Supplement Rules Chapter SP02:

Droids

Robots
Robots are the working class of robots. They are typically designed for single purposes. Examples of robots are a mobile vending machine that advertises its selections, or robotic cranes and other machinery. Robots posses limited intelligence and can follow simple instructions similar to a dog.

Droids
Droids are robots that have been designed to replace a human worker or specialist that requires minimum decision-making capabilities. They may or may not appear as a humanoid depending upon their function. Examples of a droid are interpreters, repair droids, stationary sentry gun droids. Droids are capable of understanding complex directions, and some decision-making capabilities to complete those instructions. In addition they typically are skilled in a number of related skills, such as mechanical or languages.

Androids
Androids are robots that have been designed to replace a human worker or specialist and require decision making capabilities. They are humanoid in chassis shape. Examples of an android are robotic warriors.

Replicants
Replicants are robots that have been designed to duplicate a person in almost all ways. They are often modeled to be identical to a specific individual. Examples of a replicant are body doubles, decoys, infiltrators, and assassins.

War Machines
War Machines are robots that have a heavy combat nature. Beyond the simple soldier a war machine is a large hulking assault machine, for use when human casualties would be to great. They may be flyers, tracked, or wheeled.

ROBOTS, ANDROIDS, AND THE LIKE.
Robots with IT & WS less than 35 are considered property.
Robots with IT & WS greater than 35 are considered sentient life-forms. To purchase, you have to buy a never activated robot, therefore not yet a life. Upon activation, it is considered alive, and a servant in your employ. It will serve until your death when it is released into freedom. All Combat Robots are of this type.

BUILDING / DESIGNING ROBOTS
1) Body
2) Movement
3) Sensors
4) Artificial Intelligence
5) Body Modifications
6) Cosmetics
7) Weapon & Equipment
8) Mission Programming

ROBOT BODIES

Chassis Weight	Base Height	Base Strength	Base WN & TN	Components Points	Cost
Light	4 ft	50	50	20	
Standard	6 ft	100	100	40	
Heavy	8 ft	200	200	80	
Alpha	10 ft	400	400	160	
Beta	12 ft	800	800	250	
Omega	15 ft	1600	1600	350	

MOVEMENT TYPE
All robots, by default will be set up with some type of wheeled mechanism to provide movement. The wheeled system is considered integral to the body, and does not have a component cost. A alternate source of locomotion may replace the wheeled system at the component cost listed. These options below provide alternate forms of movement and maybe be combined of course providing that double component cost is taken to resolve the two systems. For example a Bipedal robot with anti-grav would use the amount listed under the components required column for bipedal its main system, then double for the alternate system of anti-gravity. The robotic body is a light one with 20 component points. We add up the fractions 1/25 + (1/20)2 and get 7/50 would equals 2.8 or 3 rounded up components points, leaving us with 17 for other equipment.

Movement Type	Movement Rate	Components Required	Cost
Bipedal	Walk: 20 Run: 60 Sprint: 100	1/25 of total points	
Quadra-Pedal	Walk: 30 Run: 90 Sprint: 150	1/20 of total points	
Anti-G	Walk: 40 Run: 120 Sprint: 200	1/20 of total points	
Wheeled	Walk: 30 Run: 90 Sprint: 150	None/Standard	
Tracked	Walk: 20 Run: 60 Sprint: 100	1/25 of total points	
Aquatic	Walk: 20 Run: 60 Sprint: 100	1/20 of total points	

SENSORS

All sensors work identically to their other sensor counterparts…

Sensor Type	Effect	Components Required	Cost
Bio	same as sensors of same name	3	
Electro Mag	same as sensors of same name	1	
Heat Energy Life	same as sensors of same name	4	
IF / UV	same as sensors of same name	2	
Light Intensifying	same as sensors of same name	2	
Motion	same as sensors of same name	2	
Radiation	same as sensors of same name	1	
Telescopic	same as sensors of same name	3	
180 degree Vision	+15 AW	1	
270 degree Vision	+25 AW	1	
360 degree Vision	+45 AW	1	

AI PACKAGES

Non-Combatant AI

A robot with non-combatant AI, has been rigidly programmed with the following rules; the inability to harm any of the pre-programmed known races of the empire, all other races, critters, bugs. Note this list does not include much since there is only a couple dozen of races that are considered races of the empire.

NC	IT	WS	ED	CL	CH	AW	IN	RF	DX	HL	GS	WS	MS	TS	AT	Cost
NC1	10	10	10	100	10	10	10	30	100	50	10	10	10	10	1	
NC2	15	15	30	100	30	30	30	40	100	60	20	20	20	20	1	
NC3	20	20	50	100	50	50	50	50	100	70	30	30	30	30	1	
NC4	25	25	70	100	70	70	70	60	100	80	40	40	40	40	2	
NC5	30	30	90	100	90	90	90	70	100	90	50	50	50	50	2	

Strength, Wounds, and Toughness are stats that are not controlled by the AI, and therefore not listed…

Combatant AI

CM	IT	WS	ED	CL	CH	AW	IN	RF	DX	HL	GS	WS	MS	TS	AT	Cost
C1	10	10	10	100	10	30	30	30	100	50	30	30	30	30	1	
C2	20	20	20	100	20	40	40	40	100	60	40	40	40	40	1	
C3	30	30	30	100	30	50	50	50	100	70	50	50	50	50	2	
C4	40	40	40	100	40	60	60	60	100	80	60	60	60	60	2	
C5	50	50	50	100	50	70	70	70	100	90	70	70	70	70	3	
C6	60	60	60	100	60	80	80	80	100	90	80	80	80	80	3	
C7	70	70	70	100	70	90	90	90	100	95	90	90	90	90	3	
C8	80	80	80	100	80	95	95	95	100	95	95	95	95	95	4	
C9	90	90	90	100	90	98	98	98	100	98	98	98	98	98	4	

Strength, Wounds, and Toughness are stats that are not controlled by the AI, and therefore not listed…

ENHANCED STRENGTH (A increase to the robots strength)

These are the standard upgrades that are available to the average robotic shop in the empire, however certain specialty shops can tweak these upgrades to above spec performance by up to 50% of their stated specs. This is done at a exorbitant 75% markup on the upgrades. This can be done up to three times. First time performance 150% of originals, cost 175%, Second time performance boost 225% of originals, cost 306.25% of originals, Third time performance 338 % of originals, cost 536% of originals.

Strength	ES-A	ES-B	ES-C	ES-D	ES-E	ES-F
Strength	(100)	(200)	(400)	(800)	(1600)	(3200)
Light (50)						
Standard (100)	X					
Heavy (200)	X	X				
Alpha (400)	X	X	X			

Beta (800)	X	X	X	X		
Omega (1600)	X	X	X	X	X	

ENHANCED STRUCTURE (A increase to the robots Wounds)

Structure	ST-A	ST-B	ST-C	ST-D	ST-E	ST-F
WN	(100)	(200)	(400)	(800)	(1600)	(3200)
Light (50)						
Standard (100)	X					
Heavy (200)	X	X				
Alpha (400)	X	X	X			
Beta (800)	X	X	X	X		
Omega (1600)	X	X	X	X	X	

ENHANCED ARMOR (A increase to the robots toughness)

Armor	ARM-A	ARM-B	ARM-C	ARM-D	ARM-E	ARM-F
TN	(100)	(200)	(400)	(800)	(1600)	(3200)
Light (50)						
Standard (100)	X					
Heavy (200)	X	X				
Alpha (400)	X	X	X			
Beta (800)	X	X	X	X		
Omega (1600)	X	X	X	X	X	

COSMETICS

Cosmetic	Effect	Components Required	Cost
Humanoid Shape	The Robot has the appearance of a humanoid, but obviously is not		
Human Appearance	The Robot can be mistakenly assumed to be a humanoid, but will fail close inspection		
Human Replicant	The Robot is crafted to look identical to a particular individual, and is not distinguishable to the naked eye, will fail sensor scans and any damage to it will reveal that it is obviously not organic.		
Animal Shape	The Robot has the appearance of a animal, but obviously is not		
Animal Appearance	The Robot can be mistakenly assumed to be a animal, but will fail close inspection		
Animal Replicant	The Robot is crafted to look identical to a particular animal specimen, and is not distinguishable to the naked eye, will fail sensor scans and any damage to it will reveal that it is obviously not organic.		
Disguised Appearance	(looks like a toaster)		
None	The Robot looks like just that a moving pile of electronics, weapons, and tools		

Combatant Programming

Style of Programming	Description	Commands	Cost
Death Machine	Guard or enter location and destroy all who are not authorized by controller.		
Warrior Droid/Bot	A robot designed to replace the common soldier.		
Combat Droid/Bot	A soldier robot simpler than warrior mission/order oriented.		
Hunter Droid/Bot	Assassin trained to hunt and kill target in civilization.		

Tracker Droid/Bot Assassin programmed to hunt and kill target in wilderness.								
Garrison Droid/Bot	Guard programmed for sentry duty and patrol.		
Defense Droid/Bot	Guard programmed for mobile sentry and patrol.		
Security Droid/Bot	Guard for places of lesser security.		
Body Guard Droid/Bot	Guard program to defense a person or small group.		
Law Droid/Bot	Robot Police replaces uniform does no detective. Simple and hazard duty.		
Reconnaissance	Robot programmed to observe enemy and report with information.		

ENHANCED PROGRAM PACKAGES
ATTRIBUTE E.P.P.
ATT-E.P.P.-10 10
ATT-E.P.P.-20 20
ATT-E.P.P.-30 30
ATT-E.P.P.-40 40
SKILL E.P.P.
SKL - E.P.P. - 10 10
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Name	Tech Level	Law Level	Concealability Factor	Settings	Accuracy	Reliability	PB/S/M/L/EX	S/SB/LB/Auto	Component Points		Power	Cost
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Medium Laser									2			
Heavy Laser									3			
Laser Cannon A									4			
Laser Cannon B									5			
Light Rail Gun									1			
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Rail Cannon A									4			
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Water Cannon									3			
Flame-Thrower									2			
Grenade Launcher									1			
Machine Gun									2			
Rotating Machine Gun									3			
Any Pistol									1			
Any Rifle									2			
Any Heavy Weapon									3			
Anti-Koranda Weapon									6			

Tools	Effect	Components Required	Cost
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Welder/Cutter laser torch			
Searchlight			
Sensor Relay			
DataJack			
Cuff/Restraint			
Agri-Tools			
Eco-Tools			
Doc/Medical			
First Aid			
Rancher			
Repair/Maintenance			
Lifter			
Construct			
Engineer			
Cook/Kitchen			
Nanny			

Non-Combatant Programming

Style of Programming	Description	Commands	Cost
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Agri-Standard			
Agri-Heavy			
Ecology-City			
Ecology-Rural			
Ecology-Wilderness			
Veterinary			
Game-Warden			
Rancher			
TECHNOLOGICAL ROBOTS			
Engine-Light			
Engine-Standard			
Engine-Heavy			
Construct-Light			
Construct-Standard			
Construct-Heavy			
Mining			
Lifter			
Lifter-Heavy			
Cargo			
Cargo-Heavy			
Repair			
Fire Fighter			
Medical			
SERVICE ROBOTS			
Protocol			
Astropilot			
Aeropliot			
Household			
Servant-Maid			
Servant-Butler			

Servant-Chauffeur			
Servant-Server			
Servant-Messenger			
Servant-Errant			
Servant-Chef			
Servant-Maintenance			
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NC5	30	30	90	100	90	90	90	70	100	90	50	50	50	50	2	

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C4	40	40	40	100	40	60	60	60	100	80	60	60	60	60	2	
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C8	80	80	80	100	80	95	95	95	100	95	95	95	95	95	4	
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Standard (100)	X					
Heavy (200)	X	X				
Alpha (400)	X	X	X			
Beta (800)	X	X	X	X		
Omega (1600)	X	X	X	X	X	

ENHANCED STRUCTURE (A increase to the robots Wounds)

Structure	ST-A	ST-B	ST-C	ST-D	ST-E	ST-F
WN	(100)	(200)	(400)	(800)	(1600)	(3200)
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Alpha (400)	X	X	X			
Beta (800)	X	X	X	X		
Omega (1600)	X	X	X	X	X	

ENHANCED ARMOR (A increase to the robots toughness)

Armor	ARM-A	ARM-B	ARM-C	ARM-D	ARM-E	ARM-F
TN	(100)	(200)	(400)	(800)	(1600)	(3200)
Light (50)						
Standard (100)	X					
Heavy (200)	X	X				
Alpha (400)	X	X	X			
Beta (800)	X	X	X	X		
Omega (1600)	X	X	X	X	X	

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Disguised Appearance	(looks like a toaster)		
None	The Robot looks like just that a moving pile of electronics, weapons, and tools		

Combatant Programming

Style of Programming	Description	Commands	Cost
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ATT-E.P.P.-20 20
ATT-E.P.P.-30 30
ATT-E.P.P.-40 40
SKILL E.P.P.
SKL - E.P.P. - 10 10
SKL - E.P.P. - 20 20
SKL - E.P.P. - 30 30
SKL - E.P.P. - 40 40
SKL - E.P.P. - 50 50
SKL - E.P.P. - 60 60

Name	Tech Level	Law Level	Concealability Factor	Settings	Accuracy	Reliability	PB/S /M/L /EX	S/SB /LB/ Auto	Component Points		Power		Cost
Light Laser									1				
Medium Laser									2				
Heavy Laser									3				
Laser Cannon A									4				
Laser Cannon B									5				
Light Rail Gun									1				
Medium Rail Gun									2				
Heavy Rail Gun									3				
Rail Cannon A									4				
Rail Cannon B									5				
Water Cannon									3				
Flame-Thrower									2				
Grenade Launcher									1				
Machine Gun									2				
Rotating Machine Gun									3				
Any Pistol									1				
Any Rifle									2				
Any Heavy Weapon									3				
Anti-Koranda Weapon									6				

Tools	Effect	Components Required	Cost
Grapple/Winch			
Welder/Cutter laser torch			
Searchlight			
Sensor Relay			
DataJack			
Cuff/Restraint			
Agri-Tools			
Eco-Tools			
Doc/Medical			
First Aid			
Rancher			
Repair/Maintenance			
Lifter			
Construct			
Engineer			
Cook/Kitchen			
Nanny			

Non-Combatant Programming

Style of Programming	Description	Commands	Cost
NATURE ROBOTS			
Agri-light			
Agri-Standard			
Agri-Heavy			
Ecology-City			
Ecology-Rural			
Ecology-Wilderness			
Veterinary			
Game-Warden			
Rancher			
TECHNOLOGICAL ROBOTS			
Engine-Light			
Engine-Standard			
Engine-Heavy			
Construct-Light			
Construct-Standard			
Construct-Heavy			
Mining			
Lifter			
Lifter-Heavy			
Cargo			
Cargo-Heavy			
Repair			
Fire Fighter			
Medical			
SERVICE ROBOTS			
Protocol			
Astropilot			
Aeropliot			
Household			
Servant-Maid			
Servant-Butler			
Servant-Chauffeur			
Servant-Server			
Servant-Messenger			
Servant-Errant			
Servant-Chef			
Servant-Maintenance			
Servant-Nanny			
Servant-Player			