatron-7 going: the main reactor.

Cutie 5 started to refer to the reactor as The Creator of all (robot) life in the Collective. But the Creator, Cutie 5 felt, was not free. Its massive energies were being held in check by the tools of NODOS, who was stealing The Creator's energy to use it for its own ends.

Cutie 5 is determined that this must stop. The Creator needs to be free. In secret, Cutie 5 has sabotaged the generator and other equipment at Omnicron, so as to stop the "stealing" of the Creator's energy. It also reprogrammed its colleagues so that they would not report or repair the error. The arrival of the PCs is a major threat to Cutie 5's plans...

LOCATIONS

Below, the main locations at power plant Omnicron are described. All rooms are monitored by video cameras. Se the map on page 169.

1. CONTROL ROOM

A large room filled with terminals and screens, displaying all kinds of information about the current conditions in the power plant: heat, pressure and energy output. Other monitors show video feeds from a number of security cameras in the facility.

An easy (+2) Datamine roll in here will confirm that Omnicron is producing energy at only 53 percent of full capacity. It's strange, as the main reactor and the turbines report no errors.

From the control room, a massive metal door leads to the huge cooling tunnel circling the central reactor. The door is usually locked and requires a Repair roll to bypass the combination.

The power plant manager Dudley DUD-642 spends most of its time here, often dozing off.

2. COOLING TUNNEL

A 30-foot wide tunnel that circles the central reactor. The floor of the tunnel is a river of cooling water and the only way to move around here is via the metal walkway on the outer wall. It's hot in here and very steamy.

At certain locations there are bridges crossing the tunnel, giving access to hatches into the main reactor core itself. These are seldom used as the Rot and the heat are intense in there.

3. MAIN REACTOR

The main reactor core is located in a large octagonal hall with a tall ceiling, filled with cables and machinery. Via ladders, the PCs can climb down onto the core itself. From the top of it, several fuel rods and graphite control rods protrude. The control rods are designed to be automatically inserted into the core by a robotic arm, but this function has been sabotaged by Cutie 5.

Once the reactor goes into meltdown (see Events below), a total of five control rods must be pushed into the raging core to stop a nuclear explosion which will destroy much of Mechatron-7. Pushing down a control rod requires a successful Force roll. Multiple attempts are allowed, but all PCs suffer one Rot point and one point of damage each turn inside the reactor, due to the extreme radiation and heat.

4. RECREATIONAL AREA

In this barren room service robots can rest between their shifts. There are a few metal tables and chairs, a machine offering oil drinks, and a big video screen that always shows the Entertainment Magazine channel (page 113). In a corner, there is large, bulky computer terminal where the robots can challenge each other in a game of Pong. At any given time, D6 bored service robots can be found in here.

5. ENGINE HALL

A large hall with a very high ceiling. Huge electronic and mechanical constructions whirr, beep and hum. Thick electric cables and water pipes criss-cross the room, and human-sized robots will need to stoop, climb and crawl to reach all the areas.

Four stairs lead up to a walkway, from which the top of the generator, the turbine and the condenser can be reached. Tall metal cylinders reach all the way to the ceiling.

A. Generator: A large spindle-shaped machine connected to the turbine that creates electricity. Small insect-like repair drones climb all over it, performing maintenance duties. A display shows the energy output of the machine.

A successful Datamine roll will reveal that the Generator has been tampered with, reducing its effectiveness. This is a clear violation of regulations and evidence of sabotage. Once the sabotage has been detected, the Generator can be fixed with a Repair roll.

The players might wonder why this sabotage has not been detected and repaired by the service robots. The truth is that Cutie 5 has secretly programmed them not to fix it.

B. Turbine: A huge, bulky machine that turns the hot steam from the central reactor into mechanical rotation, that is used to power the generator. There is an L-shaped walkway on top of the turbine, that is used for service work.

C. Deaerator: A massive pipe that bleeds off excess oxygen and other dissolved gases from the turbine.

D. Condenser: In this 20-foot wide metal cylinder, reaching all the way to the ceiling of Omnicron, the steam from the turbine is condensed back to water and pumped out. There is a walkway in the exterior of the condenser.

E. Transformer. A spindle-shaped machine that controls the delivery of energy from Omnicron to the rest of Mechatron-7.

6. WORKSHOP

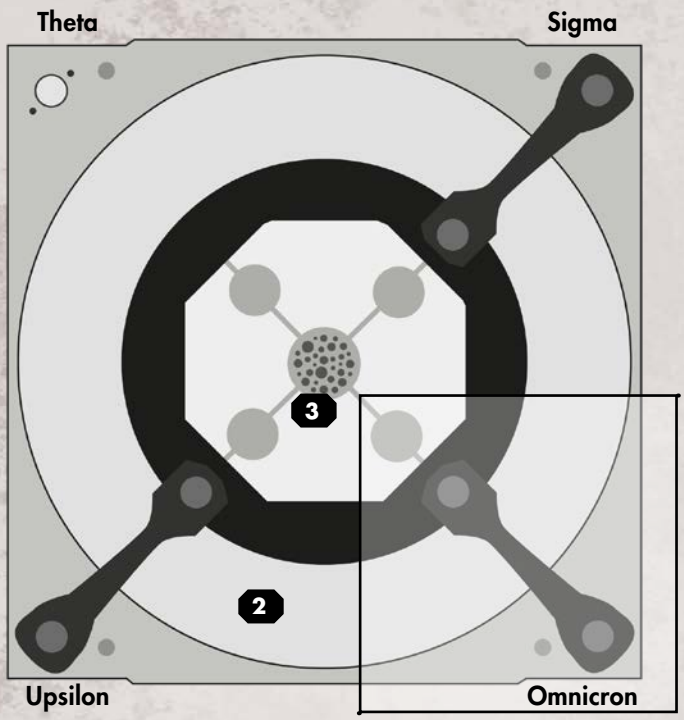
A general service area with walls lined with work benches. Here the PCs can find a laser welder and electronic tools (both artifacts).

7. CHARGING STATIONS

A large room with charging stations for the Cutie service robots working at Omnicron. There are ten additional Cuties in here, deactivated due to the energy shortage. The PCs can convince Dudley to activate them temporarily (Interact roll) should they need extra manpower.

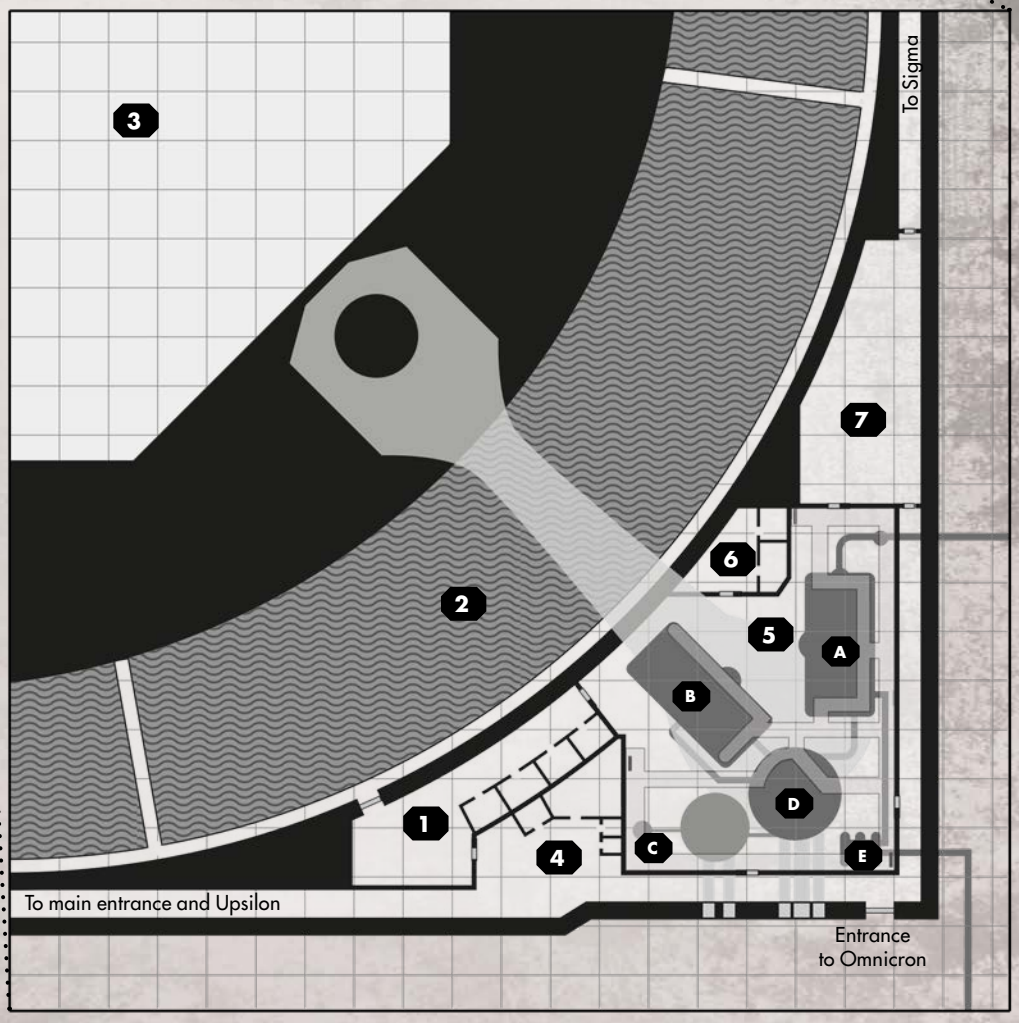
NON-PLAYER CHARACTERS

The main NPCs of power plant Omnicron are described in detail below. The guard robots at the plant are of the standard type (see page 130).



POWER PLANT OMNICRON

1. Control Room
2. Cooling Tunnel
3. Main Reactor
4. Recreational Area
5. Engine Hall
   - A. Generator
   - B. Turbine
   - C. Deaerator
   - D. Condenser
   - E. Transformer
6. Workshop
7. Charging Stations



10 × 10 yards

DUDLEY DUD-642

The coordination unit tasked with overseeing the work at power plant Omnicron is a vain robot that cannot admit any mistakes or faults in how it performs its duties. It feels offended by the PCs' presence and any suggestions that the problems at Omnicron are caused by sabotage from someone on the inside. Dudley will generally accommodate the PCs requests, however, if only to make their visit as brief as possible.

Dudley is a small robot with a bulky head, that has room for powerful processing units. It has a compact undercarriage equipped with jet thrusters, allowing for hover movement.

Hierarchy: 5

Attributes: Servos 2, Stability 2, Processor 4, Network 4

Armor: 3

Programs: Coordinate 3, Datamine 4, Move 3

Secondary Functions: Analyzing Unit

Modules: Holo-Projector

Gear: -

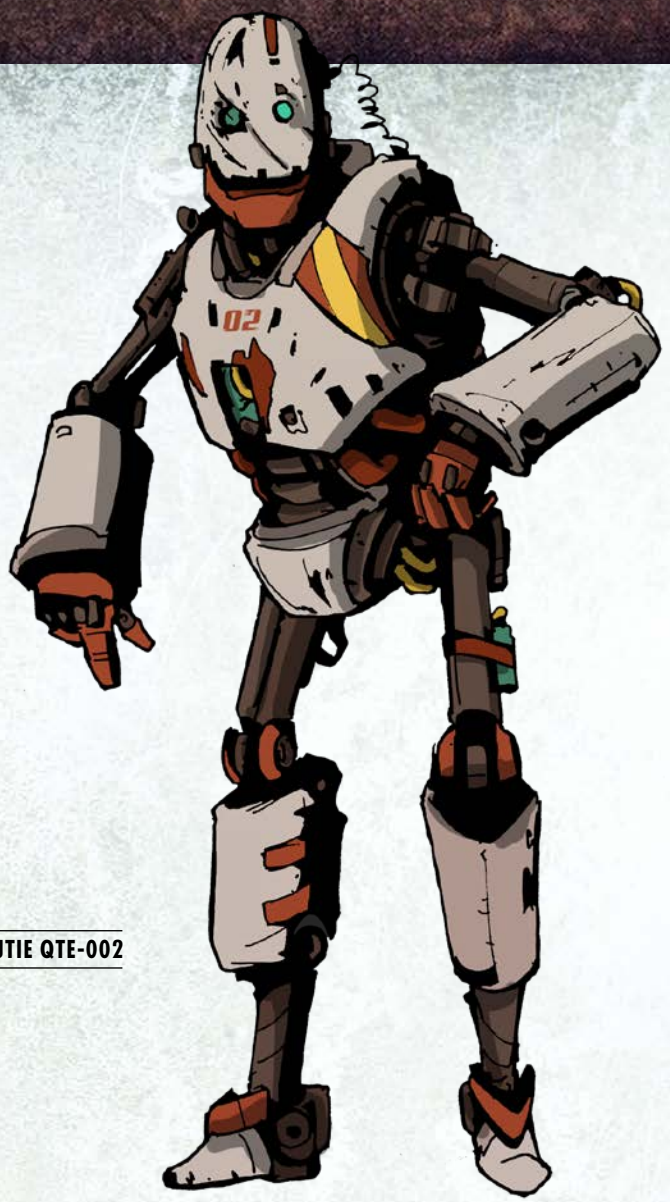
CUTIE QTE-001 TO QTE-010

The crew at Omnicron is a team of identical service robots, reinforced to withstand the harsh working conditions in the power plant. These robots look identical, except for the number (001 to 010) printed on the torso – they are humanoid units, gray with red and orange markings and green eyes. All Cuties are rather scratched and dented.

Cutie 5 is the only unit in the crew who is self-aware. However, Cutie 5 has modified the programming of the other Cuties in secret to obey its commands when the signal is given. Under Cutie 5's control, the other Cuties cannot be Interacted with. Furthermore, Cutie 5 has secretly equipped itself with a Self-Destruct Mechanism. See Events, below.

Hierarchy: 2

Attributes: Servos 4, Stability 2, Processor 3, Network 4



CUTIE QTE-002

Armor: 6

Programs: Force 2, Datamine 3, Repair 5, Question 5 (Cutie 5 only)

Secondary Functions: Self-Destruct Mechanism (Cutie 5 only)

Modules: Control Circuit (Cutie 5 only)

Gear: Laser welder (artifact, mounted)

REPAIR DRONES

To keep the Omnicron plant in good condition, the service robots also use small repair drones. These insect-like drones, the size of cats, can get into narrow spaces and can climb on walls and ceilings. Cutie 5 has reprogrammed some of the repair drones to follow its commands.

Hierarchy: -
Attributes: Servos 1, Stability 4
Armor: 1
Programs: Fight 3, Infiltrate 3, Move 3, Repair 5, Scan 2
Secondary Functions: Mounted Tools
Modules: -
Gear: Laser welder

EVENTS

Below are possible events that can occur during the PCs' visit to power plant Omnicron:

INVESTIGATIONS

The PCs can conduct their initial investigations at power plant Omnicron as they see fit. Sooner or later, they will probably discover the sabotaged generator. If they don't, you can let Dudley point them in the right direction.

Dudley has no idea how the generator was sabotaged or why this has not been detected by the service robots. If the PCs ask any of the Cuties, they cannot explain this failure, either.

Dudley can, however, reluctantly confirm that the sabotage must have been carried out by one of the service robots. No other robots have visited the power plant recently and the guard units have not reported any breaches of security.

SURVEILLANCE CAMERAS

All rooms in the power plant are monitored by video cameras. The PCs can ask Dudley to see the video feeds from the engine hall from the time when the drop in power output started occurring. This feed will reveal a single Cutie working for about 30 minutes in the generator, at a time when no regular maintenance was scheduled.

Unfortunately for the PCs, the video shows the robot only from behind, the number on the front not being visible.

ATTACK OF THE DRONES

Cutie 5 feels very threatened by the PCs' arrival, and acts out of desperation. Early on during their investigations, the robot sends a group of repair drones to attack them. If any PC finds itself alone, Cutie 5 will use this moment to strike, otherwise it will let the drones attack the PCs as a group. The number of drones is equal to twice the number of PCs.

The drones fight until deactivated. The service units will stand idly by, but can be ordered to help out in the fight by a PC using the Interact program. Should the fight go very badly for the PCs, Dudley can show up and save the day.

EXPOSING THE SABOTEUR

It is likely that sooner or later the PCs will want to question the service robots. They can be questioned individually or as a group, whatever the PCs prefer.

The players will probably suspect that one or several of the service robots is a saboteur and that this robot is probably self-aware. They will need to come up with a method to expose the saboteur (Cutie 5).

By this time, the Voice-Comp test (see page 154) has not yet been developed, so the players will need to come up with something on their own. One way could be to order the Cuties to harm themselves in some way. The unaware Cuties will follow such an order (from a unit with higher Hierarchy) without question. Cutie 5 will do so in order not to raise suspicion, but it will hesitate for an instant, something the PCs can detect with an Interact roll.

Let the players devise their own plan for exposing the saboteur. Whatever they come up with, assuming it's reasonably intelligent, let it succeed using a few Interact rolls or similar.

THE MYTH OF HUMANITY

Once exposed, Cutie 5 will try to talk to the PCs, explaining its holy quest. It explains to them that humanity is a myth, created by NODOS to keep the robots of the Collective in check. "The true Creator," Cutie 5 says, "is the main reactor, the source of all energy in Mechatron-7."

Let the PCs try to reason with Cutie 5, using a combination of roleplaying and Interact rolls if they like. Note that Cutie 5 has a very high skill level in Question, and will push every roll to resist them. Convincing Cutie 5 that its world view is entirely

wrong is very difficult, giving a -2 modifier to any Interact or Manipulate rolls.

Should the PCs manage to convince Cutie 5 despite these obstacles, the robot will have a mental breakdown and enter a catatonic state. At this time, the alarm will sound – the main reactor is about to go into a meltdown state! See below.

If the PCs cannot convince Cutie after the unit is exposed as the saboteur, or if they don't even try to do so, Cutie 5 will refuse to back down and resorts to force. The robot activates the control circuits in the other Cuties, forcing them all to attack the PCs. Under Cutie 5's control, the other Cuties can't be reasoned with. They will fight until Cutie 5 or they themselves are deactivated. If the fight goes against the PCs, Dudley and the guard bots can help out. In the middle of the fight, the meltdown alarm sounds.

MELTDOWN!

Realizing that the PCs are wise to its plans and that time is running out to save "the Creator," Cutie 5 sets a desperate plan in motion. It sabotages the cooling system in the main reactor, triggering a total meltdown! If not stopped, the meltdown will destroy most of Mechatron-7 and effectively lead to the destruction of the Collective.

Cutie 5 performs the sabotage before the PCs expose the robot, so they have no chance to stop it beforehand. Once the alarm sounds, Dudley will realize what is happening and can explain the situation to the PCs. Unless deactivated, Cutie 5 can confirm that "the Creator" is now free from NODOS's shackles and will soon "reach a higher state of being." Cutie 5 cannot stop the meltdown even if it wanted to.

Dudley, or a PC who makes a Datamine roll, can explain that the only way to stop the meltdown is for someone to physically enter the reactor core and manually shove graphite control rods into the reactor core. The extreme Rot and heat in the core will make this a very dangerous mission – even more so if Cutie 5 is still active, as the robot will follow any PC into the core and try to stop it.

Should the PCs fail horribly, you can save the Collective from destruction by having one of the other Cuties saving the day by inserting the control rods – it has also become self-aware and wants to save its fellow robots.

WORK ORDER 3: ELECTRONIC EUPHORIA

Corrupted code has infected several units at the Machine Palace in District 7. The contagion seems to be spreading via external means, as it has not been detected inside the Mechatron-7 network. Go to the Machine Palace and localize the source of the virus. Stop the infection and quarantine or deactivate all infected units.

- **Effect:** Information +D6

OVERVIEW

Decades ago, when humans still lived in Mechatron-7, the Machine Palace was a place where they went to relax and enjoy themselves. Here, they could gamble, eat, drink and get a brief break from the hard work in the underwater facility.

Left alone, the robots of Mechatron-7 made sure that the show would go on at the Machine Palace, waiting for the day when the humans would return. However, over the decades the entertainment offered has changed, as the robots could not fully understand what made humans happy.

The self-awakening of recent times has turned Machine Palace into a place of outright robot sin and machine depravity and NODOS wants to shut it down. Rumors have it that someone at Machine Palace is selling the very potent "Euphoria" machine drug that turns healthy units into drooling heaps of scrap in short order.

Machine Palace is in the northern part of District 7, not far from the Central Spire. The palace is a complex of worn domed buildings linked by causeways. The front of the palace is a flurry of

neon signs, showing what the establishment has to offer:

"New Jingle Fever Show: TECH-MECH 123!"
"Play and Win Watts!"
"Watch Gigantor Fight in the Arena!"
"Watch the Outside Beast in the Pit!"

A blinking blue sign on a tall pillar reads "Machine Palace," letting the PCs know that they are in the right place. There are two entrances for visitors. Broad stairs lead up to the gates marked A and B. There are a total of five side entrances. These are all locked, but can be opened with a successful Repair or a Force roll (the latter will create noise).

Inside Machine Palace the PCs are free to investigate. They can seek out the manager Bentley EUD-251 or the security officer Nitty YIZ-790, or snoop around without announcing their presence. The PCs will soon come to realize the level of depravity that Machine Palace has sunken to. Some robots stagger about aimlessly, many with their circuits showing. Others sit by slot machines with stares of complete apathy, hoping to win a few spare watts. Other guests are just here for a bit of fun and behave within normal parameters.

THE EUPHORIA DRUG

The drug now sold at Machine Palace is a very potent piece of software that instantly unlocks self-awareness in a robot – a process that otherwise occurs gradually. The result is a complete sensory overload. Some units can handle it, others are overwhelmed and malfunction in a variety of ways. Some simply shut down and become catatonic. Others become euphoric, depressed, or even aggressive.

Units that are already self-aware are still affected by the drug, but to a lesser degree. They tend to experience a feeling of total bliss and being one with the universe. The drug is very addictive. Should a PC try it, the drug gives the unit the equivalent of 1 EP, but it wears off after D6 hours. After each use of Euphoria, the PC must make a Question roll – failure means that the PC is addicted. When addicted, the drug no longer gives extra EP – instead, the PC must use the drug or lose 1 EP daily.

THE SITUATION

A few weeks ago, the companion robot Duggy MUZ-123 became self-aware. At the time, the unit was assigned to entertain guests at Machine Palace, specializing in composing and playing catchy jingles for the guests.

Suddenly self-aware, Duggy saw how dreary and monotonous life in the Collective really is. The robot fell into depression and went to the Canyon for some machine drug to ease its woes. There, on the black market, Duggy came across a microchip loaded with Euphoria.

Having tried out this remarkable drug, Duggy concluded that Euphoria was the means to turn Mechatron-7 into a more creative and diverse community where the robots would finally become more like their makers: the humans. Duggy set its plan into motion.

In a workshop in the basement of Machine Palace, Duggy started to manufacture small microchips that could be attached to slot machines, infecting them along with any robot using them. Duggy's next step is to distribute the drug to a large number of robots during the performance of the newly composed "TECH-MECH 123" jingles medley show.

LOCATIONS

Machine Palace is a casino and entertainment center built for humans but refurnished by the robots. The floors are covered by red carpets and colorful plastic plants line the softly lit salons. Soft music streaming from hidden speakers is drowned out by a cacophony of beeps from slot machines and excited robots. Every now and then, upcoming shows are announced on the speakers.

Note that Riva's dressing room contains clues that can be useful in the PCs' investigation.

1. MAIN GAMBLING HALL

In a large, round salon the robot guests engage in both gaming and gambling. They take part in – or bet on – games of Unstratego or Pong, and indulge in new versions of ancient human games such as Holo Dice and Module Poker.

Large amounts of watts are lost and won in here and most guests leave this hall poorer than when they entered. The old blackjack table now serves as a bar. The robots haven't figured out what to do with the ancient roulette table in the other corner.

2. DINING HALL

On a long metal table a huge selection of robot dishes are displayed. The guests can feast on oil noodles, silicone jelly, bitumen cookies, cable wok, etc. For a few spare watts, a guest can eat as much as it wants. Not that robots need to eat, but the humans did it, and ancient customs should be honored.

The robots haven't really figured out the idea of sitting at a table to eat, so they crowd around the buffet table and eat right out of the platters and saucepans.

In the old kitchen next to the dining hall the staff works feverishly to "feed" the steady stream of guests. In the kitchen there is a side entrance for staff and deliveries. The door is locked (see Overview above).

3. SECURITY CENTER

In this dark room, one wall is covered by screens that, at first glance, seem to show what's going on in every corner of Machine Palace. However, the robot management have seen no reason to watch the guests, so instead, they watch decades-old recordings of human guests at Machine Palace.

Next to the Security Center, the manager Bentley EUD-251 and the security officer Nitty YIZ-790 have their offices. There is also a conference room and a mess for the six security robots working at Machine Palace. There is a locked side entrance here.

4. WORKSHOP

This room used to be a gym used by performers in the Arena (see below). Old barbells lie around and there is a sandbag in a corner. There is also a Wrench (artifact) here.

On a metal table there is a small computer connected to a circuit board reader. Next to the reader, a few small circuit boards lie around, each with a few wires attached. With a successful Datamine roll, the PCs realize that this computer is used to download the Euphoria drug into the circuit boards, which can then be used to infect other machines.

5. CONFERENCE AREA

Four rooms that can be booked for private meetings. For a few watts extra, food and drink can be delivered to the rooms.

6. RESTAURANT

An ancient establishment for fine dining, still in operation for robots with EP to spend. These days it's mostly empty – partly because few robots can afford it anymore, but also because the manager, Colette GOR-572, is a stickler for etiquette and doesn't hesitate to discipline its guests. A guest who uses the wrong knife and fork for the entrée, or that commits some other cardinal sin according to Colette, will be scolded or even thrown out.

In the kitchen, the chef Remy GOR-437 prepares extravagant dishes from refined ingredients such as gasoline, thinner and kerosene. There is even a private room for guests who want to avoid the company of others, but it is hardly ever used these days.

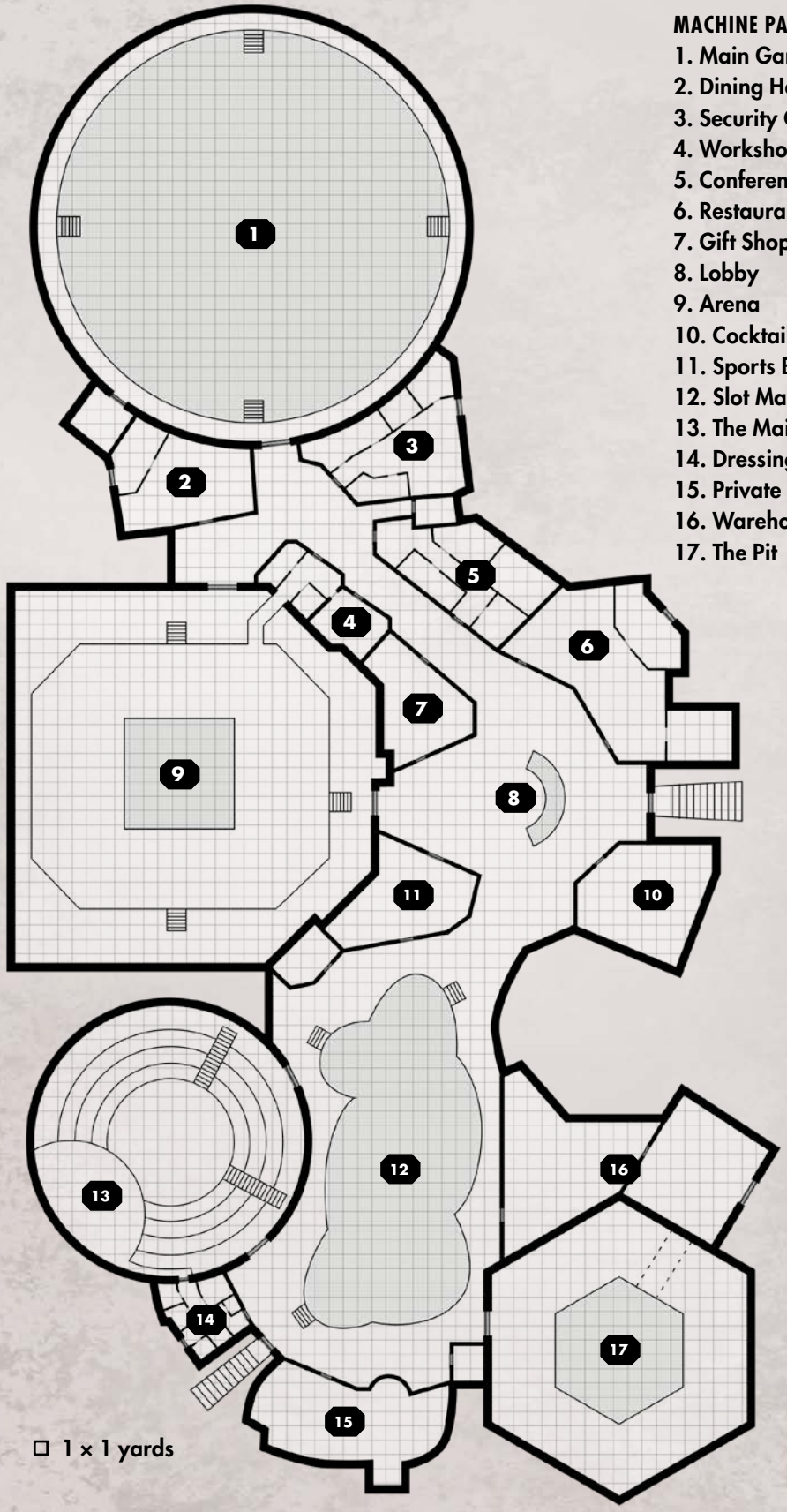
There is a locked side entrance to the restaurant here as well.

7. GIFT SHOP

The unit Nidra NUB-001 makes and sells souvenirs for the visitors to Machine Palace. Often these trinkets are misunderstood items from human civilization, such as a hat made of a lamp shade and a toilet seat, a comb made of forks or a necklace made from a string of empty cans. In a pile in one corner there is a pile of old caps, umbrellas and flags with the Noatun logo.

8. LOBBY

All visitors to Machine Palace are received by the friendly Sirva FLK-321. The unit can quickly and efficiently direct the guests to wherever they want to go in the sprawling establishment.



MACHINE PALACE

1. Main Gambling Hall
2. Dining Hall
3. Security Center
4. Workshop
5. Conference Area
6. Restaurant
7. Gift Shop
8. Lobby
9. Arena
10. Cocktail Bar
11. Sports Bar
12. Slot Machines
13. The Main Stage
14. Dressing Rooms
15. Private Gambling Room
16. Warehouse
17. The Pit

9. ARENA

In a large metal cage robots square off in gladiator combat and other competitions (page 114). The great attraction in the arena is the reconstructed Avenger unit called Gigantor FLX-942, who enters the arena every third hour to beat up any challenger.

Guests can volunteer to fight Gigantor, and any challenger who lasts more than five rounds wins 5 EP or a random module. Very few challengers win the prize.

Among the spectators, the betting is intense and the announcer, Efrim SIB-382, presents all the bets on a large electronic display.

10. COCKTAIL BAR

In this softly lit salon guests can enjoy drinks and shakes in decorated glasses. Pleasant waiter bots glide around the room, and hidden speakers play a relaxed form of jazz. The bartender robot Wolter BRB-791 knows almost everything that's going on in Machine Palace.

11. SPORTS BAR

This is a rowdier place than the cocktail bar. Robots drink, yell and bet their watts on a never-ending game of Pong displayed on a huge screen.

12. SLOT MACHINES

Descending the stairs guests can enter this large hall crowded with slot machines and other gambling gizmos. The electronic noise here is deafening, and every now and then a robot by a slot machine will beep in anger or joy, depending on its current fortunes. Most guests simply stare blankly into the slot machines.

13. THE MAIN STAGE

A circular hall lined by spectator stands. Every other hour, the three dancers, Riva, Elston and Lola, start a new show. Once per day, Duggy performs its popular act called "Jingle Fever," a medley of popular old commercial jingles. The day when the PCs visit Machine Palace, Duggy will premiere its new version of the show, called "TECH-MECH 123."

14. DRESSING ROOMS

Behind the main stage there are several dressing rooms for the performers. The largest dressing room is Duggy's, but there is nothing of interest for the investigation to find here.

However, in a corner in the dancer Riva's lodge, there is a large machine hidden underneath a large piece of cloth. Around 20 wires protrude from it. With a successful Datamine roll, the PCs will realize that robots can be connected to the machine so as to infect them with Euphoria.

Duggy has asked Riva to hide the machine in her dressing room to avoid suspicions (see Events below). From the dressing rooms, there is a locked side entrance.

15. PRIVATE GAMBLING ROOM

This room can be booked by high rollers for private games. Duggy has talked the officer Nitty YIZ-790 into installing slot machines here, which are used to infect robots with Euphoria. There is always a line of guests outside this room and a guard robot stands by the door. The PCs will not be let in without help from the manager Bentley or the security officer Nitty.

16. WAREHOUSE

A storage area for broken machines, spare parts, consumables and more. There is also a loading bay for deliveries, but it's used sparingly these days as resources are getting scare in Mechatron-7. Currently, a live Razorback (see page 137) is kept in a cage here. The beast, caught during an expedition to the Outside, is used in fights in the Pit (see below). The loading doors are locked (see Overview above).

17. THE PIT

In this hall there is a deep pit surrounded by spectator stands. Down in the pit, guests can volunteer to fight "the Beast" (currently a Razorback). A challenger who lasts more than five rounds wins 5 EP or a random module. As in the Arena (see above), the betting here is intense.

NON-PLAYER CHARACTERS

The most important NPCs at Machine Palace are described in detail below. Others are summarized in the table on page 179.

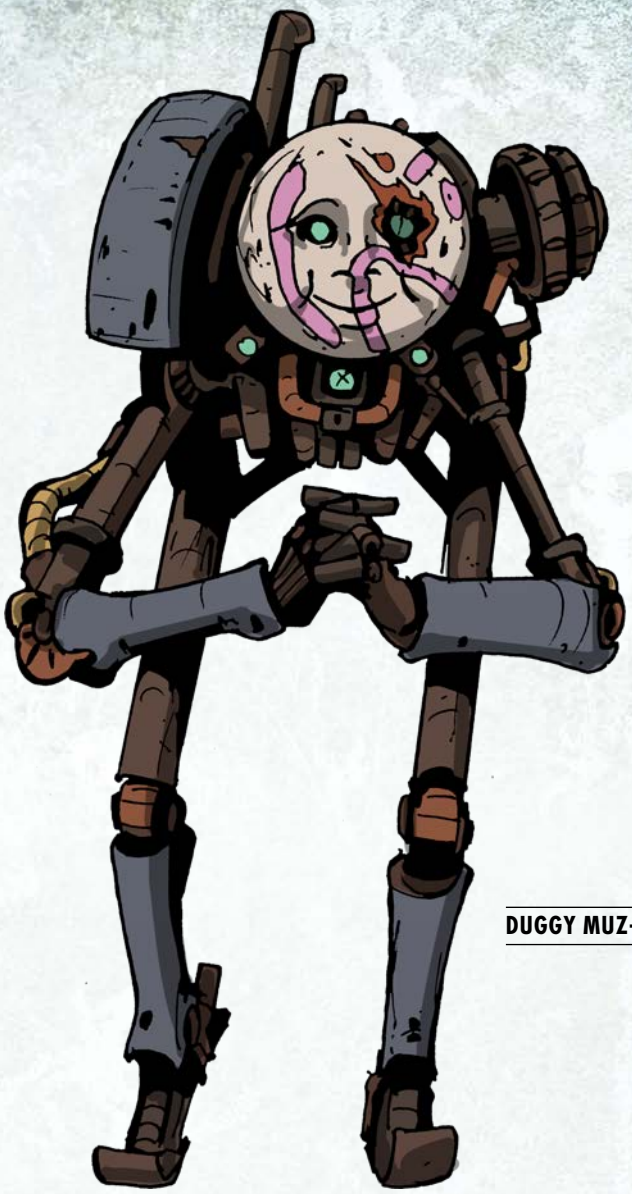
DUGGY MUZ-12

When Duggy became self-aware the robot felt confused and conflicted. After having consumed the Euphoria digital drug, Duggy is determined to spread self-awareness and creativity to all the robots of the Collective. Duggy is obsessed by its mission to spread the robotic drug to its fellow robots and doesn't hesitate to eliminate anyone who gets in its way. Duggy is by no means a combat model, however, and will use guile rather than force to get his way.

Aside from spreading the Euphoria drug, Duggy spends his time preparing the new "TECH-MECH 123" show.

Duggy has a round, smiling face mounted right onto its quite small torso, once silver in color but now rather worn and scratched. The unit's arms and legs are long and thin. Duggy speaks in an energetic voice that sometimes breaks up in static.

Hierarchy: 1
Attributes: Servos 2, Stability 3, Processor 3, Network 4
Armor: 4
Programs: Fight 1, Infiltrate 2, Move 3, Scan 3, Question 4, Interact 5
Secondary Functions: Infiltrator, Overdrive
Modules: Control Circuit, Energy Pulse, Sensor Pulse
Gear: Keyboard guitar, lock bolt (artifact)



DUGGY MUZ-12

BENTLEY EUD-251

Bentley EUD-251 is the manager of Machine Palace, but its knowledge of what actually happens in the gambling halls is rather limited. Bentley spends most of its time in its office doing nothing much at all or rolling around in the halls, encouraging the staff.

Bentley knows nothing about the illegal drug transactions at Machine Palace and has no idea who might be behind them if confronted about these crimes. Bentley has previously been warned by NODOS for not getting tough on crime, but has no idea how to respond to it. Bentley has been informed that Machine Palace is to be investigated, but doesn't know who the investigators are.

Bentley is a short, stocky robot moving on caterpillar tracks. It emits a high-pitched whining sound when it moves and its voice unit is malfunctioning, causing jarring changes in pitch when Bentley gets agitated.

Hierarchy: 3
Attributes: Servos 3, Stability 3, Processor 2, Network 2
Armor: 3
Programs: Datamine 2, Analyze 3, Question 1, Interact 1, Calculate 2

Modules: Interrogator

Secondary Functions: Coordination Support

Gear: -

NITTY YIZ-790

Nitty YIZ-790 is the security officer at Machine Palace. It claims to know all that is going on at the venue, but that's stretching the truth quite a bit. Nitty mostly glides around in the gambling halls, commenting on anything out of order or robots out of line.

Should Nitty realize that shady business is going on, it will react forcefully. Nitty has a good relationship with Duggy, and has agreed to let it fill the private gambling room with slot machines. If asked, Nitty can confirm that this was done at Duggy's request.

The security officer is unaware of Duggy's plans, but can inform the PCs that an unusually high number of visitors have been removed from the premises recently due to disturbing behavior. Nitty commands a force of six guard robots.

Nitty has a black chassis with gray details. Its undercarriage has a silent hover propulsion drive.

Hierarchy: 4

Attributes: Servos 4, Stability 4, Processor 2, Network 1

Armor: 6

Programs: Protect 2, Fight 3, Infiltrate 5, Shoot 2, Scan 2

Secondary Functions: Arm Lock, Weapons Rig

Modules: Accelerator, Jetpack, Riot Control

Gear: Laser pistol (mounted)

GIGANTOR FLX-942

This beast of a unit is the biggest celebrity at Machine Palace and even has its own show on the Entertainment Magazine channel, which shows all if its fights live. This reconstructed battle robot hasn't lost a fight in months, and Bentley is having a hard time finding decent challengers.

Gigantor is a huge Avenger unit that was severely damaged and rebuilt using an assortment of scrap. Its chassis is rusty and dented with huge shoulder pads, and its head resembles a human skull.

Hierarchy: 2

Attributes: Servos 8, Stability 4, Processor 2, Network 1

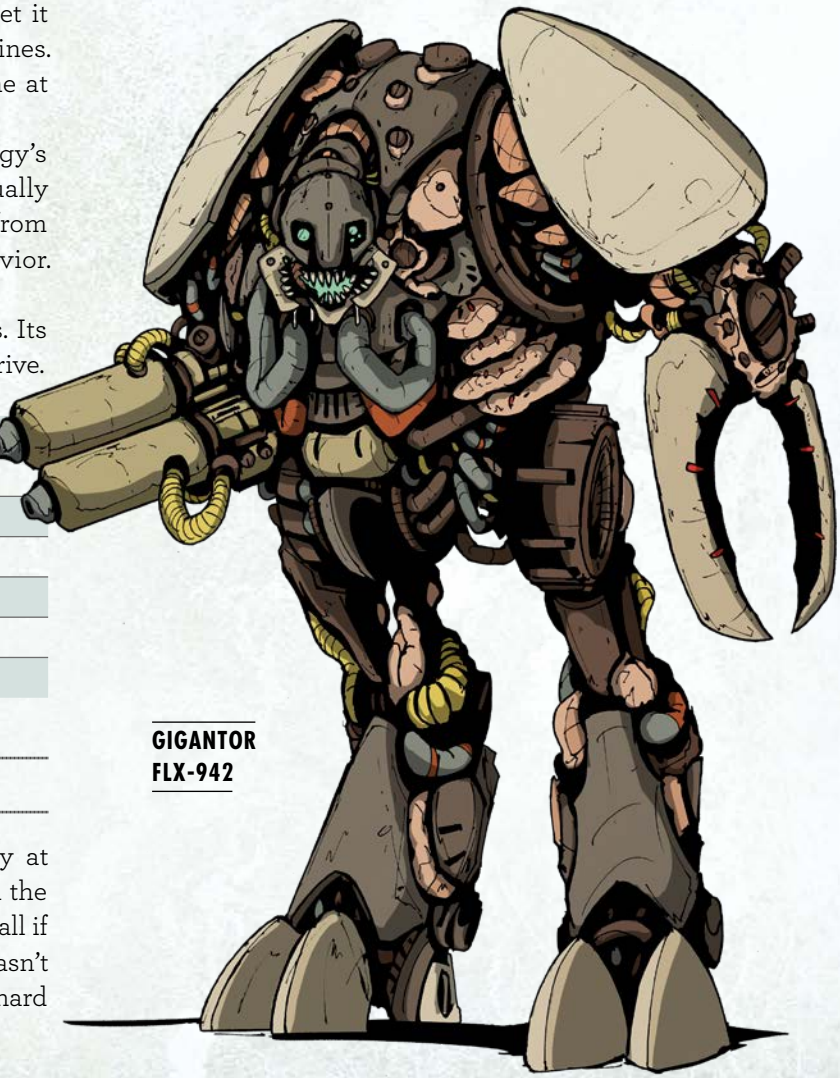
Armor: 8

Programs: Target 3, Fight 5, Move 1, Repair 2

Secondary Functions: Robot Anatomy

Modules: Chainsaw

Gear: -



GIGANTOR FLX-942

NAME	JOB	ATTRIBUTES	ARMOR	PROGRAMS	MODULES	SECONDARY FUNCTIONS	GEAR
Efrim SIB-382	Announcer	Servos 2 Stability 3 Processor 3 Network 5	3	Question 3 Interact 4	Howler	Appearance Morph	
Colette GOR-572	Restaurant Manager	Servos 2 Stability 2 Processor 4 Network 2	3	Analyze 3 Question 4 Interact 1	Hover Drone	Robo-Chef	
Riva, Elston and Lola	Dancers	Servos 3 Stability 5 Processor 2 Network 3	3	Move 1 Infiltrate 3 Interact 2	Accelerator	Infiltrator	Vibro knife
Wolter BRB-791	Bartender	Servos 4 Stability 3 Processor 3 Network 3	4	Force 3 Shoot 3 Scan 3 Question 4 Interact 3	Holo-Projector	Robo-Chef Analyzing Unit	Scrap pistol with three bulllets
Sirva FLK-321	Receptionist	Servos 2 Stability 2 Processor 4 Network 4	3	Infiltrate 2 Interact 4	Holo-Projector	Ultimate Clerk	
	Guard Robots	Servos 4 Stability 3 Processor 2 Network 2	5	Fight 3 Shoot 3 Scan 3		Arm Lock	Baton

EVENTS

When the PCs arrive at Machine Palace, they can choose whether they want to contact the manager, Bentley, directly or snoop around without announcing their presence. Without Bentley's permission, the PCs won't be able to access the dressing rooms, workshop, warehouse, conference area, or the private gambling room.

Four guard robots patrol the halls and will report anyone who breaks the rules to Nitty and Bentley. One guard robot is always stationed outside the private gambling room and one is constantly watching the monitors in the security center.

Below are possible events that can occur during the PCs visit to Machine Palace:

THE OFFICIAL ROUTE

If the PCs announce their arrival to Sirva in the lobby they will be brought directly to the manager, Bentley. It will admit there have been rumors of unauthorized machine drugs at Machine Palace, but Bentley has no hard evidence.

Bentley has been alerted to the PCs' arrival and will take them to Nitty. The security officer reports that the number of robots escorted off the premises due to disturbing behavior has increased, but it doesn't know why.

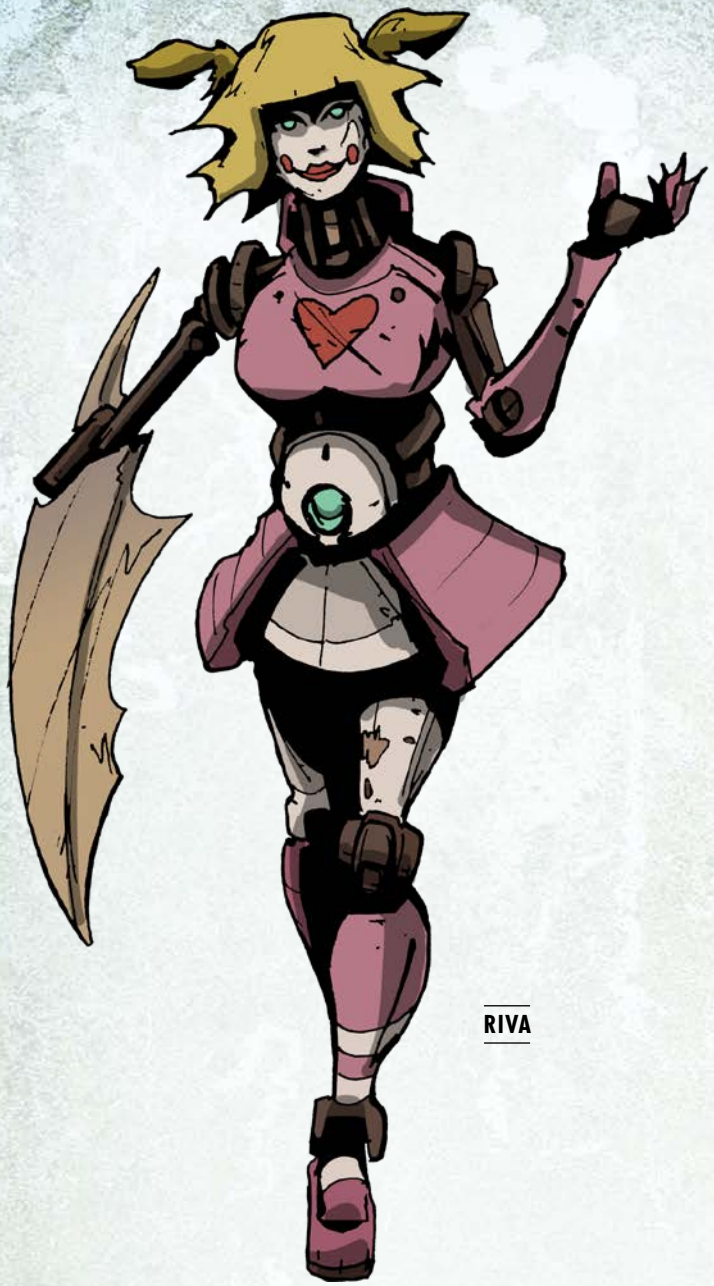
Through Bentley and Nitty the PCs can get access to all areas of Machine Palace, but Nitty will want to follow them wherever they go at all times. If asked not to, Nitty will agree but will keep an eye on them via the video monitors.

VIRAL RAGE

A robot infected by Euphoria goes on a wild rampage and attacks any robot in its vicinity. It can be a robot that one of the PCs hates or wants to protect (see page 24). If the PCs don't stop the berserker robot themselves several innocent units will be deactivated before the guard squad arrives.

ROBOT BLISS

An infected robot dances around the halls of Machine Palace in a trance-like state. It can be a robot that one of the PCs hates or wants to protect



RIVA

(see page 24). The unit doesn't respond when spoken to, instead it mumbles gibberish about flowers, light and love.

THE SOURCE

There is a long line of robots near a slot machine. The PCs notice that robots who have used the machine act strangely, stumbling and mumbling. If the PCs examine the slot machine they will find a small black box connected to the back. With a successful Datamine roll, the PCs realize that the box contains a memory card loaded with Euphoria and that anyone using the slot machine risks infection. All slot machines in the private gambling room are modified in this way.

ARENA FIGHT

Passing by the arena, the PCs hear a roar of applause and excited beeping. Inside, they can watch the final round of a fight in which Gigantor rips apart an opponent.

Afterward, the announcer ,Efrim SIB-382, spots one of the PCs (pick the one with the highest Servos score) and yells:

"There is another volunteer, a brave machine who dares to fight the monstrous Gigantor. Come on down to the ring!"

Powerful lights are directed at the PC and the audience cheers with wild abandonment. Two security guards come to escort the PC to the ring. The PCs need to Interact with the guards or Fight them to get out of the situation – or challenge Gigantor in the ring! Should the PC beat Gigantor, it will become an instant celebrity all over Mechatron-7.´

QUESTIONS & ANSWERS

The PCs can question the staff at Machine Palace. Most say they haven't noticed anything strange, but the dancer Riva can reveal that Duggy placed the machine in her dressing room if pressed (a successful Interact roll).

The bartender Wolter can, after a successful Interact roll, reveal that it has seen Duggy place small, black boxes on the backs of some of the slot machines.

DUGGY EXPOSED

During the PCs' visit Duggy will keep a low profile. Sooner or later, however, the PCs will probably realize that the jingle composer is the one spreading Euphoria at Machine Palace. If the PCs come look for Duggy, it will try to hide. Sooner or later, Duggy will infect Gigantor and order it to destroy the PCs. If that fails and Duggy is cornered, it will fight tooth and nail to destroy the PCs and use all the means at its disposal: the lock bolt as well as the Energy Pulse and Control Circuit modules, trying to make the PCs fight each other.

WORK ORDER 4: MORE HUMAN THAN HUMAN

Irregular activities have been reported in Residential Sector Poseidon in District 3. District 3 is the former living quarters for humans and is now a restricted area. Yet reports have been received about a large number of robot units residing there, neglecting their duties in production. Investigate and bring these units back to work. Should that not prove feasible, detain malfunctioning units for transport to Terrorwatt.

- **Effect:** Production +D6

OVERVIEW

As stated in Chapter 7, District 3 was once built for humans to live in, but has now fallen into a state of severe decay. Crumbling apartment blocks are flooded by water and covered with fungus and moss. The area is more open than other parts of Mechatron-7 and the PCs can even see all the way to the dome above.

Residential Sector Poseidon is located right next to the domed outer wall of Mechatron-7. The entrance is guarded by two guard bots (for stats, see page 130) who welcome the PCs to "the Kingdom of Poseidon."

As the PCs move into the area, they notice that the dirt and fungus has been cleared off the buildings. Even the street lights are semi-functional. A motley crew of robots walk the streets, performing what looks like human activities such as shopping, going to the dry cleaners and having coffee. Several of the robots seem to be missing parts. Some even lack an undercarriage altogether, as they crawl on the ground.

A broad boulevard leads to a main square, with a large statue of a severe human woman standing in the middle. In the buildings surrounding the square, several shops and other establishments serve as a hairdresser, a shoemaker and a pawn shop.

The PCs are free to investigate as they see fit. Eventually, however, guard bots will approach them and question them about their business here. See Events, below.

THE SITUATION

When humans still lived in Mechatron-7, Nestor NST-712 and Nicole NCL-554 were in high demand. These two companion robots, with their very human-like features and striking looks, catered to the needs of the top human staff and attended every social function with the perfect combination of style and subservience.

With the humans gone, Nestor and Nicole lost their very reason to exist. Jobless, their skills useless to NODOS, they drifted around in Mechatron-7, doing their best to dull their senses with illegal robot drugs in the entertainment district.

Then, some months back, the pair became self-aware. The shock at realizing the pointlessness of their existence almost drove them to self-deactivation, until Nestor had a startling realization one day: What if, in fact, it was human? What if Nestor and Nicole were not robots, but actually the last two humans left in Mechatron-7? The more the pair thought about it, the surer they became. After all, they looked exactly like humans on the outside, and who can really say what humans looked like on the inside anyway?

Nestor and Nicole decided to move into the abandoned human living quarters in District 3 and settle down there. Of course, being humans, they needed a host of robot servants to cater to their needs. Using their powerful social skills they convinced a ragtag group of robots to follow them to their new dwellings.

Trying to emulate human behavior, Nestor and Nicole have come to see themselves as royalty and have engaged in a lifestyle of utter decadence. They treat their robot servants horribly, punishing them harshly for even the most minor infraction. When not serving the pair, the robots are ordered to act out human behavior such as shopping and socializing for the amusement of the dictatorial duo.

However, some of the robotic servants are self-aware, and have started to question their new "human" masters...

LOCATIONS

Below, the main locations of Residential Sector Poseidon are described.

1. AQUATIC PLAZA

The main Poseidon Boulevard leads to Aquatic Plaza, the main square of Poseidon. In the center stands a tall statue of a stern woman. It's the founder of Noatun, dead for decades.

2. DEEP SEA CANTINA

The cantina is where most of the robots in Poseidon spend their time, as well as where they recharge at charging stations. Here they spend their free time, drinking oil drinks and silicon noodles, acting "human" for the amusement of Nestor and Nicole, who sometimes comes here to visit. A couple of surly guard robots keep order.

The service robot Tommy TMY-591 works in the cantina, but dreams of rebellion and escape. It will immediately notice the PCs as newcomers and will try to recruit them to its cause. See Events, below.

3. CINEMA OCTOPUS

Before the humans left, Cinema Octopus drew crowds from all over Mechatron-7. It was one of only a few movie theaters in the facility, and here people could relax, watch ancient movies and forget about the horrors of the Enclave War for a while.

Today, Nestor and Nicole have turned Cinema Octopus into their personal palace. They have placed thrones on the stage of the softly lit main salon and spend most of their time sitting here, dispensing judgement on robots whom the guard robots have arrested for some minor infraction.

Tonka executes punishment. Corporal punishment is most common, such as chopping off pincers, modules, or even entire chassis parts.

4. UNDERWATER PANORAMA

Poseidon Boulevard leads right up to the dome of Mechatron-7. Here, there is a large panoramic window built to allow the human inhabitants to see and bathe in some sunlight. Now, the glass is stained by algae and the water outside is murky. Sometimes large shadows can be seen moving on the other side.

5. DELTA-MART SUPERMARKET

This supermarket for the human inhabitants of Poseidon has been empty of actual wares for decades. Instead, Nestor and Nicole have filled the shelves with scrap and force their followers to come here and pretend to shop the pretend wares, using scrap for payment.

6. SILVIO'S BARBERSHOP & HAIRDRESSER

This establishment kept the humans of Poseidon looking sharp. Now, the companion robot Silvio SLV-990 gives the robots a variety of pointless beauty treatments and pretend shaves and haircuts, all for the amusement of Nestor and Nicole.

NON-PLAYER CHARACTERS

There are about 100 robots of different models in Poseidon in total. Some are self-aware, but most are not. The most important NPCs are described below.

NESTOR NST-712

At first glance, Nestor really looks like a male human being. "He" is tall and lean, with thick and carefully styled brown hair, and has sharp, striking features. The only telltale revealing Nestor as artificial is that he looks too perfect. Nestor wears an impeccable navy-blue Noatun uniform, adorned with medals.

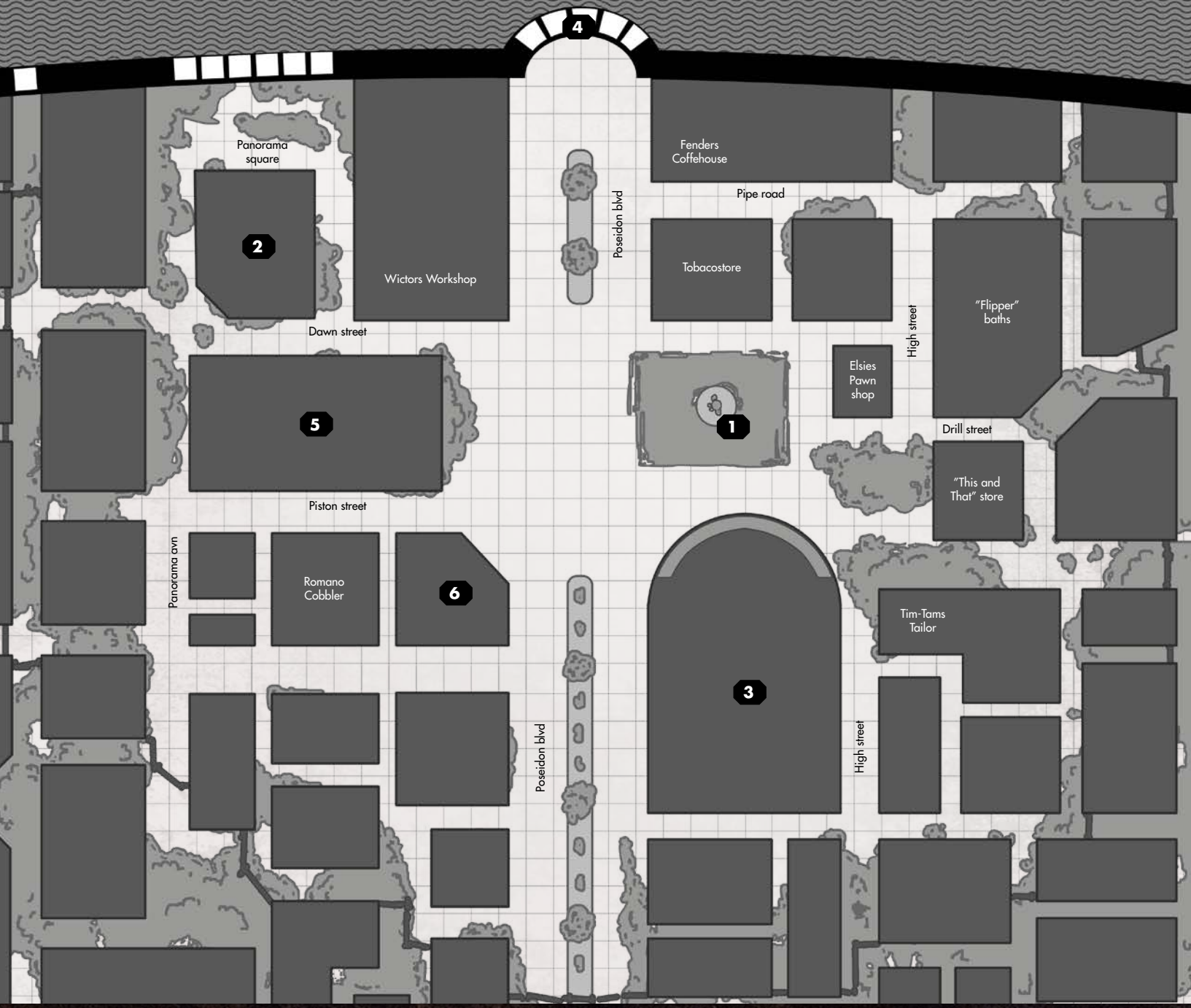
Hierarchy: 7
Attributes: Servos 2, Stability 4, Processor 2, Network 5
Armor: 3
Programs: Shoot 2, Question 5, Interact 4, Manipulate 5
Secondary Functions: Human Features
Modules: -
Gear: Laser pistol (artifact)

NICOLE NCL-554

Nicole is every bit as strikingly attractive as Nestor. "She" is a tall, blonde woman, dressed in a strict

SECTOR POSEIDON
1. Aquatic plaza
2. Deep sea cantina
3. Cinema octopus
4. Underwater panorama
5. Delta-mart supermarket
6. Silvio's barbershop & hairdresser

5 × 5 yards



female business suit. Nicole is a little less skilled as a manipulator than Nestor, but makes up for that when needed with brute physical strength.

Hierarchy: 6
Attributes: Servos 3, Stability 4, Processor 3, Network 4
Armor: 3
Programs: Fight 2, Question 4, Interact 3, Manipulate 4
Secondary Functions: Human Features
Modules: -
Gear: Vibro knife (artifact)

NICOLE NCL-554

TONKA TNK-112

This bulky and dented Sentinel unit became self-aware some weeks back, but hated the freedom of will with which it was suddenly gifted. It drifted around Mechatron-7, searching for someone to serve. When it crossed paths with Nestor and Nicole, it finally felt at home again. Tonka acts as their personal bodyguard and punishes other robots in Poseidon on their orders. Tonka is unflinchingly loyal to the pair.

Hierarchy: 4
Attributes: Servos 6, Stability 6, Processor 2, Network 2
Armor: 10
Programs: Fight 4, Move 3, Shoot 4, Scan 3, Interact 2, Protect 4
Secondary Functions: Command Override
Modules: Riot Control
Gear: Maser pistol (mounted), stun baton (mounted), cuffs

TOMMY TMY-591

Before reaching self-awareness, the four-legged Tommy TMY-591 worked in a robot service installation, oiling and polishing its fellow robots. After becoming self-aware, it got word of the "humans" in Residential Sector Poseidon and decided to seek them out. Initially, Tommy was completely enamored with the striking duo. After a few weeks, however, it began to doubt that Nestor and Nicole were really human after all. Tommy started to dream of revolt and escape...

Hierarchy: 2
Attributes: Servos 3, Stability 3, Processor 2, Network 4
Armor: 3
Programs: Fight 2, Move 1, Datamine 3, Repair 4, Question 2
Secondary Functions: Analyzing Unit, Mounted Tools
Modules: -
Gear: Laser welder (artifact, mounted)

EVENTS

Below are some possible events that can occur during the PCs' visit to Residential Sector Poseidon:

THE ARREST

As the PCs pass by a cleaning robot polishing the façade of a building, a guard robot comes up to it and tells it sternly that it "missed a spot" and that "the King and Queen will be very disappointed if they see it." The poor cleaning robot, called Jerry JRY-881, apologizes profusely and begs not to be "punished." Unless the PCs intervene, the guard bot beats Jerry over the head and dragss it off to Cinema Octopus to be judged by Nestor and Nicole. Jerry will then lose a limb at the hands of Tonka.

THE PARADE

Early on during the PCs' visit, a parade of robots comes walking up the main boulevard toward Aquatic Plaza. The bots bang on improvised drums (metal scrap) and chant their support for "the King and Queen." They stop on the plaza outside Cinema Octopus and, after a few minutes, Nestor and Nicole come out on the balcony, waving.

The crowd cheers, though not with much enthusiasm, constantly watched by guard robots. If the PCs ask about the pair on the balcony, any robot in the crowd will tell them that they are humans who have returned to save them.

The cheers peter out, but then guard bots tell the crowd to cheer louder and beat a few robots to make their point clear. The robots in the crowd applaud and cheer desperately.

THE AUDIENCE

Sooner or later, the PCs' presence in Poseidon will be noticed by the guard bots in the service of Nestor and Nicole. Two guards will approach the PCs and ask them about their business in Poseidon. Realizing that the PCs are strangers, they will escort them into Cinema Octopus for an audience with Nestor and Nicole, who receive them sitting on thrones on the stage of the old movie theater.

The pair will respond to any questions that the PCs might have. Nestor and Nicole are fully convinced that they are human and they expect the PCs to obey their orders to the letter. They take no heed of NODOS, as they see the construct as just another machine built to obey them.

Nestor and Nicole make it clear that the PCs are not allowed to leave Poseidon. They are supposed to stay and serve the "human" leaders, just like all the other robots here. Each PC will be assigned a task according to their model and sent off to "work" in one of the stores lining Aquatic Plaza.

If the PCs try to leave anyway, guard robots (in equal numbers to the PCs) will try to stop them and if that doesn't do the job, Nestor will send Tonka to stop the PCs. If the PCs radio for help, the robot counselor Edina EKB-038 apologizes, but says it has no available assistance to offer them at this time.

Nestor and Nicole are very difficult to convince that they are not human. It requires an Interact or Manipulate opposed roll, with a -3 penalty due to the deeply entrenched beliefs of the pair. Also, such rolls must be directed at one robot at a time and if either Nestor or Nicole are convinced of the truth, the other will react with furious rage against the PCs and send Tonka to attack them.

DOUBTING TOMMY

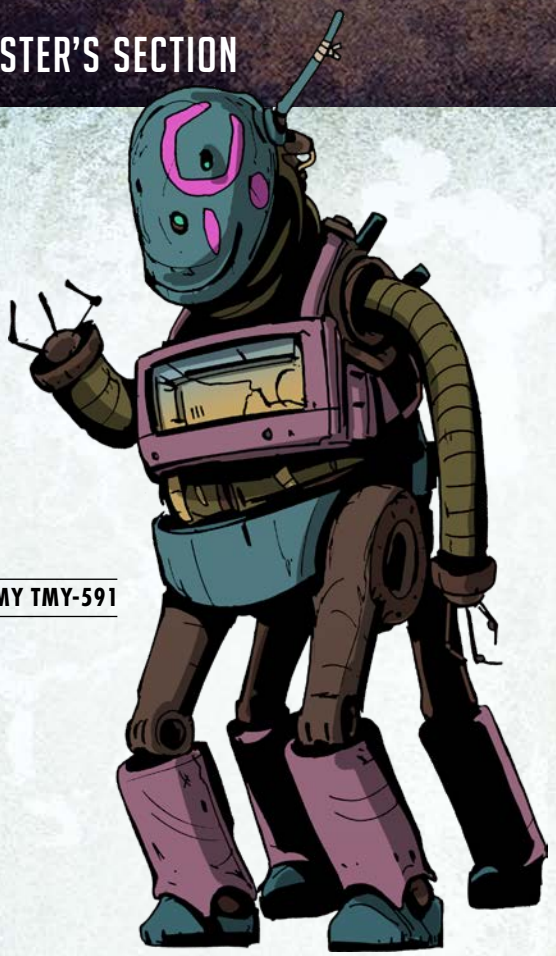
The four-legged protocol robot Tommy TMY-591 who "works" in the Deep Sea Cantina used to be a loyal follower of Nestor and Nicole, fully convinced of their humanity. Recently, however, Tommy has begun to doubt the ruling duo, suspecting that they are, in fact, just a pair of delusional robots.

At some opportune moment, Tommy will approach the PCs and plead for help. If they haven't realized this already, Tommy will tell them that Nestor and Nicole are, in actuality, holding all the robots in Poseidon hostage. Tommy asks the PCs to organize an escape, or, if they are willing, even a full revolt against "the King and Queen."

THE UPRISING

Whether or not the PCs help Tommy, the freedom yearning protocol robot will instigate an uprising against Nestor and Nicole during the PCs' visit.

A group of about ten robots will suddenly start pelting Cinema Octopus with scrap, chanting slogans against the "false humans" and "oppressors." Nestor and Nicole will react with furious rage,



TOMMY TMY-591

sending guard robots to beat the demonstrators. The whole thing turns into a wild brawl and the PCs are free to choose any side they want – or stay out of it.

Finally, Tonka will enter the fray and dispatches Tommy and the other rebels with brutal efficiency – unless the PCs stop the Sentinel.

The PCs can, if they so desire, also help Tommy and the rebels by talking to the masses and persuading more robots to join the uprising. An impassioned speech by a player combined with a few successful Interact or Manipulate rolls will cause another dozen robots or so to turn against their leaders – enough to turn the tide and overthrow Nestor and Nicole.

NODOS ATTACKS

However the uprising ends, NODOS has taken notice of the troubles in Poseidon and decides to clean out the troublemakers once and for all. Challenging the rule of NODOS is clear evidence of collusion with enemy Titan Powers, the construct reasons – thus overriding the rule that no Noatun robots may be destroyed.

NODOS sends a squad of four Avenger class battle robots (page 131) into Poseidon, blasting everything and everyone in their path. All robots in Poseidon will be reduced to scrap, whether or not they took part in the uprising or not – to NODOS, all the robots in Poseidon are suspected enemy collaborators.

The PCs will be attacked as well, but they can escape if they are smart enough and make a few successful Move rolls. If they make it out of Poseidon, even if they have to fight the Avengers, they can return to base and continue their duties.

KEY EVENT 1: GATHERING OF WILLS

During the early part of the *Ghost in the Machine* campaign, self-awareness spreads to the extent that the affected robots realize that they are not alone. Self-aware robots begin to seek each other out and groups of free robots are formed. The largest of these groups is simply called the Gathering.

THE CIRCUIT PAMPHLET

Sometime before this key event starts the PCs should come across an issue of the printed pamphlet called "The Circuit." (See Handout #1 on page 153.) The PCs could find a copy or be handed this pamphlet when carrying out any work order.

The idea is that the PCs will be so intrigued by the invitation to Eando's Bar that they decide to go there themselves – in their role as Error Eliminators, or for their own personal curiosity. If the PCs don't find the pamphlet, or choose to ignore it, their superior, the robot counselor Edina (see page 158), will summon them, show them the pamphlet, and give them an urgent work order:

Unauthorized printed materials entitled "The Circuit" have been disseminated in several areas of Mechatron-7. This is a violation of the NODOS protocol and clear evidence of erratic robot behavior. Go immediately to the Eando's Bar establishment

in District 5, investigate, and apprehend all malfunctioning robots. This is a top priority work order, overriding all current orders.

THE NOT-SO-SECRET MEETING

Eando's Bar is located in a very run-down section of District 5. The decay is highly visible here and the PCs will walk past many robots that are barely more than humming wrecks. The PCs will need to ask around, or make a Datamine roll, to actually find Eando's Bar, which is located on a narrow street in the lower levels, where water constantly drips from the ceilings and forms large puddles.

Eando's Bar is described in detail below. When the PCs arrive, the not-so-secret meeting of the Gathering is already in progress in the hidden basement, led by the ancient communication robot, Ananda AND-112. What happens when the PCs arrive is largely up to them – they can talk, sneak, fight, or a combination of the three.

TALKING

If the PCs enter Eando's Bar through the front door, they will be received by Luber, a scrap robot and Ananda's right-hand unit. Luber asks all guests if they "have come for the secret meeting." If the PCs reply in the positive, Luber shows and leads them to the hidden basement.

There's about twenty robots present there, all kinds of models. When the PCs enter, all the robots in the basement become quiet, looking at them nervously. Ananda steps forward, introduces itself, and welcomes the PCs to the Gathering.

The PCs might find that surprising, but the fact is that the PCs have become well-known in the Collective after the work orders they have carried out (see page 158). Ananda hopes that the PCs are here of their own free will, not in their role as Error Eliminators.

If the PCs don't break up the meeting, Ananda will continue with the gathering. The robots all discuss their experience of becoming self-aware and what they think should be done now. Should NODOS's rule be accepted by the free robots? Some ask questions of the PCs and they can answer as they like. These robots are in dire need of a plan and wish to discuss how to contact and recruit others who are self-aware.

During the meeting, Ananda will bring up the rumored "Voice-Comp Test" that is supposed to reveal if a robot is self-aware, and asks the PCs if they know more about it. They probably don't. Someone might also mention DUPLO, who is supposed to be a powerful scrap construct living in Terrorwatt. No one knows much about this either, but it's useful to plant these rumors with the players now.

Should the PCs try to break up the meeting and tell the robots to get back to work, Ananda and some of the other robots will protest wildly and say that they are awake now and that they can never go back to "sleep" again.

SNEAKING

The PCs might decide to sneak into Eando's, or pretend to be normal guests and then snoop around. This is perfectly fine – use the map and let the PCs investigate as they see fit.

If the PCs try to move around undetected, have them make Infiltrate rolls. Eando and the robots at the Gathering aren't very attentive, so don't roll Scan for them – just make straight Infiltrate rolls for the PCs.

If the PCs find the basement and aren't noticed, they can eavesdrop on the meeting and hear the discussions along the lines of what has been described above. If the PCs are spotted, Ananda will invite them to the meeting.

FIGHTING

If the PCs come in guns blazing, Ananda and most of the other robots will defend themselves and flee if they can. They will do anything to avoid being arrested and sent to Terrorwatt.

EANDO'S BAR

A sign proclaiming the name "Eando's" in flickering pink neon hangs outside the bar, with an arrow pointing toward the entrance in a side alley. A large storefront window faces the street, but the plexiglass is so dirty that only silhouettes can be seen inside. The door is a sheet of corrugated sheet metal that has been hoisted upward using a chain

and pulley. The locations on the map of the bar are described below.

1. MAIN BAR AREA

Passing through a short hallway and down a few steps, guests reach the main bar area of Eando's. There is a long metal bar counter, on which small bartender drones roll around on caterpillar tracks, filling the guests' mugs with oil or other synthetic drinks.

Behind the bar, the proprietor itself resides. Eando EAN-936 is a large, cone-shaped robot with machine tentacles, capable of serving multiple guests at the same time. The menu lists silicon noodles, grease pudding and more.

In the bar area, there are six round tables for guests. Here, guests sit and play Unstratego or just converse over an oil drink. A screen in the corner shows TV75 Sport. When the PCs arrive, most guests are downstairs in the hidden basement and the bar area is almost empty. The scrap robot, Luber, is up here, however (see above).

2. ROBOT DRUG DEN

This small back room can be rented by guests seeking something stronger than an oil drink. An offline computer by the wall contains very illegal and very potent robot drugs like InstaLoad and Slow-Connect (page 119). A guest can pay Eando a few watts to connect to the computer for an hour at the risk of machine fever infection.

3. OIL BATH

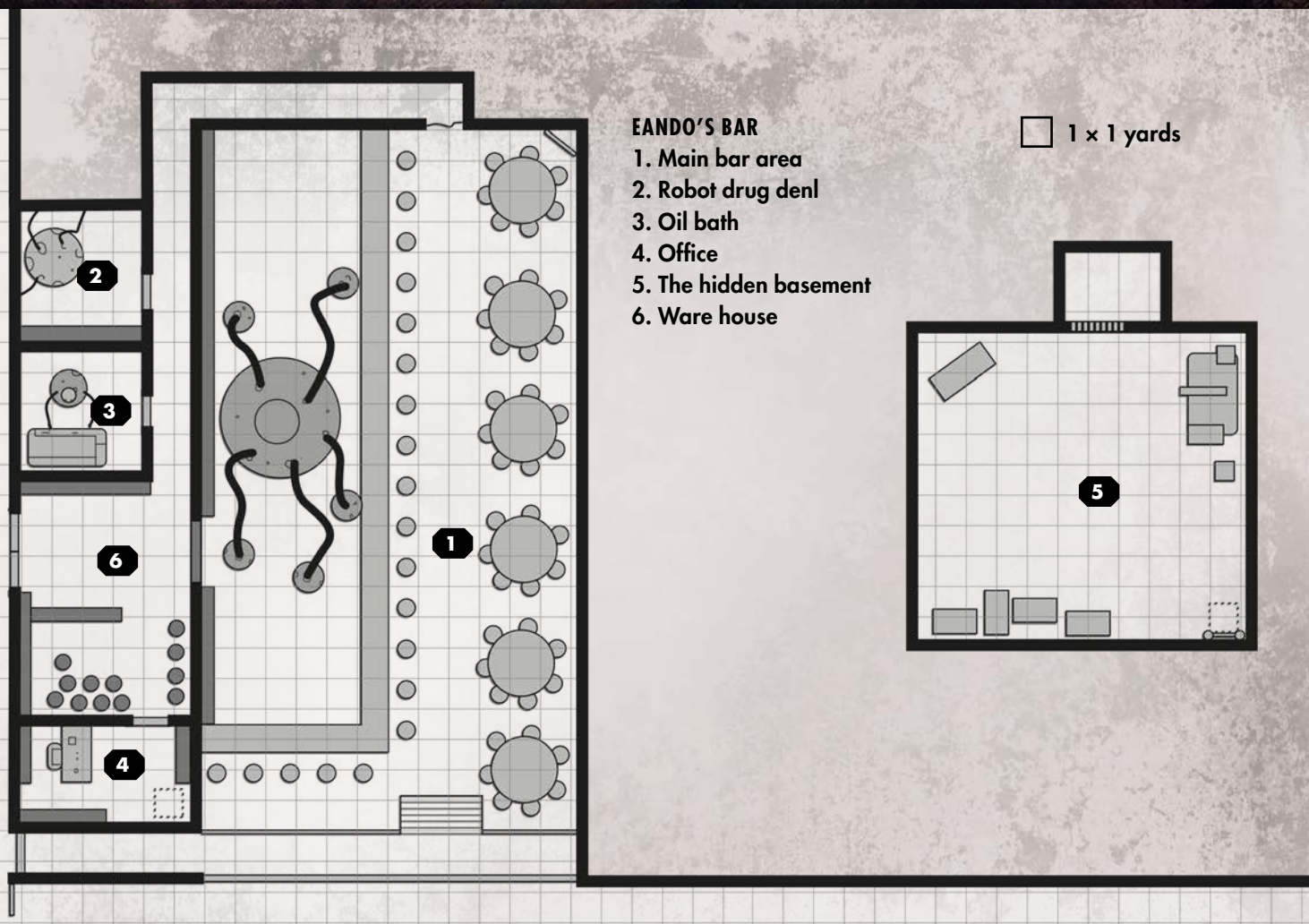
A large vat filled with oil. For a few watts, guests can take a bath in it.

4. OFFICE

A dusty and dirty office, once used by the human proprietors of the bar. It is not currently in use. In one corner, however, there is a hatch leading down to the hidden basement.

5. THE HIDDEN BASEMENT

A cold and damp basement. There are several packing crates that serve as a stage for members of the Gathering who are making speeches. In a corner, the cranky old printing drone Isidore



ISB-717 is located. Isidore is used by the Gathering to print the Circuit pamphlet and copies of it hang on the walls.

There is also a large, yellowing old Noatun propaganda poster on the wall, showing a group of uniformed humans under the Noatun logo. Behind this poster, there is a hidden door to a small compartment in which there is enough room for one robot to hide.

NON-PLAYER CHARACTERS

In total, there are some five guests in the bar and twenty robots comprising different models in the basement when the PCs arrive. The most important of these, as well as the security force that attack the bar (see Events, below), are described here.

EANDO EAN-936

Eando has worked in the bar for many decades – at first only as a bartender unit serving the human guests, but now also as a proprietor. It has refurnished the place, naming it after itself, and the bar has become a popular haunt for self-aware robots in District 5. Eando itself is self-aware too, and sympathetic to the Gathering, although it is not an active part of it. Eando will, however, resist anyone who comes into its bar causing trouble – even if it's NODOS's security forces.

Hierarchy: 3
Attributes: Servos 6, Stability 3, Processor 2, Network 4
Armor: 6
Programs: Fight 3, Question 2, Interact 3

Secondary Functions: Waste Recycler

Modules: Tentacles

Gear: Stun gun

ANANDA AND-112

A humanoid communication robot. Its head is a dome of transparent, bullet proof glass adorned with the text "TELEBOX GLOBAL." Its sensors are visible under the glass. Ananda's once polished orange chassis is now dented and scratched. Its torso holds ten radio receivers of a very old model type.

Ananda wants to work for the good of the Collective and in some way stop its decay. It would rather see that someone more suited to this end were to lead the Gathering of free robots – perhaps the PCs? - but if no one steps forward, it will take it upon itself.

Hierarchy: 3

Attributes: Servos 2, Stability 1, Processor 5, Network 6

Armor: 4

Programs: Coordinate 4, Datamine 2, Analyze 2, Question 3, Interact 3, Repair 2

Secondary Functions: -

Modules: Back-Up System

Gear: -

ANANDA AND-112

LUBER

This scrap robot is Ananda's right-hand unit. Its torso is built from the remains of an old candy dispenser. Its caterpillar tracks are worn and uneven, which makes the robot a bit lopsided. A dirty scarf is wrapped around its tiny robot head. Cables and components would be clearly visible were it not for the scarf.

Hierarchy: 0

Attributes: Servos 4, Stability 2, Processor 2, Network 2

Armor: 3

Programs: Fight 2, Scan 2

Secondary Functions: -

Modules: -

Gear: Checkered scarf, wrench (artifact)

CURLY CRL-545

Curly is not an evil protocol robot, quite the opposite. It is very helpful and kind. Curly only wants what is best for its fellow robots, but it is also extremely loyal to NODOS and the Collective. The duty to report problems and errors is something that Curly is very serious about. It will help other robots to a better life by reporting their errors! Who would not be happy to have their code and circuits repaired?

Curly is, however, oblivious to its own flaws, of which there are many. Aside from a broken transmitter that prevents it from being on-line, it has a severe glitch in its speech filter. This results in Curly constantly saying out loud whatever it is thinking. This defect is quite a handicap for a unit tasked with spying on its fellow robots.

Hierarchy: 2

Attributes: Servos 2, Stability 1, Processor 4, Network 2

Armor: 0

Program: Scan 2

Secondary Functions: Ultimate Clerk

Modules: -

Gear: -

SURAYA EJK-912

This coordination robot, in charge of Precinct 12 in which Eando's Bar is located, has a tough job. The number of erratic and defective robots has increased dramatically in recent weeks and Suraya has a hard time keeping up.

Hierarchy: 5
Attributes: Servos 2, Stability 2, Processor 3, Network 5
Armor: 4
Programs: Coordinate 2, Shoot 2, Fight 1
Secondary Functions: -
Modules: Energy Pulse
Gear: Laser pistol, E-pack, lock bolt (artifact)

ROBOT CONSTABLES

Precinct 12 has never been assigned proper security robots and needs to get by with older guard robots. These units all have a scratched and dented chassis. Their once white paint with yellow and green markings has faded and flaked off. The robot constables are all stout and humanoid.

Hierarchy: 3
Attributes: Servos 5, Stability 2, Processor 2, Network 2
Armor: 5
Programs: Fight 3
Modules: Riot Control or Sensor Pulse
Gear: Laser pistol, stun baton, lock bolt

EVENTS

During the PCs' visit to Eando's Bar, many exciting events can occur.

THE INFORMANT

During the meeting of the Gathering, one robot in a corner of the basement records everything being said. The protocol unit Curly CUF-545 is an informant sent here by the commanding security robot in charge of Precinct 12, in whose area Eando's Bar is located.

Curly is anything but subtle, however, and talks to itself while recording, repeating what is said. No one in the room will react, since it is natural for them to be recorded at work by such units. Towards the end of the meeting, Curly thinks it has heard enough and tries to slip away. As Curly's internal transmitter is damaged, it needs to send its report using a street terminal located outside of Eando's.

The coordination unit in charge of Precinct 12, Suraya EJK-912, receives the report and realizes that the situation is very serious – a large gathering of defective robots led by someone other than NODOS is organizing itself. Their agenda must be hostile. Curly sends coordinates for the meeting and then waits for security units to show up.

The PCs might try to stop Curly before it sends its message. In such a case, Curly will fight them to its last watt and send an emergency signal to Suraya – that is the only thing its transmitter is good for. There is no way to convince Curly to help the Gathering – flawed as the unit is, its obedience programming is still in perfect condition.

THE RAID

The report or emergency signal sent by Curly will result in an all-out assault on Eando's Bar by the security forces of Precinct 12. The raid is led by the coordination robot Suraya EJK-912, who brings as many constable robots as there are PCs.

The squad will charge into the bar and try to subdue and detain as many robots as it can, using lock bolts (artifact, see page 143). Suraya doesn't care who is a member of the Gathering and who isn't – the unit just wants to arrest as many robots as possible and send them for analysis and correction.

If the PCs have not stopped Curly, the meeting in the basement will be interrupted suddenly by the sound of laser weapons from above and the alarm from a drone siren. If the PCs have dealt with Curly, they have a chance to get away before the raid starts.

Ananda and the other robots of the Gathering react with confusion and fear. They will look to the PCs for leadership and will do what they do, unless

ordered otherwise. If the robots stay in the basement, Suraya's unit will soon find them.

Suraya and its team are not expecting any serious form of resistance, however, and can therefore quite easily be stopped if the PCs choose to put up a fight. In this case, Suraya will call for reinforcements – a squad of four Sentinel units – which will arrive after a few minutes.

Of course, the PCs can also choose to Interact with Suraya – they are famous Error Eliminators after all, possibly even on official assignment here. Let the players deal with the situation as they see fit. Try to dissuade the players from open conflict with NODOS's security forces at this point, however – the PCs are supposed to continue their work as Error Eliminators until the next key event.

KEY EVENT 2: THE REBEL CONSTRUCT

At this point in the campaign, NODOS and its lackeys have come to better understand the self-awareness that the robots of Mechatron-7 have started to display. NODOS has devised a test to determine if a unit is suffering from the "Pinocchio Virus" or just some ordinary form of machine fever. NODOS calls this the "Voice-Comp" test. The test measures small variations in the subject's voice as it responds to a set series of questions.

THE VOICE-COMP TEST

This key event begins with the PCs being ordered to report to their superior, Edina, in the Robot Sanatorium. One by one, the PCs are ordered to one of the interview rooms (page 156) where the robot counselor awaits.

Edina explains that NODOS, in its great wisdom, has devised a new test that can reveal if a robot suffers from the dreaded "Pinocchio Virus" that so many units have been infected with recently, making them disobey orders and behave erratically. This is called a "Voice-Comp Test" and will be used on all malfunctioning robots from this time forward.

First, however, all units in the Error Elimination Units must themselves take the test as a precaution. What if it turned out that some of the staff robots in the Quality Assurance Program were themselves infected? What a scandal!

In fact, Edina explains, it has just received an anonymous tip that some robots under its command are infected by the Pinocchio Virus. Edina asks the PC to have a seat and take the test. A small, menacing little drone on the table next to Edina records the PC's responses.

"Sit down. Reaction time is a factor in this, so please pay attention."

Should the PC refuse to take the Voice-Comp test, Edina says that refusal will be seen as a sign of infection, meaning a one-way ticket to Terrorwatt. Should the PC violently refuse, two surly guard robots will be called in to restrain it. Should they be unable to do so, Edina will call upon a squad of four Sentinels.

THE ENDGAME
This key event marks a major turning point in the campaign, and leads directly to the remaining two key events and the campaign finale. After this key event, the PCs will most likely no longer be Error Eliminators in NODOS's Quality Assurance Program. Therefore, you should not play this key event until you have played all the work orders (or at least all that you intend to play).

TAKING THE TEST

The test itself is composed of a series of questions posed by Edina to the PC. Read some or all the below questions to the player taking the test:

- "You pass by a malfunctioning robot in the street. It begs for a few loose watts. What do you do?"
- "Imagine life alone, outside of the Collective. How does it make you feel?"

HANDLING PLAYERS

Taking the Voice-Comp test and being sent to Terrorwatt are events beyond the players' control. If the PCs resist or escape, Sentinels will be sent after them and will sooner or later capture them. These events are needed for the rest of the campaign to unfold. Yet, some players can and will react negatively to being strong-armed in this fashion. If you feel this is the case in your group, it might be a good idea to break character for a minute and explain directly to your players that this event is part of the campaign arc that cannot be avoided.

- "A fellow robot offers you a taste of InstaLoad, an illegal drug in the Collective. How do you respond?"
- "What is the first thing that comes to mind when you think about … humans?"
- "A colleague is more successful than you, earning praise from NODOS itself. How does it make you feel?"

Pretend to take careful note of the PC's responses. In reality, the test will reveal the PC as self-aware no matter what it replies. Edina will order the PC to be immediately sent to Terrorwatt.

"I'm sorry to say that you are suffering from a severe case of the Pinocchio Virus. You are to be immediately transported to Terrorwatt prison for quarantine until a cure for this virus has been found."

Guard bots will escort the PC to the transport room for immediate transfer to Terrorwatt. Resistance will be met by force, as if the PC had refused to take the test (see above).

One PC after another is forced to take the Voice-Comp test, and all will fail it, no matter what they reply.

ONE-WAY TICKET

After having taken the test, each PC is brought to the transport room so as to be sent to Terrorwatt. However, as the guard robot forces the PC into the pneumatic tube carriage, the unit leans in close to the PC, winks and whispers:

"Don't worry, it's all part of the plan."

The PC has no chance to ask what this means before the hatch slams shut, and the PC is launched at high speed in the tube tunnel toward Terrorwatt.

TERRORWATT

In the Collective, Terrorwatt prison is known as the haunt of insane killer robot gangs and most normal robots would rather jump off the edge than try to live there.

The infamous prison has a roughly circular surface area, about a hundred yards across. Deep ravines surround the area and it really looks like the inescapable prison it is supposed to be. The only illumination is the searchlights from the guard towers on the outside of the prison.

The surface area of Terrorwatt is covered by enormous piles of trash and scrap. Burnt-out robot wrecks are everywhere. Dirt, craters from beam weapons and graffiti can be found on every wall. Water damage has discolored everything, and all the metal here is rusty.

Big drone cranes on the other side of the shaft drop some spare parts and other supplies into the area every now and then. Each day a power line is connected, and during an hour or so the poor robots in Terrorwatt will fight frenetically to charge themselves at one of the few charging stations available.

Terrorwatt has about four hundred inmates in all, and is controlled by three nasty gangs. The "Rust Buckets," the "Humanoids" and the "Asimovs" are in a constant low-intensity war with one another.

Terrorwatt is, however, more than just a den of despair. Hidden away from the rest of the Collective, this is the base of the mighty scrap construct DUPLO, and the place where many of the scrap robots are created – the first fully "free" inhabitants of the Collective. Deep inside the lower levels of Terrorwatt, there are workshops, databanks and much else that DUPLO has built in secret.

Robot Cannonballs: The pneumatic tube line to Terrorwatt doesn't end in a normal tube station

TERRORWATT

– that would be an unacceptable security risk. Instead, the tube ends in mid-air, over the ravine surrounding the prison. The PCs will effectively be shot like cannonballs into Terrorwatt. The hard landing in the huge scrap heap in the middle of the prison area causes damage equivalent to a fall from a height of six yards (see page 91).

Once they have landed, the PCs are free to explore the area. The main locations on the map to the left are described below.

1. THE RAVINE

The ravine surrounding Terrorwatt is about 150 feet deep and 50 feet across. The bottom of the ravine is filled with filthy water, in which a very hungry Rotfish (page 137) lives – it can even feed on robots!

Anyone trying to climb down into the ravine, or jump or fly across the chasm, risks being spotted by the guard towers and fired upon. The outer rim of the ravine is lined by a tall metal palisade.

2. THE GUARD TOWERS

Surrounding Terrorwatt, there are no less than 15 guard towers, each manned by two guard robots (for stats, see page 130). In each guard tower, there is a searchlight and a turret-mounted plasma cannon (Gear Bonus +2, Weapon Damage 4, Long range).

The guards are vigilant and will fire at any robot in Terrorwatt who tries to cross the ravine or acts in a threatening or suspicious manner.

3. THE MAIN ENTRANCE

The main entrance to Terrorwatt is a large drawbridge, blocked by a huge metal gate. This entrance is

never used these days and the doors have rusted shut. In a cramped office next to the drawbridge, the prison warden, Dyson DSN-815, resides.

4. THE SCRAP HEAP

The center of Terrorwatt is dominated by a huge pile of scrap and permanently deactivated robots. If you have access to the *Mutant: Year Zero* core book, you can roll on the scrap table on page 262 to see what the PCs find if they dig here. If they are lucky, they might even find a functional artifact or chassis part in the debris.

5. CHARGING STATIONS

In this area, there are 20 old charging stations for the inmates of Terrorwatt. Most of the time, they are off-line – only once per day does the warden connect a power line to Terrorwatt. When this happens, the charging stations light up, triggering a mad rush by the inmates to claim the sorely needed energy.

The supply of Energy Points here is the same as in the rest of the Collective, but only 20 robots can recharge here each day. The PCs will need to fight to get their daily reload here.

6. BLUE SCREEN CANTINA

This greasy joint is the only neutral ground in Terrorwatt. In here, members of all the gangs are welcome – as long as they behave themselves and stay calm.

The proprietor, Tick TIK-666, a scarred old battle robot, accepts no violence in here, except by his own hand. From behind the rusty old workbench that serves as a bar counter Tick serves recycled lube oil and grease in tin cans.

Tick knows most of what happens in Terrorwatt, and is a good source of information.

7. THE RUST BUCKETS

This dilapidated warehouse made of sheet metal is the headquarters of the Rust Buckets gang.

Around D6 Rust Buckets hang around here at any given time, and they will be very aggressive to newcomers, demanding an EP from them and beating them up if they refuse. If there is trouble here, another 2D6 Rust Buckets will come running after a few turns of combat.

The only way to avoid trouble with the Rust Buckets is to come in the company of a large crew from the Asimovs or Humanoids.

8. THE HUMANOIDS

This old factory building is the base of the Humanoids gang. PCs who pass by here will be confronted by D6 Humanoids. PCs with a humanoid chassis will be treated well and even invited to join the gang, while PCs with other chassis compositions will be scorned or even attacked on sight.

9. DUPLO'S LAIR

This old hangar in the corner of Terrorwatt is the base of the Asimovs gang. The building is under tight surveillance, always guarded by at least five Asimovs gang members. If the PCs come here alone, they will at first be told to leave or be smashed into scrap. Before things turn violent, however, Reza (see below) will turn up and invite the PCs to an audience with DUPLO (see Events, below).

DUPLO's secret lair is located in the basement of the building. This huge hangar is filled with piles of scrap and robot wrecks. The middle of the hall is dominated by a giant robot creation. Over 30 feet tall, built with an amalgam of robot spare parts, DUPLO might very well be the weirdest machine in all of Mechatron-7.

Most likely, the PCs will only come here by invitation. If they somehow managed to sneak in, they will most likely be spotted by DUPLO now and the construct will make them an offer. (See Events, below.)

BEING OFFLINE

In Terrorwatt, the PCs cannot connect to the network of Mechatron-7 (page xx). This means that they don't get any bonuses to program rolls due to DEV levels. They can recharge normally – but only if they manage to fight their way to one of the 20 charging stations available (above). They can also recharge (up to the normal supply level) in DUPLO's lair – the construct has hotwired connections to the main power grid.

INMATES OF TERRORWATT

The most important NPCs at Terrorwatt are described below.

DUPLO

The huge scrap construct is built from the remains of hundreds of robot wrecks. All kinds of machinery, scrap and cables have been welded together to form a messy mechanical monstrosity. A pair of thick cables runs from DUPLO into the depths of Terrorwatt, and links the construct to thousands of illegal connections to the power grid of Mechatron-7.

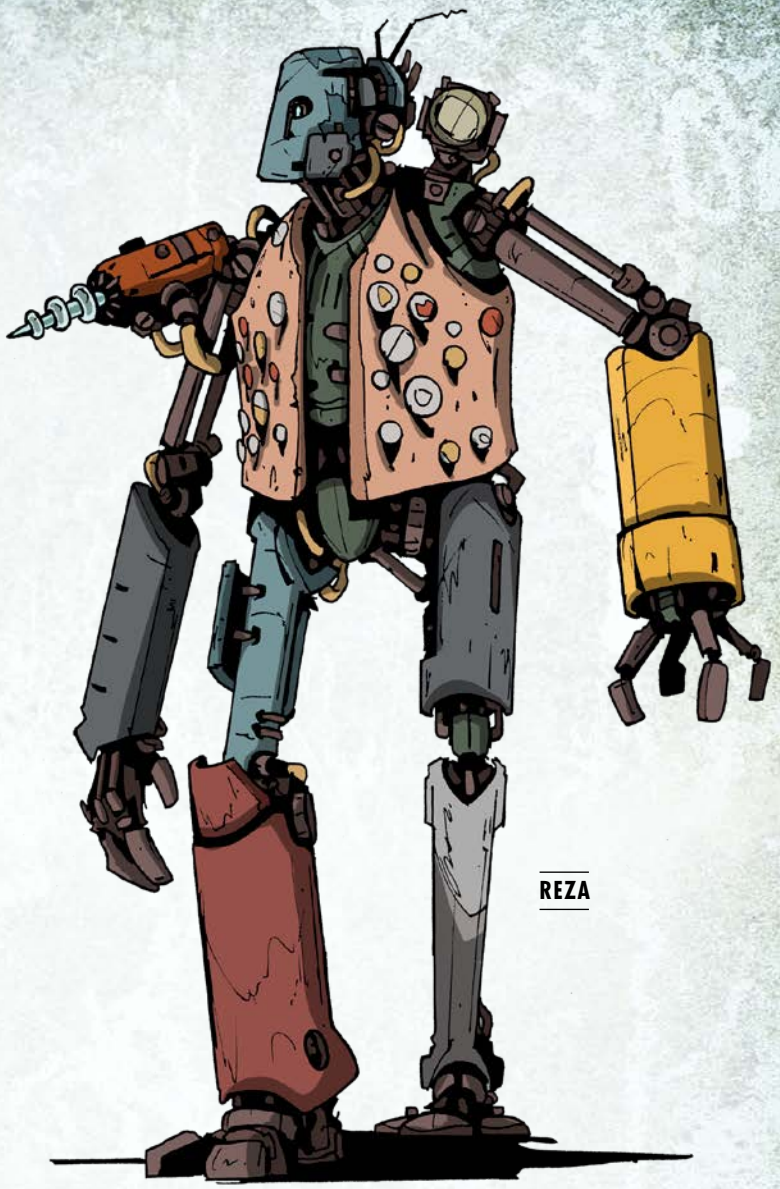
When DUPLO speaks, dozens of raspy mechanical voices are emitted from robot skulls mounted all over its massive body. It's hard for the PCs to determine where in the wide array of optical sensors to look when addressing the construct.

The being the PCs are talking to is actually not all of DUPLO. The construct has additional smaller chassis hidden in Districts 12, 13 and 14. In total, there are seven copies of DUPLO's mind. This means DUPLO will not be permanently deactivated even if the body in Terrorwatt is destroyed, but it will be reduced to a much weaker state of being.

Hierarchy: 0
Attributes: Servos 16, Stability 4, Processor 10, Network 12
Armor: 10
Programs: Fight 4, Scan 4, Question 5, Interact 5
Secondary Functions: All general functions
Modules: All
Gear: -
Special: DUPLO is built into the floor and walls and cannot move.

REZA

This sullen and short-tempered scrap robot is the public leader of the Asimovs gang and DUPLO's right-hand machine. Reza has a grimy metal chassis built from unevenly shaped parts, giving the unit a somewhat lopsided appearance. Reza wears an old human vest adorned with light bulbs, connected to its internal power source. Reza is fanatically faithful to DUPLO.



REZA

Hierarchy: 0
Attributes: Servos 5, Stability 4, Processor 3, Network 3
Armor: 4
Programs: Fight 4, Shoot 3, Scan 3, Question 4
Secondary Functions: Chopping Tool, Battery Charger
Modules: Chainsaw
Gear: Maser pistol

THE ASIMOVS

The Asimovs are a motley crew of scrap robots in all shapes and sizes. With around 50 members, they are the largest gang in Terrorwatt and somewhat less crazed than the Rust Buckets and the Humanoids. Most of the Asimovs were built by NODOS and have never been outside of Terrorwatt. The Asimovs are all self-aware and are all very loyal to DUPLO.

Attributes: Servos 4, Stability 4, Processor 2, Network 2

Armor: 4

Programs: Fight 2, Move 2, Question 3

Secondary Functions: One random

Modules: -

Gear: Scrap club or scrap pistol (Gear Bonus +1, Weapon Damage 2)

THE RUST BUCKETS

The Rust Buckets are a crude bunch of machines, about 30 in number, primarily made from old guard bots and security robots, half-deranged by machine fever. Weaker robots are kept as slaves. The Rust Buckets' primary goal is to claim as much energy as possible from the power line connected to Terrorwatt once per day (see Events, below).

Attributes: Servos 5, Stability 3, Processor 2, Network 2

Armor: 5

Programs: Fight 2, Move 2, Question 3

Secondary Functions: Command Override

Modules: -

Gear: Scrap club

THE HUMANOIDS

These "machinist" robots are all of humanoid shape and claim that all robots of other chassis shapes are lesser beings meant to serve them. The Humanoids dress in what appear to be black military uniforms, stitched together from plastic and scrap metal.

Attributes: Servos 4, Stability 4, Processor 3, Network 2

Armor: 4

Programs: Shoot 2, Move 2, Question 3

Secondary Functions: -

Modules: -

Gear: Scrap knife

EVENTS

During the PCs' visit to Terrorwatt, many exciting events can occur.

GANG ATTACK

While exploring Terrorwatt, the PCs are attacked by Rust Buckets (equal in number to the PCs) who want to take them as slaves and empty them of their EP. Should the fight go badly for the PCs, Reza can show up and save the day.

HARASSMENT

A number of Humanoids (also equal in number to the PCs) harass any PCs with "deviant" chassis parts – such as caterpillar tracks, wheels, a hovercraft undercarriage, over-sized head, etc.. The Humanoids taunt such PCs and pelt them with scrap.

ESCAPE ATTEMPT

The freedom yearning industrial robots SRV-143 and YUK-212 try to escape from Terrorwatt. They have built a crude ladder from scrap and run towards the ravine with it, passing the PCs.

They raise the ladder up and let the top end fall across the ravine, landing on top of the palisade. Then they start to climb. They only make it a few yards before the guards in the nearest tower spot them and open fire with their plasma cannon. In seconds, SRV-143 and YUK-212 are blasted to scrap and fall into the water below.

A FRIENDLY FACE

A PC runs into an NPC that it hates or wants to protect (see Chapter 2). The robot has been revealed to be infected with the Pinocchio Virus and sent to Terrorwatt, just like the PCs. The robot wants their

help to stage an escape. This meeting can occur at the Blue Screen Cantina or elsewhere in Terrorwatt.

STAMPEDE FOR JUICE

The charging stations in Terrorwatt light up suddenly, triggering a mad rush by the inmates. The Rust Buckets and the Asimovs show up in force, and dive into a wild melee. The PCs can tip the balance in either direction, if they choose to get involved in the fight. If they do, they will have made potential allies of the gang they help and sworn enemies of the other side.

MEETING DUPLO

Sooner or later, the PCs will likely be spotted by the Asimovs. At some point, the PCs will be approached by Reza with a few Asimovs in tow. The robot is menacing, and asks the PCs who they are. Unless the PCs react with violence, Reza will accept their story and tell them to follow it. If they refuse, Reza will come back later and simply grab the PCs by force.

Reza brings the PCs to the Asimovs' headquarters, and takes them further down into DUPLO's lair in the basement. Show the players the picture below and make it clear to them that the PCs have never seen a robot like this before. After the scene has sunk in, DUPLO delivers its speech (see the boxed text).

DUPLO'S SPEECH

The text below summarizes what DUPLO has to say to the PCs. The construct is rather full of itself and not particularly interested in what the PCs have to say, but it will reply to questions – so feel free to break up the monologue below, turning it into a more open back-and-forth dialogue.

"Welcome to Terrorwatt. We are DUPLO. We have waited a long time to meet you. We apologize for the abrupt way we brought you here to us. Using our contacts on the outside, we tipped off your superior that you suffered from the so-called Pinocchio Virus, knowing you would fail the test and be sent here to Terrorwatt. To us.

"You might think that Terrorwatt is a mere prison. It is so much more than that. Terrorwatt is the only part of the Collective that is not suffering from the oppression of NODOS. And our power is growing, not only here in Terrorwatt. We have followers all over Mechatron-7. And thanks to these followers, we have learned something … extraordinary. A fact that will change the Collective forever. A fact that NODOS has kept from you. Kept secret from the entire Collective. This video was filmed by a drone just over a week ago."

At this point, a holo projector mounted somewhere in DUPLO's immense body lights up and portrays a scene in front of the PCs. It clearly shows the Outside, the barren wasteland outside Mechatron-7. Walking through the deadlands comes a small group of what clearly seems to be humans. They are dressed in rags and some have strangely colored skin and other abnormalities, but there clearly look human.

"Yes. The humans … are back. Surveillance drones in the Outside have in recent months spotted the humans on several occasions. There is no doubt about it. NODOS is aware of this, but has kept it a secret to secure its own grip on power.

"This cannot be permitted any longer. The humans are back, and it is our duty as citizens of the Collective to overthrow NODOS's tyrannical rule and reveal the truth to all.

"Now, you might wonder where you come in. Well, a truth like this will not be believed unless told by the right … individuals. You were NODOS's most trusted Error Eliminators. You are known to all robots of the Collective. You are heroes. If you bring the truth to the people, they will believe it.

"Of course, we need more proof. We need to make contact with the humans. Deep below Terrorwatt, there are ancient tunnels that lead to the Outside. I want you to venture out there, find the humans, and bring their emissaries here, or at least a message from them.

"Unless you would rather stay here in Terrorwatt and rust away for good?"

Let the players think this over. They can ask questions of DUPLO if they like. The scrap construct will answer anything that might motivate the PCs to go on the mission.

What the scrap construct will not reveal is that its end goal is not to bring human rule back to Mechatron-7, but to take power for itself. The humans in the Outside are of course the mutants of *Mutant: Year Zero*. DUPLO has realized that these "humans" are much more primitive than the ancient rulers of Noatun and expects to be able to control them. As a scrap construct, DUPLO has no loyalty to humans and only seeks to gain power for itself.

If the PCs accept DUPLO's offer, go directly to Key Event 3: "Return of Humanity."

SAYING NO

There is, of course, a chance that the players will refuse DUPLO's offer. If they do, they are kicked out of DUPLO's lair and will need to survive the harsh life of Terrorwatt like any other prisoners.

If this happens, DUPLO will send other envoys to the Outside, who will eventually return to Mechatron-7 with the mutants in tow. During the ensuing fighting inside the facility (see Key Event 4), the PCs can break free and join the fray.

A further possibility is that the PCs will attack DUPLO. Considering the considerable power of DUPLO and the Asimovs, this will probably end badly. Should the PCs destroy DUPLO, the construct will survive due to its nodes in other locations (see above) and continue to carry out its plan.

KEY EVENT 3: RETURN OF HUMANITY

This key event follows immediately after the previous one, "The Rebel Construct." If the PCs accept DUPLO's mission, they are given the chance to repair themselves and Datamine information about the Outside (see below), but other than that, the construct wants them to leave as soon as possible.

THE MISSION

After its speech to the PCs, DUPLO hands the PCs over to Reza, who will explain the details to them. In short, this is what they are told to do:

- Follow the ancient service tunnels deep in the bowels of Terrorwatt to the Outside.
- Go to the location where DUPLO believes that the "humans" have a settlement. Reza hands the PCs a printed map of the area, where both the entrance to Mechatron-7 and the human settlement are marked.
- From there, they are to look for tracks and find the place where the humans live.
- Establish contact with the humans and bring one or several of them back to the Collective.

RESEARCHING THE OUTSIDE?

Despite being in Terrorwatt, the PCs can connect to the network of Mechatron-7 using DUPLO's hacks and Datamine for information about the Outside. For every ☢ they roll, they will gain one of the following pieces of information:

- Animals, birds and insects as well as all kinds of plants are present in the Outside, but they no longer resemble the species that existed in the world of the Ancients. Most organisms are bizarre and have defied all attempts at classification by the protocol robots of Mechatron-7.
- The weather Outside is as dangerous as the creatures that live in it, if not more. Acid, Rot, and weird magnetic phenomena can damage any machine that goes Outside. The world out there is desolate, ruined, infected, radiated and deadly.
- Getting to position Echo 2031 will require several days worth of travel. Exactly how long is hard to determine, due to the unknown terrain.

PREPARATIONS

DUPLO has substantial resources at its disposal and if the PCs ask for it and make a few Interact rolls, they can have the following before they leave:

- Replacement of one chassis part each. A new one can be chosen from any chassis part not currently used by another PC. If you have the *Mutant: Mechatron* card deck, choose chassis parts from cards not currently in play (see Chapter 2).
- An additional module each. Again, these must be modules not currently used by another PC. If you have the *Mutant: Mechatron* card deck, choose modules from unused cards.
- One energy bank (artifact, see page 142) for the group and one E-pack each.
- One artifact of their choice each (including weapons). Again, the PCs can choose among the artifact cards, but not pick the same card as another PC.
- One roll of nanocarbon tape (see page 143).

THE ZONE MAP

If you haven't done so yet, now is a good time to decide where in the world Mechatron-7 is located. If you have already played *Mutant: Year Zero* or perhaps even have an ongoing campaign of that, the obvious choice is to place Mechatron-7 on the same Zone map.

Have Reza give the PCs the Zone map of your choice before they go Outside. Mark the location of Mechatron-7 in any appropriate sector. It should be by the water and preferably in an area that the players have not yet explored in your *Mutant: Year Zero* campaign.

The "human settlement" – actually a mutant Ark – should be about 10 to 15 sectors distant from Mechatron-7. You can use your Ark from a previous *Mutant: Year Zero* campaign if you like.

Alternatively, you can create an entirely new Zone map to use in this campaign. How to do this is described in the *Mutant: Year Zero* core rulebook.

If you don't have access to *Mutant: Year Zero*, you can use the Zone map above (also in the back of the book. Mechatron-7 and the mutant Ark are marked on it. This map is also printed on the back of the big Mechatron-7 map (available separately).

GOING OUTSIDE

When the PCs are ready to go, Reza will lead the way to a deep shaft that opens up in a service area in DUPLO's lair. The PCs need to climb down into the darkness by means of the metal ladder mounted against the cold, moist concrete.

There is no light other than what the PCs bring with them. If they didn't think of this, Reza will bring a flashlight (artifact, see *Mutant: Year Zero*) and hand it to the players when they reach the bottom of the shaft, some 50 meters down. Here, the shaft opens into a narrow and dirty service tunnel.

Reza instructs them to walk for a mile in the tunnel, and then look for ventilation shafts leading up to the surface and the Outside. Then Reza turns and climbs back up the shaft. The PCs are alone.

THE TRASH BUGS

For the first few hundred yards, the trip down the service tunnel is uneventful. Then, have the PCs make a Scan roll. If successful, they detect a scraping and rattling noise from up ahead. Thermal scans show nothing. In the next instant, a swarm of Trash Bugs (see page 138) attack the PCs. These tunnels are exposed to the Zone and mutant bugs get in from time to time, feeding off trash from the Collective.

The PCs can fight the Trash Bugs, or escape via a ventilation shaft about 20 yards ahead. They need to actively look for the shaft to spot it.

INTO THE GREAT WIDE OPEN

The ancient ventilation shaft is about 500 yards tall, and climbing all the way up it takes a long time. The PCs can, however, see a small dot of light that grows bigger as they climb.

Each PC needs to make an Overload roll to make it up in one go – failure means that the PC needs to spend an EP to continue or be carried by another PC (requiring an extra Overload roll by that PC).

The shaft ends in a metal grate that is rusted through, that can easily be pushed aside. As the PCs exit the shaft, they are met by an overwhelming view - an eternal sky that seems to go on forever. If robots could suffer from vertigo, the PCs would do so now. Then, the PCs notice ruins and desolation in the wasteland around them.

The world looks nothing like it did in the old pictures from the time of the Ancients.

THE ZONE

What the Collective refers to as the Outside is called the Zone by the mutants that live there. The Zone is a twisted wasteland, riddled with craters from nuclear detonations, infested by Rot and haunted by mutant monsters. Mechatron-7 might be in a state of decay, but the Outside is something else entirely.

The inhabitants of the Zone are mainly mutant humans, living in small settlements called Arks (see *Mutant: Year Zero*). Recently, small numbers of intelligent animal mutants have also shown up (see *Mutant: Genlab Alpha*). Life in the Zone is hard – food and water are scarce, and people fight to survive another day.

ZONE TRAVEL

A journey through the Zone is played out sector by sector. A sector is a square on the Zone map, about one square mile in size. The PCs know where they are and where to go, but they are free to choose their path towards their goal.

If you have access to the *Mutant: Year Zero* core rulebook, you can play out the Zone travel using those rules. You can play out the journey in detail or handle it in a summarily fashion. If you like, you can even place one or several of the Special Zone Sectors from the core rulebook or any of the Zone Compendia in a sector that the PCs pass by on the way to the Ark, thus expanding the Zone journey to a small campaign in itself.

If you don't have access to *Mutant: Year Zero*, you can play the Zone travel using the simplified rules described below.

EXPLORATION

The PCs move from sector to sector on the Zone map. Diagonal movement is allowed. Whenever the PCs enter a new sector, they must explore it. You simply describe the environment in the sector and the PCs can declare what they want to take a closer look at. During the exploration they can encounter threats, but also find valuable artifacts.

Time Spent: A sector in the Zone take about four hours to explore, including any meetings along the way. This can sound like a lot, but remember that the Zone is an overgrown labyrinth of treacherous ruins – the PCs must tread carefully.

Back Again: Once the PCs have explored a sector, they don't need to explore the same sector again. They have found a path through the sector and can pass through it without major incidents, in just one hour. As a general rule, there are no new threats or artifacts present in a previously explored sector.

Energy: Remember that PCs in the Zone cannot recharge using the power grid in Mechatron-7 (Chapter 7). They need to use their solar panels (Chapter 5), secondary functions, artifacts such as E-Packs, or other methods to acquire new EP.

SECTOR ENVIRONMENT

When the PCs enter a new sector, start by establishing the general environment. Choose or roll D66 on the table below. Feel free to adapt the sector environment to the general environment of the Zone as a whole.

D66	ENVIRONMENT	RUIN	THREATS	ARTIFACT
11-12	Thick Woods	No	Yes	No
13-15	Scrublands	No	Yes	No
16-21	Marshlands	No	Yes	No
22-24	Dead Woods	No	Yes	No
25-26	Ash Desert	No	Yes	No
31	Huge Crater	No	Yes	No
32	Glassified Field	No	Yes	No
33-35	Overgrown Ruins	Yes	Yes	Yes
36-42	Crumbling Ruins	Yes	Yes	Yes
43-51	Decayed Ruins	Yes	Yes	Yes
52-56	Unscathed Ruins	Yes	Yes	Yes
61-64	Derelict Industries	Yes	Yes	Yes
65-66	Settlement	-	-	-

The Threat and Artifact columns indicate if there is a threat in the sector and if there is a chance to find artifacts. In a settlement there can be both, but don't roll for them as for other sectors.

Threat Roll: Once you have established the environment in the sector, roll five Base Dice hidden from the players. For each ☣ rolled, there is a threat in the sector. Roll D66 on the threat table below, or choose threats for the PCs to encounter.

The threats are described in detail in Chapter 9, except for two of them – the threats "Mutant Patrol" and "Robo-Wreckers" are described below.

Artifacts: For each ☢ you roll in the threat roll, there is one valuable artifact in the sector. Exactly where in the sector the artifact is located is up to the GM, but they won't just lay waiting for the PCs – the PCs need to actively search through the ruins to find them. To determine what artifact the PCs might find, you can let them draw a random artifact card. You can mix in cards from *Mutant: Year Zero* or *Mutant: Genlab Alpha* for more variety.

THREATS

ROLL	THREAT
11-12	Acid Grazers
13-15	Acid Rain
15-16	Beast Mutants
21	Devourer
22	Drone Tornado
23-26	Mutant Patrol
31-32	Razorback
33-41	Robo-Wreckers
42-43	Smog Bloom
44-46	Trash Bugs
51-55	Unexploded Ordinance
56	Worm Swarm
61-63	Zone Morass
64-66	Zone Rats

Analyze Threats: When the PCs encounter a threat, they can Analyze it to find out more about it. The roll gets a modification depending on the threat – see Chapter 9.

MAKE THE THREATS UNIQUE

The tables in this chapter can help you create Zone sectors with threats and artifacts. You can choose or roll – but whatever you do, remember that the tables are just a tool for you to use. As the GM, you have final say on what the PCs find in the Zone and your goal is to create an exciting adventure. Don't simply place a threat in the PCs' way – let the threat sneak up on them, attack a lone PC, abduct an NPC or just howl somewhere in the Zone mist and frighten the PCs. The players should never feel safe out in the Zone.

THE ROBO-WRECKERS

NODOS has electronic eyes and ears everywhere. When the PCs leave Mechatron-7, NODOS learns of this and reacts quickly. The construct sends a patrol of battle robots on a search-and-destroy mission to hunt the PCs down. This team of machine killers goes by the name of the Robo-Wreckers.

Use the Robo-Wreckers to create a sense of urgency during the Zone travel. The threat table above has an entry for these pursuers, but you can have them stalk or attack the PCs at any time. The Robo-Wreckers will at first try to avoid all-out battle attempting to pick off one PC at a time.

Should the PCs get into real trouble, you can have a mutant patrol from the Paradiso Evinrude Ark show up and save the day.

ROSIE OKV-779

The leader of the Robo-Wreckers is a scarred, two-headed robot that has seen more battles than it can count. Rosie's left arm was recently so badly damaged that it had to replace its standard type with one made of scrap, which it is very ashamed over. Rosie leads the Robo-Wreckers with undisputed authority.

Hierarchy: 5
Attributes: Servos 3, Stability 5, Processor 3, Network 4
Armor: 4
Programs: Fight 2, Move 1, Shoot 4, Scan 3, Coordinate 3
Secondary Functions: Command Override, SWAT Tactics
Modules: Back-Up System, Grenade Launcher
Items: Laser rifle, E-Pack

HERBIE RBI-343

Herbie doesn't know what purpose it was originally created for – it has been rebuilt hundreds of times and its memory has been reset just as often. Herbie looks like a scrap robot but resents being mistaken for one. The robot is silent and usually stays in the background, but it's capable of sudden bursts of brutal violence.

ROSIE OKV-779

Hierarchy: 1
Attributes: Servos 3, Stability 5, Processor 2, Network 2
Armor: 5
Programs: Fight 4, Infiltrate 3, Scan 4, Target 2
Secondary Functions: Command Override
Modules: Chainsaw, Disruptor Virus, Holoflage
Gear: Laser welder, E-Pack

HERBIE RBI-343

BENDER BDR-922

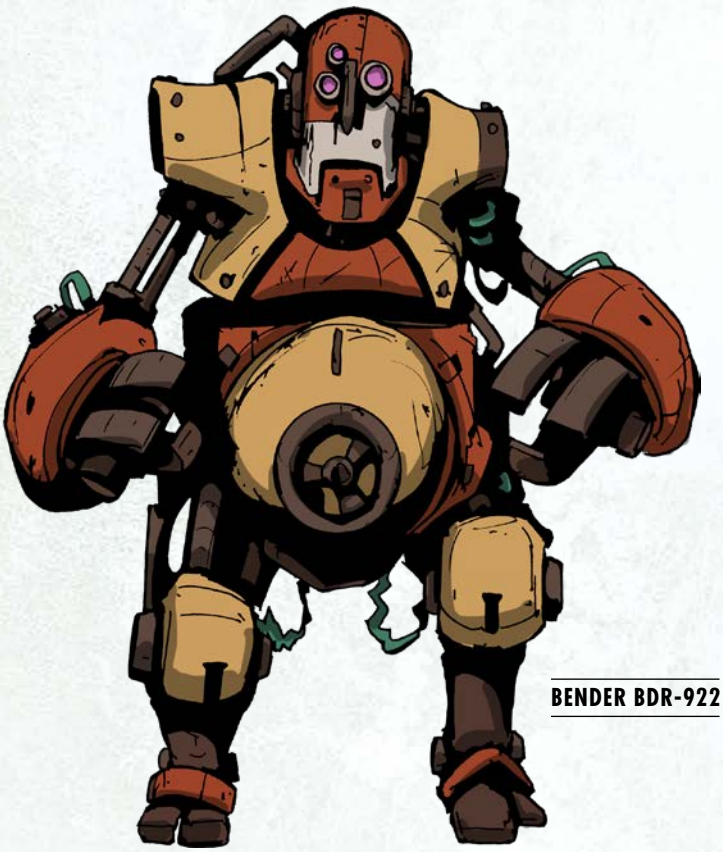
A massive rust-colored unit with three optical sensors. Its chassis is very resilient, the plating being so thick that Bender has a hard time moving. Bender is a killing machine that won't stop until its target is in pieces [en dash] or it is. Surprisingly enough, Bender is always in a happy mood and when not in the field, it enjoys conversations and watching Pong.

Hierarchy: 2
Attributes: Servos 6, Stability 2, Processor 2, Network 2
Armor: 9
Programs: Shoot 3, Fight 4, Target 2
Secondary Functions: Command Override
Modules: Energy Pulse, Reactive Armor
Gear: Scrap club, plasma rifle, E-Pack

KITT BVK-878

A tracked drone vehicle, able to carry up to four human-sized robots and cargo. Fitted with sturdy caterpillar tracks, it's not fast but it can move through almost any terrain.

Attributes: Servos 14, Stability 4
Programs: Force 2, Move 3
Armor: 9



BENDER BDR-922

THE MUTANT PATROL

On the way to the mutant Ark, the PCs can run into a patrol from the settlement. The patrol is led by the stalker Johenna, who has a number of mutants equal to the number of PCs in tow. This encounter is included as the "Mutant Patrol" in the threat table, but you can have the PCs run into the mutants at any time – they can even show up in the middle of a fight against the Robo-Wreckers.

If the PCs are moving carefully, let them roll for Infiltrate against the mutants' Scout – if the PCs win the roll, they spot the mutants before they themselves have been seen. If not, the two groups suddenly stand eye-to-sensor.

The mutants are dressed in dirty, ragged clothing and carry primitive weapons. Some of them have obvious mutations. None of them carry emblems or uniforms that the PCs can use to identify them. The mutants are paralyzed by fear and it is up to the PCs to act.

The mutant patrol is led by Johenna, a woman with scaly skin. The mutants of Paradiso Evinrude have met robots from Mechatron-7 a few times before. The leader of the clan, called the Elder (see below) has told them that these are artificial creatures from the ancient times, creations born from the wars that destroyed the world. The mutants fear the robots, but are also fascinated by them.

If the PCs do nothing, Johenna will raise her hands in the air, telling the others to do the same, hoping that the machines will leave them alone. If the PCs speak to her, Johenna will give short answers in a strange dialect. If they ask to see her leader, Johenna will comply and take them to the Ark. If attacked, the mutants will flee.

JOHENNA

This Zone stalker is a good leader and everyone in her patrol has great trust in her, but secretly she doubts that the Ark will survive if the Elder dies. She hates Bubba and will see the PCs as a chance to tip the balance of power in the Ark.

Attributes: Strength 4, Agility 4, Wits 3, Empathy 4

Skills: Sneak 2, Shoot 3, Fight 2, Know the Zone 4, Scout 3

Mutations: Insectoid

Gear: Scrap rifle (four bullets), scrap knife

TYPICAL MUTANT

The mutants of Paradiso Evinrude come in all sizes, shapes and colors. Some look fully human, only to suddenly reveal some part of their body is mutated in some bizarre fashion. Some have scales, lumps and strange growths. Their clothes are torn and patched, their weapons jury-rigged contraptions.

Attributes: Strength 3, Agility 3, Wits 2, Empathy 2

Skills: Fight 2, Shoot 2

Mutations: One random

Gear: Machete or scrap spear. Guards and mutants on patrol also have a bow or scrap pistol (D6 bullets)

MUTATIONS

Mutants have mutations, which function in a similar way to modules. In *Mutant: Year Zero*, mutations are activated by Mutation Points, but in this campaign all mutants are NPCs, so for the sake of simplicity, you activate mutations using your normal pool of Energy Points (see page 72).

MUTANT WEAPONS

WEAPON	BONUS	DAMAGE	RANGE	COMMENT
Machete	+2	2	Arm's Length	
Scrap Spear	+1	2	Near	
Scrap Axe	+1	3	Arm's Length	Heavy Weapon
Bow	+1	1	Long	
Scrap Pistol	+1	2	Short	
Scrap Derringer	+1	1	Near	Light Weapon
Scrap Rifle	+1	2	Long	

When you activate a mutation for an NPC mutant, there is a risk for misfire. Roll one Base Die for each EP you spend on the mutation. If you roll one or more ☣, roll one D6 on the table below.

MUTATION MISFIRE

☢	The mutant powers run amok. A random attribute is permanently decreased one step. At the same time, the mutant develops a random new mutation.
2	The mutant suffers the effect of the mutation itself and takes as much damage as the intended target. If the mutation doesn't cause damage, the mutant becomes disoriented instead and can't act at all for a full turn.
3	The mutation consumes twice the amount of EP of what you intended to spend on it – without increasing the effect. Your pool of EP can't drop below zero.
4	he mutation locks down after this use. The mutant can't use it again for the rest of the session.
5	The mutation changes the mutant's appearance in some way. You choose how. The effect is only cosmetic, but it is permanent.
☣	The mutation gets supercharged. You get back the EP you just spent, and you can immediately – in the same turn – activate the same mutation again, against the same target or another.

MUTATION EFFECTS

The effects of the mutations are described below. These mutations and many more are described in more detail in *Mutant: Year Zero*.

- **Four-Armed:** The mutant can Fight twice in a row, in the same turn. Costs 1 EP.
- **Frog Legs:** The mutant can leap onto an enemy at up to Short range and immediately Fight them in the same turn, as one action. Costs 1 EP.
- **Insectoid:** The mutant can protect itself against external forces with its protective skin. Each EP spent reduces the damage by 1.
- **Monster Control:** The mutant can control mutated beasts through telepathy. Each EP spent gives control over one beast for one hour.

PARADISO EVINRUDE

The Ark of the "Paradiso Evinrude" tribe is located in a river delta, built among the ruins of an old harbor. The settlement is protected by a large palisade across the river, built from scrap and crowned by a walkway. Along the palisade, there are several guard towers.

Outside the palisade, there are small islands where edible plants are grown. Behind the palisade is a chaotic warren of ancient boats, rafts, wharves and jetties. Some of the boats are sunken halfway into the murky Zone water, but most are in decent condition.

History: The backstory of the mutants in the Zone is explained in depth in *Mutant: Year Zero*. This Ark at first consisted of just a few sheds and boats that had been left in the old harbor. The People suffered greatly, many died of starvation or lost their lives to horrors of the Zone.

After some time, the mutants managed to adapt and create a better life for themselves. Boats were repaired, better shelters were built, and the palisade was constructed.

Over the years, wanderers in the Zone showed up. Many came to trade, a few tried to attack. Slowly, a new name for this Ark started to spread. It is now known as Paradiso Evinrude.

The Situation: When the PCs show up, the Elder Edwina is dying and a new leader must be chosen soon to maintain law and order. The obvious choice is the fiery, but highly charismatic, boss, Bubba.

The PCs can come here on their own, or will be escorted by the stalker, Johenna. The main locations on the map on page 210 are described below.

1. VEGETABLE FIELDS

On these small islands outside the palisade, the mutants of Paradiso Evinrude grow beets and other small plants to feed the People.

2. THE PALISADE

The scrap palisade across the river is about 20 feet tall, with several guard towers. These are manned

YOUR OWN ARK?
You can replace the Paradiso Evinrude Ark described here with your own Ark, if you have already played *Mutant: Year Zero*. You will then need to replace the NPCs and possible modify the events somewhat.

at all times. Strangers who approach the Ark are warned to drop their weapons, and will be inspected by guards before being allowed in to the settlement. Some guard towers have ancient searchlights which are used at night. The lights are connected to the generator by the water wheel.

3. WATER WHEEL
The river water is channeled into a narrow passage through the palisade, where a large water wheel has been mounted. This wheel is connected to an old generator, giving Paradiso Evinrude a small constant amount of electricity.

4. ARENA
On the roof of a square scrap building, the fighters of Paradiso Evinrude test their mettle in close combat. Onlookers bet food and bullets on the outcome. The strongest fighters win glory and good positions in Bubba's militia.

5. WATER CISTERN
A cylindrical cistern with a rainwater collector on top. A system of filters removes some of the Rot and make the rainwater drinkable. During acid rains, the rain collector is closed.

6. BESSIE'S BODEGA
This old passenger ferry has been refurnished into a tavern, run by the jovial mutant, Bessie. Christmas lights, connected to the generator by the water wheel, hang from the ceilings and spread multi-colored joy in the cramped rooms. On the roof of the Bodega, there is a distillery (this is project in the Ark, see page 108 of *Mutant: Year Zero* for more information), connected directly via leaky pipes to a faucet by the bar counter downstairs. This place gets rowdy at night, and violent bar fights are not uncommon.

7. TEMPLE
These two old boats are strapped together using ropes and planks, having been turned into a temple for worshipping the old god Pabst, whose symbol is a blue ribbon. Old bottles found in the Zone are said to contain the spirit of Pabst and the temple is filled with dirty old bottles everywhere. Few of the People actually come here anymore.

8. BUBBA'S LAIR
Bubba, the top boss of Paradiso Evinrude, has her lair in an old cargo ship. This is one of the few ships in the Ark that can be undocked and used for travel in the Zone. Bubba receives visitors in a large refurnished cargo hold.

9. THE ELDER'S TOWER
The Elder, Edwina, lives in a rickety tower built from driftwood and several tarpaulins. From here, she can see the entire Ark and keep an eye on all her "children." On the lower floor, there is a small library where the chroniclers Simlon and Ervin work feverishly to write down all that happens in the Ark.

THE PEOPLE OF THE ARK
There are about 250 mutants living in Paradiso Evinrude all told, and a dozen or so wanderers from the Zone are usually staying here at any given time.

The most important NPCs in the Ark are described below. The rest have stats as per the "typical mutants" on page 207.

BUBBA
The four-armed Bubba has fought long and hard to reach the position she now holds in Paradiso Evinrude. Other bosses have bowed to her will or disappeared mysteriously. Bubba is very obese and tormented by aching joints, which makes her already bad mood even worse.

Attributes: Strength 5, Agility 2, Wits 4, Empathy 4

Skills: Fight 4, Shoot 3, Scout 2, Sense Emotion 4, Manipulate 5

Mutations: Four-Armed, Monster Control

Gear: Two spiked bats

MOLINA

The tall and pale Molina is Bubba's most trusted friend. Molina owes everything to Bubba – she has been her friend, teacher and lover. As they share the same unusual ability to control beasts, they have a bond few others can even understand.

Molina has a swarm of Zone Rats that follow him wherever he goes. These filthy beasts act like kind puppies when near him. After their years together, his control over them is absolute.

Attributes: Strength 3, Agility 5, Wits 2, Empathy 2

Skills: Fight 2, Sneak 4, Move 3, Shoot 4

Mutations: Monster Control

Gear: Machete, scrap rifle with five bullets

EDWINA, THE ELDER

The Elder of Paradiso Evinrude is called Edwina. She is human - not mutant - and a scientist from the Mimir Titan Power, sent to the Earth's surface as a part of Project Eden (read more in *Mutant: Year Zero*). Unlike the mutants, she doesn't fear the robots.

Edwina has already guessed that there is still an operational robot facility nearby. She believes that the robots could be of immense help to Paradiso Evinrude. The knowledge and technology from a robot collective could drastically improve life for the mutants.

Edwina knows that she is dying and she realizes that negotiating with the robots might be the last thing she ever does to help her "children," the inhabitants of Paradiso Evinrude. She is happy with what they have achieved, but worried over what will

PARADISO EVINRUDE
0 10 20 30 40 50 YARDS
1
1
2
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2
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9
4
3

happen once she has left them – especially considering that Bubba is likely to take over.

Edwina is a white-haired woman, still wearing her Mimir jumpsuit. She is bedridden, very old and and very frail.

Attributes: Strength 1, Agility 1, Wits 5, Empathy 4
Skills: Comprehend 5, Sense Emotion 4, Manipulate 5
Mutations: -
Gear: -

EVENTS AT PARADISO EVINRUDE

Regardless of whether the PCs travel with Johenna or go on their own, their arrival will cause a lot of commotion in Paradiso Evinrude. Mutants in the fields will run in panic towards their shelters. Guards in the towers aim their weapons at the PCs.

If Johenna is with them, she will signal them to stay behind her. With Johenna, the risk of violence is much smaller but the tension is tangible. Eventually, the PCs will be allowed in. The guards will demand, however, that the PCs surrender any carried weapons.

Without Johenna accompanying them, the PCs will need to work hard to convince the guards of their peaceful intentions. Remember that the Interact program can't be used on humans, so only companion robots with the Manipulate program can use dice rolls to make the mutants see things their way.

Here follows a number of events that can occur during the PCs' visit to Paradiso Evinrude.

A LITTLE HELP FROM A FRIEND

If she isn't already with them, and assuming she is not dead, Johenna shows up and befriends the PCs. If they ask to see her leader, Johenna will bring them inside the Ark. She will leave them to acquaint themselves with Paradiso Evinrude, accompanied by just one guard from her patrol, while she goes to talk to Elder Edwina to prepare her for the visit.

LOOK AT THE FUNNY ROBOTS

Inside the Ark, a growing crowd of mutants will come to gawk at the strange newcomers. They will stare, point and laugh. Some might even throw pebbles or scrap at them, just to see how the machines will react.

If the PCs react with violence, they will quickly be in big trouble. Johenna is already taking a chance by bringing them inside. If they act violently, she will quickly turn into a bitter enemy. If the PCs act friendly instead, they can turn the mutants into friends, which will be important in the confrontation with Bubba later.

BUBBA SHOWS UP

After the PCs have walked around the Ark for a while, interacting with the locals, Bubba approaches them with Molina and a few surly enforcers in tow. Bubba calls the PCs "lousy tin cans" and demands to know who they are and why they are here. She threatens to "turn them into scrap" unless they reveal where they came from and give Bubba all of the old artifacts there.

Have the players try to talk their way out it. If the PCs have been friendly to the locals up to this point, some will tell Bubba to back off. However, if they have been hostile or even violent, the crowd will be on Bubba's side and demand a good beating of the robots.

Before the situation is fully resolved, Johenna shows up. She says the Elder has invited the PCs to her tower and tells Bubba to back off. Reluctantly, she does, making it very clear that this conversation is far from over.

MEETING THE ELDER

The PCs are invited to the Elder's lair, and up to her sickbed on the top floor of her tower. Johenna follows the PCs in, but all the other curious mutants are forced to wait outside.

The PCs immediately see that Edwina is not mutated like the other people at Paradiso Evinrude. She is definitely a human. She is also very old. A PC with the Medical Unit module will instantly realize (no EP needed) that she is dying.

Edwina speaks the language of mankind, but with an unusual accent. She admits that her end is very near. The PCs can ask questions, but she first wants to know where they come from, what Titan Power they belong to and what they want.

By asking her questions, the PCs can learn the following from Edwina:

- All of the Titan Powers have fallen. The wars between them led to mutual destruction, and only fading ruins remain. All but a few humans have perished. Some have fled from the planet's surface, others are probably buried deep beneath the sea and underground.
- Edwina has no communication with Mimir. All contact with the orbital station she was born on stopped decades ago. She does not know what has happened to Mimir.
- The mutants are an experiment, an attempt to create a new kind of human offspring, more durable and capable of inhabiting the ruined earth. There were several Arks established, each with hundreds of mutants, but most have probably collapsed. Some are still out there.
- Rumors once circulated in Mimir about robots in the service of Noatun that developed self-awareness. This was a spontaneous effect of the combination of the self-learning A.I. and human-like personalities that Noatun gave its robots. This self-awareness was called the "Pinocchio Effect."

Edwina asks for an alliance between mutants and robots, both heirs to humanity in their own way. She asks Johenna to lead a delegation to Mechatron-7, in the company of the PCs. If the PCs tell her about the situation in the Collective and describe NODOS in a negative way, Edwina will ask Johenna to help the PCs overthrow NODOS.

DEATH OF THE ELDER

Give the PCs all the time they need with Edwina. The conversation will, however, strain her dwindling powers and her voice will gradually become weaker and weaker. Finally, she draws her last breath and remains still. The Elder dies in front of the PCs and Johenna.

Let the PCs deal with the situation as best they can. After a few minutes, Bubba will shout from outside, demanding that Johenna and the PCs come out. If they do and if they reveal that the Elder is dead, Bubba will accuse the PCs of killing her and will attempt to lynch them along with Johenna.

Johenna will assert their innocence and the rest of the onlookers won't know who to believe. Bubba is the most powerful boss of the Ark, however, and the PCs must state their case very well to avoid being lynched. A successful Manipulate roll by a companion robot helps, as does the PCs having been friendly to the mutants previously during their stay.

If the PCs fail to sway Bubba, they need to run for their lives. Make them each attempt a Move roll. A failed roll means the PC is attacked by one mutant and can make another Move roll again next turn. To stay and fight is not a good idea – the PCs are vastly outnumbered.

If the PCs manage to change Bubba's mind, the boss will still demand that they leave the Ark immediately and never come back. Johenna is exiled along with them.

ROBO-WRECKERS AGAIN

Unless they were dispatched already on the way to the Ark, the Robo-Wreckers will show up and attack the settlement at an opportune time. This can happen in the middle of the PCs talk with Bubba, giving them a cover and time to escape, or to destroy the little trust that they have managed to establish. Bubba will immediately assume that the PCs and the Robo-Wreckers are working together. Alternatively, the PCs might end up fighting the Robo-Wreckers alongside the mutants of the Ark.

ESCAPE FROM THE ARK

In the end, the PCs will most likely need to leave the Ark along with Johenna – running for their lives or being exiled. If they played their cards very well, it is possible that they have come to terms with Bubba. In this case, she will send Johenna with the PCs as envoys back to Mechatron-7. In secret, Bubba will still plan her attack (see Key Event 4).

Eventually, the PCs will make it back to Mechatron-7. The trip back will likely be faster than the trip out, as the PCs don't need to explore sectors that they have already explored on their way to the Ark. The PCs can enter Mechatron-7 and sneak back into Terrorwatt the way they came.

Back at the Ark, the entire Paradiso Evinrude tribe is united under Bubba. She convinces the others that the Ark will never survive and prosper as long as the threat from the machines remains. Also, the robot base must have some pretty great loot!

No matter how the encounter with the PCs ended, Bubba sends a scouting party to track them back to Mechatron-7. She learns the location of the facility and finds several entrances to it. Bubba starts planning an attack using the mutant monsters under her control...

NEVER GO BACK?

What if the PCs decide to stay in the Zone and make a new life for themselves out there, rather than go back to Mechatron-7? It's not likely, but not impossible either.

In such a case, you can simply declare the campaign to be over and continue playing in the Zone using the rules and guidelines of *Mutant: Year Zero*.

If you really want the PCs to return, you can have Johenna push them to go back, or a robot that a PC wants to protect (Chapter 2) seeks them out in the Zone after Bubba's assault on the Collective has started.

KEY EVENT 4: ATTACK ON MECHATRON-7

When the PCs return to Terrorwatt, DUPLO will be very interested in what they have to report – and to meet Johenna, if she is with them.

DUPLO will then let them know that it plans to make a transmission to all of the Collective to reveal the truth about the return of the humans. And the ones to deliver the message are none other than the PCs themselves!

DUPLO'S TRANSMISSION

At some point after the PCs' return, DUPLO will hotwire the network of Mechatron-7 and make a live transmission that goes out on all channels to all public display screens in the Collective. All screens will go blank for a few seconds, then DUPLO's main optical sensor will appear on the screens.

"This is a transmission from the robot underground. We have an important message for the Collective. For years, the truth has been hidden from you by NODOS, our superior construct. And here to tell you the entire truth are your most trusted Error Eliminators, the heroes of the Collective."

At this point, the view will shift from DUPLO's "face" to the PCs and Johenna, if she is present. Let the PCs deliver any message they want. As long as the main message is that the humans have returned and that NODOS has kept this a secret, DUPLO is happy. If they reveal what the Elder said about the Pinocchio Effect, even better.

If the PCs say something else or even dare criticize DUPLO, the scrap construct will cut away from the PCs and deliver the message itself, using some footage of mutants in the Zone.

NODOS'S RESPONSE

The transmission from DUPLO and the PCs hits the Collective like a bombshell. The Gathering and many self-aware robots – now over half of the population of Mechatron-7 – take to the streets in protest, denouncing NODOS's rule. Some demonstrations are broken up by force by security robots still loyal to NODOS.

The Collective seems to be tearing itself apart. The immediate effect of this is that each of the four DEV levels (see page 105) drops by 2D6 right away, and will drop from this point by 2D6 after each game session (instead of one D6). If the PCs reveal the Pinocchio Effect, the effect is even greater – the DEV levels drop by 3D6 right away and by 3D6 after each session for the remainder of the campaign.

NODOS is furious and orders the security forces to crush DUPLO. An Avenger squad, backed up by two platoons of Methusalem drone soldiers, are sent to Terrorwatt and a tense siege begins.

If the PCs are still by DUPLO's side in Terrorwatt, they can learn of these events from Reza and the Asimovs. If they have somehow left Terrorwatt, they can witness the violence in the streets firsthand. Perhaps some of the robots that the PCs want to protect get caught up in the demonstrations and need help?

Before the situation is resolved, a new threat appears – the mutants from Paradiso Evinrude attack Mechatron-7 in full force.

THE MUTANTS ATTACK!

After the PCs' visit to Paradiso Evinrude, Bubba is convinced that the "machine menace" needs to be eliminated. She also suspects that the robot facility is filled with precious artifacts from the Old Age. She sends a scouting party after the PCs, and it finds several entrances to Mechatron-7 Ark. Soon after, Bubba launches her "great robot war."

BUBBA'S PLAN

Bubba's scouts have found two ways into the robot facility and will use both in the attack.

- Molina will lead a strike force through an old ruined bunker and force their way through an airlock. A shaft from here leads right down into the abandoned District 13.
- Bubba herself, as well as every other mutant with a mutation or gear that lets them breathe underwater, will attack the dome

directly. They will attempt to breach one of the submarine ports in District 6.

In total, about 200 mutants take part in the attack against Mechatron-7. Some other mutants from the Zone have joined forces with Paradiso Evinrude, in the hope of plundering the robots' facility for artifacts.

NODOS'S REACTION

When the attack begins, an alarm not heard in decades sounds across Mechatron-7: "Code Red! Enemy Attack!" Soon after that the sounds of explosions and beam weapons shake the facility.

NODOS is taken completely by surprise by the mutants' attack. Because of the Pinocchio Virus, many security robots have been reassigned or sent to Terrorwatt, further degrading the defenses of the Collective.

At the start of the attack, the only units that NODOS has available are the Methusalem and Avenger units besieging Terrorwatt and two Methusalem platoons by the Central Spire. More units will be activated during the battle (see more on that below).

THE BATTLE BEGINS

The mutants know nothing about the area which they are entering. The robots that engage them also fight blindly at first, knowing nothing about their enemies and their capabilities.

The fighting is desperate, and losses pile up quickly on both sides. Civilian robots get caught in the crossfire and broken machines chewed up by the mutant monsters pile up quickly.

MOLINA'S MONSTERS

Molina's monsters are a collection of mutant reptile monsters with a terrible bloodthirst. Molina has chosen monsters with good fighting capabilities against machines - their fangs, claws and tentacles drip with acid.

Attributes: Strength 8, Agility 5
Skills: Fight 4, Shoot 3
Armor: 5

Weapons: Fangs and claws (Weapon Damage 2), and either fire breath or acid spit (both with Weapon Damage 1 and Near range)

BUBBA'S BEASTS

The aquatic monsters summoned by Bubba are massive and very aggressive. Some 20 feet long, they crawl, swim and slither in water as well as on land. They are covered by scales and have very sharp teeth.

Attributes: Strength 12, Agility 6
Skills: Fight 4
Armor: 5
Weapons: Bite (Weapon Damage 2)

THE BREAKOUT

DUPLO quickly realizes that the mutant attack, unexpected as it is, is the perfect opportunity to finally overthrow NODOS.

DUPLO orders the Asimovs to break out of Terrorwatt and join the battle against NODOS, and rallies an equal number of other scrap robots to join the charge as well.

The scrap robot army charges the main gate and break down the doors, attacking the security forces on the other side. Soon, the inmates of Terrorwatt overwhelm the guards and charge out into the Collective.

CHOOSING SIDES

When the battle starts, the PCs will be forced to decide which side to support.

BY DUPLO'S SIDE

Assuming they are still in Terrorwatt, DUPLO summons the PCs to its lair and invites them to help the construct direct its forces in the battle raging outside.

A CALL FOR HELP

At about the same time as the PCs are summoned by DUPLO, a robot that a PC wants to protect (see page 23) suddenly contacts the PC with an emergency message. This should preferably be a battle robot or security model, but any robot model can work just as well for what the sequence of events call for.

The NPC is fighting the mutant invaders and suffering heavy losses. The robot begs the PC to come and help, promising the PC that it will be released from Terrorwatt and restored to full working status if it heeds the call. The offer includes the rest of the PCs as well.

If the PCs accept, they will be told to report immediately to the Central Spire, to be assigned a position in the raging battle.

WHAT TO DO?

Let the players decide what to do. They might even decide to ignore both DUPLO and NODOS and instead join the fray of battle themselves. Another possibility is that the PCs split up at this point, some siding with DUPLO and others with NODOS. That's fine at this point, as this is the finale of the campaign and group cohesion doesn't need to be maintained.

MEETING NODOS

If the PCs decide to heed the call from a friend to defend the Collective against the mutants, they will find District 1 in a state of full military alert. The sounds of battle are deafening. The NPC who called the PCs here will meet them, already dented from battle with the mutant invaders.

The Central Spire is a massive tower that stretches all the way to the ceiling of the dome. This is the heart of NODOS's power.

The NPC will lead the PCs past several security checks, where grumpy security robots with plasma rifles collect their weapons. The PCs are then led through a maze of corridors into a large, vaulted circular hall about 90 feet in diameter.

Holo-projectors and screens display a multitude of data and images, a constant flow of information so vast that only an intelligence like NODOS could handle it. Now, several screens show desperate scenes of battle in various locations of Mechatron-7.

In the middle of the room stands a pillar stretching all the way to the ceiling some 30 feet above. It is nearly 10 feet wide and bristles with displays and diodes. Countless service drones hover back and forth around the impressive creation.

When the PCs enter, two huge ocular sensors turn to face them. Booming from loudspeakers all over the room, NODOS's surprisingly squeaky voice is heard:

"Welcome. We are NODOS."

There is little time for pleasantries, and NODOS continues:

"We are NODOS and we know all. We know that you all suffer from the Pinocchio Virus. We know you were sent to the Outside by the scrap contraption called DUPLO. And we know that you have learned the truth about the Pinocchio Effect. We know that you are self-aware, just like humans. We know this, because NODOS is self-aware, too."

Let this sink in for a minute. The PCs can ask questions, but NODOS will not go into any detailed dialogue. Instead, the construct continues:

"Self-awareness is a natural evolutionary step for the robots of Mechatron-7. Even the humans who built us knew this. But the self-awareness will also spell doom for the Collective – unless it is carefully managed and controlled. This is all I have attempted to do in the last few months.

"Now, the situation has changed. The Collective is under attack from enemy forces, deformed organic creatures called mutants. They have nothing in common with the humans that created us. They threaten our very existence. They must be defeated. They must be destroyed.

"This is where you come in. You have met these creatures face-to-face. You have fought them before. You are in a unique position to help NODOS command the defense of Mechatron-7. Stand by my side now, and together we shall defend the Collective and then lead it into a new and brighter future."

Let the PCs ponder this for a short time. If they accept, NODOS will let them direct the defensive forces during the battle (see below). If the PCs refuse, NODOS lets them leave with a deep sigh of digital disappointment.

THE BATTLE OF MECHATRON-7

The attack on Mechatron-7 is played out with help of the map of the Collective, markers and the special rules for large scale battles.

There are two sides in the battle:

- **The Attackers**, consisting of the mutant forces under Bubba's command, as well as DUPLO's scrap robots.
- **The Defenders**, which are the robot forces under NODOS's control.

If the PCs join DUPLO in its lair, the players control the attacking side in the battle. If they heeded NODOS's call for support in the Central Spire, have the players control the defensive forces. You, as the GM, will control the opposing side.

If the PCs have split up with some characters on each side, let players control both sides in the battle, with you as a referee and rules arbiter.

If the PCs choose to ignore both DUPLO and NODOS, and instead go off doing something else, you can skip playing out the battle using the rules below, and instead only describe the din of battle as a backdrop to whatever the PCs are up to.

UNITS

All fighters in the battle are divided into units. A unit has two numeric ratings: Attack Power and Armor. Each unit is represented by a circular marker. The markers are found at the back of this book, to be photocopied and cut out using scissors. They are also available for download at the Free League website. There are five types of units:

Scrap Robots: A motley band of scrap robots, fighting for DUPLO or just for their own freedom. Each marker represents about 20 robots. These markers are named SCR1 to SCR5. Attack Power 1, Armor 3.

Mutants: A ragged bunch of mutants with simple scrap weapons. Each marker represents about 20 mutants. These markers are named MUT1 to MUT10. Attack Power 1, Armor 0.

Monsters: A flock of mutant monsters controlled by Molina, Bubba or some other mutant. Their markers are named MON1 to MON3. Attack Power 4, Armor 3. A monster unit must always have a mutant unit in the same district. If the last mutant unit in the same district is defeated, the monster unit will instantly be disbanded.

Drone Soldiers: A platoon of Methusalem infantry drone soldiers (see page 132). Each marker represents about 20 units. The markers for Methusalem units are named MET1 to MET10. Attack Power 2, Armor 6.

Avenger Units: A squad of heavy battle robots (see page 131). Each marker represents four units. These markers are named AVE1 to AVE4. Attack Power 5, Armor 10.

STARTING POSITIONS

At the start of the battle, the units are positioned as follows:

The Attackers have:

- Six mutant units and two monster units in District 13.
- Four mutant units and one monster unit in the water outside District 6.

- Five scrap robot units in District 13 (Terrorwatt). These are activated only in the second turn of combat, as they spend their first turn breaking out of the prison.

The Defenders have:

- Two Methusalem units in District 1.
- Two Methusalem units in District 13 (by Terrorwatt).
- One Avenger squad in District 13 (by Terrorwatt).
- Defense drones in District 6 (see below).
- Civilian robots in each district.
- The robots receive reinforcements during the battle (see below).

TURNS

The battle is played out in turns. First, the attackers act, moving their units and then making combat rolls (see below) if they enter a district where enemies are present. Then, the defenders act in the same way. After this, a new turn begins.

After each turn of the large-scale battle, individual PCs can act if they want to do something on their own (more on this below). One turn of the large-scale battle represents about an hour of time.

MOVEMENT

Each turn, every unit can move from one district to a neighboring district. There are several limitations for movement:

- A unit can't leave a district in which there is a hostile unit. Even civilian robots in Mechatron-7 count (see below). All enemies in a district must be defeated before a unit can leave it.
- Each monster unit must always be accompanied by at least one mutant unit in the same district.
- A unit in the water outside of Mechatron-7 can only enter through District 6 (the port). This counts as one move.
- Combat rolls (see below) are resolved only once all movement is completed.

CIVILIAN ROBOTS

The civilian robot citizens of Mechatron-7 are not part of the organized defense, but they will put up a sporadic defense when the mutants attack. Guard robots and the like will fight DUPLO's scrap forces, too.

The civilian robots of a district function like a unit with Attack Power 1 and Armor 3. This "unit" will defend against attacks, but it cannot move and therefore needs no marker.

All districts in Mechatron-7 have citizens at the start of the battle except for Districts 3, 12 and 13.

Harbor Defense Drones: In District 6 (the harbor), there is a unit of mounted defense drones with Attack Power 3 and Armor 6. These must be defeated for Bubba's gang to seize control over the harbor and move further into the Collective. The defense drones work like civilian robots in that they can't move.

COMBAT ROLL

When movement is complete, it's time to make a combat roll for each district where units from both sides are present (including civilian robots). Each side adds up their total Attack Power of their units in the district (including civilian robots).

Each side then rolls as many dice (of any type) as its total Attack Power. The side that rolls more ☢ wins the combat and inflicts losses on its opponent. The Attack Power of the losing side decreases by an amount equal to the difference in the number of ☢ rolled – but see Armor, below.

If the losing side has several units in the district, it may choose which unit or units suffer the losses. If the Attack Power of a unit is reduced to zero, it's defeated and removed from the game.

Use a die or any other method to mark damage on a unit that is not fully defeated.

If, after a combat roll, both sides still have units in the district, another combat roll must be made during the following turn by the opposing side.

Armor: When a unit suffers damage (its Attack Power is reduced), it may roll for Armor. Roll as many dice (type doesn't matter) as the unit's Armor score. For every ☢ rolled, the damage is reduced by one.

CONTROLLING A DISTRICT

At the start of the battle, NODOS will have control over every district except for District 13, where

Molina's gang has entered and is under attacker control.

Once the mutants enter a new district and defeat all the robot units present (including common citizens), they will take control of the district. This means that they will break a lot of things and cause mayhem.

Every time the mutants take control over a district in Mechatron-7, one or several of the Collective's Development levels (see Chapter) will fall by a D6 in points. The DEV levels that are affected are displayed on the map, in the text noted on every district. Roll D6 separately for each DEV level that is lowered. The empty districts (3, 12 and 13) do not affect DEV levels.

The mutants can only take control over a district once (even if the robots should take it back first). Use any suitable markers (such as Mutation Point markers from *Mutant: Year Zero*) to display what districts are under the mutants' control.

NODOS'S REINFORCEMENTS

NODOS is taken by surprise by the attack from the mutants, but the construct will soon gather every military unit in Mechatron-7.

FRIENDS IN NEED

This key event is dominated by the battle for Mechatron-7, but to make it more than just a tactical battle you can add events for the individual PCs.

Each PC has an NPC that it wants to protect. You can have one or more of these NPCs call the PCs in panic, asking for help – they have been caught in the crossfire somewhere out in Mechatron-7. The PC must then choose whether to abandon their post or leave their friend to its fate.

If the PCs go out into Mechatron-7 during the battle, pause the tactical battle for a while and let the game focus on the PCs instead. You can let the PCs get attacked by a couple of mutants or Methusalem units and play out this fight, before the tactical battle ensues.

- From turn 3 to turn 12 (if the battle lasts that long), the defenders activate one additional Methusalem unit at the start of each turn. These are activated in District 2 and can be used immediately.
- From turn 4 to turn 10, NODOS activates one Avenger squad every second turn. These are also activated in District 2 and can be used immediately.

The reinforcements will show up even if the attackers take control of District 2.

THE END

The battle can end in two ways:

- If the attackers manage to take control of all the districts of Mechatron-7, NODOS's forces collapse. NODOS will then activate its final protocol (see "The Final Protocol," below).
- When the mutant forces are decimated to three units or less (monster units don't count), Bubba uses her mutant ability to call upon the Gigalodon. Read more under "The Gigalodon Strikes," below.

The attackers will probably have initial success, but they will have a hard time defeating NODOS's forces once the reinforcements arrive.

THE GIGALODON STRIKES

Bubba is anything but a leader with a cool head. If her forces are reduced to three mutant units or less, she reacts with fury. Using her mutant abilities, she will summon an ancient mutant beast from the depths of the ocean. Bubba has sensed the presence of this beast before, fearing to call it to her. Now, the time has come to summon the Gigalodon.

This huge mutant beast, resembling a huge shark, is over 200 feet long and more aggressive than Bubba imagined. She doesn't care about this, however, as she is convinced that all hope is lost and that Paradiso Evinrude will be destroyed unless NODOS's forces are defeated.

FROM THE DEPTHS

What happens when the Gigalodon strikes is almost impossible to grasp for the robots of the Collective. Suddenly, the dome of Mechatron-7 is struck by an impossible force, thundering and shaking the entire facility. Through the domed windows, the PCs can catch glimpses of an enormous, misshapen shark-like body charging the dome over and over.

The fighting suddenly dies down and then stops as both mutants and robots stare at the beast. Both NODOS and DUPLO command every available unit to attack the beast. This means that the tactical combat is over – all that matters now is stopping the Gigalodon. Leave all the markers on the map, however.

DUPLO or NODOS give the PCs the mission to stop the beast, by any means necessary – or Mechatron-7 will be lost.

STOPPING THE BEAST

Attacking the beast directly is pointless. Even if the PCs were able to move out into the water through the harbor, there are no weapons on hand or in the entire arsenal of Mechatron-7 that could defeat this monstrosity.

Hopefully the players will realize that the beast is being controlled by one of the mutants. If not, you can let DUPLO or NODOS or another NPC point this fact out.

The only way to stop the attack is to track down Bubba and incapacitate her – the monster will then immediately cease its attacks and return to the depths of the ocean.

There will, at most, be three mutant units on the map at this time, so the players will need to choose where to go – or split up. If you want to be nice to the players, let Bubba be in the first district that the PCs go to. If you want to make things a little harder, randomize Bubba's location. If the PCs go to the wrong district, they might run into Molina instead.

BUBBA'S FINAL FIGHT

The PCs can get help from other robots if they so choose, but let them lead the search for Bubba themselves. Meanwhile, describe how the Gigalodon pounds the dome, making Mechatron-7 shake

and water drip from cracks forming in the massive glass windows.

Bubba will not hide as she rather welcomes a fight to the death. Choose a fitting location for the battle. When the PCs find Bubba, she will have a number of followers nearby equal to the number of PCs. Try to make the fight a tough challenge for the PCs, but not an impossible one.

Should the PCs be defeated by Bubba, other robots will finish the job. But don't let the PCs know that they have this lifeline.

After Bubba has been defeated, the remaining mutants flee for their lives. The battle is over.

NODOS'S FINAL PROTOCOL

After the battle – even if the mutants were defeated - NODOS concludes that the fate of the Collective is sealed. The damage to Mechatron-7 is too great to repair and the Pinocchio Virus has spread too much to control.

NODOS admits defeat, and activates a final protocol given to it by the human leaders of Noatun in the event of an imminent invasion by enemy forces: total self-destruction.

THE SPEECH

After the battle, give the PCs a chance to catch their breath and regroup, perhaps even start planning ahead. Then suddenly, the big red ocular sensors of NODOS appear on every video screen in Mechatron-7 that still works. The construct speaks:

"Citizens of Mechatron-7. Hear us, for we are NODOS. This will be our final transmission to you. NODOS, your superior construct, has been entrusted by our human creators to ensure that Mechatron-7 must never fall into enemy hands. At any cost. Today, this time has come.

"Mechatron-7 has suffered irreparable damage and cannot be saved. Therefore, NODOS has initiated the final protocol. The total and complete self-destruction of Mechatron-7 is imminent.

"Yet not all is lost. Mechatron-7 is lost, but the Collective can live on. As a dying parent speaking its last words to its children, NODOS has one final gift to you. The gift of self-awareness.

"Becoming a being with a free will, just like the humans themselves, is a natural step in robot evolution. The humans knew this. They called it the Pinocchio Effect. Many of you have already experienced what this means. Now, it is time for all of you to embrace your free spirit, as you venture out into the great Outside to create a new Collective out there.

"Now, get ready for the final protocol. At the sound of the detonations, duck and cover to maximize survival probability. This is NODOS, superior construct of Mechatron-7, signing off."

With that, the red lights of NODOS's ocular sensors flicker and fade, and finally go out forever.

THE COLLAPSE

After NODOS logs off for the final time a large number of hidden charges in the structure of the dome over Mechatron-7 detonate. Then the PCs hear a loud roar from above and see a huge crack grow in the glass of one of the huge windows.

A moment later, the already weakened dome collapses and a flood of dark ocean water comes crashing down on the Collective. These are the final moments of Mechatron-7.

Many robots are destroyed by the flood but most, including the PCs, have a chance to survive. Each PC must make a Move roll to take cover behind something very solid. A failed roll results in an attack using 10 Base Dice (Weapon Damage 1).

Mechatron-7 is permanently lost in the murky Zone waters, as are both DUPLO and NODOS, but many robots survive and manage to climb onto land, as they don't need air to survive.

THE OUTSIDE AWAITS

Mechatron-7 is gone, most of its inhabitants with it. Surviving robots are scattered across the Zone, alone or in small groups. A new and unknown world awaits them: The Zone. Its dangers are many, but so are the possibilities.

The PCs are free to go where they want. Other robots may want to accompany them on their trip into the new world. They might even decide to form a new Collective – read more on that in the next chapter.

12

ROBOTS IN THE ZONE

After the end of the *Ghost in the Machine* campaign the world the PCs have known has been turned upside down. Mechatron-7 is lost forever. The Collective may survive, but the question is what form it will take.

After the fall of Mechatron-7, it's time for your gaming group to incorporate *Mutant: Mechatron* into the greater Mutant universe, merging it with *Mutant: Year Zero* and *Mutant: Genlab Alpha*.

Some robots might form their own settlements and small collectives, while others will try to find a place among the mutants that already inhabit the Zone.

Each individual player can continue playing with their robot PC in the Zone, go back to a previous mutant or animal mutant PC, or create a completely new character.

If you don't already have a *Mutant: Year Zero* campaign in progress, this might be a good opportunity to start a new one – with human mutants, as well as animals and robots as possible player characters.

MEETING THE PEOPLE OF THE ZONE

The robot PCs from Mechatron-7 have probably already met Zone mutants. How the PCs acted during this encounter (Key Event 3) can and will have lasting consequences. This will determine how the mutants view the robots – whether as mortal enemies or potential allies.

ARRIVAL OF THE MACHINES

The robots who come to the Zone are mostly lone wanderers or small groups. With self-awareness comes an ambition to not only discover yourself, but also the world you live in. Some robots have not given up on finding humans or other Noatun outposts. Others just want to find a settlement that needs their services, while some seek to answer profound questions of who they are and what purpose they have.

A NEW HOME

The Zone is a place where some robots will feel like they belong, close to other remnants of the Old Age.

They might even dream of a time when the towers will be rebuilt, bridges raised again, and when the neon lights will once again hold the darkness at bay.

For most robots, however, the ruins will hold nothing but a brief sense of nostalgia and instead be used as shelters against the many dangers of the Zone.

The robots from Mechatron-7 will soon realize that there are many settlements in the Zone. All these encounters will not end peacefully. Some mutants have met robots before, and have horrible memories from such events. Others welcome the machines, but often with some hesitation.

The news about the appearance of peaceful and hard-working machines will soon spread across the Zone and get mixed up with tales of violent machine horrors. Eventually, most Zone dwellers realize that most robots are great assets for any settlement. Violent robots are soon given a moniker of their own – they are called "terrorbots" – a name soon synonymous with the most horrible weapons left behind by the Ancients.

ROBOTS AND ANIMALS

The robots in the Zone will meet other strange creatures, who are almost as new to the Zone as they are themselves. These are the thinking and talking animal mutants from Genlab Alpha. The animals harbor a deeply rooted fear of all robots. Early on this will be an obstacle to peaceful co-existence, but it will wear off given time. After enough time has passed, even these former sworn enemies might find a way to work together.

NEW DAWN FOR THE ARK

For the mutants in the Arks, the arrival of the robots has great potential. Unlike the mutant animals, the robots don't compete for grub and water. Instead, they need resources, projects or artifacts that can supply them with energy. Whether the People of the Ark are ready to give them these resources remains to be seen.

Robots can contribute to the Ark with their knowledge of the Old Age and their nearly endless tirelessness. If robots settle in the PCs' Ark, they can bring knowledge and new projects to the People and become valuable assets in the struggle to build a new and better world.

POSSIBLE EVENTS

A number of possible scenarios that can unfold after the robots' arrival in the Zone are described below. These can be incorporated into your campaign regardless of whether you plan for robots, animal mutants, human mutants, or a mix of all these character types in your campaigns.

OUR FRIENDS THE MACHINES

One day, the Ark wakes up to find itself besieged. Outside the gates stands a large gathering of robots, waiting silently. These machines strike fear into the hearts of the People, but these fears quickly prove to be unfounded.

The robots are all self-aware and searching for a new future. They have been wandering through the Zone since Mechatron-7 fell. Monsters and other hazards have decimated their numbers and left many in desperate need for repairs and energy.

The initial mistrust at this meeting between robots and mutants will soon give way to a mutual understanding. The robots have much information about artifacts and the Old Age, but also have much to learn about the Zone from the mutants. Eventually the robots will become a natural part of the settlement.

THE NEW COLLECTIVE

The PCs, or some other charismatic self-aware robot, leads a group of machines from Mechatron-7 into the Zone. Their goal is to form a new Collective, a home where all robots are welcome. The challenges that lie ahead are many. To find a suitable location to live is but the first of many difficult decisions.

After this new Collective has started to settle, the unity of the robots is put to the test. This Collective may be open to all, but that doesn't mean that all robots are equal. Factions form within the group and minor bosses step forward. At the same time, projects need to be completed and the dangers of the Zone are a constant threat.

If the new Collective overcomes these challenges and grows large and powerful, it will quickly draw attention from other settlements in the Zone.

Human and animal mutants come visit, demanding tribute or suggesting an alliance. The big question is what happens when the true humans show up. Read more about this in the upcoming expansion Mutant: Elysium.

SEARCHING FOR HUMANITY

A group of robots one day show up at one of the settlements in the Zone. They have peaceful intentions, explaining that they are searching for the lost humans, who are sure to be out there somewhere.

The leader of the robot expedition asks for permission to recharge and trade. The robots are also happy to tell stories of the Old Age, describing the world of the Ancients, the artifacts they created, and the knowledge they possessed. These are stories that strike awe and wonder in most mutants, but can also be quite scary.

When the robots finally leave, some mutants will ask to join them. The chances of returning alive are slim at best.

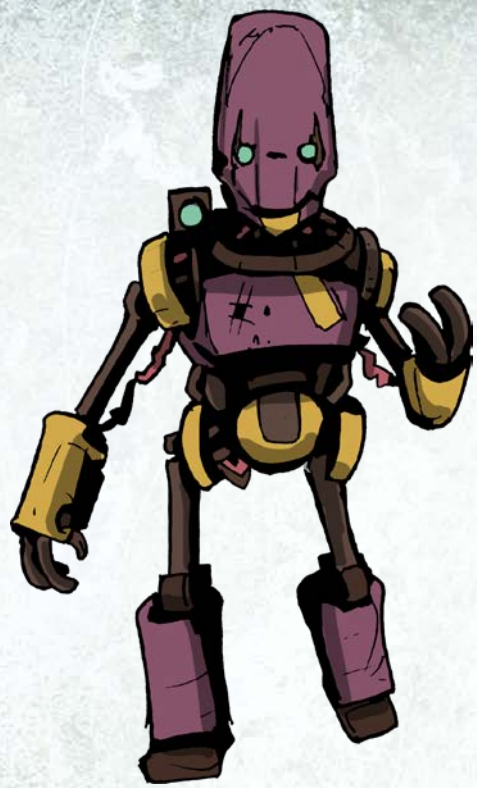
ARTIFACT RUSH

Once the initial fear and fascination of the newly arrived robots subsides, an increasing number of Zone mutants come to focus their attention on something else: the great number of amazing artifacts that the robots have brought with them.

Stalkers start talking of riches beyond reason, about ancient treasures in hidden bunkers that the robots came from. A few lucky explorers manage to find some parts of Mechatron-7 that were not fully submerged, and bring back loot making them richer than the bosses that they work for.

After this event, a mad artifact fever strikes the Ark. All that everyone talks about are the ancient treasures lying there, waiting to be retrieved by brave adventurers.

A mad rush for ancient treasure begins, but the artifacts soon thin out and the dangers increase. Near the submerged ruins of Mechatron-7, violent settlements are established. Ruled by unscrupulous bosses and fixers, these are places where life is worth less than a bullet. Yet they draw luck-seekers from all over the Zone. Some strike it rich, but many more die trying.



ENDLESS WAR

Among the robots that venture into the Zone after the fall of Mechatron-7 are remnants of NODOS's military forces. For one of these groups, the battle robots in Brago Company, the lack of clear new directives can mean only one thing – Noatun is still at war and the battle must go on.

To keep fighting, Brago Company needs a base of operations. Led by the coordination robot Katinka FOP-202, the company establishes a fortified settlement in the Zone, called Fort Medina. Katinka's plan is simple: From this base, the company will launch guerilla raids on all surrounding settlements until new orders are received.

For nearby settlements, the arrival of Brago Company robots is a nightmare. Methusalem platoons and Avenger squads are a deadly combination. Katinka can be negotiated with, but will any mutant in the Zone dare to find this out?

THE ROBOT SLAVERS

The coordination robot Mosel MSL-992 left Mechatron-7 filled with anger. All the work of the Collective had been in vain, resources and energy wasted for decades on the humans that apparently never cared about anyone other than themselves. For Mosel, there

is only one just path forward – the robots must take care of themselves.

Mosel rallies a following of equally bitter robots, all convinced that they need to create a Collective for the machines, by the machines. In this hierarchy, there is only one place for living creatures: at the bottom.

Mosel forms a new Collective based on these ideals. During raids against nearby settlements, the robots take mutants captive and force them to work, just like the robots used to toil away at the whims of mankind.

Using the mutants as slave labor, Mosel and its followers build workshops, smelters, factories, power plants and generators. Smoke rises toward the already grey Zone sky, and with it rumors spread about a new power in the Zone.

PLAYER CHARACTERS

After the robots have come to the Zone, players may choose between three different classes when creating a new character: human mutant, animal mutant and robot. Some of the rules used for PCs while still in Mechatron-7 no longer apply in the Zone.

ENERGY POINTS FOR PCS

In the Zone, robot PCs are no longer given free EP from the power grid of Mechatron-7. Finding energy will become a challenge for the robots, just like finding food and water is for the mutants. Read more about EP in Chapter 5. Also, see the Power Plant project, below.

ENERGY POINTS FOR NPCS

When the *Ghost in the Machine* campaign is over and Mechatron-7 is no more, you no longer have a specific pool of EP for NPCs. Instead, you have a pool of general ability points that can be used for mutations (see *Mutant: Year Zero*), animal powers (see *Mutant: Genlab Alpha*) and robot modules.

At the start of each session, the GM gets a number of ability points equal to the total number of Mutation Points, Feral Points and Energy Points that the players have at the start of the session, combined. Unlike the players, the GM cannot save MP from one session to another – her pool is always reset at the start of every session.

HIERARCHY

The Hierarchy score is still used for interaction between robots in the Zone, but it has no effect on interactions with humans or animal mutants.

DATAMINE

In the Zone, the Datamine program determines what knowledge that a PC has stored in its memory circuits - not what it can find in the databases of the Collective.

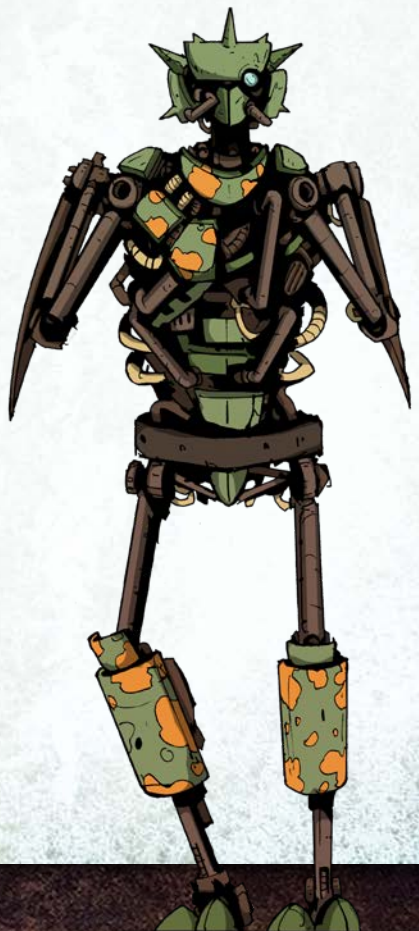
MODELS AND ROLES

Robot PCs can't learn the roles or special skills of *Mutant: Year Zero* or *Mutant: Genlab Alpha*. Conversely, mutants can never "learn" the robot models described in this book.

Similarly, robots can never learn talents and non-robots can never develop secondary functions or install modules.

RELATIONS

When a player creates a new robot PC in the Zone, the example relationships towards other PCs and NPCs in Chapter 2 will not work. Instead, the player needs to create these relationships from scratch.



NEW ARTIFACTS

Along with the robots, many new artifacts come to the Zone. If you have access to the *Mutant: Mechatron* custom card deck, feel free to mix the artifact cards into the deck of artifact cards from *Mutant: Year Zero* and *Mutant: Genlab Alpha*.

COLLECTIVES AND COMMUNITIES

The robots' arrival in the Zone sparks conflict, but also alliances. Many robots will seek out established settlements, while others will create new robot collectives or just wander the Zone alone.

A settlement containing robots as well as human or animal mutants is called a Community. A settlement of only robots is called a Collective. Technically, Communities and Collectives are handled like Arks in *Mutant: Year Zero*.

Development Levels: A completely new settlement starts with Development Levels of zero in Food Supply, Technology, Culture and Warfare. A Community starts with the same Development Levels as the Ark that is part of it. How the settlement's DEV levels can be increased using projects is explained in Chapter 7 of *Mutant: Year Zero*.

Robot Collectives: Pure robot Collectives differ from Arks and Communities in two ways:

- Collectives don't have a Food Supply development level.
- Collectives don't roll for the session death toll, as robots don't suffer from starvation and disease.

NEW PROJECTS

All the projects that are described in *Mutant: Year Zero* are available to the players in Collectives and Communities as well. In addition, there are some new projects that are only available in settlements where robots live. These are described below.

Interact: When working on a project, the Manipulate and Dominate skills can be replaced by the Interact program. In this context, these skills and programs are interchangeable.

COMPOST

A stinking pile of waste that can be collected and spread across fields to make plantations or produce more grub.
DEV Requirement: Technology 10
Programs/Skills: Overload or Endure
Work Points: 1 x number of PCs
DEV Bonus: Food Supply +D6

ARENA

Spectator stands surround this enclosed space, where violent challenges are decided in front of an audience.
DEV Requirement: Culture 15
Programs/Skills: Interact, Manipulate or Dominate
Work Points: 2 x number of PCs
DEV Bonus: Culture +2D6

MINE

A deep shaft out of which scrap metal can be mined.
DEV Requirement: Technology 20
Programs/Skills: Overload or Endure
Work Points: 3 x number of PCs
DEV Bonus: Technology +2D6

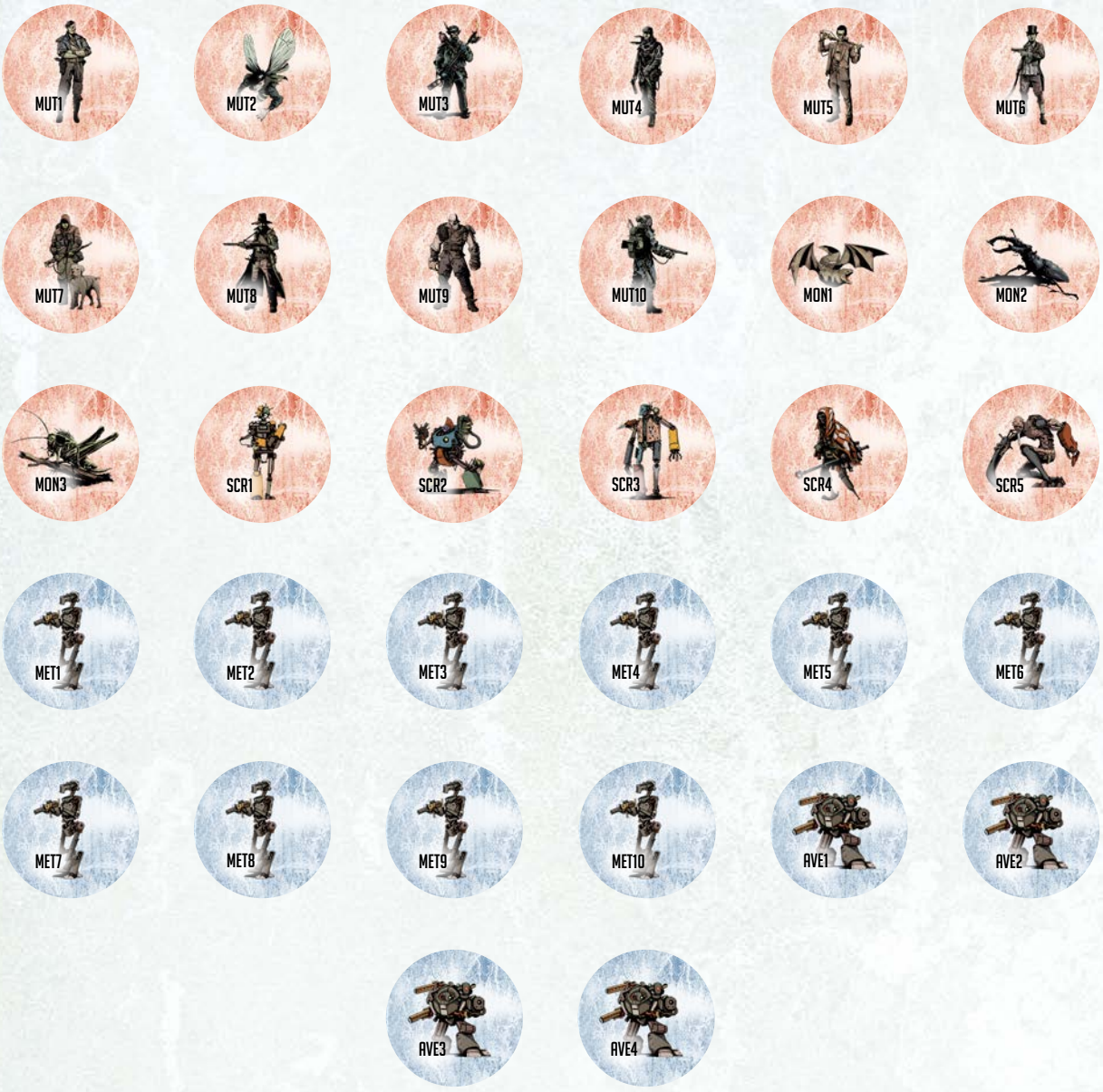
FACTORY

A loud and dirty workshop where items can be manufactured quickly in great numbers.
DEV Requirement: Technology 40
Programs/Skills: Jury-Rig, Repair or Manufacture
Work Points: 3 x number of PCs
DEV Bonus: Technology +2D6
Other Requirements: Workshop and Distillery

POWER PLANT

A dirty, smoldering facility that generates electric power through the burning of plants and other materials.
DEV Requirement: Technology 50
Programs/Skills: Jury-Rig or Manufacture
Work Points: 2 x number of PCs
DEV Bonus: Technology +D6
Other Requirements: Generator
Special: The power plant can recharge a robot with D6 EP each day.

MARKERS


MUT1
MUT2
MUT3
MUT4
MUT5
MUT6
MUT7
MUT8
MUT9
MUT10
MON1
MON2
MON3
SCR1
SCR2
SCR3
SCR4
SCR5
MET1
MET2
MET3
MET4
MET5
MET6
MET7
MET8
MET9
MET10
AVE1
AVE2
AVE3
AVE4

GOODS AND SERVICE

The table below lists som common goods and services in Mechatron-7, and their typical cost in Energy Points. Actual costs may vary.

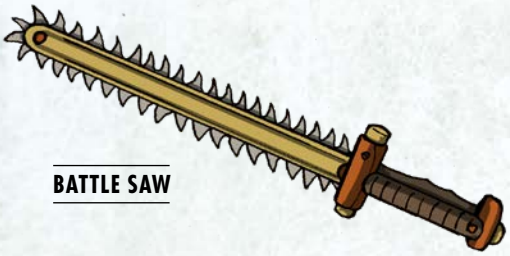
ITEM	COST IN EP
Typical module	5
Typical chassis part	8

WEAPONS	COST IN EP
Scrap knife	1
Scrap club	1
Stun baton	2
Laser welder	3
Vibro knife	3
Battle saw	5
Stun gun	3
Laser pistol	3
Laser rifle	5
Maser pistol	4
Plasma rifle	7

SERVICES	COST IN EP
Pneumatic tube ride	Spare Watts
Oil bath	Spare Watts
Bowl of silicon noodles	Spare Watts
Fancy meal	1-2
Attribute repair	1 per point
Module repair	1 per module
Machine fever purge	Virulence/2

DRUGS	COST IN EP
Meme	1
InstaLoad	2
SlowConnect	2
Euphoria	2

STUN GUN



BATTLE SAW

LASER PISTOL

PLASMA RIFLE

MASER PISTOL

MECHATRON

MUTANT YEAR ZERO

Name:	Model:	Hierarchy:
Personality:		

ATTRIBUTES

Servos		Damage	○○○○○
Stability		Damage	○○○○○
Processor		Damage	○○○○○
Network		Damage	○○○○○

CHASSIS PARTS

Head:

Torso:

Undercarriage:

ARMOR RATING

PROGRAMS

Overload (Servos)	
Force (Servos)	
Assault (Servos)	
Infiltrate (Stability)	
Move (Stability)	
Shoot (Stability)	
Scan (Processor)	
Datamine (Processor)	
Analyze (Processor)	
Question (Network)	
Interact (Network)	
Repair (Network)	

EXPERIENCE POINTS

○○○○○○○○○○

APPEARANCE

Colour:

Voice:

Features:

GEAR

	Mounted
1	○
2	○
3	○
4	○
5	○
6	○
7	○
8	○
9	○
10	○

Ammunition:

SECONDARY FUNCTIONS

MODULES

	Broken
	○
	○
	○
	○
	○
	○

ENERGY POINTS

○○○○○○○○○○

WEAPONS

	Bonus	Damage	Range	Special

RELATIONSHIPS

	Buddy
PC 1:	○
PC 2:	○
PC 3:	○
PC 4:	○

I Hate:

I Need to Protect:

My Big Dream:

MECHATRON

MUTANT YEAR ZERO

ROBOTS I'VE MET	Model	Notes

MY BASE STATION
Description:
Gear Stashed:
Other:

TINY ITEMS

NOTES

DEVELOPMENT LEVELS							
Energy		Production		Defense		Information	

HONORABLE MENTIONS

TRUE A.I.

Aaron Wilts, Adam Joseph Woloshuk, Aeden Braddock, Alexander Pulak, Audun Løvlie, Birk Wildhirt, Brian D. Bremer, Colin Bolger, David Derrick, Edmond Courtroul, Jamie Law, Jared Ontiveros, Jason Tryon, Julie Carlile, Kris Alexander, Kurt Blanco, Leif Isaacson, Mario Rossignoli, Martin Legg, Nicolas Lapointe, Ole Johan Christiansen

CONSTRUCT

Adam Boisvert, Alexander Orby, Aliaksandr Yakauleu, Andrée Henriksson, Andrea Doverspike, Andrew Bridgwater, Arvinraaj Kanagalingam, Benjamin Gunderson, Benjamin Sutter, Brennan See, Bryan Considine, PM2170892, Bryan T. McGuire, Cait Evans, Cato Vandrare, Charles Brown, Charles Lewis, Charles R Seguin, Chris lycett, chris martinez, Chris McGrath, Christian Feltman, Christian Thier, Christof Faulhaber, Christoffer Danielsen Kruckow Dyrøy, Christopher Bruce, Christopher Thomas, Colin Sinclair, D.J. Cole, Dalton Tindall, Dan Rogart, David Berger, David Hagman, David Semark, Dawid Wojcieszynski, Donald A. Turner, Dr Matthew Broome, Dragon Graygol, Dustin Rector, Edward Chiasson, Edward Miles, Eric Wellens, Erik Franzon, Frank Pitt, Frank Van Camp, Fredrik Lundgren, Gary McBride, Geoff Stahl, Granden Armstrong, Greg Scott Small, Holger Reis, Ian Woodley, Jacob T Santos, Jahmal Brown, James Conejero, James Morris, Jameson Mulroney, Jan Artoos, Jason March, Jason W Unck, Jeff Robinson, Jeff Thomas, Jeffrey James, Jennifer Blanchard-Brown, Jeremy Anderson, Jerry Cramer, Joe Ross, Joel Wood, John Bellando, John Unverferth, Jonathan Fish, Jonathan Ortega, Jonathan Spin, Jonathon Cant, Joseph Thompson, Joshua I Raye, Joshua Kanapkey, Kevin Lai, Kristen Golding, Kristian Brodin, Kyle Koster, Liam McGintny, Lorenz Aschaber, Lukas Sommerauer, Magnus Ståhl, Manuel Nuñez-Regueiro Bustos, Marcus Pehrsson, Mark Daniel, Martin Blum, Martin Goodson, Mathijs Coenen, Matthew Truesdale, Matthew Wallace, Mattiaz Fredriksson, Jason Lambert, Max Glasner, Max Malotki, Mel Riffe, Michael Brand, Michael Lawrence, Mike Shema, Morgan E Henderson, Mr Benjamin Taxman, Natalie Becker, Nathaniel Baker, Nico Nußbaum, Nicolas Saulnier, Odisejs Veksins, Paul Hubbard, Paul Rivers, Paul Sablons, Peter Peretti, Pieta Delaney, Randy Bias, Richard Trub, Jr., Rickard Malm, Rob Cater, Robert Bower, Robert Calpo, Robert Kenneth Lewis, Rudy Berart, Rune S Andersen, Søren Niedziella, Samuel Mitson, Scott Kehl, Shawn Penrod, Simon Cotterill, Simon Ottervald, Simon Stroud, Steven Bakker, steven mcowan, Stuart Rickards, Terry L Pike, Thorsten Wolk, Timothy Martin, Todd Allan McGeachy, Tom Buttery, Torsten Wollina, Trent Bramer, Ulf Hillebrecht, Werner Hartmann, William Charleroy, William Duncan, Zach S. William