B.I.L. Homicidal Robot: a supplement for Open the Pod Bay Door

Onboard the colony starship Appleseed, B.I.L, or Bill for short, the ship's homicidal robot, attempts to prevent the crew of the Snow Day from reestablishing control.

Robot Scenes

At the end of a round, Bill gets a scene during which it attempts to complicate the Snow Day's lives with some sort of attack or by counteracting a successful action. If specifically threatened with harm by an action on Snow Day's crew, it will attempt to counteract. Tell us how.

Otherwise, it complicates the crew's attempts by introducing a new harmful element that the crew must overcome. With the later, the player dreams up the complication and how it will harm the Snow Day's crew, then he lets us know.

Who Plays Bill

At the end of a round, whoever gets the next turn plays Bill. The next round starts with the following player.

Resolving Robot Actions

Roll a d6. A reaction to stop harm succeeds on a 1-4. This turns any one character's action into a possible deadly failure. A complication succeeds on a 1-5, and will harm the crew or a member of the crew in 3 (1-2) or 4 (3-5) turns or 5(6) unless stopped.

The Next Turn

Play returns to the normal turn order and continues until everyone has a turn playing the crew of the Snow Day. Then the next player plays the robot.