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| **Name** | **Type** | **Size** | **XP Rating** |
| Securitron Mk. 2 | Robot | Large | 6 (95 XP) |

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| **Strength** | 7 (+2) |  | **Armor Class** | 15 (natural) | | **Action Points** | 7 |
| **Perception** | 8 (+3) |  | **Avg. Hit Points** | 42 | | **Hit Dice** | 6d10 + 12 |
| **Endurance** | 7 (+2) |  |  | |  | | |
| **Charisma** | 6 (+1) |  | **Damage Vulnerabilities** | | Lightning | | |
| **Intelligence** | 4 (-1) |  | **Damage Resistances** | |  | | |
| **Agility** | 7 (+2) |  | **Damage Immunities** | | Poison, Radiation | | |
| **Luck** | 5 (+0) |  | **Condition Immunities** | | Poisoned | | |

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| **Special Traits** | **Special Actions** |
| **Combat Programming (2).** The securitron has a bonus +2 to all attack rolls.  **Regeneration.** The securitron regains 1d10 hit points at the start of its turn. If it takes lightning damage, this trait doesn’t function at the start of the securitron’s next turn.  **Robot.** The securitron takes 3 lightning damage for every gallon of water dumped on it, for every 10 feet of waist-high water it moves through, and every time it starts its turn in waist-high water. | **Left Hand (MF, 4 AP).** Uses the stats of the laser rifle but deals an additional 1d10 damage and never reloads.  **Right Hand (9mm, 3 AP).** Uses the stats of the 9mm machine gun but deals an additional 2d6 damage and never reloads.  **Right Hand (Grenade, 4 AP).** Uses the stats of the grenade launcher but never reloads and only launches frag grenades  **Shoulders (Missile, 6 AP, 8 per shoulder).** Uses the stats of the missile launcher but never reloads. |

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| **Description** |
| The PDQ-88b securitron is a private security robot created and mass-produced by the H&H Tools factory and RobCo Industries. It is a large, monowheel robot with a titanium alloy housing, resistant to shrapnel and small arms fire, with a screen capable of displaying a wide array of images, from static images to pre-War commercials.  The PDQ-88b securitron is heavily-armed. Its left arm contains a Glastinghouse, Inc. X-25 Gatling laser for medium range engagements. For close-range suppression and crowd control, the securitron mounts a 9mm submachinegun in its right arm. However, these are only secondary weapons: concealed compartments in its shoulders contain M-235 missile launchers for long range and surface-to-air engagements, and a rapid-fire G-28 grenade launching system for close range engagements. The robots also have onboard auto-repair systems to repair any damage sustained from combat. Thus armed, a securitron can handle nearly any combat situation. However, a software driver issue means most securitrons cannot access their explosive weapons. Those that can are referred to as Mk. 2 Securitrons.  While most known for their use on the New Vegas Strip, securitrons have been found in other locations, refurbished by new owners or maintaining their original duties; securing pre-war ruins no longer cared-for. |