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| **Name** | **Type** | **Size** | **XP Rating** |
| Combat Protectron | Robot | Large | 4 (65 XP) |

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| **Strength** | 8 (+3) |  | **Armor Class** | 12 (Natural) | | **Action Points** | 7 |
| **Perception** | 5 (+0) |  | **Avg. Hit Points** | 40 | | **Hit Dice** | 5d10 + 15 |
| **Endurance** | 8 (+3) |  |  | |  | | |
| **Charisma** | 2 (-3) |  | **Damage Vulnerabilities** | | Lightning | | |
| **Intelligence** | 3 (-2) |  | **Damage Resistances** | |  | | |
| **Agility** | 7 (+2) |  | **Damage Immunities** | | Poison, Radiation | | |
| **Luck** | 5 (+0) |  | **Condition Immunities** | | Charmed, Frightened, Poisoned | | |

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| **Special Traits** | **Special Actions** |
| **Robot.** The protectron 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.  **Swift.** The protectron moves 20 feet when it uses the Move action. | **Left Hand (MF Cell, 4 AP).** Uses the same stats as a laser rifle, with the Automatic receiver upgrade.  **Right Hand (MF Cell, 4 AP).** Uses the same stats as a laser rifle, with the Automatic receiver upgrade. |

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| **Description** |
| With advancements in leg movement from the advent of the Assaultron, Robco created a sturdier, far more mobile protectron for use as a frontline, mass-producible combatant. |