

# ROBOTS

When means must and manpower is in short supply, a warband may, if it has the right connections, turn to robotic help. Although they may have abilities that far exceed the average character and are unswervingly loyal to whoever controls them, 'bots are literal minded, lacking in imagination and will follow their programming to the letter until ordered to do otherwise and sometimes even after that.

## Buying 'Bots

Robots are a highly variable lot, and so when a player purchases one, the GM may either assign him one of the generic 'bots or allow him to create one 'made to order' using the system below.

**Body Forms:** A 'bot may have as many or as few limbs as you feel are necessary for whatever points cost you're spending. All bots start out with a 'head' for 15 points. This is treated exactly like a normal 'head' even though it may be in a completely different location of the body from the normal human head, as it contains the cortex (the robot 'brain'). From there, spend points to add limbs. Treat Multiple limbs as per the rules for alien bounty hunters with multiple limbs (see Inquisitor Website for PDF).

To prevent abuse when creating a hit chart, follow these simple rules of thumb:

1. The chest/abdomen/ groin area should have at least the same number of 'pips' as all of the limbs combined. So if you have limbs totaling 40% of your to-hit chart, you will need a torso that covers at least another 40%. This total can be split between the chest, abdomen and groin as desired, even dispensing with one or the other altogether.
2. The Head should take up at least 4% of the Hit chart. If it takes up at least as many 'pips' as the limbs, you may forgo the chest and attach the limbs to the head instead, if you wish. In effect you get a walking/rolling head.
3. Limbs must have at least 3% of their hit chart devoted to each limb.

**Chest, Torso, Abdomen, Groin (5 each):** As per the usual locations, these add space to keep vital components and thus spread out the effects of damage.

**Limbs (5 each):** Arms, legs or weapon mounts.

**Tracks (5 each):** A robot with tracks for movement may ignore the effects of slopes and difficult terrain. It is unable to move over any obstacle of more than 1/2 a yard in height, however and is totally incapable of jumping.

Remember to create an appropriate hit chart for robots of non-standard humanoid design.

**Senses:** Cost is the same as the equivalent Bionic sense.

**Stats:** Buy using the Ready Reckoner system. Stats may exceed 100, but cost 1 point for every 2 over 100. 'Bots have no Wp, Nv or Ld scores and are assumed to automatically pass any test against these stats.

**Weapons & Equipment:** ‘Bots may be armed with just about anything, and they may put it just about anywhere, but all equipment, including armour, is considered implanted at no cost. Bots may use Heavy weapons with one arm if their strength is 150+.

**Program Sub-routines (3 each):** A ‘bot without program sub-routines has the intelligence and loyalty of a very stupid dog. It can be instructed to perform a very limited number of functions, but must be constantly supervised and told what to do to even accomplish those small tasks.

‘Bots can be programmed for more detailed tasks, however, using small hardwired cards that interface with their Cortex and provide ‘wetware’ sub-routines. A ‘Bot may have a number of sub-routines in its cortex equal to its Sg/10, and these may be changed out between battles. You purchase the following subroutine cards to upload into the Cortex:

**Attack, Ranged:** The Robot will spend every action attempting to close within range of a target designated when the program is activated by the most direct route and fire upon it until it is dead. It will then seek out the nearest non-friendly (any not of the controlling players warband) model within LOS and repeat this until all non-friendly models are dead. If none are present, it will wait until there are or it has its orders changed.

**Attack, HTH:** The Robot will spend every action attempting to close within charge range of a target designated when the program is activated by the most direct route and then charge it and fight it in hand to hand until it is dead. It will then seek out the nearest non-friendly (any not of the controlling players warband) model within LOS and repeat this until all non-friendly models are dead. If none are present, it will wait until there are or it has its orders changed.

**Tactical Advantage Recognition:** The Robot is programd to recognize terrain advantages and will seek cover and avoid incoming attacks as much as possible, using the available terrain to its best advantage, such as taking higher ground.

**Advanced Target Recognition:** The robot may differentiate between targets and may be given strict orders about who or what is a legitimate target. This is very useful if you wish to keep enemies alive for interrogation and allies not of your warband from being attacked. You may choose any model to be considered a non-target to the robot.

**Goto:** the Robot will head for a certain point on the battlefield by the most direct means necessary.

**Defend:** The robot will defend one model or location, never straying more than 6 yards from its charge while it is aware of the presence of non-friendly models. If linked with an attack program, it will fire on or charge any enemy model that comes within range as long as this doesn’t take it more than 6 yards from its charge.

**Bombot:** If the robot is fitted with an explosive of some sort, it may be given a strict programmed time to set that charge off. Such instructions can include reaching a certain spot on the battlefield, when coming within 3 yards of anything with green skin or pointed ears, etc. Robots are very literal minded, however, so sending it after a mutant could just send it towards the nearest model who isn't the picture of robotic perfection with potentially unwanted consequences.

**Patrol:** The robot will follow a specific path laid out by the programmer. Use dice, coins or some other sort of marker to set out 'waypoints.' The robot will go from one to the other in a row by the most direct path until it completes its circuit and then will do it all over again.

**Seek:** The robot will seek, but not attack, whatever it is that the programmer specifies using whatever senses it has.

**STC Repair Template(by type):** The robot is programmed with a special repair program and fitted with special tools that can analyze and fix almost anything within in certain range of availability.

When presented with a damaged item. the robot will spend an action attempting to diagnose the problem. Roll its Sg. If it fails, it will continue to use actions to attempt to diagnose the problem until it successfully does so. If it succeeds, it will take a number of actions equal to to the cost of D10 the item to repair it completely. *Ex. It will repair an exotic item in 9 + D10 actions.*

These programs cost more than the usual sub-routines because of their rarity. The cost along with the type of items it can repair are below:

<u>Type</u>	<u>Cost</u>
Common	9
Rare	25
Exotic	81
Legendary	115 (extremely rare and expensive)

**Docbot:** this is another rare sub-routine type. It comes with a custom sensor and tool suite used strictly for the repair of living creatures. This robot has the equivalent of the Medic talent, a built in multi-use Medi-Pack and costs an additional 10 points.

Furthermore, the scalpels and other tools on the Docbot can be used as weapons if it is given the appropriate attack program, giving it the equivalent of a Power Knife in hand to hand combat.

**Talent:** You can load the 'bot with any non-exotic, non-psychic talent that characters can take as sub-routines. These are used automatically when the opportunity presents itself to the robot, Furious Assault during an Attack, HTH routine for example, and do not need to be included in a program. The Hardwire Cards necessary to simulate said talents are rare and, therefore, cost 5 points a peice.

## **‘Bot Programming**

A 'bot in battle runs by its programmed directives. Each program is built up from any of the Sub-Routines stored in the robot's cortex. The player will write down what program it is following before the game starts and it will do so until it is destroyed, achieves the program's end, or is given another order by its controlling warband.

Starting a new program in the middle of battle takes one action per sub-routine included in the program and the 'bot must then make a Sg roll. If it passes, it will switch to the new program. If it fails, it fails to understand the directive, is busy processing the request or has a memory glitch. Further actions may be spent attempting to get the 'bot to comply, but until it does, it will continue with its last program.

When using a robot, fill out the program spaces on the Robot Control Sheet with the sub-routines involved in the program, in the order you want them followed. In case of an order conflict, such as Patrol and Attack HTH, the robot will always attempt to do the one with priority.

*Ex. A Robot is following a 'guard' program made up of Defend, Attack Ranged, Attack HTH, and Patrol in that order. While there are no enemies in sight, the robot will travel down its subroutines until it runs Patrol. It will follow the specified path set out by the player.*

*If an enemy appears, it will immediately go to Defend, which states that it must stay within 6 yards of a player designated spot. As long as it doesn't leave that area, it willranged attack until something gets close enough to charge, and then will enter hand to hand mode. Once all enemies are gone, it will return to its Patrol mode.*

## **‘Bot Damage, Repair and Replacement**

Bots, for the most part, suffer damage as normal when hit. It is asumed that instead of bleeding, they leak fluids, instead of shock, they suffer system failure, instead of stunning, they suffer temporary shorts and glitches, etc, but either way, the effect is pretty much the same, only mechanical or electrical in nature.

Hits to the head carry an additional problem, however. Each wound level that the robot takes to the head has a cumulative 20% chance of randomly wiping out one of its program subroutines from its cortex. Furthermore, any robot that suffers Acute damage to the head has to make a T roll or its Cortex is damaged beyond repair. If it Critical damage, the Cortex is automatically destroyed. Robots who lose their Cortex lose their Sg as well and a new head and Sg value must be purchased at the normal cost.

Other body parts may be repaired by spending 1 point of Prestige per level of damage sustained or replaced altogether if necessary. Lost sub-routines are easily replaced by re-inserting the appropriate data-cards and two or more robots may be programmed with a single set of cards. Weapons may be repaired for the normal cost (1/2 the original PV) and may even be switched out for other weapons of the same size or smaller. Also, should the Cortex be destroyed, the rest of the usable parts may be salvaged for use with other 'bots.

Like Exotic and Legendary equipment, Robots are very difficult to repair, the technology being arcane knowledge at best and (as is the casre with the Cortex) Lost

Technology at worst. Only Adeptus Mechanicus characters and contacts may attempt to repair them or replace or exchange parts, although they may use their +20% bonus to Sg when making such repairs.

## FILLING OUT THE ROBOT CONTROL SHEET

DESIGNATION:		EQUIPMENT AND SUBROUTINES	
<b>WS</b>	<input type="text"/>	<b>HIT LOCATIONS</b>	<b>%</b>
		_____	_____
<b>BS</b>	<input type="text"/>	_____	_____
		_____	_____
<b>S</b>	<input type="text"/>	_____	_____
		_____	_____
<b>T</b>	<input type="text"/>	_____	_____
		_____	_____
<b>I</b>	<input type="text"/>	_____	_____
		_____	_____
<b>SG</b>	<input type="text"/>	_____	_____
		_____	_____
<b>BI</b>	<input type="text"/>	_____	_____
		_____	_____
<b>SH</b>	<input type="text"/>	_____	_____
		_____	_____
<b>KB</b>	<input type="text"/>	_____	_____
		_____	_____
		<b>PROGRAM MEMORY</b>	
		<div style="border: 1px solid black; height: 100px; width: 100%;"></div>	



**Designation:** the name of your Robot. *Ex. Tg-318, XP 2000 or Bob.*

**Stats:** Going down the left side of your sheet are boxes for your stats. There are 3 extra boxes below the standard stats these are for:

- BI:** Base Injury Level
- SH:** Shock Level
- KB:** Knock Back Level

**Hit Location and %:** Fill in one slot for each body part you have, including their relative locations and armour values. When damaged, you can mark injury levels here as a letter code. A for acute, for example. Under %, fill out the percentage chance to hit them.

**Equipment & Subroutines:** Place any equipment purchased for your Robot here.

**Program Memory:** This is where you list the sub-routines being utilized by the robot at that particular instance. They go in priority order from top to bottom.

DESIGNATION:

### EQUIPMENT AND SUBROUTINES

	<u>HIT LOCATIONS</u>	<u>%</u>
WS		
BS		
S		
T		
I		
SG		
BI		
BH		
KB		

PROGRAM MEMORY



DESIGNATION:

### EQUIPMENT AND SUBROUTINES

	<u>HIT LOCATIONS</u>	<u>%</u>
WS		
BS		
S		
T		
I		
SG		
BI		
BH		
KB		

PROGRAM MEMORY

