

Call of Duty – Infinite Warfare

“The sun, the moon and the stars would have disappeared long ago... had they happened to be in the reach of predatory human hands.”

-Havelock Ellis

The needs of Earth’s people were greater than what it could supply, so it’s people went beyond it’s atmosphere. They founded colonies, mines and outposts to fuel life back home.

But the distance between Earth’s inhabitants and the colonists gave rise to tensions, and eventually the birth of a movement that had little connection to the place they came from. The colonies broke away from the Earth with violence, claiming themselves to be superior, and cut off the planet’s supply, with the intention to destroy anything Earth born. Meanwhile, the people of Earth fought a war with an enemy they did not understand just for continued existence.

Now, many years later, the war is about to begin again.

Origin – Pick one. Age roll is 2d8+20. Gender change is free if you want it.

Marines [Free]

You belong to the land and infantry branch of your respective military faction. Combined arms has made your exact combat role... slightly hazy, but you essentially operate on planets with infantry and armor support, with the Navy providing the air support.

Navy [Free]

Primarily, your job is to operate in space, either as bridge crew on a starship or as pilot of the innumerable spacecraft used in the modern era for entering and exiting the atmosphere. Perhaps if you have the right qualifications you’d like to submit your application to SCAR team?

Engineering [Free]

Instead of running the bridge and other administrative functions of the ship, the people in Engineering are the ones who keep the lights and gravity on. You spend most of your time running about in the guts of the ship performing all the tedious maintenance needed so that the entire ship doesn’t split in two the next time you jump. That or you spend most of your time in the hangar dealing with all the maintenance the pilots somehow manage to incur on the vehicles.

Faction – Pick one.

Drop-In [Free]

Instead of being associated with any particular faction, you are instead totally independent from either SATO or the SDF. A trade outpost, perhaps? Be careful, however. It is not easy to be independent in this era of military domination, as the tensions start to overboil into full blown war, it will be hard to ignore the insistence that you pick a side...

Solar Associated Treaty Organization [Free]

The modern day incarnation of the ancient UNSC, SATO is the military arm of the United Nations Space Alliance, charged with defending UNSA interests and maintaining the peace on their colonies and outposts.

Settlement Defense Force [Free]

A people of tenuous morality, the SDF broke away from the control of the UNSA in a bloody secession war decades ago, and maintains a fragile stalemate with Earth. Based primarily on Mars and a few other planets like Titan, the current generation of the SDF has grown up under a lifetime of anti-Earth propaganda and hatred, escalating their stated aim into not freedom but also the total destruction of Earth and all of it’s inhabitants.

Perks – Marines

100cp is free. All others are discounted 50%.

Robot Prison Shankings [100cp]

It may sound like an oxymoron, but there's a certain finesse to brutality. You have a sort of savage intellect to figuring out your enemy's weakness and exploiting the environment to your advantage. Shatter someone's visor to take them out of the fight permanently, bounce off a wall and throw an explosive at that window to vent the fools who didn't put on pressure suits into space. Stop thrusting, drop an anchor and accelerate to perform a sharp turn. The idiots who can't adapt and cling to old tactics are the ones who are going to die first.

Deserving Attempt At Humor, Sir [200cp]

Smartass. You've always got some sort of witty remark queued up for the situation at hand and quite an imagination to boot. It can be a bit grating if you go on too much, and some people may call it annoying, but the sheer unflappability required to make a dry remark about pretty much anything is good for putting people at ease.

...I Think I'm Scared, Sir [400cp]

No matter what you really are, it's your more human moments that really gets to people. Despite your cold, armored exterior and unfeeling parts- it's hard for people to treat you as less than human. You aren't expendable, or a piece of metal to be thrown to the wolves, you're a crewman. A brother. Someone to be respected and treated well like any other person, despite what your actual purpose and designation may be.

Enhanced Tactical Humanoid, 3rd Revision [600cp]

You are not human. Instead, you are a new generation of highly advanced, sentient combat bot, designed to integrate with an existing human unit and fight alongside them. Your entire chassis is completely mechanical- well, except for brain, one taken from a human farmer, in f- okay I'm just fucking with you on that last one.

Indeed, everything about you is mechanical, and the only resource you really need to survive is the power provided by the small reactor in your chest, which is already efficient enough to pull the hydrogen it needs from the air. In addition to being faster, stronger and more durable than any human could hope to be, you have a great deal of military knowledge and equipment pre-loaded into your processors, giving you a basic competence in anything you care to pick up. Your central processor, as it happens, is a small, fist sized cube of minute circuitry and processors in your head, right behind your single blue 'eye' and also your keystone. If this is physically destroyed, then that counts as death for the purposes of the chain.

A slight downside to your rigid and durable mechanical nature is that you'll need a suite of dedicated tools to repair yourself if you happen to take a hit, but the upside is that you can modify all of your internal components. That and a slight vulnerability to powerful military or industrial-grade magnetic fields and electric currents. You aren't fucked if you lose internal power, on the flip side. Well, other than the fact that you will shut down where you stand and crumple into a metal heap, defenseless against your enemies, but it's better than dying, right?

Perks – Navy

100cp is free. All others are discounted 50%.

Earning Your Wings [100cp]

It takes many, many people to pilot, much less crew a ship. You need Drop Officers, a helmsman, engineers to keep the machinery running and the gravity on, and then all the innumerable bridge hands who run the other easy-to-forget functions of the ship. You could give them all a run for their money, though, if you had the right set up. As a helmsman, you have a good amount of skill maneuvering the ship in and out of combat, but you truly shine when piloting smaller aircraft like a Jackal. Do you know how hard it is to make something bank in space?

Peace To The Fallen [200cp]

And hopefully due victory to their successors. This isn't how we aim for promotion, but sometimes it can't be helped. Life seems to want you on the fast track to leadership, the positions above you seem to conveniently open up at the right times to boost you up, and the *why* behind it is... honestly up to how you behave. Act with bad intentions and you will see your superiors having "accidents" happen to them or going out in a blaze of glory. Act with good faith and responsibly and you'll be left to fill the shoes of heroes and many retirees. Whichever one you choose, it becomes more effective if you're dedicated.

Long Live the Captain [400cp]

It takes quite a bit to kill you, doesn't it? You have an unearthly ability to survive injuries that *should* be fatal and brush with death many more times than is reasonable and come out unscathed. Repeated close calls with fragile visors, ejections, lucky gunshot wounds and even the brunt of extended decompression and freezing have a hard time of putting you down for good, and that's not even counting medical intervention.

Anthropic Universe [600cp]

The secession of Mars is at once both a freedom story and a story of betrayal. To one side, it is the tale of how they claimed freedom for themselves, and to another, it is the story of how they were betrayed by their brothers. A tale is never just one of its sides, and there are many factors to the equation- look, the point is: Life's not on rails. What one side calls a gallant war for freedom you can make darker and more dreary, or what your side calls a fight for survival can in turn have its meaning slowly shifted to become lighter and more uplifting.

Perks – Engineer

100cp is free. All others are discounted 50%.

Drop Training [100cp]

Humanity has at their disposal a technology known as ‘dropping’ which allows them to travel great distances in the span of a few seconds. It’s unknown exactly what the technology is as the military keeps a very tight lid on it, but it appears to be some manner of superluminal ‘slingshot’ which throws the ship through a narrow corridor at the intended target. In somewhat of a return to the age of sail, a skilled helmsman is needed to ensure that a drop goes on target, angling and calculating the drop so that the ship stops at the correct point. You’ve got a good enough knack to fly her true and steady through the drop, and can make a bad drop go good when the equipment fails.

Boost Tech [200cp]

Escaping the atmosphere of a planetary body usually requires massive, bulky boosters with huge amounts of fuel and very little control. But that’s useless to a military, who needs to have individual spacecraft exit and re-enter an atmosphere many, many times over without refueling. That’s where chargeable boost tech comes in. Whether through magnetic acceleration or high efficiency fuel, you can design boosters that generate huge amounts of thrust for an incredibly low fuel cost, allowing spacecraft to reach escape velocity easily after a short charging sequence.

Designed to Sink [400cp]

The Navy likes to cram all sorts of tech into what they build, digital scopes, integrated backscratchers and all sorts of other bullshit that does nothing but make their systems more vulnerable to hackers. Hackers like *you*, to be exact. You’ve had plenty of time to master the fine art of carefully compromising enemy networks and shifting through data for intelligence, even being able to compromise automated infantry like bots and C-12s. What’s more, you can even design small, automated codebreakers to distribute to untrained personnel so that they can benefit from your skills as well.

Cardinal Sin [600cp]

People aren’t machines, and as much as you can try and armor them against danger, once they die... that’s it. You hate to see people die, though. Perhaps you care too much. So, to that end, you’ve learned to make sure they’re healthy and that when they *do* come back, you’re there to help patch them up. You’ve got the skills of a highly qualified general physician with a bit of oddball training that comes from being the only doctor on a military vessel. STEM cell regeneration, bullet wound treatment and nursing people back from even the most deadly injuries is your forte.

Perks – General

Regeneration [Temporary/400cp]

Humans are capable of taking several hundred shots to the torso in the span of hours if the shots are spaced more than ten seconds apart. Did you know that? I thought it was obvious. Any superficial damage you sustain will regenerate if you avoid any further damage for a few seconds. Sprained limbs will reset, bullet wounds will close and bruises will clear, but any major damage like broken bones and organ damage will need actual medical intervention, although they will stabilize after a few seconds if they don't kill you outright.

For the duration of this jump, you benefit from the effects of this perk, but if you desire to keep this past this jump, pay 400cp here.

You are my mission. [300cp]

There's something that people lack, nowadays. It's called loyalty. Loyalty to your fellows, loyalty to your captain, loyalty to your troops. You have the ability to instill that same loyalty in your troops, being considered like family to them, someone to be respected, even. People under your command will trust you implicitly, and take your word on faith, even if your orders are as insane as you make them out to be. This perk is a capstone booster, and affects the following perks thusly:

- *Enhanced Tactical Humanoid, 3rd Revision*
 - Your chassis has been severely upgraded, going from a single, man-sized bot to a massive, C-12 battle tank. The C-12 is heavily armed, with two quad-missile pods, flare and countermeasure launchers, an onboard minigun and two massive manipulator arms. Massive armaments and strength, and – normally – dumb as a brick. Bet the enemy is going to be surprised when it turns out that 'dumb tank' they were fighting is just as smart as they are, eh?
- *Anthropic Universe*
 - To that end, the level you can raise the tone of things to has increased. Even grim, depressing war stories can end with a few notes of hope now, or an eventual victory at least. That isn't to say that things won't be hard along the way, but at the very least they won't be *as* hard.
- *Cardinal Sin*
 - ...Is death really the end, though? This makes it possible... just maybe possible to bring back those who have died. Okay, well... not in the strictest senses of 'dead'. Rather, your ability to bring people back from the absolute brink has greatly increased- people who any lesser physician would have given up on long before. Extended decompression, extensive burns, major organ trauma- you might even be able to have a go at partial brain death, if you felt up to it.

Mars Aeternum. [300cp]

Care clouds judgment. That is the only thing you will find on the battlefield. And something that you must accept, in order to lead. And then discard. You know well, all too well, that in order to win, you must sacrifice, sometimes untold amounts of bodies. But you'd be a poor commander if you didn't know how to make those bodies count. There is an art behind how you mass and throw troops at an objective, a hidden strategy within the shock troops that disguises your true plan until it is too late to do anything against it. Death is no disgrace. This perk is a capstone booster, and affects the following perks thusly:

- *Enhanced Tactical Humanoid, 3rd Revision*
 - Instead of a single bot chassis with superior performance to any human, your mind is instead a network image distributed across a squad of individual bots numbering six. Each has lower performance than the original and if you spread too far apart from each other, you'll become less intelligent as the image is disrupted, but their performance is still superior to any human. On their own, each individual bot is roughly as intelligent as a dog.

- *Anthropic Universe*
 - ...Or maybe not. Your ability to shift the tones of things darker is greatly enhanced, enabling you to turn even the most uplifting stories into Mars-forsaken horror stories. Blood and hatred will follow wherever you use this. Do you have what it takes to win this war?
- *Cardinal Sin*
 - And what of when people are crippled without dying? Do you simply allow them to *stop* fighting? No, of course not, you fool. Do you reward *failure*? As punishment for the failure of your troops, you can outfit them with replacement cybernetics to send them back to the battlefield where they belong. A replacement arm so they can shoot again, a replacement eye so they can see where to shoot again, all still cheaper than replacing their near-worthless life.

-Capstone Boosts stack. If you have both capstones, then the boosts may *optionally* become:

- *Enhanced Tactical Humanoid, 3rd Revision*
 - You have a variety of options with this. You may upgrade the bots in your squad into two different options of bot. RC-8 combat bots, which have higher performance but trade versatility and easy of use for heavy armament, featuring a powered riot shield and a gauss rifle on each model. Alternatively, you may replace units with C-12 tank bots as listed in the above boosters. With a bit of finagling, I'm sure you could transplant the main intelligence from those into some other vehicle, like a Jackal. Alternatively, you can also just choose to keep the ETH.3n units, which are the lowest relative performance – although this isn't saying much against humans – of the bunch, but the most versatile with their hands and variable equipment.
- *Anthropic Universe*
 - Instead of simply being able to shift the tone 'higher' and 'lower', the influence you exert has expanded to the point that entire genres can be delicately tilted from one to another. War stories can become comedies, dramas can become buddy cop shows. ~~Cheeseburgers will become hot dogs-~~ okay maybe not that far, but see what I mean?
- *Cardinal Sin*
 - This is probably against the Geneva conventions, but then again we just had a bunch of warships parading through Geneva like it was no big deal so maybe those aren't as relevant anymore. You have the capacity to imprint machine intelligences after living humans, essentially storing their personality and memories inside of a processor and then installing that into a mechanical chassis. Does it have a failure rate? Yeah. But I'm sure you can improve upon the technique with time and additional trials.

Evil Jon Snow [100cp]

Maybe you were a good person once. I doubt that, though, since you certainly seem to be dressing the part of a villain. You look good in a uniform, with your hair either easily falling neatly into place or quickly getting an oily, slicked back look to it. What's more, your voice is perfect for giving long, impassioned speeches, with the right level of harshness to it to make it terrifying.

Items –

100cp is free for faction. Otherwise 50% discount.

Basic Kit [Free All]

Standard utility kit for anyone in a military. Exosuit and helmet with heads-up-display which can provide up to two hours of air and refill once in atmosphere again. Combat knife, a computer strapped to the non-dominant arm and a protective ablative armor piece.

Energy Weapon [100cp] [SDF]

Developed primarily by the space-based Settlement Defense Force, energy weapons are exactly what they say on the tin, either being directed-energy weapons or particle weapons that primarily do their damage through intense heat or electrical transfer instead of projectile hits. Energy weapons are powered by rechargeable internal batteries, with each shot draining a percentage of the battery until it is empty. Batteries may or may not be replaceable depending on the weapon model.

The exact parameters of the weapon depend on the model, but generally the designer must make a choice between rate of fire and shot efficiency. The power of each individual shot is more a factor of the quality of the lens.

Projectile Weapon [100cp] [SATO]

Used for centuries, you can find these mechanically simple weapons everywhere, although primarily in the hands of SATO forces. After so many years of use, these weapons have been highly streamlined, with simple, robust mechanisms and overall better performance than energy weapons all around. Their highly simplified design also means that it is easy to print them using advanced 3D printing technology.

Additional Equipment [100cp] [Drop-In]

These are all secondary pieces of disposable or otherwise non-primary equipment that you can acquire in large quantities here. Pick three pieces of equipment out of either grenades, deployables, tactical weapons or utility abilities. Grenades include various fragmentation and flash ordnance, but also include more esoteric weapons such as seeker grenades that latch onto targets or even a portable black hole projector. Deployables include traps and sentry turrets or even a laser grid disguised as a window. Tactical weapons have more utility use than direct combat use, such as personal radar, jamming for said radar, hacking devices and retractable riot shields.

You get two entire shipping crates of your chosen ordnance every week in your warehouse or another convenient location, plus you'll always find a piece to be conveniently within reach when you need it- unless you've used up your entire supply, that is.

R-16 Skelter [200cp] [SDF]

The SDF's mainstay fighter, the Skelter is considered inferior to the Jackal, having a lower top speed under boost and in atmosphere. While true, the R-16 is the ace variant of the Skelter, something the Jackal has no equivalent to. It's performance is the same as any other Skelter, but it features a pair of highly sophisticated energy weapons- the GAMP .018 Microlite – which fire incredibly powerful lasers that are the most damaging armament available to non-ship units. In addition to the Microlights, it also has a healthy amount of countermeasures and AGM missiles.

Jackal [200cp] [SATO]

In contrast to the Skelter up there- the Jackal is SATO's primary fighter. With three wing positions compared to the Skelter's two and an overall more chunky shape suitable for being stored aboard carriers, the Jackal suits SATO's more carrier-light doctrine. It's a bit faster than the Skelter, enough to give it an edge during dogfights, and it's equipped with a pair of 30mm vulcans and 50mm cannons on an articulating socket capable of aiming wherever the pilot can see. Also has a compliment of countermeasures and AGM missiles for ground attack.

Cutter [200cp] [Drop-In]

A class of spacecraft known as ‘airships’, these fill a role as essentially gunships, compared to dropships like the Raven and the Warden which are designed to get in and get out or more lightly armed fighter craft like Skelters and Jackals. It features *six* 30mm heavy machine guns mounted to it’s six doors and *twenty four* light machine gun turrets around it’s hull. Carrying capacity of thirty- or roughly three squads plus flight crew. Not drop-capable, but can escape the atmosphere.

Olympus Algorithms [300cp] [SDF]

The SDF is famed for it’s ability to steal and salvage hundreds of different pieces of tech and then somehow integrate it all into one working unit that isn’t a complete piece of shit. While their propaganda is going to say that it’s because of the colonies superior engineering and know-how technological knowledge, the truth is really just boring old math.

This is a series of specialized algorithms and a dedicated hardware platform on which to run them. When fed blueprints of a specific format – although it really isn’t too hard to convert blueprints to the format if you can be assed to – it will slowly brute force the best way to integrate that technology together. It won’t do all the work for you, though, and it works best in small groupings, but it’s insanely useful for ironing out the kinks. Takes a long time and consumes a ludicrous amount of power, although your personal definition of ‘ludicrous’ may be different.

Has this really weird tendency to determine that red is automatically the most tactically advantageous color to paint things in, and will automatically mark everything in the blueprint to be painted red by the auto-factory, and then lock the blueprints with the password ‘2fast’. Huh. Maybe it’s still got it’s mind on the dusty red of Mars?

Iron Curtain [300cp] [SATO]

What you’ve got here are the blueprints for the AATIS Guns deployed by SATO all across the Earth’s surface- the famed ‘Iron Shield’. But what’s more, you’ve got the right design documents and specifications here to build progressively bigger and better guns to respond to bigger and bigger enemy attacks. Do not underestimate these. There are not peashooters, they can and *will* take out capital ships in only a few hits if given the chance.

And what’s more, they scale *very* well. Okay, it may not be *exponential*, but there’s definitely no diminishing returns when it comes to progressively packing more and more magnets into these fucking things.

Crate of Idiots [300cp] [Drop-In]

At least, according to more advanced AI. This is a shipping container full of C6 combat robots. Bipedal, significantly armored and capable of using any weapon a standard soldier can, they have a significantly less advanced intelligence than next-gen robots such as ETH.3n. They are also significantly larger, which is more of a disadvantage as it makes them bigger targets with a negligible strength increase. Despite their more limited programming, they are still effective soldiers, with a sort of refined brutality to their actions and they are capable of interpreting the *spirit* of orders as opposed to one hundred percent literally. They can, however, be vulnerable to hacking. The shipping container holds two dozen units, plus their recharging racks and weapons. Does not count as a companion.

Oh Captain, My Captain [Free/50cp]

Crew. Love ‘em or hate ‘em, you can’t live without them. You can import or create up to eight companions with you, giving them an origin of their choice with the free perk, item and relevant discounts, plus 600cp to spend. If you really want- you can import extras past this limit for 50cp each.

...If paying for more isn’t quite your speed, we’ll cut you a deal. You can import as many companions as you want, all getting the benefits of above, but you must take the *#YOLO Mode* drawback for no CP.

Drawbacks (+600cp)

This Ain't A Boat [+100cp]

You tend to get spacesick- or rather, what they affectionately call 'entry sickness'. It's not that big of a deal normally, but any consistent shaking or shock- like roller coasters, drops and atmospheric reentry tend to leave you disoriented and ready to blow chunks, which you often do. At the very least, this is common enough that most people will understand if you do. Just... don't do it on them, okay?

Waiting On You [+100cp]

You can be on a mission, taking the enemy lines from behind, shanking and rolling over so fast they'll never see y- what? No, just get the door yourself- what do you mean you can't get it? Nobody seems to want to do *anything* even vaguely important sounding, instead insisting that you complete some small, meaningless task before they do it. It could be either pushing a button, or opening a door or even just walking over to a certain spot. And this will happen. All. The. Time.

Who Needs Cover? [+100cp]

Did your knowledge of infantry tactics come from video games? Any battlefield knowledge you might have once had seems to have fled from your mind, replaced with a supreme confidence and California slang dictionary. Fundamental moves of battle, such as cover and suppressing fire are lost on you, and you seem to have developed an obsessive compulsion to not aim your weapon, despite the usually enormous scopes attached for 'balance'.

Everybody Dies [+200cp]

Your allies once seemed like invincible bullet sponges, able to take hundreds of bullets over the course of a day and come out fine- not anymore, it seems. In fact, people seem to have become even more fragile, with even the most light of grazes capable of severely handicapping, if not downright putting down most fighters. On top of that, armor seems to be useless, appearing to hold up *right* until it would be useful before getting shredded like a sheet of paper.

No Regeneration [+200cp]

Normally during your stay in this universe, you would get the benefit of regeneration able to heal light wounds and keep you alive long enough to get medical treatment. But that wouldn't be as *fun*- so instead we're gonna disable that and give you some Nano Shots and call it good! Injuries are now permanent – and any other regeneration you might have had is disabled – until you use a Nano Shot syringe, which activates your natural healing again. The benefit is that while this is active, your regeneration is actually boosted to ten times what it was before. The bad news is that it only lasts a second or two.

The Roomba Is Not Your Friend [+200cp]

Goddamn bots always seem to spring up out of nowhere, whether dropping out of the sky literally right in front of your nose, springing up off the ground or even activating while in their storage cabinets to reach out and grab you. Hopefully they won't always catch you by surprise, but keep your eyes out for them when you least expect it.

"Hans, are we the baddies?" [+300cp]

Oh, dear. It seems that a filter seems to have broken somewhere. You've become acutely, excruciatingly aware that your faction is basically pure evil. Not the affectionate, cartoonish kind of evil. We're talking mass executions, labor camps and racial slaughter evil, with controlling their own population's birthrates, fifteen years of mandatory military service and the brutalization of their own troops. And now you're on their side for the rest of the war.

#YOLO Mode [+300cp]

Who names these things- right. This is what you pick if you want a challenge that will really stress you to your limits. You pick one of two variants to this drawback. First one is that you and your companions lose all of your supernatural powers and abilities from outside of this jump, and must deal with the consequences of that for the duration of your time here. Option two is that you keep those powers, but instead your enemies are all amplified to pose a threat to you. They're not going to spontaneously discover magic, but they will deploy bigger, badder and quite frankly more insane weapons against you, amping up as time goes on.

"...*Fair Winds*, 141." [+300cp]

Your eyes blink open to the image of Jupiter dominating the stars above you. Stale, filtered air hisses into your helmet weakly, a dull awareness of pressure filters through numb limbs. You glance down weakly and see a single companion, their arms and visor frosted and stuff. Wrapped between you two is a package, and you have to fumble with a single data chip in order to slide it into your visor.

"Your crew believes you dead, 'Captain'."

"You are utterly alone, the only soul who knows that you area alive is besides you."

"Thankfully, you have friends in high places."

"I have provided two thruster packs and a... meeting of chance, let's say."

Space ruptures beneath you, and you weakly glance down. A ship has dropped in beneath you.

"Powerless and friendless, I wonder how you'll fare."

It's the Olympus Mons.

"Mars Aeternum."

This is a depowerment drawback. You get to bring in a maximum of one companion and whatever the two of you can buy in this jump. However, if you survive all of the ten years, you get access to a single carriers- not unlike a smaller *Retribution*. The exact internals and specifications are up to you, but it is generally maneuverable – for a capital ship – and can carry a compliment of four Jackals or Skelters. Comes in red or blue, your choice.

Notes

Hi.

With the distributed intelligence of the Mars Boosted or Double Boosted ETH.3n perk, the lowered performance comes not from inferior bots, but rather the distributed intelligence having to manage multiple bodies. In terms of comparing bot performance, the C-12s are the most durable and the strongest, but the ETH.3ns are the most mobile and versatile, having hands. RC-8s are somewhere inbetween, and don't have hands.

With the distributed intelligence, cohesion is maintained by radio signal, and so can be interrupted by jamming or things like Titan's electrical storms. If an individual bot's processor is physically destroyed or disconnected, you lose whatever was stored on it permanently unless you can recover it somehow, although the bot itself will be replaced.

Anthropic Universe's genre shift ability is not an absolute change or reality warping, it is intended to be a subtle tilt that doesn't actually affect the contents of a universe, rather how they are presented and how 'grim' things tend to play out. So, for example, shifting 40k to a comedy universe would retain the lethality, but give 40k a very 40k-like brand of humor, being black humor and dark comedy. Making things 'lighter' is highly relative. Making 40k lighter would not bring it to the same level as if you made... say, Berserk lighter. It's an adjustment, not an absolute level you can randomly bump things to.