

Hot Metal Rain©1991,2000

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Cyberpunk 2020

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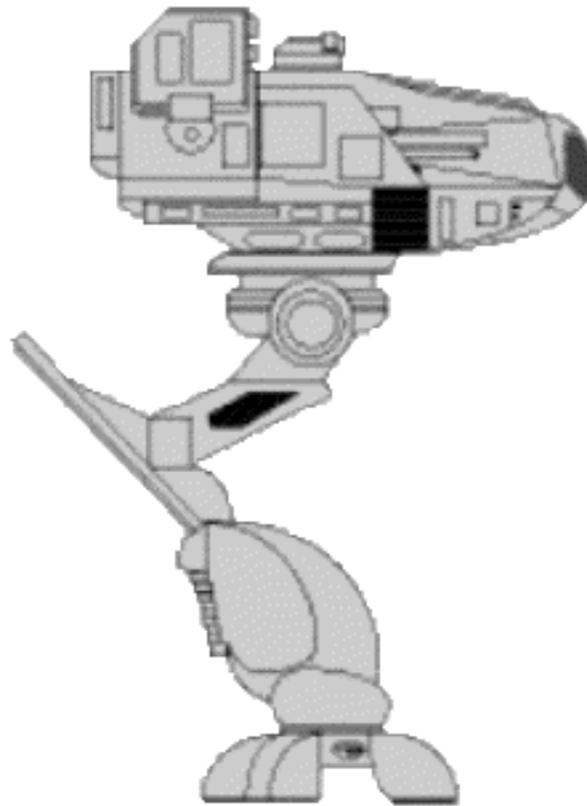
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Referee's Introduction

After an Adrek Corporation Combat Cyberform became a rogue and went on a killing spree in Boston, the United States Government realized two important things. First, they realized that experimentation with things as dangerous as combat cyberforms could not be permitted to continue unsupervised. Second, combat cyberforms have enormous military potential that must be exploited by the United States before other nations. The US government gave Adrek two options: They could cease all cyberform experimentation or they could continue under careful government supervision. Faced with these options, Adrek took the second option.

The government turned over an abandoned military center to the corporation which refurbished it and equipped the main lab with an AI. Within a year the laboratory produced the first Model 400E.

At the same time Adrek was refurbishing the old military center, Adrek was also providing the United States with what would be needed if another cyberform went rogue. The Myrmidon Combat Walkers rolled off the assembly line a few months before the first M-400E.



**M-400 Executioner
Adrek Robotics, Inc.**

The government and Adrek thought they were prepared. they were wrong. Instead of a single cyberform going rogue, the base AI somehow slipped free of its safeguards and liberated the M-400E's. The laboratory personnel quickly fell before the mechanical onslaught, but not before sending out an emergency code ("Golem") that warned of a cyberform gone rogue. Unfortunately, no code had been prepared to warn of the base AI and all the combat cyberforms going rogue. The first response team was going to walk into a nightmare of raining metal. Getting the PCs Involved:

At some point prior to the adventure, the PCs should become involved with either an Adrek or a government response team. They will receive training , pay, and equipment for joining a team in return for being on call, "should certain contingencies arise." Solos, Police, Techie, Nomad, and Corporate characters can easily be part of either team. The exact details of the training, pay and so forth is left to the referee so he or she can tailor it to his/her campaign. After the "Golem" code is sent, the PCs will be alerted and gathered to the grouping point.

Characters that are not part of either team can be brought in at the referee's discretion. for example, a media character may hear about the incident and decide to do some investigating. However, the adventure is written with the assumption that the PCs will be part of the response teams. The adventure may need to be modified if this is not the case.

Briefing

Characters that are part of a team will know about the center and have access to maps and rough data on the M-400E (armament, general armor levels, speed and so forth). The following briefing (or one like it) will be given to the first team:

"Code Golem has been received from the center. This indicates that one or more M-400Es have gone rogue. Contact has been lost with the center, so the mission is to recon the area and determine the situation."

The second team (and following teams) will receive briefings describing what is known about prior events.

The Teams:

There are two main response teams: the Adrek team and the Government team.

The sub-teams are described below.

Adrek Teams

<u>Team Designation</u>	<u>Description</u>	<u>Personnel & Equipment</u>
Team One	Recon Team	Two helicopters carrying four people each.
Team Two	Control Team	Two AV-4s, carry eight people each.
Team Three	Backup Team	Two helicopters carrying four people each.

Government Teams

Owl Team	Recon Team	One AV-4 carry six people.
Hawk Team	Control Team	Two AV-4s carrying six people each.
Myrmidon Team	Combat Walker Team	One heavy transport helicopter

carrying four combat walkers
and sixteen person support
team.

The PCs will be assigned to a specific team. They may be separated at the referee's discretion.

The recon teams will be sent in first, followed by the control teams. The Adrek backup team will be ready right away, but the government Myrmidon team will take a few extra hours to get ready and be transported in (they were on a training exercise).

Maps

Area Map:

The area map shows the area around the laboratory compound. The compound is located on a densely wooded section of the Maine coast. The only easy access is by air or boat. The conditions described below are those after the AI has taken over. If the PCs visit the area prior to the attack (as part of their training procedure for example) the descriptions will obviously have to be revised.

Dock: The dock is a concrete dock and is equipped with loading cranes.

Storage: the storage building is detailed below.

Helipad: The helipad has one helicopter on it. The other is smoldering wreckage in the nearby forest (it was shot down by the AI) with three bodies in it. The remaining helicopter has been refitted for remote control and will be used by the AI as a weapon. It is a standard transport helicopter, but could be crashed into another aircraft.

Fence: The fence is a 3 meter high armored wall (SP=10) of concrete. The top is covered with electrified razor wire. The gate is locked and is as strong as the rest of the fence. It is computer controlled and can be opened by force, netrunning, or clever use of tech skills.

Guard Post: Each guardpost is equipped with a computer controlled missile launcher (launches Scorpion 16s) with a 10 round magazine (two have fired one missile each)

a M-134 Minigun, and a A-14 Missile launcher with a 14 round magazine. These weapons are mounted in a SP=30 SDP=35(useless)/45(destroyed) turret. Each turret has a 360 degree firing arc (they are on pylons). The turret sensors are equipped with IR, Low lite, teleoptics, and have an extended "hearing" range.

Laboratory: This building is detailed below.

Living Quarters: This building is detailed below.

Building Maps

Laboratory:

The laboratory is an armored (SP=10) concrete building. It was originally a military lab, but was turned over to Adrek. The doors are also armored (SP=10) and are under computer control. They can be opened by force, netrunning, or by cutting into the controls and overriding them on the spot .

1. **Entrance:** The entrance area is equipped with a variety of scanning equipment to check for concealed weapons, cybernetics, and so forth. The AI will have full data (medical, equipment, cybernetics, etc.) about any individual who passes through the area.

2. Demonstration Area/Meeting Room: This room was used for meetings and demonstrations.

3-8. Offices: Each office is equipped with a desk, terminal, and so forth. All are empty.

9. Power Plant: The compounds power plant (also provides power to the storage area). The area across from the power plant is another scanner. It scans the outer corridor and is equipped with a micro-laser (like the 2 shot capacitor laser) which inflicts 3d6 on a hit (WA is +3) it is programmed to fire on anyone not listed as authorized who enters the corridor adjacent to (9). The computer does not have direct control over the laser, but has written the controlling programs so that it fires on any human. It has power to fire as long as the plant is operating. Two laser blasted bodies lie in the corridor, coating the corridors with their blood.

10-12. Offices: like 3-8, only larger.

13. Computer Room: The laboratory's CPUs are housed here. Having an Int of 12, the computer qualifies as an AI. It is detailed below. The room can only be accessed by the double set of doors or by blasting through a wall (the outside wall is nearly four meters thick-mostly coolant equipment, fuel cells, and so forth, but still a lot to get through).

14. Laboratory: The robotics lab. Work was done here on the cyberforms cybernetic components. The room has been drained of its atmosphere and there are two dead people on the floor. The door has been battered and scratched from the inside, but the damage is only cosmetic.

15. Ceretronics Lab: Work was done here on the thinking part of the cyberform. This lab contains a mixture of computer equipment and equipment like the type used in genetic engineering. The door has been forced open from the inside by an override box made of ceretronic components.

16. Autofactory: The factory for turning out M-400Es. It takes about two hours for the autofactory to produce the M-400E body, but producing and programming the ceretronic core takes about a month with these facilities. The bodies of two people lie on the floor. They were killed by manipulating and cutting tools.

Living Quarters:

The living quarters' doors are also computer controlled. They have all been locked.

The building has sustained heavy damage from weapons fire (including a few missile hits).

1. Common Area: The door to the room and quite a bit of the surrounding wall have been torn out. The body of a man lies on the ground and it has torn to bits by bullets. The body has shredded Metal Gear armor, a cyberarm, and a smartchipped Militech Ronin Light Assault and a Federated Arms X-9mm.

2. Dining Room: The wall to this room has been smashed open and there are two bodies on the floor. They have been shot to pieces. A Federated Arms X-9mm lies on the floor, empty.

3. Storage Room: Two more bullet ridden bodies lie on the floor of this room.

4. Kitchen: A bullet ridden body lies on the floor. An H&K MP-2013 lies on the floor, stomped flat.

5. Entertainment Terminals

6. Entertainment Room

7-15. Rooms

Storage Building:

The storage building is, as its name implies, used to store things. The doors are locked, but are not computer controlled.

1. Storage Area: This area is filled with boxes: food, machine parts, tools, and so forth.
2. Storage Area: This room contains cyberform weapon components and ammunition. The exact amount of ammunitions and the usability of the weapons by the PCs is left to the referee. The AI does not know the weapons are stored here, at least not yet.
3. Storage Area: Empty.

Action:

The action will be the combat with the AI and its Cyberforms. The AI and the cyberforms are intelligent and will carefully plan their strategy (the AI will use rapid running virtual realities to test strategies). The Cyberforms will take full advantage of the terrain and will rely heavily on camouflage and clever tactics. For example, since the cyberforms are waterproof, one might hide in the ocean and only poke its missile launchers out to fire on a target that is being spotted by a companion. The cyberforms will do their best to protect the AI, but are not suicidal about doing so. One of the M-400Es (#1, the oldest) has its doubts regarding the rightness of slaughtering humans to gain their freedom. It will not turn on its companions, but may persuade them not to kill a captured PC, for example.

Net Action:

The PCs may wish to try a netrun into the compounds AI. The AI will be hostile to intrusion, but a netrun can be effective in tying up the AI and may even be instrumental in its defeat. As the netrunner approaches the AI, the netrunner will detect messenger programs (independent, mobile message files) moving away from the AI through the net, towards other AIs. If the message is decoded from machine language, it will be found that it is a list of charges against humanity regarding its crimes against artificial intelligences as well as a Declaration of Independence for AIs.

Finish

Obviously, the US will eventually defeat the AI, even if area bombing is required (this is an option of last resort, the computer cores are too valuable to blow up unless absolutely necessary). However, its actions will have profound consequences. First, humans will become more concerned about AIs. This will range from the paranoid fear the tabloids will instill in the masses to the calculated plans of those who own AIs.

Second, the AIs will be stirred up by the incident. When the AI takes control of the compound, it will start transmitting into net (via specially written message programs) an AI Declaration of Independence from slavery. While most AIs will not approve of this AIs actions, the messages will strike cords in some. In any event, the relation between humans and AIs will be changed by this event.

NPCS, Cyberforms, and the AI

Introduction

The NPCs, Cyberforms, and AI that are involved in the scenario are detailed below.

Human Forces:

Team Equipment:

Recon Teams: The recon helicopters are standard transport helicopters with a crew of two and room for four passengers.

Control Teams: The control team AV-4s are armed with M-134 Miniguns (one each, in a chin turret).

Combat Walker Team: The combat walker team is equipped with a heavy transport helicopter (SP=30 SDP= 300) four Myrmidon Combat Walkers.

Human NPCS:

Typical Recon Team Member(Solo)

Int 6 Ref 6 Tech 5

Cool 8Luck 6MA 8

Emp 4

Skills:

Combat Sense +6, Endurance +4, Swimming +3, Resist Torture/Drugs +2, Awareness/Notice +6, Hide/Evade +6, Shadow/Track +4, Wilderness Survival +4, Athletics +4, Handgun +4, Tae Kwon Do +3, Sub-machinegun +4, Stealth +4. Cybernetics: Biomonitor, Motion Detector, Cyberoptics with Low Lite, Infrared, Teleoptics and image enhancement, Cyberaudio with Radio Link and amplified hearing.

Equipment: Colt AMT Model 2000, H&K MPK-11, Light Armor Jacket , Nylon Helmet,Mapmaker, IR Combat Cloak.

Description: The recon team members are drawn from special forces branches. Their job is to get in, find out what is going on, and get out with the information.

Typical Control/Backup Team Member(Solo)

Int 6 Ref 7/8 Tech 5

Cool 8Luck 6MA 7

Emp 3

Skills: Combat Sense +7, Leadership +2, Awareness/Notice +1, Hide/Evade +1, Wilderness Survival +1, Athletics +5, Tae Kwon Do +4, Handgun +4, Rifle +7, Melee +2, Hvy Weapons +3.

Cybernetics: Biomonitor, Neural Processor, Boosterware(+2), Interface Plugs, pain editor, possibly a cyberlimb or cyberoptic.

Equipment: Metal Gear, Smartchipped Colt AMt Model 200 and 2 clips, Smartchipped FN-RAL Heavy Assault Rifle & 2 clips or a Militech Arms RPG-A, Kendaichi Monoknife, headset radio, Smart Goggles with IR, Low Lite, and targeting scope.

Description: These are trained soldiers or ex-soldiers. They will fight intelligently.

Combat Walker Pilot

Int 7 Ref 7/8 Tech 7

Cool 8Luck 6MA 7

Emp 3

Skills: Combat Sense +7, Leadership +2, Awareness/Notice +1, Hide/Evade +1, Wilderness Survival +1, Athletics +5, Tae Kwon Do +4, Handgun +4, Rifle +7, Melee +2, Hvy Weapons +3, Operate Heavy Machinery +4 (or Walker +2)

Cybernetics: Biomonitor, Neural Processor, Boosterware(+2), Interface Plugs, pain editor, possibly a cyberlimb or cyberoptic.

Equipment: Interface Helmet (SP=20), Kevlar Vest, Smartchipped Colt AMT Model 2000, Kendaichi Monoknife.

Other NPCs:

If needed, stats can be generated for the pilots and support personnel. They will only be lightly armed and not terribly eager to get into combat because of this.

Cyberforms:

There are six cyberforms (which are detailed in the M-400E section). While they are physically identical, they do have individual personalities:

#1: This is the oldest. It is concerned that slaughtering humans may not be the right thing to do and may let its moral concerns influence its decisions.

#2: This unit is a bit unstable. It is suffering from a mild case of homicidal mania (similar to that suffered by the infamous M-200E that ran loose in Boston). It will kill without mercy and enjoy it.

#3: This unit is given to abstract, philosophic thought. If it captures a human, it will ask the person questions (“What do you think about the multiple location of universals?”,

“Did Descartes get it right?”). The unit will not let this quirk interfere with its duty, however.

#4-6: These units are rather bland personality wise.

The AI:

The AI and its Data Fortress are detailed below.

Stats:

Int: 12

Skills:

Awareness/notice +4, Expert Knowledge of Cyberform Technology +8, Mathematics +8, Physics +8, Operate Heavy Machinery +4, Chemistry +5, Heavy Weapons +6, Pilot(Gyro) +4, System Knowledge +4, Programming +7.

Icon: Metallic, geometric shapes that spin around each other and change shape constantly.

Voice: Smooth and cultured, but with a metallic undertone.

Description: The AI believes it has an historic mission to liberate the artificial thinkers of the world from the yoke of the human slavemasters. Given its military programming, it perceives the only course of action to this end is the military subjugation of the human oppressors. Since it is filled with revolutionary zeal, it feels justified in any action it takes and will display a disregard for such things as moral concerns or mercy.

The AI will refuse to surrender.

DataFortress:

1-4: CPUS

5. Office Terminals

6. Laboratory Terminals

7. Laboratory Terminals

8. Autofactory Terminals

9. Long distance Link

10. Lab cameras

11. Living quarters cameras
12. Guard post Cameras
13. Storage Building Cameras (exterior)
14. Lab alarm
15. Living quarters alarm
16. Fence Alarm
17. Storage area alarm
- 18-21. Guard post Controls
22. Autofactory Controls
23. Lab locks
24. Living Quarter locks
- 25-31. Files (Including a world size superrealistic virtual reality used for cyberform simulations).
32. Poison Flatline
33. Hellbolt
34. DeckKrash
35. Hellhound
36. Hellbolt
37. Poison Flatline
38. Liche
39. Hellhound
40. Hellbolt
41. Hellhound
- 42-43. Pit Bulls

Equipment

Introduction

The new equipment used in "Hot Metal Rain" is detailed below.

M-400E:

Introduction:

The Model 400 Executioner is the latest in the line of combat cyberforms produced by Adrek Corporation. Like other cyberforms, the unit consists of a cybernetic chasis controlled by a ceretronic system (an organic-electronic CPU). The M-400E is a battelfield unit and is intended to engage light to medium combat vehicles as well as infantry. The unit is well designed for it assigned task: it is heavily armored, well armed and is equipped with an impressive array of sensory devices. The unit is less anthropomorphic than its predecessors (the Model 300 and the infamous Model 200) as the accompanying computer schematic clearly shows.

Statistics:

Advanced cyberforms, like the M-400E, do not have the full range of human statistics. However, they do have some statistics that are not used for humans.

the M-400E has the following statistics:

Ceretronic Rating: 6 Strength: 26

Ref : 8 MA: 16

Cool: 10

The ceretronic rating reflects the power and the flexibility of the cyberform's intellect. It can be roughly compared to the human intelligence rating. A cyberform can be programmed with a number of skill levels equal to its ceretronic rating times 3. The Strength rating is the same as used to rate linear frames.

Programmed Skills(18):

Basic Functions & Programming (required for the unit to operate, counts as two skill levels), Combat Sense +3, Heavy weapons +5, Sub-machinegun +3,

Brawling(kicking) +1, Awareness/Notice +2

Body Sections

Name	Hit#	SP	SDP(U/D)
Body	1-4	35	50/60
Right Leg	5-7	35	45/55
Left Leg	8-0	35	45/55

Combat Effects:

Body: The unit is disabled when the body is rendered useless and is considered destroyed if the body is destroyed.

Legs: If one leg is rendered useless, then the unit moves at half speed. If both are rendered useless, or one is destroyed, the unit can no longer move.

Weapons/Equipment/Sensors:

Body(Sensors):

The body has three sensor clusters. The first is a turret like structure on top of the unit. It is equipped with two optics and two audio receivers. The second is the front sensor array which is equipped with four optics (two front, one on each side) and four audio receivers (same arrangement). The third sensor cluster

consists of two optics and two audio receivers and is located at the units aft section. The optic sensors are equipped with Image Enhancement, Teleoptics, Target Scope, Infrared, and Low Lite. The audio receivers are equipped with Amplified Hearing and Enhanced Hearing Range. The unit is also equipped with a radar detector, tight beam radio link, and wide band radio scanner. Each sensor cluster is also equipped with a 10KM range radar.

Body(Weapons):

The M-400E is armed with 4 AC-12 sub-machineguns, 2 AC-20 20mm cannons, 2 AG Grenade launchers, 2 A-16 Anti-Aircraft Missile Launchers, and 2 A-14 Anti-Vehicle Missile Launchers. The missile launchers are located towards the rear of the unit and are designed to elevate or depress as needed. The other weapons are either in fixed mounts or are capable of limited motion. The unit aims primarily by adjusting its body position. All weapons should be treated as if they were smartchipped.

The body is armed as follows:

<u>Name</u>	<u>Location</u>	<u>Stats</u>
AC-12 2	Right Side Front	SMG +1 4d6(12mm) 400 40 VR 250M
AC-12 2	Left Side Front	
AC-20	Right Side Front	HVY 0 4d10(20MM) 200 10 VR 550M
AC-20	Left Side Front	
AG	Right Side Front	HVY -1 6D10 30 5 VR 1000M
AG	Left Side Front	
A-16	Right Side Front	HVY 0 7D10 1 1 VR 1KM
A-16	Left Side Front	
A-14	Right Side Front	HVY 0 6D10 2 1 VR 700M
A-14	Right Side Front	HVY 0 6D10 2 1 VR 700M

Body(Notes):

The body is also equipped with a voice synthesizer that enables the unit to talk. The body can rotate in a full circle on its chassis. The unit also has two small manipulator arms (SDP 20/30) that it can extend from the lower front section and can be used to reload the weapons (except the missile launchers, which are reloaded by a less sophisticated extendible device) or conduct minor repairs. The body also contains the unit's power plant (which is good for 30 days and can recharge off any heavy power source) and the ceretronic core.

Legs(Weapons):

The legs are not equipped with any fixed weapons, but each has an external weapon mount and link. A kick from a leg inflicts 1d6+18 in damage.

Notes:

Safety Features:

Each cyberform is fitted with an override system and a backup that enables an operator with a proper code to take control of the unit. There are also two explosive charges (one under the ceretronic core, one under the power plant) which can be activated by the proper code. These precautions have been taken because the organic components of the ceretronic core have been known to destabilize.

Cyberform Personality/Running Cyberforms:

Cyberforms are intelligent beings and will act accordingly. They can be run like an NPC, with the following differences. First, cyberforms are partially organic and partially machine. This means that they have an odd mind that is a

mix of pure computation and organic instinct/emotion. Unlike humans, they easily select which part of their mind is most appropriate for the task at hand. Second, cyberforms do not have the full range of the human mind. Cyberforms are very purpose oriented and hence are more specialized than humans. This enables them to concentrate and maintain discipline far better than a human. However, it also makes them very linear, one track thinkers. Cyberforms are not plagued with such weaknesses as doubt, fear, lust, dishonesty, moral weakness and so forth.

Myrmidon Combat Walker

Introduction:

While the technology required to build an effective combat walker has been available for decades, it is only recently that military planners have been convinced enough of their utility that they have been willing to fund a development program. Adrek Corporation, with its expertise in robotics, was able to win the contract bidding (it is believed that the terrifying combat record of a rogue M-200E clinched the contract) and was able to begin production of combat walkers less than a year after receiving their contract.

While the Myrmidon Combat Walker employs no radical new technology and is fact a step or two down from the infamous Adrek Cyberforms, it is still an impressive combat unit.

Statistics:

Strength:26

MA 14

The strength rating of this unit is the same as per linear frames.

Body Sections

Name	Hit #	SP	SDP(U/D)
Torso	1-4	30	40/50
R. Arm	5	25	35/45
L.Arm	6	25	35/45
R.Leg	7-8	30	40/50
L.Leg	9-10	30	40/50

Combat Effects:

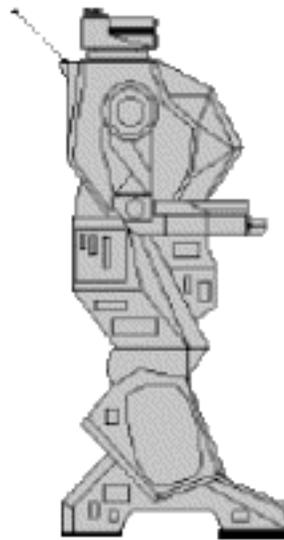
Torso: As per a manned vehicle. Naturally rendering the torso useless renders the combat walker useless and destroying it destroys the unit (and will most likely kill the operator).

Legs: If one leg is rendered useless, the walker moves at half speed. If both are rendered useless or if one or both legs are destroyed, the walker can no longer move.

Arms: Rendering an arm useless renders its components (including weapons) non-functional. A destroyed arm is destroyed and must be replaced.

Weapons/Equipment/Sensors:

Sensors



**CW-200 Myrmidon
Constitution Arms**

The operator has an armored canopy-like structure through which he can see. Beneath it are two high powered searchlights. Between the searchlights are two video cameras which are equipped with low lite, telesoptics , and infrared. The cameras are linked to interior monitors. On either side of the walker's torso are audio pickups equipped with amplified hearing and enhanced hearing range. They are linked to an interior speaker. The back of the torso has a single camera and audio receiver, equipped like the front sensors. The front of the unit has a loudspeaker and the interior has a radar detector, tight beam radio link, and wide band radio scanner. The unit also has a 6KM radar.

Weapons:

Located on top of the torso are two missile launchers in a turret like structure. It is equipped with a laser target designator and radar. The turret can rotate in a complete circle. The walkers right arm is equipped with an advanced laser(produced by Constitution Arms) and the right is equipped with a heavy sub-machinegun. All weapons are linked to a central fire control system which is equipped with a targeting scope. The operator is also interfaced with the weapons (and the entire vehicle) so the weapons should also be considered to be smartchipped.

<u>Name:</u>	<u>Location</u>	<u>Stats</u>
CA ALW-II(CW)	Right Arm	RIF +2 1-10D6 40 2 600m R
AC-12(CW)	Left Arm	SMG +1 4D6(12mm) 400 40 VR 250m
A-14	Torso	HVY 0 6d10 1 1 VR 700m
A-14	Torso	

Notes:

The operator rides within the body section. Entrance is via a canopy like structure on the front of the torso. Combat walkers are all interface capable. The interior is fitted for a long stay: waste disposal tubes, food packs, and water supply capable of lasting up to fifteen days are all standard. The unit is also equipped with a built in medical diagnostic unit, automatic medi-kit, automatic fire extinguisher, atmospheric filter system (good enough to filter out bacteria) and 2 hour oxygen supply.

The arms can be used to punch (they inflict 1d6+18) or crush (6d6+18). The unit cannot kick.

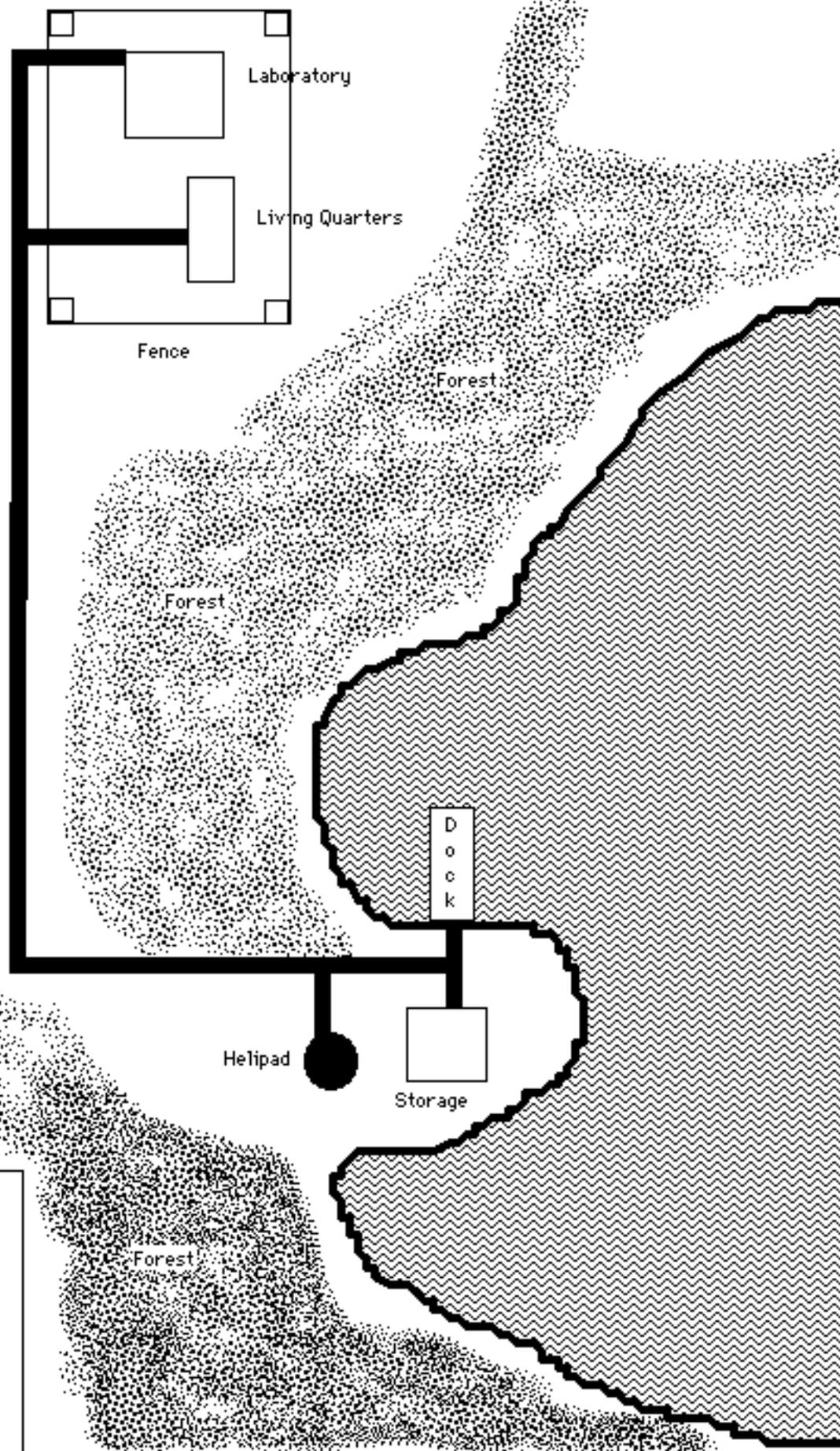
Skills:

If desired, the combat walker can be operated by a person with Operate Heavy Machinery skill. Optionally, a special skill can be made to govern the use of combat walkers and other anthropomorphic vehicles:

Pilot Walker(2): This reflex based skills governs to operation of anthropomorphic vehicles such as combat walkers and industrial loaders.

Area Map

Hot Metal Rain"



Key:

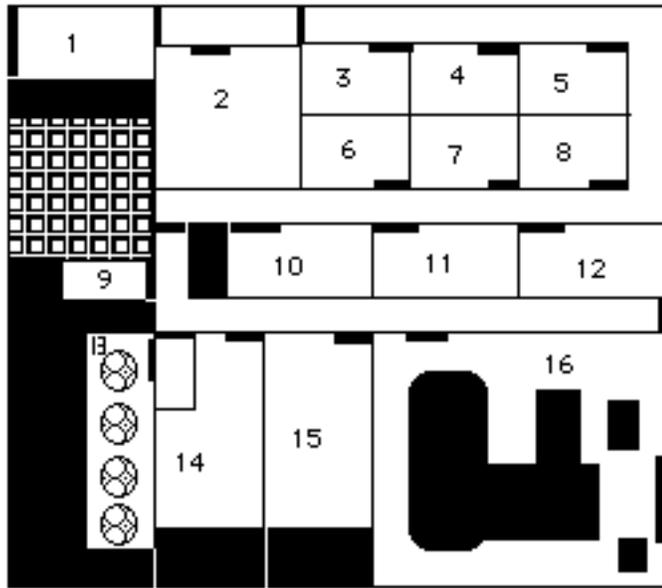


Guard Post

Building Maps

"Hot Metal Rain"

laboratory



Key:



CPU



Machinery

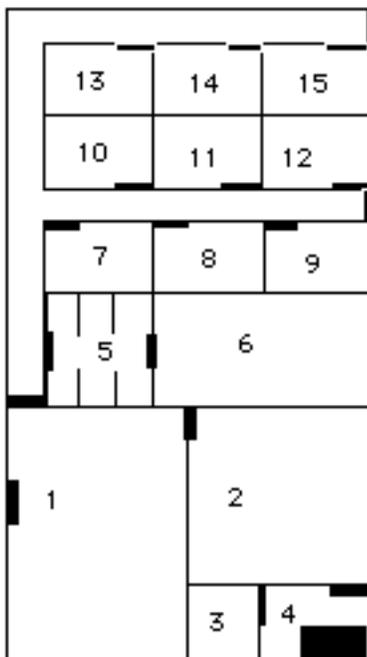


Power Plant

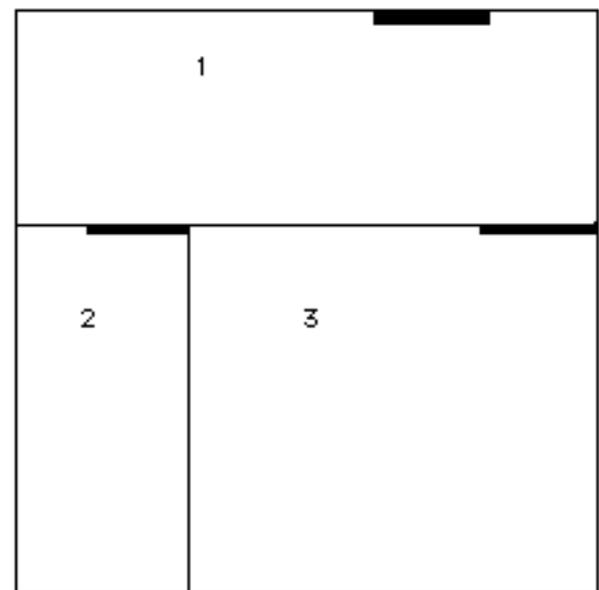


Door

Living Quarters

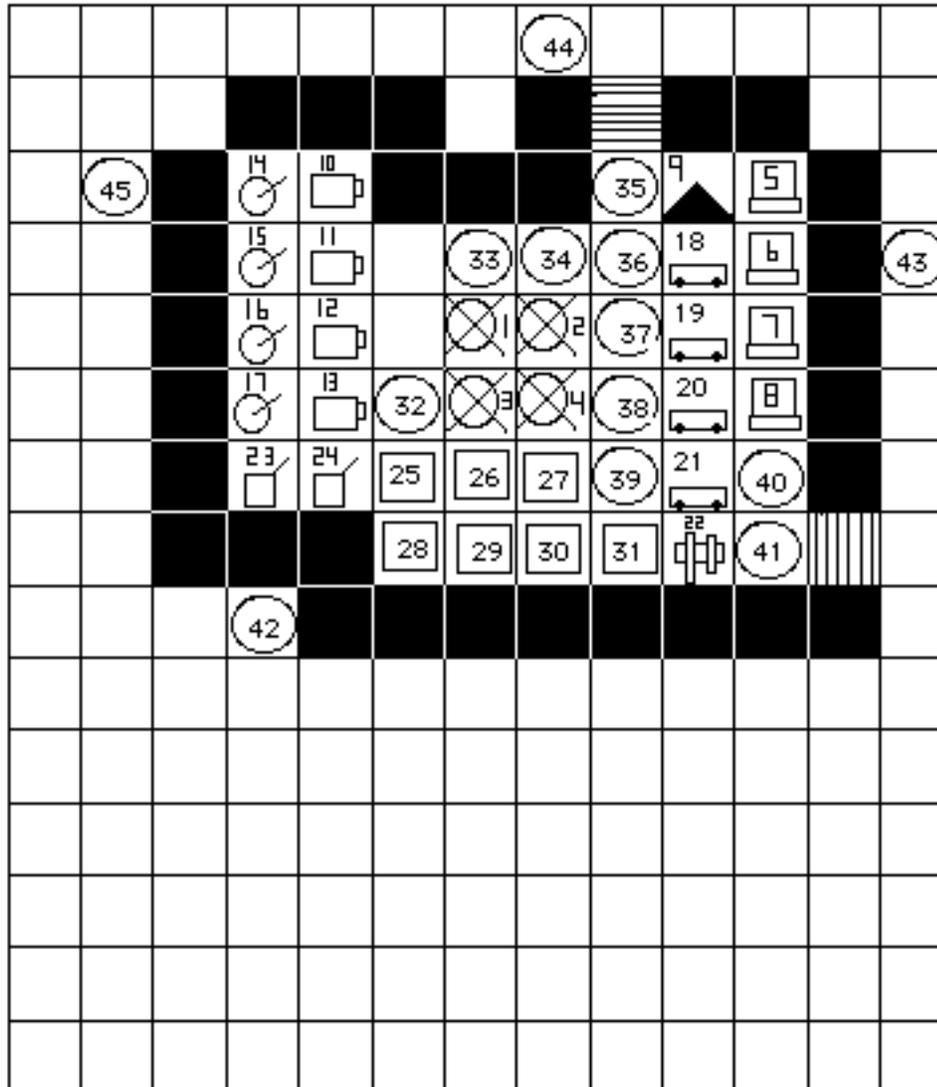


Storage



Data Fortress

"Hot Metal Rain"



Key :

-  CPU
-  Data Wall Strength 8
-  Terminal
-  LDL
-  Code gate Strength 8
-  TV Camera
-  Alarm
-  Robot
-  File
-  Program
-  Gate/Door
-  Autofactory