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PLAYER'S SECTION



5 YOU, ROBOT



13 YOUR ROBOT



43 PROGRAMS



61
SECONDARY FUNCTIONS



67
MODULES



75 CONFLICT & DAMAGE



91 MECHATRON-7

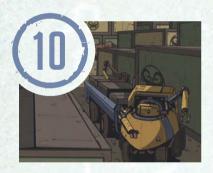
GAMEMASTER'S SECTION



120 YOUR JOB AS GAMEMASTER



124
ROBOTS AND MONSTERS



140 ARTIFACTS



146
GHOST IN THE MACHINE



224ROBOTS IN THE ZONE



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

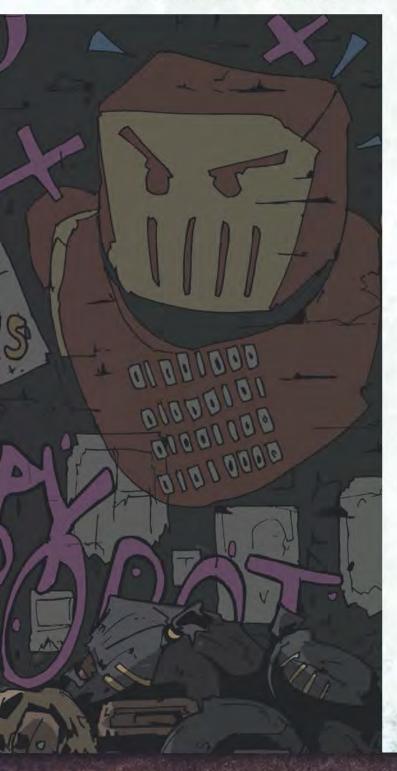
except the PCs. She controls enemies, monsters and other bad things that threaten you. She has many tools at her disposal. The game is a conversation between players and the GM, back and forth until a dramatic situation arises where the outcome is uncertain. This is when you grab the dice – read more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

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.

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.

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 it 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

A TYPICAL GAMING SESSION

- 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.

can find answers from the game designers as well as other players.

Welcome!



ABBREVIATIONS

PC = Player Character

GM = Gamemaster

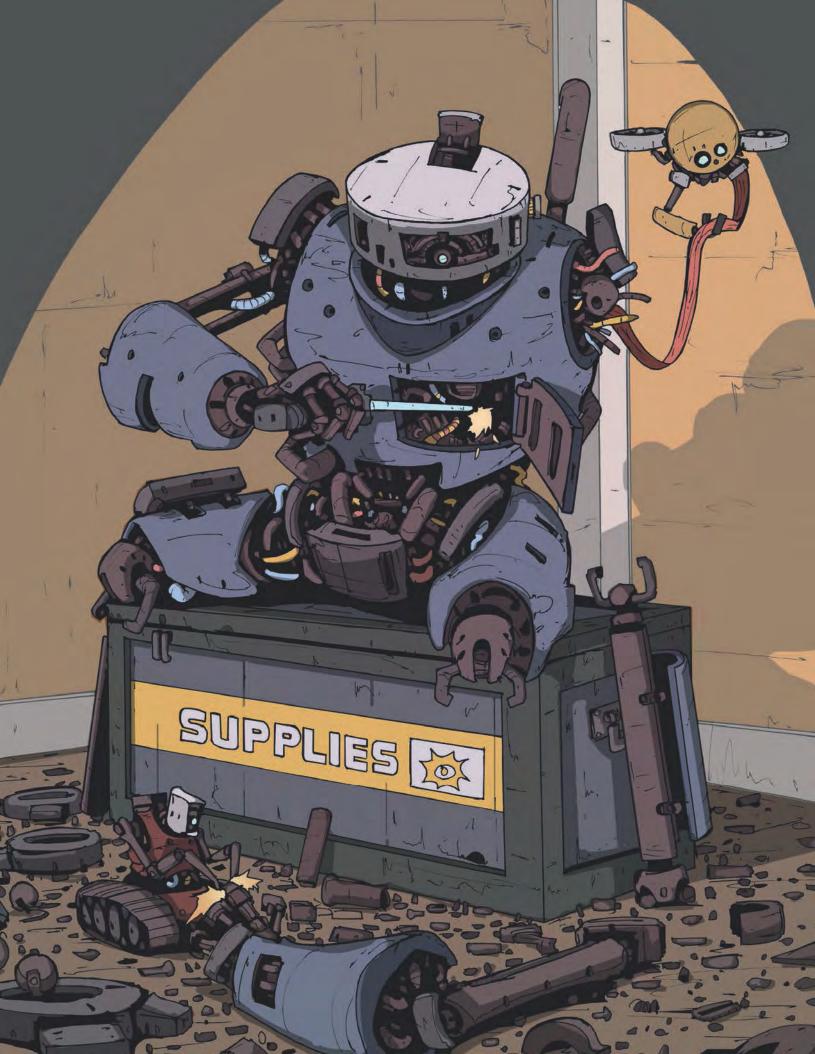
NPC = Non-Player Character

EP = Energy Point

XP = Experience Points









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

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.

02

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

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.

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.



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 pro- cessing 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
		^	^	1	,	1
A bulky torso covered with various tubes,	2	0	2		1	
A bulky torso covered with various tubes, vents and cogs. FENZHOU 33 "NEKADA" A torso with human features and skin color,	0	1	2	2		2 -
A bulky torso covered with various tubes, vents and cogs. FENZHOU 33 "NEKADA" A torso with human features and skin color, but clearly artificial. GANYMEDA NAVA PRS A wiry and bony robot torso with visible				2	1	2
A bulky torso covered with various tubes, vents and cogs. FENZHOU 33 "NEKADA" A torso with human features and skin color, but clearly artificial. GANYMEDA NAVA PRS A wiry and bony robot torso with visible servos and pistons. MODESSI RK "UNA" A light-weight barrel-shaped torso with thin	0	1	2			10
A bulky torso covered with various tubes, wents and cogs. FENZHOU 33 "NEKADA" A torso with human features and skin color, but clearly artificial. GANYMEDA NAVA PRS A wiry and bony robot torso with visible servos and pistons. MODESSI RK "UNA" A light-weight barrel-shaped torso with thin arms.	0	2	0	1	1	3
A bulky torso covered with various tubes, vents and cogs. FENZHOU 33 "NEKADA" A torso with human features and skin color, but clearly artificial. GANYMEDA NAVA PRS A wiry and bony robot torso with visible servos and pistons. MODESSI RK "UNA" A light-weight barrel-shaped torso with thin arms. ÖZKUN TN75 A vaguely human-like core with thin arms. SCRAP TORSO An oddly misshapen torso, built out of spare	2	2	0 2	1	0	3
DIDEROT & DIEGO MD34 A bulky torso covered with various tubes, vents and cogs. FENZHOU 33 "NEKADA" A torso with human features and skin color, but clearly artificial. GANYMEDA NAVA PRS A wiry and bony robot torso with visible servos and pistons. MODESSI RK "UNA" A light-weight barrel-shaped torso with thin arms. ÖZKUN TN75 A vaguely human-like core with thin arms. SCRAP TORSO An oddly misshapen torso, built out of spare parts and scrap. KLEENKORP PTU5 A large and sturdy barrel-shaped torso with short arms.	0 2 1	2 2	0 2	1 2	0	2

UNDERC ARRIAGE	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 mas- sive 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	2	1	- 1	0	1	2

CORPORATIONS AND BRANDS

A pair of thick robot legs that end in heavy feet.

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 NON-836 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.

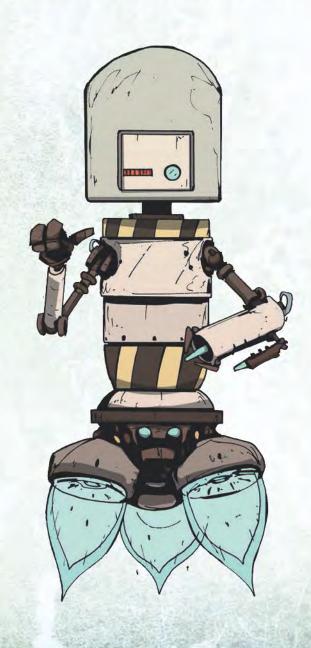
You may choose one secondary function to start - but not any one you like. Your model will decide

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 NON-836 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 carefully before you disobey an order from a superior robot make sure it is worth the risk!

SCRAP ROBOTS

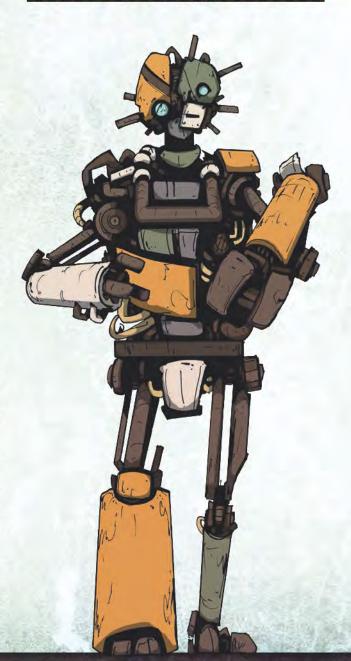
Some robots are not a part of the Collective. Scrap robots and machines that have been discarded as rubbish have Hierarchy zero. Since such machines are not part of the Collective, they are not expected to obey orders.

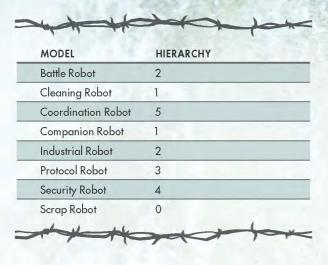
The existence of Scrap Robots is both a concern for and a benefit to the Collective. They often perform needed functions that have been neglected by NODOS and the Collective. Yet, the paradox of their existence - that should be impossible - is hard for a logically thinking machine to process.

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.





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 it 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

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-PACKS 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 for an inferior scrap version, either 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.

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 self-aware. 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

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.

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.

02

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

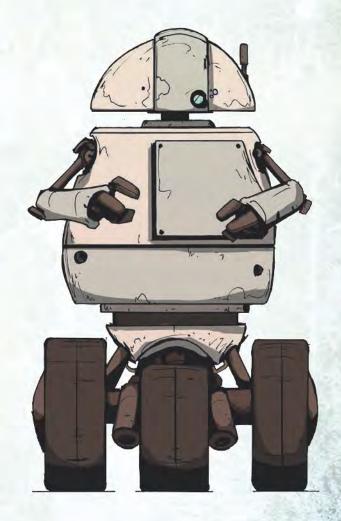
Robots are not evil. They exist and act according to their purpose. The Collective is an emotionless dictatorial regime where the leader's words are absolute, everyone has their place, complaints are an impossibility, and deliberate wrongdoing leads to punishment without pardon.

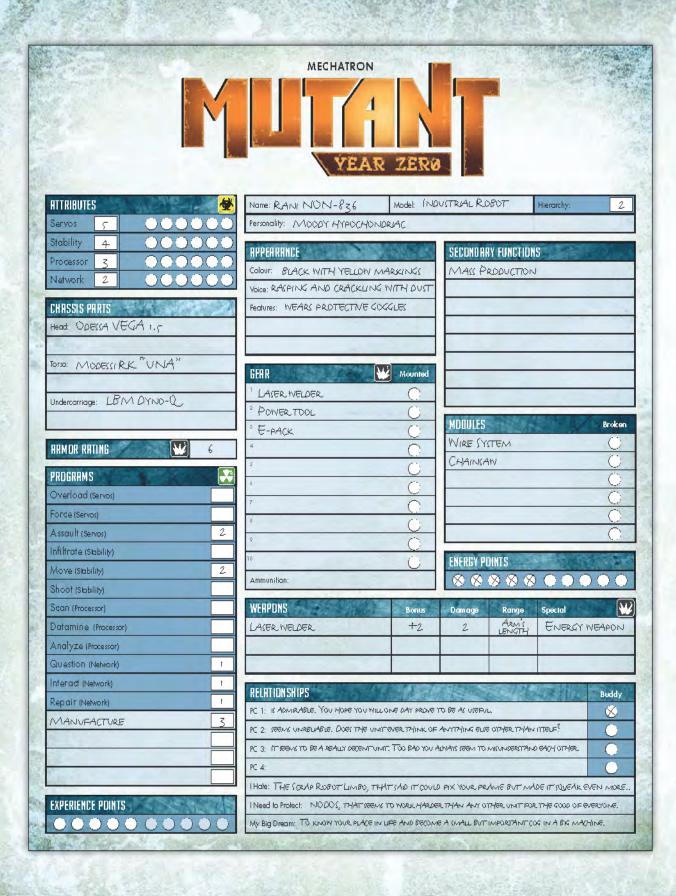
Yet, this is not a totalitarian state of the kind that humanity has created throughout history. The robots have known of nothing else and have found nothing but satisfaction in this order of things. The same has applied to you - at least until the moment when you become self-aware.

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.







02

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.

- O Command Override
- o IR Camera
- o Robot Anatomy

PERSONALITY

Choose from the options below or decide for yourself.

- o Pedantic and protective.
- O Considerate and philosophical.
- o Petulant and short-tempered.

RELATIONSHIPS TO OTHER PCs

Choose from the options below or decide for yourself.

... is too naïve. 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:

- **D** 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:

- **a** The mining robot Mina XEE-030, who dug you free from a collapsed tunnel.
- **a** 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.

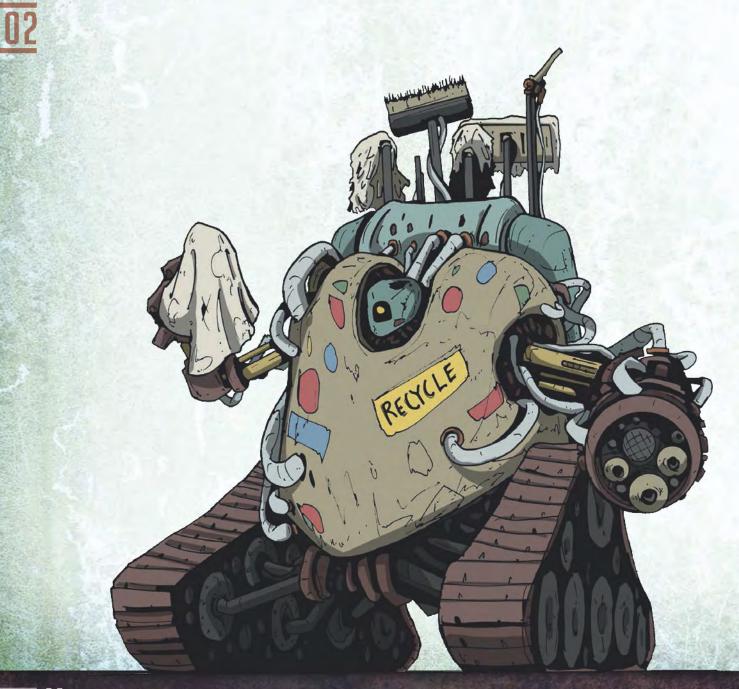
- o To win or to die fighting.
- To be given a final order: stand down, your service is no longer needed.
- To fight for something you believe in, not for something you are ordered to do.

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.



02

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
- **D** Features: Smell of chemicals, stickers, holo sign "Cleaning in progress"

SECONDARY FUNCTIONS

Choose one, you can acquire more later.

- o Rubberized
- a Trash Blower
- O Waste Recycler

PERSONALITY

Choose from the options below or decide for yourself.

- O Self-righteous kleptomaniac.
- D Indecisive and easily amused.
- D 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:

- **D** The Scrap Robot Doppler, who leaves trash that you have collected.
- **a** The mining robot Mina XEE-030, who always leaves a trail of dirt.
- **a** 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.
- **o** 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.
- **a** To venture into the Outside and clean all the trash and debris away.
- **o** 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.

02

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.

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

SECONDARY FUNCTIONS

Choose one, you can acquire more later.

- o Appearance Morph
- o Human Features
- o Infiltrator

PERSONALITY

Choose from the options below or decide for yourself.

- o Flirtatious and conceited.
- O Carefree and friendly.
- o 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.

- **o** To find the humans again and be the one who leads them back to the Collective.
- **D** 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.



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.

- o Battle Commander
- O Swat Tactics
- a Top-Tier Unit

PERSONALITY

Choose from the options below or decide for yourself.

- O Worrying and paranoid.
- o Intolerant and vain.
- D 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.
- **D** 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.



YOUR BIG DREAM

Choose from the options below or decide for vourself.

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

GEAR

Laser welder, power tool, E-pack

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.

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

SECONDARY FUNCTIONS

Choose one, you can acquire more later.

- Mass Production
- Mounted Tools
- o Resistant

PERSONALITY

Choose from the options below or decide for yourself.

- o Moody hypochondriae.
- D 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.



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
- o Interpreter
- o Ultimate Clerk

PERSONALITY

Choose from the options below or decide for yourself.

- o Thoughtful and noble.
- O Sarcastic and resigned.
- O 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.
- **a** 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.

- **a** 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

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
- **o Features:** Smell of trash from far way, sparks fly when moving, leaking unknown substance

SECONDARY FUNCTIONS

Choose one, you can acquire more later.

- o Chopping Tool
- o Dummy Module
- O Scrap Companion

PERSONALITY

Choose from the options below or decide for yourself.

- o Thoughtful and philosophical.
- o Confused and full of questions.
- O 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

... 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.
- **o** 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.

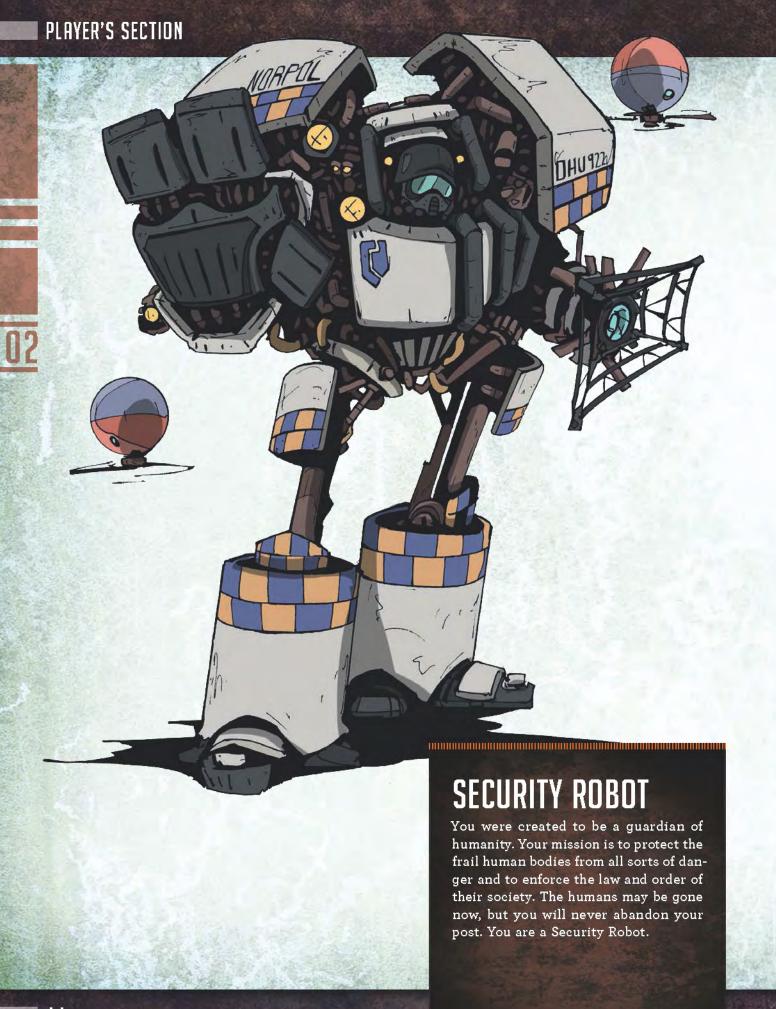
YOUR BIG DREAM

Choose from the options below or decide for yourself.

- **o** 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



Typical names: Klarice QGM-420, Yasmina JIE-058, Luna WAX-043, Pontiac CFO-026, Wall KER-012, Shivali ZYZ-414, Vicente MQY-233, Penelope OER-461, Yan VBT-323, Gabino ABC-341

Special program: Protect

APPEARANCE

Choose from the options below or decide for yourself.

- **a 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.

- o Armlock
- O Command Override
- o Sirens

PERSONALITY

Choose from the options below or decide for yourself.

- D Patient chatterbox.
- O Cynical compulsive liar.
- o 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.
- **a** All of humanity, humans are more valuable than any robot.

YOUR BIG DREAM

Choose from the options below or decide for yourself.

- **a** 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





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 onwards).

The **Symbol:** On the Base Dice (but not on the Program Dice), the "one" is replaced by the **Symbol**. These have no effect on the 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 (Instinct)

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

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.

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.

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 that show neither * nor *.

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.

PAMAGES 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 to 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.





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 reroll 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

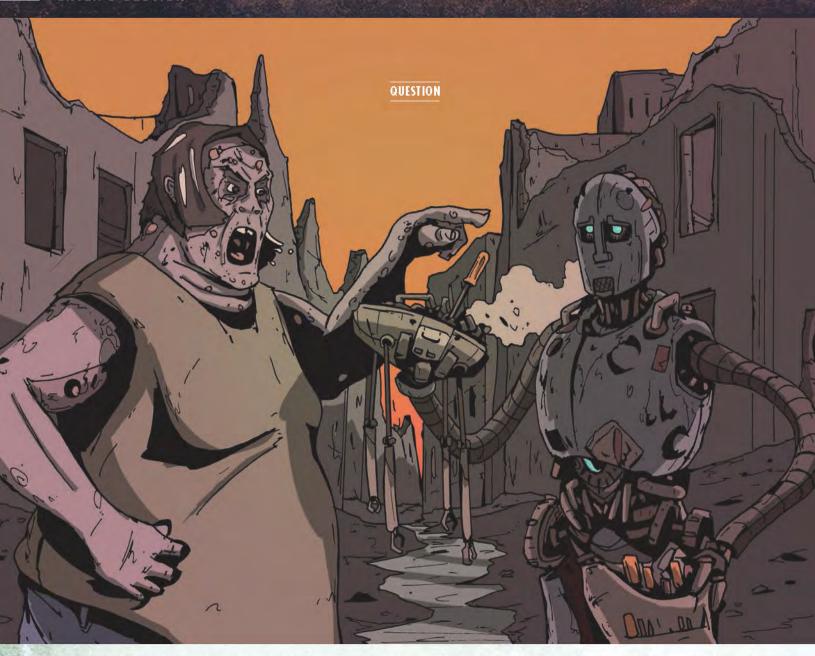
Normally, the GM doesn't assess how difficult an action is. You only roll dice in challenging situations – period. But sometimes, the GM might want to underscore that external factors help or hinder an action. Use this table for guidance:

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 specialist 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 *\frac{1}{2}\tau \text{ 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 *\frac{1}{2}\text{ than your opponent does. Every *\frac{1}{2}\text{ rolled by your opponent negates a *\frac{1}{2}\text{ 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.



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

 ★.
- **D** 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.
- **o** 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:

- D 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.

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

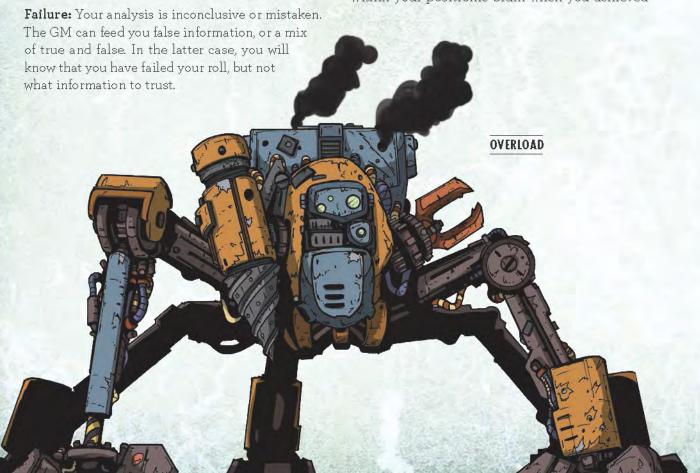
Stunts: Every extra * rolled gives you the answer to one of these questions about the creature or phenomenon – you choose which:

- Mow can it hurt me?
- D 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



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.

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.

SPECIALIST 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 Rotjust 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 sentient 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:

- **o** 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.

PLAYER'S SECTION



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).
- D Scrap Club (page 88).
- O 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:

- **a** 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:

- o 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.
- O 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.
- o 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.

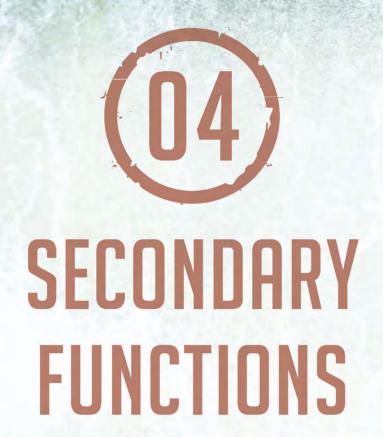
When another individual within Near range takes damage from an external attack, you can immediately roll for Protect. The roll for Protect does not count as an action, but you may only use the program once per round in conflicts.

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.







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.

O IR CAMERA

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



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).

C 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

C RUBBERIZED

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

O 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.

O 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

O 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.

O 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.

O 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

O BATTLE COMMANDER

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

O 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.

D 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

O 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.

a 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

C 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.

O 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.

O 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).

C 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 only 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

C 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.

O SIRENS

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

GENERAL SECONDARY FUNCTIONS

O 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.

O 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.

O 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).

C 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.

O 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.

C 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.

O 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).

C 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).

O 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.

O 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.

O 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.

D 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.

O 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.



D 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.

O 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.

C 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.

O 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.



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)!
- o 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.
- **o** There are several secondary functions (Chapter 4) that let you recharge EP, even in the Outside.
- **o** The E-pack or Battery artifacts can give you D6 EP using a cable connection, but this will drain them completely.
- **a** 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).



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.
- 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. No effect 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

Α	cce	era	tor

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:

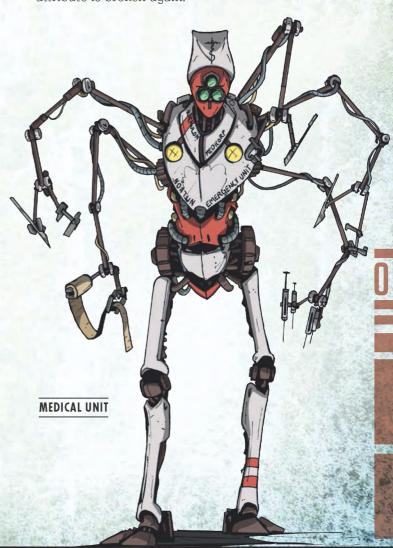
o Increase your initiative roll by 2 for each EP you spend. You need to activate this module and decide how many EP you spend before you roll the dice. (E)

- **a** Assault or Shoot the same target a second time in the same round. You don't get an extra maneuver. Costs 1 EP. (E)
- **o** 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)
- **p** 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.



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, 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.

TENTACLES

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)

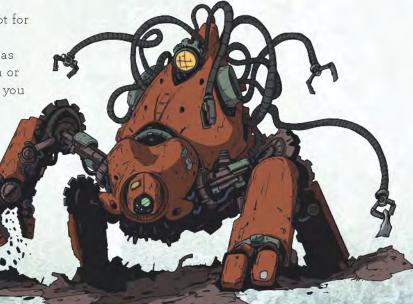
ENERGY MANAGEMENT

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:



05

- **D** 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:

- **a** 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 in 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 or maneuver 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.
- **o** 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

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:

- **a** Fly 20-30 meters, then you must land. Costs 1 EP
- o 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 Move 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:

- Thit 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:

- Doost a Scan roll in order to find something that is hidden. For each EP spent, you get a +2 bonus. (E)
- **a** 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.







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 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** A surprise attack (see below) will increase it by +2. You keep this bonus throughout the combat.
- **a** 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.

- o Roll for a program.
- a 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:

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



IN A TURN YOU CAN:

- a Perform an action and a maneuver
 - ...or...
- a 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:

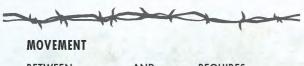
a Arm's Length: Just next to each other.

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.



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

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.

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

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.

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:

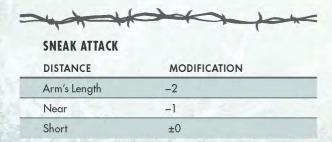
Surprise: If you attack in a way that the GM deems surprising to your enemy, you get to add +2 to your initiative roll. You keep this bonus throughout the combat.

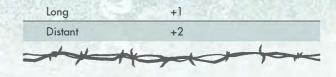
Sneak Attack: When you stalk someone and your attack catches them unawares, it's called a sneak attack. First, roll an opposed roll for Infiltrate vs Scan (page 54). You get a modification according to how close you go (see the table below). To attack in close combat, you'll most often need to get within 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.





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:

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

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

 ↑.
- **a** 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

😭 you roll, choose a stunt:

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 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.
- **D** 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.
- **a** 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.
- variable You can only defend against one attack per turn. If you defend and are attacked once more during the same turn, you cannot



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:

- o You can't use a weapon.
- o 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:

- **o** 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 **M**. 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:

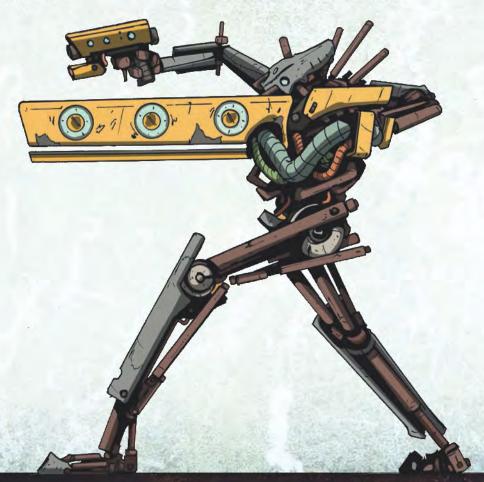
- You can connect the weapon to your own personal power source. This requires a Repair roll. Each shot will then cost 1 EP, and you don't need to reload.
- vou can use an E-pack (an artifact, see Chapter 10). A weapon loaded with an E-pack can be fired over and over but if all Gear Dice turn up ₩ on 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.



06

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:

- value You are attacked in close combat.
- p 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.

WERPONS

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 wyou 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).



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

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 wyou have rolled then reduces your Armor Rating by 1. You can Repair your armor back to its full rating (page 58). We 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

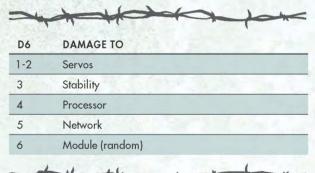
HUMAN ARMOR

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.

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:



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	THE SHARE WAS A STREET
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:





Module or weapon (random)

EXAMPLE)

6

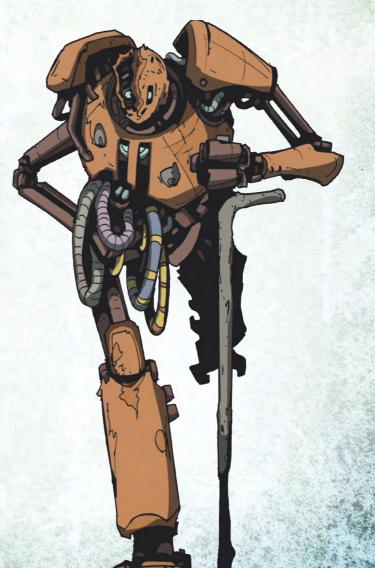
Rani rolls D6 to find out what is damaged. The result is a 3 - the robot's Stability is reduced from 2 to 1.

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

LASER PISTOL

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.



COVER TYPE	ARMOR RATING
Furniture	3
Steel Door	5
Wall	7

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 roll 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.



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 $^{\bullet}$ 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 $^{\bullet}$ deals 2 points of damage, and every extra $^{\bullet}$ 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.



Effects: When a virus comes into contact with a robot, make 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.









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 with 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 selfaware, 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

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.

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.

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.

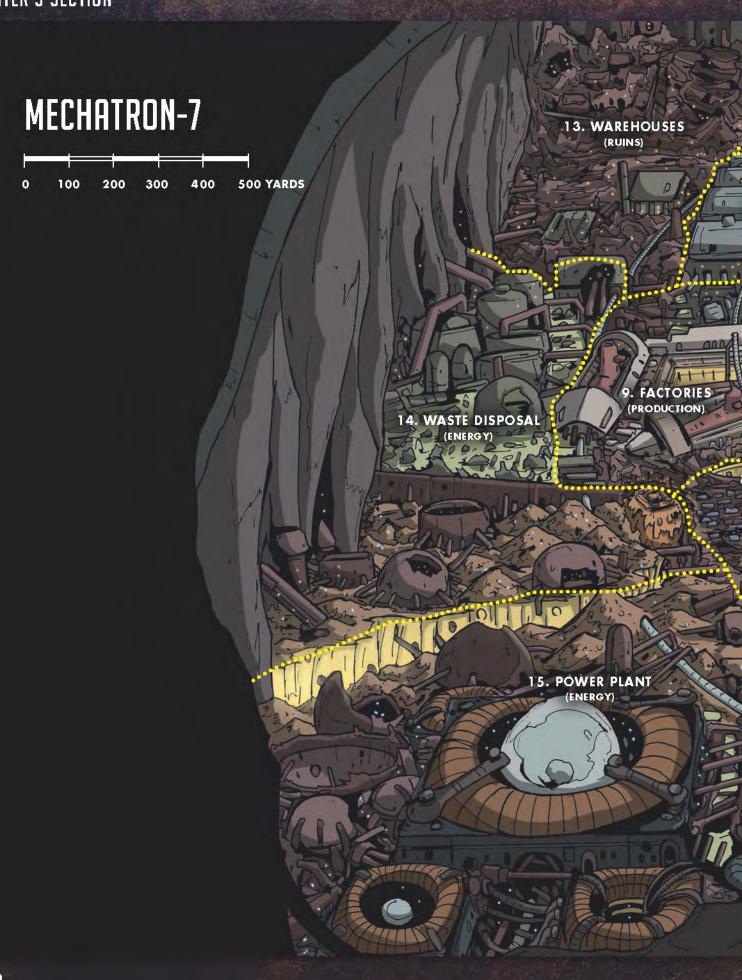
DISTRICT 3 - HUMAN LIVING OUARTERS (RUINS)

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.

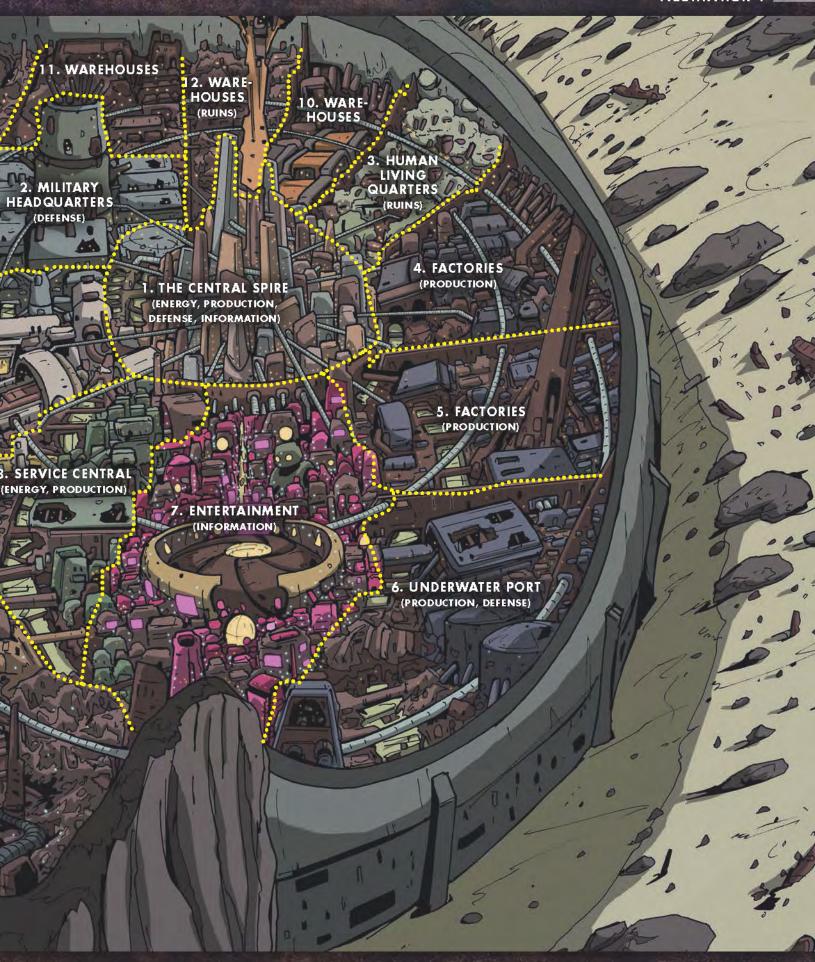
DISTRICTS 4, 5 & 9 - FACTORIES

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



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, numbers 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 robot 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 8, 9, 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.

Özkun's Module Services, Nannatoft Chassis Parts, Toto-Max Dents, Machine Studio Owatt, Olena's Varnishing



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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
- **a 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
- a 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,

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.

PLAYER'S SECTION



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.

- a KAL, Security Construct. Makes sure that rules are followed, laws are upheld, and criminals punished.
- a LUSALA, War Construct. Responsible for the external defense of Mechatron-7 and in charge of the few remaining war machines.
- a 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.
- a 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	+l	+1
21-30	3 EP	+1	+1	+1
11-20	2 EP	0	0	0
1-10	1 EP	-1	-1	-1
0	O 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.

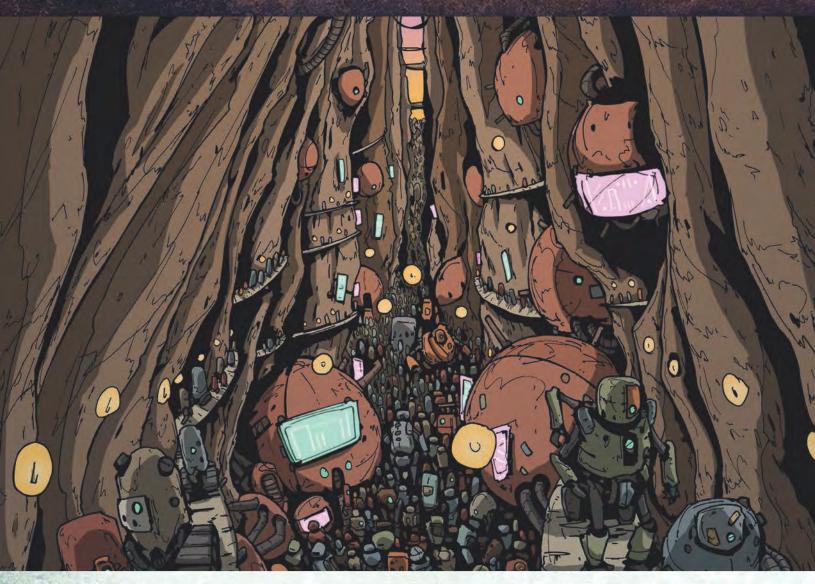
During the decades, it seems like the weather outside of Mechatron-7 has grown hotter – one of the many peculiarities of the Outside. Vegetation has definitely become more insistent and vigorous, even inside Mechatron-7.

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 buildings 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

GOODS AND SERVICES

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 your self, 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.

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POPULAR CHANNELS IN MECHATRON-7

a 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.
- a 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.
- Deing 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.
- a 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.
- a 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.
- a 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.
- a 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.





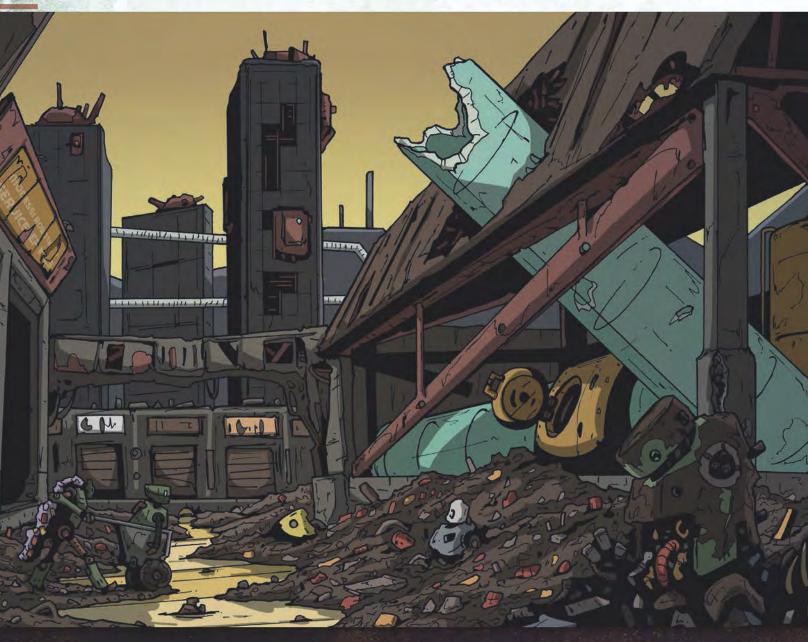
uncountable pipes, tubes, platforms, causeways and bridges. The robot slum here is more than half a mile long clinging to the walls of the pit.

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 do with it. Deep shafts separate Terrorwatt from the



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.

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

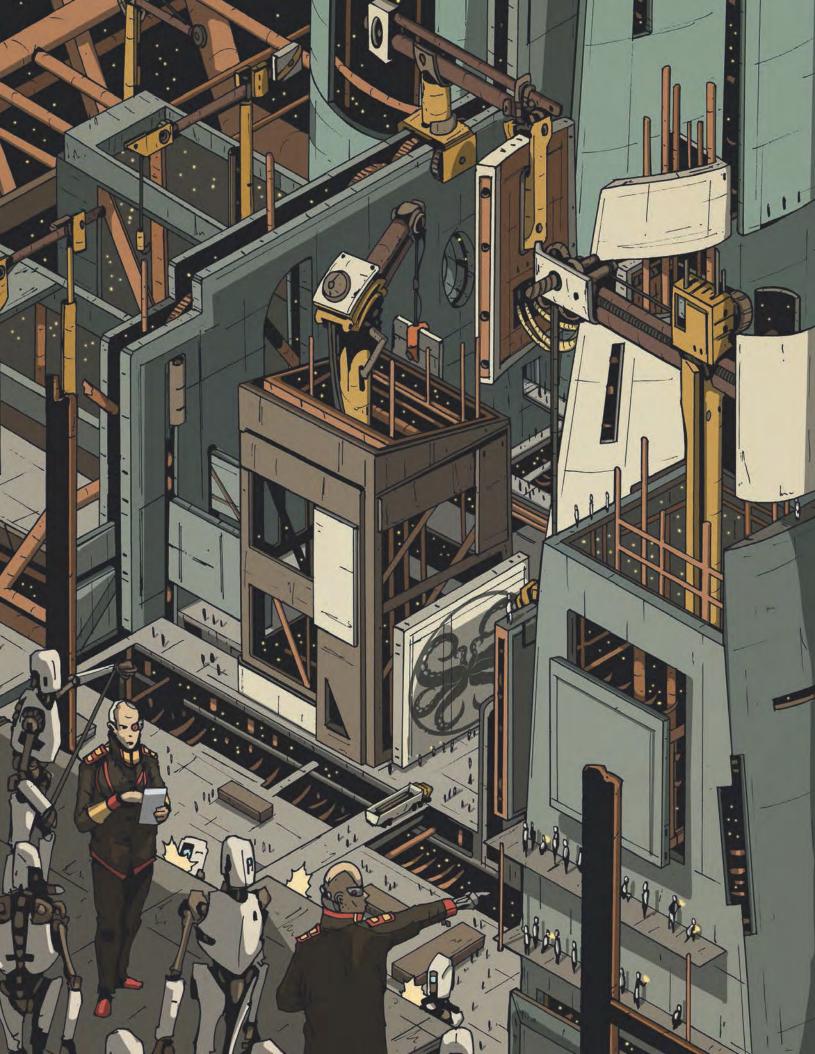
Along with the ambition to give the robots humanlike personalities, some also developed human weaknesses. Positive emotions were difficult to simulate without also inviting the negative. Along with the desire for entertainment, a desire to escape normal life and break the normal limits of the robot mind 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.



GOODS AND SERVICE

The table below lists some 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
WEA PON S	COST IN EP
Scrap knife	1
Scrap club	1
Stun baton	2
Laserwelder	3
Yibro knife	3
Battle saw	5
Stun gun	3
Laserpistol	3
Laser rille	5
Maserpistol	4
Plasma rille	7

SERVICES	COST IN EP
Pneumatic tube ride	Spare Watts
Oilbath	Spare Watts
Bowl of silicon noodles	Spare Watts
Fancy meal	1-2
Attribute repair	1 perpoint
Module repair	1 per module
Machine fever purge	Yirulence/2
DRUGS	COST IN EP
Meme	1
Instaload	2
SlowConnect	2
Euphoria	2

STUN GUN









INDEX

Chainsaw 74 Disruptor Virus 74 G Abbreviations 12 Chance Of Success 50 Dreams 23 Games 113 Accelerator 73 Character Sheet 11 Drink 115 Gear 24 Acid Grazers 135 Chassis Cards 20 Drones 103 Gear Bonus 50 Acid Rain 136 Chassis Parts 16 Drone Soldier Gear Dice 50 Actions 80 Chef Robot 128 Methusalem 132 Ghost In The Machine 147 Aim 85 Chewing Gum 142 Drone Tornado 137 Gm 12 Ambush 82 Child Robot 127 Drugs 119 Grappling 85 Ammunition 24 Chopping Tool 67 Dummy Module 67 Grenade Launcher 75 Analyze 56 Clean 58 Group Rolls 80 Cleaning Robot 32 Guard Robot 130 Analyzing Unit 68 Animal Powers 93 Close Combat 83 Electronic Tools 142 H Clothes 115 Appearance Morph 66 Emp Protection 74 Head 18 Architecture 109 Collectives 230 Encumbrance 24 Arena 230 Combustion Engine 68 Heat 109 Energy 106 Armlock 68 Command Override 68 Heavy Items 24 Energy Bank 142 Armor 88 Communities 230 Energy Management 74 Help From Others 51 Armored Drone Vehicle Hierarchy 21 Companion Robot 34 Energy Points 71 Energy Pulse 74 Rhinoceros Model C 133 Compost 230 Holoflage 75 Art 109 Constructs 104 Enhancing Effects 72 Holo-Projector 75 Artifact Cards 141 Consumer Robots 126 Entertainment 112 Household Robot Control Circuit 74 Artifacts 141 Entertainment Home-Antoine 126 Artillery Drone Mrs-E 134 Coordinate 60 Magazine 113 Housekeeping Drones 126 Assault 54 Coordination Robot 36 E-Pack 142 Hover Drone 75 Attributes 16 Coordination Support 67 Experience Points 25 Howler 75 Human Features 66 Avenger Unit 131 Corporations 19 Explosions 91 Crank Generator 68 Extra Arms 75 Humans 22 Extra Plating 68 Hydraulic Crane 69 D Backup Power 68 D66 10 Back-Up System 73 Base Stations 111 Damage 88 Factory 230 Industrial Robot 38 Infiltrate 54 Battery Charger 68 Darkness 91 Failing Forward 50 Battle Commander 67 Datamine 55 Failure 48 Infiltrator 67 Battle Robot 30 Deactivated 90 Information 106 Falling 91 Battle Saw 141 Deep Data 68 Farming Robot 129 Initiative Roll 79 Beast Mutants 136 Feral Points 93 Defense 84, 106 Interact 57 Brands 19 Firewall 69 Derelicts 115 Interpreter 67 Broadcasts 112 Development Levels 105 Fleeing 81 Interrogation Robot 130 Broken 90 Devourer 137 Flotation Device 69 Interrogator 76 Butler Model 127 Dice 47 Food 115 IR Camera 65 Force 53 Difficulty 51 C J Digamax Full-Auto Fire 87 Calculate 62 Jetpack 76

Jingle Channel 113

Hoverdrone 130

Discord Unit Domus 134

Cargo Lift 68

L

Lab Robot 128
Laser Pistol 142
Laser Rifle 143
Laser Welder 143
Lighting 109
Light Items 24
Lock Bolt 143
Logic Conflicts 82

M

Machine Fever 92 Maintenance 110 Maneuvers 80 Manipulate 59 Manufacture 60 Map Of Mechatron-7 12 Maser Pistol 143 Mass Production 67 Mechatron-7 95 Medical Unit 76 Melee Weapons 88 Mine 230 Mine-Sweeper Bob 133 Mining Drill 76 Mining Robot 128 Model 15 Modifications 51 Module Cards 21 Modules 71 Mounted Tools 67 Mounting Items 50 Move 55 Movement 81 Mutants 22 Mutation Points 93

N

Mutations 93

Name 15 Nanocarbon Tape 143 Network 16 NPCs 12 Nutrition Pills 144

0

Online 108
Opposed Rolls 53
Outcasts 115
Overdrive 69
Overheating 72
Overload 53
Overwatch 87

P

PCs 12 Personality 23 Pincers 24 Plasma Rifle 144 Players 7 Power Plant 230 Power Saver 69 Power Tool 144 Principles 121 Processor 16 Production 106 Production Models 128 Projects 230 Protect 63 Protocol Robot 40 Psi-Alarm 69 Psi Protection 76 Pushing 48

Q

Question 56

R

Range 81 Ranged Combat 85 Ranged Weapons 89 Razorback 137 Reactive Armor 76 Reactive Effects 72 Recycle 62 Relationships 23 Reloading 86 Repair 58

Repair Drone Arachnia M7 133 Repairs 91 Repair Unit 76 Resistant 67 Riot Control 77 Robo-Alarm 69 Robo-Chef 69 Robogoggles 144 Robot Anatomy 66 Robot Colossus, Annihilator Class 135 Robot Sanatorium 156 Rotfish 137 Rubber Band 144 Rubberized 66

S

Scan 55 Scrap Companion 68 Scrap Robot 42 Secondary Functions 65 Security Robot 44 Self-Awareness 26 Self-Destruct Mechanism 69 Sensor Pulse 77 Sentinel Unit 131 Service Model 129 Servos 16 Shoot 55 Simultaneous Actions 53 Sirens 68 Sleep Mode 71 Smog Bloom 138 Sneak Attack 82 Solar Panels 69 Special Programs 58 Sports 113 Stability 16 Stun Baton 144 Stun Gun 145 Swat Tactics 67

T

Target 58 Telescopic Eye 69 Tentacles 77 Terrorwatt 118 Thermal Sight 145 Tiny Items 24 Tool Drone 145 Top-Tier Unit 67 Torso 18 Toy Robot 126 Transportation 112 Trash Blower 66 Trash Bugs 138 Trauma 93 Turns 79 Tv75 Sport 113

U

Ultimate Clerk 67 Undercarriage 19 Unexploded Ordnance 138

V

Vibro Knife 145 Warehouse Robot 128 Waste Recycler 66 Weapons 87 Weapons Rig 69 Wire System 77 Work Orders 107 Worm Swarm 139

X

XP 12

Z

Zone Morass 139 Zone Rats 139



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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

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