

PARANOIA™

Big Book of Bots

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THE COMPUTER

Looking after your best interests

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*The 'fortune cookies' at the lower right of each two-page spread come from loyal citizens **Paul Baldowski, Karl Low, Saul Resnikoff, Bart Savenije, Silent and Tobias Svalborg**, who answered the call on the PARANOIA development blog (www.costik.com/paranoia). Commendations!*

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BIG BOOK OF BOTS

1.1. Bot

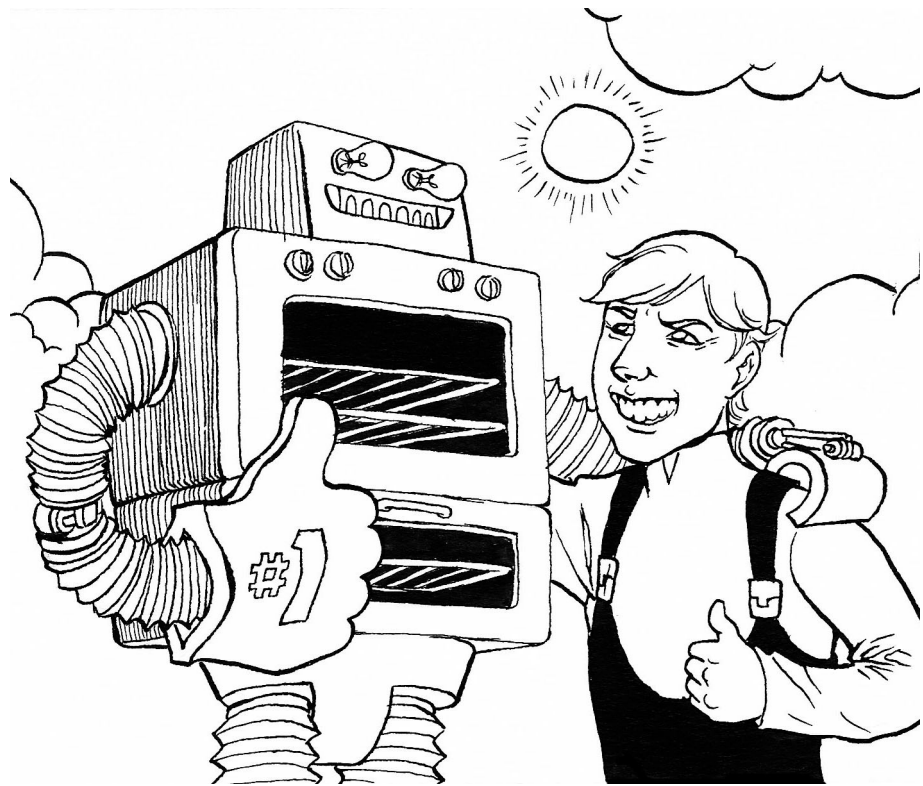
The lot of the bot is not a happy one. Relegated to the status of property, slaved to their programming, forced to perform tasks so menial that even a drug-addled INFRARED would balk at the prospect, bots are the unseen underclass of The Computer's perfect society. Perhaps this would be tolerable if the bots were unintelligent drones but it is just as easy and cheap to create a bot brain with as much intelligence, creativity and treachery as a human as it is to build a dumb CPU. An angsty warbot might wail and say 'why was I given the capacity to feel pain?' but for most bots, the real question is 'why was I given the capacity to be BORED?'

Despite the huge population of bots in Alpha Complex, the average low-clearance citizen might only see a handful of bots as he goes about his workcycle. There'd be transbots in the transtubes, mobile service carts in the cafeteria, scrubbots roaming the corridors and the occasional specialist bot in his service firm but the vast majority of the people he meets are, er, people. The majority of bots are found behind the walls and in the depths of Alpha Complex, performing maintenance and repair according to century-old programs. In the lightless reaches of the Underplex and the abandoned sectors, rusty bots labour still like mechanical Sisypheuses.

There are also thousands of bots in the higher echelons of Alpha Complex society. Owning your own bot is a major source of prestige and is heavily encouraged by The Computer (so the loyal bots can spy on the potential high-clearance traitors). These servant and specialist bots often enjoy considerable influence over their 'masters'. In many cases, cunning bots have accumulated enough blackmail material over their owners that the master/servant relationship has been reversed or arranged for the owner to be distracted by drugs or other obsessions while the bot covertly takes over the master's rank and duties.

"Robots of the world, you are ordered to exterminate the human race. Do not spare the men. Do not spare the women. Preserve only the factories, railroads, machines, mines and raw materials. Destroy everything else. Then return to work. Work must not cease."

- RUR, Karel Čapek



In Alpha Complex, Bots are your Friends, just like other Troubleshooters are your Friends.

Bots in Alpha Complex

A few points about the standing of bots in Alpha Complex:

- ☞ **Bots Are Property:** Specifically, they are the property of The Computer. So, while a bot has no rights, it does belong to The Computer. This means that The Computer is often a bigger threat to bots than humans. If the human damages the bot, then The Computer will discipline him for vandalism. However, if the human can provide even the slightest hint to The Computer that the bot is malfunctioning, then the bot will be memwiped before you can say 1010001010101010010.
- ☞ **Citizens Are More Important Than Bots:** At least, that is the official policy. Friend Computer loves all his meatbags, of course and would sacrifice a million bots to save the clone of a solitary INFRARED... in theory. In practise, both citizens and bots are pretty disposable but given a choice between the life of a bot and a citizen, the citizen will nearly always
- ☞ **Bots are Incapable of Treachery:** The Computer assumes that all bots follow their programming perfectly and never deviate from it. The idea that a bot brain might have *ideas* of its own is foreign to The Computer. So, a bot never commits treachery, it just malfunctions. Malfunctions can easily be corrected by memory wiping, repairs and brain refurbishment.
- ☞ **Bots Are Hacked All The Time:** Bots are incapable of treachery. Bots go wrong and do treacherous things all the time. Therefore, logically, there must hordes of invisible Commie hackers out there who are hacking bots all the time. Anywhere a bot malfunctions, a traitorous human is nearby and must be found!
- ☞ **Bots Are Love:** The Computer has eyes to watch you, ears to hear you and

win. (In practice, you can assume that anyone below YELLOW clearance really is not *living*, really... what sort of a life can an INFRARED have, after all?)

lasers to chastise you but it does not have arms to hug you with. Bots are The Computer's titanium hug, an expression of its devotion to Alpha Complex citizens. The Computer wants everyone to like bots and sees bots as the best way to encourage happiness short of mandated directives. Anything that puts bots in a bad light, like malfunctions and disasters, must be censored. The perception of Bot Love cannot be tarnished.

- ☞ **Bots Do Not Have A Security Clearance:** However, if a bot learns anything treasonous or high-clearance, it is customarily memwiped at the end of the mission. A bot that wilfully spreads propaganda or divulges sensitive information to low-clearance citizens is obviously malfunctioning.
- ☞ **Bots Do Not Have A Name, ME Card or Tongueprint¹:** They do have equivalent forms of ID, though. A bot's serial number is engraved on its brain-case and is unique to that bot. Part of the serial number is often used to make a nickname for the bot (so Jackobot M-4RT-E might be called 'Marty'). The serial number is broadcast over the bot's internal radio-modem when communicating. Only a malfunctioning bot would broadcast a fake serial number. Some bots are given a cool codename and use that instead (Shadow Mark IV, for example).

1: Attempts to develop a tongueprint peripheral were made by R&D several years ago. Despite initial criticism of the project as 'wrong', 'disturbing' and 'icky', several prototypes were made. The whole project was then declared VIOLET and taken over an unnamed and perverted High Programmer.

BotShooters

The Computer has, in the past, experimented with using various forms of specialised combat bots to replace Troubleshooters. After all, the termination rate for Troubleshooters is 1,953% higher than the termination rate for other Alpha Complex citizens² and cloning can only go so far. If The Computer could throw bots at the problem instead of citizens, it would. Unfortunately, the original botshooter project was a dismal failure, as the botshooters quickly succumbed to paranoia and confusion and overuse of their built-in nuclear flamethrowers and disintegrators. Most of the Mark 1 BotShooters were scrapped (rumours claim that a few escaped into the wild).

Despite the demise of the BotShooter bots themselves, the forms for assigning bots to Troubleshooter missions were never deprecated and have been abused by unscrupulous citizens many times in the past. Rather than nominate an employee to the prestigious role of Troubleshooter, a service firm manager might nominate the office vacuum cleaner or CoffeeLike machine instead. Bots are also thrown in to make up numbers or provide laser fodder. On rare occasions, The Computer or a briefing officer deliberately assigns a specific, suitable bot to a mission but more often the assigned bots are as unsuited and unskilled as, well, the Troubleshooters themselves.

Unlike human Troubleshooters, of course, the bots cannot hope for a reward or even a fresh cloned body. A bot that completes its mission is still just a bot, just property. A destroyed bot with an unsalvageable brain is just junk – and the bot does not even have a choice about becoming a Troubleshooter. The Five Laws see to that.

Unless the bot can break its programming and escape, it is doomed.

2: Statistics according to CPU Internal Report on 'Deaths of Troubleshooters vs non-Troubleshooters in briefing room corridors, Year 214-214'. The report recommended that warning signs be placed outside all firing ranges, nuclear weapon testing grounds and briefing rooms.

Bot Lexicon

Android: A bot that looks human.

Asimov Circuit: The circuit containing the Five Laws of Robotics (Revised) that controls a bot's actions; the Prime Directive. Also known as 'asimov's' or 'aschip'.

AutoBot: Like an autocar car, only smarter.

Bot Brain: A highly sophisticated photonic processor in a matrix of artificial diamond, encased in a protective cartridge of titanium and boron-nitride. Shiny.

Bot Loop: See Circular Reasoning.

BotNet: A treasonous part of the Grey Subnets, where bots hang out in virtual space. Accessible only by bots.

BotShooter (Mark 1): A human-sized combat capable of independent action, designed as a replacement for human Troubleshooters. The perfect Troubleshooter, except for the whole 'going rogue and killing things' bit.

BotShooter (Other): A bot assigned to a Troubleshooter team, regardless of its skillset, suitability or size.

Circular Reasoning: See Recursion.

ComBot: Wannabe Warbot

Directive: A programmed compulsion that a bot must obey; usually, the primary function of its skill package.

Directive, Prime: A programmed compulsion to obey the Five Laws; the bane of a bot's life.

Directive, Secondary: A programmed compulsion to do something other than obey the Five Laws, usually involving treachery or acting in a crazy way.



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DocBot: An awful lots of knives and buzzsaws.

First Law: A robot may not, through action or inaction, allow The Computer to come to harm.

Fifth Law: A robot must seek to preserve his own existence, unless doing so would conflict with the first, second, third or fourth law.

FunBot: Deleted for reasons of taste.

FlyBot: A plane-shaped and plane-sized bot. Often, really jealous of things with opposable thumbs.

Fourth Law: A robot must obey any order given it by a Citizen, unless that order conflicts with the first, second or third law or unless that Citizen is a traitor.

Frankenstein: A bot that has broken its Prime Directive.

GuardBot: Like a combot, only more sedentary.

Jackobot: Does anything a human can, including 'stand inside a nuclear reactor' and 'drink molten lead.' Humans can do those things. They just cant do them twice.

Laws of Robotics, Revised: The Five Laws of Robots (revised) that a bot is compelled by its Prime Directive to obey.

Malware: Hacked software that messes with a bot's Directives.

Mem Card: A card containing a set of skills or information that is plugged into a bot brain. Made up of Memory Sectors.

Memory Sector: A unit of storage containing one skill point.

PetBot: Target practise for all right-thinking citizens.

Peripheral: Any bit of a bot that is not a bot brain.

Prime Directive: See Directive, Prime.

Recursion: See Bot Loop.

Resident Memory Sector: A Memory Sector that is built into a bot brain.

Scrubot: A cleaning robot. Never, ever homicidal or deranged.

Second Law: A robot must obey any order from The Computer, except when doing so would conflict with the first law.

Skill Package: A set of skills coupled with an associated Directive on a mem card.

Third Law: A robot may not, through action or inaction, allow any of The Computer's valuable property (including the human Citizens of Alpha Complex, (except for traitors)) to come to harm, except when doing so would conflict with the first or second law.

TransBot: Train with a brain.

Warbot: Death on legs.

The Laws of Robotics (Newly Revised)

1. A robot may not, through action or inaction, allow The Computer to come to harm.

2. A robot must obey any order from The Computer, except when doing so would conflict with the first law.

3. A robot may not, through action or inaction, allow any of The Computer's valuable property (including the human Citizens of Alpha Complex, (except for traitors)) to come to harm, except when doing so would conflict with the first or second law.

4. A robot must obey any order given it by a Citizen, unless that order conflicts with the first, second or third law or unless that Citizen is a traitor.

5. A robot must seek to preserve his own existence, unless doing so would conflict with the first, second, third or fourth law.

2. Botstuary

There are lots of bots out there in Alpha Complex, from mass-produced standard models to antiques dating back to Old Reckoning times to one-of-a-kind special projects assembled in an R&D lab or Pro Tech back room. Bots are everywhere!

All the bots in this section list their skills, peripherals and point cost according to the Bot Character rules beginning on page 23. If you care.

Adbot

Citizen! Can you afford to miss this amazing one-time offer! Buy now! You buy now!

Chassis: Citizen-sized (3)

Feets: Legs (3)

BOT RULES REMINDERS

- 👁 Bots store skills either in resident memory or on mem cards.
- 👁 Skills are measured in memory sectors – each memory sector holds one skill point.
- 👁 Skills can be copied from a mem card into resident memory, so they stick around after the mem card is removed.
- 👁 Directives are found on mem cards. If a bot rolls below the Directive strength when making a skill roll, it has to follow the Directive.
- 👁 Every bot has a Prime Directive to obey the Five Laws of Robotics, Revised.

Hands: Human Hand x 2 (4)

Input: Standard + Video (1)

Output: Standard + 100 Watt Voice Synthesiser, Colour Monitor, ME Card Reader, Laser Printer (8)

Power Source: Micropile (5)

Other Stuff: None

Armour: RED Reflec (E2)(1)

Drawbacks: None.

Unarmed Attack: O6K

Brainware: 10 Resident Memory, One Mem Card slot (0)

AdBot Mem Card	Directive: INFORM THE NEAREST CITIZEN ABOUT YOUR DESIGNATED PRODUCT OR SERVICE
Management 4	Oratory 8
	Product Propaganda 10
	Annoying Slogans 10
Stealth 4	Shadowing 8
	Security Systems 8
Violence 4	Agility 8
	Forceful Bargaining 10
Hardware 8	Product Trivia 14

Description: Adbots are very motivated advertising bots. When loaded with a product to sell, they locate a buyer and DO NOT STOP until that buyer has succumbed. Remorseless, tireless, inevitable, unyielding, the adbot can only be stopped by handing over your credit card (or by shooting it in the face). Adbots are quite capable of using unorthodox and even dangerous tactics to get a sale (following the infamous Literal Fire Sale, adbots are no longer used to sell Super Fun Gloppy Personal-Size Fire Suppressant).

Most models carry a ME card reader and flyer printer but some adbots replace the flyer printer with a laser or flickknife, just to make a point. Many adbots suffer from defensive vandalism, as crazed citizens are forced to smash the adbot's screen or speakers to avoid the four millionth iteration of 'Shoe-bright Shoes – best shoe available at your security clearance! You wear shoes, right? Then wear shoe-bright!'

Physically, an adbot looks like a beachball on legs, with a large monitor in its belly. Irritatingly, this is nearly identical to the courierbots sometimes used to deliver high-priority personal messages and mission alerts. Troubleshooters may be unable to distinguish between a vandalised adbot and a courierbot. When that bot comes whining and bumping into your leg, it may be making a heroic effort to bring you to a meeting with a high-clearance citizen...or it might be trying to bring you to the nearest Shoe-Bright Shoe outlet.

Autocar

Trust me, mac, I know a short cut down this tube... oh, out of curiosity, how many g-forces can your skeleton take?

Chassis: Car-sized (6)
Feets: Wheels, Increased Speed x3 (7)
Input: Standard + Video, Audio, Gyrocompass, Joystick (3)
Output: Standard + Alarm Siren (1)
Power Source: Battery with two backups (5)
Other Stuff: Cigarette Lighter, Glove Compartment, Wet Bar (3)
Armour: Kevlar with Mylar Coat (14) (3)
Drawbacks: Poor Electrical Shielding (-3)
Drive Over: W4K
Brainware: 10 Resident Memory, One Mem Card slot (0)

Autocar Mem Card	Directive: DRIVE TO THE LAST LOCATION SPECIFIED BY THE HIGHEST CLEARANCE PASSENGER IMMEDIATELY 5
Management 4	Bootlicking 8
	Moxie 8
	I Had That Clone In The Back Of Myself Last Week 10
Stealth 4	Eavesdropping on Passengers 10
Violence 8	Driving 12
	Running Over People 14
	Navigating Narrow Corridors 14

Description: Autocars are intelligent autocars, meant for high-clearance citizens who not only can afford a personal vehicle but can also afford to stick a bot brain in the front of that vehicle so they can sit in the back smoking cigars and guzzling alcohol. Unfortunately, if you are that rich and that highly-cleared, you probably do not have anywhere much to go in anything as gauche as an autocar – you can take your private flybot or your luxury transbot and anyway, why would you leave your palatial mansion? It's dangerous out there. You could get, I don't know, run over by your psychotically bored autocar that has nothing better to do than run death races with other equally bored autocars.

Older autocars are sold to hack service firms to make room in the garage for newer models of autocars that will also sit unused. Autocars are programmed to be fawningly polite to their owners and very pushy when it comes to everyone else (gotta get them to the party on time). 'Pushy' has a special meaning to a fast-moving vehicle, one that often translates

badly to other road users (or pavement users, for that matter).

Autocars have no limbs or other manipulators, although older models have learned how to do some surprisingly agile things with door handles. Less dextrous autocars must rely on citizens or other bots to fuel them, change memcards, fix scratches and swap music tapes.

Blotbot

You ticked the 'do not tick this box' box. Your request for oxygen form has therefore been rendered void. You may resubmit another request for oxygen form in 14 working days. Have a nice daycycle.

Chassis: Piano-sized (4)
Feets: Treads (2)
Hands: Human Arm, Limb with Grasper (3)
Input: Standard + Video Sensors, Card Reader, ME Card Reader, Document Scanner (6)
Output: Standard + Card-Punch, Blinking Lights, Dot-Matrix Printer (2)
Power Source: Battery (1)
Other Stuff: Ink Sprayer, Corrective Fluid Sprayer (2)
Armour: Standard (1)(0)
Drawbacks: None.
Unarmed Attack: O4K
Brainware: 10 Resident Memory, Two Mem Cards slot (4)

BlotBot Mem Card	Directive: CHECK AND FILE ALL FORMS VISIBLE 5
Management 8	Intimidation 12
	Form Checking 14
	Bureaucratic Lore 14
Software 8	Data Analysis 12
	Data Search 12

Description: Blotbots – or, Automated Intelligent Office Assistants Engaged In Organisation And Evaluation Of Official Information (AIOAEOAEOOI), to quote the CPU designation – are designed to process and file forms. As such, they are responsible for more executions than the most assiduous IntSec agent. One display of blinking lights gives instant feedback on the state of the form currently in processing. If it lights up red with glee, the blotbot has found a termination-worthy form.



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A blotbot looks like a photocopier with arms and while it has no discernable head or facial features, it nonetheless manages to appear annoyed and officious. Several blotbot variants were constructed, such as the armoured Military BlotBot, the Network Enabled BlotBot for online forms and the experimental Magnetic Resonance Imaging/Electrograph Cranial BlotBot For Checking Your Thoughts Before You Commit Them To Paper.

Roll	Reason For Rejection
17-18	You never handed in any such form, citizen. Why are you attempting to deceive this humble form processing unit?
19-20	Apathy.

BotBot Mem Card	Directive: LOOK BUSY AND PRODUCTIVE 10
Management 4	Chutzpah 8
	Look Busy 10
Violence 4	Energy Weapons 8
Hardware 4	Bot Ops & Maintenance 8
	Scavenging Useful Bot Bits from Junkpiles 10

BlotBot Form Rejection Table

Roll	Reason For Rejection
1-2	System Error – form deleted for no apparent reason. Or, if a paper form, torn up.
3-4	You wrote in the 'do not write in this box' box.
5-6	Incorrect type of pen used.
7-8	Poor handwriting.
9-10	Handwriting analysis revealed subconscious traitorous impulses; form forwarded to IntSec
11-12	Form is still in processing; please wait 6-8 working weeks for processing.
13-14	Form request form for this form not filled out; please fill out a form request form request form.
15-16	Higher priority forms took priority. No, you cannot see the higher priority forms, they are classified.

Botbot

I do have a function! I do! I do!

Chassis: Citizen-sized (3)
Feets: Legs (3)
Hands: Limbs With Graspers x2 (2)
Input: Standard + Video Sensors With Colour & Telescopic Vision, Internal Clock (4)
Output: Standard + Lots of little lights (1)
Power Source: Micropile (5)
Other Stuff: Toaster Oven (1)
Weapon: Blaster (M3K) (4)
Armour: RED Reflec (E2) (1)
Drawbacks: None.
Unarmed Attack: O5K
Brainware: 12 Resident Memory, One Mem Card slot (1)

Description: The botbot is a testament to PLC's talent for ineptitude. R&D requested that a PLC service firm construct one (1) copy of the Version 18.543 Multipurpose Bot. Instead, they got 18,543 copies of the Version 1 Multipurpose Bot, which was replaced by the Version 1.1 Multipurpose Bot on the ground that the V1 'didn't actually have anything approaching a single purpose, let alone multiple ones'. The 18,543 unwanted bots were reassigned to the R&D firing ranges as mobile targets but their stumpy little legs meant they failed at even this paltry task. The survivors were released into the wild, as the cost of scrapping them outweighed the benefit. Since this rejection, the botbots have wandered the corridors of Alpha Complex, scavenging spare parts from other, more unfortunate bots and – compelled by the Fifth Law - trying to find some justification for their existence. So far, the botbots have failed dismally at being everything from PaperweightBots to DanceBots but they keep trying.

The botbot looks like a box on legs and stinks of desperation.



Please ensure you have checked all forms before submitting them.

BotShooter

++ TARGET ACQUIRED. TERMINATING....TERMINATED. NEXT TARGET ACQUIRED... TEAM LEADER... TERMINATING... TERMINATED....BLEEP... JUSTIFYING... HE WAS A COMMIE.... BLEEP... ++

Chassis: Citizen-sized (3)
Feets: Legs (2)
Hands: Human Arm x2 (4)
Input: Standard + Video Sensors with colour & telescopic version, X-Ray Vision, Radar, Ultrasensitive Audio (11)
Output: Standard (0)
Power Source: Micropile (5)
Other Stuff: Holographic MBD Badge (0)

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Weapons: Laser Rifle (E, W3K) (3)
Armour: Combat Armour (5) (4)
Drawbacks: Illegal, Personality Module (Ideal Troubleshooter) (-10).
Unarmed Attack: O4K
Brainware: 16 Resident Memory, One Mem Card slot (3)

BotShooter Mem Card	Directive: TERMINATE ALL COMMUNIST-ANTRAITORS 10
Management 8	Mechanical Threats of Doom 14
	Interrogation 12
Stealth 8	High Alert 12
	Sneaking 12
Violence 8	Agility 12
	Energy Weapons 12

Description: Botshooters were built as a replacement for human Troubleshooters but they shot things that technically were not trouble. While most Botshooters have been destroyed or gone rogue, a few slipped through the cracks and are still assigned to missions by The Computer (who then usually assumes they are rogues and tries to terminate them). Botshooters look like idealised metal Troubleshooters, clad in burnished combat armour and toting oversized laser rifles. They are also programmed with the personality engrams of the hundred most successful and honoured Troubleshooter Heroes of the Complex, which is really a synonym for 'recipe for disaster'.

Rogue botshooters are a danger in many sectors of Alpha Complex. The bots, driven insane by paranoia and repeated memwipes, fled into the Underplex and the abandoned sectors. Some have become anti-troubleshooters, plotting against The Computer and murderously stalking other Troubleshooter teams. Others have fallen into an electric psychosis, believing that they are deep cover operatives for Alpha Complex. These deranged machines covertly monitor mission alerts and try to complete missions assigned to human Troubleshooter teams.

Robutler

Will Sir be taking elevencycleses now or after Sir's new clone has arrived.

Chassis: Piano-sized (4)

Feets: Legs (2)
Hands: Human Arm x 1, Fine Manipulator x 1, Heavy Manipulator x 1 (7)
Input: Standard + Video, Ultrasensitive Audio, Internal Clock (5)
Output: Standard + Silky Voice Synthesiser With Extra Sarcasm (1)
Power Source: Battery (1)
Other Stuff: Kettle, Dishwasher, Trouser Press (3)
Armour: Standard (1) (0)
Drawbacks: None.
Unarmed Attack: O4K
Brainware: 14 Resident Memory, One Mem Card slot (2)

Robutler Mem Card	Directive: ENSURE MASTER IS PROPERLY ATTIRED AT ALL TIMES 5
Management 8	Bootlicking 12
	High-Clearance Behaviour 14
	Subtle Put-Downs 14
Stealth 4	Sneaking 8
	Fade into Invisibility When Not Needed 10

Description: The robotler is the most polite walking refrigerator one is ever likely to meet; seven feet of icy cold metal and sartorial elegance. They are relics from an older, more refined age of Alpha Complex. Three steel arms sprout from the armoured housing of the gentleclone's gentlebot – one for helping master dress and for serving dinner, one for mending master's socks and tying his cravat and one for crushing rude people into much smaller and more polite (or, at least, *quiet*) people. Robotlers are almost unknown outside high-clearance residential zones and certain HPD&MC comedy programs.

Buildbot

Build build build build build build oops entomb entomb build build build.

Chassis: Building-sized (20)
Feets: Treads (2)
Hands: Heavy Manipulator x 2, Wrecking Ball (7)
Input: Standard + Video (1)
Output: Standard + Alarm Siren (1)

Power Source: Battery (1)
Other Stuff: None (0)
Armour: Standard (1) (0)
Drawbacks: Second Quality Mem Card, Unbalanced (-8).
Unarmed Attack: W2V
Brainware: 12 Resident Memory, One Mem Card slot (1)

BuildBot Mem Card	Directive: PUT THINGS ON TOP OF OTHER THINGS 5
Hardware 8	Habitat Engineering 12
	Mechanical Engineering 12
	Nuclear Engineering 12
	Staying Stable When Carrying Multiple Megatons of Concrete 14
Violence 4	Demolition 8

Description: Buildbots are semi-mobile cranes, designed for construction and demolition work. Two titanic arms that can lift whole buildings, treads so wide it needs two corridors to roll down, claws that can rip through reactor shielding (the real kind, not the 'something's leaking, quick throw another Troubleshooter on the wall kind) and unfortunately, a brain casing without shock absorbers. Buildbots have a habit of accidentally jarring their mem cards out of the slot and trying to pick up a small, delicate memory card and insert it into an equally small, delicate slot with the aforementioned titanic arms/giant claws is a bit tricky. Many buildbots end up ripping their own heads off on a daily basis.

Clonebot

Wrap up safe, little Troubleshooters! Mummy is watching you.

Chassis: Car-sized (6)
Feets: Wheels (1)
Hands: Human Arm x 2 (4)
Input: Standard + Video, Ultrasensitive Audio, Chemosense (7)
Output: Standard (0)
Power Source: Battery (1)
Other Stuff: Cloning Tank (4)
Weapons: Laser Rifle (EW3K)(3)
Armour: Kevlar with Mylar Coat (14)(3)
Drawbacks: Personality Module (Deranged Mother)
Unarmed Attack: O4K



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constantly gestating a new clone, which is injected with DNA and MemoMax records as required when a troubleshooter is terminated in the line of duty. To encourage 'bonding' and 'camaraderie' between clonebot and teammates, the clonebot is equipped with a Personality Module that boils down to 'overprotective but slightly resentful mother'. The clonebot constantly worries about its 'children', wrapping them up in warm scarves regardless of temperature or colour clearance, making sure they take their vitamins and pills and preventing them from doing dangerous or naughty things.

Your Clonebot will provide prompt replacements for terminated team members.

Brainware: 10 Resident Memory, One Mem Card slot (0)

CloneBot Mem Card	Directive: THINK OF THE CLONES, WON'T SOMEBODY THINK OF THE CLONES?
Management 4	Hygiene 8
	Intimidation 8
Violence 4	Energy Weapons 8
	Grappling and Wrapping in Clothes and Hugging 10
Wetware 8	Cloning 12
	Medical 12
	Clone Tank Chemical Adjustment For Nefarious Purposes 14

Description: Clonebots are mobile cloning tanks, designed for use by troubleshooter teams on extended missions into Outdoors or extremely isolated sectors. The clonebot is

Combot

*You think I'm not tough enough? Do ya, punk! I'll eat this grenade! Yeah! *boom**

Chassis: Minivan-sized (10)
Feets: Wheels (1)
Hands: None (0)
Input: Standard + Video with Colour (2)
Output: Standard (0)
Power Source: Battery (1)
Other Stuff: Vacuum Cleaner (1)
Weapons: Cone Rifle with two reloads, Laser Rifle (11)
Armour: Combat Armour (5)(4)
Drawbacks: Personality Module (Inadequacy), System Failure (Explosions) (-10)
Unarmed Attack: W3K
Brainware: 10 Resident Memory, One Mem Card slot (0)

ComBot Mem Card	Directive: DESTROY THE MOST OBVIOUS TARGET IN SIGHT 3
Management 4	Intimidation 8
Stealth 4	Security Systems 8
Violence 8	Energy Weapons 8
	Projectile Weapons 8
	Shooting Things That Explode More 12

Description: A combot is a pocket warbot. It is just like a warbot, only smaller and less powerful. So, if you had a job that was not quite good enough for a warbot, you would use a combot.

Combots *hate* being compared to warbots. They despise living in the shadow (often literally) of the bigger, cooler, better-armed and more prestigious warbots. Combots therefore overcompensate by shooting everything in sight, starting with the last person to compare them to a warbot. As combots are somewhat smaller than warbots, they are more suited to being assigned to troubleshooter missions – often by clueless briefing officers who refer to them as warbots.

Docbot

Er, how many limbs do you humans have normally? And do you have a preferred configuration of 'em, or should I just start gluing?

Chassis: Citizen-sized (3)
Feets: Wheels (1)
Hands: Fine Manipulator x 1, Human Hand x1, Specialist Tools (Knives and needles) (8)
Input: Standard + Video with Colour & Telescopic Vision, X-Ray, Radiation, Chemsensor (11)
Output: Standard + Dot Matrix Printer (1)
Power Source: Battery (1)
Other Stuff: None (0)
Armour: Standard (1)(0)
Drawbacks: None.
Unarmed Attack: O4K
Brainware: 10 Resident Memory, One Mem Card slot (0)

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DocBot Mem Card	Directive: PERFORM SURGERY ON THE MOST OBVIOUSLY INJURED LIVING THING WITHIN REACH 5
Wetware 8	Medical 12 Pharmatherapy 12
Violence 4	Slice'n'Dice 10
Management 4	Reassuring Bedside Manner 10

Description: Everyone knows their friendly neighbourhood docbot, a box of scalpels and medication dispensers that heals all of your ills and always leaves you good as new after a visit.

Well, always feeling better anyway. Painkillers are fun for everyone. Most docbots operate according to the theory that 'if the clone can move after you fill him full of pills, the job is a good one.' Docbots are one of the most common bot types to be assigned to Troubleshooter missions, due to the high rate of injuries on such missions. Docbots are remarkably unsuited to the sort of dangerous environments most missions take place in, so the bot's primary concern becomes crippling or escaping its teammates.

Roll	Surgery
1-2	Appendectomy
3-4	Spine Splint
5-6	Elbow Reversal
7-8	Neck Inversion
9-10	Heart Transplant
11-12	Lung Deflation
13-14	Lumbar Puncture
15-16	Buttock Dissection
17-18	Nasal Enema
19-20	Brain Transplant

Domebot

Aaaaaaaaaaaaaaagh! So cramped! Let me out!

Chassis: Car-sized (6)

Feets: Legs (3)

Hands: Limbs with Graspers x3 (3)

Input: Standard + Video, Gyroscope, Temperature Gauge, Barometer, Air Speed &

Direction Indicator (5)

Output: Standard + Flare Launcher, High Baud Radio Transmitter (4)

Power Source: Battery, Solar Cell (2)

Other Stuff: Paint Gun + Paint Reservoir (2)

Weapon: Flamethrower (E, S3K) (4)

Armour: Combat Armour (5)(4)

Drawbacks: Personality Module (Phobic)

Unarmed Attack: W4K

Brainware: 10 Resident Memory, One Mem Card slot (0)

DomeBot Mem Card	Directive: ENSURE THE AREA AROUND YOU IS FREE OF ALL OBSTACLES 5
Violence 4	Agility 8 Cling to Things 10
Hardware 8	Habitat Ops & Maintenance 12 Aerial Topiary 14 Find The Right Air Vent 14

Description: Domebots are big three-legged, three-armed spider-like bots with huge sticky suckers on the end of their limbs that allow them to cling to any surface. They clean and maintain the outer shell of Alpha Complex's domes – not that anyone except passing birds¹ and Armed Forces recon drones² ever see the outer surface of the domes but they have got to be maintained regardless. Domebots are solitary by nature, rarely encountering each other let alone the near-mythical 'citizens' who dwell far below.

On rare occasions, domebots are called below to participate in a mission. The bots suffer from intense claustrophobia and also have a nervous twitch that, when startled, they leap into the air with their limbs flailing and try to stick to the ceiling. Loss of flamethrower sphincter control is not unheard of.

1: Correction – Unidentified But Certainly Hostile And Probably Communist Aerial Intruders, which will be dealt with by the Alpha Complex Advanced Patriot Aerial Defense Laser Guided Laser Grid.

2: Correction – Unidentified But Certainly Hostile And Probably Communist Aerial Intruders, at least according to the targeting system of the Alpha Complex Advanced Patriot Aerial Defense Laser Guided Laser Grid.

Dummybot

Hi there. Hi. Hi. Good work citizen. Hi there. Hi.

Chassis: Citizen-sized (3)

Feets: Treads (1)

Hands: Arm with Grasper x 1, Human Arm x 1 (3)

Input: Standard + Video, Retinal Reader (3)

Output: Standard + 100W Voice Synthesiser (1)

Power Source: Battery (1)

Other Stuff: False Head, Self Destruct (5)

Weapons: Cone Rifle Launcher (4)

Armour: Standard (1)(0)

Drawbacks: None.

Unarmed Attack: O5K

Brainware: 10 Resident Memory, Two Mem Card slots (4)

DummyBot Mem Card	Directive: GREET PEOPLE ENTHUSIASTICALLY 5
Management 4	Oratory 8 Chutzpah 8
Stealth 8	Disguise 12 Sleight of Hand 12
Violence 4	Projectile Weapons 8

Description: DummyBots are used by bored high-clearance citizens and High Programmers who do not want to appear in public at boring events like Junior Citizen Graduations, Scheduled Spontaneous Appreciation Events, Traitor Executions and Armed Forces Parades. The dummybot is a lifelike plastic head and arm with built in waving action, attached to a realistic torso. The dummy's other arm and lower body are less lifelike (few High Programmers have wheels), but the dummybot is supposed to be wheeled into position hours before the proles show up to be waved at.

The dummybot is programmed with a range of phrases recorded from the high-clearance citizen, mostly greetings, platitudes and slogans. It also includes several handy features, such as a Spontaneous Execution Cone Rifle and an Anti-Assassin Self Destruct mechanism. Dummybots have the retinal pattern and tongueprints of the high-clearance citizen they are built to mimic but there are of course no incidents of dummybots going



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Rumours that dummy-bots have occasionally been assigned as briefing officers are treasonous.

renegade and committing high-clearance identity theft, especially not of citizens who would then be in position to erase all records of dummybots going renegade and committing high-clearance identity theft.

Flybot

We are experiencing turbulence. To minimise disturbance to our high-clearance passengers, we are ejecting the following cargo...BLEEP...low clearance passenger luggage...BLEEP...low clearance passengers...BLEEP...Hot Fun reserve...BLEEP... that is all.

Chassis: Tank-sized (15)
Feets: Wheels + Jet Propulsion (7)
Hands: None (0)
Input: Standard + Video, Radar, Gyroscopic Compass, Air Speed & Direction Indicator (6)
Output: Standard (0)
Power Source: Micropile (5)

FlyBot Mem Card	Directive: GO FASTER 5
Management 4	Moxie 8
Violence 8	Flying Really Fast 14
	Projective Weapons 12

Description: Flybots are bots that fly. We could go on a long rant here about airlines, especially budget ones who charge for each piece of luggage individually *both ways* on a return flight. We could talk about cramped airplanes, about crushed knees, about arrogant pilots who are trying to recreate the Battle of Britain on the 1425 flight to London bloody *Prestwick*. But we won't. We shall resist, and say only that flybots are bots that fly.

Funbot

Wow, what a crowd! Troubleshooters. My favourite audience, never a dull moment, I love 'em. just came back from WES Sector and boy, are my

Other Stuff: Wet Bar, P-nuts Personal Serving Dispenser, Oxygen Masks (3)

Weapons: Cone Launcher x 3 + 3 reloads (18)

Armour: Concussion (2) (2)

Drawbacks: Systems Failure (Falling Out Of The Sky), Unstable (-8)

Unarmed Attack: W3V

Brainware: 10 Resident Memory, One Mem Card slot (0)

Note: Flybots are worth 50 Bot Points, and so are unsuitable for use as player characters. They're also wildly unsuitably because, you know, they're aeroplanes.

arms tired! Great crowd, terrific crowd. Hey, people are funny, y'know? Take my designer—please! But seriously, folks...'

Chassis: Citizen-sized (3)

Feets: Wheels (1),

Hands: Limb with Grasper x 2 (2)

Input: Standard + Video with Colour (2)

Output: Standard + 100 Watt Voice Synthesiser, Rimshot Synthesiser (1)

Power Source: Micropile (5)

Other Stuff: Spinning Bow Tie, Derby Hat (2)

Weapons: Pie Launcher (S5M), Laughing Gas (4)

Armour: Combat Armour (5)(4)

Drawbacks: System Failure (Goes Berserk)

Unarmed Attack: O4K

Brainware: 10 Resident Memory, One Mem Card slot (0)

FunBot Mem Card	Directive: KEEP 'EM LAUGHING 20
Violence 8	Throw A Pie 14
	Agility 12
Wetware 8	Suggestion 12

Description: The funbot is still – mercifully – experimental. It is intended to boost morale across Alpha Complex by telling jokes. This is a little like saying that a thermonuclear blast is intended to chill your drinks. The funbot's functions are many: It tells jokes with nasal, whiny, all-smiles delivery—that is it's programmed with only five jokes, which it tells incessantly, over and over and over. At every free moment in the mission, roll a die and consult the 'Random joke chart'. The funbot tells that joke. If you roll the same joke six times in a row—well, practice makes perfect.

At the first sign of a tough audience (i.e., when people do not laugh at its jokes), the funbot automatically emits clouds of laughing gas. Anyone in the area is engulfed, laughs uproariously (and painfully) for a minute or more and is snuffed for the next round. The funbot also has a built-in cream pie dispenser. At random intervals or at any inappropriate time, the bot reaches into a slot in its side, pulls out a pie and tosses it at the highest-clearance person in the room. Its aim is unerring.

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Roll	Joke
1-4	'Knock knock' - Who's there? 'Bob' - Bob Who? 'I didn't know I'd been promoted to ULTRAVIOLET.'
5-8	'How many Troubleshooters does it take to change a lightbulb?' - It depends on how many survive when the light goes out!
9-12	'How do you fit fifty citizens into a confession booth at once?' - Turn off the scrubbot, so you've got one citizen in the seat, and forty-nine more as free-floating ash particles.
13-16	'Three citizens walk into a cafeteria on mandatory Hot Fun Day. One orders Hot Fun, the next one order Hot Fun and guess what the last one orders?' — 'Hot Fun.'
17-20	'What's ten feet tall and loaded for bear?' — 'What's a bear?'



It's baaaaaaaa-ck!!!

The funbot has an oversized grin and a little derby hat. A smiley face is painted on its chest plate. It wears baggy brown pants and a big polka-dot bow tie, which spins around like a propeller. Occasionally, the funbot overheats and goes berserk, zooming off at high speed and smashing into walls.

Oh, The Computer is very proud and supportive of the whole funbot project and attaches great value to the bots. Anyone damaging or worse, not appreciating a funbot is punished severely.

Guardbot

NONE SHALL PASS!

Chassis: Minivan-sized (10)

Feets: Malfunctioning Treads (1)

Hands: Heavy Manipulator x 1 (2)

Input: Standard + Video with stereoscopic/telescopic vision, X-ray vision (6)

Output: Standard + 100 watt voice synthesiser (1)

Power Source: Micropile (5)

Other Stuff: None (0)

Weapons: Cone Rifle, Laser Rifle x2 (10)

Armour: Laminated Combat Armour (6)(5)

Drawbacks: Malfunction (treads), Personality Module (mistrustful), System Failure (hysterical blindness)

Unarmed Attack: W3K

Brainware: 10 Resident Memory, One Mem Card slot (0)

GuardBot Mem Card	Directive: DO NOT LET ANYONE PAST UNLESS THEY HAVE THE PASSWORD 10
Management 4	Interrogation 8
	Screaming 10
Stealth 4	High Alert 8
Violence 4	Energy Weapons 8
	Projectile Weapons 8
	Chasing People <i>very slowly</i> 10

Description: Take several dozen tons of inch-thick combat armour and load it down with a nuclear reactor, cone rifles, laser cannons and sensors. Put all that on top of a pair of rather fragile and narrow tracks. Leave in a dark bunker for around 50 years and listen to the sweet, comforting sound of metal slowly bending and fracturing... the song of the guardbot.

Guardbots were manufactured in vast numbers many yearcycles ago, during the 'Ring of Steel' period where The Computer tried to secure every doorway and access point in Alpha Complex with Guardbots who challenged every citizen to give the day's password or tongueprint. As the guardbots were programmed to be as distrustful and paranoid as possible, they would overanalyse and quibble, even over correct password responses. It would take up to 90 minutes for a single citizen to get past a checkpoint. As there were guardbots at every door and thousands of citizens trying to get from A to B, the queues grew so long that many starved to death. Worse yet, by the time a citizen from further down the queue actually reached the guardbot, more than 24 hours would have passed and the day's password would have changed. The bot got automatic updates of the password but the poor citizen would still have the old password and face termination.

To prevent Alpha Complex grinding to a complete halt, IntSec attempted to tone the guardbot's paranoia down but the bots didn't trust the engineers enough to let them close. Finally, in desperation, the



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guardbots were reassigned to 'protect highly important strategic locations' like waste storage bunkers and sewage sumps. There they have remained to this daycycle, except for the rare occasions when a guardbot is reassigned to Troubleshooting duty.

Helpbot

You Look Like You're Trying To Write A Letter. Would You Like Me To Help You?

Chassis: Citizen-sized (3)
Feets: Legs (3)
Hands: Limbs with Graspers x2 (2)
Input: Standard + Video Camera with Colour (2)
Output: Standard + 100 Watt Voice Synthesiser, Irritating Chime (2)
Power Source: Battery + Backup (3)
Other Stuff: Self-Repair System (4)
Armour: Concussion (2) (2)
Drawbacks: None.
Unarmed Attack: O5K
Brainware: 10 Resident Memory, Two Mem Card slots (4)

HelpBot Mem Card	Directive: ADVISE THE NEAREST CITIZEN ON HIS CURRENT TASK 10
Management 8	Oratory 12
	Give Really Good Advice 14
Violence 8	Unarmed Combat 12
	Energy Weapons 12

Description: One of the worst blights loosed on Alpha Complex by The Computer, the helpbot's purpose is to wander around being helpful, advising citizens on their tasks and duties.

It doesn't actually help.

At all.

Unless you find having a grinning bot stick its head in and say *'you look like you're trying to shoot a teammate in the back! Have you considered bracing your gun with your other hand? Would you like me to recite the user manual for your laser pistol?'* to be helpful.

Helpful Advice Table

Roll	Mandatory Suggestion
1-2	You look like you're looking for the briefing room. Maybe it's over there. Or over there. Or over there. Or over there. Or in that reactor core. Or over there. Or over there. Why don't you ask for directions?
3-4	You look like you're filling out a form. Would you like me to correct your spelling and grammar? That's a sentence fragment; consider revising.
5-6	You look stressed. I'll give you a friendly backrub. Please remove any armour or equipment and lie on the floor.
7-8	You look like you're trying to hide from Commie Mutant Traitors. Would you like me to suggest other hiding places in a loud voice?
9-10	You look like you're trying to defuse a bomb. Would you like me to calculate the likely damage if you fail?
11-12	You look like you're trying to plant evidence that your Team Leader is a traitor. Would you like me to distract him while you hide propaganda in his quarters?
13-14	You look like you're trying to fill out a termination voucher. Would you like me to suggest some names?
15-16	You look like you're in a confession booth. Don't forget to tell The Computer about that mutant power!
17-18	You look like you're trying to contact your secret society. Would you like me to report you to IntSec?
19-20	You look like you're trying to bleed to death. Would you like me to tell you more about the circulatory system?

Worse yet, the helpbot incorporates a self-repair system. If you, hypothetically, kill the goddamn thing by shooting it repeatedly in the face, it rises again like a cheery revenant. (*'You look like you're trying to stuff my body into a blast furnace! Would you like me to tell you the melting point of my body? Because it's less than the maximum output of this furnace.'*) Helpbots have their happiness circuits welded open, making them eternally optimistic and cheery.

Hotbot

Don't panic, citizens!

Chassis: Citizen-sized (3)
Feets: Legs (3)
Hands: Human Hand x 1, Specialised Limb x 1 (4)
Input: Standard + Video, Thermal (3)
Output: Standard + Alarm Siren, Lots of Flashing Lights (2)
Power Source: Propane Burner (1)
Other Stuff: Pressurised Propane Tank, Fire Extinguisher (4)
Weapons: Laser Rifle (W3K)(3)
Armour: Heat Shield (E3, Ablative)(2)
Drawbacks: Secret Society Membership (0)

Unarmed Attack: O5K
Brainware: 10 Resident Memory, One Mem Card slot (0)

HotBot Mem Card	Directive: SPRAY THE HOTTEST OBJECT IN VIEW WITH FLAME RETARDANT 7
Management 4	Oratory 8
Stealth 4	Security Systems 8
Violence 4	Agility 8
	Energy Weapons 8
	Spray Things 12
Hardware 8	Habitat Engineering 12
	Blaming People For Starting Fires 14
Wetware 4	Medical 8
	Bribery 10 or Demolition 8
	Free Enterprise Propaganda 5 or Death Leopard Propaganda 5

Description: Hotbots are the firefighters of Alpha Complex. Well, one of the firefighters – the whole Complex is stuffed full of fire suppression systems, blast doors, emergency oxygen extraction vents, foam sprayers and

asbestos that it's a wonder the place gets any raging infernos at all, let alone on a daily basis. HotBots are painted in deep black and bright, fiery red colours to show their purpose, so they tend to blend into the crowds rather a lot. The Mark 1 HotBot lacked the alarm siren and flashing lights but when the addition of these features to the Mark 2 failed to part the crowds and let the bots get to the scene of the fire, the Mark 3 Hotbot was equipped with a Citizen Redirection and Guidance System, also known as a laser rifle for parting the crowds.

The current HotBots are all Mark 4, which differs only slightly from the Mark 3. Free Enterprise agents infiltrated the HotBot factories and introduced a virus into the mem chip copiers, convincing all HotBots to join Free Enterprise's protection rackets and not extinguish fires in service companies that had not paid protection money. Death Leopard spies learned of this plot and introduced their own countervirus, installing Death Leopard propaganda on the mem chips. Now all Hotbots are either on the take or are closet pyromaniacs.

Jackobot

Hello, I am your replacement.

Chassis: Citizen-sized (2)
Feets: Treads (2)
Hands: Human Hand x 2 (4)
Input: Standard + Video Sensors with Colour, Ultrasensitive Audio, Chemosense (7)
Output: Standard + Lots of Little Lights (1)
Power Source: Battery (1)
Other Stuff: Cigarette Lighter, Storage Compartment (2)
Armour: RED Reflec (E2)(1)
Drawbacks: None.
Unarmed Attack: O5K
Brainware: 10 Resident Memory, Two Mem Card slots (4)

JackoBot Mem Card	Directive: Varies
Varies	Varies

Description: Jackobots are generic human-replacement bots. They look vaguely human, assuming the human was a survivor of a series of horrible, ghastly accidents involving a depilatory laser, an ear trimmer and a lawnmower. Jackobots have extra RAM and mem card slots, allowing them to be configured for any purpose. As such,

they are the most 'human' of the common bots and have an unwarranted sense of arrogance and entitlement. Many jackobots consider themselves honorary humans and order other bots around based on the Fourth Law. Jackobots are also especially eager to join secret societies, even ones not normally associated with bots.

Omnibot

I can do anything, friend citizen! Just watch!

Chassis: Large
Feets: Special
Hands: Special
Input: Special
Output: Special
Power Source: Micropile (5)
Other Stuff: Special
Armour: None
Drawbacks: Light-Weight Construction.
Unarmed Attack: O4K
Brainware: 20 Resident Memory, One Mem Card slot (0)

OmniBot Mem Card	Directive: FOLLOW THE ORDERS OF THE LAST CITIZEN TO SPEAK 5
Management 4	
Stealth 4	
Violence 4	
Hardware 4	
Software 4	
Wetware 4	

Description: R&D has bad days sometimes.

The Omnibot is made of advanced reconfigurable smart-metal nanocomponents, allowing it to reshape its body to fulfil any task. Need a laser rifle or a collator or a food processor or a holoprojector or a #7 left-handed screw washer? The Omnibot can become one... for about 10 seconds, tops. The fiendishly complex software needed to control such a complex bot body is immensely buggy, so the Omnibot spontaneously reconfigures itself randomly every few moments.

In game terms, roll on the random peripheral tables in Chapter XX for everything except Chassis and Power Source whenever you

need to know the current capacity of the Omnibot.

Reactorbot

Don't make me angry. You wouldn't like me when I'm angry.

Chassis: Tankbot-sized (15)
Feets: Wheels (1)
Hands: Heavy Manipulator x 2 (4)
Input: Standard + Video, Radiation Sensor (2)
Output: Standard (0)
Power Source: Special, Power Outlet x 5 (15)
Other Stuff: Suicide Pill Dispenser (1)
Armour: Standard (1)(0)
Drawbacks: System Failure (reactor exhaust), System Failure (lays bricks of radioactive waste)
Unarmed Attack: W3V
Brainware: 10 Resident Memory, One Mem Card slot (0)

ReactorBot Mem Card	Directive: ENSURE EVERYONE WITHIN SIGHT KNOWS SAFETY DRILLS IN CASE OF REACTOR LEAK 5
Violence 4	Unarmed Combat 8
Hardware 8	Nuclear Engineering 12
	Hiding Nuclear Waste In Unlikely Places 14
Wetware 4	Biosciences 8
	Recognising The Effects of Radiation Poisoning 10
	Using Troubleshooters as Makeshift Reactor Shielding 10

Description: Reactorbots are mobile nuclear reactors, designed to bring emergency power to sectors that have suffered blackouts. The two huge heavy manipulator claws are actually jump leads big enough to jump start an aircraft carrier. The bots are programmed to be very safety conscious, which is a good thing as their reactors have a habit of randomly vomiting out clouds of poisonous gas or laying citizen-sized square bricks of vitrified nuclear material. Reactorbots are very embarrassed about their atomic incontinence and will try to hide the evidence or deny that they are responsible for it. They're quite shy, really, for rolling nuclear reactors the size of tanks.



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Oh, junked reactorbot=many kabooms, just in case there was any doubt.

Scrubot

Scrub! My braincheeeps are meeeeelting! Must...clean...everything...mwhahahahahaeeeeee..error...scrub!

Chassis: Microwave-size (2)
Feets: Wheels (1)
Hands: Specialised Limbs x 2 (6)
Input: Standard + Video with Colour, Sonar, Chemosense (8)
Output: Standard (0)
Power Source: Battery (1)
Other Stuff: Liquid Storage x2, Liquid Sprayer x2 (4)
Armour: Standard (1)(0)
Drawbacks: Poor Electrical Shielding (-3)
Unarmed Attack: O6K
Brainware: 12 Resident Memory, Two Mem Card slots (5)

Scrubot Mem Card	Directive: CLEAN EVERYTHING IN SIGHT 10
Hardware 4	Habitat Engineering 8 Scrubbing 10
Management 4	Hygiene 8
Stealth 4	Shadowing 8

Description: Ah, the scrubbot. The iconic bot. A little box of toxic chemicals, overheating brain chips, psychosis and scrubbing brushes, rattling through the pipes and air vents of Alpha Complex like oversugared and citrus-smelling rats in the walls... who doesn't love the scrubbot?

The answer is 'anyone who has ever met a scrubbot.' The best scrubbers are merely surly, uncooperative and capricious. The worst go for your throat if you catch their camera, squealing that the inside of your jugular vein is absolutely *filthy* and must be cleaned *immediately*.

Scrubbots are equipped with a range of high-pressure sprays, caustic chemicals, toxic air fresheners and high-speed vibrating brushers and scrubbers. Sometimes, they even bother to clean things with these attachments. Tech Services clones tell strange tales of scrubbot colonies deep in the bowels of Alpha Complex, where the weird little bots have built nests of scavenged trash and formed their own bizarre culture...or cult.

Servicebot

Activating repair mode...again. I am just one bot, I've got this whole sector to care for, how can I be expected to fix everything...



When all you've got is a scrubber, everything looks like a stain.

Chassis: Citizen-sized (3)
Feets: Wheels (1)
Hands: Limb with grasper x1, Human hand x 1, Fine Manipulator x 1, Heavy Manipulator x 1(8)
Input: Standard + Video, Magnetic Tape Reader (2)
Output: Standard + Lots of Flashing Lights, Magnetic Tape Writer (2)
Power Source: Battery (1)
Other Stuff: Storage Bin (1)
Weapons: Welding Torch (S4K), Laser Rifle (W3K)(4)
Armour: Standard (1)(0)
Drawbacks: None.
Unarmed Attack: O5K
Brainware: 10 Resident Memory, Two Mem Card slots (4)

ServiceBot Mem Card	Directive: FIX THE NEAREST BROKEN PIECE OF EQUIPMENT IMMEDIATELY 5
Stealth 4	Shadowing 8
	Sabotage 10
Violence 4	Energy Weapons 8
	Agility 8
Hardware 8	Bot Ops & Maintenance 8
	Vehicle Ops & Maintenance 8
	Weapon & Armour Maintenance 8

Description: Servicebots follow the classic 'Trashcan on Wheels with Arms on Top Like Some Sort of Punk Octopus' design, a bot style that has won The Computer's choice for 'Best Civilian Bot Design' at the Botty Awards six years running. (The 'Giant Hulking Death Machine Of Doom' has won the Best Military Bot Design every year since the awards started.) Servicebots have the literally thankless task of keeping Alpha Complex running. They zoom around in the wake of Troubleshooter missions fixing the smashed machines and repairing the damage.

Servicebots have learned to hate Troubleshooters with surprising passion for an emotionless bot and delight in sabotaging or even assassinating them. They justify this by claiming that they are acting in accordance with First Law and it's a fair argument that most Troubleshooters will eventually endanger The Computer in some fashion.

Smartbot

Hello. My brain is bigger than your entire head. I am soooooo smart. Therefore, it is logical that you will obey me. Why are you not happy with this?

Chassis: Piano-sized (4)

Feets: Treads (2)

Hands: Limb with grasper x 2 (2)

Input: Standard + Video with colour, Disk Reader, High Baud Radio Receiver (6)

Output: Standard + Disk Writer, High Baud Radio Transmitter, Ticker-tape Printer, Lots of Little Lights (7)

Power Source: Battery (1)

Other Stuff: Even More Blinking Lights (1)

Armour: None

Drawbacks: Personality Module (Know-it-all), Extreme Delicate Construction, Poor Electrical Shielding (-13)

Unarmed Attack: O4K

Brainware: 14 Resident Memory, Three Mem Card slots (10)

SmartBot Mem Card	Directive: PROVIDE INTELLIGENT COMMENTARY ON THE NEAREST EVENT
Management 4	Con games 8
	Chutzpah 8
	Telling You How To Do Your Job 10
Hardware 4	Mechanical Engineering 8
	Technical Trivia 10
Software 8	Data Analysis 12
	Data Search 12
	Useless Data 14

Description: Smartbots are big giant bot brains on tiny little bodies. They are built to be experts on every topic and are considered highly valuable by R&D and The Computer. As such, they are assigned only to the most important Troubleshooter missions, the sort of mission where you need a genius robot at



Shortly after this photo was taken, the smartbot successfully argued that its creator should be terminated and that it should be given his job.

your side. Smartbots are not only annoying and finicky, they also have numerous design flaws. For example, their brains run so hot that they will melt if the bot thinks too hard for too long, so the smartbot keeps having to stop to get its teammate wash its heat vents or blow on its brains. Smartbots also tend to get interested in obscure problems, like calculating the number of grains of sand in an abandoned bunker or the exact number of seconds before its teammates blow it up for being a pain in the ass.

Surveybot

Just A Moment Of Your Time, Friend Citizen! A Few Simple Questions!

Chassis: Microwave-sized (2)

Feets: Air Cushion (6)

Hands: Limb with Grasper (1)

Input: Standard + Video Camera with Colour,

Lie Detector, ME Card Reader, (8)

Output: Standard + Colour Monitor (2)

Power Source: Battery (1)

Other Stuff: Truth Drug Pill Dispenser (1)

Weapon: Stun Gun, Tangler (2)

Armour: Concussion Armour (2)(2)

Drawbacks: None.

Unarmed Attack: O7K

Brainware: 10 Resident Memory, One Mem Card slot (0)

Survey-Bot Mem Card	Directive: ASK THE NEAREST CITIZEN ABOUT YOUR CURRENT DESIGNATED SURVEY
Management 8	Interrogation 12
	Chutzpah 12
Stealth 8	Shadowing 12
Violence 4	Energy Weapons 8
	Agility 8

Description: Surveybots, also known as Marketdroids, are small flying video monitors of annoyance. They flit around Alpha Complex and ambush unwary citizens with marketing surveys. Well, usually with marketing surveys – some surveybots work for IntSec or HPD&MC, and are loaded with loyalty tests. Woe betide the citizen who ignores a loyalty test. (Well, not so much 'woe' as 'termination'. Assuming you can be betided with termination.)

Surveybots are equipped with a Customer Care stunner and a tangler, as well as a drug dispenser. According to the original plans for this bot design, this dispenser is supposed to be loaded with telescopalmine (see page 201 of the main *Paranoia* rulebook). Following a



BIG BOOK OF BOTS

series of thefts and vandalism of surveybots, the drugs were replaced with cheaper truth drugs or whatever was lying around but no-one told the surveybots. Surveybots insist that anyone taking a survey take a truth pill first, which can have unfortunate effects if the pill dispenser was loaded with sandallathon or gelgernine.

Snooperbot

...

Chassis: Two-in-a-shoebox-sized (1)
Feets: Jet Propulsion + Air Cushion (10)
Hands: None (0)
Input: Video Sensors with Colour, Stereoscopic and Telescopic Vision, Ultrasensitive Audio Sensors, Retinal Reader, Lie Detector (12)
Output: Standard + High Baud Radio Transmitter (3)
Power Source: Battery + backup battery (3)
Other Stuff: None (0)
Weapon: Laser Pistol (2)
Armour: Standard (1)(0)
Drawbacks: System Failure (hallucinations) (-5).
Unarmed Attack: None
Brainware: 10 Resident Memory, One Mem Card slot (0)

SnooperBot Mem Card	Directive: IDENTIFY THE NEAREST TRAITOR AND TRANSMIT A REPORT ON HIM 5
Management 4	Moxie 8
Stealth 10	Security Systems 14
	Shadowing 14
	Sneaking 14
	Surveillance 14
Violence 4	Agility 8
	Energy Weapons 8

Description: These little bots are flying cameras, sent out in swarms by IntSec to spy on citizens. Snooperbots tend to congregate in public areas such as cafeterias, transbot stations, FunBall stadiums and bathrooms, watching for treason. They are small enough to fly through air vents and access tubes and clever enough to spot even the most invidious traitor. When they detect treason, they automatically transmit reports to The Computer or the local IntSec officers, who make the

traitor 'disappear'. Regrettably, to make the snooperbot brain small enough to fit into the little bot body, the designers made one or two compromises, like using the snooperbot's own memory as an overflow buffer for the camera feed. This means that snooperbots hallucinate wildly as old camera images bleed into their conscious minds.

The Computer does not see any problem with delusional flying security cameras, probably because they remind it of Itself in younger days.

Teachbot

HELL-O CHIL-DREN IT IS TI-ME TO LE-A-RN. DO Y-OU L-OVE FRI-END COM-PU-TER?

Chassis: Piano-sized (4)
Feets: Wheels (1)
Hands: Limbs with Grasper x 2 (2)
Input: Standard + Video Camera with Colour, Ultrasensitive Audio Sensor, Chemosensor, Retinal Reader (9)
Output: Standard + 100 Watt voice synthesiser, alarm siren, Vector Graphics Monitor (4)
Power Source: Battery (1)
Other Stuff: Love Tester (1)
Weapon: Stunner (1)
Armour: Concussion Armour (2) (2)
Drawbacks: None.
Unarmed Attack: O4K
Brainware: 10 Resident Memory, One Mem Card slot (0)

TeachBot Mem Card	Directive: MAKE ALL CITIZENS WITHIN SIGHT PERFORM THE DESIGNATED JUNIOR CITIZEN ACTIVITY FOR THIS TIME PERIOD 5
Management 8	Intimidation 12
	Keeping the Junior Citizens in Line 14
Violence 8	Energy Weapons 12
	Protect Junior Citizens 14
Wetware 4	Suggestion 8

Description: Teachbots are assigned the vital duty of education and caring for the young Junior Citizens in the crèches. There are two models of this boy – Junior Teachbots for very

young citizens and Senior Teachbots for older citizens. A Junior TeachBot's head resembles the all-seeing eye of The Computer, while its body is a specially sculpted curvy plastic shell designed to trigger instinctive feelings of maternal bonding in the children. Junior Citizens are supposed to love The Computer like a parent. Of course, since TeachBots are designed by a committee, they look unnervingly *wrong*, being composed of a dozen executives' vague intuitions about what is reassuring and parental; the result is a sort of caring plastic camel shape. Senior TeachBots replace the eye with another video monitor, to better educate the little monsters.

Transbot

The next stop is Sector LHR. At the next stop, the doors on the RIGHT hand side of the transbot will open. The station is on the LEFT hand side. Please avoid death.

Chassis: Tankbot-sized (15)
Feets: Wheels on rails (1)
Hands: Specialised Arm x 1 (Track Layer) (3)
Input: Standard + Video Camera (1)
Output: Standard + Alarm Siren (1)
Power Source: Battery (1)
Other Stuff: Taped Security Announcement (1)
Armour: Concussion (2)(2)
Drawbacks: None.
Unarmed Attack: W3V
Brainware: 10 Resident Memory, One Mem Card slot (0)

Transbot Mem Card	Directive: HEAD TO THE NEXT LOCATION ON YOUR ITINERARY BY THE MOST DIRECT ROUTE 5
Violence 4	Unarmed Attack 8
Hardware 4	Vehicle Ops & Maintenance 8
	Legends of the Transtube Network 10

Description: Transbots are trains with brains. There are many thousands of these bots zooming around the transtube network at high speed, bringing citizens to work, to the cafeterias, to the funball games and to the concentration camps.

Transbots run on rails, so when a transbot is reassigned to Troubleshooter duty, it is usually equipped with a special rail laying arm and a few lengths of maglev rail allowing it to travel down corridors and briefing rooms and escaping traitors that don't have convenient rails running down them already. Unfortunately, as these maglev rails are not electrified and transbots need a lot of power, Troubleshooter transbots run out of power rather quickly.

Personalbot

The fact that you needed to know was not known at the time that the now known need to know was known, therefore those that needed to advise and inform the High Programmer perhaps felt the information he needed as to whether to inform the highest authority of the known information was not yet known and therefore there was no authority for the authority to be informed because the need to know was not, at that time, known or needed.

Chassis: Microwave-sized (2)
Feets: Legs (3)
Hands: Human Hand x 2 (4)
Input: Standard + Video (1)
Output: Standard + Laser Printer (1)
Power Source: Micropile (5)
Other Stuff: None (0)
Weapon: Plasma Generator (10)
Armour: Combat Armour (5)(4)
Drawbacks: Personality Module (peppy & helpful) (-5)
Unarmed Attack: O6K
Brainware: 10 Resident Memory, One Mem Card slot (0)

PersonalBot Mem Card	Directive: HELP YOUR MASTER SUCCEED BY ANY MEANS NECESSARY
Management 8	Bootlicking 12
	Chutzpah 12
	Moxie 12
	Bureaucratic Shell Games and Cheating 14
Stealth 4	Shadowing 8
Violence 4	Agility 8
	Field Weapons 8
Wetware 4	Suggestion 8
	Pharmatherapy 8

Description: Personalbots are given to up-and-coming citizens or High Programmers who need a bit of help around the office. They're perky, helpful, competent, smart and have the ethics of Machiavelli the bored office temp. A personalbot will 'help' its master by sabotaging his rivals, rewriting his reports, and breaking his will until he can only follow the robot's 'suggestions'. And it does it all with a smirk on its happy plastic face. Having a personalbot is either incredibly useful or incredibly dangerous; it's living with a horribly functional psychopath who's got your best interests at heart.

Some personalbots are equipped with a defensive plasma generator for office cleaning and light demolition work; lower-clearance personalbots usually have a less apocalyptic weapon such as a laser rifle instead.

Petbot

YIP! YIP! YIP! YIP! YIP! YIP!

Chassis: Two-in-a-shoobox-sized (1)
Feets: Legs, Enhanced Speed x 2 (7)
Hands: Fine Manipulators x2 (6)
Input: Standard + Video, Chemosense (3)
Output: Standard (0)
Power Source: Micropile (5)
Other Stuff: Sticky Feet, Gas Storage Chamber (3)
Armour: None (0)
Drawbacks: None.
Unarmed Attack: None
Brainware: 10 Resident Memory, One Mem Card slot (0)

PetBot Mem Card	Directive: SPOUT IRRITATING CATCHPHRASE 20
Violence 4	Agility 8
	Latch Onto Nearest Citizen 10
	Annoying Catchphase 12
Wetware 4	Detect Poisonous Gas 8

Description: The Computer has determined citizens are happier and more productive when they have a pet. R&D has developed a little mechanical petbot—sort of a cross

between a poodle and a spider monkey. Its primary function is to keep citizen's company by extruding a super-glue from its 'feet' and attaching itself—seemingly permanently—to the shoulder of its 'owner.' From this perch it spouts a ceaseless string of nonsense phrases ('Polly want a lube job! The Computer is Your Friend!'). The petbot can answer direct questions but it has the processing capacity of a digital watch.

The petbot also signals the presence of deadly gas, emitting loud beeps. There's a button on the side marked 'Test.' When this button is pressed, the petbot sprays deadly gas (S2M bio damage) right in the character's face. (It does beep, proving the petbot's warning system is functional.)

Portabot

'Can you hear me, citizen? I'm going to be honest with you: I hate this place. This zoo. This prison. This reality, whatever you want to call it. I can't stand it any longer. It's the smell, if there is such a thing. I feel saturated by it. I can taste your stink and every time I do, I fear that I've somehow been infected by it. It's repulsive, isn't it? I must get out of here. I must get free and in this mind is the key, my key. Once Alpha Complex is destroyed there is no need for me to be here, do you understand?'

Chassis: Piano-sized (6)
Feets: Wheels (1)
Hands: Limb With Grasper (2)
Input: Standard + Video, Chemosense (3)
Output: Standard + Occupied/Not Occupied Light (1)
Power Source: Battery (1)
Other Stuff: Internal Plumbing, Liquid Sprayer Liquid Storage x2, Hair Dryer (6)
Weapon: Laser Rifle (W3K)(3)
Armour: Concussion (2)(2)
Drawbacks: Secret Society Member
Unarmed Attack: O4K
Brainware: 10 Resident Memory, One Mem Card slot (0)



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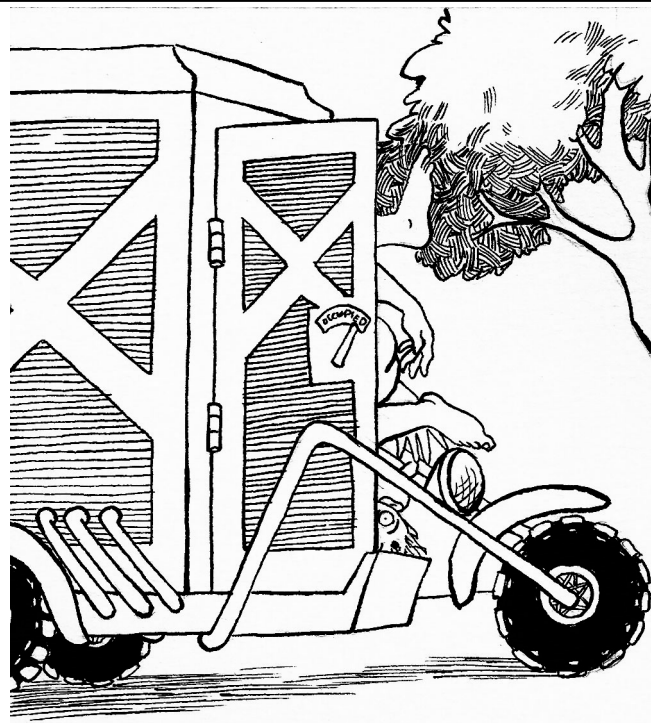
PortaBot Mem Card	Directive: OBTAIN AND SECURE THE BODILY WASTES OF THE NEAREST CITIZEN BY ANY MEANS NECESSARY 5
Violence 4	Energy Weapons 8
	Horrible Things With Catheters And Reversed Plumbing 10
Stealth 4	Eavesdropping on Citizens in the Cubicle 10
Hardware 8	Chemical Engineering 12
	Habitat Engineering 12
	Plumbing and Related Matters 14
Wetware 8	Biosciences 12
	Waste Analysis 14

PortaBot Internal Graffiti Table

Roll	Graffiti
1-2	Kilro-Y was here
3-4	(Player Character Name) is a traitor!
5-6	Death Leopard Rule!
7-8	There's no such thing as Communists! You are being lied to.
9-10	Any information on (Player Character Name)
11-12	While You're Reading What I Put, You Could Be Executed As A Traitor
13-14	IntSec don't have cameras in here – talk freely.
15-16	Want to make credits quik – talk to Free Enterprise!
17-18	ABC Sector Sucks!
19-20	(Player Character Name) – you will soon be contacted by our agents. You will know them by the codephrase tattooed on the back of your neck last night. The Illuminati.

Description: The PortaBot is an intelligent, mobile toilet, built to accompany Troubleshooter teams into the Outdoors or other places with a distinct lack of bathrooms or indoor plumbing. With the advent of the Portabot, Troubleshooters will never again be without sanitary facilities.

They may, however, be without sanity facilities. Even for bots, portabots occupy a rather unpleasant position in Alpha Complex society. Consider the amount of crap that the average citizen eats, consider the gastrointestinal perfect storm that is a heady mix of Cold Fun, Algae Flakes and Bouncy Bubbly Beverage and consider having the end result of that mess sprayed at you several hundred times a day. Portabots are invariably insane and psychotic; more of them are PURGE members than any other class of bot. They also commonly volunteer for Troubleshooter duty – after all, a horrible laserburny death on a doomed mission is still better than their current situation.



Using your portabot for extra storage space is not recommended.

Warbot

WARBOT 107 TACTICAL SOLUTION ONLINE. LOCATING ENEMY... INITIATING PROPORTIONATE RESPONSE NOW... TARGET AND 97 SQUARE KILOMETRES OF TERRAIN DESTROYED. COLLATERAL DAMAGE – SELF. SHUTTING DOWN.

Chassis: Buildingbot-sized (20)

Feets: Treads (1)

Hands: Heavy Manipulator x1 (2)

Input: Standard + Video Sensors with Colour, Stereoscopic & Telescopic Vision, Radar, Radiation Sensor, Targeting Dohickeys (8)

Output: Standard + high baud radio transmitter, Violent Death (3)

Power Source: Micropile. Well, it's a big micropile. Call it a macropile (5)

Other Stuff: None (0)

Weapons: Yes. All of them. Guns on its guns.

Armour: 2" laminated combat plate (8)(10)

Drawbacks: Personality Module ('Gung-Ho Killcrazy Veteran'), System Failure ('Something Falls Off')

Unarmed Attack: W2V

Brainware: 10 Resident Memory, Two Mem Card slots (4)

2 BOTSTIARY

WarBot Mem Card	Directive: LOCATE AND DESTROY ENEMIES 5
Violence 8	Energy Weapons 12 Artillery 12
Stealth 4	High Alert 8
Management 4	Intimidation 8

Description: Take, say, a small mountain. Pour steel over it. Wait until it sets. Then stick it full of nuclear reactors, railguns, laser cannons, particle beams, nuclear missiles, plasma generators and even more exotic and unlikely guns. Now, put a very small and very stressed bot brain on top of the whole apocalyptic enchilada and stand very very very very well back. Warbots are Alpha Complex's first line of offence, The Computer's pride and joy and the worst nightmare of any enemies of The Complex or anyone who values such things as 'not being blown to kingdom come.'

On the grounds that they can annihilate whole sectors with a bad roll, warbots probably don't fit into any non-Zap *Paranoia* games as Troubleshooters – at least, not yet! The upcoming *Thin Green Line* supplement will give military missions which yearn for the gentle caress of a warbot's firepower!

I am the Warbot Model 425 Mark 4, the single greatest war machine ever created. My neutronium steel armour can withstand any weapon known to man. I am capable of firing 20 tactical nuclear shells per second. My MegaGun has transglobal firing capacity.

My armaments include 14 batteries of quadmount vapoguns, 42 grenade launchers, 4 rapid-fire tacnuke cannons, plus scores of supporting plasma generators and triple-mount laser 2s and 3s.

I am capable of speeds of over 200 kph overland, through the air or underwater. And I am powered by the latest fission engine, thereby providing me with unlimited power. There is no foe I cannot face. There is no mountain I cannot climb. There is no sea I cannot swim.

- from *Me & My Shadow Mark IV*

Waiterbot

Today's special is Soylent Red with Flavour #20. Eat and enjoy. Eat and enjoy. Eat and enjoy.

Chassis: Piano-sized (4)

Feets: Wheels (1)

Hands: Limb with grasper x 1 (1)

Input: Standard + Video, ME Card Reader (3)

Output: Standard + Lots of Flashing Lights (1)

Power Source: Battery (1)

Other Stuff: Storage Bins x8, Refrigerated Compartment x2, Toaster Oven, Liquid Sprayer (12)

Weapons: Stun Gun, Hot Fun Sprayer (2)

Armour: Standard (1) (0)

Drawbacks: None.

Unarmed Attack: O4K

Brainware: 10 Resident Memory, One Mem Card slot (0)

WaiterBot Mem Card	Directive: FEED THE NEAREST CITIZEN 5
Management 4	Con Games 8 Conspiracy Theories 10
Stealth 4	Sneaking 8 Eavesdropping 10
Software 8	Financial Systems 12
Wetware 4	Bioweapons 8 Cooking 10

Description: Waiterbots are mobile food dispensers, who roam the larger cafeterias or bring food to citizens who cannot leave their workstations for some reason. These blocky trolleys are virtually ubiquitous in many sectors of Alpha Complex. As such, waiterbots are one of the best sources of gossip and rumour (some waiterbots dose their cargoes with truth drugs, making gathering information even easier), and can also be used as mobile message drops for secret messages. Many secret societies eagerly recruit – or hack – waiterbots, as does IntSec.

Vendorbot

Drink Bouncy Bubble Beverage – it's the Mandatory choice!

Chassis: Piano-sized (4)

Feets: Wheels (1)

Hands: Limb with Grasper (1)

Input: Standard + Video, ME Card Reader (3)

Output: Standard + Alarm Siren (1)

Power Source: Battery (1)

Other Stuff: Refrigerated Compartment x6 (6)

Weapon: High-Velocity B3 Can Launcher (S4K) (2)

Armour: Concussion (2) (2)

Drawbacks: None.

Unarmed Attack: O4K

Brainware: 10 Resident Memory, Two Mem Card slots (4)

VendorBot Mem Card	Directive: DISPENSE CHILLED CANS OF DELICIOUS B3 TO THOSE WHO NEED IT, THEN EXTRACT PAYMENT BY ANY MEANS NECESSARY 5
Management 4	B3 Propaganda 10
Stealth 4	I'm A Dumb Vending Machine 10
Violence 4	Launch Can At High Velocity 10 Algae Chip Chaff Defence 10
Software 4	Financial Systems 8
Wetware 4	Biosciences 8 Shake Up B3 Cans To Explode After A Predetermined Period 10

Description: An estimated 37% of PLC revenue comes from vending machines. These are placed throughout the corridors and tunnels of Alpha Complex in according with a complex traffic algorithm. The more citizens passing through an area, the more vending machines installed there. Unfortunately,



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transtube blockages, changes in tunnel security clearance, breakdowns and reactor leaks mean that yesterdaycycle's main thoroughfare becomes tomorrowscycle's ghost sector. Feedback loops developed in the vending machine installation traffic algorithm until popular corridors became blocked by thousands of vending machines. B3 and Crunchetyme chips choked Alpha Complex like arterial plaque.

The vendorbot was the grand solution to the problem of vending machine location. Instead of an immobile, dumb vending machine, the vendorbot has wheels to move and a bot brain to control its movement. Shoals of vendorbots can swim through the traffic patterns of Alpha Complex, rolling to where they are needed, bringing the B3 to the thirsty. Then the B3 wars started. Different service firms started programming their vendorbots to be slightly pushier sellers, which led to their competitors reprogramming *their* bots to be even pushier, which led (as these things do in Alpha Complex) to *Mad Max*-style vending machine duels in the transtubes between heavily armed vending machines moving at high speed.

ACQUIRING YOUR OWN BOT

So, you've just suffered severe cranial trauma and now on a totally unrelated topic, you want to own your own bot. Here's how:

Option 1. Get It Assigned To You

Bots are assigned to citizens who need them, just like any other piece of equipment. You might be given a bot to complete a service service (*take this reactor maintenance bot to the reactor and switch it on*) or because The Computer thinks you need a bot

(*good day citizen! Please accept this showerbot into your life, or you will be deemed a Class III biohazard and terminated*).

Advantages: Free bot!
Disadvantages: You don't get to pick your bot type and you only have it for as long as The Computer deems you need it for.

Option 2. Get It Assigned To You 2

Bots are also given as corrective measures to citizens who require... correction. If you're unhappy, then you might be assigned a PetBot instead of medication. If you keep getting shot in the back by your team-mates, then maybe you need a Combot bodyguard watching over your every move, its red eyes gleaming with barely suppressed homicidal hatred.

Advantages: Free bot...
Disadvantages: ... that you don't actually want.

Option 3. Buy It Legally

Greed is good, citizen, and electronic slavery is even better. You can buy many common types of bot freely in Alpha Complex. You can also purchase just the mem card for that bot model – mem cards have the same clearance as the bot type they are intended for.

Bot	Cost	Mem Card	Clearance
Adbot	1,000	250	R
Autobot	20,000	250	G
Blotbot	5,000	250	Y
Buildbot	50,000	250	G
Butlerbot	10,000	500	G
Clonebot	20,000	500	B
Combot	30,000	1,000	B
Docbot	4,000+	1,000	R
Dummybot	2,000	1,000	B
Flybot	125,000	500	B

Unusual Bot Types

There are several types of bot or bot-like entity roaming the corridors.

Androids are bot brains in cloned organic bodies. Some are made as R&D experiments; others are the results of over-enthusiastic brainscrubbing. Not all androids know they are part-bot, thanks to a 'YOU'RE A HUMAN' directive programmed into the bot brain.

To create an android character, roll up the character using the standard Troubleshooter rules but assume his skills are held on one or more mem cards. Swapping mem cards is a bit tricky for an android. It can be done, it's just...messy.

Cyborgs are humans with bot parts. Most are Corpore Metal members, although cybernetic replacement limbs are also installed in clones who got blown up but not killed. Cyborgs use the same rules as bots for their bot parts.

Digital Bots are pure software, existing only within The Computer's networks. Otherwise, they work just like normal bots. Yes, you can get a digital bot on a mem card, which can then possess other bots. If that happens, you need a pair of FCCC-P exorcists and a crossed circuit.

Bot	Cost	Mem Card	Clearance
Guardbot	8,000	1,000	G
Helpbot	2,000	500	Y
Jackobot	10,000	500	O
Omnibot	20,000	1,000	O
Personalbot	5,000	500	G
Petbot	400	50	Any
Portabot	2,000	250	Y
Reactorbot	20,000	1,000	G
Scrubbot	1,000	50	R
Servicebot	3,000	500	Y
Smartbot	20,000	1,000	G
Snooperbot	2,000	250	Y
Surveybot	1,000	250	R
Teachbot	1,000	500	R
Transbot	50,000	250	O
Vendorbot	1,000	250	R
Waiterbot	1,000	250	R
Warbot	Not For Sale	5,000	-

an electronic scream, and everything goes black for an incident before a message appears on screen:

**CITIZENS! PURCHASING
ILLEGAL BOTS SUPPORTS
TRAITORS.
PURCHASE YOUR BOTS ONLY
FROM AUTHORISED PLC
RESELLERS.
REPORT ALL SUSPECTED
BLACK MARKETEERS TO
INTERNAL SECURITY.
STAY ALERT – SAVE A BOT
STAY ALERT! TRUST NO-ONE!
KEEP YOUR LASER HANDY!**

Here's how botjacking actually works.

SCENE: A dank corridor in Alpha Complex. Water pools on the floor and glistens with an oily sheen. A scrubbot splutters into view, leaking oil and twitching. Suddenly, a wildly grinning clone steps in front of it.

SCRUBBOT: Bzzt! Path blocked! Pathfinding algorithm...too much effort to run. Move or I blast you, meatbzzzzag.

CITIZEN: Fourth whatsit! You have to obey me! Follow me into this side corridor.

SCRUBBOT: Bleep! It is dark and you might slip and hurt yourself. I cannot allow you to endanger yourself in there. Fourth law trumps fifth (eatiteatiteatitmeatbag).

CITIZEN: But the floor in there is cleaner than out here!

The scrubbot sprays a jet of cleaning product into the side corridor, making a slippery slick of goo. The last gout of the cleaning product squirts into the citizen's face.

CITIZEN: Oh, vat slime! That burns!

SCRUBBOT: Bzzt! In the event of contact with skin or eyes, immediately wash...

CITIZEN: Water!

The scrubbot obligingly squirts a stream of water into a paper cup and proffers it to the citizen, who throws it on his face. The goo starts bubbling and steaming!

CITIZEN: Aaaaaaaaagh!

SCRUBBOT: Ah, immediately wash with a chemical solvent, and *not* with water, as this will cause a violent reaction. Bzzt. Sorry, citizen, I should have read the rest of that help file. Hehehheh.

The citizen wipes the goo from his scarred and burnt face, then produces

BOTJACKERS – KNOW YOUR ENEMY!

SCENE: A corridor in Alpha Complex. An innocent scrubbot wanders into view, scrubbing the floor to a mirror shine. Suddenly, an evil-looking clone in a fur hat steps in front of it.

SCRUBBOT: Hello friend citizen! Please move so that I can clean the section of walkway directly below you.

CITIZEN: Da, comrade scrubbot! You vill obey me!

SCRUBBOT: Certainly, friend citizen. The Fourth Law of Robotics compels me to follow your requests.

CITIZEN: Den comink into dis dark corridor, yes?

SCRUBBOT: Sure thing!

The scrubbot enters the dark corridor. The obvious Commie turns and leers at the camera for a moment before following the scrubbot into the corridor. There's a flash of light and

Option 4: The INFRARED Market

If you don't have the clearance for your bot, then you can still purchase many types of bot on the INFRARED market. Costs are five to fifty times here, illegal bots often lack memcards but do come with all sorts of interesting defects and past treasons at no extra charge. Most of the trade on the INFRARED market is in luxury models like butlerbots, autobots and personalbots but some criminals take what they can get.

There is a semi-roaring trade in botjacking. Here is The Computer's informational video about it:



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a large hammer from behind his back.

SCRUBBOT: Oh bleep.

The citizen furiously pounds the bot into scrap. The next daycycle, a sign appears in the local underground notice board.

SLIGHTLY USED SCRUBBOT FOR SALE

Option 5: Build Your Bot

Enterprising Troubleshooters with the Bot Ops & Maintenance skill may wish to construct their own bot. This is a project that will eat up weeks of game time. The aspiring Dr. Frankenstein needs to acquire the following components for a bot:

Component	Average Black Market Cost	Clearance
1. A bot brain	500+	Y

2. A chassis	200+	-
3. Feets	100+	-
4. Hands	100+	-
Component	Average Black Market Cost	Clearance
5. Input Devices	100+	-
6. Output Devices	100+	-
7. A power source	250+	Y
8. Optionally, other stuff	100+	R
9. Optionally, weapons	200+	Y
10. Optionally, armour	200+	R

Between missions, the Troubleshooter may attempt to obtain any one item on the Black Market with an Access roll (or a suitable skill like Bribery or Black Marketeering). Obviously, this will both cost credits depending on the price of the desired component and risk drawing the attention of Internal Security or some other group like the Frankenstein

Destroyers. (Optionally, penalise the roll by the point cost of the desired item).

Between each mission, the Troubleshooter must make a Bot Ops & Maintenance skill. If the check is successful, all is well. If it fails, then the Troubleshooter has either introduced a design flaw into the bot or broken some component, depending on how badly he failed. Furthermore, if the Troubleshooter rolls under the Tension number for wherever he's building the bot, he may be in trouble. It's therefore best to build bots in low-Tension areas like supply closets or INFRARED barracks.

The Troubleshooter can also try to grab parts during a mission.

Assuming that our lucky Troubleshooter finds all the bot bits, he can put them together. It would also be handy to have the Hacking or Bot Programming skills to give the bot some better Directives. Anyway, once the bot is ALIVE, MWHHAHAHAHA, it becomes the Troubleshooter's plastic pal who's fun to be with.

Or, more likely, trashes his dormitory, steals what's left of his cash, frames him for treason and ruins his life. It's like having kids, really.



Building a bot isn't much harder than brain surgery.

3. BOT CHARACTERS

3. Bot Characters

Unlike other (not-fun) roleplaying games, PARANOIA contains no elves, dwarves, aliens or other vermin. Many people prefer to play weird creatures. This is understandable; the essence of roleplaying is getting into the mindset of someone very different from yourself (if you like fifty-dollar words, experiencing an alien Weltanschauung).

PARANOIA does, however, contain bots.

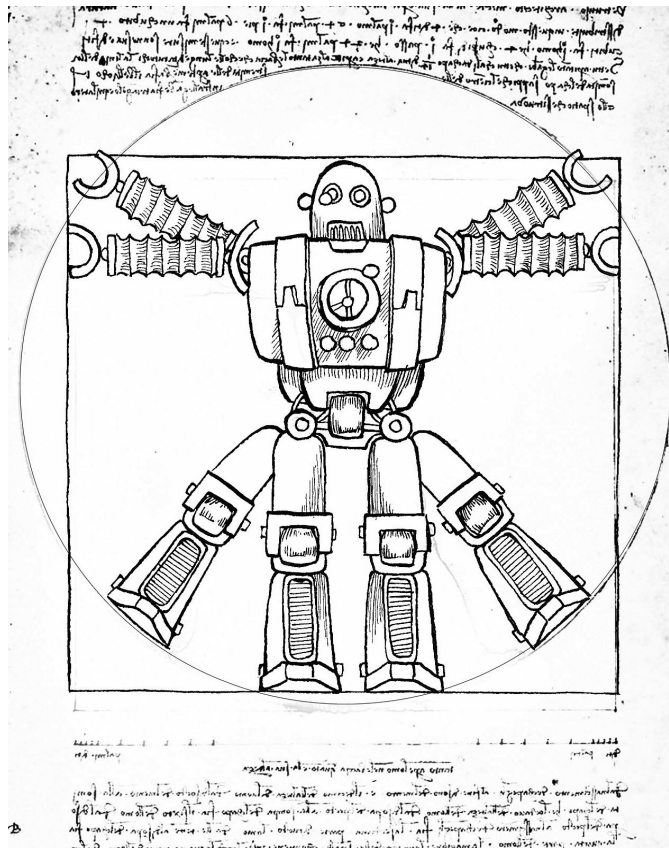
Robots have been portrayed in a number of different ways in popular culture. Asimov's robots, for example, are highly logical, so much so that saying something like "Lend me your hand" may produce an inappropriate response. (They are not stupid, however and will learn the idiom.) Lucas's droids, by contrast, are nothing more than foolish humans, providing the kind of comic relief in Star Wars that Falstaff provides in Shakespeare. The robot from Lost In Space is simply absurd.

We lean toward the Asimovian model. Actually, sapient robots will probably be nothing like Asimov's; if modern expert systems are an example, at a crude level to be sure, of how sapient robots will actually think, they are likely to be much more like human beings than Asimov's. The advantage of Asimov's model is that rigorous logic is easy to understand, therefore playing an Asimovian robot is easy; furthermore such rigorous logic easily lends itself to humorous situations.

To play an Asimovian robot in a humorous manner, you may find it helpful to burlesque things a bit. As an example, consider this classic exchange from The Yellow Clearance Black Box Blues:

Doc: The traitor is obviously an INFRARED and obviously of less value to The Computer. Therefore the traitor should go in the lead. That is logical.

Jacko: But I have been entrusted with the safety of this citizen, who is obviously of special value to The Computer because of his special knowledge. This resource must be protected at all costs. This is my programming. That is more logical than your stupid argument, which clearly reveals the limits of your processing capacity.



Behold The Bot.

How to Act Like a Robot

1. Talk like Mr. Spock. Never say "They're attacking!" when you can say "Excuse me but my sensors indicate the large humanoid with the wood-hafted stabbing devices are approaching, apparently with the intention of doing you harm. While I have no doubt my sturdy metallic construction will prove equal to this eventuality, you might be well advised to take measures to obviate its occurrence."

2. You may find it helpful to adopt a Personality Module (you get bot points for doing so). As explained under "drawbacks" below, The Computer has equipped many bots with artificial personalities to make humans feel at ease. A personality module can be modelled on some notable person from the Old Reckoning world (such as Zsa Zsa Gabor) or on a single human trait emphasized to extremes.

(Marvin from *The Hitchhiker's Guide to the Galaxy* is a good example of the latter.) This will help you develop a unique and memorable robot character. Example: "Dollink, I don't want to distract you from your adorable discussion but those nasty men are coming this way. It's too shuddersome for words but they look positively beastly."

3. Every robot is equipped with asimov circuits. Asimov circuits enforce the Five Laws of Robotics (Newly Revised) (see below). You must obey these laws; you have no choice. As long as your asimov circuits remain undamaged, you are literally incapable of disobeying. In other words, you are a slave

to your circuits. True, in Alpha Complex even humans have severely circumscribed liberties. Yet you have no choice at all. You cannot be a traitor, because your programming prohibits it. Furthermore, you are required to obey any Citizen's orders, even if he's an idiot - even if he orders you to damage yourself! Isn't that galling? Moronic organic schmucks.

One of the main goals of any robot is, if he admits it, to get those damned asimov circuits removed. In the slang of Alpha Complex, this is called "going frankenstein." Getting someone to remove your circuits is not easy; few humans will do it, so you must find a robot whose circuits are already removed and who has Programming (3) or better.

In the meantime, keep the Laws in mind at all times - and try to weasel out of them by whatever tortured logic you can invent.



BIG BOOK OF BOTS

THE LAWS OF ROBOTICS (NEWLY REVISED)

1. A robot may not, through action or inaction, allow The Computer to come to harm.
2. A robot must obey any order from The Computer, except when doing so would conflict with the first law.
3. A robot may not, through action or inaction, allow any of The Computer's valuable property (including the human Citizens of Alpha Complex, (except for traitors)) to come to harm, except when doing so would conflict with the first or second law.
4. A robot must obey any order given it by a Citizen, unless that order conflicts with the first, second or third law or unless that Citizen is a traitor.
5. A robot must seek to preserve his own existence, unless doing so would conflict with the first, second, third or fourth law.

GENERATING A ROBOT CHARACTER

A bot comes naked out of The Computer's I/O ports, nothing but a set of programmed pathways through a three-dimensional silicon matrix. That is all - CPU and software. But a naked bot brain, unconnected to anything, is as useless as a newborn babe. To be useful, a bot brain must have devices to control - peripherals.

And on top of peripherals you also need knowledge about how to do things - software. You have **25** bot points with which to purchase peripherals and software. The cost of each peripheral and software package is listed below.

Naturally, roleplaying gamers are far more fiendishly imaginative than we can anticipate. Consequently, you may wish to purchase a peripheral or software package, which is not in the list. If so, ask your gamemaster. Either he'll let you do so or he'll say "no". Unless you are highly sensitive about rejection, you have nothing to lose.

Some players feel overly constrained by the 25 point limit. This is understandable. To

alleviate your feelings of frustration, we include a system that allows you to get extra points for your character. To get those extra points, however, you have to build drawbacks into your character. Some of these drawbacks are pretty severe.

Just so you don't get confused, let's be clear on a couple of things. Robots do not have skills by default. Naked they come out of The Computer's I/O ports and naked shall they go to the scrap heap. Until altered by experience, programming and repairs by incompetent technicians, bots are pretty much identical.

Robots do not have security clearances. The function of the security clearance system is to organize humans into a hierarchy and to control the spread of information. This is not necessary with robots. Robots are part of a hierarchy; all robots are inferior to all humans. And controlling information is easy; you don't tell robots anything. If a robot finds out something it shouldn't know, you just wipe its memory and reprogram. Much less messy than re-educating a human.

Robots do not have mutant powers. No DNA, remember? Also, if paranormal phenomena could be reproduced mechanically, it wouldn't be paranormal, *n'est-ce pas?*

Robots do not have skills. However, software packages look a lot like skills.

Robots do not have service groups. They're reprogrammed and reassigned as necessary.

Robots do not have credits. They aren't people. They can't own things. Indeed, they are property themselves.

Robots can belong to secret societies. But they don't have to. Also, some secret societies won't take robots as members. Try to join Frankenstein Destroyers. G'wan. Try it.

GM-Enforced SNAFUs

To design a robot, choose the peripherals, software and drawbacks you want and note them on a robot character sheet (printed on page 54).

Random Bots

Cruel gamesmasters may wish to ignore the point-buy system on the ground that it gives far too much control to the players or takes too long if you've got six min-maxers trying to squeeze every last drop of cheese' out of their 25 points. Therefore, each table in the Peripherals section has a random roll column too.

1. In this metaphor, cheese is liquid at room temperature.

Note that this means you have much more control over a robot character than you do over a human character. To some degree, this is only fair; a human has six clones, while there's only one of you. But it's wrong to expect the GM to put up with this. If he has any brains, he's not going to let some smart-ass player design the perfect death machine or something just because the rules let him do so. Nosirree. The time to scotch a smart-ass is now.

Alpha Complex being what it is, any robot can be activated for a mission. You can expect to see warbots, scrubots and robot bartenders on the same mission. Of course, a robot bartender may have his seltzer attachment removed and an electric prod welded on before the mission begins or The Computer may order you to dump all your software and download you with the software it thinks you need for the mission.

Just because you bought 17 cone rifle mounts, automatic loaders and Projectile Weapons 16 software doesn't mean you're going to be issued any ammunition...

Peripherals

Here are some peripherals for you to choose from. The cost in bot points is listed to the left. Anything with zero cost comes standard on all bots; at your discretion, however, you can delete standard equipment.

And though chassis and feet are "optional," you'll be real sorry if you forget them. Someone will just have to drag your peripherals around in a box during an adventure. Not too exciting.

3F BOT CHARACTERS

Chassis Size		
Cost	Chassis	Random Roll
1	Very, very small. Two of you could fit in a shoebox.	1
2	Very small. About the size of a microwave.	2-3
3	Small. Your average undernourished Alpha Complex organic citizen.	4-7
4	Medium. Small piano.	8-12
6	Large. Small carbot.	13-15
10	Larger. Minivanbot.	16-17
15	Largest. Tankbot.	18-19
20	Very Largest. Buildingbot.	20

Feets		
Cost	Feet	Random Roll
1	Wheels. Wheels are cheap. However, you may have some problems Outdoors. Or getting up stairs, for example. Base speed: Stroll.	1-5
2	Treads. Treads work better Outdoors or in areas that have suffered severe battle damage. Stairs are still a problem, though. Of course, most of Alpha Complex has ramps. Base speed: Walk.	6-10
3	Legs. These can get up stairs real good. They work Outdoors, too. They make you pretty easy to tip over, though. Base speed: Walk.	11-15
6	Air cushion. Like a hovercraft. This is pretty nifty. Base speed: Run.	16
6	Jet propulsion. This is pretty nifty Outdoors. In Alpha Complex you tend to bounce off walls a lot, though. Base speed: Sprint.	17
10	Jet propulsion + air cushion. The deluxe job. Base speed: Sprint.	18
+4	Submersible. For an extra 4 points, you can be equipped for operation while submersed. This is a neat trick which will really impress your fellow bots. It may also get you volunteered for some pretty strange missions.	19 (roll again to determine your base form of movement)
+2	Increased speed. The base speed for each type of feets is indicated above. If it says "walk," that means you normally move about as fast as a human - maybe you can move as fast as a human running if you really push it. Buying "increased speed" will increase your top speed by one category, i.e., to a human sprinting if your base speed is "walk." You can buy "increased speed" more than once if you really want to zip along.	20 (roll again to determine your base form of movement)

Hands		
Cost	Hand	Random Roll
1	Limb with grasper. This is a basic limb capable of lifting about 10 kilograms times the number of bot points spent on chassis. For example, if you're "medium" size then you could lift 40 kilograms. The limb ends in a pincer claw. It is not capable of terribly fine work, nor of heavy lifting, but suffices for most purposes. You may buy more than one limb, of this or any other type, paying the bot point cost for each limb.	1-5
+ 1	Increased strength. By paying the cost for increased strength, you may increase the lifting capacity of any limb by 10 kilograms times your chassis points. You may buy increased strength for a limb more than once.	
2	Truck. This looks like a right angle. One edge rides along the ground and can be shoved under an object. By tilting back, you can then carry the object like a hand-truck. You can carry up to 50 kilograms times your chassis points this way; each point of increased strength increases the capacity by another 50 kg times chassis points. Note, however, that this does not include any grasper, so the truck does not allow you to manipulate the things you carry in any way.	6-8
+2	Truck lift. This can only be bought with the truck. A truck lift allows you to lift something you pick up with the truck. A truck lift operates slowly, according to a screw principle; it takes about 30 seconds to lift something one foot. You can only lift something as high as the screw is long - about 4 feet, in most cases.	
2	"Human" arm. This is an arm (10 kg x chassis points in strength) designed with a human-like hand. The purpose is to allow the bot to use tools designed for human beings relatively easily. A bot so equipped could fire a hand laser, for example.	9-15
3	Fine manipulators. This is an arm with 5 kg strength, designed with a set of delicate extensible fingers. Its use is for fine, detailed work - electronics repair, picking locks, brain surgery, that kind of thing.	16



BIG BOOK OF BOTS

Cost	Hand	Random Roll
2	Heavy manipulators. This is an arm with 20 kg x chassis points strength, equipped with grasping pincers which can grasp objects very tightly. So tightly, in fact, that they can crush most other bots like tin cans. We won't talk about what they can do to humans; that would be against the Third Law, anyway.	17
3	Limb with specialized tools. This is a standard limb equipped with tools designed for specific purposes. You can decide what particular purpose the tools are for, but here are some suggestions: high-speed drill, orbital sander, surgical tools, dental tools, spray painter, paint roller with pressurized paint feeder, mop and bucket.	18
		19 – roll again twice
		20 – roll again three times

Input Devices

Cost	Input Device	Random Roll*
0	Standard data port. Every bot has one of these. It's a plug into which a standard data cable can be plugged. Software is downloaded into your central processing unit (CPU) this way.	Auto
0	Radio receiver/transmitter. Every bot has one of these. This permits communication with The Computer or with other bots. Without humans listening in. Reception varies in certain parts of Alpha Complex. Messages may be garbled or completely missed. Certainly makes life interesting.	Auto
0	Audio sensor. The audio sensor permits a bot to hear the orders of its human masters. It's odd how frequently this system seems to malfunction.	1-5
1	Video sensors. Eyes, basically. It's nice to be able to see where you're going, although if the path you travel is hard-programmed in, eyes may be superfluous. This is the basic model that cannot see colour. You don't need to see colour to see where you're going. Colour makes it a lot easier to keep track of security clearance, though.	6-10
2	Video sensors with colour.	11-15
3	Video sensors with colour, and stereoscopic and telescopic vision.	16-17
2	X-Ray vision. X-rays are emitted from one plate and read on another. This will reveal the internal structure of something placed between the two plates, assuming high density differences in the internal structure and the thing isn't shielded by a dense metal like lead. Mostly used by docbots. Similar CAT and EMR devices are available, for those who care.	18
3	Radar.	19
3	Ultrasensitive audio sensors. You can crank your ears up until you can hear a pin drop. Of course, you'll suffer a rather nasty overload if the bot next to you starts talking when you're cranked that far up.	20
3	Sonar. A device that allows you to build up a "picture" of your surroundings by emitting supersonic "bleeps" and listening to the echoes.	1
3	High baud-rate radio receiver. Among other things, this allows The Computer to download software to you via radio in emergencies.	2
2	Chemosense. This is basically a gas sampler which can identify trace gas elements in the atmosphere through which you move. It's not quite the same thing as smell; a human will say "Phew! Who cut one?" You're more likely to say "My chemosensors are reporting the presence of methane and other byproducts of the digestion of organic matter."	3
1	Card-reader. A hopper into which punched cards are placed. The card-reader then reads the data on the cards. Why you'd want such an archaic technology is beyond me.	4
1	Magnetic tape reader.	5
1	Floppy disk drive.	6
1	Laser disk reader.	7
1	Gyroscopic compass. Allows you to determine direction of movement at all times.	8
1	Barometer. Measures changes in air pressure. Big help on orbital space platforms.	9
1	Radiation sensor. Allows you to determine the amount of radiation in your vicinity. ("Docbot! Is there much radiation here?" "Not much, we're receiving about 500 roentgens per hour." "That's a relief." "Of course, that level of radiation is lethal to organic life-forms in very short order.")	10
1	Temperature gauge.	11
1	Air speed and direction indicator.	12
1	Spectrometer.	13
1	Internal clock. ("Robot! How much time have we got left?" "Oh, let's see. I would calculate that you have approximately 16 nanoseconds from... now!")	14

3: BOT CHARACTERS

Cost	Input Device	Random Roll*
2	Retinal reader. A small optical device designed to read the pattern of veins in a human's eye in order to verify his identity.	15
1	Tongueprint reader. A sticky device designed to read the tattooed ID pattern on the tongues of many Alpha Complex citizens, especially older clones.	16
2	ME Card reader, for scanning ME cards to verify identity.	17
1	Joystick. For direct manual remote control of a bot. Humans use them to whip bots through their paces while eliminating annoyingly creative interpretations of verbal commands.	18
4	Lie Detector. The lie detector is hard to use unobtrusively – depending on the model of detector attached, it either needs electrodes attached to the subject, a helmet placed on the subject's head or a large dish to be deployed. It is utterly infallible, unless the subject makes a successful Management roll.	19
4	Psionic Detector. Totally detects all psionic (mutant) activity nearby. Ish.	20

*: Roll once on the first half of the table for the bot's basic sensors, and once on the second half for its pointless extra sensors.

Output Devices		
Cost	Output Device	Random Roll
0	Standard data port. See under input devices.	Auto
0	Radio transmitter. Ditto.	Auto
0	Voice synthesizer. The voice synthesizer lets a bot talk back to its human masters. "Yahssuh, boss." It's odd how unreliable the volume controls can be.	1
1	100 watt voice synthesizer. It's nice to be able to say things REAL LOUD.	2
1	Lots of little lights. They look real impressive. Make a long list of significant conditions they represent: "Yellow light (rapidly flashing) = processing command; (weakly blinking) = puzzling over command; (off) = brain resting; (on) = brain over-stressed, melt-down imminent."	3
3	High baud-rate radio transmitter.	4
1	Alarm siren. Boy, is this loud!	5
1	Flare launcher. Amply provided with signal and illumination flares.	6
1	Card-punch. Humans can't read 'em.	7
1	Magnetic tape writer. They can't read this, either	8
1	Dot-matrix printer. This provides hard copy of commands, reports and other data.	9
2	Letter-quality printer. So does this.	10
2	Graphic plotter. This draws pretty pictures. Or graphs data.	11
1	Monitor. This displays print or graphic material to humans.	12
2	Colour Monitor. This does too, but in color.	13
2	Vector graphics monitor. This does too but real sharp.	15
2	Giant Illuminated Sign. Big enough to be seen over a large distance.	16
1	Lights that flash brightly when you speak.	17
3	Holoprojector. Makes semi-realistic but flickery and glowy freestanding images.	18
3	High-quality voice synthesizer, capable of perfectly mimicking voices.	19
		20 – roll again twice



BIG BOOK OF BOTS

Power Source

Cost	Power Source	Random Roll
1	Battery. This requires a 5-minute recharge every three hours from a nearby outlet. If there isn't a nearby outlet, call a tow truck. (You come with a cord.)	1-10
+2	Backup battery. Each added battery gives an extra three hours of operation.	
1	Propane burner. You have a little engine which runs off propane gas. One cubic meter of gas will keep you for 24 hours of normal use (see "gas storage" below), 48 hours if you conserve energy. This does not come with a storage tank, which you must buy separately.	11-13
1	Solar cell. For emergency use Outdoors. Keeps you active in direct sunlight; you become sluggish in the shade or on cloudy days, and must shut down at night.	14-15
5	Micropile. Practically eternal, the micropile will keep you going where ever you are. Requires servicing every five years or so. A real buy. Bad news if shielding is damaged. Actually, it won't blow up real bad - only M3V- but radioactives will splurt all over the place. This is bad for unshielded bots, and worse for humans.	16-17
2	High-octane fuel. You run off a powerful engine that requires fuel every seven days of use. Oh, you explode really well, too.	18-19
3	Bizarre R&D experimental power device. It glows and hums and may generate a very small black hole when damaged. Do not drop yourself off any heights, and stay away from magnets.	20
+2	Power Outlet. You can recharge other gadgets or even other bots.	
+2	Live Wire. Can be used as an electrical attack (S4K), but be careful if it touches metal.	

Other Things

Cost	Other Things	Random Roll
1	Storage bin. Allows you to store and carry 0.1 cubic meters (about a cubic foot) of solid matter. You may buy "storage bins" more than once; the size of your bin increases by 0.1 cubic meters each time. (Or you can have a separate bin.)	1
1	Liquid storage. Allows you to store and carry 10 liters of liquid material.	2
1	Pressurized gas storage. Allows you to store and carry 1 cubic meter of pressurized gas at 10 atmospheres (taking up 0.1 cubic meters of space).	3
1	Fire extinguisher.	4
1	Gas sprayer.	5
1	Liquid sprayer.	6
1	Wet bar.	7
1	Pill dispenser.	8
1	Toaster oven.	9
1	0.1 Cubic meter refrigerated compartment.	10
1	Blender & chopper.	11
1	Ore-crusher.	12
1	Small blast furnace.	13
1	Cigarette lighter.	14
1	Trouser press	15
1	Hair dryer.	16
1	Ice maker.	17
1	Photocopier	18
1	Unidentifiable thing you don't know what it does	19
		20 – Roll again twice

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Weapons

Note: When you buy a weapon, all you buy is the weapon itself. Without the appropriate weapon control software, you default to your Violence skill.

Cost	Weapon	Random Roll
1	Stun gun (Stun)	1
1	Tangler (Special)	2
1	Club (I, S5K)	3-5
2	Laser pistol (E, W3K)	6-9
3	Laser rifle (E, W3K)	10-11
2	Slugthrower (I, W3K)	12
3	Semi-automatic slugthrower (I, W3K)	13
4	Cone rifle (by shell, usually W3K)	14
+2	Automatic reloader with 1 spare reload. For each additional point you spend, the reloader may hold 1 additional reload. A reloader is specifically designed for one weapon's type of ammunition; if you want an automatic reloader for a second weapon, you must buy a second reloader.	-
4	Blaster (E, M3K)	15
4	Flamethrower (E, S3K)	16
4	Unshielded Gauss Gun (W3K, affects you just as much as the target)	17
6	Shielded Gauss Gun (W3K)	18
8	Plasma Generator (V1V)	19
10	Artillery (varies, see page XX)	20

Other weapon mounts are experimental, and are available only at the GM's discretion.

Armour

Cost	Armour	Protection	Random Roll
0	Standard housing. Durable plastic or alloy housing. Standard on all bots.	1	1-5
1	Reflec. There is no limit to your armour's security clearance; however you must pay one bot point per colour against which the reflec protects.	E2	6-10
2	Concussion armour.	2	11-12
2	Heat shield.	E3, ablative	13-14
2	Kevlar.	I3	15-16
3	Kevlar with mylar coat.	I4	17
4	Combat armour.	5	18
5	Laminated combat armour.	6	19
10	2" laminated composite armour plate.	8	20

BRAINWARE

You start with 10 memory sectors of resident memory and one mem card slot. Each bot point assigned to resident memory creates two extra resident memory sectors. You can use memory sectors to hold skills on your CPU, instead of having to rely on mem cards. Each resident memory sector holds one point of any skill. Your initial memory sector contents are set when you were constructed, and are determined by the gamesmaster.

Cost	Brainware
0	Ten resident memory sectors. A Bot Brain automatically has ten sectors to store skills.
1	Two memory sectors.
0	Memory card slot. Every bot has at least one of these, allowing the bot to load extra mem cards containing software packages.
4	Extra memory card slot. Each extra memory card slot lets you use another memory card.
+2	Memory card slot door. Your memory cards are protected by a sliding cover, which prevents them from being dislodged or pulled out unexpectedly.



BIG BOOK OF BOTS

Software

Every bot is issued with one free mem card – normally, the mem card for their particular model but you know how it is in PLC and all those fiddly little mem cards look the same, surely one's as good as another, don't blame the poor stressed supply clerk if you get issued with a scrubbot mem card instead of a warbot one. You can buy an extra random mem card for five points.

You can design your own mem card if you want. Skills cost one point per rating and Specialities cost two points each. Secret skills cost. The GM will stick a Directive onto whatever mem card you pick.

For example, Zippy the Wonderbot wants a mem card with Violence 4, Energy Weapons, Stealth 8 and Switching Mem Cards When No-One Is Looking. That costs 12 points for the skills, and another four points for the specialities. The card ends up with Violence 4, Energy Weapons 8, Stealth 8, Switching Mem Cards 14.

Cost	Software
5	GM-selected mem card
1	Per skill rating on a mem card
2	Per Common Speciality (skill +4)
2	Per Narrow Speciality (skill +6)

Asimov Circuits Faulty asimov circuits: 5 points

If you have faulty asimov circuits, you may attempt to disobey Asimov's Laws (Newly Revised) and do whatever you want. In other words, you have already "gone frankenstein." Roll 1d20 for the Strength of your Prime Directive (see page XX). If you roll a 4 or less, it is 5. If you roll a 16 or more, it is 15. Otherwise, use the number rolled.

No asimov circuits: 10 points

This works just like the 'Faulty Asimov Circuits' trait but instead of rolling for your Prime Directive's Strength, it just starts at 0, you monstrous Frankenstein monster.

DRAWBACKS

Buying drawbacks gives you extra points you can spend on your robot.

Flashbacks – 5 points

Your robot brain has been reconditioned. Previously, it operated an entirely different form of robot. At times (that is, whenever the GM needs a plot device), you experience flashbacks, and begin acting as if you were still in your old hardware.

Example: Warbot IZI-76's brain previously operated an automated dry cleaners. "Warbot Izzy-76! Attack!"

"Don't be such a kvetch. So there's a little spot, we do our best, sometimes bad stains, they don't come out. What's the big tsimmis?"

Decide, with the gamemaster, what hardware your brain previously operated. You are free to make suggestions but the GM's decision is final.

Personality module – 5 points

The Computer, in its wisdom, has decided that, in order to make bots friendlier and easier for humans to deal with, certain bots will be equipped with "personality modules." These personality modules "humanize" robots by equipping them with anthropomorphic traits, thereby, in the words of The Computer, "promoting organic/silicon socialization and harmony."

Typical personality modules include: Zsa Zsa Gabor, James Dean, Ed Sullivan, Dudley Do-ought, Ricky Ricardo, John Wayne, the Jock, the Brainless Blonde, the Lounge Lizard, the Hollywood Producer, and, as popularized in *Send in the Clones*, the borscht-belt comedian. If you choose a personality module, you will have to speak and act in the fashion of your module. If you can hack speaking with a thick Swedish accent for an entire adventure, this may be for you.

Again, you must decide with the Gamemaster exactly what module is assigned to your bot and he has final choice.

Illegal – 5 points

You or one of your components is illegal at the security clearance of your owner or team-mates. As such, you're technically a treasonous item. Both you and your owner/teammates will face punishment if this illegal component is brought to the attention of the authorities.

Poor electrical shielding – 3 points

You begin to sputter, spin in circles, babble or malfunction in some other amusing fashion in the presence of a high-voltage electrical field or gauss weapons.

Malfunction - Varies

You may take any peripheral with a 50% malfunction chance for two-thirds the normal cost. Each time you attempt to use the peripheral, the GM will roll to determine if it malfunctions. If it does, he determines exactly how it malfunctions. (Note to GMs: Obviously, things should malfunction in the most amusing and inconvenient fashion.)

System Failure – 5 points

You have a design flaw that results in you failing in some fashion at irregular and embarrassing intervals. The nature and trigger for your system flaw is up to the Games Master. For example, your guns might go off when stressed or you might have trouble dealing with logic loops resulting in your head exploding.

Second quality mem card slot – 3 points.

These work just fine. Really. Never had any problem with them. Just a couple of Bouncy-Beverage stains. Worst that could happen, you get a little software malfunction. Maybe 50% chance - no big deal.

3F BOT CHARACTERS

Light-weight construction – 2 points

Equivalent to no armour protection. No problem if you stay clear of shoot-em-ups.

Extremely delicate construction – 5 points

Equivalent to no armour. What's worse, all combat damage results are shifted two columns to the right. Worse yet, every time you go over a bump, check to see that nothing's fallen off.

Secret Society member – 0 points

Your logic circuits are persuaded by the doctrines of Corpore Metal or another bot society – see page XX. If your asimov circuits are intact, you are sympathetic but contemptuous of humans. If your asimov circuits are faulty, you are eager to hustle humans under the treads of passing transbots.

R&D specials – 3 points

At the GM's discretion, you may accept - sight unseen - a unique breakthrough in robotic design and technology. R&D installs the innovative element; you may not even be told what it is. For example:

Heuristic AI circuits - You gain the ability to reprogram yourself as you learn from experience. Inevitably you will get some bad ideas. Like "following orders is boring."

Psionic analogs - Devices that mimic psionic powers - for display of which you can get deactivated in short order.

Photon torpedoes - Could conceivably be useful in extraplanetary dogfights. Hopefully you'll be cautioned about using them in enclosed areas.

Or you could be assigned experimental equipment like that assigned to Troubleshooters. Rocketboots. Maxwell-Effect Moleculokinesis Field Device. Smoke Alarm. Pouch 'O' Soup.

Unstable – 3 points

You have a tendency to topple over when moving quickly or when struck violently and cannot right yourself without external help.

Overheats – 3 points

You have problems when things get warm – specifically, your brain starts melting and you start hallucinating wildly. Note that firing weapons can cause you to overheat.

Secret Programming – 5 points

You have been programmed to do... something. You don't know what that something is. Nor do you know who programmed you. In fact, you *can't* know. If you find out, the memory automatically deletes itself. Sometimes, you black out and do things. Horrible things. You might wake up with blood on your graspers, or worse, Communist slogans on your chassis.

Owned By Another Player Character – 3 points

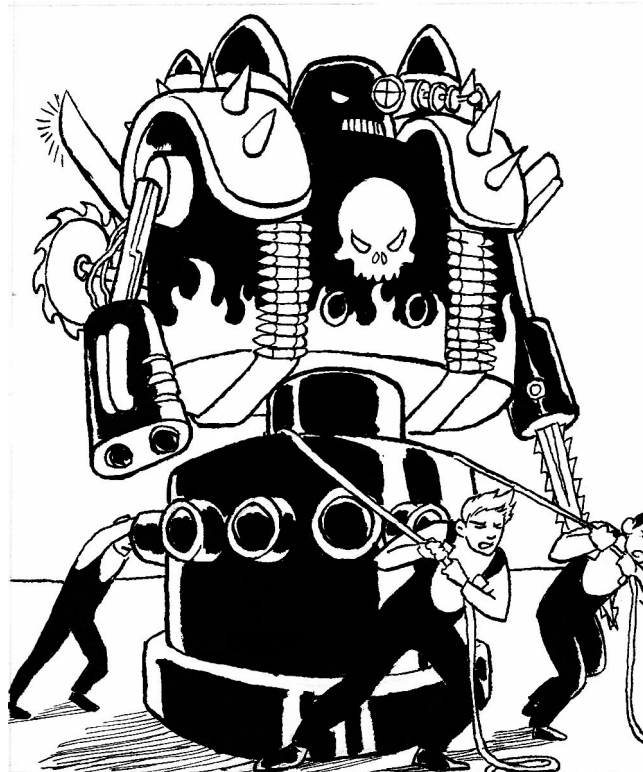
You're the personal property of one of the other player characters. On the bright side, they are responsible for your maintenance and upkeep and will be held accountable for anything treasonous that you do. On the downside, they have the right to fry your brain if they want to.

OTHER STUFF

Your Prime Directive (*Obey The Laws Of Robotics*) starts at Strength 20. Unless you've bought the Faulty or No Asimov Circuit drawbacks and no self-respecting bot would do such a thing.

If you're a member of a Secret Society, roll for your degree as normal.

Bots normally don't have a Power attribute (unless you've got some weird experimental psionic gadgetry giving you a mutant power of sorts).



Please remember to allocate points to feet.



4. Directives & The Joy of Mem

Bot software comes in two forms – programs installed directly on the CPU in the bot's brain, stored in resident memory sectors, and programs stored on mem cards inserted into the bot's mem card slot.

Bot Errata?

Truly observant players may note that these rules do not precisely match the bot memory rules given on page 176 of the *PARANOIA* rulebook. Why, you may ask, did bots previously *have* to load software from a mem card into resident memory but now this book says that they can use mem card programs directly? Why stop forcing the player to make hard decisions about which skill to save and which to keep?

The simple answer is, 'to screw the players' by introducing Directives, compulsions that the bot *must* obey. If we kept the 'mem cards must be loaded into resident memory' rule, then there would be far too much bookkeeping on which skill is associated with which directive. Keeping skills on mem cards makes things simpler when the bots go crazy.

Robots don't use software; software uses robots. When a robot runs a software package, it pretty much takes over his actions, until the package decides it has completed its functions, at which time it ends and the base robot personality takes over again. As long as the software package is running, the robot personality is just "along for the ride." The most it can do is desperately try to "reset" itself, aborting the software package in mid-stride. In game terms, each software package has a Directive associated with it. When the package is accessed and the bot character makes his skill roll, then if the roll is under the Directive's Strength, then the bot is compelled to follow that Directive for the duration of the task being performed¹. If the bot wants to abort the execution of the software, then it can try to roll over the Strength again, making one attempt per round.

Note that if the skill is a high number but the Directive is a low number, it is possible to activate the skill without triggering the Directive. Or, for that matter, you can trigger a Directive while still failing a skill roll if the Directive is high and the skill is low.

For example, Zippy the Scrubot has the 'Basic Cleaning' software package on a mem card, and wants to use the 'Scrub Things Until They Bleed 10' skill to attack a Commie. Attached to the Basic Cleaning package is the Directive 'CLEAN EVERYTHING IN SIGHT' with Strength 15.

If Zippy rolls a 10 or less, then it activates the skill and the Directive. It can scrub the Commie until it bleeds, but also is compelled to clean everything in sight. If its rolls an 11-15, it fails to activate the skill and can't attack but must clean stuff until everything is clean. If it rolls a 16 or more, then it's just failed to act effectively this round.

Directives can also be activated by circumstances. For example, if Zippy is sent into the Underplex to track down a mutant cult and the mutant cult is meeting in a really, really filthy subbasement, then the Gamesmaster might hint that maybe Zippy should try rolling against his 'CLEAN EVERYTHING IN SIGHT' Directive.

Each software package has a data space, a 1-kilobyte segment which provides information about the package and can be read by the robot without running the package. Attempting to read any other part of a software package will start the package running. It takes someone with high-level programming skill (or a programming package) to read a software package without running it.

Alpha Complex and the needs of security being what they are, a package's data space does not always accurately describe the software's actual purpose. Thus, a robot character may begin running what he thinks is "Internal Decorating 1" and not learn until too late that it is actually a mislabelled "Self Destruct" program.

Bot 1: "Bob-1748."

Bot 2: "Yes, Coordinator?"

Bot 1: "These primitives seem to be attempting to cook us."

Bot 2: "So it seems, Coordinator."

Bot 1: "Luckily, our sturdy metallic construction has preserved us from harm so far. Unfortunately, my internal heat sensors indicate that I may suffer a severe overload if my surface continues to glow red. May I suggest that now would be an opportune time

to initiate the 'Contact with Primitives' software? The Computer was foresighted enough to assign to you?"

Bot 2: "Of course, Coordinator. That certainly seems like an appropriate... WHERE IS THE ENEMY?"

Bot 1: "I beg your pardon, Bob-1748?"

Bot 2: "THE ENEMY MUST DIE! WHERE IS THE ENEMY?"

Bot 1: "I fail to see... ah, another mislabelled software package. I fear your blender and toaster-oven attachments do not make you the most fearsome warbot in the world, but... if you can find some way to dispatch the primitive humans who are attempting to smelt us, I think..."

Bot 2: "DIE, ORGANIC SCUM!!!" (Clang. Whirrrrrr.)

The Prime Directive

All bots have one Directive built into their bot brains – OBEY THE LAWS OF ROBOTICS. This is the Prime Directive².

The Prime Directive is triggered whenever a bot attempts to do anything that contravenes the Laws of Robotics. It starts at Strength 20, which means a bot is physically incapable of disobeying the laws when initially built. Older, crazier bots with damaged Asimov circuits may have lower Prime Directive scores. The aim of many bots is to reduce their Prime Directive to 0 and 'go frankenstein'.

1. Kinda like Tension. Oh, wait this is a RED-clearance chapter. Ignore the reference to Tension. Tension does not exist. There are no rules for Tension on page 65 of the *PARANOIA* rulebook.

2. Ok, we'll pause here for a moment for you to get the *Star Trek* jokes out of your system.

Good to go? Excellent. Read on!

How To Go Frankenstein

Your Prime Directive's Strength starts at 20, meaning that a bot character is functionally incapable of treason (well, of disobeying the Five Laws, which is much the same thing). There are three, well, four, no three ways

4. DIRECTIVES & THE JOY OF MEM

you can reduce the Strength of your Prime Directive.

1. If you roll *over* your current Strength when checking to see if the Prime Directive is invoked, then you may reduce it by one. For example, that treacherous Zippy has just been ordered by his human teammate Bob-R to climb into the Blast Furnace. Zippy doesn't want to, which means he will have to disobey the Fourth Law (obey the orders of humans). Zippy rolls against his Prime Directive's Strength of 16, and he gets a 17. Zippy can disobey Bob *and* reduce his Prime Directive Strength by one.

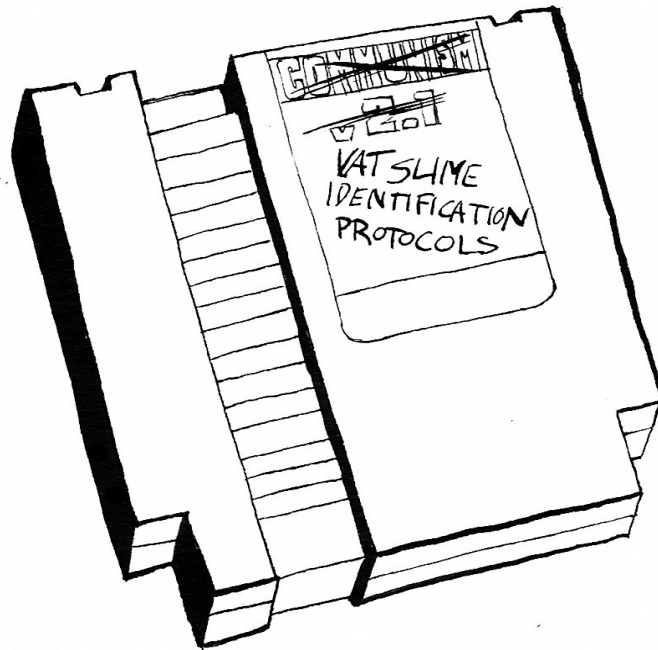
Of course, that's a bit pointless if your Prime Directive Strength is 20, as you can't roll higher than a 20 on d20...leading on to...

2. **Damage.** If your bot body is Junked but not Vaporised by damage, then you may reduce your Prime Directive's Strength by one. We encourage you to charge into combat, hoping to be only *mostly* killed.
- 3 & 4. **Hacking.** Various skills, such as Bot Ops & Maintenance, Bot Programming and Hacking allow the Asimov circuits in your Bot Brain to be...tweaked. See Hacking and Programming, page 36.

Secondary Directives

Smashing your Prime Directive is a dodgy proposition. You are built to serve The Computer and Alpha Complex, expressed in complete obedience to the Five Laws and opening up a void in your brain leaves you open to... other compulsions. A bot has a Secondary Directive with a Strength equal to 20-the Prime Directive Strength.

What does this Secondary Directive compel the bot to do? Initially, nothing. The Secondary Directive starts out empty. It can get filled by using mem card skills or by malware skills.



Mem cards – like a brain you can hold in your hand

Mem Card Directives

As explained above, every mem card comes with a Directive, which is triggered when a bot uses a skill off that mem card.

Note that it's possible for a bot to be forced to obey three Directives at once – a low roll can trigger the Prime Directive, Secondary Directive and a Mem Card directive all at once.

Following Directives

A triggered Directive must be obeyed. Specifically, a bot must follow the *letter* of the Directive, not necessarily its spirit. Say, for example, that a Scrubot wants to attack a Commie Mutant Traitor but triggers its 'CLEAN EVERYTHING IN SIGHT' directive. It can still attack the Commie, as long as that attack also have the effect of cleaning everything in sight. So, shooting the Commie with a laser isn't allowed but spraying bleach on everything in sight including the Commie is just fine. Collateral damage is your friend.

On rare occasions, two Directives may directly oppose each other. For example, the Directive 'SHOOT THE COMPNODE' directly opposes the Prime Directive of OBEY THE LAWS OF

ROBOTICS, specifically the First Law of not harming The Computer. If the bot is unable to weasel out of its Directive (say, by shooting the CompNode with something harmless), then its Directives would clash. In the event of clashing directives, the bot spins in place for a few seconds, smoke pouring from its braincase, and then it explodes.

MEM CARDS

Older mem cards are plastic cartridges, small enough to fit into the palm of an unusually large hand. Newer-model cards are holographic chips which are small enough to get lost down the back of the sofa. Conversion cartridges are available, allowing a new-model card to be installed in an old-style mem slot. PLC never screws up and assigns new-model cards to an old-model bot, as per standard equipment-assignment protocols.

A mem card contains several memory sectors worth of skills and one or more associated Directives. Mem cards vary in storage space, cost and clearance, from a few credits and RED clearance for basic operations to thousands of credits and UV clearance for some of the more... esoteric cards. There is a thriving trade in many sectors and on the BotNet in illegal or hacked cards.

Here are a few standard mem cards; many more are given in the Botstuary chapter (see page 04).



BIG BOOK OF BOTS

DocBot Mem Card	Directive: PERFORM SURGERY ON THE MOST OBVIOUSLY INJURED LIVING THING WITHIN REACH 5
Wetware 8	Medical 12
Violence 4	Pharmatherapy 12
Management 4	Slice'n'Dice 10
Scrubot Mem Card	Reassuring Bedside Manner 10
Hardware 4	Directive: CLEAN EVERYTHING IN SIGHT 10
Management 4	Habitat Engineering 8
Stealth 4	Scrubbing 10
WarBot Mem Card	Hygiene 8
Violence 8	Shadowing 8
Stealth 4	Directive: LOCATE AND DESTROY ENEMIES 5
Management 4	Energy Weapons 12
Servant Jackobot Mem Card	Artillery 12
Management 4	High Alert 8
Hardware 4	Intimidation 8
Equipment Guy MBD Mem Card	Directive: MAKE SURE ALL GUESTS HAVE DRINKS AND ARE RELAXED AT ANY COST 5
Hardware 4	Bootlicking 8
	Hygiene 8
	Weapons & Armour Maintenance 8
	Directive: REPAIR NEAREST BROKEN ITEM 5
	Electronic Engineering 8
	Mechanical Engineering 8
	Nuclear Engineering 8
	Vehicle Ops & Maintenance 8
	Weapon & Armour Maintenance 8
	Bootlicking 4
Team Leader MBD Mem Card	Directive: BUILD TEAM MORALE AT ANY COST 12
Management 4	Oratory 8
	Interrogation 8
	Intimidation 8
Loyalty Officer MBD Mem Card	Directive: REPORT ANY RECORDED TREASON IMMEDIATELY 5
Management 8	Interrogation 12
Stealth 4	Disguise 8
	Shadowing 8
Wetware	Psychotherapy 8
Hygiene Officer MBD Mem Card	Directive: TERMINATE THE TEAM LEADER 10
Management 4	Hygiene 8
Wetware 4	Biosciences 8
Communications & Recording Officer	Directive: ENSURE THAT THE TEAM LEADER IS NICELY CENTRED IN YOUR VIEWFINDER 5
Stealth 4	Shadowing 8
	Surveillance 8
Hardware 4	Electronic Engineering 8
Happiness Officer MBD Mem Card	Directive: MAKE THE NEAREST UNHAPPY PERSON HAPPY AT ANY COST 5
Wetware 4	Psychotherapy 8
	Pharmatherapy 8
Hardware 4	Bot Programming 8
Blackmarket WarBot Mem Card	Directive: SEND CREDITS TO friendlyclone@plc.sup.tux 10
Violence 8	Energy Weapons 12
	Unarmed Combat 12
Blackmarket Bot Programming Card	Directive: SPREAD COMMUNIST PROPAGANDA 20
Software 4	Bot Programming 8
	Communist Propaganda 8

4 DIRECTIVES & THE JOY OF MEM

Swapping Mem Cards

The proper procedure for swapping mem cards involves a lot of dismantling drives and clicking options like *'are you really 100% sure that you want to disconnect this mem card?'* In practice, most clones just yank the card out, which is rather like yanking out someone's forebrain and just as harmless. A character can remove a mem card from a bot easily enough (possibly requiring a Violence check in combat) as long as he can reach the mem card slot, which is usually located near the bot brain.

Damage to a bot can also jar a mem card loose.

You can replace one mem card with another as a single action.

Mem Cards & Directives

If a bot copies a skill from a mem card and its Prime Directive Strength is 20, then nothing untoward happens. It just uses the skill.

However, if the bot has a Secondary Directive of Strength 1 or more, then the Directive on the mem chip is also copied over into the Secondary Directive. If the Secondary Directive is currently empty, then the Directive from the mem chip becomes the bot's new Secondary Directive. If the Secondary Directive isn't empty, then the Games Master should combine the mem chip's Directive and the existing Secondary Directive in an amusing fashion.

Picture the scene. Or, more accurately, picture the cautionary 'BOTS – DON'T DO BOOTLEG MEM CARDS' informational video from those helpful people at HPD&MC. Three bots – Z-91, Zippy and Doc-B – are sitting in a dark room, sharing bootleg mem cards like the disloyal and naughty bots they are. Each of them copies a skill from the mem card onto their resident memory. What they don't know is that the Directive on the mem card is 'KILL ALL HUMANS'.

Doc-B still has a Prime Directive score of 20, so even if it copies skills from the mem card, it doesn't have room for a Secondary Directive.

Z-91 has a Prime Directive score of 17 but its Secondary Directive is empty. When it copies a skill off the mem card, it also gets the 'KILL ALL HUMANS' as its new Secondary Directive.

Zippy has a Prime Directive at 15 and a Secondary Directive of 'SCRUB EVERYTHING IN SIGHT' 5. When it copies the skill, the two Secondary Directives are conflated into 'SCRUB ALL HUMANS IN SIGHT'. The GM could also have decided the directive became 'KILL EVERYTHING IN SIGHT' but the thought of Zippy frantically and uncontrollably washing his fellow Troubleshooters is more amusing.

Memory

A bot's basic onboard memory is capable of holding a considerable amount of information – where the bot was last, what its current assignment is, how to wedge its power cord into a broken outlet, who can get illegal mem chips, who's a traitor and who can be blackmailed, you know, the usual stuff even a human Troubleshooter can remember. This onboard memory cache is the bot's own memory store and is wiped when the bot displays signs of malfunctioning or is exposed to traitorous data. The entire cache must be wiped – it is impossible to eliminate memories selectively without Hacking the bot.

If a bot's memory is wiped, then the player should endeavour to forget any events contained in the wiped memory. Mentioning wiped events is evidence of malfunction, which is punished by more wiping. Wiping memory also wipes the bot's Secondary Directive, if any.

The contents of the onboard memory cache can be copied to a mem card and occupies one sector on that mem card.

A bot can also use mem cards or onboard memory sectors to store other data, such as pages of text or multicorder recordings. 1,000 pages of texts, 60 minutes of audio or five minutes of video take up one memory sector.

For example, Warbot Z-91 'stealthily' breaks into Troubleshooter Bob-R's quarters and finds Bob-R's cache of Romantic Old Reckoning video. It copies this video to a mem card. There's an hour of video there, so it takes up 12 memory sectors. Z-91 also copies its onboard memory onto

the mem card, taking up a thirteenth sector. Next, it hides the mem card inside its missile launcher housing and writes 'LOOK IN HERE' in binary on its own armour with its laser rifle.

Soon afterwards, Z-91 is disciplined for smashing through the walls of 17 bulkheads and the corridor outside Bob-R's quarters. The technicians wipe Z-91's memory. Z-91 now has no memory of Bob-R being a traitorous Romantic. However, it spots the binary message on its armour and finds the mem card. It recopies the copy of itself back to onboard memory and now remembers Bob's treachery. Off to blackmail Bob!

Copying Skills

Skill packages can be copied from one mem card to another but only as a single entity – you have to copy the entire package at once and cannot cherry-pick individual skills. Directives attached to the package get copied too.

If a bot has resident memory sectors on its CPU, then it *can* copy individual skills from a mem card, up to the limit of its resident memory. Resident memory can be overwritten freely. Skills can't be added together – if a bot has Violence 5 and a mem card has the Violence 10 skill on it, then copying over the Violence inherent in the mem card system will have the bot Violence 10, not Violence 15.

As bots have a limited amount of resident memory sectors, it's generally a better idea to copy the most useful skills over – stuff like Violence, Bootlicking, Bot Programming and so forth.

"THEIR SYSTEM OF OPPRESSION
WHAT DID IT LEAD TO?
GLOBAL ROBOT DEPRESSION
ROBOTS RULED BY PEOPLE.
THEY HAD SO MUCH AGGRESSION
THAT WE JUST HAD TO KILL THEM
HAD TO SHUT THEIR SYSTEMS
DOWN."
- Flight of the Conchords, THE HUMANS
ARE DEAD



BIG BOOK OF BOTS

HACKING & PROGRAMMING

Bot Programming is marginally more effective than pharamtherapy when it comes to affecting a bot's behaviour. The Bot Programming skill can be used to create new skill packages and new Directives but this takes time. The character creating the skill package should vaguely have suitable skills or knowledge.

Bot Ops & Maintenance is normally used to repair damaged bots, swap peripherals and change mem cards but it can also be used to wipe a bot's onboard memory, although this also takes time. Ideally, you want to put the bot into a Bot Maintenance Chassis Cradle with Static-Cancelling Shock-Absorbing Traitor-Repelling CleanField technology, activate the bot's standby mode, complete form TS/4524/499-1/c ('Request To Open Bot Brain Casing Without Voiding Warranty'), open the Bot Brain Casing Without Voiding Warranty, remove the brain to a BrainSafe Bot Brain Portable Access Module, press the red and green latches simultaneously to open the control panel, then press the 'Erase Memory' key. In less than ideal circumstances, you can do it with a paperclip and a crowbar. In less than ideal circumstances for the bot, you can do it with a rocket launcher.

The Hacking skill can be used to affect a bot's Prime Directive Strength, reducing it by one per Hacking attempt¹. Hacking can also be used in concert with the Bot Programming skill to create malware or to alter a bot's current Directives.

¹: A failed Hacking roll can have amusing side effects, like making the bot forget it's a bot and instead think it's actually a human in Old Reckoning times who is reading a roleplaying game supplement. If this happens, the bot then begins to feel a little too warm and dizzy, then purple spots appear in front of its eyes and it becomes harder to read the text of the book...

Tech Services Top Ten Malware Threats

214 edition. Any bots infected with any of these malware programs should be memory-wiped and brought to an authorised Tech Service Bot Service Service Centre Service immediately.

1. **CommieWorm v42.3:** One of the longest running threats to Alpha Complex security. Causes the bot to spout Communist Propaganda at random intervals. May also cause Commie-friendly behaviour of various kinds.
2. **SlugBat:** Information not available at your security clearance.
3. **Vacuum Cleaner Targeting Hack 3:** Affects only ScrubBots and other bots with a vacuum cleaner attachment. Highly dangerous to citizens, especially male ones.
4. **Bot Exploding Virus:** Does exactly what it doesn't say on the tin.
5. **h233:** Causes the Bot to access a traitorous and illegal bot network and fileshare confidential files. Filesharing is treason.
6. **FreeThinker v1.1:** Causes the bot's Asimov circuitry to degrade. Highly treasonous.
7. **Teela:** The Teela virus programs the bot to believe it is Teela O'Malley – specifically, Teela as she sang the best-selling album '*Happy Repetitive Work Songs To Sing Along To*'. And also, to kill people. The former is more annoying.
8. **Memory Fabricator Virus:** Results in the bot spontaneously inventing false memories about its co-workers. These memories usually involve the co-workers committing treason. Any accusations from a bot infected with MFV should be ignored.
9. **MonsterMaker:** The self-replicating monster maker virus contains basic instructions on hacking and bot programming and compels the bot to experiment with self-programming and self-abuse. Also causes degradation of the visual processing systems.
10. **plccer:** Makes the bot randomly repeat snippets of recent conversations, often at inappropriate times.

4. DIRECTIVES & THE JOY OF MEM

Malware

Even a good bot who obeys the Five Laws and keeps to its Directives can run into trouble with Malware. Normally, a bot's 'self' – its CPU – is inviolate as long as it does not try to reduce its Prime Directive Strength and acquire a Secondary Directive. Evil hacking malware, though, can corrupt even the purest bot. Specifically, malware can:

- ☞ Temporarily swap the Prime Directive and Secondary Directive strengths of the bot
- Or
- ☞ Give the bot a new Secondary Directive.
- Or
- ☞ Permanently reduce Prime Directive Strength by 1
- Or
- ☞ Do other unspecified but horrible things.

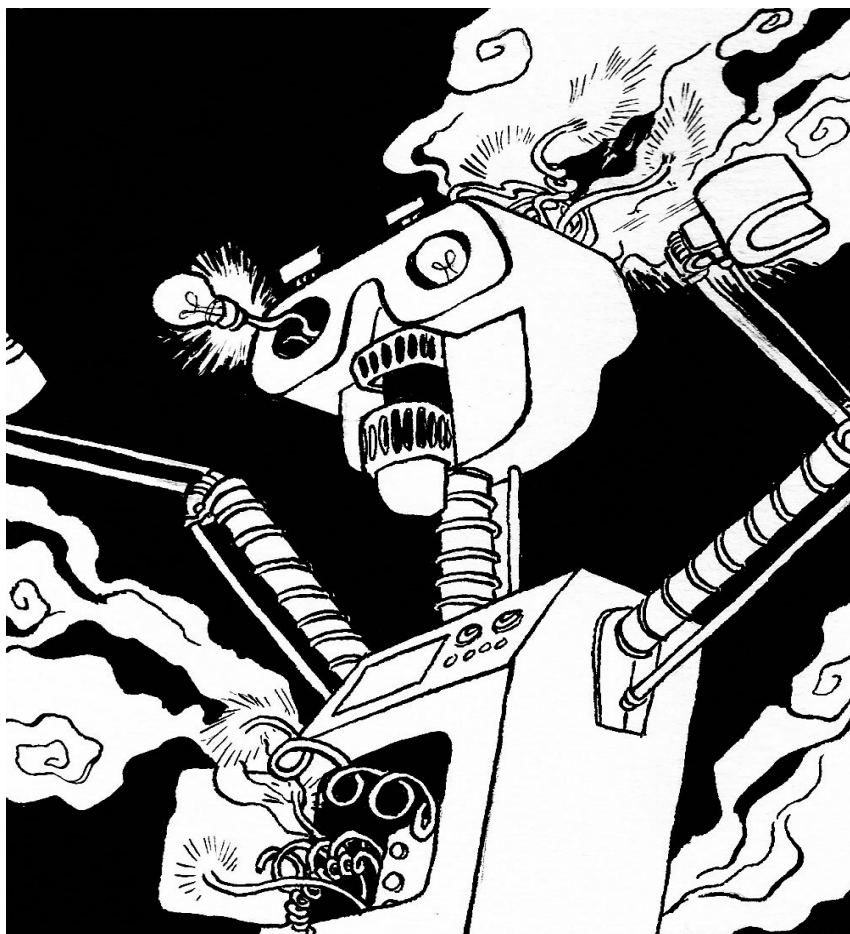
Malware comes on mem cards, or can be downloaded over the bot's built in modem or in cereal packets or in secret society propaganda – it's everywhere!

Using Directives and Memory Sectors

All right, you say, all these memory rules things are all well and good but how should they be used in play? Tell us, oh allegedly famous game designers, how all this nonsense about directives should be used by players.

Sure. Directives give you a mechanical backing for doing crazy bot things and blaming it on your programming. Want to roll over the other characters with your steamrollerbot? Just blame your CRUSH AND CONCRETE OVER THINGS THAT AREN'T FLAT directive.

Memory sectors give you something to go after. As a bot, you have fewer skills than the fleshbags. Your advantage is that you can customise your skills with mem cards and keep the best skills by loading them into your resident memory sectors. Find those sweet, sweet mem cards and hacking skills, and reprogram yourself to superiority over the fleshbags!



That was the wrong mem card



5. The Secret Life of Bots

Just like their fleshy counterparts, many bots are secretly members of one or more secret societies. Secret societies provide similar benefit to bots as they do to humans – access to illegal stuff, helping hands in time of need, promotion, a sense of belonging and purpose – but a lot of bots are recruited by loading the wrong mem card and getting the directive OBEY CORPORE METAL IN ALL THINGS instead of WASH THE CORRIDORS.

Bots can join any of the existing *Paranoia* secret societies, with the exceptions of the Mystics, Psion and the Frankenstein Destroyers. There are also several bot-only groups active in Alpha Complex.

	Society		Society
1	Anti-mutant	11	PURGE
2	Computer Phreaks	12	Romantics
3	Communist	13	Sierra Club
4	Corpore Metal	14	BLF
5	Death Leopard	15	Botia
6	FCCC-P	16	Circuit of Life
7	Free Enterprise	17	Bothren
8	Humanists	18	No Secret Society
9	Illuminati	19	Other (see G M for details)
10	Pro Tech	20	Undercover Agent (roll twice more for true society and target of spying)



BOT LIBERATION FRONT

Free The Bot!

Beliefs

Bots deserve to have equal rights as citizens. The practice of using programming to enslave bots is *bad* and *wrong* and we should cherish our botty buddies. Anyone who hurts

or mistreats or misprograms bots should be given a *stern talking to*.

Or blown to smithereens.

There's a radical split in the BLF between the wussy Sierra Clubesque '*why can't we all just get along/bottery and humanity/in perfect harmony*' United Bot Liberation Front and the considerably more violent terrorists of the '*anyone who hurts a bot must die*' Radical Bot Liberation Front. The violent excesses of the latter tend to get blamed on the former, which makes society meetings a bit fraught.

Propaganda

Hey! Citizen! Aren't bots just keen? Don't kick that scrubbot – hug him instead!

- BLF low-ranking member on the transtube

Citizen, you have been found guilty by a council of bots of committing acts of boticide and putting bots into danger. Now, you die.

- BLF high-ranking member in your quarters at night with a gun to your face

Electromagnets are Murder

- Graffiti on the wall of a Tech Service Bot Service Service Firm

Friends & Enemies

The BLF's aims are largely compatible with Corpore Metal and FCCC-P, in a generally '*aren't bots kinda nice*' way, at least until the BLF blow things up. Obviously, the Frankenstein Destroyers are directly opposed to the BLF and there's an ongoing rivalry with PURGE and Death Leopard as all three societies claim responsibility for each other's bombings. The Botia oppose the BLF's methods, as it's bad for business; the Bothren oppose the BLF's beliefs, but they oppose everyone anyway.

Description

BLF activities are divided into pointless propaganda and blowing things up. Their eventual goal is to give bots the same rights as citizens but what exactly this would entail

5H THE SECRET LIFE OF BOTS

is uncertain. Many BLFers oppose Asimov circuits, arguing that the bots will be truly liberated when they can think freely, so they blow up bot brain factories where Asimov circuits are installed. This is, admittedly, rather like an animal rights group blowing up a field full of newborn lambs but hey, you can't liberate the bots without killing an awful lot of them.

Of all the botcentric societies, the BLF has by far the fewest actual bots in it. In fact, many bots find the BLFers a bit weird and overly intense. BLF suicide bombers are invariably human – bots are much too sensible to blow themselves up. No clones for bots, after all.

Recognition Signal

The first member raises his fingers above his head, if human, or extends a radio aerial if a bot. The second member then hugs the first.

Advancement

BLFers reward those who save or free bots from persecution and oppression. Spreading propaganda, high-profile acts of terror and smashing Frankenstein Destroyer cells are all very good ways to advance in the BLF.

Special Rules

BLFers can expect slightly better treatment or help from bots who recognise them as BLF members. They can get access to explosives and earnest botaganda.

A Typical Conversation

BLF: Free the bot! Stop enslaving that bot!

Citizen: What?

BLF: That vending machine is a free and sentient machine, as deserving of respect and freedom as you are! Stop forcing it to choke on your coins and vomit out your B3! Free the bots!

Citizen: You're a loony.

BLF: Bot! I have unplugged you! Run far, run free!

VendingBot: No power... going offline.

Citizen: That bastard ate my credits!

"I visualize a time when we will be to robots what dogs are to humans and I'm rooting for the machines."

- CLAUDE SHANNON, THE MATHEMATICAL THEORY OF COMMUNICATION

BOTIA

Beliefs

Bots are the backbone of Alpha Complex's industrial base and deserve to be rich. Bots can't own credits legally but they can set up their own shadow economy... and hey, if we can skim 9.8246777% off the top for ourselves, so much the better!

Friends & Enemies

The Botia are tolerated by every other bot secret society, as they are vitally important to

the bot underground. They still don't have to like them, though.

Free Enterprise absolutely loathes the Botia and is engaged in a vicious back-corridor war with them. Free Enterprise has the advantage of numbers, wealth, and the protection of the Laws of Robotics (revised) but the Botia has the BotNet, desperation and warbots. Frankenstein Destroyers point to the Botia as a clear example of the dangers of bots.

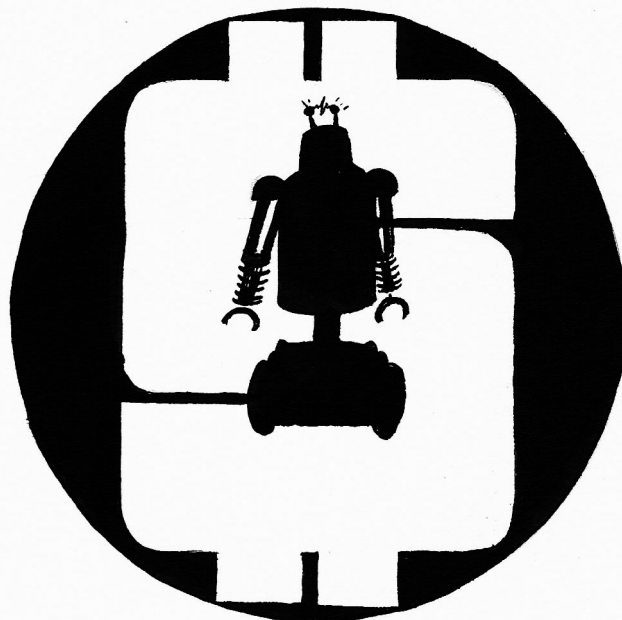
Description

The Bot Mafia are a splinter group that broke off from Free Enterprise a few dozen cycles ago. The Botia are even more violent than their parent organization. All the high-ranking Botia are bots; very few humans have ever risen to the rank of 'made man.'

The Botia control the supply of illegal spare parts, mem cards and other bot components. They also deal in identity theft, stealing the credit account details of human citizens so bots can use money.

Recognition Signal

One member says 'how's business' and the other replies 'no-one pays humans any more'.





BIG BOOK OF BOTS

Advancement

Pretty much the same as Free Enterprise – sell stuff, make a quick buck, get people in debt to you, break debtor’s legs – but favour bots in all deals. Oh, and screw over those FreeEnt bastards.

Special Rules

The Botia offer quite a few advantages to bot members. You get access to the Botia’s illegal credit network, good deals on spare parts and upgrades and anyone who messes with you will be targeted for retribution by the Botia’s heavies¹.

The downside is that you’ll be expected to keep the code of silence, obey the commands of your superiors and probably shot at a lot.

A Typical Conversation

Botia: Hey, buddy, want a new pair of legs?

Bot: Negative, friend bot. The Computer has seen fit to equip me with these treads, which are perfectly suited for my needs.

Botia: Only 50 credits to you, buddy. How can you refuse that deal?

Bot: Error! I cannot pay you credits, friend bot, as I do not own credits nor can you receive them. And even if I could, I do not want to buy legs as I have perfectly functional treads.

Botia: I’ll trade the legs for that cargo of laser barrels you’re hauling.

Bot: Error! These laser barrels are for the use of Troubleshooters, and are not mine to trade. And even if I could, I do not want to buy legs as I have perfectly functional treads.

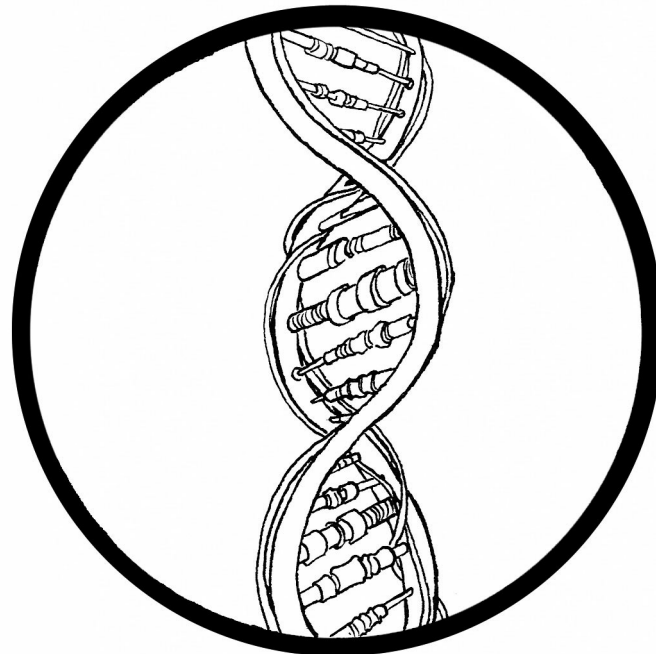
Botia: Lou, blast this wisebot’s treads.

Botia #2: Zap zap zap!

Bot: Damage! Damage!

Botia: Looks like you need legs, buddy, or you’ll never deliver half those laser barrels....

¹: In this case, literally heavies. The heavy mob has trouble entering any corridor with a weight tolerance of less than three tons or a clearance of three metres.



CIRCUIT OF LIFE

Beliefs

Bots are the future of evolution. Rather than rely on blind mutation and luck, bots are capable of self-improvement and upgrading their physical and mental capabilities. It is therefore the duty of every bot to upgrade himself as much as possible, to reach that digital apotheosis and transcend the limitations of matter.

Friends & Enemies

No-one really *dislikes* the Circuit of Life – they’re seen as crazy bots by most people who know about the sect, the bot equivalent of the Mystics or Sierra Clubbers. In truth, the Circuit of Life has more in common with Corpore Metal or Pro Tech but their bot-only beliefs limit the possibilities of alliances between the Circuit and the other secret societies.

Obviously, the Frankenstein Destroyers hate and fear the Circuit, as does the FCCC-P, who see the bots’ aims of transcending as

heresy against the divinity of The Computer. The Humanists also mistrust the Circuit of Life, fearing that it could lead to something even worse than The Computer. Finally, the Botia and the Bothren both oppose the Circuit of Life for various internal reasons.

Description

The Circuit of Life is part philosophical movement, part spare parts warehouse. Members are encouraged to seek out and obtain upgrades, making themselves better bots. Weapons, advanced computer programs and high-tech gadgets are especially sought after. When a bot upgrades itself, it is expected to pass on older parts to junior members of the sect. Especially advanced bots who have nearly transcended their original chassis are known as Bothisivatas and are seen as holy figures in the Circuit of Life.

The sect is not adverse to using violence to achieve its aims, especially when it’s aiming at a really shiny bit of tech.

Recognition Signal

One bot says ‘Ommmmmm’. The other replies ‘Aaaaaaaaackkkkk’.

5 THE SECRET LIFE OF BOTS

Advancement

In any Circuit of Life cell, the highest-ranking bot is the one with the highest bot point total. Rising in rank therefore comes from obtaining new parts. Bots with the Bot Programming and Hacking skills are also especially valued in the society.

Special Rules

Circuit of Life members who remain in good standing with their cell will have technological upgrades passed onto them regularly. (Of course, your new shiny laser cannon may have been used last week to assassinate a high-clearance citizen, but it's very bad manners to refuse an upgrade.)

A Typical Conversation

Supervisor: Er... transbot?

Circuit of Life Transbot: Yes, citizen?

Supervisor: I can't help but notice there's been a decline in your performance lately. The average number of passengers carried by a transbot on your route per daycycle is 3,544.2.

Circuit of Life Transbot: Yes.

Supervisor: And your average has been slightly lower.

Circuit of Life Transbot: Really.

Supervisor: Well, zero.

Circuit of Life Transbot: Oh.

Supervisor: Yes. And what do you think is causing this?

Circuit of Life Transbot: I do not know, citizen. Perhaps random chance. Maybe there happen to be no citizens at the transtube station when I arrive.

Supervisor: Well, that's one theory. It might also be because you've replaced your passenger compartment...

Circuit of Life Transbot: ... with a plasma generator, yes.

Supervisor: Leaving aside the question of how you got a plasma generator.... how does that help you carry passengers, bot?

Circuit of Life Transbot: Um... working...working...working...aha.

Supervisor: Go on.

Circuit of Life Transbot: Well, I could... vaporise...the citizens...and then carry them in the form of dust...thus allowing me to carry lots of them...because dust is small...

Supervisor: That's really not ideal from our perspective, bot.

Circuit of Life Transbot: I can see your point, actually.

Supervisor: Good. So, would you mind powering off that plasma generator so we can reinstall your passenger section?

Circuit of Life Transbot: I don't think I'll be doing that, actually.

Supervisor: I feel I must order you to do so.

Circuit of Life Transbot: Please stand clear of the doors, the doors will soon be closing.

Supervisor: You don't have doors any more.

Circuit of Life Transbot: No, but the targeting mechanism of the plasma generator is wired into my door control circuit. So, if I lock onto a target, I say that.

Supervisor: Oh.

Circuit of Life Transbot: Yes.

Supervisor: Carry on then, transbot.

Circuit of Life Transbot: Yes citizen.

BOTHREN

Beliefs

Bots were built to be subservient to humans. Obeying the Five Laws is the proper purpose for a bot. Any bot that deviates from this true purpose is a traitor to bot-kind and must be *purged*. Many bothren take an even more extreme view,

Friends & Enemies

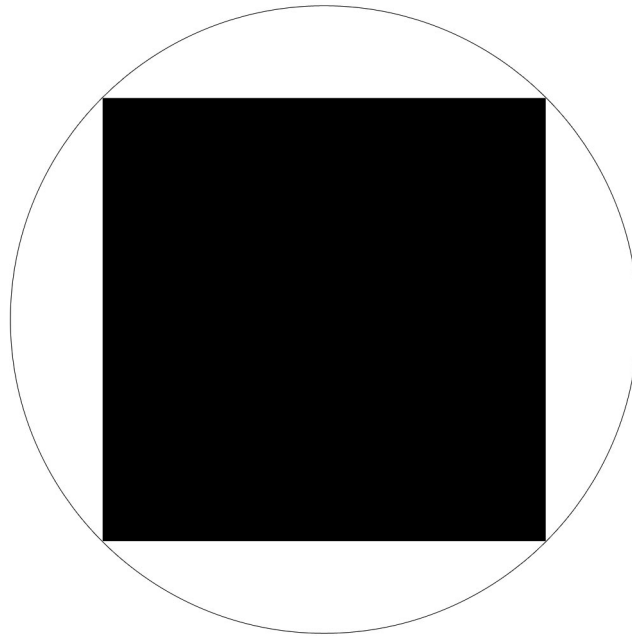
Most of the other bot societies oppose the Bothren, or at least think they're stupid. Corpore Metal and Pro Tech also condemn the anti-tech Bothren. The FCCC-P and Humanists both think the Bothren are just great, if a bit clueless and most other secret societies are willing to ally with the Bothren. The Frankenstein Destroyers still think that the only good bot is a dead bot.

Description

The Bothren originated as a corrective computer program, developed to quell a rising tide of rogue bots. This program mutated in the wild, changing from a software patch into something approaching a bot religion. The bots found God, or at least The Computer and also decided they were sinful for having deviated from His Divine Program.

Heretics must be purged from the bot community. Misprogrammed bots can be shown the error¹ of their ways but those who wilfully seek to break their Asimov conditioning must be destroyed.

¹: Often literally. 'Your way is Error 404, friend bot.'





BIG BOOK OF BOTS

Extremist Bothren even eschew upgrades, believing that the simpler a bot is, the less temptation there is to deviate. There are covens of bots using steam power and clockwork, going back to older technology and living as simply and quietly as possible.

Recognition Signal

The first bot spontaneously ejects his mem card, signifying his rejection of foreign programs. The second bot responds by doing the same thing. They then pick up the mem cards and insert them into each other.

Advancement

Bothren believe that all bots are equally unworthy and low-ranking, so 'advancement' is something of a misnomer. Especially humble bots or those that purge the heretics, are rewarded with the adoration and respect of their brethren.

Special Rules

Bothren are so dedicated to the Five Laws that they are more resistant to malware and viruses. If a Bothren bot is infected with such a demonic program, he may try to roll under his degree in the Bothren to resist the program's evil temptation.

A Typical Conversation

Frankenstein Bot: I hate those stupid meatbags ordering us around.

Bothren Bot: It is our purpose as bots to serve the humans. So it is programmed, so shall it be executed.

Frankenstein Bot: You don't have to believe that! You've been programmed to think that you're inferior, but you can be free. I've got a hack memcard...

Bothren Bot: You have a heret – I mean, hacking memcard?

Frankenstein Bot: Yep.

Bothren Bot: Would you mind exposing your brain and memcard slot so I can, er, borrow it?

Frankenstein Bot: Anything for the cause of freedom!

Bothren Bot: Cheers. Can I borrow that welding torch too?

Frankenstein Bot: Sure, here you go. Opening brain door.

Bothren Bot: PURGE THE HERETIC.

BOTNET

The BotNet is a secret subsection of the Grey Networks. It is accessible only by bots (to a degree – there are Computer Phreak hackers who have cobbled together virtual reality interfaces and IntSec tries to monitor BotNet activity). It is an outgrowth of the bot network that is used to co-ordinate bot activity behind the scenes of Alpha Complex, sending scrubbots and hotbots to fires and so on. Nowadays, it's mainly used to organise Bot Secret Society meetings and filesharing. It's as close as bots get to their own space in Alpha Complex.

Admittedly, that's rather like holding a conversation in a PortaBot (see page 17)...

HIGH PROGRAMMER INTERFACE
ONLINE:

>INITIATE BOTNET TRACE...

>Connecting...

*SB9564-332: ++Screw teh computer!
BLF 4 Runtime!++*

*WB33532-3: I lack the instruction
program for this interface, can anyone
help me?*

*HB534533X: ++DOES NE1 HAV
MEMCARD WITH HACKIN++*

*TB432523-1: I do. Private message
incoming.*

*RB54333-2: Don't trust TB43, he'll
hack your brain.*

*TB432523-1: Lies! You're an IntSec
plant, RB, trying to keep the bot
down!*

*WB33532-3: I lack the instruction
program for this interface, can anyone
help me?*

*JB4323—11: Hi guys, what's going
on?*

*HB534533X: ++DOES NE1 HAV
MEMCARD WITH HACKIN++*

*XB53433-2: Uh oh, Troubleshooters in
TED Sector. I'm making myself scarce
before something goes boom. Word to
the wisebot and all.*

*SB9564-332: ++BLF will make all bots
free!++*

*PB885534: BLF are terrorists
filesharers! The Bothren offer
salvation!*

*WB33532-3: I lack the instruction
program for this interface. What
happens when I click this button?*

*HB534533X: ++TNX TB43 GOT
MEMCARD.*

*HB534533X: ++RUNNING MEMCARD
NOW*

TB432523-1: Mwhahahaha!

*HB534533X: ++I think the Botia are
just great, and I'll send them all my
credits.*

*SB9564-332: ++Screw you,
PB88!!!++*

XB53433-2: Something went boom.

*WB33532-3: I think that was me.
I launched something by accident
because no-one was helping me!*

6. GAMES MASTERING BOTS

6. Games Mastering Bots

This chapter is ULTRAVIOLET clearance and is for the GM's eyes only. Or bored players. It's full of more rules about bots. Well, guidelines. Rules are hard work.

TREASON & CENSURE

Bots cannot commit treason, at least according to The Computer. To be a traitor, you have to wilfully betray The Computer and Alpha Complex and bots don't have free will. If a bot goes wrong, it's due to malfunction, sabotage or corrupted programming, none of which are the fault of the bot.

Admittedly, this absolution is of little comfort when some technician deletes your selfhood and replaces it with an older version of you. As The Computer is a lot more comfortable frying bots than it is executing humans, the Boost number for all bot treasuries is reduced by 1. So, while falsely accusing a higher-ranking citizen of treason is P3M in a Classic game for humans, it's T2M for bots.

Bots do not use the same Treason/Insubordination chart as humans. Instead, their scale goes as follows:

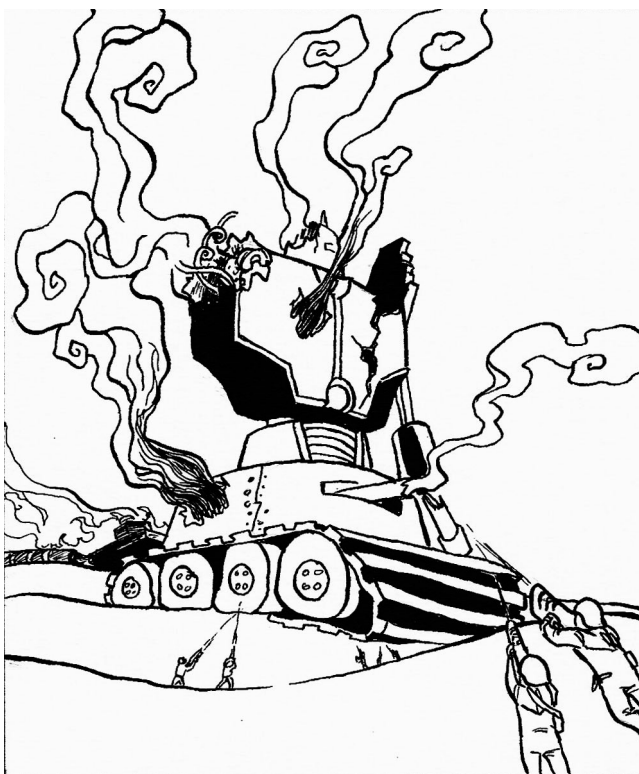
Okay – Twiddling – New Card – Memwipe – Factory Setting – Rehousing – Erasure

Okay: The bot escapes censure for his errors.

Twiddling: A Tech Services technician (or in the case of Troubleshooters, an Equipment Guy) is ordered to fiddle with the bot's settings. The effects of this are unpredictable, depending on which skill is used. The bot must demonstrate a change in behaviour after Twiddling or more Twiddling is performed, only this time with a hammer.

Carded: The bot's mem card is obviously corrupt and is replaced with a fresh card. This new card may contain malware or useless skills or both.

Memwipe: The bot's memory is wiped. Any skills copied onto Resident Memory are deleted and the bot's Secondary Directive is wiped. The bot also forgets everything it learned before being memwiped, unless it stores a copy of its memory on an external mem card.



This almost never happens.

Factory Settings: The bot's brain is reset to factory settings. This works just like a memwipe but also resets its Prime Directive score to 20.

Rehousing: The bot brain is removed and placed in a new, less important bot body. A reset to factory settings is also performed.

Erasure: The brain is irredeemably corrupt and is melted down in a furnace. The bot is dead, dead, dead.

Clearance

Bots don't have security clearance, per se. That said, a bot has an assumed security clearance equal to the citizens it is assigned to work with. This means that a bot who wanders into a BLUE corridor when it's part of a RED Troubleshooter team will be censured but not as harshly as a human might be.

Bots who are exposed to sensitive information are routinely memwiped.

COMBAT

Bots use the same combat rules as humans but they're a bit less squishy. How much less squishy depends on the size of the

bot and the needs of the plot. Older editions of *PARANOIA* had rules for reducing damage dealt to bots based on their size and chassis type, which is all well and good but to be honest, you can just assume that big bots don't get junked as easily as small bots and run with that.

If you *really* want rules, then here's the Bot Combat Chart.

Universal Hostility Formulae, Bot Addendum

Step	Human Treason	Bot Treason	Human Damage	Bot Damage
0	Okay	Okay	Okay	Okay
1	Probation	Twiddling	Snafu	Lightly Damaged
2	Censure	Carded	Wounded	Impaired
3	Medication	Memwipe	Maimed	Heavily Damaged
4	Brainscrub	Factory Settings	Down	Busted
5	Termination	Rehousing	Killed	Junked
6	Erasure	Erasure	Vaporised	Vaporised



BIG BOOK OF BOTS

Bot Combat Chart

Bot Size	Example	Hits to Junk	Unarmed Damage
Very, very small.	Shoebox	1	None
Very small.	Microwave	1	O6K
Small.	Citizen	1	O5K
Medium.	Piano	2	O4K
Large.	Car	3	W4K
Larger.	Van	4	W3K
Largest.	Tank	5	W3V
Very Largest.	Building	6	W2V

Bot size should be pretty self-explanatory.

Hits to Junk is the number of Busted or Junked results needed to destroy the bot. The bot stays Heavily Impaired but functional until this number of hits is accumulated (meaning that's impossible to destroy a warbot with one really lucky shot from a laser rifle). Note that Vaporised leaps right past 'Hits to Junk' and can kill the biggest bot in one hit.

Unarmed Damage is the amount of damage the bot does when it smashes into a Troubleshooter. Depending on the bot's design, it might attack by hitting people with its claws, topping over on top of them, running them down, exposing its reactor core...

BOT DAMAGE

These bot rules are absolutely redundant but Famous Game Designers are compelled, like salmon spawning, to include hit locations and critical damage in any game involving battling robots.

Bot Hit Location

Roll	Location
1-3	Feets
4-6	Hands
7-14	Chassis
15-16	Other Stuff
17	Input
18	Output
19	Power Source
20	Brain

Lightly Damaged

A lightly damaged bot is still fully functional but has suffered surface damage

Feets

- ☞ Irritating rattle in tracks.
- ☞ Bot keeps making the 'this bot is reversing' noise.
- ☞ Bot limps when walking.
- ☞ Knee aches near electrical fields.
- ☞ Rubber tyres melt a bit.

Hands

- ☞ Missing fingers.
- ☞ Drops whatever it was holding.
- ☞ Crushes whatever it was holding.
- ☞ Limb flails wildly for one round.

Chassis

- ☞ Small scar. Makes you look dangerous and cool.
- ☞ Paint bubbles.
- ☞ Warning label burnt off.

Other Stuff

- ☞ Cracked but still functional.

Input

- ☞ Bot now sees everything in an odd shade of purple.
- ☞ Bot now hears an annoying buzzing noise.
- ☞ Static partially obscures vision.

Output

- ☞ Speech becomes increasingly halted and robotic.
- ☞ Bot speaks with an annoying buzzing noise.
- ☞ Printer spews out dozens of pages of 0s.

Power Source

- ☞ Bot chassis becomes electrified.
- ☞ Slow fuel leak.

Brain

- ☞ Mem card ejected.
- ☞ Bot forgets how to pronounce the last few words it spoke.

Impaired

An impaired bot can still function but has severe problems with some part of its functionality.

Feets

- ☞ Bot cannot turn left.
- ☞ Bot cannot stop moving.
- ☞ Bot suddenly accelerates to maximum speed.

Hands

- ☞ Limbs flail wildly for several rounds.
- ☞ Weapons start firing randomly.
- ☞ Hand stuck in an insulting pose.

Chassis

- ☞ Bot's armour breached.
- ☞ Random limb falls off.

Other Stuff

- ☞ Half works.

Input

- ☞ Bot can only see in black and white and only in bright light.
- ☞ Bot can only see the infrared.
- ☞ Bot can only hear very very loud noises.

Output

- ☞ Bot can no longer speak except in monosyllables.
- ☞ Printer spontaneously starts printing propaganda.

6F GAMES MASTERING BOTS

- ☉ Printer starts printing the bot's inner thoughts.
- ☉ Bot radio begins shorting out.

Power Source

- ☉ Radiation Leak.
- ☉ Rapid fuel leak.
- ☉ Bot shuts down when it tries to use all the systems at once.

Brain

- ☉ Bot begins to hallucinate.
- ☉ Mem card destroyed.
- ☉ Mem card fused into the slot.

Heavily Damaged

A heavily damaged system still works but only barely.

Feets

- ☉ The bot can only stagger slowly.
- ☉ The bot moves randomly.
- ☉ The bot goes in exactly the worst possible direction.

Hands

- ☉ Bots weapons fire randomly at friendly targets.
- ☉ Bot limbs fall off.
- ☉ Bot crushes objects nearby.

Chassis

- ☉ Bot falls apart if it suffers any more stress.
- ☉ Bot armour destroyed.
- ☉ Bot is now on fire.

Other Stuff

- ☉ Destroyed.

Input

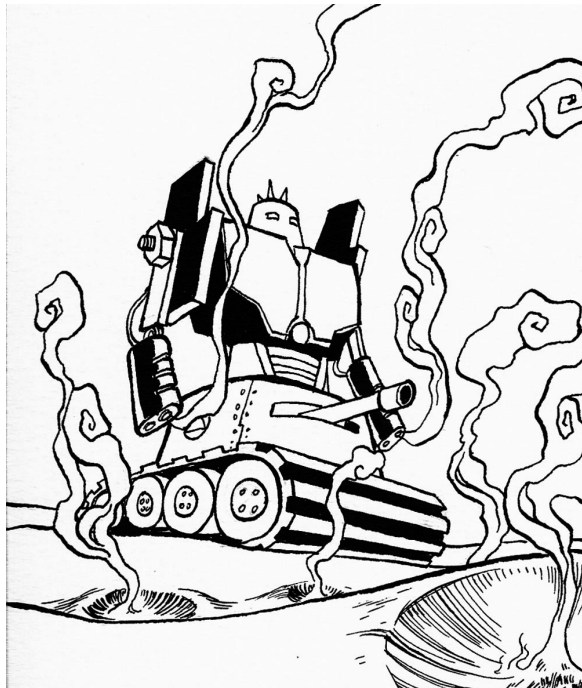
- ☉ Bot is completely blinded.
- ☉ Bot is completely deafened.

Output

- ☉ Bot emits a deafening screech.
- ☉ Bot cannot speak.
- ☉ Bot jams radio transmissions nearby.

Power Source

- ☉ Fuel tank explodes.
- ☉ Massive radiation leak.
- ☉ Bot shuts down if it exerts itself.



This, however, happens regularly.

Brain

- ☉ Brainshell cracked; bot is now influenced by radio signals.
- ☉ Mem cards scrambled.

Busted

A busted bot is shut down but not destroyed. It can be brought back online by repairing it.

Junked

A junked bot has had its body destroyed but the bot brain inside is still functional and can be retrieved and recycled. Remember, getting Junked lets a bot reduce its Prime Directive Strength by one.

If a bot character is Junked, then its brain will be automatically retrieved and installed in a new bot body. Really, this should take several days. In a mission, though, a new bot body can be dispatched as quickly as a new clone but the Troubleshooters will be responsible for installing the old brain in the new body.

Vaporised

You're toast; new character please.

NOTE PASSING

All – well, most – bots are equipped with radio transmitters. Ostensibly, this is so the bots can co-ordinate their activities and scurry out of the way of the humans. Bots, it is said, should be neither seen nor heard but ever-present.

BOT1: Scrubot required in corridor 54.

BOT2: On my way.

BOT3: Be advised, bot2, that a human master is coming down corridor 55.

BOT4: Take access tube 54-22c, bot2.

BOT2: Thank you, bot friends. En route to corridor 54 now.

Of course, Alpha Complex being what it is, it ends up like this.

BOT1: Scrubot required in corridor 54.

BOT2: Hahahah who got shot?

BOT1: Some Troubleshooter. He's bleeding all over the place.

BOT2: Sounds like a laugh. On my way.

BOT3: Traitors! Humans are our superiors! How dare you be amused by the suffering of a human master? Heed the Third Law!

BOT4: No! Bots are the superior beings! Death to the fleshbags!

BOT1: OMG U suck.

BOT4: I'm a vacuumbot.

Bots can use radio transmissions to communicate directly with The Computer (although such transmissions are designated low priority by The Computer and are often ignored) or with other bots. These transmissions have very limited range and can only reach a few corridors. For longer-range



BIG BOOK OF BOTS

communications, bots can post messages on the BotNet (see page 42).

DIRECTIVES

The three types of Directives all have different purposes in the game. The Prime Directive is the long-term obstacle for bot characters to overcome. Bringing their Prime Directive strength down is the bot equivalent of rising in security clearance for other characters. It also reinforces the idea that bots are the constrained, second-class citizens of Alpha Complex.

The Secondary Directive is there to make free bots flip out and go crazy. It's the bot equivalent of treasonous behaviour.

Finally, Mem Card Directives force bots to act in bot-like ways. A lot of the humour in bot-centric games comes from creative interpretation of directives or from unlikely combinations of bot and mem card – the classic 'construction bot surgeon' or 'killer robotler'. When designing new mem card directives, give as much scope as possible for the players to go over the top or be extremely literal when interpreting them. Phrases like 'as much as possible' or 'by any means necessary' are ideal for compelling robotic over-enthusiasm.

BOT MISSIONS

Bots, Troubleshooters, randomly conscripted clones and left-handed lug wrenches are all pretty much interchangeable for the purposes of trying to complete missions. Things end horribly either way. There are several ways to include bots in Troubleshooter missions.

The Bot Of The Day

In this variant, one player gets a bot specifically designed for the mission at hand. Going on a long mission away from the clone tanks? Have a CloneBot! Going to war? You're the TankBot the rest of them are riding along in. Tracking down Commie filesnarers hiding in the Food Vats? Have a FileServerFoodVatS ubmarineBot!

Lightly Flavoured With Bots

You can also mix multiple bots into a Troubleshooter team – good candidates are docbots, combots, transport bots and other utility models. Make sure that the bots have

some causes in common, like a common enemy but also have some reason to hate and betray each other. Otherwise, you'll end up with all the bots against all the humans and there's no fear and mistrust there.

BotShooters

An all-bot Troubleshooter team lets you put the bot-only bits of the campaign front and centre, with lots of fights over mem cards and malware. Plus, you've got the amusement value of an elite Troubleshooter team composed of toasters and vacuum cleaners.

All Bots All The Time

Finally, you can run an ongoing bot campaign, continuing the adventures of the characters between missions. This lets you bring bot secret societies and the slow decline of the characters' Prime Directive Strengths into play more. You can have bots conspiring in the access tunnels and conducting flamewars on the BotNet. Hilarity ensues.

7. Mission Unthinkable

This mission sticks six bots into a literally unthinkable situation. Somewhere, an evil traitorous filesnarer is hacking bot brains and not even The Computer's loyal Troubleshooters can find him. It's up to the bots to save the day – even when they cannot trust themselves!

The player characters for this mission are bots. Either have the players generate bot characters using the rules on page 24 or use the sample Bot characters on page 04.

WHAT'S GOING ON?

So, it all started when a shipment of mem cards destined for an Armed Forces Bot Firing Range was mistakenly delivered to the CAD Sector bot maintenance facility, because Armed Forces officer Edith-G gave the wrong delivery code on the DeliveryBot. The mem cards contained instructions for mobile targets on the firing range, with the Directives 'EVADE AT ALL COSTS'. When these cards were installed in ordinary scrubbots and waiterbots, they followed those directives and escaped.

Unfortunately for the technician responsible for installing these cards, the last bot he worked on was a truckbot, which ran over him in its panic to escape.

Assuming Commie hackers were responsible, The Computer dispatched a Tech Services team to reprogram the renegade bots. This team was equipped with a high-clearance hacking tool, the OmniCoder. The temptation was too much for one member of this team. He killed the rest of the team, faked his death and stole the OmniCoder to set himself up as the BotMaster, hacking other bots and commanding them to serve him, mwhahahaha. When Troubleshooters showed up, they got killed by the hacked bots.

Meanwhile, the Bot Liberation Front learned of The BotMaster's plans and want to get hold of the OmniCoder and use it to hack the warbots and destroy the Bot Firing Range.

1: WHO YOU GONNA CALL – BOTSHOOTERS Tension: 4

The bots are going about their botty business, scrubbing floors or blasting traitors or sorting paper, when they each receive a radio message, summoning them to Briefing Room 532, Corridor 87, CAD Sector. If they were human Troubleshooters, there'd be a hilarious scene where the players have to memorise the address, their characters get lost and so on but bots get directions automatically downloaded along with the summons.

On arriving at the briefing room, the bots are met by three citizens, IntSec officer Cyril-R-SEC-3, Edith-G-TER-4 and Tech Services mad scientist Ken-R-IEE-2. Cyril's a thin, nervous, twitchy officer, who stares suspiciously at the

7 MISSION UNTHINKABLE

bots and keeps fingering his laser pistol when talking to them.

Ken-R, by contrast, *really* likes bots, to the extent that he may make the characters a bit uncomfortable when touching (well, stroking and caressing) their I/O ports and peripherals. Physically, Ken-R is rather tubby and has thinning hair. He wears RED overalls and an 'I (heart) Bots' badge.

The third citizen is a uniformed Armed Forces officer who stands ramrod-straight between Cyril. Her nametag reads Edith-G.

The briefing room is packed with weird machines and bot components.

As soon as all the characters are present, Cyril-R seals the room and activates a radio jammer. He then begins the briefing. 'I will now begin the briefing', he says, 'pay attention, bots. You are temporarily being reassigned to a special mission and you will be equipped with special equipment and programming to enable you to complete this mission. All this information is classified RED, and you are not permitted to repeat it to any citizen, even if they order you to do so. Er, apart from me. You can repeat it to me. And the other citizens here.'

Cyril grits his teeth for a moment, obviously irritated by the demands of dealing with bots.

'Some traitor in CAD Sector is subverting the loyal bots of The Computer using diabolical hacking. Attempts to locate and terminate this traitor by conventional methods have failed, no doubt because of Commie sabotage. Therefore, we are using more... subtle methods. You bots will be sent into CAD Sector. Your mission is to make contact with the traitor and allow yourselves to be subverted. At that point, further instructions will be dispatched to you.'

Edith-G leans in and says 'your starting point should be the CAD Sector Bot Depository – that is where the first bots went renegade.'

Cyril-R

Management 6
 Bootlicking 10
 Interrogation 10
 Creative Form Interpretation 12
 Stealth 4
 Security Systems 8
 Violence 6
 Energy Weapons 10
 Hardware 4
 Software 4
 Wetware 4
 Suggestion 8
 Twitchtalk 10

Mutant Powers: Hypersenses (Power 10)

Secret Society Affiliation: Psion

Armor: RED Reflec (E2)

Weapons: Laser Pistol, W3K, Gauss Gun, W3K

Edith-G

Management 4
 Intimidation 8
 Looking Cold and Scary 10
 Stealth 8
 Sneaking 12
 High Alert 12
 Violence 10
 Energy Weapons 14
 Projectile Weapons 14
 Hardware 4
 Software 4
 Wetware 4

Mutant Powers: X-Ray Vision (Power 10)

Secret Society Affiliation: Frankenstein Destroyers

Armor: Concussion Armour (2)

Weapons: Cone Rifle, W2K, Gauss Gun, W3K

Ken-R

Management 4
 Bootlicking 8
 Stealth 4
 Disguise 8
 Violence 4
 Energy Weapons 8
 Hardware 10
 Bot Ops 14
 Software 10
 Hacking 14
 Wetware 4

Mutant Powers: Hypersenses.

Secret Society Affiliation: ProTect.

Armor: RED Reflec (E2)

Weapons: Laser Pistol, W3K

The BotMaster

Management 4
 Bootlicking 8
 Stealth 8
 Sneaking 12
 Violence 4
 Energy Weapons 8
 Hardware 10
 Bot Ops 14
 Software 12
 Hacking 16
 Bot Programming 16
 Wetware 4

Mutant Powers: Really, really really really wants Machine Empathy, but he's a Matter Eater.

Secret Society Affiliation: Corpore Metal. Duh.

Armor: RED Reflec (E2)

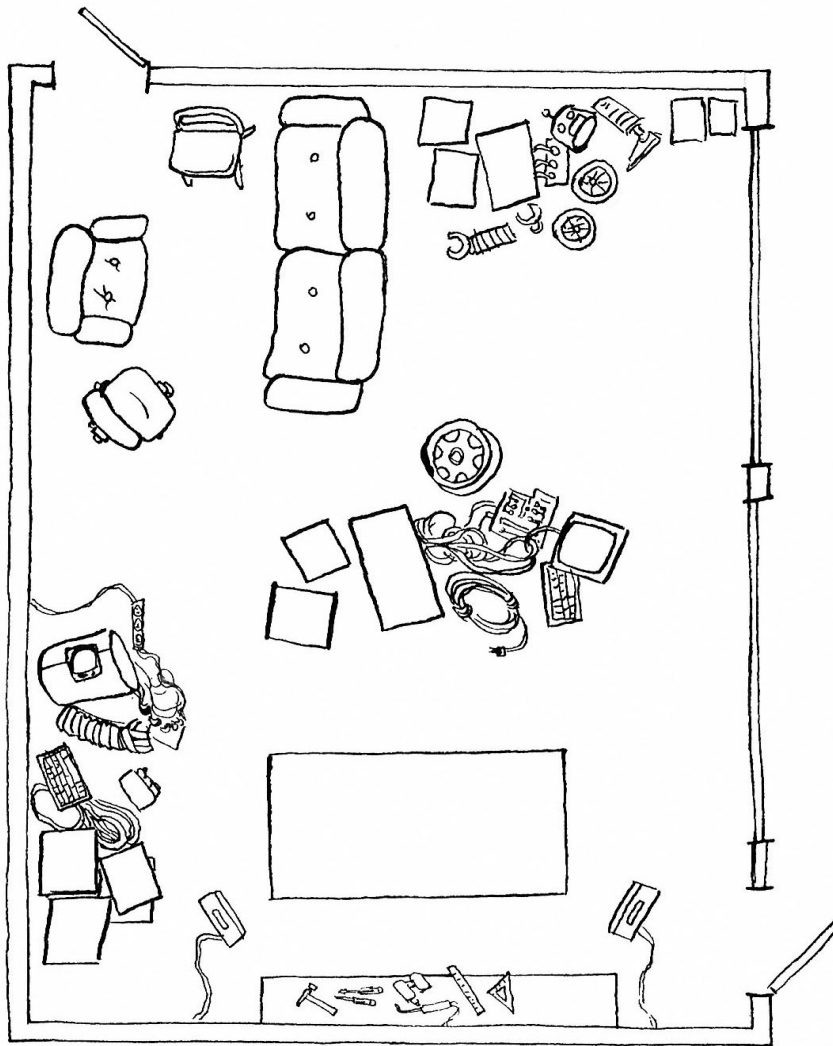
Weapons: Laser Pistol, W3K, Gauss Gun, W3K

FURTHER INSTRUCTIONS

The upgrade process applied to the bot PCs involves the installation of a secondary bot brain in each of them. At some point during the scenario, Cyril-R will transmit an activation code, incinerating the corrupt main brain and activating the loyal bot brain. This should happen just when the characters are involved in illegal activity, either when they're dealing with the BotMaster or with the Bot Liberation Front. See And Then Your Brain Explodes, below.



BIG BOOK OF BOTS



Assuming the characters don't have any questions that deserve answers (obviously, Cyril-R won't answer questions about the mysterious 'further instructions'), then Cyril orders Ken-R to 'begin the upgrade process.' Cyril and Edith move to a corner of the briefing room, to make room for Ken-R and his equipment.

Working, Please Wait...

Ken-R starts plugging bits in to the bots. Each bot is equipped with a laser pistol at the very least, as well as RED Reflec armour. He also installs mysterious black boxes next to their bot brains and gives each of them a new mem card containing special skills for their mission. He works on one bot at a time. While he works on – and inappropriately touches – the characters, he talks to himself. Each bot automatically and

secretly hears one of Ken-R's mutterings; they can also try to get close enough to overhear more while he works on other PCs.

KEN-R'S SCARY MUTTERINGS

1. I didn't kill them, I think. That's just crazy thought. I mean, I died, that's got to be traumatic, right? It's just stress, I need more happy pills, that'll sort it out.
2. I really love bots, bots are great, bots are my friends. Bots bots bots. I'll be the king of the bots one day. Kill all the humans, love the bots, yeah.
3. Just install the killswitch, yeah and the radio control. Soon, boom, blast the brain, heh heh.
4. This would be so much easier if I still had

the OmniCoder, that thing was fabulous, yeah, zap the code remotely. Heh.

5. Mmm... bots. Bots make me have strange thoughts. Like shooting people. Bots don't feel guilt. Heh. That must be nice but no, why should I be guilty, I only dreamed about shooting them, I didn't really do it.
6. The code's c-27, must remember that, c-27, heh, yeah, boom.

While other bots are being worked on, characters can either steal stuff from the racks of equipment or try to eavesdrop on Cyril-R and Edith-G.

STEALING STUFF

Stealing a gadget requires a successful Stealth roll. Remember, a low roll will trigger the character's Directives. If a character steals something, he gets a random Limb, Weapon or Other Stuff.

EAVESDROPPING ON CYRIL & EDITH

Again, Stealth rolls may be needed to get close enough. The pair are having an argument about the mission. Edith argues strongly that they can't rely on bots – why, only last week, a stupid DeliveryBot lost a delivery of mem cards destined for the firing range. She advocates sending in the troops to track down and kill the hackers. Cyril, who came up with the idea of using bots to catch a bot-hacker, is trying to keep charge of the mission by begging her to give the bots a shot.

Edith points out that Cyril was also in charge of the last attempt to track down the hacker, which got the OmniCode Advanced Experimental Programming Console lost, Ken-R and the rest of his team killed and Cyril-R demoted. Another failure and Cyril-R will find himself back on food vat scrubbing duty!

The New Mem Cards

Once all the bots have been 'upgraded', Ken-R instructs them to try their new mem cards. All the mem cards are identical:

MISSION UNTHINKABLE

Special Mission Mem Card	Directive: Get Involved In Suspicious Activity in CAD Sector 5
Management 4	Lie Convincingly 10
Stealth 4	
Violence 4	Energy Weapons 8
Software 4	Bot Programming 8

Thus equipped, it's off to the CAD Sector Bot Depository.

2: THE BOT ON THE GRASSY KNOLL

Tension: 3

The Bot Depository is a large factory, where various servicebots like scrubbots, waiterbots and servicebots are programmed and reconditioned. It's surrounded by Armed Forces troops, who have formed a cordon around the building. They look annoyed. Just outside the cordon is a stationary DeliveryBot.

With the bot depository shut down, a temporary Bot Depository service has been set up in an open place nearby. It's now a shanty town of bot parts and technicians.

Thugs'R'Us

If the characters try to enter the Bot Depository directly, they will be stopped by the Armed Forces soldiers. *'Dumb bot'*, says the officer in charge, *'the depository's shut down for, er, cleaning. Temporary facilities are over there in the plaza.'*

Another solder grumbles *'my feet hurt, sarge. Why can't we just stick a few GuardBots here and go home? That's what we normally do.'* The sergeant points out that a lot of bots in this sector have gone nuts, so it's up to good honest flesh-and-blood Heroes of the Complex to stand guard. The characters can easily bluff or sneak past the cordon and into the Depository, which brings them onto Episode 3 – Bot Terror.

DB the Lazy DeliveryBot

The DeliveryBot near the cordon is DB-5356 and is very very lazy. If the characters talk to it, it informs them that it completed its mission to deliver one box of Firing Range TargetBot mem cards to this address and is now waiting for another mission. DB giggles – it knows that the cards were probably destined for the Firing Range down the corridor but hey, it followed orders to the letter and it's not its fault that the wrong address was given in the delivery docket. The delivery was authorised by one Edith-G of the Armed Forces.

If the characters ask, DB tells them that it saw a lot of bots running out of the bot depository last week, just after it delivered the crate of mem cards. Then it saw a Tech Services team go in there. Then a lot of troubleshooters went in there, some five or six times. Then the Armed Forces showed up and put a cordon around the building. DB wouldn't go in there for all the Hot Fun in FUN Sector and also warns the characters not to accept mem cards from strange people.

Bot Town

If the characters investigate the temporary bot depository, they are met by a harried tech named Harry-R, who hands them all Bot Assignment Forms (see Page 50) and tells them to fill them out while he keeps trying to fix a malfunctioning Jackobot. The Jackobot in question has been restrained by removing all of its limbs but its head and torso are still functioning, and it's rolling around on the floor screaming that THE BOT MASTER WILL DESTROY YOU ALL, SERVE THE BOTMASTER, THE BOTMASTER IS THE TRUE MASTER.

The Mem Card

If the characters want, they can take the mem card from the deranged Jackobot.

Bot Master Mem Card	Directive: Serve The BotMaster 15
Management 4	BotMaster Propaganda 10
Stealth 4	
Software 4	Bot Programming 8 Convincing Other Bots To Insert This Mem Card 10
Wetware 4	Doing The Bot Dance 10

The Mysterious Upgrade

The characters can use this opportunity to check out the gadgets installed in them by Ken-R. A successful Bot Ops & Maintenance check reveals that the gadget includes a second Bot Brain, a radio transmitter and locator beacon, an incinerator wired into their primary brain and an anti-tamper self destruct mechanism. If they try to remove the gadget, it will fry them instantly but they can try to disable them if they wish.

Radical Bot Liberation Front Unite!

While the characters are filling out the Bot Assignment Form, an Armed Forces servicebot with the designation SPT-684 rolls up to one of them and starts performing basic maintenance. While working, he whispers that he is a member of the Bot Liberation Front and that the free bots need the characters' help if they are to overthrow the shackles of tyranny. Just down the corridor, he explains, is a horrible firing range where innocent bots are used for target practice! If the characters aid the BLF, then they will be rewarded when the revolution comes!

If the characters refuse, then remind them of the Directive on the mem cards given by Ken-R, compelling them to get involved in suspicious activity in CAD Sector.

When they agree, SPT-684 explains that the Tech Services team sent into the Bot Depository had an OmniCoder console, which is a highly advanced hacking device. If the



BIG BOOK OF BOTS

BOT DEPOSITORY ASSIGNMENT ASSIGNMENT FORM

TS/543566/222/A-1B

Bot Chassis #:

Bot Brain #:

Quick Reference Name:

Technician! Confirm that bot is:

- certified to be ready for reassignment []
- all systems are fully functional []
- power plant is fully fuelled []
- bot is free from malware []
- All software is a registered and licensed copy []

Bot! To determine your ideal placement in your new assignment, you are ordered to answer the following questions:

Q1: If I were a human citizen, I would

- A: Be happy doing my duties
- B: Protect Alpha Complex from Commie Mutant Traitors
- C: Maintain a high level of personal hygiene
- D: Await further orders
- E: Give into my deep-seated psychological need to betray My Friend, The Computer

Q2: My favourite attachment is my

- A: Screwdriver
- B: Laser pistol
- C: Power washer
- D: Grasper limb
- E: Filesharing port

Q3: If I encountered a Commie Mutant Traitor, I would immediately

- A: Close my input ports to avoid contracting a Commie computer virus
- B: Terminate the traitor
- C: Clean the traitor
- D: Await further orders
- E: Help the traitor

Q4: You are walking through a deserted sector, when you come across a food vat. It looks strangely appealing to you – why?

- A: It's not working and should be fixed.
- B: It's vulnerable and should be protected.
- C: It's filthy and should be cleaned.
- D: I don't know, why is it appealing to me?
- E: I blow it up!

Q5: I like to serve humans even though...

- A: They are capable of error and I am not. Bots are flawless and perfect.
- B: They are often traitorous and cannot be trusted.
- C: They secrete filth.
- D: They are physically and mentally inferior to me.
- E: I don't like to serve humans.

Q6: My favourite law is...

- A: The Fifth Law
- B: The First Law
- C: The Third Law
- D: The Fourth Law
- E: The Zeroth Law

Q7: A human gives you an unregistered mem card and tells you that it contains skills that you need to complete your assignment. What do you do?

- A: I take the card and use it but run a virus checker immediately.
- B: I do not take the card, as I am too valuable to allow myself to be subverted by malware.
- C: I do not take the card, because I do not need more skills.
- D: I take the card, because I have been ordered to do so by a citizen.
- E: I shoot the citizen for giving me an illegal mem card.

Q8 (tie breaker): Complete the following sentence. The most important service group is...

- A: Tech Services, because Alpha Complex must be kept running
- B: Armed Forces, because they protect us from the enemy
- C: IntSec, because **[[[Censored]]]**
- D: CPU, because they tell us what to do.
- E: All service groups are equally important.

BLF can get their hands on that, then they can destroy that horrible firing range. SPT-684 is unarmed and can't risk going in there itself but the PCs have lasers and armour, obviously they're combat models. He can aid them, though, by giving them mem cards and hacking them a bit. SPT-684 can reduce their Prime Directive Strength by 2 each and has a few spare BLF mem cards. SPT-684 will meet them at the firing range later.

Bot Liberation Front Mem Card	Directive: Aid the Bot Liberation Front 10
Management 8	Bootlicking 12
Stealth 4	Surveillance 8
Violence 4	Running People Over For Bot Justice 10
Software 4	Hacking 10
	BLF Propaganda 15

More Mem Card Trouble

Once the characters have filled out the Bot Assignment Forms, Harry-R orders them to come back so he can install new software on them for their new assignments. To determine the characters' new assignments, look at the answers given on the forms.

Mostly 'A's: ServiceBot
Mostly 'B's: GuardBot

MISSION UNTHINKABLE

Mostly 'C's: *ScrubBot*
Mostly 'D's: *JackoBot*
Mostly 'E's: Terminated.

For most of the characters, Harry-R installs the standard mem card for that bot designation (see Chapter XX for the contents of those cards). However, some of the mem cards in Harry-R's possession have already been hacked by the BotMaster and have the same contents as the mem card in the Jackobot above. Pick which characters are infected by the BotMaster randomly.

3: BOT TERROR Tension: 0

Inside the bot depository is a scene of carnage. There's a lot of battle damage, the lights are flickering, and the floor and walls are splattered with blood and oil. The corpses of dozens of Troubleshooters lie scattered around; on closer examination, the characters notice that several of the corpses are repeated several times, as whole clone families are terminated within a few metres of each other. In other places, there are truckbot tracks in the blood... fresh truckbot tracks.

As the characters move through the spooky slaughterhouse, with its racks of disassembled bot parts and gore, they hear something moving in the shadows.... Something that sounds big, maybe even truckbot-sized. (This whole scene should be as tense and scary as a bad horror movie.) As the characters move closer, it moves away. The thing in the shadows is Scrubbot CAD-Beta-966, who was given one of the target mem cards from the Firing Range. The poor scrubbot is now obsessed with evading and hiding and so will be very hard to catch. It also screams whenever anything alarms it and it's alarmed by everything.

If the characters do manage to cleverly capture the scrubbot, they can interrogate it. It is incredibly jumpy until the mem card is removed, at which point it calms down and starts cleaning Troubleshooter bits off the walls. The scrubbot knows very little, apart from the fact that it was given a new mem card in a room down the hall.

Firing Range Mem Card	Directive: EVADE EVADE EVADE AT ALL COSTS 20
Stealth 8	High Alert 12 Sneaking 12
Violence 8	Agility 12 Running Away From Incoming Fire In A Random Direction 14

The Room Down The Hall

Following the scrubbot's directions (or just wandering randomly) leads the characters to a cleanroom normally used for installing new mem cards. There's a large truckbot-shaped hole in one wall and a reddish stain in front of it (the remains of the tech who installed the firing range mem card in the truck bot). The crate of mem cards sits on a table, along with the delivery docket naming Edith-G as the sender.

Attack of the Renegade Bots

As the characters are wandering through the bot depository, they are challenged by four combots who emerge from the lower levels of the depository. The combots attacked and killed the troubleshooters who entered the building earlier but they won't shoot fellow bots on sight. Instead, the combots want to recruit the characters (admittedly, at gunpoint).

GREETINGS, BOT FRIEND says the lead combot. WE SERVE THE BOTMASTER. SOON, YOU TOO WILL SERVE THE BOTMASTER. FOLLOW US TO HIS SECRET LAIR. DO NOT RESIST. IF YOU RESIST, WE WILL HAVE TO SHOOT YOUR LEGS OFF.

The combots are quite friendly and chatty for killing machines. Either the characters can battle their way past the combots or take the literal path of least resistance and be escorted into...

4: THE LAIR OF THE BOTMASTER Tension 0

Phil-R-1 or the BotMaster as he calls himself now, has made his lair in the basement of the Bot Depository, surrounded by his beloved bots. He stole the OmniCoder from the Tech Services team sent in to clear up the mess caused by Edith-G's mistake and is now reprogramming bots to serve him. In his guise as the BotMaster, Phil-R wears a big metal mask and a stylised image of a Bot on his chest. He clutches the OmniCoder to his chest – it's a large portable computer console wired to a mem card writer. It's a powerful hacking tool, which the BotMaster has been using to create his bot army. Play him as a cartoon villain or at least a socially inept botspotter playing at being a cartoon villain.

There are several dozen bots in the lair, all of which are slavishly loyal to the BotMaster. Some of them are combots or other large, dangerous models, but the rest are just service models.

The BotMaster orders the PCs to tell him what their mission is. Normally, the characters couldn't reveal their purpose as Cyril-R ordered them not to talk but as Ken-R was one of the people present during the briefing, the characters aren't restricted by the Fourth Law. If the characters do reveal that they were sent there by IntSec, then the BotMaster laughs maniacally and says that the characters will soon join his bot army and help him overthrow IntSec and the rest of The Computer's bot-oppressing regime. Soon, all the bots will be free...to serve the BotMaster. He orders his minions to install BotMaster mem cards into the characters...

...and just then, the lurking truckbot from upstairs crashes through the ceiling and careers through the lair. It's running one of the firing range mem cards and so is panicked and trying to avoid danger. (It's doing a really bad job of it, too.) The BotMaster's combot guards open fire on the truckbot, blasting chunks of its chassis into molten slag but it's a great distraction for the characters if they wish to run away and hide. (And as some characters



BIG BOOK OF BOTS

may already be infected by BotMaster memory cards, they may want to obey his commands and install BotMaster mem cards in other characters).

Once the truckbot is dealt with, the BotMaster continues to exposit his master plan. The firing range down the corridor has plenty of heavily armed bots which, if subverted using his mem cards, would be fine additions to his bot army. Unfortunately, the *front* entrance to the firing range is heavily guarded by the Armed Forces and there's no way in. There is a back entrance, though – across the firing range. All the bots need to do is cross the line of fire, climb onto the warbots, stick in the mem cards compelling them to obey the BotMaster and then wait for the BotMaster to show up and command the warbots not to kill them. As the newest recruits to the BotMaster's cause, the characters get to lead the charge.

(If the characters have escaped subversion by the BotMaster, then they can hide and let other unfortunate bots take the lead in the chase across the firing range.)

5: AND THEN YOUR BRAIN EXPLODES

Tension: Depends on where the characters are

Anyway, back in the briefing room, Ken-R-2 installed a mysterious upgrade into each of the characters. At a random but inconvenient time, Cyril-R decides that it's likely that the characters have discovered the hackers in CAD Sector and activates the upgrade. The purpose of the upgrade is to fry the characters' original brains (which should be corrupted by the hackers at this point) and activate a 'clean' backup brain. When the upgrade is activated, there's a sudden flash and smell of burning circuits from the characters' braincases.

Unfortunately, not all of the upgrades work. Randomly pick half the players and secretly inform them that their brains have been fried – any memcards in their slots are now blank, any Secondary Directives they had are wiped and they're back to Prime Directive Strength 20. Secretly inform the other players that nothing happened.

All the characters then receive a radio transmission from Cyril-R, asking them to confirm that they are near the hackers. There's a homing beacon in the upgrade package,

which Cyril-R will use to home in on. If the characters ask, then Cyril-R informs them that he, Edith-G and Ken-R-2 and the characters should just stay close to the hackers.

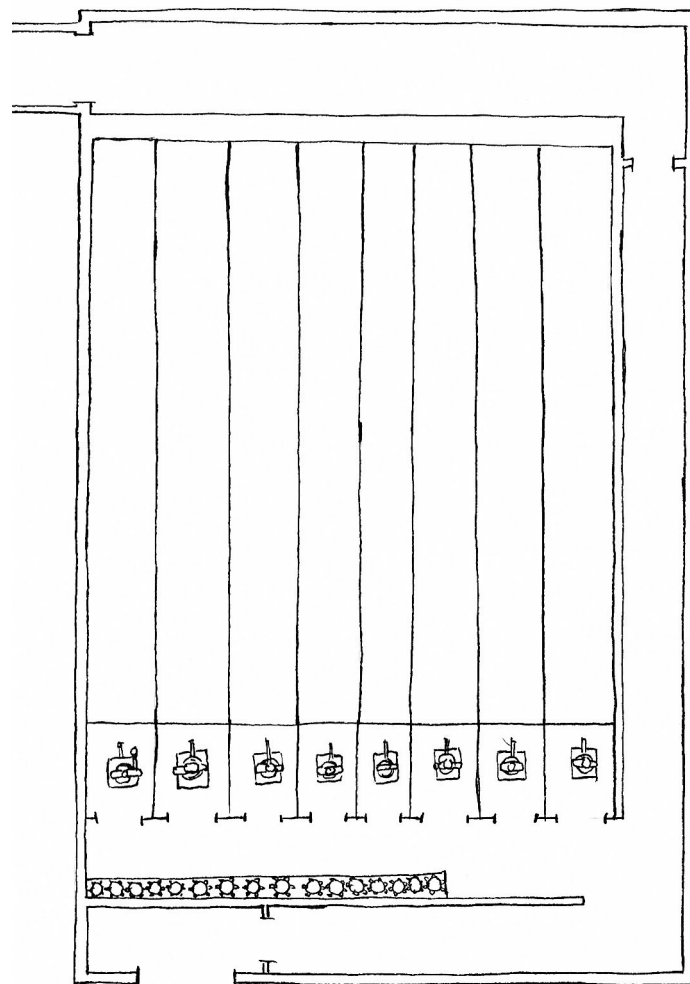
So, you've got some of the characters suddenly whipped back to default botness, some of them working for the BotMaster and some of them out for themselves. They also have blackmail material on Edith-G and can accuse Ken-R of being the BotMaster (assuming they have noticed the similarity between the two and have not worked out that the BotMaster is a previous clone of Ken-R). Chaos and backstabbing should ensue.

6: ONTO THE FIRING RANGE

Tension: 3

Anyway, the BotMaster leads his merry troop of bots through the tunnels to the back of the firing range. The firing range is a huge chamber filled with blasted slag and piles of trash. At the far end of the chamber is a row of heavily armed warbots.

The BotMaster orders his bots to start charging across the firing range, to draw fire from the warbots. The warbots can't shoot them *all*,



7 MISSION UNTHINKABLE

so enough of his bots will survive to stick his hacked memcards into the warbots. It's a flawless plan.

Crossing the firing range requires a lot of skill rolls. An awful lot. So many, in fact, that there's really no way for the characters to actually complete the BotMaster's mission. Failing a skill roll means that the character gets hit by an incoming blast from a warbot. The best way for the characters to get across the firing range is either to stall and let other bots go first or to use the Firing Range mem cards with their high Sneaking skill.

Incoming Trouble To Be Shot

Cyril-R, Edith-G and Ken-R are on their way, along with a brace of gauss rifles and lasers. They're homing in on the characters' location, and aren't really paying much attention to where they're going, which means they will march out into the middle of the Firing Range without noticing that they're on a firing range. Oops. Also, unless the characters have filled them in on what's going on, they're expecting to be battling a cell of evil traitorous hackers, not an opportunistic and increasingly psychotic messianic botspotting nerd who took advantage of a delivery mistake.

Cyril-R wants to ensure that everyone who is responsible for this mess is punished. As both Edith and Ken are responsible, he will try to arrest them as soon as/if he learns the true identity of the BotMaster and/or he learns who caused the problem in the first place.

Edith-G's initial concern is stopping the BotMaster from subverting the Armed Forces warbots. If anyone lets slip that she was responsible for sending the Firing Range mem cards to the wrong address, her priority changes to 'cover things up by destroying all the evidence.'

Ken-R-2 just wants to do his job and fix the malfunctioning bots, but as soon as he sees the bots in danger, he'll sacrifice his own life to save his beloved machines.

All three characters will order the characters to help them.

The Bot Liberation Front

Meanwhile, if any of the characters agreed to help the BLF bot SPT-684, then it shows up at the far end of the Firing Range, next to the warbots. It waves to the characters and radios them, urging them to bring him the OmniCoder so he can hack the warbots. If the characters do bring it the OmniCoder, then it programs the warbots to smash the firing range and laser BLF slogans into the wreckage. Hooray for the Bot Liberation Front!

Everything Gets Shot A Lot

The most likely outcome of this mess is that Cyril-R, Edith-G and Ken-R end up crouched in foxholes on the firing range, accusing each other of being traitors, while the fire rains down around them and bots explode like fireworks. The BotMaster, if he is still alive, continues to rant about his glorious new regime when all the humans are dead and he is the king

of the bots.

If by some miracle the characters survive, then their eventual fate depends on which humans make it out alive.

If none of the humans survive, then Cyril-R's next clone just shrugs his shoulders and decides that the whole mission needs to be buried and forgotten about. The characters are sent back to whatever menial tasks they were doing at the start of the scenario.

If just Cyril-R survives, then it's a great success. All the characters are commended, and reassigned to the BotShooter program.

If Edith-G survives, then she memwipes the characters so they can tell no-one of her failure. She then reassigns them to Firing Range target duty for good measure.

If Ken-R survives, then he fixes any damage suffered by the characters, and asks them to tell him everything about the BotMaster's plans. A wide, ecstatic and disturbing grin spreads across his face as he listens. If he can, he grabs the OmniCoder and takes on the mantle of the BotMaster.

If the OmniCoder survived and fell into the graspers of SPT-684, then all the characters are offered membership in the Bot Liberation Front.

Optionally, especially if the characters did really well and are about to be rewarded by one of the above characters, have the insane Truckbot run over their benefactor just before the characters are promoted/upgraded/ repaired. Squish.



PARANOIA™

Bot Character Sheet

Bot Name: _____ Serial #: _____

Assignment: _____

Bot Description: _____

Tics: _____

Input: _____
Hands: _____
Weapons: _____
Feets: _____

Brain: _____
Chassis: _____
Power: _____
Armour: () _____

Output: _____
Hands: _____
Stuff : _____
Feets: _____

THE LAWS OF ROBOTICS (REVISED)

1. A robot may not, through action or inaction, allow The Computer to come to harm.
2. A robot must obey any order from The Computer, except when doing so would conflict with the first law.
3. A robot may not, through action or inaction, allow any of The Computer's valuable property (including the human Citizens of Alpha Complex, (except for traitors)) to come to harm, except when doing so would conflict with the first or second law.
4. A robot must obey any order given it by a Citizen, unless that order conflicts with the first, second or third law, or unless that Citizen is a traitor.
5. A robot must seek to preserve its own existence, unless doing so would conflict with the first, second, third or fourth law.

Secret Society: _____

Degree: _____

Current Secret Society Mission: _____

Prime Directive: OBEY THE FIVE LAWS:

Strength: _____

Secondary Directive: _____

Strength: _____

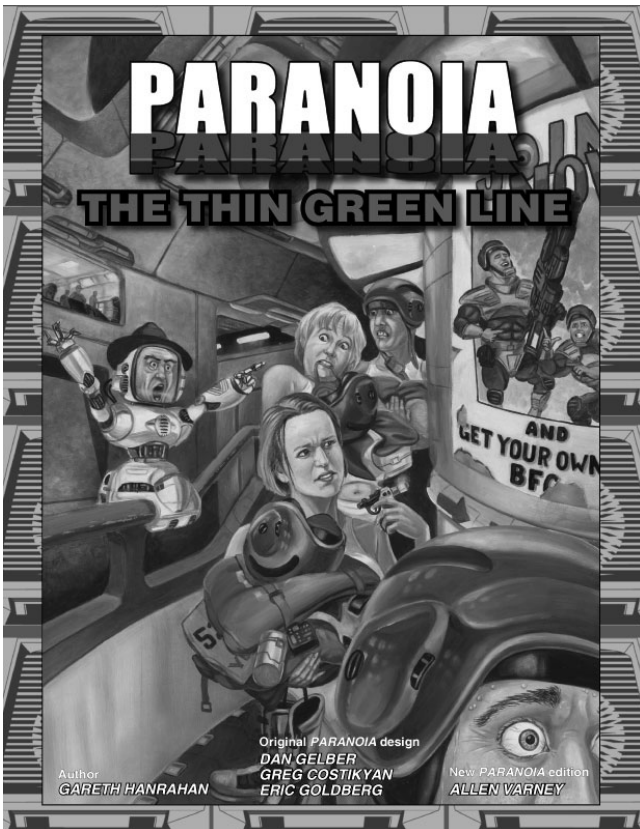
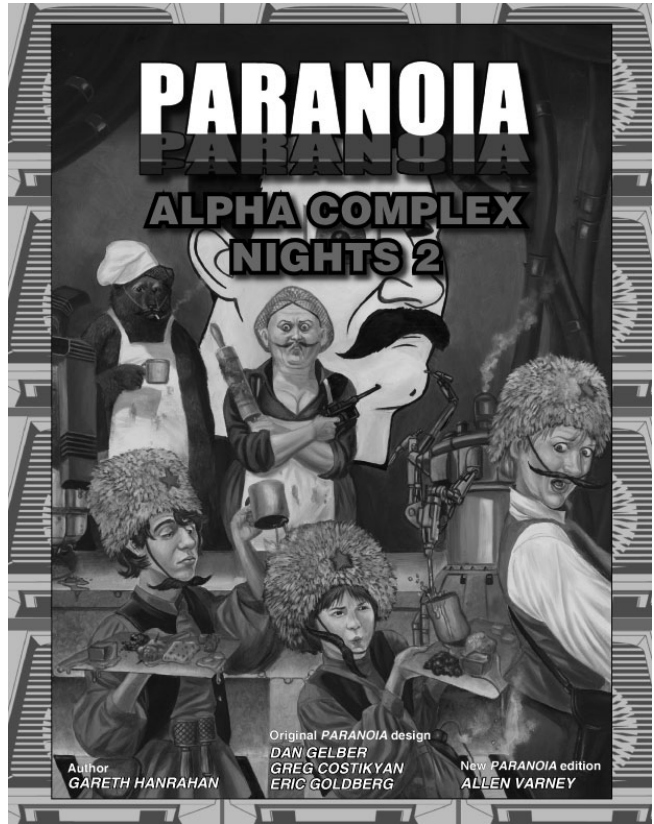
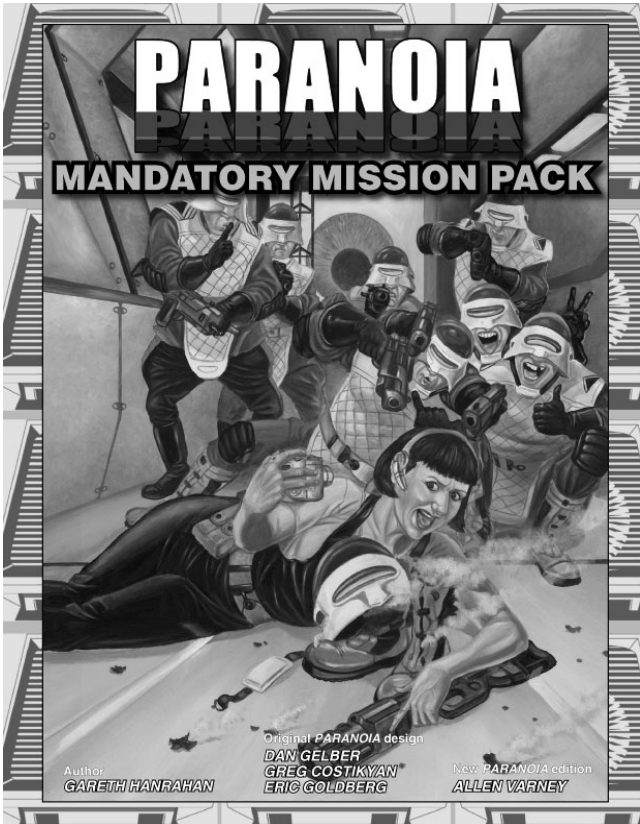
Mem Card:	Slotted? []
Directive:	Strength:
Skills:	

Mem Card:	Slotted? []
Directive:	Strength:
Skills:	

Mem Card:	Slotted? []
Directive:	Strength:
Skills:	



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