Bestiary - Machines

This Bestiary is a semi-IC document containing Monster stats and information for various enemy types encountered and encounterable in the world of *Planetfall*. It is safe to assume information here is IC available for your perusal thanks to the Zeitgeist Research Department. Anyone is free to edit this information and add Monsters of their own creation.

Machines

Heavy Duty Security Bot

Non-sentient bipedal security robot that exists to eliminate threats as defined by its owner, with extreme prejudice. Usually red.

- 8 hits
- Inorganic (take ZAP at 10s, BURN at 5s)
- Melee weapons only. Claw if possible.
- 1 x BREAK by melee
- 1 x STRIKEDOWN by melee
- **Programmed**

Detainment Bot

Non-sentient bipedal security robot that exists to incapacitate and subdue potential security concerns defined by its owner. Usually blue.

- 6 hits
- Inorganic (take ZAP at 10s, BURN at 5s)
- 1 x one-handed melee weapon
- **Stun Baton** - Call ZAP on every blow, but never do damage
- **Detainment Lasso** - One use of YOU: PULL on a target attempting to flee.
- **Programmed**

Security Bot

Non-sentient bipedal security robot that exists to eliminate threats as defined by its owner. Usually yellow.

- 6 hits
- Inorganic (take ZAP at 10s, BURN at 5s)
- 1 x one-handed melee weapon OR 1 x one-handed ranged weapon
- **Programmed**

Sentry Turret

Powerful but static turret designed to survey an area.

- 20 hits
- 2 x two-handed ranged weapon (if safe, otherwise just one 2 handed weapon)
- **Inorganic** (ZAP is 10s, BURN is 5s)
- **Static**
- **Programmed**
- **Assault Fire** - 10s of loudly charging to call YOU: PEW three times in succession

Loading Bot

Heavy duty lift and load bot for dockyard situations

- 6 hits
- 1 x two handed weapon
- **Inorganic**
- 5 x PUSH
- 1 x PING BREAK

Welding Bot

Heavy duty construction bot with fiery equipment

- 15 hits
- 2 handed ranged weapon
- **Inorganic**
- 5 x YOU LOT: BURN
- 3 x YOU: PUSH
- 5 x PING PEW

Sniper Bot

An Aspexx security protoype with a ranged weapon

- Programmed (paired with a Guardian Bot)
- Inorganic
- 6 hits, 2h ranged weapon
- Spend 10s charging to charge 3 shots instead of 1

Guardian Bot

An Aspexx security protoype, with superior shielding. Programmed (Paired with a Sniper Bot)

- Inorganic

- 8 hits, 1hw & shield
- 3s crouching behind shield to give 2 uses of MISS to calls from the relevant direction
- Spend one use of MISS from shield ability or cover to call YOU: GAIN MISS on paired Sniper Bot

Flanker Bot

A sneaky Aspexx security prototype

- Programmed
- Inorganic
- 4 hits, 2 short weapons
- Spend 10s within 1m of the encounter perimeter to call WARP, may reposition anywhere along the encounter perimeter within 10s, then call WARP again.
- Begin in WARP, in contact with the encounter perimeter.

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