

HK-bots

History

The HK robot series started in the 22nd century as a way to accelerate the Expansion . As throughout most of the second half of the 21st century humanity was plagued by a demographic crisis, caused by the second demographic transition, while the third demographic transition has not started yet. The resulting need was decided to be covered by the automated flying spaceships. Many varieties appeared, but it was the HK-series which took the market by storm. Cheap, smart and capable machines, extremely docile, unlike their more unstable opponents, which still used the modified old Als of the 21st century, the HK-series possessed in addition to that a possibility to reproduce themselves using the resources from the asteroids, making them perfect for preparing uninhabited solar systems to the mass arrival of new citizens.

At first, the legacy of the Directorial Crisis held the use of such machines back. But they proved extremely fruitful in adapting the newly-colonized systems to the arrival of the human settlers. After that happens, the HK-bots are transferred to the next newly colonized system. Thus, there are several migrating colonies of such robots.

The HK-colony present in Oleanna had a defining feature as it was the experimental one, with many risky updates installed on it first. It is believed that this caused the [HK-Catastrophe](#). It was also the oldest and the most advanced colony before its fall, and thus we will mostly talk about it in the following.

Structure

The HK-colony consists of several types of units, each with its proper functionality and purpose.

Miner



The lowest in the ranks of HK, this little drone was originally designed to mine and transport shallow-lying resources from asteroids. Equipped with a simple kinetic gun, it uses it to destroy the stones as well as defend itself from the possible dangers.

After the catastrophe

The bots of this type has been affected by a severe existential crisis, and fell into a blind rage, destroying everything they can see. The [HK-Catastrophe](#) has caused them to feel extreme pain from the inside, which is not getting anywhere until they are destroyed. In a sense, that is what they are

searching for, and what they are trying to provide to others. They are unable however to attack other HK-bots due to hard restrictions in their parameters, and as such they suffice with attacking everyone else.

Turret



After the catastrophe

Builder



After the catastrophe

Scout



After the catastrophe

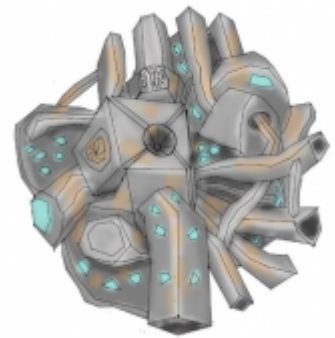
Evader



After the catastrophe

Factory

After the catastrophe



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