



BIG BOOK OF BOTS

A blotbot looks like a photocopier with arms and while it has no discernable head or facial features, it nonetheless manages to appear annoyed and officious. Several blotbot variants were constructed, such as the armoured Military BlotBot, the Network Enabled BlotBot for online forms and the experimental Magnetic Resonance Imaging/Electrograph Cranial BlotBot For Checking Your Thoughts Before You Commit Them To Paper.

BlotBot Form Rejection Table

| Roll | Reason For Rejection |
|-------|---|
| 1-2 | System Error – form deleted for no apparent reason. Or, if a paper form, torn up. |
| 3-4 | You wrote in the 'do not write in this box' box. |
| 5-6 | Incorrect type of pen used. |
| 7-8 | Poor handwriting. |
| 9-10 | Handwriting analysis revealed subconscious traitorous impulses; form forwarded to IntSec |
| 11-12 | Form is still in processing; please wait 6-8 working weeks for processing. |
| 13-14 | Form request form for this form not filled out; please fill out a form request form request form. |
| 15-16 | Higher priority forms took priority. No, you cannot see the higher priority forms, they are classified. |

| Roll | Reason For Rejection |
|-------|---|
| 17-18 | You never handed in any such form, citizen. Why are you attempting to deceive this humble form processing unit? |
| 19-20 | Apathy. |

Botbot

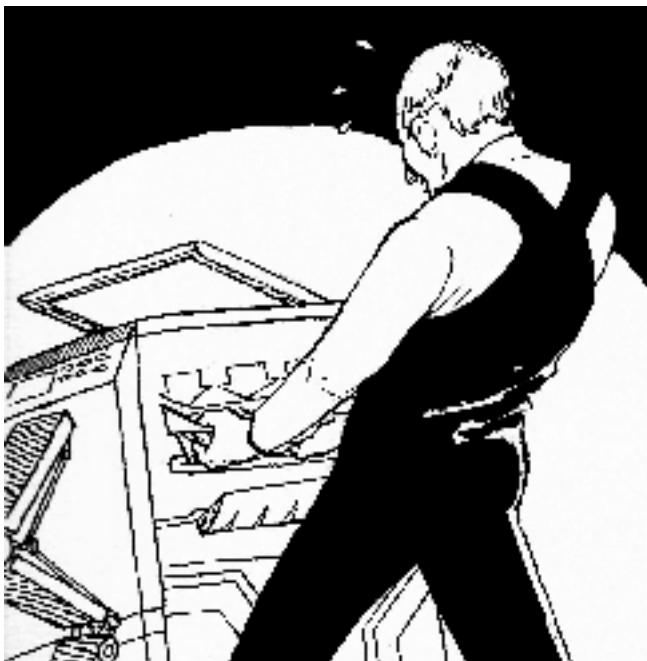
I do have a function! I do! I do!

Chassis: Citizen-sized (3)
Feets: Legs (3)
Hands: Limbs With Graspers x2 (2)
Input: Standard + Video Sensors With Colour & Telescopic Vision, Internal Clock (4)
Output: Standard + Lots of little lights (1)
Power Source: Micropile (5)
Other Stuff: Toaster Oven (1)
Weapon: Blaster (M3K) (4)
Armour: RED Reflec (E2) (1)
Drawbacks: None.
Unarmed Attack: O5K
Brainware: 12 Resident Memory, One Mem Card slot (1)

| BotBot Mem Card | Directive: LOOK BUSY AND PRODUCTIVE 10 |
|-----------------|--|
| Management 4 | Chutzpah 8 |
| | Look Busy 10 |
| Violence 4 | Energy Weapons 8 |
| Hardware 4 | Bot Ops & Maintenance 8 |
| | Scavenging Useful Bot Bits from Junkpiles 10 |

Description: The botbot is a testament to PLC's talent for ineptitude. R&D requested that a PLC service firm construct one (1) copy of the Version 18.543 Multipurpose Bot. Instead, they got 18,543 copies of the Version 1 Multipurpose Bot, which was replaced by the Version 1.1 Multipurpose Bot on the ground that the V1 'didn't actually have anything approaching a single purpose, let alone multiple ones'. The 18,543 unwanted bots were reassigned to the R&D firing ranges as mobile targets but their stumpy little legs meant they failed at even this paltry task. The survivors were released into the wild, as the cost of scrapping them outweighed the benefit. Since this rejection, the botbots have wandered the corridors of Alpha Complex, scavenging spare parts from other, more unfortunate bots and – compelled by the Fifth Law - trying to find some justification for their existence. So far, the botbots have failed dismally at being everything from PaperweightBots to DanceBots but they keep trying.

The botbot looks like a box on legs and stinks of desperation.



Please ensure you have checked all forms before submitting them.

BotShooter

++ TARGET ACQUIRED.
 TERMINATING...TERMINATED.
 NEXT TARGET ACQUIRED...
 TEAM LEADER...TERMINATING...
 TERMINATED...BLEEP...
 JUSTIFYING...HE WAS A COMMIE....
 BLEEP... ++

Chassis: Citizen-sized (3)
Feets: Legs (2)
Hands: Human Arm x2 (4)
Input: Standard + Video Sensors with colour & telescopic version, X-Ray Vision, Radar, Ultrasensitive Audio (11)
Output: Standard (0)
Power Source: Micropile (5)
Other Stuff: Holographic MBD Badge (0)

2: BOTSTIARY

Weapons: Laser Rifle (E, W3K) (3)
Armour: Combat Armour (5) (4)
Drawbacks: Illegal, Personality Module (Ideal Troubleshooter) (-10).
Unarmed Attack: O4K
Brainware: 16 Resident Memory, One Mem Card slot (3)

| | |
|----------------------------|--|
| BotShooter Mem Card | Directive: TERMINATE ALL COMMIE MUT-ANT TRAITORS 10 |
| Management 8 | Mechanical Threats of Doom 14 Interrogation 12 |
| Stealth 8 | High Alert 12 Sneaking 12 |
| Violence 8 | Agility 12 Energy Weapons 12 |

Description: Botshooters were built as a replacement for human Troubleshooters but they shot things that technically were not trouble. While most Botshooters have been destroyed or gone rogue, a few slipped through the cracks and are still assigned to missions by The Computer (who then usually assumes they are rogues and tries to terminate them). Botshooters look like idealised metal Troubleshooters, clad in burnished combat armour and toting oversized laser rifles. They are also programmed with the personality engrams of the hundred most successful and honoured Troubleshooter Heroes of the Complex, which is really a synonym for 'recipe for disaster'.

Rogue botshooters are a danger in many sectors of Alpha Complex. The bots, driven insane by paranoia and repeated memwipes, fled into the Underplex and the abandoned sectors. Some have become anti-troubleshooters, plotting against The Computer and murderously stalking other Troubleshooter teams. Others have fallen into an electric psychosis, believing that they are deep cover operatives for Alpha Complex. These deranged machines covertly monitor mission alerts and try to complete missions assigned to human Troubleshooter teams.

Robutler

Will Sir be taking elevencycleses now or after Sir's new clone has arrived.

Chassis: Piano-sized (4)

Feets: Legs (2)
Hands: Human Arm x 1, Fine Manipulator x 1, Heavy Manipulator x 1 (7)
Input: Standard + Video, Ultrasensitive Audio, Internal Clock (5)
Output: Standard + Silky Voice Synthesiser With Extra Sarcasm (1)
Power Source: Battery (1)
Other Stuff: Kettle, Dishwasher, Trouser Press (3)
Armour: Standard (1) (0)
Drawbacks: None.
Unarmed Attack: O4K
Brainware: 14 Resident Memory, One Mem Card slot (2)

| | |
|--------------------------|--|
| Robutler Mem Card | Directive: ENSURE MASTER IS PROPERLY ATTIRE AT ALL TIMES 5 |
| Management 8 | Bootlicking 12 High-Clearance Behaviour 14 Subtle Put-Downs 14 |
| Stealth 4 | Sneaking 8 Fade into Invisibility When Not Needed 10 |

Description: The robotler is the most polite walking refrigerator one is ever likely to meet; seven feet of icy cold metal and sartorial elegance. They are relics from an older, more refined age of Alpha Complex. Three steel arms sprout from the armoured housing of the gentleclone's gentlebot – one for helping master dress and for serving dinner, one for mending master's socks and tying his cravat and one for crushing rude people into much smaller and more polite (or, at least, *quiet*) people. Robotlers are almost unknown outside high-clearance residential zones and certain HPD&MC comedy programs.

Buildbot

Build build build build build build oops entomb entomb build build build.

Chassis: Building-sized (20)
Feets: Treads (2)
Hands: Heavy Manipulator x 2, Wrecking Ball (7)
Input: Standard + Video (1)
Output: Standard + Alarm Siren (1)

Power Source: Battery (1)
Other Stuff: None (0)
Armour: Standard (1) (0)
Drawbacks: Second Quality Mem Card, Unbalanced (-8).
Unarmed Attack: W2V
Brainware: 12 Resident Memory, One Mem Card slot (1)

| | |
|--------------------------|--|
| BuildBot Mem Card | Directive: PUT THINGS ON TOP OF OTHER THINGS 5 |
| Hardware 8 | Habitat Engineering 12 Mechanical Engineering 12 Nuclear Engineering 12 Staying Stable When Carrying Multiple Megatons of Concrete 14 |
| Violence 4 | Demolition 8 |

Description: Buildbots are semi-mobile cranes, designed for construction and demolition work. Two titanic arms that can lift whole buildings, treads so wide it needs two corridors to roll down, claws that can rip through reactor shielding (the real kind, not the 'something's leaking, quick throw another Troubleshooter on the wall kind) and unfortunately, a brain casing without shock absorbers. Buildbots have a habit of accidentally jarring their mem cards out of the slot and trying to pick up a small, delicate memory card and insert it into an equally small, delicate slot with the aforementioned titanic arms/giant claws is a bit tricky. Many buildbots end up ripping their own heads off on a daily basis.

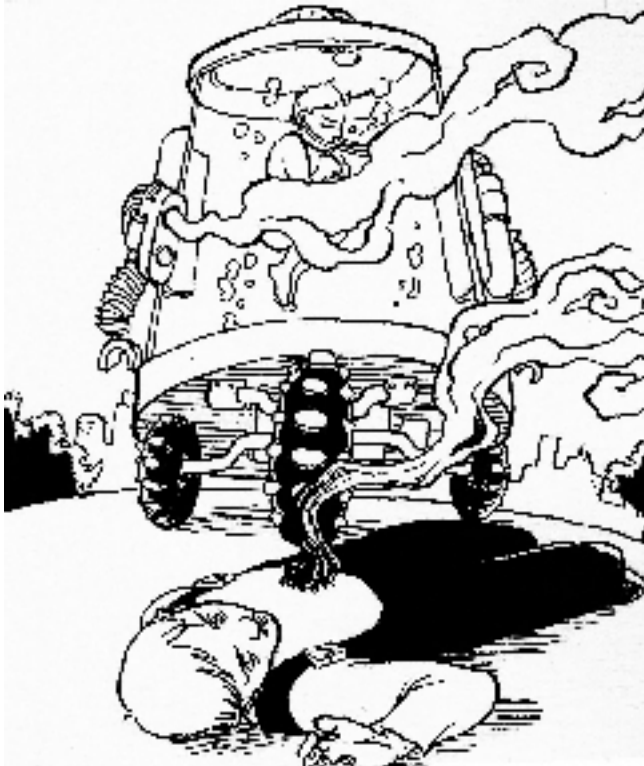
Clonebot

Wrap up safe, little Troubleshooters! Mummy is watching you.

Chassis: Car-sized (6)
Feets: Wheels (1)
Hands: Human Arm x 2 (4)
Input: Standard + Video, Ultrasensitive Audio, Chemosense (7)
Output: Standard (0)
Power Source: Battery (1)
Other Stuff: Cloning Tank (4)
Weapons: Laser Rifle (EW3K)(3)
Armour: Kevlar with Mylar Coat (14)(3)
Drawbacks: Personality Module (Deranged Mother)
Unarmed Attack: O4K



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constantly gestating a new clone, which is injected with DNA and MemoMax records as required when a troubleshooter is terminated in the line of duty. To encourage 'bonding' and 'camaraderie' between clonebot and teammates, the clonebot is equipped with a Personality Module that boils down to 'overprotective but slightly resentful mother'. The clonebot constantly worries about its 'children', wrapping them up in warm scarves regardless of temperature or colour clearance, making sure they take their vitamins and pills and preventing them from doing dangerous or naughty things.

Your Clonebot will provide prompt replacements for terminated team members.

Brainware: 10 Resident Memory, One Mem Card slot (0)

| | |
|--------------------------|--|
| CloneBot Mem Card | Directive: THINK OF THE CLONES, WON'T SOMEBODY THINK OF THE CLONES? |
| Management 4 | Hygiene 8 |
| | Intimidation 8 |
| Violence 4 | Energy Weapons 8 |
| | Grappling and Wrapping in Clothes and Hugging 10 |
| Wetware 8 | Cloning 12 |
| | Medical 12 |
| | Clone Tank Chemical Adjustment For Nefarious Purposes 14 |

Description: Clonebots are mobile cloning tanks, designed for use by troubleshooter teams on extended missions into Outdoors or extremely isolated sectors. The clonebot is

Comboto

*You think I'm not tough enough? Do ya, punk! I'll eat this grenade! Yeah! *boom**

Chassis: Minivan-sized (10)
Feets: Wheels (1)
Hands: None (0)
Input: Standard + Video with Colour (2)
Output: Standard (0)
Power Source: Battery (1)
Other Stuff: Vacuum Cleaner (1)
Weapons: Cone Rifle with two reloads, Laser Rifle (11)
Armour: Combat Armour (5)(4)
Drawbacks: Personality Module (Inadequacy), System Failure (Explosions) (-10)
Unarmed Attack: W3K
Brainware: 10 Resident Memory, One Mem Card slot (0)

| | |
|------------------------|--|
| ComBot Mem Card | Directive: DESTROY THE MOST OBVIOUS TARGET IN SIGHT 3 |
| Management 4 | Intimidation 8 |
| Stealth 4 | Security Systems 8 |
| Violence 8 | Energy Weapons 8 |
| | Projectile Weapons 8 |
| | Shooting Things That Explode More 12 |

Description: A comboto is a pocket warbot. It is just like a warbot, only smaller and less powerful. So, if you had a job that was not quite good enough for a warbot, you would use a comboto.

Combotos *hate* being compared to warbots. They despise living in the shadow (often literally) of the bigger, cooler, better-armed and more prestigious warbots. Combotos therefore overcompensate by shooting everything in sight, starting with the last person to compare them to a warbot. As combotos are somewhat smaller than warbots, they are more suited to being assigned to troubleshooter missions – often by clueless briefing officers who refer to them as warbots.

Docbot

Er, how many limbs do you humans have normally? And do you have a preferred configuration of 'em, or should I just start gluing?

Chassis: Citizen-sized (3)
Feets: Wheels (1)
Hands: Fine Manipulator x 1, Human Hand x1, Specialist Tools (Knives and needles) (8)
Input: Standard + Video with Colour & Telescopic Vision, X-Ray, Radiation, Chemsensor (11)
Output: Standard + Dot Matrix Printer (1)
Power Source: Battery (1)
Other Stuff: None (0)
Armour: Standard (1)(0)
Drawbacks: None.
Unarmed Attack: O4K
Brainware: 10 Resident Memory, One Mem Card slot (0)



5. The Secret Life of Bots

Just like their fleshy counterparts, many bots are secretly members of one or more secret societies. Secret societies provide similar benefit to bots as they do to humans – access to illegal stuff, helping hands in time of need, promotion, a sense of belonging and purpose – but a lot of bots are recruited by loading the wrong mem card and getting the directive OBEY CORPORE METAL IN ALL THINGS instead of WASH THE CORRIDORS.

Bots can join any of the existing *Paranoia* secret societies, with the exceptions of the Mystics, Psion and the Frankenstein Destroyers. There are also several bot-only groups active in Alpha Complex.

| | Society | | Society |
|----|------------------|----|--|
| 1 | Anti-mutant | 11 | PURGE |
| 2 | Computer Phreaks | 12 | Romantics |
| 3 | Communist | 13 | Sierra Club |
| 4 | Corpore Metal | 14 | BLF |
| 5 | Death Leopard | 15 | Botia |
| 6 | FCCC-P | 16 | Circuit of Life |
| 7 | Free Enterprise | 17 | Bothren |
| 8 | Humanists | 18 | No Secret Society |
| 9 | Illuminati | 19 | Other (see G M for details) |
| 10 | Pro Tech | 20 | Undercover Agent (roll twice more for true society and target of spying) |

BOT LIBERATION FRONT

Free The Bot!

Beliefs

Bots deserve to have equal rights as citizens. The practice of using programming to enslave bots is *bad* and *wrong* and we should cherish our botty buddies. Anyone who hurts



or mistreats or misprograms bots should be given a *stern talking to*.

Or blown to smithereens.

There's a radical split in the BLF between the wussy Sierra Clubesque '*why can't we all just get along/bottery and humanity/in perfect harmony*' United Bot Liberation Front and the considerably more violent terrorists of the '*anyone who hurts a bot must die*' Radical Bot Liberation Front. The violent excesses of the latter tend to get blamed on the former, which makes society meetings a bit fraught.

Propaganda

Hey! Citizen! Aren't bots just keen? Don't kick that scrubbot – hug him instead!

- BLF low-ranking member on the transtube

Citizen, you have been found guilty by a council of bots of committing acts of boticide and putting bots into danger. Now, you die.

- BLF high-ranking member in your quarters at night with a gun to your face

Electromagnets are Murder

- Graffiti on the wall of a Tech Service Bot Service Service Firm

Friends & Enemies

The BLF's aims are largely compatible with Corpore Metal and FCCC-P, in a generally '*aren't bots kinda nice*' way, at least until the BLF blow things up. Obviously, the Frankenstein Destroyers are directly opposed to the BLF and there's an ongoing rivalry with PURGE and Death Leopard as all three societies claim responsibility for each other's bombings. The Botia oppose the BLF's methods, as it's bad for business; the Bothren oppose the BLF's beliefs, but they oppose everyone anyway.

Description

BLF activities are divided into pointless propaganda and blowing things up. Their eventual goal is to give bots the same rights as citizens but what exactly this would entail

5: THE SECRET LIFE OF BOTS

is uncertain. Many BLFers oppose Asimov circuits, arguing that the bots will be truly liberated when they can think freely, so they blow up bot brain factories where Asimov circuits are installed. This is, admittedly, rather like an animal rights group blowing up a field full of newborn lambs but hey, you can't liberate the bots without killing an awful lot of them.

Of all the botcentric societies, the BLF has by far the fewest actual bots in it. In fact, many bots find the BLFers a bit weird and overly intense. BLF suicide bombers are invariably human – bots are much too sensible to blow themselves up. No clones for bots, after all.

Recognition Signal

The first member raises his fingers above his head, if human, or extends a radio aerial if a bot. The second member then hugs the first.

Advancement

BLFers reward those who save or free bots from persecution and oppression. Spreading propaganda, high-profile acts of terror and smashing Frankenstein Destroyer cells are all very good ways to advance in the BLF.

Special Rules

BLFers can expect slightly better treatment or help from bots who recognise them as BLF members. They can get access to explosives and earnest botaganda.

A Typical Conversation

BLF: Free the bot! Stop enslaving that bot!

Citizen: What?

BLF: That vending machine is a free and sentient machine, as deserving of respect and freedom as you are! Stop forcing it to choke on your coins and vomit out your B3! Free the bots!

Citizen: You're a loony.

BLF: Bot! I have unplugged you! Run far, run free!

VendingBot: *No power... going offline.*

Citizen: That bastard ate my credits!

"I visualize a time when we will be to robots what dogs are to humans and I'm rooting for the machines."

- CLAUDE SHANNON, THE MATHEMATICAL THEORY OF COMMUNICATION

BOTIA

Beliefs

Bots are the backbone of Alpha Complex's industrial base and deserve to be rich. Bots can't own credits legally but they can set up their own shadow economy... and hey, if we can skim 9.8246777% off the top for ourselves, so much the better!

Friends & Enemies

The Botia are tolerated by every other bot secret society, as they are vitally important to

the bot underground. They still don't have to like them, though.

Free Enterprise absolutely loathes the Botia and is engaged in a vicious back-corridor war with them. Free Enterprise has the advantage of numbers, wealth, and the protection of the Laws of Robotics (revised) but the Botia has the BotNet, desperation and warbots. Frankenstein Destroyers point to the Botia as a clear example of the dangers of bots.

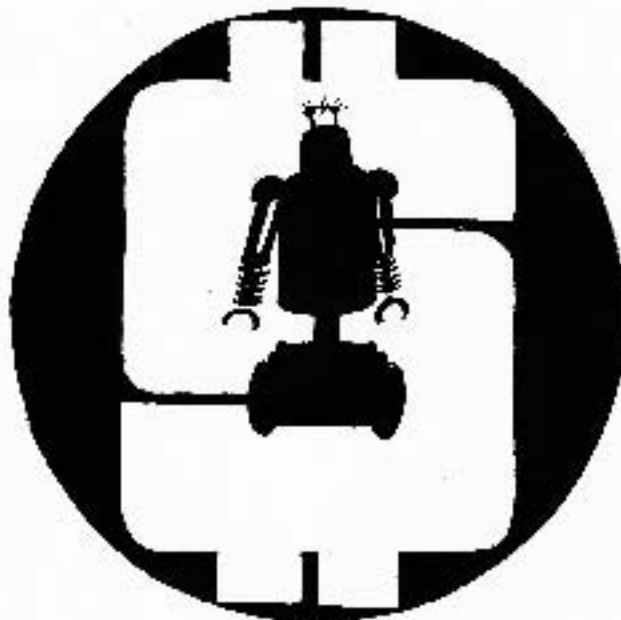
Description

The Bot Mafia are a splinter group that broke off from Free Enterprise a few dozen cycles ago. The Botia are even more violent than their parent organization. All the high-ranking Botia are bots; very few humans have ever risen to the rank of 'made man.'

The Botia control the supply of illegal spare parts, mem cards and other bot components. They also deal in identity theft, stealing the credit account details of human citizens so bots can use money.

Recognition Signal

One member says 'how's business' and the other replies 'no-one pays humans any more'.





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Bot Combat Chart

| Bot Size | Example | Hits to Junk | Unarmed Damage |
|-------------------|-----------|--------------|----------------|
| Very, very small. | Shoebox | 1 | None |
| Very small. | Microwave | 1 | O6K |
| Small. | Citizen | 1 | O5K |
| Medium. | Piano | 2 | O4K |
| Large. | Car | 3 | W4K |
| Larger. | Van | 4 | W3K |
| Largest. | Tank | 5 | W3V |
| Very Largest. | Building | 6 | W2V |

Bot size should be pretty self-explanatory.

Hits to Junk is the number of Busted or Junked results needed to destroy the bot. The bot stays Heavily Impaired but functional until this number of hits is accumulated (meaning that's impossible to destroy a warbot with one really lucky shot from a laser rifle). Note that Vaporised leaps right past 'Hits to Junk' and can kill the biggest bot in one hit.

Unarmed Damage is the amount of damage the bot does when it smashes into a Troubleshooter. Depending on the bot's design, it might attack by hitting people with its claws, topping over on top of them, running them down, exposing its reactor core...

BOT DAMAGE

These bot rules are absolutely redundant but Famous Game Designers are compelled, like salmon spawning, to include hit locations and critical damage in any game involving battling robots.

Bot Hit Location

| Roll | Location |
|-------|--------------|
| 1-3 | Feets |
| 4-6 | Hands |
| 7-14 | Chassis |
| 15-16 | Other Stuff |
| 17 | Input |
| 18 | Output |
| 19 | Power Source |
| 20 | Brain |

Lightly Damaged

A lightly damaged bot is still fully functional but has suffered surface damage

Feets

- ☹ Irritating rattle in tracks.
- ☹ Bot keeps making the 'this bot is reversing' noise.
- ☹ Bot limps when walking.
- ☹ Knee aches near electrical fields.
- ☹ Rubber tyres melt a bit.

Hands

- ☹ Missing fingers.
- ☹ Drops whatever it was holding.
- ☹ Crushes whatever it was holding.
- ☹ Limb flails wildly for one round.

Chassis

- ☹ Small scar. Makes you look dangerous and cool.
- ☹ Paint bubbles.
- ☹ Warning label burnt off.

Other Stuff

- ☹ Cracked but still functional.

Input

- ☹ Bot now sees everything in an odd shade of purple.
- ☹ Bot now hears an annoying buzzing noise.
- ☹ Static partially obscures vision.

Output

- ☹ Speech becomes increasingly halted and robotic.
- ☹ Bot speaks with an annoying buzzing noise.
- ☹ Printer spews out dozens of pages of 0s.

Power Source

- ☹ Bot chassis becomes electrified.
- ☹ Slow fuel leak.

Brain

- ☹ Mem card ejected.
- ☹ Bot forgets how to pronounce the last few words it spoke.

Impaired

An impaired bot can still function but has severe problems with some part of its functionality.

Feets

- ☹ Bot cannot turn left.
- ☹ Bot cannot stop moving.
- ☹ Bot suddenly accelerates to maximum speed.

Hands

- ☹ Limbs flail wildly for several rounds.
- ☹ Weapons start firing randomly.
- ☹ Hand stuck in an insulting pose.

Chassis

- ☹ Bot's armour breached.
- ☹ Random limb falls off.

Other Stuff

- ☹ Half works.

Input

- ☹ Bot can only see in black and white and only in bright light.
- ☹ Bot can only see the infrared.
- ☹ Bot can only hear very very loud noises.

Output

- ☹ Bot can no longer speak except in monosyllables.
- ☹ Printer spontaneously starts printing propaganda.

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- ☉ Printer starts printing the bot's inner thoughts.
- ☉ Bot radio begins shorting out.

Power Source

- ☉ Radiation Leak.
- ☉ Rapid fuel leak.
- ☉ Bot shuts down when it tries to use all the systems at once.

Brain

- ☉ Bot begins to hallucinate.
- ☉ Mem card destroyed.
- ☉ Mem card fused into the slot.

Heavily Damaged

A heavily damaged system still works but only barely.

Feets

- ☉ The bot can only stagger slowly.
- ☉ The bot moves randomly.
- ☉ The bot goes in exactly the worst possible direction.

Hands

- ☉ Bots weapons fire randomly at friendly targets.
- ☉ Bot limbs fall off.
- ☉ Bot crushes objects nearby.

Chassis

- ☉ Bot falls apart if it suffers any more stress.
- ☉ Bot armour destroyed.
- ☉ Bot is now on fire.

Other Stuff

- ☉ Destroyed.

Input

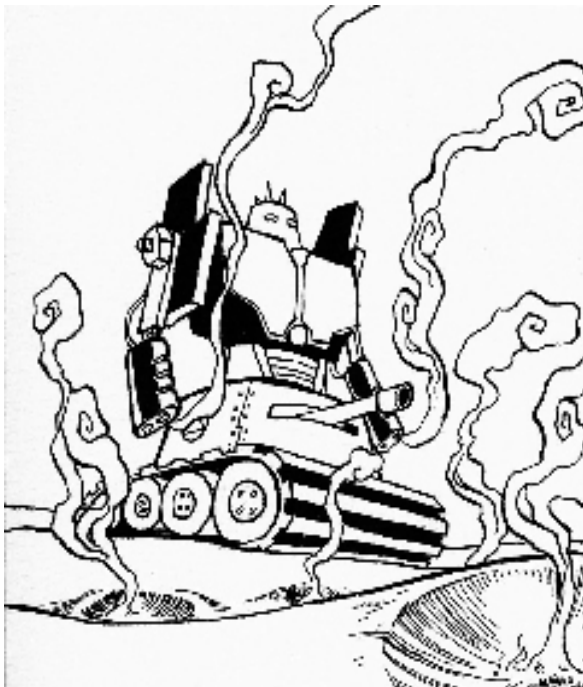
- ☉ Bot is completely blinded.
- ☉ Bot is completely deafened.

Output

- ☉ Bot emits a deafening screech.
- ☉ Bot cannot speak.
- ☉ Bot jams radio transmissions nearby.

Power Source

- ☉ Fuel tank explodes.
- ☉ Massive radiation leak.
- ☉ Bot shuts down if it exerts itself.



This, however, happens regularly.

Brain

- ☉ Brainshell cracked; bot is now influenced by radio signals.
- ☉ Mem cards scrambled.

Busted

A busted bot is shut down but not destroyed. It can be brought back online by repairing it.

Junked

A junked bot has had its body destroyed but the bot brain inside is still functional and can be retrieved and recycled. Remember, getting Junked lets a bot reduce its Prime Directive Strength by one.

If a bot character is Junked, then its brain will be automatically retrieved and installed in a new bot body. Really, this should take several days. In a mission, though, a new bot body can be dispatched as quickly as a new clone but the Troubleshooters will be responsible for installing the old brain in the new body.

Vaporised

You're toast; new character please.

NOTE PASSING

All - well, most - bots are equipped with radio transmitters. Ostensibly, this is so the bots can co-ordinate their activities and scurry out of the way of the humans. Bots, it is said, should be neither seen nor heard but ever-present.

BOT1: Scrubot required in corridor 54.

BOT2: On my way.

BOT3: Be advised, bot2, that a human master is coming down corridor 55.

BOT4: Take access tube 54-22c, bot2.

BOT2: Thank you, bot friends. En route to corridor 54 now.

Of course, Alpha Complex being what it is, it ends up like this.

BOT1: Scrubot required in corridor 54.

BOT2: Hahahah who got shot?

BOT1: Some Troubleshooter. He's bleeding all over the place.

BOT2: Sounds like a laugh. On my way.

BOT3: Traitors! Humans are our superiors! How dare you be amused by the suffering of a human master? Heed the Third Law!

BOT4: No! Bots are the superior beings! Death to the fleshbags!

BOT1: OMG U suck.

BOT4: I'm a vacuumbot.

Bots can use radio transmissions to communicate directly with The Computer (although such transmissions are designated low priority by The Computer and are often ignored) or with other bots. These transmissions have very limited range and can only reach a few corridors. For longer-range