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| **Name** | **Type** | **Size** | **XP Rating** |
| Automated Machinegun Turret | Robot | Medium | 1 (20 XP) |

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| **Strength** | 1 (-4) |  | **Armor Class** | 7 (Natural) | | **Action Points** | 4 |
| **Perception** | 8 (+3) |  | **Avg. Hit Points** | 12 | | **Hit Dice** | 3d8 |
| **Endurance** | 5 (+0) |  |  | |  | | |
| **Charisma** | 1 (-4) |  | **Damage Vulnerabilities** | | Lightning | | |
| **Intelligence** | 1 (-4) |  | **Damage Resistances** | |  | | |
| **Agility** | 4 (-1) |  | **Damage Immunities** | | Poison, Radiation | | |
| **Luck** | 5 (+0) |  | **Condition Immunities** | | Poisoned | | |

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| **Special Traits** | **Special Actions** |
| **Turret.** The turret can only take the Attack action and it automatically fails Agility saving throws. Additionally, checks made to grapple or shove the turret automatically succeed.  **Robot.** The turret 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.  **Variant: Shopping Cart.** When this turret is grappled, the grappler has no movement penalty. | **Attack (5mm, 4 AP).** Uses the stats of the assault carbine but never reloads. |

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| **Description** |
| Before the Great War automated turrets were employed by large corporations and utilized by the military to serve as supplemental, unmanned security units, capable of selecting trespassing targets and engaging them.  Over 200 years after the war many of these turrets are still active and are hostile to anyone who finds them. However, some groups like raiders, Gunners, super mutants, and major factions have learned to control or create turrets. |