

Maintenance Robot

Tech level 8

Size: 1m3

Armor 4

Price: 1000cr

Loco: wheels

Speed: 25m per turn

Electronics: sight, voice, hearing

Programs: general maintenance-1

Tools: vacuum cleaner, tool kit, small arm

Feature	Impeded	Jammed	Destroyed
Power Plant	<input type="checkbox"/> lose 1 turn	<input type="checkbox"/> lose 1d6 turn	<input type="checkbox"/>
Brain	<input type="checkbox"/> -1 skill	<input type="checkbox"/> -2skill	<input type="checkbox"/>
Wheels	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Tools/arm	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
Senses	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>

Heavy Lifter Robot

Tech level 8

Size: 4m3

Armor 10

Price: 10,000cr

Loco: Legs

Speed: 20m per turn

Electronics: sight, hearing, radar sense

Programs: cargo-handling-1

Tools/Weapons: 2 huge arms

Feature	Impeded	Jammed	Destroyed
Power Plant	<input type="checkbox"/> lose 1 turn	<input type="checkbox"/> lose 1d6 turn	<input type="checkbox"/>
Brain	<input type="checkbox"/> -1 skill	<input type="checkbox"/> -2skill	<input type="checkbox"/>
Legs	<input type="checkbox"/> <input type="checkbox"/>	<input type="checkbox"/> <input type="checkbox"/>	<input type="checkbox"/> <input type="checkbox"/>
Arms	<input type="checkbox"/> <input type="checkbox"/>	<input type="checkbox"/> <input type="checkbox"/>	<input type="checkbox"/> <input type="checkbox"/>
Senses	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>

Steward Robot

Tech level 9

Size: 1m3

Armor 3

Price: 10,000cr

Loco: Legs

Speed: 25m per turn

Electronics: sight, hearing, speech

Programs: steward-1

Tools/Weapons: 2 arms

Feature	Impeded	Jammed	Destroyed
Power Plant	<input type="checkbox"/> lose 1 turn	<input type="checkbox"/> lose 1d6 turn	<input type="checkbox"/>
Brain	<input type="checkbox"/> -1 skill	<input type="checkbox"/> -2skill	<input type="checkbox"/>
Legs	<input type="checkbox"/> <input type="checkbox"/>	<input type="checkbox"/> <input type="checkbox"/>	<input type="checkbox"/> <input type="checkbox"/>
Arms	<input type="checkbox"/> <input type="checkbox"/>	<input type="checkbox"/> <input type="checkbox"/>	<input type="checkbox"/> <input type="checkbox"/>
Senses	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>

Caddy Robot-1

Tech level 8

Size: 1m3

Armor 4

Price: 1000cr

Loco: tracks

Speed: 25m per turn

Electronics: sight, voice, hearing, annoying alarm

Programs: Recon-0

Tools/Weapons: 50kg of tools/weapons, delivery arms

Feature	Impeded	Jammed	Destroyed
Power Plant	<input type="checkbox"/> lose 1 turn	<input type="checkbox"/> lose 1d6 turn	<input type="checkbox"/>
Brain	<input type="checkbox"/> -1 skill	<input type="checkbox"/> -2skill	<input type="checkbox"/>
Tracks	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Arms	<input type="checkbox"/> <input type="checkbox"/>	<input type="checkbox"/> <input type="checkbox"/>	<input type="checkbox"/> <input type="checkbox"/>
Senses	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Alarm	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>

Caddy Robot-2 (It can go up stairs!)

Tech level 12

Size: 1m3

Armor 10

Price: 45,000cr

Loco: grav

Speed: 400m per turn

Electronics: sight, voice, hearing, annoying alarm

Programs: Recon-0

Tools/Weapons: 75kg of tools/weapons, delivery arms

Feature	Impeded	Jammed	Destroyed
Power Plant	<input type="checkbox"/> lose 1 turn	<input type="checkbox"/> lose 1d6 turn	<input type="checkbox"/>
Brain	<input type="checkbox"/> -1 skill	<input type="checkbox"/> -2skill	<input type="checkbox"/>
Grav module	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Arms	<input type="checkbox"/> <input type="checkbox"/>	<input type="checkbox"/> <input type="checkbox"/>	<input type="checkbox"/> <input type="checkbox"/>
Senses	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Alarm	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>

Auto-Pilot-1

Tech level 8

Size: 1m3

Armor 4

Price: 20,000cr

Loco: Legs

Speed: 20m per turn

Electronics: sight, hearing, radar sense, voice, radio

Programs: Vehicle-1 (choose type)

Tools/Weapons: 2 arms

Feature	Impeded	Jammed	Destroyed
Power Plant	<input type="checkbox"/> lose 1 turn	<input type="checkbox"/> lose 1d6 turn	<input type="checkbox"/>
Brain	<input type="checkbox"/> -1 skill	<input type="checkbox"/> -2skill	<input type="checkbox"/>
Legs	<input type="checkbox"/> <input type="checkbox"/>	<input type="checkbox"/> <input type="checkbox"/>	<input type="checkbox"/> <input type="checkbox"/>
Arms	<input type="checkbox"/> <input type="checkbox"/>	<input type="checkbox"/> <input type="checkbox"/>	<input type="checkbox"/> <input type="checkbox"/>
Senses	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Radio	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>

Auto-Pilot-2

Tech level 12

Size: 1m3

Armor 4

Price: 50,000cr

Loco: Legs

Speed: 20m per turn

Electronics: sight, hearing, radar sense, voice, radio

Programs: Vehicle-2 (choose type)

Tools/Weapons: 2 arms

Feature	Impeded	Jammed	Destroyed
Power Plant	<input type="checkbox"/> lose 1 turn	<input type="checkbox"/> lose 1d6 turn	<input type="checkbox"/>
Brain	<input type="checkbox"/> -1 skill	<input type="checkbox"/> -2skill	<input type="checkbox"/>
Legs	<input type="checkbox"/> <input type="checkbox"/>	<input type="checkbox"/> <input type="checkbox"/>	<input type="checkbox"/> <input type="checkbox"/>
Arms	<input type="checkbox"/> <input type="checkbox"/>	<input type="checkbox"/> <input type="checkbox"/>	<input type="checkbox"/> <input type="checkbox"/>
Senses	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Radio	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>

Auto-Doc1

Tech level 10

Size: 1m3

Armor 4

Price: 50,000cr

Loco: legs

Speed: 20m per turn

Electronics: sight, hearing, radar sense, voice, radio

Programs: Medical-1

Tools/Weapons: 2 arms; 100 medical drug; medical scanner (Auto-doc cannot benefit from a medical computer as it is a medical computer).

Feature	Impeded	Jammed	Destroyed
Power Plant	<input type="checkbox"/> lose 1 turn	<input type="checkbox"/> lose 1d6 turn	<input type="checkbox"/>
Brain	<input type="checkbox"/> -1 skill	<input type="checkbox"/> -2skill	<input type="checkbox"/>
Legs	<input type="checkbox"/> <input type="checkbox"/>	<input type="checkbox"/> <input type="checkbox"/>	<input type="checkbox"/> <input type="checkbox"/>
Arms	<input type="checkbox"/> <input type="checkbox"/>	<input type="checkbox"/> <input type="checkbox"/>	<input type="checkbox"/> <input type="checkbox"/>
Senses	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Med Scanner	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>

Auto-Doc2

Tech level 12

Size: 1m3

Armor 4

Price: 150,000cr

Loco: grav module

Speed: 20m per turn

Electronics: sight, hearing, radar sense, voice, radio

Programs: Medical-2

Tools/Weapons: 4 arms; 100 medical drug; medical scanner (Auto-doc cannot benefit from a medical computer as it is a medical computer).

Feature	Impeded	Jammed	Destroyed
Power Plant	<input type="checkbox"/> lose 1 turn	<input type="checkbox"/> lose 1d6 turn	<input type="checkbox"/>
Brain	<input type="checkbox"/> -1 skill	<input type="checkbox"/> -2skill	<input type="checkbox"/>
Grav Module	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Arms	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
Senses	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Med Scanner	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>

Rescue Robot

Tech level 14

Size: 3m3

Armor 10

Price:500,000cr

Loco: Grav **Speed:** 2000m per turn

Electronics: sight, hearing, radar sense, voice, communicator

Programs: Medical-2, Recon-1

Tools/Weapons: 2 rescue arms, medical scanner, patient bunk, 2 treatment arms

Feature	Impeded	Jammed	Destroyed
Power Plant	<input type="checkbox"/> lose 1 turn	<input type="checkbox"/> lose 1d6 turn	<input type="checkbox"/>
Brain	<input type="checkbox"/> -1 skill	<input type="checkbox"/> -2skill	<input type="checkbox"/>
Grav Module	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Arms	<input type="checkbox"/> <input type="checkbox"/>	<input type="checkbox"/> <input type="checkbox"/>	<input type="checkbox"/> <input type="checkbox"/>
Senses	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Med Scanner	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Commo	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>

Repair Robot

Tech level 9

Size: 1m3

Armor 4

Price: 15,000cr

Loco: tracks

Speed: 20m per turn

Electronics: sight, hearing, radar sense, voice, radio

Programs: Mechanical-1, Electronics-1, Gravitics-1

Tools/Weapons: 4 arms, laser welder, mechanical tool kit, electronic tool kit.

Feature	Impeded	Jammed	Destroyed
Power Plant	<input type="checkbox"/> lose 1 turn	<input type="checkbox"/> lose 1d6 turn	<input type="checkbox"/>
Brain	<input type="checkbox"/> -1 skill	<input type="checkbox"/> -2skill	<input type="checkbox"/>
Tracks	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Arms	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
Senses	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Laser welder	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Radio	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Tools	<input type="checkbox"/> <input type="checkbox"/>	<input type="checkbox"/> <input type="checkbox"/>	<input type="checkbox"/> <input type="checkbox"/>

Laser welder: eff 50(6); long 75(2), Ext 200(1) 100 shots

Heavy Repair Robot

Tech level 11 **Size:** 4m3 **Armor** 10 **Price:** 45,000cr

Loco: tracks **Speed:** 20m per turn

Electronics: sight, hearing, radar sense, voice, radio

Programs: Mechanical-2, Electronics-1

Tools/Weapons: 4 huge arms, laser welder, mechanical tool kit, electronic tool kit.

Feature	Impeded	Jammed	Destroyed
Power Plant	<input type="checkbox"/> lose 1 turn	<input type="checkbox"/> lose 1d6 turn	<input type="checkbox"/>
Brain	<input type="checkbox"/> -1 skill	<input type="checkbox"/> -2skill	<input type="checkbox"/>
Tracks	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Arms	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
Senses	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Laser Welder	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Commo	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Tools	<input type="checkbox"/> <input type="checkbox"/>	<input type="checkbox"/> <input type="checkbox"/>	<input type="checkbox"/> <input type="checkbox"/>

Laser welder: eff 50(6); long 75(2), Ext 200(1) 100 shots

Security Robot

Tech level 9

Size: 2m3

Armor 12

Price: 30,000cr

Loco: tracks

Speed: 20m per turn

Electronics: sight, hearing, radar sense, voice, communicator

Programs: Pistols-1; Recon-1

Tools/Weapons: snub automatic loaded with tranquilizers. 2 capture arms.

Feature	Impeded	Jammed	Destroyed
Power Plant	<input type="checkbox"/> lose 1 turn	<input type="checkbox"/> lose 1d6 turn	<input type="checkbox"/>
Brain	<input type="checkbox"/> -1 skill	<input type="checkbox"/> -2skill	<input type="checkbox"/>
Tracks	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Arms	<input type="checkbox"/> <input type="checkbox"/>	<input type="checkbox"/> <input type="checkbox"/>	<input type="checkbox"/> <input type="checkbox"/>
Senses	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Snub Pistol	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Commo	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>

Snub Pistol: Eff 5; Long 10, Ext 25 15 shells

Tranq darts: 10+ (end bonus) or fall asleep in 1d3 turns for half hour

War Android

Tech level 14

Size: 1m3

Armor 18

Price:500,000cr

Loco: Legs Speed: 20m per turn

Electronics: sight, hearing, radar sense, voice, communicator

Programs: Lasers-2, Recon-1, Tactics-1

Tools/Weapons: 2 arms, Heavy Laser Rifle, blade

Feature	Impeded	Jammed	Destroyed
Power Plant	<input type="checkbox"/> lose 1 turn	<input type="checkbox"/> lose 1d6 turn	<input type="checkbox"/>
Brain	<input type="checkbox"/> -1 skill	<input type="checkbox"/> -2skill	<input type="checkbox"/>
Legs	<input type="checkbox"/> <input type="checkbox"/>	<input type="checkbox"/> <input type="checkbox"/>	<input type="checkbox"/> <input type="checkbox"/>
Arms	<input type="checkbox"/> <input type="checkbox"/>	<input type="checkbox"/> <input type="checkbox"/>	<input type="checkbox"/> <input type="checkbox"/>
Senses	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Laser Rifle	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Commo	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Blade	<input type="checkbox"/> <input type="checkbox"/>	<input type="checkbox"/> <input type="checkbox"/>	<input type="checkbox"/> <input type="checkbox"/>

Heavy laser rifle: eff 400(20); Long 800(12); extr 4000(4) 200 shots

Blade: +1 att, +2 parry, 3 pen; 2 max hits

Kill-Bot

Tech level 12 **Size:** 2m3 **Armor** 25 **Price:**500,000cr

Loco: Legs **Speed:** 20m per turn

Electronics: sight, hearing, radar sense, voice, communicator

Programs: Lasers-1, Recon-1, Tactics-1, Brawling-1

Tools/Weapons: 2 arms, Laser-Pistols from Eyes, Power Saw-Fists

Feature	Impeded	Jammed	Destroyed
Power Plant	<input type="checkbox"/> lose 1 turn	<input type="checkbox"/> lose 1d6 turn	<input type="checkbox"/>
Brain	<input type="checkbox"/> -1 skill	<input type="checkbox"/> -2skill	<input type="checkbox"/>
Legs	<input type="checkbox"/> <input type="checkbox"/>	<input type="checkbox"/> <input type="checkbox"/>	<input type="checkbox"/> <input type="checkbox"/>
Arms	<input type="checkbox"/> <input type="checkbox"/>	<input type="checkbox"/> <input type="checkbox"/>	<input type="checkbox"/> <input type="checkbox"/>
Senses	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Laser Eyes	<input type="checkbox"/> <input type="checkbox"/>	<input type="checkbox"/> <input type="checkbox"/>	<input type="checkbox"/> <input type="checkbox"/>
Commo	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>

Laser Eyes: Eff 90(4); Long 180(2); Extreme 900(0), 50 shots each

Power Saw Fists: +1 attack, +0 parry, 10 penetration, 1 max hit

Fast Probe Robot

Tech level 15 **Size:** 1m3 **Armor** 18 **Price:**500,000cr

Loco: Grav **Speed:** 2000m per turn

Electronics: sight, hearing, radar sense, voice, communicator

Programs: Recon-3

Tools/Weapons: advanced battle scanner, advanced communicator

Feature	Impeded	Jammed	Destroyed
Power Plant	<input type="checkbox"/> lose 1 turn	<input type="checkbox"/> lose 1d6 turn	<input type="checkbox"/>
Brain	<input type="checkbox"/> -1 skill	<input type="checkbox"/> -2skill	<input type="checkbox"/>
Grav Module	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Senses	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Adv Battle Scan	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Adv Commo	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>

Scout Robot

Tech level 12

Size: 2m3

Armor 15

Price:250,000cr

Loco: Grav **Speed:** 1500m per turn

Electronics: sight, hearing, radar sense, voice, communicator

Programs: Recon-2

Tools/Weapons: battle scanner, advanced communicator

Feature	Impeded	Jammed	Destroyed
Power Plant	<input type="checkbox"/> lose 1 turn	<input type="checkbox"/> lose 1d6 turn	<input type="checkbox"/>
Brain	<input type="checkbox"/> -1 skill	<input type="checkbox"/> -2skill	<input type="checkbox"/>
Grav Module	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Senses	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Battle Scan	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Adv Commo	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>

Fast Attack Robot

Tech level 14 **Size:** 2m3 **Armor** 30 **Price:**750,000cr

Loco: Grav **Speed:** 2000m per turn

Electronics: sight, hearing, radar sense, voice, communicator

Programs: Recon-1, Energy Weapons-1

Tools/Weapons: battle scanner, advanced communicator. PGMP-14

Feature	Impeded	Jammed	Destroyed
Power Plant	<input type="checkbox"/> lose 1 turn	<input type="checkbox"/> lose 1d6 turn	<input type="checkbox"/>
Brain	<input type="checkbox"/> -1 skill	<input type="checkbox"/> -2skill	<input type="checkbox"/>
Grav Module	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Senses	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Battle Scan	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Adv Commo	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
PGMP-14	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>

PGMP-14: Eff 450(25); Long 900(12); Ext 1500(1)

Heavy Repair Robot--EVIL

Tech level 11

Size: 4m3

Armor 10

Price: 82,000cr

Loco: tracks

Speed: 20m per turn

Electronics: sight, hearing, radar sense, voice, radio, combat module

Programs: Mechanical-2, Electronics-1, Brawling-2, Laser-2

Tools/Weapons: 4 huge arms, laser welder, mechanical tool kit, electronic tool kit.

Feature	Impeded	Jammed	Destroyed
Power Plant	<input type="checkbox"/> lose 1 turn	<input type="checkbox"/> lose 1d6 turn	<input type="checkbox"/>
Brain	<input type="checkbox"/> -1 skill	<input type="checkbox"/> -2skill	<input type="checkbox"/>
Tracks	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Arms	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
Senses	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Laser Welder	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Commo	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Tools	<input type="checkbox"/> <input type="checkbox"/>	<input type="checkbox"/> <input type="checkbox"/>	<input type="checkbox"/> <input type="checkbox"/>

Laser welder: eff 50(6); long 75(2), Ext 200(1) 100 shots

Huge Arms: reach 3; attack +2, parry +0, Pen 8 max hit 1

Repair Robot--EVIL

Tech level 9

Size: 1m3

Armor 4

Price: 36,000cr

Loco: tracks

Speed: 20m per turn

Electronics: sight, hearing, radar sense, voice, radio, combat module

Programs: Mechanical-1, Electronics-1, Gravitics-1, Brawling-1, Laser-1

Tools/Weapons: 4 arms, laser welder, mechanical tool kit, electronic tool kit.

Feature	Impeded	Jammed	Destroyed
Power Plant	<input type="checkbox"/> lose 1 turn	<input type="checkbox"/> lose 1d6 turn	<input type="checkbox"/>
Brain	<input type="checkbox"/> -1 skill	<input type="checkbox"/> -2skill	<input type="checkbox"/>
Tracks	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Arms	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
Senses	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Laser welder	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Radio	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Tools	<input type="checkbox"/> <input type="checkbox"/>	<input type="checkbox"/> <input type="checkbox"/>	<input type="checkbox"/> <input type="checkbox"/>

Laser welder: eff 50(6); long 75(2), Ext 200(1) 100 shots

Arm: reach +1, attack +1, parry +1, Pen 4, max hits 2