

Nomad Peril - a "Really Big Robot"

What you are about to read is **EXPERIMENTAL** and intended for "peer review". You are more than welcomed to give it a try, but it is not "canon" (yet).

RBT Type: Vehicle

Height: 260 ft (Height Factor: 43)

Weight: 14,311,260 lbs. (Weight Factor: 79,507)

Hits to Destroy: 286,226*

Hits to Disable: 143,113*

Locations: *Nomad Peril is divided into 5 segments.

1d6	location	Disable	Destroy	Systems
1	Left Arm	23,852	47,704	Disintegration Ray, Punch Booster
2	Left Leg	23,852	47,704	Hyper-gyro
3-4	Torso	47,704	95,409	Reactor and cockpit
5	Right Leg	23,852	47,704	Hyper-gyro
6	Right Arm	23,852	47,704	Power Blast, Punch Booster

Requires two pilots. Nomad Peril's Agility is equal to the average of the two pilots' agility minus the robot's Agility modifier.

Agility Modifier: -12 (each Hyper-Gyro provides a +10 Agility modifier)

Carry Capacity: 41,731,477 lb (20,866 tons)

HTH: 14d10

Speed: 30mph (132"/turn)

Disintegration Ray: Range=11", Damage=43d20 (avg=430 pts), 20 uses

Power Blast: Range=11", Damage=43d20 (avg=430 pts), 20 uses

Punch Booster: Adds 7d10 to HtH damage (21d10), 10 uses per arm

Sword (x2): +5 to hit, HtH+4d10 damage (18d10) each

Damage Effects:

There is a 1% chance per each 43 points of damage taken that Nomad Peril will suffer some system damage. Roll 1d6 for the damaged segment and follow the table below:

Die Roll	Left Arm	Left Leg	Torso	Right Leg	Right Arm
1	N/A	N/A	Cockpit	N/A	N/A
2	Booster	N/A	Reactor	N/A	Booster
3	Dis Ray	Gyro	N/A	Gyro	Pwr Blast
4	Dis Ray	Gyro	N/A	Gyro	Pwr Blast
5	Booster	N/A	Reactor	N/A	Booster
6	N/A	N/A	Cockpit	N/A	N/A

Booster: "Punch Booster" no longer available

Dis Ray: Disintegration Ray no longer available

Pwr Blast: Power Blast no longer available

Gyro: -5 Agility modifier per gyro hit

Cockpit: Pilots must roll a save vs Endurance to remain conscious. If either pilot is knocked out, Nomad Peril will stop functioning. The Robot may be operated by a single pilot only if that pilot makes a save vs Endurance, and expend power points equal to the unconscious pilot's Endurance rating.

Reactor: Nomad Peril will shut down if reactor is damaged

EXP Value: Total of Pilots' Experience value

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WRITER'S NOTE: This thing is FAR larger than I would normally have designed. It is based upon a robot from a recent movie, which has a stated height of 260 ft. For the Sword, I found it much better to just consider it a huge bludgeon starting with a sword 3 ft long and 5 lbs, it multiplied its length by *Nomad's* HF, and it's weight by *Nomad's* weight factor. As for rolling 43d20 for the Disintegration Ray and Power Blast... It makes more sense to use an average (430 damage per successful attack), or to roll d% and multiply by the max value of 860 points of damage (90% on 1d% = 774 damage).