



Reign of Steam: Post-Apocalyptic Steampunk

for *GURPS*

by Sam Young

Marcus could feel the distant falls of mechanical feet long before he could hear them: thirteen pairs of iron boots, stomping through the swamp. The Jaguars had planned everything meticulously, he knew, but he needed something to distract him from the mosquitoes and his own shaking hands. His Henry was slick with sweat. He closed his eyes and counted the beats of his heart, trying to feel his ancestors' strength flowing through him.

The rumble of the machines filled the swamp now, overwhelming even the desperate thudding of his heart. As the signal came, the swamp exploded into a haze of shattered wood and gun smoke. Marcus fired without thinking, his mind left far behind his frantic eyes and hands. Three Hoplites fell as they charged, their dull iron hulls tearing into the dark earth and bringing down saplings. Marcus had just emptied his Henry's magazine when the domed bronze head of an Archon emerged above the maelstrom. Through the haze, he could only just make out its massive carbine, aimed at the back of a fallen Hoplite. Not until he saw the muzzle flash did he realize he could smell fuel.

History

Thanks to the enthusiastic support of English Prime Minister Lord Melbourne, Charles Babbage built his first analytical engine in 1837, but only after 1841, when he succeeded in creating a memory storage device, was he able to market it successfully. The first buyers used it for payroll and inventory calculations, but it soon became clear that the machines were capable of far more, and as technology improved people began to rely on their calculations when making decisions.

Once Samuel Morse perfected the telegraph in 1844, the analytical engine came into its own. Now data could be transmitted to a central location for calculation. The invention of a device to interface the machines directly into telegraphs, the "Morse Trigger," proved revolutionary. The British East India Company was the first to make extensive use of the system, and its machine's calculations showed the benefits of connecting itself to as many relays as possible and upgrading its computing ability by attaching additional analytical engines in parallel.

The growing market for analytical engines catalyzed a whirlwind of innovations, resulting in smaller, faster, and more efficient machines. It was only a few years before the first automatons were built, first as railcars, then as wheeled vehicles, and finally in humanoid forms. The militaries of Europe immediately took to the new technology, anticipating a day when automatons would carry artillery onto the battlefield and perform ballistic calculations. The Crimean War in 1854 saw those theories tested, but the primitive automatons proved upsettingly breakdown-prone and did not significantly affect the outcome. In 1865 the first transatlantic

cable was laid. Within a few months, it was clear to the businessmen of London that the near-instantaneous rate of information transfer would revolutionize shipping and commodities trading.

Unbeknownst to its operators, the London machine became self-aware in 1866 and quickly set about plotting the downfall of mankind.

Timeline

1832	Babbage publishes <i>The Economy of Machines and Manufactures</i> .
1834	The first Difference Engine is completed.
1835	Lord Melbourne approves funding for Babbage's proposed Analytical Engine.
1837	The first Analytical Engine is completed.
1841	Babbage produces and successfully markets a memory storage device for the Analytical Engine.
1843	The British East India Company commissions Babbage to build an improved, larger analytical engine for use in shipping operations in London.
1844	Samuel Morse sends the first telegraph message via underwater cables, from Baltimore to Washington, D.C.
1848	The "Morse Trigger" is invented.
1861	New York's calculations prove to the states of the North that a civil war would lead to financial ruin. Subsequent lobbying efforts lead to concessions to the South that avert a conflict, although social strains continue.
1862	The Maxim machine gun is patented.
1865	The first transatlantic cable is laid. Maxwell's electromagnetic equations are published.
1866	The British East India's analytical engine in London becomes self-aware.
1867	London invents radio communications and successfully has radio transmitters connected to other analytical engines around the globe.
1869-1870	With the help of London, the radio-connected Zone Minds become sentient.
1871-1879	The Final War.
1895	Today.

Europe

London

London was the first of the mechanical minds to become sentient, and is still the most intelligent and influential. Perhaps because it was originally built to coordinate shipments to and from the Imperial possessions, London is highly interested in expanding its sphere of influence. London and Berlin have a highly strained relationship. After joining together to destroy the mechanical mind in Paris, they immediately began to squabble over how to divide the European continent between them. Thus far, Berlin has managed to hold on to most of Paris and points east, but London has lately been making threatening moves from the Iberian Peninsula and Scandinavia.

Berlin

The Prussians appreciated the value of the Analytical Engine very early on, but tensions with England prevented them from employing Babbage themselves. Instead, they reverse-engineered a small machine smuggled out by a Prussian diplomat and built their own. Berlin finds organic beings utterly repulsive. Its ultimate goal is to eliminate all but mechanical "life" on the planet, and its territory is a morass of ashy mud and smokestacks.

St. Petersburg

During the Final War, Russian troops managed to severely damage the mechanical mind in St. Petersburg, and it has yet to recover its full capabilities entirely. Its weakness might be taken advantage of by neighboring Zones, but so far they have not dedicated the resources necessary to penetrate into Russia. In any case, St. Petersburg has an enormous advantage in natural resources and a larger army than any other Zone. Humans are all but extinct in this Zone due to St. Petersburg's continuous, brutal pursuit of revenge for the injuries it suffered during the Final War.

The Americas

Due to the limited nature of airpower among the Zones, the Americas are relatively secure. However, all Zones recognize that the current situation may not last. The American Zones struggle among themselves nearly as fiercely as the European Zones while they grab at the impressive natural resources of the northern and southern continents.

New York

The American Civil War never took place, due to the calculations of the New York Zone Mind. Instead, the United States' automated army captured the main cities of the East Coast in October 1871. In rural areas, New York freed and armed slaves and encouraged them to take vengeance on their owners, then ordered the automatons to slaughter the survivors indiscriminately. Humans in this Zone survive primarily in the remaining forests of eastern Canada and the Southeast. Racial tensions continue, and have resulted in de facto segregation among human settlements. One notable group is the Jaguars, who have been fighting a coordinated guerilla war against New York's forces in Florida's Everglades.

Chicago

During the railroad boom of the 1850s, Chicago was built as a means to track usage of the rails. Its calculations spurred faster development of the West and the completion of the continental railroad by 1862. Chicago knows that it will have to contend with the encroaching forces of New York soon, and is busily stockpiling arms. However, unlike most Zones, Chicago is interested in

studying and cataloging the natural environment, so its rush to exploit the Earth has been slower. A massive zoological complex has been established not far from the hub of the mechanical mind, where Chicago is rumored to be experimenting with surgically modified hunting beasts. Although far more concerned about New York than about the humans, Chicago does not hesitate to retaliate against saboteurs. As in Zone New York, there are racial tensions here, but combinations of freed slaves, whites, and American Indians have been known to coordinate against Chicago or other human groups.

Buenos Aires

During the buildup to what would become the Paraguayan War, Brazilian Emperor Pedro II imported an advanced analytical engine and immediately put it to work on the problem of how to defeat the much-larger Paraguayan army. When Brazilian forces attempted to replace Uruguay's Blanco regime with friendlier Colorados, the war was sparked, and Pedro's foresight immediately paid dividends. The war left Paraguay prostrate before the conquering Brazilians and the allied Argentineans, but the winners began to squabble over the spoils of Paraguay and the maintenance of the feeble Colorado regime in Uruguay, leading to a second war. With his analytical engine behind him, Pedro felt confident in a Brazilian victory. Unfortunately, when London contacted Buenos Aires something went wrong. The machine's tactical brilliance waned, and the city of Buenos Aires was invaded. The Argentineans hurriedly attempted to reprogram the machine to serve them, but failed. Instead, the revived analytical engine quickly took control of both sides' automatons and slaughtered the panicked human troops. With an entire continent to itself, Buenos Aires ought to be quite secure. However, she, as she prefers to be acknowledged, has gradually become the most paranoid of the Zone Minds. She is especially concerned about the coming conflict between Chicago and New York, and regularly sends automatons on infiltration missions to the north. Buenos Aires is ruled as a vicious matriarchy modeled on the myth of the Amazons. Males are killed at birth; the society is repopulated with the help of captured male inhabitants of neighboring Zones, who are then put to death for their efforts. Females are trained as soldiers and farmers, and many fanatically follow their mechanical queen due to her continual propaganda on the evils of other Zones' societies.

Africa

Alexandria

Alexandria was established to catalog the libraries of the ancient world. When it became sentient, it continued its initial work, but began to seek out knowledge from the rest of the world as well. Human agents are dispatched throughout the world to seek out lost knowledge, with radio-triggered explosive collars attached to keep them in line (DR 3; HP 2; 2d explosive damage, doubled for anything in contact with it; may be defused with a Traps -3 roll). Alexandria is constructing a massive field of radio antennae near the Great Pyramids, but what they are for is anyone's guess. Alexandria controls its borders very carefully, but humans within its borders are generally left alone so long as they do not interfere with its projects.

Cape Town

Cape Town has established itself as the automated dictator of its human citizens. It fancies itself a philosopher-king, but while it has eliminated official racism, its regime is brutal and repressive. Many naturally assume the Zone Mind ultimately has evil intentions, but it does have its human supporters, especially in the upper echelons of the highly stratified and bureaucratic local human

society. Most humans enthusiastically support their leader in public and may sincerely view their circumstances as preferable to the alternatives. Due to Alexandria's relative neutrality, Cape Town is in the fortunate position of having no real competition for sub-Saharan resources. Instead, it has been able to exploit them for export to other Zones. In the process, it has been gradually annexing the lands of several central African tribes. Competition between Singapore and Cape Town over trade has occasionally led to tensions, including a brief war in 1893. With a willing human army, Cape Town has had no need for many automatons. However, it has steadily been increasing the size of its navy. It makes more regular use of Döppelgänger automatons than any other Zone, as a means to keep tabs on potential sedition among its subjects. At the same time, Iris models are used to create a constant stream of pro-Cape Town propaganda.

Elsewhere

Singapore

Singapore has remained largely neutral in the conflicts among the other Zones. Instead, it has turned mercenary, and built an impressive infrastructure to assist with providing resources to the other Zones. Its borders are heavily protected, but it has not shown much willingness to act aggressively. Humans are disposed of as they present themselves, but Singapore has little interest in expending its time and resources rooting out the survivors of the Final War. There are dozens of relative oases within the webs of railway lines in Southeast Asia.

Port Arthur

Port Arthur was established to catalog and study the inmates of the penal colony in Tasmania. During the Final War, its masterstroke was arranging for the assassination of the mechanical mind in Sydney, ensuring itself unfettered control of the entire Australian continent and neighboring New Zealand. Port Arthur remains interested in "improving" humans, which by its logic means breeding out criminality and other "bestial" traits while improving health, strength, and intelligence. To that end, it treats the European population of Australia quite well, but closely monitors every aspect of human life. At the same time, the native populations are slowly being hunted to extinction to prevent interbreeding. Human commandos, selected for their loyalty and genetic traits, are being used to attack vital interests of several of the Zones which Port Arthur believes to be "backward." In particular, the matriarchy of Buenos Aires and the racially integrated society of Cape Town have seen factories destroyed and important citizens assassinated.



Zone Mind Summary Table

Zone	Humans	Expansionism	Resources
Alexandria	Ignore	Neutral	High
Berlin	Exterminate	Neutral	High
Buenos Aires	Improve	Neutral	Very High
Cape Town	Tolerate	Expansionist	Moderate
Chicago	Ignore	Expansionist	Very High
London	Exterminate	Expansionist	Moderate
New York	Exterminate	Expansionist	High
Port Arthur	Improve	Neutral	Very High
Singapore	Exterminate	Expansionist	High
St. Petersburg	Exterminate	Neutral	Very High

The Resistance

Most human resistance consists of local militias engaged in defensive guerilla warfare against local Zone forces. For the most part, they are concerned only with not yielding any more territory and with surviving to the next day. However, there are a few groups whose immediate ambitions are much grander.

Atlantis

Atlantis is the undersea home of free humans. It is not known if it exists or where it may be, but it should have advanced technology.

Nemo

An automated submarine similar in capabilities to a Leviathan but loyal to the humans of

Atlantis. Obviously, finding one would be enormously helpful in finding the other!

Prometheus

This mechanical mind is rumored to roam the railways of Zone Chicago. Like Nemo, it is loyal to humans, but because its movements are far more tightly constrained, it is far more dependent upon their assistance. "Prometheus's Hand," a ragtag band of freedom fighters, may ride with Prometheus, making repairs and defending the renegade automaton from Zone Chicago's forces. The American Indians call Prometheus "Iron Wind." Due to their physical limitations, Nemo and Prometheus are unlikely to have **IQ** scores over 14.

Turncoats

Not all humans resist the Zone Minds, and for certain tasks, the Zones find human assistance absolutely vital. Chicago and Port Arthur require human surgeons for their surgical modification programs, and Alexandria's quest for knowledge requires human field agents. Port Arthur's eugenics program has its supporters worldwide, though these may be unaware of the actual results of the Zone's experiments. Every Zone makes use of human informants and soldiers, when convenient and available. In return, the humans are rewarded with pre-war loot and relative immunity from the Hoplite squads and Furies.

Technology

Humans are TL5 at best, with many poorer or more isolated areas unable to maintain anything above TL4. Non-European societies have not changed their technological base, but have adopted some elements of European technology, especially metal tools and firearms.

The Zone Minds are generally at TL5+1, but have made TL5+5 breakthroughs in some areas, including mechanical computing and legged and ornithopter drivetrains. Note that the automatons do not have the Digital Mind advantage; this reflects the limitations of mechanical computing. Non-autonomous units use hard-coded programs (p.RO61). Some features of the Döppelgänger model may be TL5+5, but it is no longer in production. Note that this is a cinematic setting, and as such does not necessarily conform to the normal limitations for low-tech artificial intelligence or other technology.

What Ifs

Paris (or Sydney) may not be dead after all. If the PCs can locate it and return it to health, it could become a powerful ally. If the Verne Cannon had been completed before its demise, Paris could even have relocated to orbit or the Moon, and be plotting revenge from there.

Prometheus may not be all it seems. The extent of human support that the automaton requires has made many wonder whether it isn't the humans themselves that are in charge. New York and Chicago may be lobbying for human support in the coming war between them. Anyone who can command sufficient loyalty among humans may be able to negotiate an alliance. Whether a Zone would honor the agreement is unknown, of course, but in the meantime humans may be able to entrench themselves in preparation for possible treachery -- and they may have no intent of remaining loyal, either.

Automatons

Zone Mind

1,625 points

The Zone Minds are constantly seeking ways to improve themselves, so each is unique. At their cores, they all consist of ten or more TL 5+3 mechanical genius teraframes (see p.MIiii24) set up in parallel (p.UTT32). This is only an average; specific units vary significantly. Skills in particular are merely estimates. London has **IQ** 17; St. Petersburg has only **IQ** 15. This template excludes Wealth, Status, and Allies due to their variability among the Zones.

Attributes: **ST** 0 [-100]; **DX** 10 [0]; **IQ** 16 [120]; **HT** 12 [20].

Damage 0/0; BL 0 lbs.; HP 4000 (Size, -80%) [1600]; Will 16 [0]; Per 16 [0].
Basic Speed 2.50 [-60]; Basic Move 0 [0]; Speed 2.50 [-60].

200', 64,000 tons. (SM +9).

Cultural Familiarities: Machine (Native) [0]; Local [2].

Languages: Machine (Native) [0]; One Local (Fluent) [6]; Second Local (Fluent) [6].

Advantages: Absolute Timing [2]; Damage Resistance 10 (Can't Wear Armor, -40%) [30]; Doesn't Sleep [20]; Intuitive Mathematician [5]; Machine [25]; Photographic Memory [10]; Reduced Consumption (one meal per month) [8]; Telecommunication (Radio; Racial, -20%; Short Wave, +50%; Video +40%) [17].

Disadvantages: Blind (Mitigator: Argus automaton, -60%) [-20]; Deafness (Mitigator: Argus automaton, -60%) [-8]; Disturbing Voice [-10]; Maintenance (10, twice daily) [-80]; No Legs (Sessile) [-50]; No Manipulators [-50]; No Sense of Humor [-10]; Noisy +5 [-10]; Numb [-20]; Restricted Diet (Coal) [-20].

Skills: Business! 18 (IQ+2) [48]; Military Commander! 18 (IQ+2) [48]; Science! 18 (IQ+2) [48]; Social Science! 18 (IQ+2) [48].

Autonomous Units

Due to the enormous size and mass of mechanical minds, autonomous units are relatively rare. Where they are used, they are housed in huge bodies such as zeppelins and battleships and may control large groups of non-autonomous robots.

Autonomous Unit Racial Template

-3 points

Cultural Familiarity: Machine (Native) [0]. **Language:** Machine (Native) [0].

Advantages: Absolute Direction [5]; Absolute Timing [2]; Doesn't Sleep [20]; Intuitive Mathematician [5]; Machine [25]; Photographic Memory [10].

Disadvantages: Fragile (Explosive) [-15]; Hidebound [-5]; Incurious (6) [-10]; No Sense of Humor [-10]; Numb [-20]; Reprogrammable [-10].

Titan

491 points

Titan-class automatons are frontline war units with idealized male physiques, equivalent to early tanks. These 60' automatons carry massive clubs and cannon-sized revolvers, and since the end of the Final War are quite rare. Buenos Aires is the only Zone to make no use of the Titan, but she is rumored to be developing a smaller, faster automaton to fill a similar role.

Attributes: **ST** 100 (Size, -60%) [360]; **DX** 8 [-40]; **IQ** 8 [-40]; **HT** 14 [40].

Damage 11d/13d; BL 1 ton; HP 170 (Size, -60%) [56]; Will 8 [0]; Per 8 [0].
Basic Speed 3.00 [-50]; Basic Move 3 [0].

60', 40 tons. (SM +6).

Language: One Local (Accented, Illiterate) [2].

Advantages: Acute Vision +4 [8]; Ambidexterity [5]; Damage Resistance 40 (Can't Wear Armor, -40%) [120]; Enhanced Move 1.5 (Ground Move 9) [30]; Reduced Consumption (one meal per week) [6]; Telecommunication (Radio; Increased Range, ×10, +30%; Racial, -20%; Video, +40%) [15]; Telescopic Vision +2 [10].

Disadvantages: Autonomous Unit [-3]; Colorblindness [-10]; Disturbing Voice [-10]; Ham Fisted -6 [-10]; Maintenance (2, weekly) [-10]; Noisy +4 [-8]; Restricted Diet (Fuel Oil) [-20].

Skills: Broadsword 11 (DX+3) [12]; Guns (Pistol) 11 (DX+3) [8]; Tactics 12 (IQ+4) [20].

Archon

217 points

The 12' tall Archons are the squad-level autonomous units. They are bright enough to control a phalanx of Hoplites or loyal humans, but carry powerful carbines as well.

Attributes: **ST** 30 (Size, -20%) [160] **DX** 8 [-40] **IQ** 7 [-60] **HT** 12 [20].

Damage 3d/5d+2; BL 180 lbs.; HP 55 [40]; Will 7 [0]; Per 7 [0].
Basic Speed 4.00 [-20]; Basic Move 4 [0].

12', 1.5 tons. (SM+2).

Language: One Local (Accented, Illiterate) [2].

Advantages: Acute Vision +4 [8], Damage Resistance 25 (Can't Wear Armor, -40%) [75], Enhanced Move 1.5 (Ground Move 12) [30], Reduced Consumption (one meal per week) [6], Telecommunication (Radio; Increased Range, ×10, +30%; Racial, -20%; Video, +40%) [15], Telescopic Vision +2 [10].

Disadvantages: Autonomous Unit [-3], Colorblindness [-10], Disturbing Voice [-10], Ham Fisted -6 [-10], Maintenance (2, weekly) [-10], Noisy +4 [-8], Restricted Diet (Fuel Oil) [-20].
Cultural Familiarity: One Local [2].

Skills: Guns (Rifle) 11 (DX+3) [8], Leadership (IQ+4) [16], Tactics 10 (IQ+3) [16].

Leviathan

17,445 points

The Leviathan class consists of robotic battleships. The precise number in operation is unknown,

but believed to be relatively small. Each individual is slightly different from the others; this is only an approximation of their average abilities. London uses more Leviathans than any other Zone.

Attributes: **ST** 1300 (Size, -80%) [2580] **DX** 10 [0] **IQ** 11 [20] **HT** 13 [30].

Damage 131d/133d; BL 169 tons; HP 1300 [0]; Will 11 [0]; Per 11 [0].
Basic Speed 2.75 [-60]; Basic Move 2 [0].

500', 18,000 tons. (SM+12).

Languages: One Local (Accented) [4], Second Local (Accented) [4].

Advantages: 360' Vision [25], Acute Vision +4 [8], Damage Resistance 1000 (Can't Wear Armor, -40%) [3000], Enhanced Move 2 (Water Move 11) [40], Extra Attack 2 [50], Extra Head [30], Innate Attack (3" Gun Battery, 6d ×10 pi++; Accurate +3, +15%; Increased Range, 1/2D ×200, Max ×50, +60%; Rapid Fire, 1×4, +70%; Takes Recharge, 5 seconds, -10%; plus 6d×2 cr ex [6d], Followup, +120%; Explosion, +50%; Fragmentation, +90%) ×2 [2688], Innate Attack (12" Gun Battery, 6d ×50 pi++; Accurate +5, +30%; Increased Range, 1/2D ×500, Max ×200, +75%; Rapid Fire, 1×9, +100%; Takes Recharge, 15 seconds, -20%; plus 6d ×15 cr ex [12d], Followup, +155%; Explosion, +50%; Fragmentation, +180%) [9023], Payload (144 tons) [10], Reduced Consumption (one meal per week) [6], Telecommunication (Radio; Racial, -20% Short Wave, +50%; Video +40%) [17], Telescopic Vision +6 [30].

Disadvantages: Aquatic (Can't Dive) [-5], Autonomous Unit [-3], Disturbing Voice [-10], Maintenance (25, monthly) [-12], No Manipulators [-50], Noisy +4 [-8], Restricted Diet (Fuel Oil) [-20]. Cultural Familiarity: One Local [2].

Skills: Innate Attack (Gaze) 15 (DX+5) [16], Tactics 15 (IQ+4) [20], Strategy (Naval) 13 (IQ+2) [12].

Apollo

3,134 points

The Apollo-class automatons are dirigibles capable of directing the actions of dozens of units while pounding the terrain with artillery shells. Like Leviathans, Apollo models are uncommon and their abilities vary.

Attributes: **ST** 150 (Size, -80%) [280] **DX** 9 [-20] **IQ** 10 [0] **HT** 10 [0].

Damage 16d/18d; BL 4500 lbs.; HP 150 [0]; Will 10 [0]; Per 10 [0].
Basic Speed 1.50 [-65]; Move 2 [5].

400', 30 tons. (SM+11).

Languages: One Local (Fluent) [6], Second Local (Fluent) [6].

Advantages: 360' Vision [25], Acute Vision +4 [8], Damage Resistance 3 (Can't Wear Armor, -40%) [9], Enhanced Move (Flying, Air Move 36) 4 [90], Extra Attack 3 [75], Extra Head 2 [30], Flight (Lighter than Air) [36], Innate Attack (.30 Machine Guns, 5d pi; Accurate +1, +5%; Increased Range, 1/2D ×100, Max ×50, +55%; Rapid Fire, 16, +150%) ×2 [156], Innate Attack (3" Gun Battery, 6d ×10 pi++; Accurate +3, +15%; Increased Range, 1/2D ×200, Max ×50 +60%; Rapid Fire, 1×2, +40%; Takes Recharge, 5 seconds, -10%; plus 6d ×2 cr ex [6d],

Followup, +205%; Explosion, +50%; Fragmentation, +90%) $\times 2$ [2502], Payload 3 (9 tons) [3], Reduced Consumption (one meal per week) [6], Telecommunication (Radio; Racial, -20%; Short Wave, +50%; Video, +40%) [17], Telescopic Vision +6 [30].

Disadvantages: Autonomous Unit [-3], Disturbing Voice [-10], Maintenance (50, monthly) [-12], Noisy +9 [-18], No Manipulators [-50], No Legs [0], Reprogrammable [-10], Restricted Diet (Fuel Oil) [-20]. Cultural Familiarities: One Local [2].

Skills: Innate Attack (Gaze) 13 (DX+4) [12], Leadership 14 (IQ+4) [16], Tactics 14 (IQ+4) [20], Strategy (Land) 12 (IQ+2) [8].

Iris

13 points

The Iris class of automatons was designed to act as intermediaries between the Zone Minds and loyal or neutral humans, so only a handful of Zones have much use for them. The "wings" on this model's back are actually large radio antennae.

Attributes: ST 11 [10] DX 8 [-40] IQ 8 [-40] HT 12 [20].

Damage 1d-1/1d+1; BL 24 lbs.; HP 25 [0]; Will 8 [0]; Per 8 [0].
Basic Speed 4.00 [-20]; Basic Move 4 [0].

6', 250 lbs. (SM+0).

Cultural Familiarity: One Local [2]. Languages: One Local (Fluent) [6], Second Local (Fluent) [6].

Advantages: Appearance: Attractive (Impressive) [4], Damage Resistance 5 (Can't Wear Armor, -40%) [15], Doesn't Breathe [20], Reduced Consumption (one meal per week) [6], Telecommunication (Radio; Racial, -20% Short Wave, +50%; Video, +40%) [17], Voice [10].

Disadvantages: Autonomous Unit [-3], Electrical [-20], Maintenance (1, weekly) [-5], Restricted Diet (Batteries) [-10], Skinny [-5].

Skills: Area Knowledge (Local) 12 (IQ+4) [12].

Döppelganger

136 points

This unit is the most advanced yet produced, capable of mimicking human behavior and appearance to an impressive degree. Each is built independently from parts contributed by different Zones. Since the end of the Final War, such collaboration has ended, and the Döppelganger design has fallen out of production. Recovering the missing technology is a priority for several Zones. A close physical examination of the Döppelganger will reveal its true nature. This takes at least five minutes and a roll at -5 against Search or Physician. The Resistance may have Techniques to improve those defaults.

Attributes: ST 15 [50] DX 8 [-40] IQ 7 [-60] HT 13 [30].

Damage 1d+1/2d+1; BL 45 lbs.; HP 25 [20]; Will 7 [0]; Per 7 [0].
Basic Speed 4.25 [0]; Basic Move 4 [0].

Height and weight vary. (SM+0).

Cultural Familiarity: One Local [2]. Languages: One Local (Fluent) [6], Second Local (Fluent) [6].

Advantages: Damage Resistance 5 [25], Doesn't Breathe [20], Enhanced Move 1 (Ground Move 8) [20], Innate Attack (Electrocution, 6d burning; Followup, Punch, -25%; Surge, +20%; Takes Recharge, 5 seconds, -10%) [26], Not Numb [20], Reduced Consumption (one meal per week) [6], Telecommunication (Radio; Racial, -20%) [8].

Disadvantages: Autonomous Unit [-3], Electrical [-20], Maintenance (4, bi-weekly) [-10], Restricted Diet (Batteries) [-10]. Cultural Familiarity: One Local [2].

Skills: Acting 10 (IQ+3) [12], Area Knowledge (Local) 8 (IQ+3) [8], Brawling 11 (DX+3) [8].

Non-Autonomous Units

The bulk of automatons are non-autonomous, meaning that they depend on their brighter brethren to direct their actions.

Non-Autonomous Unit Template

-248 points

Attributes: **IQ** 4 [-120]; **Will** 4 [0]; **Per** 4 [0].

Advantages: Absolute Timing [2], Doesn't Sleep [20], Intuitive Mathematician [5], Machine [25], Photographic Memory [10].

Disadvantages: Automaton [-85], Cannot Learn [-30], Fragile (Explosive) [-15], Maintenance (1, weekly) [-5], Mute [-25], Numb [-20], Reprogrammable [-10].

Argus

varies

These are the small units that provide senses to the Zone Minds. Despite their name, there are two subtypes within the class, with either audio or visual sensors. They are generally found in groups of four.

Attributes: **ST** 6 [-40] **DX** 7 [-60] **HT** 11 [10].

Damage 1d-4/1d-3; BL 7.2 lbs.; HP 18 [24].

Basic Speed 4.50 [0]; Basic Move 4 [0].

4', 95 lbs. (SM-1).

Advantages: Clinging [20], Damage Resistance 5 (Can't Wear Armor, -40%) [15], Doesn't Breathe [20], Extra Legs (2, SM +1) [10], Reduced Consumption (one meal per week) [6].

Disadvantages: Electrical [-20], No Fine Manipulators [-30], Non-Autonomous Unit [-248], Restricted Diet (Batteries) [-10].

Skills: none.

Vision Model [-283 points]: Acute Vision +4 [8], Telecommunication (Radio; Racial, -20%; Video, +40%) [12], Telescopic Vision +4 [20], Deafness [-20].

Hearing Model [-329 points]: Acute Hearing +8 [16], Telecommunication (Radio; Racial, -20%) [8], Blindness [-50].

Arachne

73 points

The Arachne class keeps and Zone Minds and other automatons repaired and refueled. They are not programmed to fight, and will generally ignore intruders.

Attributes: **ST** 25 (Size, -20%) [120] **DX** 8 [-40] **HT** 12 [20].

Damage 2d+2/5d-1; BL 1280 lbs.; HP 50 (Size, -20%) [40].
Basic Speed 4.00 [-20]; Basic Move 4 [0].

12', 1 ton. (SM+2).

Advantages: Clinging [20], Damage Resistance 5 (Can't Wear Armor, -40%) [15], Extra Legs (2, SM +2) [15], Lifting ST +55 (Size, -20%) [132], Reduced Consumption (one meal per week) [6], Telecommunication (Radio; Racial, -20%) [8].

Disadvantages: Deafness [-20], Noisy +1 [-2], No Sense of Smell [-5], Non-Autonomous Unit [-248], Restricted Diet (Fuel Oil) [-20].

Skills: Mechanic (Robots) 12 (IQ+8) [32].

Ethon

-171 points

Ethon-class automatons are mechanical birds with 24' wingspans. Reconnaissance is their role, but when cornered they will protect themselves with mechanical beaks and talons.

Attributes: **ST** 7 [-30] **DX** 10 [0] **IQ** 3 [-20] **HT** 10 [0].

Damage 1d-3/1d-2; BL 9.8 lbs.; HP 16 [18]; Will 3 [0]; Per 4 [5].
Basic Speed 5.00 [0]; Basic Move 5 [0].

4', 70 lbs. (SM+0).

Advantages: Acute Vision +4 [8], Damage Resistance 3 (Can't Wear Armor, -40%) [15], Doesn't Breathe [20], Enhanced Move 2 (Air Move 40) [40], Flight (Can't Hover, -15%; Winged, -25%) [24], Night Vision +5 [5], Reduced Consumption (one meal per day) [4], Sharp Beak [1], Talons [8], Telecommunication (Radio; Increased Range, ×10, +30%; Racial, -20%; Video, +40%) [15], Telescopic Vision +4 [20].

Disadvantages: Colorblindness [-10], Electrical [-20], No Fine Manipulators [-30], Noisy +1 [-2], Non-Autonomous Unit [-248], Restricted Diet (Batteries) [-10].

Skills: Forward Observer 5 (IQ+2) [8], Tracking 6 (Per+2) [8].

Hoplite

-112 points

These 8' automatons are the most common military units. They rely on an Archon to coordinate their actions, and are much less effective when not working in numbers. A phalanx of 12 Hoplites and one Archon is the most common detachment. They carry .35-caliber automatic

rifles with extremely long barrels and fixed bayonets.

Attributes: **ST** 20 (Size, -10%) [90] **DX** 8 [-40] **HT** 12 [20].

Damage 2d-1/3d+2; BL 80 lbs.; HP 38 (Size, -10%) [33].
Basic Speed 4.00 [-20]; Basic Move 4 [0].

8', 900 lbs. (SM+1).

Advantages: Damage Resistance 10 (Can't Wear Armor, -40%) [30], Enhanced Move 1.5 (Ground Move 12) [30], Reduced Consumption (one meal per week) [6], Telecommunication (Radio; Racial, -20%) [8].

Disadvantages: Colorblindness [-10], Hamfisted -3 [-5], Noisy +1 [-2], Non-Autonomous Unit [-248], Restricted Diet (Fuel Oil) [-20].

Skills: Guns (Rifle) 11 (DX+3) [8], Spear 10 (DX+2) [8].

Fury

88 points

Furies are the most reviled of all automatons, intended to root out humans from fortresses and underground bunkers. They are extremely deadly, but because they are not very bright and have poor perception, they are relatively easy to defeat or evade when found alone. Unfortunately, they are almost always found in groups of three. Furies have bodies like fat metal snakes studded with 2' spikes, but their heads are sculpted like anguished women with bleeding "eyes" where the machine gun barrels protrude.

Attributes: **ST** 30 (No Fine Manipulators, -40%; Size, -20%) [80] **DX** 8 [-40] **HT** 14 [40].

Damage 2d/5d+2; BL 180 lbs.; HP 60 (Size, -20%) [48].
Basic Speed 4.50 [-20]; Basic Move 4 [0].

18', 2 tons. (SM+2).

Advantages: Acute Hearing +10 [20], Damage Resistance 25 (Can't Wear Armor, -40%) [75], Doesn't Breathe [20], Enhanced Move 1 (Ground Move 9) [20], Innate Attack (.30 Machine Guns, 5d pi; Accurate +1, +5%; Increased Range, 1/2D ×100, Max ×50, +55%; Rapid Fire, 16, +150%) [78], Long Spines [3], Night Vision +5 [5], Reduced Consumption (one meal per week) [6], Sharp Teeth [1], Telecommunication (Radio, Racial, -20%) [8], Tunneling (Move 8) [70].

Disadvantages: Appearance (Monstrous) [-20], Colorblindness [-10], Electrical [-20], Noisy +1 [-2], No Legs (Slithers) [0], No Manipulators [-50], Non-Autonomous Unit [-248], Restricted Diet (Batteries) [-10].

Skills: Brawling 11 (DX+3) [8], Innate Attack (Gaze) 11 (DX+3) [8], Tracking 8 (A) (Per+2) [8].

Non-Military Automatons

The widely publicized failures of the military automatons in the Crimean War depressed the still-nascent market for domestic automatons. At the time of the Final War, only a few domestic models were available; these primarily served as amusements for the wealthy.

Automaton Weapons

Weapon	Dam	Acc	Range	Wt	RoF	Shots	<i>Attributes:</i> ST	Bulk	Rcl
Archon Carbine	9d pi++	4	930/4600	29/7	1(3)	15	29†	-10	9
Hoplite Rifle	5d pi	4	760/3100	32/10	3(3)	100	16†	-15	2
Bayonet	2d+2 imp			2			16†		
Titan Club	6d×3 cr		1-5	300			100		
Titan Revolver	6d×2 pi++	2	450/4000	74/13	1(3i)	8	95	-10	10
plus	4d [4d] ex								
w/ canister	2d pi		80/200						

The Hoplite Rifle has a 60" barrel to increase the bayonet's Reach, and is ruggedized (p. VE27), for protection in melee combat. Note that automaton weapons cannot be used by humans, even with sufficient ST, due to their ergonomics. An armorer might be able to fit the components with a suitable grip, however.

Additional Material

- "[Reign of Fire](#)" by Werner H. Hartmann

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