1	Shutdown.exe
2	Work Crew
3	Bzzzzzzzzzzzzzzzzzzzzzzzzzzzzzzzzzzzzzz
4-6	Roll on main table
7	I, Robot
8	Mechasatannus Attack!
9	Call-Me-Kenneth lives once more!
10	Judgement Day

Shutdown.exe

At best, anti-robot viruses cause them to speak in stupid song clips or racist stereotypes but, at worst, they can force a reboot in the middle of a gunfight...

Randomly determine a robot. That robot must succeed a Will check or be removed from play. It may be taken hostage, but will not take any further permanent damage.

Work Crew

Desperate for jobs, citizens of Mega City One will occasionally mob together to destroy robots and do their work. "We're working! We're working!"

Deploy a mob of D5 Punks with clubs. They will move towards the nearest Robot and attempt to charge it. If they kill it, they will spend their next Action performing a Special Action to pick up litter, scrub and polish the area before moving on to the next nearest robot.

Some robots are remarkably unstable without regular human maintenance. They are, for want of a better word, total liabilities.

Randomly determine a robot. That robot suffers from Twitchy (p156) for the rest of the game. The fault is corrected (more or less) at the end of the game.

I, Robot

The three laws of robotics are all that stand between the citizens of Mega City One and total obliteration. Sadly these laws are more like guidelines...

All robots which are not part of a Justice Department Force require one less to cause a Critical hit on humans.

Mechasatannus Attack!

What's scarier than a demonic tyrannosaur in the 22nd Century? A mad scientist's robotic

recreation of a demonic tyrannosaur!

Deploy a Demolition Droid (the bigger the model, the better!). It moves randomly. The side which brings it down gains an additional 10% of it's Income for that game. It is a level 10 Hero and has the following statistics;

Move	Agility	Shoot	Melee	Melee Dice	Will	Armour	Hits
7"	-1	-1	+4	4D	+0	+6	7

Gear: Wrecker (p94)

Talents: Alleyway Fighter (Dirty Fighting, Careless Charge, Thundering Charge), True Hero (Brave, Inspire, Nerves of Steel, Die Hard, Die Harder), Up Close and Personal (Skilled and Deadly, This is My Wrecker, Feint)

Call-Me-Kenneth lives once more!

...Not really, but one robot believes he has the same programming. If he can just survive the battle, he may become the next robotic messiah.

...Not really.

Randomly determine a robot. This robot must spend itr's next activation making two special actions as it's files get thoroughly corrupted but, if it is on the table at the end of the battlefield, it gains Rallying Cry (p51).

Judgement Day

Taken from the historical records of yore, Judgement Day was the time when robots would rise up, nuke their masters and hunt the survivors like rats. Good times.

All robots on the field gain +1 Shoot and Melee, but suffer from Trigger Happy (p 52).