



BOT CHASSIS

WARNING! WARNING! WARNING!

BEARANCE LEVEL: ULTRAVIDE

FUN IS MANDATORY!



ARACHNID

DEFENSE: 1
SKILL: GUNS -1

SMALL
MODULES 2

Somewhere between crab, spider and squid is this thing. 6-8 legs help it move but it can be a bit jittery.

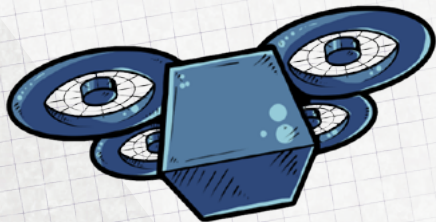


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DRONE

DEFENSE: 2

SKILL: *INTIMIDATE -2*

SMALL

MODULES 2

It clumsily moves through the air looking both silly and unstable but hey, it flies. Slowly.

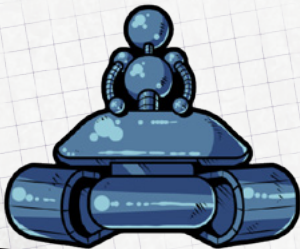


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HALF-HUMANOID

DEFENSE: 2
SKILL: CHARM -2

LARGE
MODULES 3

Combining the best (worst?) aspects of a human and a tank. Even more unsettling than humanoid bots.



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HUMANOID

DEFENSE: 1
SKILL: *BLUFF -1*

LARGE
MODULES 3

Although obviously a bot, this is nonetheless human-ish with two legs, two arms and a face devoid of human emotion.



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PEPPER POT

DEFENSE: 2

SKILL: *MELEE -2*

MEDIUM
MODULES 3

Being vaguely shaped like a trash bin has some advantages, right?



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QUADRUPEL

DEFENSE: 1

SKILL: OPERATE -1

MEDIUM
MODULES 3

Sometimes, bot engineers get bored and see what they can attach legs to.

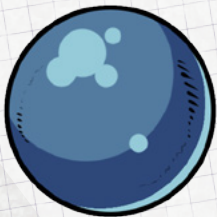


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SPHERE

DEFENSE: 3

SKILL: *THROW* -3

MEDIUM
MODULES 2

A shiny globe that effortlessly hovers and flies through the air exactly how a ball of metal does not.

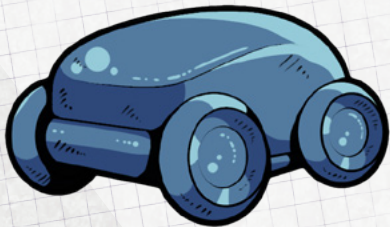


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VEHICLE

DEFENSE: 3
SKILL: *STEALTH* -3

OVERSIZE
MODULES 4

It can have wheels or treads but this armoured bot is really hard to miss. Holds 1-3 citizens if that is your thing.