Death Machine

An Uber-Tier Monster for D&D Gamma World

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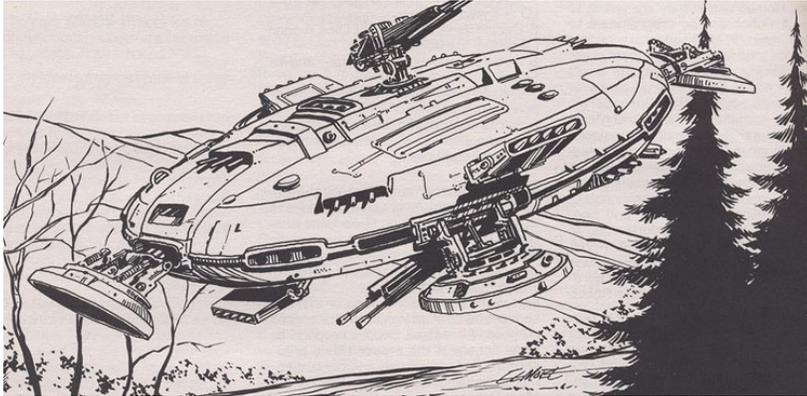
So you need a monster to challenge your uber tier Gamma World characters? Look no further! Adapted straight from 1st Edition *Gamma World*, here's the death machine!

"20 meters long, 9 meters wide, 4 meters high, with many knobby projections all over," the death machine is the ultimate enemy for your adventurers.

Death Machine — Level 20 Solo Controller

Gargantuan terrestrial animate (robot) — XP 14,000

HP 750; **Bloodied** 375
AC 40; **Fortitude** 33; **Reflex** 32; **Will** 31
Speed 0, fly 180 (hover), overland flight 90 mph
Immune poison; **Resist** 20 radiation, 20 electricity, 20 physical
Saving Throws +5

Initiative +19
Perception +20
All-Around Vision,
Darkvision 6500

Traits

✧ **Energy Dampening Field ● Aura** 30
Any robot entering or starting its turn within the aura is stunned until the start of its next turn.

Sensor Array
The death machine does not grant combat advantage when flanked. If it can see part of a target, it does not receive penalties based on partial cover, superior cover, partial concealment, or total concealment. The death machine's attacks score critical hits on a roll of 18, 19, or 20.

Massive
The death machine cannot be moved with a push, pull, or slide, and cannot be knocked prone.

Automatic Recovery Systems
When the death machine begins its turn, immediately end any effects causing it to be blinded, slowed, immobilized, restrained, dazed, stunned, dominated, or unconscious.

Energy Screen
The death machine begins the encounter with 400 temporary hit points. While it has temporary hit points, the death machine gains a +2 bonus to all defenses.

Standard Actions

⤳ **Blaster Cannon** (force) ● At-Will
Attack: Ranged 3000 (one creature); +25 vs. AC
Hit: 100 force damage to a target within 500 squares, or 75 force damage to a target within 1000 squares, or 50 force damage to a target within 3000 squares.

⤳ **Black Ray Cannon** (necrotic) ● At-Will
Attack: Ranged 200 (one creature); +24 vs. Fortitude
Hit: The target drops to 0 hit points and is dying.

❋ **Mark VII Blaster Batteries** (force) ● At-Will
Attack: Area burst 10 within 150 (up to 4 enemies in burst); +25 vs. AC
Hit: 2d10 + 7 force damage.

❋ **Laser Batteries** (laser) ● At-Will
Attack: Area burst 10 within 500 (up to 5 enemies in burst); +24 vs. Reflex
Hit: 2d10 + 12 laser damage.

❋ **Trek Gun** ● At-Will
Attack: Area burst 20 within 120 (all creatures in burst); +24 vs. Reflex
Hit: 3d10 + 11 physical damage and ongoing 25 physical damage (save ends).
Miss: Half damage, and ongoing 25 physical damage (save ends).

❋ **Mini-Missile Launchers** (fire, physical) ● At-Will
Attack: Area burst 12 within 1250 (all creatures in burst); +24 vs. Reflex
Hit: 4d10 + 10 fire and physical damage, and the target is pushed 5 squares.
Miss: Half damage, and the target is pushed 5 squares.

❋ **Fusion Bomb Launcher** (radiation, physical) ● At-Will
Attack: Area burst 30 within 2000 (all creatures in burst); +25 vs. AC
Hit: 4d12 + 10 radiation and physical damage, and the target falls prone, is pushed 10 squares, and is blinded (save ends).
Miss: Half damage, and the target falls prone and is pushed 10 squares.

Move Actions

Anti-Grav Pads ● At-Will
Effect: The death machine flies its flight speed. This movement does not provoke opportunity attacks.

Minor Actions

Weapon Mounts (see text) ● At-Will
Effect: The death machine uses one of the following sets of attacks without provoking opportunity attacks:
(a) 1 *blaster cannon* attack,
(b) 3 *black ray cannon* attacks,
(c) 8 *Mark VII blaster battery* attacks,
(d) 4 *laser battery* attacks,
(e) 2 *trek gun* attacks,
(f) 3 *mini-missile launcher* attacks, or
(g) 1 *fusion bomb launcher* attack.

Free Actions

Solo Action ● Recharge when first bloodied
Requirements: It is the death machine's turn.
Effect: The death machine takes an extra standard action during that turn.

Str 30 (+20)	**Dex** 22 (+16)	**Wis** 20 (+15)
Con 32 (+21)	**Int** 25 (+17)	**Cha** 18 (+14)