

 <p>PRODUCT MASS: 1 Rad-Hard: 4</p> <p>REPAIR: Roll a die when a collocated card is involuntarily decommissioned. On a 1 or 2, keep the card. This does not apply to sails, crew, or any colonists.</p> <p><i>Happy to work out on the hull all day.</i></p> <p>REPAIR BOT Robot Colonists</p>	 <p>PRODUCT MASS: 4 Rad-Hard: 6</p> <p>Combat Modifier +1</p> <p>On-board Nuclear REACTOR</p> <p><i>"We programmed it to kill. Let's hope it doesn't get any ideas."</i></p> <p>BATTLE BOT Robot Colonists</p>	 <p>PRODUCT MASS: 2 Rad-Hard: 3</p> <p>LAB: Your space colony on any science site is a lab if this card is present.</p> <p><i>"All of human knowledge in a handy box."</i></p> <p>LIBRARY Robot Colonists</p>
 <p>PRODUCT MASS: 0 Rad-Hard: 2</p> <p><i>"Finally science can mimic the human mind. But is it a good idea?"</i></p> <p>FINO: One free FINO each turn.</p> <p>RESEARCH: In Bernal or Lab, this colonists may Research Op either of the top two cards, plus supports, from a patent deck.</p> <p>POSITRONIC BRAIN Robot Colonists</p>	 <p>PRODUCT MASS: 0 Rad-Hard: 3</p> <p>Free market sale as hand card</p> <p>HEAL: Roll a die when a collocated crew or human colonist is involuntarily decommissioned. On a 1 or 2, keep the crew or colonist.</p> <p>When promoting this card, you must decommission a collocated human colonists. This is not a felony.</p> <p>NANOBI-NAUGHTS Robot Colonists</p>	 <p>PRODUCT MASS: 1 Rad-Hard: 4</p> <p>SECOND OP: Once per turn, one collocated human colonist may perform a second operation. Pay WTs normally for additional operations.</p> <p>AUGMENTS Robot Colonists</p>

RULES:

Setup: Create a separate Robot Colonist deck using these cards plus the 4 original Robot Colonists.

Research Op Only: You may Research Op from the Robot Colonist deck but you may not Recruit Op from it. A Recruit Op may be used to hire only *human* colonist.

Positronic Brain: When performing a Research Op, the Positronic Brain may put up for auction either of the top two cards from a patent deck. Include supports for the auctioned card and return the unauctioned card to the bottom of its deck.

	MASS: 4 Rad-Hard: 4		OR			MASS: 5 Rad-Hard: 9				MASS: 1 Rad-Hard: 4				
<p>INSPIRATION OP: As an Science Op, perform inspiration on your choice of patent decks.</p> <p>LAB: You space colony on any science site is a lab if this card is present.</p>	 ISRU 2		<i>"All of human wisdom in a surprisingly small box."</i>	<p>Combat Modifier +2 Raygun attack 2d6</p> <p>On-board Nuclear REACTOR</p>	<p>SECURITY FUTURE: ★ if you perform ⚡ op at a lab with a promoted engineer. Site destroyed on failure.</p>		<p>RECRUITER: This colonist may Recruit Op from either the Human or Robot Colonists decks.</p> <p>EMANCIPATION: Subtract 1 from Suffrage die roll.</p>		<i>Human mimicry facilitates co-operation.</i>					
DEEP THOUGHT 	Promoted Robot Colonists	BOLO 	8•3	Promoted Robot Colonists	ANDROID 	Promoted Robot Colonists								
	MASS: 1 Rad-Hard: 5	 ISRU 0		<p>ENHANCE: Add or subtract 1 to improve the stats of all collocated humans.</p>		MASS: 1 Rad-Hard: 5		OR		OR			MASS: 1 Rad-Hard: 5	
<p>HIVE MIND FUTURE: ★ if you perform ⚡ op at a lab with an engineer and a scientist.</p>	CYBORG 	Promoted Robot Colonists	<p>RE-ROLL: You may re-roll any of your die rolls. This is cumulative with other re-rolls.</p>	<p>IMMORTALITY FUTURE: ★ if you perform ⚡ op at lab with another promoted scientist.</p>	<p><i>May enter aerobrakes.</i></p>		<p>INDEFATIGABLE: May perform 2 ops per turn. Pay WTs normally for additional ops.</p>		<p><i>Only an expert can distinguish one from the real thing.</i></p>					
TRANS-HUMANS 	4•0	Transhuman Colonists	SYNTH-ETICS 	Promoted Robot Colonists										

NOTES:

Cyborg Enhancement Example: If the NASA crew card is collocated with the Cyborg card, the crew's new stats would be mass 0, rad-hard 5, and missile ISRU 3. The crew would have an 11-7 thruster with a 1 point afterburner. The NASA launch fee would still be 1 WT because the fee is a privilege not a statistic.

Transhumans: In general you may re-roll a die only once. However, if you already have a re-roll (for example buggy prospecting), Transhumans give you an additional re-roll. Transhumans may enter aerobrakes.

Votes: Augments, Cyborgs, and Nanobionauts enhance collocated humans and don't have an independent vote of their own. Transhumans don't care about human politics.