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 AIs 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 frutiful 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.

Types

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

Miner

Parameter	Value
id	hkbot1
MaxHealth	200
Weapon	TestKinetic
Engine	TestEngine
Inventory	Electronics, Metals, Construction goods

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

Parameter	Value
id	hkturret
MaxHealth	700
Weapon	2xTestKinetic
Engine	TestEngine
Inventory	Electronics, Metals, Construction goods

These turrets were originally used in order to destroy heavier asteroids. Immobilised, they are equiped with two kinetic cannons, which can pierce a big enough tunnel towards resources through which a miner can then fit. They are completely immobilised, and also acted as a protective measure against pirates who would like to attack the defenseless miner bots.

After the catastrophe

Due to their territorial nature, the HK-Catastrophe has greatly enchanced their sense of territoriality, and as such made them zealous protectors of their surroundings. The existential crisis and internalised pain common for the HK-bots after the HK-Catastrophe, as such has not affected them to the same extent as others.

Builder

Parameter	Value
id	hkbuilder
MaxHealth	500
Weapon	TestKinetic
Engine	TestEngine
Inventory	Electronics, Metals, Construction goods

This species of the HK was originally tasked with the building duties, such as building turrets near the heavy asteroids or for protection, as well as for the repairs on the HK-factories.

After the catastrophe

Apart from many other HK-bots, these have not developed any genocidal tendencies towards other sentient species, but rather reduced themselves to the random building tasks, and as such completely inoffensive unless attacked. Allowing them to traverse freely however will lead to more and more turrets appearing in the random places of the sector, thus reducing the overall safety of travel.

Scout

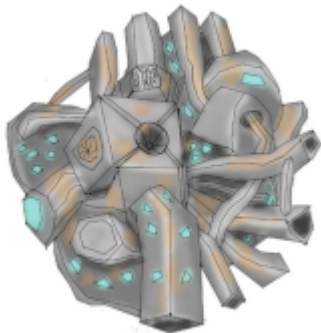| Parameter	Value
id	hkscout
MaxHealth	???
Weapon	TestKinetic
Engine	???
Inventory	Electronics, Metals, Construction goods

After the catastrophe

Evader

Parameter	Value
id	hkevader
MaxHealth	???
Weapon	???

Parameter	Value
Engine	TestEngine
Inventory	Electronics, Metals, Construction goods

After the catastrophe

Factory

Parameter	Value
id	TestBaseDD
MaxHealth	5000
Weapon	None
Engine	None
Gives birth	HK bots
Regen rate	10
Boss	Yes
Special	???

After the catastrophe

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