Duskheap Beacons

System Reference Document (v.1.0)

What Is This?

Duskheap Beacons is a role-playing adventure game for two or more players, defined by critical thinking, exploration, and an emergent narrative. Context, world building, setting ideas, and adventures are contained in the supplements for this game and in many other game places.

In Duskheap Beacons one player takes the role of facilitator (the Drive), while the others (the Players) act as adventurous Robots exploring a perilous yet hopeful Future rife with the detritus of past civilizations, hidden technology, creative evolution, dangerous monstrosities, and lots of robots.

Make It Your Game
Duskheap Beacons is one way to incorporate robots into the broad *Into the Odd* & *Cairn* families of games. Robots may be NPCs, antagonists, compatriots, and characters. All hacks are modular and relate to how robots function, so integration is straightforward across games.

Ludography
Thanks to *Into the Odd, Cairn, The Big Wet, Neo-Triassic Shoreline Regression, Mausritter, MazeRats, Liminal Horror, Mangayaw*, and particularly *Eco Mofos,* all the Solarpunk, Weirdhope, and Sustainable Gaming folks and many more in this wonderful, creative, supportive space. Looking forward with hope.

As a designer with a significant visual disability, accessibility is a high priority. Stay in touch!

Duskheap Beacons is by Will Purves & Dodocahedron Games

dodocahedrongames.itch.io

Duskheap Beacons is based on *Into the Odd* by Chris MacDowall

www.bastionland.com

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Robot Assembly

Overview
There are three steps to make a robot.

1. Roll the values for the four Components of your Core Architecture: three Attributes and your Hull Points,
2. Roll Starting Modules on the Modules tables,
3. Roll for Name and Traits on the Robot Assembly tables.

Core Architecture
Robots have a physically reconfigurable Core Architecture made up of four Core Components: three Attributes, Strength (STR), Dexterity (DEX), and Willpower (WIL); and a number of Hull Points (HP).

When creating a robot, the player should roll 3d6 for each of their robot's Attributes, in order. They may then swap any two of the results.

Roll d6 to determine starting Hull Points (HP), which reflects the ability to avoid physical damage. HP does not indicate a robot's health or fortitude; nor do they lose it for very long (see Reset & Repair).

Besides being self aware, the core architecture supports a basic sensorium, sound & other close range communication systems, and an environmental recharge system (light, wind, motion activated, fusion micro-core, piezoelectric, or similar).

Example
Ines rolls 3d6 for her robot's STR, resulting in a 1, 2 and a 5, totaling 8. The next two attribute rolls result in a 10 for DEX and a 5 for WIL. She decides to swap the 5 and the 8, resulting in a character with 5 STR, 10 DEX and 8 WIL. She rolls a 4 for Hull Points.

Components, Attachments & Modules
A robot's core architecture and attached modules are the parts from which a player assembles their robot. Each of these is literally a separate piece of tech, like building blocks: concrete, physical, and functional. Players should draw the arrangement of core components and modules on their technical sheets.

Each core component has four attachment points, which attach to other core components and to which modules are attached. A core component must be attached to at least one other core component.

After configuring the core architecture, there will be a maximum of 10 attachment points for modules. Most modules take up one attachment point (A1), while others take up two or three. Modules should be attached to the core in a logical manner (wheels on the bottom, wings on the side etc). This configuration determines the shape and profile of the robot. Each robot has a Technical Sheet for record keeping, specifications, and design.

A robot cannot attach more modules than their attachment points allow. Some modules may not be able to be attached, even if there is room.

Starting Modules
All robots begin with four modules.
>Roll for a Common Mobility Module, and
>Roll for three non-mobility modules, based on starting HP

1-2 HP: 1 Common Module & 2 Uncommon Modules
3-4 HP: 2 Common Modules & 1 Uncommon Module *(Standard Array)*
5-6 HP: 3 Common Modules

Alternatively, the Drive may ask the players to pick one of the Classic Robots in *The Detroit Sounds* supplement OR use the Standard Array (*Above*).

Example

In Bea's game the Drive is using the Standard Array. Bea rolls a d6 for their Common Mobility Module, a 4, Quad Wheels! Then two d66 rolls, 54 and a 23, for Common Modules: a Stonework Suite and a Polymer Fiber Extruder. Very handy! For the Uncommon Module, they roll d66 again, 45, a Portable Bridge! Bea notes these four modules and arranges them around their components on the Technical Sheet, drawing their robot.

Common Modules
Roll d66 for starting modules, d86 for a random module

R   Recharge (The module must be recharged after each use)
Lx   Load (This module may be used x times & then physically reloaded or restocked)
Ax   The number of Attachment Points the module needs to function
Suite   a module with an array of appropriate tools, cables, jacks, work heads, bits, etc and a small articulated gripper arm for specific tasks at a close distance.

1 Gripper Modules
Articulated Claw Gripper Multi-pronged claw arm, sharp, finely tuned (A1)
Fingered Gripper Long arm with a five digit hand on the end, quite strong (A1)
Clamp Gripper Locking alligator jaws, fully adjustable, fire and waterproof (A1)
Tentacle Gripper Flexible armature, tough polymer skin, small sensitive tip (A1)
Anemone Gripper Small tentacle cluster, can handle delicate objects (A1)
Vacuum Gripper Long reach, very strong, single suction cup (A1)

2 Sensory Modules
Sonar & Radar Dual capabilities, good range, fine-grained images (A1)
Smell/Taste Analyzer Ambient sensors, chemical analysis, near canine level (A1)
Floodlight Oh yeah, that's bright! (A1 R)
Bullhorn Dang, that's loud! (A1)
Plasma Screen Built-in screen that shows images, video, text etc (A1)
Image Projector Projects an image, video etc onto any nearby surface (A1)

3 Tool Suites A
Small Tool Suite Many small handy tools, arm & socket, for small projects (A1)
Microtool Suite Tiny tools, tiny arms & tiny sockets, for very fine work (A1)
Stonework Suite Chisels, grinders, small pneumatic hammer (A1)
Painting Suite Brush and spray applicators, oils, signage paint, stencils (A1 L3)
Welding Suite Blowtorch, solder, rivet gun, grinder (A1 L3)
Electronics Suite Wiring to solder to chip to wetware analytics & repair (A1 L3)

4 Tool Suites B
Garden Suite Trowel-clipper-plucker multi-head, soil probe, baskets (A3 L3)
Carpentry Suite PTO shaft, saw, nail gun, screws, chisels & stud finder (A1 L3)
Grounds Suite Hedge trimmer, weed whip, light pole saw, small chipper (A3)
Polymer Fiber Extruder Suite Spins & braids thread, string, rope, cable (A1 L3)
3D Printer Suite Multi-chamber inkwells, retro design library (A1 L3)
Etching Suite Acid canisters, solvent reservoirs, spray nozzles,(A1 L3)

5 Maintenance
Hose Reel Long length, adjustable nozzles & multi-module couplings (A1)
Liquid Tank Faucet, multi-module couplings (A1 to A3 (Sm/Med/Lg) L1 to L3)
Vacuum Suite Flexi- tube, power head, multi-filter (A1 to A3 (Sm/Med/Lg))
Janitorial Suite Disinfectant, spray nozzles, refuse claw, compactor (A2 L3)
Waxer Rotating brushes, fluid tank, buffer, edge and corner tool (A2 L3)
Bacterial Control 360° pinwheel sprayer, multi-tank, analytic swabs (A2 L3)

6 Signals

Radio All bands, shortwave, broadcast, receiver, signal triangulation (A1)
Field Booster Mobile connectivity to archaic data networks, LAN (A1 R)
Translator Most bioform languages, most common vocabulary, right now (A1)
Sat Nav Somewhere, they still exist, and, sometimes, they are helpful (A1)
Battery Pack Recharges a module without using WIL or a reset (A1 R)
Digital Clock Such a big clock, custom face designs, fonts & alarms (A1)

For a random Common Mobility Module roll d12

[7] Mobility Modules A

Bi Wheel Two parallel or inline wheels, gyroscopic balance, sturdy tyres (A2)
Tri Wheel Three wheels with central chassis, all terrain tyres (A2)
MonoWheel Single wheel, gyroscopic balance, chassis above (A2)
Quad Wheel ATV styling, central chassis, off road clearance (A3)
MonoPed Single hopping foot, chassis above, gyroscope (A1)
Biped Two legs and two feet with sturdy torso mount above (A2)

[8] Mobility Modules B

Quadruped Four legs, low and fast, very stable (A3)
Centipedal Undercarriage So many small legs under an articulated chassis (A3)
Undulation Undercarriage Snake or worm like, multi-terrain, articulated (A3)
Flip Spring-loaded, shock absorbers, internal chassis (A1)
Treads Undercarriage Triple articulation, highly stable, not too fast (A3)
Spring / Bounce A wonderful thing, chassis above, shock absorbers (A1)

Uncommon Modules

(Roll d66 for starting modules, d86 for a random module

R   Recharge (The module must be recharged after each use)
Lx   Load (This module may be used x times & then physically reloaded or restocked)
Ax   The number of Attachment Points the module needs to function
*Suite   a module with an array of appropriate tools, cables, jacks, work heads, bits, etc and a small articulated gripper arm for specific
            tasks at a close distance.*

1 Sensory Modules

Super Ear Through most walls, across a field, decent filters (A1)
Infrared/Ultraviolet Heat, more blues, and all the colors in-between (A1)
E-Interface Suite Solid range of jacks, plugs, wires & small manipulators (A1)
Full Spectrum Scope Complex set of lenses, visible to invisible (A1 R)
Digital Disruptor Shutdown transmissions, wireless remotes & drones (A2 R)
Holo Projector Projects 3D image, figure, shape into empty space nearby (A1 R)

2 Field Engineering

Spear Gun & Winch Rotary mount, multi tip reserve, heavyweight line (A1)
Grapple & Winch Rotary mount, alloy hinged prongs, heavyweight line (A1)
Towing Package Super-torque drive, premium hook, heavyweight line (A3)
Telescoping Probe Multi-suite compatibility, 6 joint extendo-pole, pen light (A1)
Portable Bridge Polycarbon mesh, auto-rigid weave, hook/clamp endlocks (A2)
Dozer Blade Heavy, adjustable blade, reconfigures to scoop or bucket (A3)

3 Control

ShockField Variable proximity trigger, d8 electric jolt (Critical: WIL) (A1 R)
Traffic Control Suite Wheel locks, directional beacons, whistle, bullhorn (A2)
Polycarbonate Shield Clear, riot zone standard, Armor +1 (A1)
Net Gun Weighted steel core mesh, magnetic seal enfolds small targets (A1 L1)
Canister Ejector Large bore collapsible shell cannon, short range (A2 L3)
d6: 1-Gas 2-Smoke 3-Chalk Dust 4-Glitter 5-Oil 6-Radioactive Dust
Paint / Pellet Gun Small bore rapid fire, soft pellet chamber feed (A1 L3)
d6: 1-Paint 2-Pellet 3-Magnets 4-Juice 5-Oil 6-Seed-soil pellets

4 Medical

Surgery Suite Bio-form field surgery, multi-system (organ, dental, etc) (A2 L3)
Field Medic Suite Bio-form EMT, short term life support, field dressing (A1 L3)
Orthopedic Suite Bio-form bone-setting, cast, pins, screws, rods (A2 L3)
Psychology Suite Inflatable chaise, Nature Sound deep cuts, all modalities (A1)
Sequencing Lab DNA analysis, reproduction & biochemical insertion (A1 L3)
Animal Control Suite Small net & cages, trank gun, traps & lures (A2 L3)

5 Drones & Remotes

Nano Swarm Launch Multimodal swarm,swim-fly-crawl (A2 R)
d6: 1-Observe/Record 2-Disassemble 3-Harass 4-Follow 5-Retrieve 6-Patternplay
Quad Drone Launch Live feed video, light transport, water-air capability (A2 R)
Remote Suite Operator Allows any Suite to detach & operate as a drone (A1 R)
On Guard Reset sentry, hair trigger laser, super sensors, spider legs (A2 R)
Shatter Assembler Mechanical crab auto-reassembles robot post Shatter (A1 R)
Follow Me Come-along duffle-wagon, self-powered, weatherproof (A0 cap. A5)

6 Sapper

Mine Buster Armor Blast resistant, heavy, armor+3 (A3)
Demolition Suite Drills, plastique, fuses, wire, caps, BOOM (A1 L3)
Tripwire Net Deploys multiple fine wire webs across a large area (A1 L3)
Perimeter Security Deploys 6 fixed sentry remotes, motion sensitive (A1 R)
Armor Plate Armor +1 to +3 (A1 to A3)
Diggity Dig Mole drone platform, rapid trench & excavation protocols (A2 R)

[7] Security

 Laser Lite Variable beam, short range, multiple wavelengths (A1 R)
Taser Never-Lethal©, short range, bioform body mass auto-adjust (A1 R)
Camo Field Match color, texture, background radiation & heat signature (A1 R)
Sure Shot Interfaces with firearm modules, increases range & accuracy (A1 R)
Silencer Interfaces with firearm modules, deadening sound (A1)
Firearm It's a gun, semi automatic, variable ammunition (A1 L3)

[8] Mobility Modules C

Rollerball Internal chassis, unfolds when stopped, +1 Armor in motion (A2)
Flippers Powerful underwater acceleration, very slow terrestrially (A1)
Glider Wings Falling, with style, long distances (A2)
Low Drag Casing Aerodynamic, speed boosting, lightweight outer shell (A1)
Thopter Single rotor above, chassis below, highly mobile (A2)
Quad Copter Four rotors, central chassis, very stable (A3)

Assembly: Names & Traits

Names: Prefix & Suffix (Roll Twice) [d66]

Alpha	Pile	42
Apex	Omega	GB
Bebe	Rust	JJ
Beta	Torque	B00m
Bucket	Xerx	QWERTY
Can	Zenith	Sic
Ether	AA	66
Fi	BX	CV
Grease	CB	TT
Hal	-100	PO
Max	C5	E
Minim	1nf1n1ty	X

Casing (Roll Twice) [d20]

1. Aluminum
2. Kevlar
3. Brass
4. Copper
5. Lead
6. Iron
7. Stainless Steel
8. Titanium
9. Zirconium
10. Carbon Fiber
11. Fiberglass
12. Glass
13. Styrofoam
14. Open Frame
15. Plastic
16. Rubber
17. Neoprene
18. Plant Fiber
19. Obvious Recyclables
20. Wood

Condition [d12]

1. Bashed
2. Battered
3. Burnt
4. Dented
5. Elegant
6. Gleaming
7. Immaculate
8. Oily
9. Rusted
10. Scarred
11. Sticky
12. Weathered

Colors (Roll d6 color)[d12]

1. White
2. Black
3. Gray
4. Red
5. Orange
6. Yellow
7. Green
8. Blue
9. Indigo
10. Violet
11. Clear
12. Hi Vis

Paint Or Design Job [d12]

1. Fabulous
2. Camo
3. Elaborate
4. Dotted
5. Fine art
6. Luxurious
7. Patchy
8. Pixelated
9. Striped
10. Touched up
11. Worn
12. Paint Job?

Sound [d12]

1. Blunt
2. Booming
3. Droning
4. Echoey
5. Formal
6. Gravelly
7. Halting
8. Precise
9. Squeaky
10. Syncopated
11. Whispery
12. Whistley

Programming [d12]

1. Ambitious
2. Carefree
3. Cautious
4. Courageous
5. Disciplined
6. Gregarious
7. Honorable
8. Humble
9. Merciful
10. Nostalgic
11. Serene
12. Tolerant

Glitches [d12]

1. Aggressive
2. Bitter
3. Craven
4. Dogmatic
5. Greedy
6. Impetuous
7. Lazy
8. Nervous
9. Rude
10. Vain
11. Vengeful
12. Xenophobic

Syntax Errors [d12]

1. Abandoned
2. Addicted
3. Blackmailed
4. Condemned
5. Cursed
6. Defrauded
7. Demoted
8. Discredited
9. Exiled
10. Indebted
11. Lost
12. Wanted

Rules

Core Components: Abilities
Each of the three abilities are used in different circumstances (see Saves).

Strength (STR): Describes the power of internal connections, servos, kinetics, magnetics, or other force attributes. Used for saves requiring physical integrity and power, like lifting gates, bending bars, etc.

Dexterity (DEX): Describes the processing speed, level of module coordination, and balancing of operations. Used for saves requiring speed, action, and reactions like dodging, climbing, sneaking, balancing, etc. Also determines order of operations in situations like combat.

Willpower (WIL): Describes memory, energy, or battery capacity, as well as sensory processing capabilities. Used for saves to digital integrity, power-up, electrical or viral threats, etc.

Using WIL in Play
At the player's discretion, WIL may be expended one point at a time to:

- Quickly recharge a module without a reset,
- Bring an attached module online immediately, or
- Enhance a module's performance (e.g. one point of WIL doubles output).

Multiple Core Components

During the course of play a robot may incorporate duplicate core components (STR, DEX, WIL, HP) into their architecture, each with its own value. With multiple components of the same type, the component with the highest maximum attribute value is always the one used in play as the core component.

All components of the same type with lower maximum values are considered redundant and treated as inert modules with one attachment point (A1). When the core component drops to zero, the redundant component comes online immediately, becoming the new core component with its own latent maximum value. Any effect of the core attribute dropping to 0 is avoided. The previous core component is destroyed and its attribute value is lost.

Example

Bea's robot has scavenged a DEX component from a defeated foe. Their current DEX is 7, and the new one has a value of 8. Bea attaches the new component, resets, and comes back online with a DEX of 8 and a redundant DEX 'module' with a latent value of 7. This takes up one attachment point, but Bea figures it is worth it.

Shortly thereafter, Bea rolls across a processor mine, which deals 2d6 damage and critically affects DEX. With an HP of 2, they are hopeful, but the dice think otherwise, 11 damage! After the HP falls to 0 Bea takes 9 to their DEX, which exceeds 8 by 1, reducing their DEX to 0. The redundant module kicks in, so Bea's new DEX Core is 7 and the value 8 DEX Core is destroyed. It was good while it lasted…

Saves

A save is a roll to avoid bad outcomes from risky choices and circumstances. Robots roll a d20 for an appropriate attribute score. If they roll *equal to or under that attribute score* they pass. Otherwise, they fail. A 1 is always a success, and a 20 is always a failure.

Example
Ina encounters a group of ominous synth-hounds standing guard before a tunnel entrance. Her player carefully plots a course, recognizing that her 13 DEX makes sneaking past the guards the best option. She rolls a d20, which results in a 10 – a success!

Modules
Modules are attached to **core architecture attachment points** in a manner pleasing to the player and in accordance with the rules. A **module** may be used after it is brought on-line. Any attached **module** may be detached at any time.

 Each module has a required number of attachment points, a specific function, and may have a:

- Recharge Cycle (The module must be recharged after each use. A recharge may take place during a hard or soft reset. A WIL point may be used to recharge a module.)
- Load Requirement (This indicates that the module both requires physical reloading of some kind AND the capacity. *(Ex. L3 means a module contains enough of a load for 3 uses)**

Tracking **Load may be handled in a range of ways, including simple use checks,, detailed inventories, or abstract or mechanical processes.*

More Rules

Drones & Remotes
Robots may control drones or remotes to aid them in their expeditions. Drones are typically connected to a specific module and have specific sets of functions. Drones have degrees of autonomy and act when the module is activated.

Wear, Tear & Decline
Robots are resilient and neither feel fatigued nor deprived, nor do they suffer typical environmental effects (water, cold, heat, vacuum, mild radiation etc). Declines in core component and module capability and HP, and the possibility of shatter and module destruction are more accurate measures of misery and loss.

Reset & Repair
During a reset a robot is shut down and may take no actions. Resets that are interrupted produce no benefits. Robots may be damaged or disassembled during a reset. It is a vulnerable time!

Soft Reset
A soft reset takes a short period of time, just a few minutes.
- HP below maximum is restored by d6 points,
- Newly attached modules may be brought on-line,
- One module that requires a recharge may be recharged <u>OR</u> WIL below maximum is restored by d6 points.

Hard Reset
A hard reset takes a longer period of time, perhaps 6 hours.

- All core components below maximum value are restored to maximum,
- All modules that require a recharge may be recharged,
- Modules may be physically rearranged,
- Newly attached modules may be brought on-line.

Repair
Modules and core components are very sturdy, and are either functional OR damaged. Damaged modules or core components are considered to be destroyed and may only be repaired at the Drive's discretion.

Reactions
When the robots encounter creatures whose reaction to the party is not obvious, the Drive may consult the following table [2d6]

2 Hostile ~ 3-5 Wary ~ 6-8 Curious ~ 9-11 Kind ~ 12 Helpful

Morale
Morale does not affect robots or artificial entities. However, they will make decisions to evade or flee if they determine the odds are against them.

Enemies must pass a WIL save to avoid fleeing when they take their first casualty and again when they lose half their number. Some groups may use their leader's WIL in place of their own. Lone foes must save when they're reduced to 0 HP.

Possessions & Encumbrance
Robots function optimally with only modules and core components; anything else attached or carried decreases performance. When a robot does carry an item, the robot:
- Uses one attachment point for each item, two for bulky items,
- Adds +1 to any save for each attached item

Rounds & Turns
The game typically plays without strict time accounting. In a fight or circumstance where timing is helpful, use rounds to keep track of when events occur. A round is roughly ten seconds of in-game time and consists of turns.

Combat

Actions: Processes & Scripts
On their turn, before dice are rolled, a robot declares whether they are performing actions in a Script or a Process, two different ways of organizing intentions.

Actions, attacks, and movements generally involve using modules and are imagined to take place simultaneously, however, many scripts and processes make more sense if they are described or resolved sequentially. If a robot attempts something risky, the Drive may call for a save.

Processes
A robot choosing to process may take two actions. They may move and take another action. This may be activating a module, attacking, moving again, or some other reasonable action.

Scripts
A robot choosing a script checks their current DEX and divides it by 3, rounding down. This is the maximum number of actions they may include in their script. Once the script is written and the turn has begun, they then execute those moves/actions in order during the turn. They may not change or alter any action or move in their script. Running a script allows a robot to perform more actions but eliminates the capability to process emergent situations.

Example
Ines and Bea's robots are exploring an abandoned steam tunnel when they encounter a hostile SeekYou. As it approaches to scald their robots, the pair decides to go on the offensive.
*   Ines notes their DEX of 13 is at full capacity and chooses to run a script which involves four actions: moving across the width of the tunnel, spraying oil from their maintenance module, then moving back across the width of the tunnel while applying flame to the oil from a welding module. Bea wants to see how their foe reacts, so chooses to process. She moves backwards behind Ines' fire line and brandishes an industrial sander in case the SeekYou crosses the wall of flame.*

Turn Order
The Drive will telegraph the most likely actions taken by NPCs or monsters. At the start of combat, if a robot has a higher DEX than their opponent then they may process or start a script before their opponent's action.

Weapons, 'Weapons' & Damage
Producing an exhaustive list with specific values is not in the cards, however, here are some general damage level guidelines.
d4
Inoffensive projectiles, flailing grippers, hoses, and equipment not really meant to be a weapon.
d6
Light projectiles (standard firearms), chains, blades, hammers, and other medium weight objects wielded with force.
d8
Medium projectiles, larger hand weapons, light explosives, and other heavyweight objects wielded with force or speed.
d10 / d12
Quite large weapons, huge or aggressive creatures, big explosions, etc.
d6 / d8 Attrition
Fire, acid, gas, or other environmental effects that dissipate over time. Roll a die for the damage the first round, subtract one per round to calculate the damage for each subsequent round. Stop when you get to zero.
2dX
Very dangerous or effective weapons double the damage (eg Mines do 2d6).

Critical Damage?
Generally the core attribute that is affected by critical damage is STR. Consider whether the critical damage might affect DEX or WIL. Electrical or lightning damage or digital attacks will likely affect **WIL**, whereas DNS viruses or classic magnetic effects will target **DEX**. Lasers might target either. In these cases, the save to avoid critical damage uses DEX or WIL.

Armor
Strongly consider any arguments players might make about the exterior of their robot and what it might protect against. Mirrored surfaces might be particularly good against lasers, whereas rubber or neoprene might be effective against blunt weapons.

More Combat

Attacking & Damage
The attacker rolls their weapon die and subtracts the target's armor, then deals the remaining total to their opponent's HP. If HP is reduced to 0 then the target takes critical damage.

Armor
Before calculating damage to HP, subtract the target's armor value from the result of damage rolls. Armor plating or other protective modules may increase this value (e.g. +1 armor), but only while the module is attached and online.

'Burning' Modules
A player may choose to destroy an attached module to avoid all damage from a single source.

Multiple Attackers
If multiple attackers target the same foe, roll all damage dice and apply the single highest result.

Attack Modifiers
If fighting from a position of weakness (such as through cover or with restricted mobility), the attack is impaired and the attacker rolls damage with a d4.
If fighting from a position of strength (such as against a helpless foe or through a daring maneuver), the attack is enhanced , and the attacker rolls damage with a d12.

Dual Weapons
If attacking with multiple weapons at the same time, roll all damage dice and keep the single highest result.

Blast
Attacks with the blast quality affect all targets in the noted area, rolling separately for each affected character. Blast refers to anything from explosions to huge cleaving onslaughts to the impact of a meteorite or a Mega Foe.

Mega Foes

Large groups of similar combatants fighting together and some large creatures or constructs are treated as a single Mega Foe. When a Mega Foe takes critical damage, it is routed or significantly weakened. When at 0 STR, it is destroyed. Attacks against Mega Foes by individuals are impaired (excluding blasts). Attacks against individuals by Mega Foes are enhanced and deal blast damage.

Critical Damage
Damage that reduces a target's HP to zero decreases a core attribute by the amount remaining. The robot must then make a save, using the new value of that attribute, to avoid critical damage. Any robot that suffers any critical damage immediately detaches a random module.

Core Attribute Score at 0
When damage to a robot reduces a core attribute to zero, there are specific effects. Core attributes cannot fall below zero. In addition:

- When STR is 0, the robot Shatters. If or when reassembled they immediately enter a hard reset cycle,
- When DEX is 0, they only take one action a turn & always act last,
- When WIL is 0, they immediately enter a soft reset cycle.

Shatter
When a robot shatters, all its modules and core components are separated and scattered. Roll d6 for each module AND each core component. A result of 1 means that the module or core component is destroyed. Unbroken modules and core components may be reassembled or attached by other robots or salvage modules.

Death?
What does death mean to a robot? Given that most of the constituent parts of a robot are sturdy and can survive great trauma means that they can be used over and over again in different configurations and different robots.

However, without a STR component a robot may not be reassembled (components and models will not stay together) and without WIL they will never exit a reset cycle.