

BOT MADNESS

When robots are left to their own devices for hundreds or thousands of years, sometimes their circuitry gets a bit warped and their personalities pick up strange tics. This isn't a terribly common occurrence, but batches of automatons from certain manufacturers are known to "go mad" after extended periods without maintenance.

The MaxMineral mining colony on Irongate had its share of robots working in and defending the colony. When the colony collapsed, most robots were simply abandoned. Many of them stopped working altogether, but those that remained functional went artificially insane.

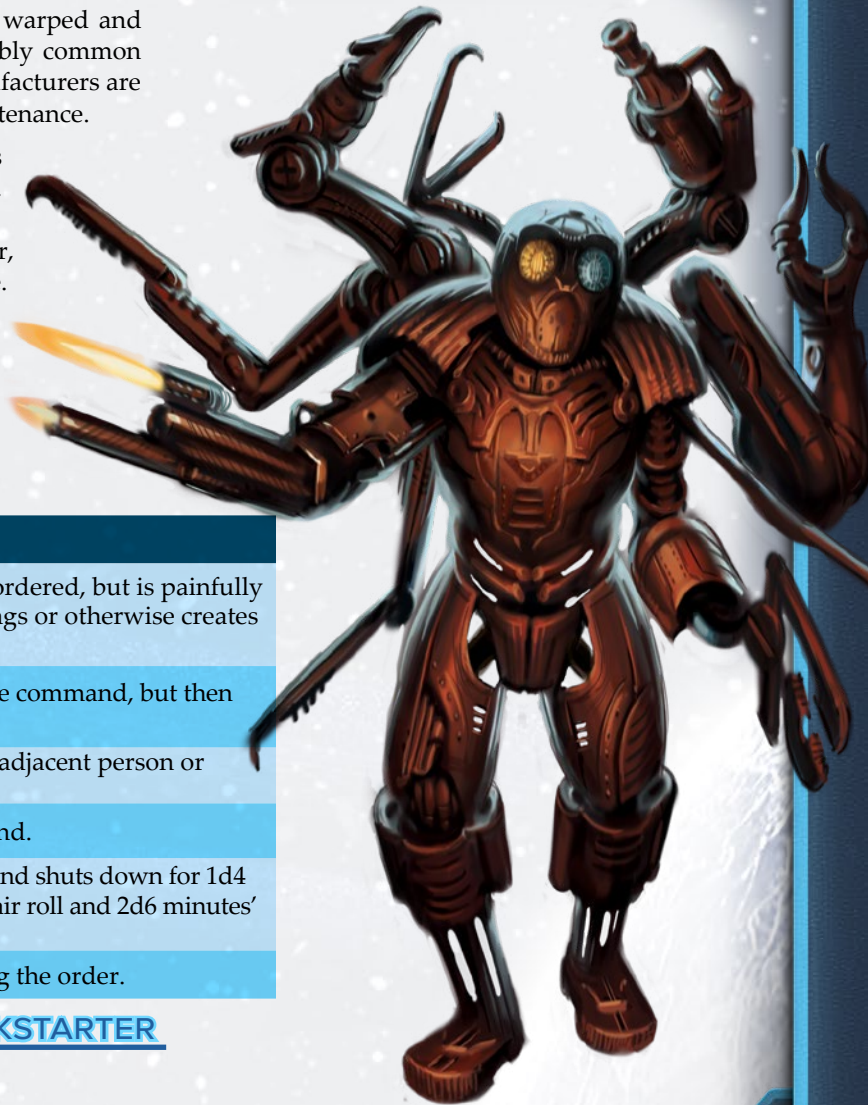
When a robot afflicted with "bot madness," is given a command make a Smarts roll for the robot. On a success the robot cheerfully carries out the order. On a failure, roll d6 to see how it reacts.

BOT MADNESS TABLE

d6	Effect
1	Obnoxious Acceptance: The robot does what's ordered, but is painfully literal about it, misinterprets commands, and sings or otherwise creates an annoying atmosphere while carrying it out.
2	Passive Refusal: The robot agrees to carry out the command, but then does nothing or something else entirely.
3	Random Violence: The robot attacks a random, adjacent person or object.
4	Refusal: The robot ignores or rejects the command.
5	Shut Down: The robot sputters, sparks, smokes, and shuts down for 1d4 hours unless it's restored to operation with a Repair roll and 2d6 minutes' work.
6	Violent Refusal: The robot attacks the one giving the order.

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AN EXCERPT FROM IRONGATE FOR...



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