

**Accelerator Control Robot Guardian**      **Level 8 Solo Skirmisher**  
 Huge terrestrial animate (robot)      1,750 XP

**Initiative** +4      **Senses** Perception +11, darkvision  
**HP** 400; **Bloodied** 200  
**AC** 23; **Fortitude** 26, **Reflex** 20, **Will** 21  
**Immune** poison; **Resist** 10 electricity, 20 radiation  
**Vulnerable** 10 sonic  
**Speed** 6

**Traits**

**Central Mind**

If the robot is stunned or dominated, it is dazed instead. At the end of its turn, any dazing effects end immediately.

**Threatening Reach**

The robot can take opportunity attacks against any creature within 3 squares.

**Standard Actions**

⬇ **Pneumatic Fist** (physical) • **At-Will**

*Attack:* Melee 3 (one creature), +13 vs. AC  
*Hit:* 3d8 +9 physical damage, and the target is pushed 2 squares and dazed (save ends). On a critical hit, the target is stunned instead of dazed (save ends).

⬇ **Buzz Saw Blade** (physical) • **At-Will**

*Attack:* Melee 3 (one creature), +13 vs. AC  
*Hit:* 2d8 +6 physical damage, ongoing 5 physical damage (save ends).  
*First Failed Save:* The ongoing damage increases to 10 physical damage (save ends).

⬇ **Double Attack** (physical) • **At-Will**

*Effect:* The robot makes one *Pneumatic Fist* and one *Buzz Saw Blade* attack against targets in range.

↗ **Laser Barrage** (laser) • **Recharge** ☞☞

*Effect:* The robot makes up to three *Laser Mount* attacks against different targets.  
*Special:* The robot cannot use this power and *Laser Mount* (as a minor action) in the same turn.

✳ **Frenzied Assault** (physical) • **Recharge** ☞☞

*Effect:* The robot shifts up to its move speed. It can move through enemy squares during this movement but must end its move in an empty space. Whenever it moves adjacent to an enemy or through an enemy's space for the first time, it can make either a *Pneumatic Fist* or a *Buzz Saw Blade* attack against that enemy.

↗ **Mortar Shell** (fire, zone) • **Recharge** when first bloodied

*Attack:* Area Burst 1 within 10 (all creatures in burst), +11 vs. Reflex  
*Hit:* 2d6 +6 fire damage.  
*Miss:* Half damage.  
*Effect:* The burst creates a zone that lasts until the end of the next turn. Any creature that enters or starts its turn within the zone takes 10 fire damage.

⬅ **Flame Burst** (fire) • **Encounter**

*Attack:* Clost Blast 5 (all creatures in blast), +11 vs. Reflex  
*Hit:* 2d8 +6 fire damage, ongoing 10 fire damage (save ends).  
*Miss:* Half damage.

⬅ **Halon Burst** (cold) • **Encounter**

*Attack:* Clost Blast 5 (all creatures in blast), +11 vs. Fortitude  
*Hit:* 2d8 +8 cold damage, and the target is slowed and weakened (save ends both). *First Failed Save:* The target is immobilized and weakened (save ends both).  
*Miss:* Half damage, and the target is slowed until the end of the next turn.  
*Special:* If any creature within the burst is taking ongoing fire damage, the ongoing fire damage ends immediately. If the robot is taking ongoing fire damage, the effect ends as well.

**Self-Repair** (healing) • **Encounter**

*Effect:* The robot recovers 100 hit points and gains a +2 bonus to all defenses until the start of its next turn.

**Minor Actions**

↗ **Laser Mount** (laser) • **At-Will** (1/round)

*Attack:* Ranged 10 (one creature), +11 vs. Reflex  
*Hit:* 2d8 +6 laser damage, plus an additional 1d8 laser damage if the robot has combat advantage against the target.

↗ **Targeting Computer** • **At-Will**

*Attack:* Ranged 10 (one creature), +11 vs. Reflex  
*Hit:* The robot has combat advantage against the target until the end of the next turn.  
*Special:* The robot can use this power more than once per turn, but only once per target each turn.

⬅ **Flood Lights** (gaze) • **Recharge** ☞☞

*Attack:* Close Blast 5 (all creatures in blast), +11 vs. Reflex  
*Hit:* The target is blinded (save ends).  
*Special:* Blind creatures are immune to this attack.

**Free Actions**

**Solo Action** • **Recharge** when bloodied

*Condition:* It is the robot's turn.  
*Effect:* The robot takes an extra standard action during its turn.

**Triggered Actions**

⬇ **Lightning Arc** (lightning) • **At-Will**

*Trigger:* A creature starts its turn adjacent to the robot.  
*Attack (Free Action):* Melee 1 (one creature), +11 vs. Reflex  
*Hit:* 15 lightning damage.

**Laser Shielding** (laser, fire) • **At-Will**

*Trigger:* The robot is targeted by an attack that causes laser damage.  
*Effect (Immediate Interrupt):* The robot gains a +2 defense bonus and resist 10 against the triggering attack. If the attack still hits, all creatures adjacent to the robot take 5 fire damage.

<b>Str</b> 24 (+11)	<b>Dex</b> 6 (+2)	<b>Wis</b> 15 (+6)
<b>Con</b> 28 (+13)	<b>Int</b> 20 (+9)	<b>Cha</b> 18 (+8)