

## **AQUABOTS / H2OB**

Armor Class: 5 [14]  
Hit Dice: 1  
Attacks: Spike (1d6)  
Special: None  
Move: 12 (swim)  
HDE/XP: 1/15

Created by the COMPOR Systems (Computer Overlords), the Aqua-bots patrol rivers, lakes, and oceans looking for human prey. These small sleek bots are fast swimmers, but cannot move on land. They attack by lunging head-long at prey with a large spike-like appendage.

## **CYKILL-BOT / CYKB**

Armor Class: 5 [14]  
Hit Dice: 2  
Attacks: Mini-Gun (1d6)  
Special: None  
Move: 24  
HDE/XP: 2/30

Created by the COMPOR Systems (Computer Overlords), the cykill-bot was built onto a motorcycle frame. These fast kill-bots roams the wasteland bi-ways and hi-ways looking for their human prey. The Cykill-Bot has a Mini-Gun mounted on it's left side, which is capable of swiveling from the front to the rear to cover any firing arc needed.

## **HARVEST-BOT / HARV**

Armor Class: 1 [19]  
Hit Dice: 9  
Attacks: Mega-Laser (4d6) or Fists (2d6)  
Special: Cages  
Move: 12  
HDE/XP: 10/1400

Created by the COMPOR Systems (Computer Overlords), the giant 30 foot tall Harvest-Bot is used to collect human subjects for slave or test subjects by the COMPOR systems. This giant bot has a large mega-laser attached to its torso. This laser can only fire every other round (as it requires a round to charge). The sound of the charging laser sounds like a loud horn and is a dead give-away that it is about to fire. Fitted to both hips are cages that the bot uses to contain any humans it can grab. These cages will fit 20 humans comfortably, however the bot does not care much for comfort and will fill the cage until no more humans will fit (sometimes killing those stuck on the bottom of the pile). It is unknown what becomes of those taken captive by the Harvest-Bots, but it can't be good.

## **KILL-BOT 100 / KB100**

Armor Class: 3 [16]  
Hit Dice: 3  
Attacks: Mini-Gun (1d6) or Fist (1d6)  
Special: None  
Move: 9  
HDE/XP: 3/60

Created by the COMPOR Systems (Computer Overlords), this cyborg was the first humanoid-looking kill bot. It's right arm is actually a mini-gun (medium machine gun) with a 12 shot capacity. These cyborgs are slow and methodical, they hunt the ruins for their human prey.

## **RAPTERBOTS / RAPTR200**

Armor Class: 3 [16]  
Hit Dice: 6  
Attacks: Mini-Gun (1d6)  
Special: Fly  
Move: 24 (fly)  
HDE/XP: 5/240

Created by the COMPOR Systems (Computer Overlords), the Raptor bots patrol the skies looking for signs of human life. They hunt primarily at night when their infra-red sight becomes a great asset. They are armed with a mini-gun capable of 12 shots before it needs to return to base for a reload.

## **TANKBOTS / TNK100**

Armor Class: 2 [17]  
Hit Dice: 6  
Attacks: Mega-Laser (3d6)  
Special: None  
Move: 9 (tracked vehicle)  
HDE/XP: 7/600

Created by the COMPOR Systems (Computer Overlords), the Tankbots were early versions of human hunters. They are small tracked vehicles with a humanoid-like torso with a mega-laser for its right arm. These bots roam the wastes looking for their human prey, but have trouble navigating through rubble and rough terrain.