

LEAVING EARTH

ROBOTS



INTRODUCTION

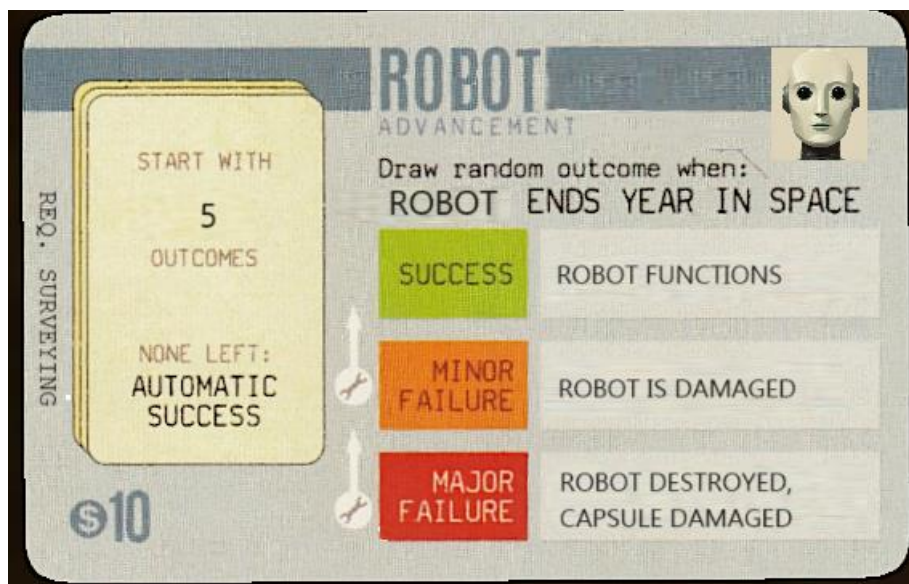
1. *A robot may not injure a human being or, through inaction, allow a human being to come to harm.*
2. *A robot must obey orders given it by human beings except where such orders would conflict with the First Law.*
3. *A robot must protect its own existence as long as such protection does not conflict with the First or Second Law.*

- Isaac Asimov 1942

OUR SOLAR SYSTEM is a majestic place, but it is also a harsh and unforgiving environment. In our own reality, Neil Armstrong took the first step on the moon, but it's not hard to image a universe where that first step was made with a mechanical foot...

ROBOTS

ROBOTS are a new advancement that combine some aspect of astronauts and components. Surveying is a prerequisite for this advancement.





Note. Draw outcomes for each robot at the end of the turn, after any life support draws are completed.

ASTRONAUT ABILITIES

Robots do not consume supplies each turn. Robots in space require a seat in a capsule, but do not help with the mental health checks of astronauts. For example, an astronaut in a capsule with 2

robots would still be considered to be alone. Astronauts still need two *unoccupied* seats each to avoid mental health checks.

Robots still require life support, to reflect the temperature and power requirements to maintain them,

An astronaut with the  symbol can repair a damaged Robot on his spacecraft by consuming one supply / spare part. An astronaut with the  symbol improves the effects of outcomes drawn from Robots on his craft: a minor failure acts as a success and a major failure acts as a minor failure. (No matter how it acts, a failure can still be removed for only \$5 when drawn.) This ability is not cumulative — having additional Mechanics aboard beyond the first does not improve your chance of success.

Robots can operate hydroponic units.

RADIATION:

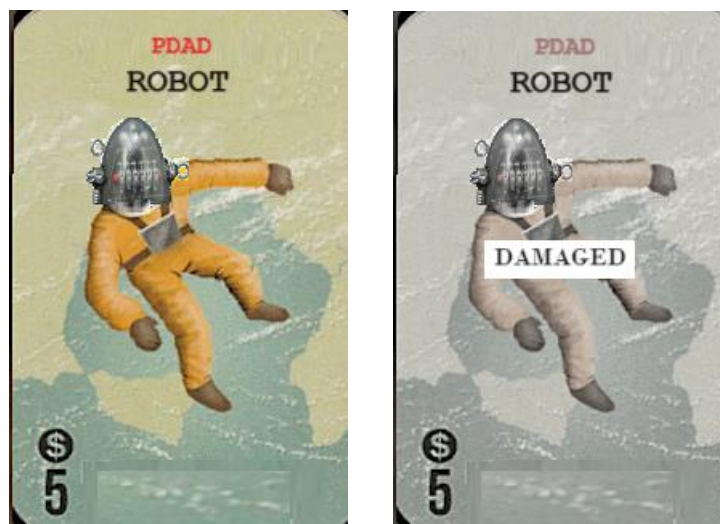
Robots are affected by radiation like Probes, (not at all in the core game ,possibly in Outer Planets and Stations) but if they are in a capsule with a radiation bonus that bonus is applied to them.

MISSION SCORING

Robots counts as astronauts for the purpose of scoring, however a robot planting a flag on an alien planet is considered less prestigious than a human pioneer.

Robots completing manned missions, (Occupation, Man in Space at start of year, Man to x and back) score half the points available, (rounding up).

The loss of any Robot Astronaut results in the loss of 1 point.



Robots have no icon for skills.

NOTES

My micromechanism thanks you, my computer tapes thank you, and I thank you.

- *The Robot, Lost In Space*

So, what are Robots even for? The discussion came up in a play by forum game, where the idea of post war robots, as seen in *Lost in Space* or *Forbidden Planet* was discussed. Although *Leaving Earth* is based on real technology, it's interesting to explore the what ifs? For more background have a look at NASA's work on the 'Power Drive Electronic Dummy.'

Primarily I see them as an alternative in a playthrough with a high level of solar radiation, or as a way to claim a mission more quickly, albeit by reducing the number of points available.

REFERENCES

The Day the Earth Stood Still, 1951

The Caves of Steel, Isaac Asimov, 1954

Forbidden Planet, 1956

Lost in Space, 1965

Thunderbirds, 1965

Do Androids Dream of Electric Sheep?, Philip K Dick, 1968

The Black Hole, 1979