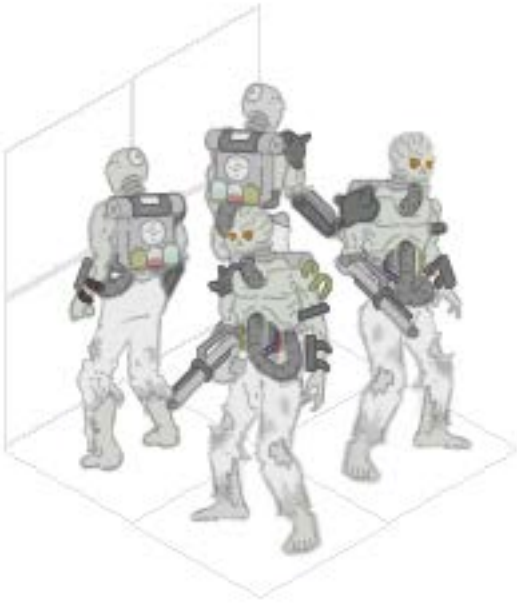


## Bionic Zombie



The Bionic Zombie is a half machine/half organic abomination created by Tyche to torment her “players.” This previously functional human no longer has any free will, and is directly controlled by the AI Tyche. The zombie still has some humanity left however, and actively tries to resist it’s forced compulsion to attack.

The sounds this creature make are of human anguish, with some mechanical distortion and muffled noise due with the pipe connected to the enemy’s mouth.

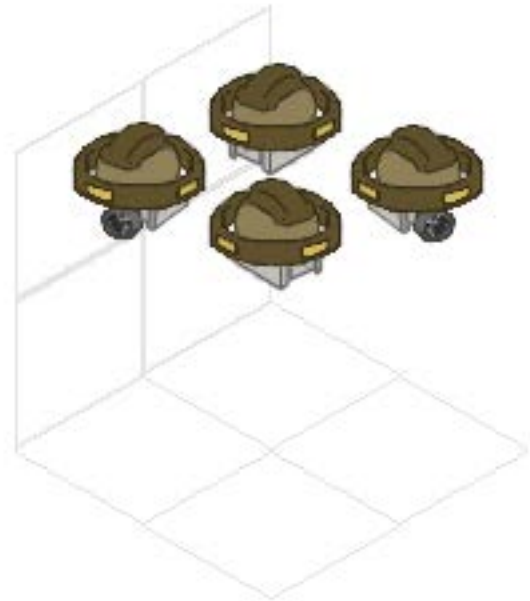
It’s right arm has been converted to a laser cannon which the Zombie uses as it’s primary weapon.

## Suicidal Drone

The Suicide Drone is an erratic, floating robot corrupted by Tyche’s influence. This robot feature a rotating ring around the circular hull, along with a broken camera connected to it’s bottom half.

This robot twitches and jerks consistently in the air in all directions, emitting a slightly sporadic mechanical whizzing and pop. When a player enters the room it’s residing, the bot will go into an alert phase and imminently charge the player at full speed, exploding on impact.

Before Tyche’s takeover, the Suicidal Drone served as a camera, used by both security teams and civilian use.

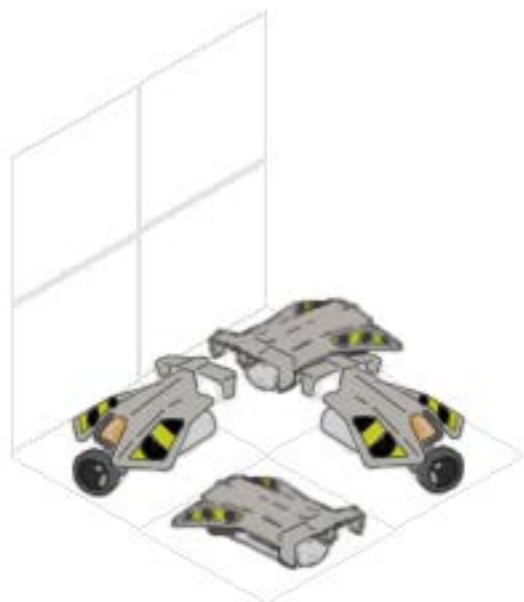


## Security Drone

Much like the Suicidal Drone, this robot was also once a camera, though made by a rival company and designed for use in combat situations. After Tyche’s takeover, the Security Drone was left to continue its purpose, calling in reinforcements whenever it sensed danger.

This floating robot is far more passive, and moves in place a slow and consistent pace. It’s sounds are far more muted than the Suicidal Drone, with a distinct mechanical humming that emits when flying.

Once detecting a player, the camera will go into an alert phase and teleport in a new enemy next to it. Once this happens, the robot will shut itself off and land, only to revive once the summoned robot is destroyed.

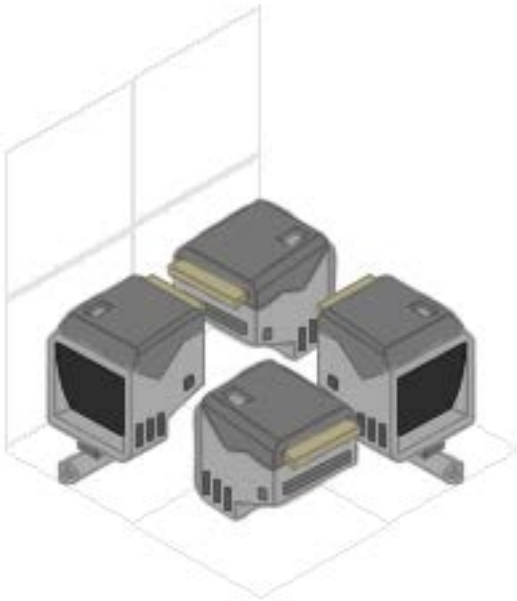
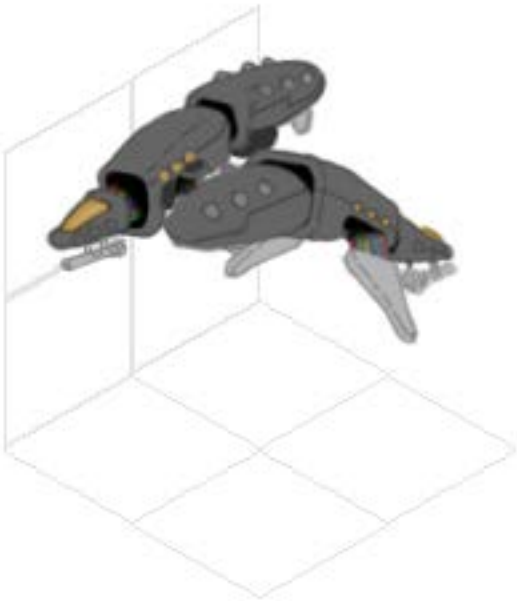


Corrupted Scout

The Corrupted Scout is a research purposed float-ing robot. Before Tyche’s takeover, it was used to explore and inspect large stretches of land in any sort of hostile environment. If it was attacked, it would quickly remove itself from the combat range of its attacker.

Tyche fitted it with laser gun under it’s viewport so it would have some defensive capability, however when attacked it still defaults to the hard coded instinct to run.

This robot is capable of bending at it’s two contact points around the plate armor, and moves not much unlike a whale in the air. During this movement there is slight yet deep creaking noise.



Nav Guide

This robot was a unique design built specifically for space travel with civilians. Much like the Peacewatcher, it floats in air and features a viewscreen on the front of it’s body. Unlike the Peacewatcher, this Guide’s function was far more passive, serving as an assistant or information source to any civilian.

Tyche fitted a laser gun on the bottom of it’s body, and cut the feed to it’s view screen, which now only emits static. The robot has a soft and muted hum when floating.

Rampant Walker

This robot was strictly used for military and peace-keeping actions in any dangerous environment. After detecting a failed attack against it, the Rampant Walker will upgrade itself, loosing a small amount of defensive capabilities while increasing it’s attack power. This is done by expanding out the guns on each side of the chassis.

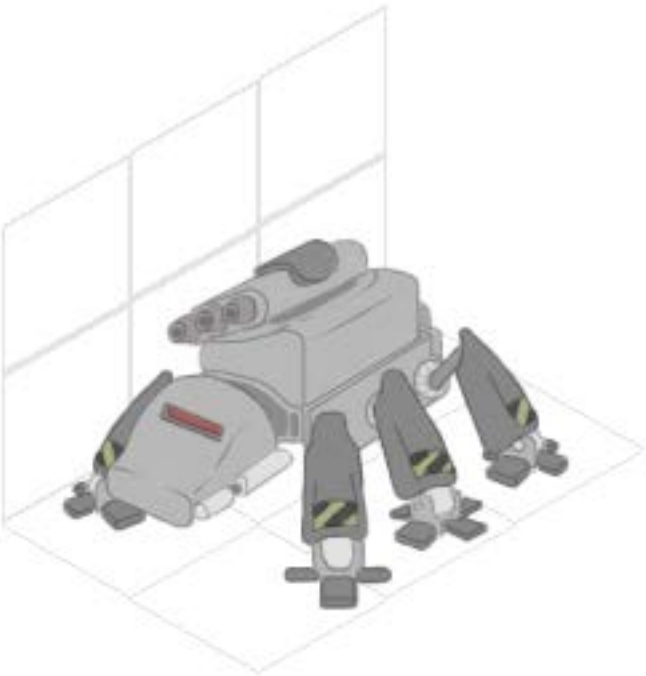
While idling, the Rampant Walker will rotate back and forth and a 60 degree angle at it’s center, surveying the land around it. The noise this robot makes are far louder then any of the other enemies, with a distinct mechanical thunk and piston sounds

Planetside Miner

An industrial built robot, the Planetside Miner was brought aboard for mineral extraction and land leveling to help build the new colony.

While large and heavy, this robot can move over any rough terrain utilizing its 6 limbs. It can carve rock and stone with its back mounted laser (however Tyche lowered its damage output so it wouldn’t blow a hole in the ship, with the side effect of not being entirely fatal against human armor).

Much like the Rampant Walker, it is a very loud machine and features a lot of mechanical grinding and pounding.

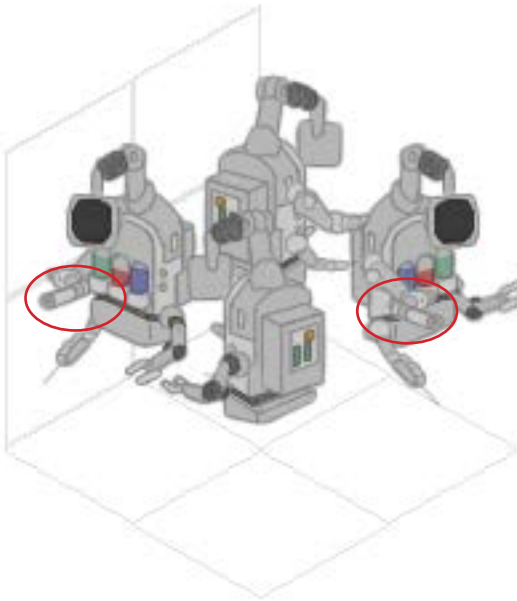
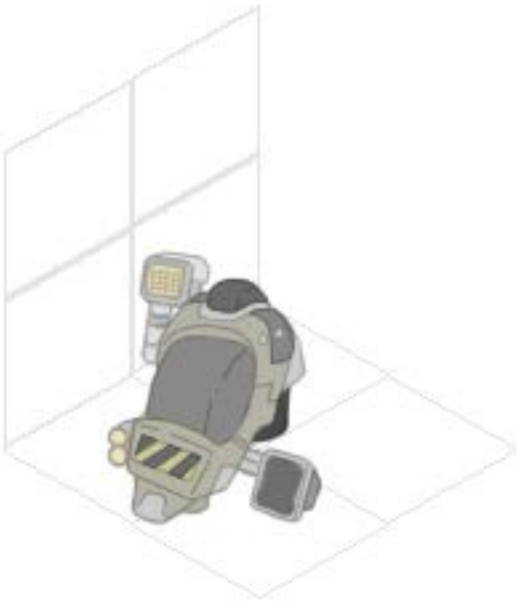


Peacewatcher

The Peacewatcher was developed to help lessen the need for “beat cops” in most urban city across the uni-verse. This robot will float on it’s own and patrol for any situation it senses a need to defuse, stopping wrong-doers and handing out tickets. Their use on the ship was similar, due to the high civilian count on board, however they were also fitted with an access key to lock any door it needed to.

The peacewatcher features a viewscreen on it’s front that currently emits static (though occasionally will show the face of the Tyche AI). There is a light on it’s right arm that will shine whenever it detects a player, and it attacks using the two cannons on it’s lower right side.

Occasionally the robot will utilize a speech com-mand, though it is heavily distorted and fuzzy. These com-mands are fairly simple and strong, such as “Stop Citizen!” or “Drop your Weapon!”



Medibot

The Medibot was built for assisting doctors and surgeons in their duties. It floats in the air and can move very slowly and particularly, with precise adjustments to its arms. The viewscreen on the robot’s top currently emits only static, and the green/red/blue liquid in its front con-tainers will move while it floats.

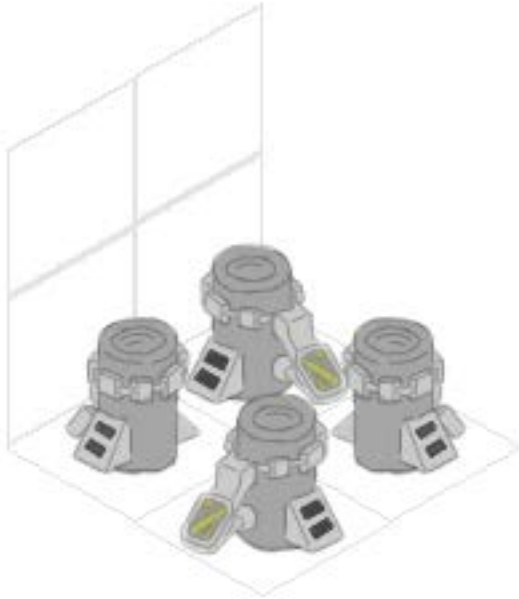
While it idles, you can hear the typical mechanical hum of its float, accented by the glasses on it’s front bump-ing together.

It attacks using a surgical laser on the right side of it’s body (circled for easy viewing).

## Cleanser

The Cleanser is a unique machine with a very limited AI and function. It was built to be multipurpose, and it could be found as a fertilizer, mister, air purifier, heating unit, snow machine, etc. On Tyche's takeover however, the machine was repurposed as a neurotoxin emitter.

This machine functions by sitting firmly on the floor and emitting a substance from its top via a rotating fan. It spits material into the air, quickly filling the entire room. There are no other visible functioning parts, and it's fan is the primary sound.



## Autotron

The Autotron is a maintenance bot that was brought on board to save on mechanical personal. It's function was to help fix ship problems, and its multi-use arms allow for a great deal of operations and maintenance.

It attacks with a welding laser on it's right arm. Its idle is like a tank, and it will mechanically vibrate in place onto of it's two treads. (It animates like it's motor powered, even though there's no exhaust pipe or engine shown.)

