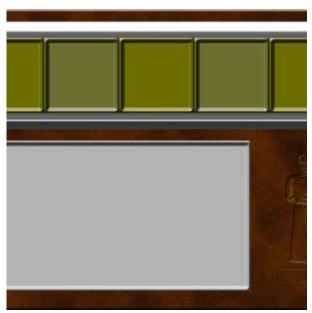# Building your Mad Scientist

Constructing a Mad Scientist is similar to constructing a Bot. A Mad Scientist has 7 hit points and you may place one of two component types on the Mad Scientist status sheet.

Unlike Bots, you may choose which hit point locations are damaged when your Mad Scientist is hit. However, humans are easier to hurt than giant killer robots - every 1 damage from a bot weapon translates to 1D6 hit points of wounding for your Mad Scientist.

Hit Points

- **Speed**—For every speed hit point on your Mad Scientist's status sheet, your character has 1 move point. The number of hexes your character can move is determined by the type of terrain they are on. In general all terrain costs 1 point except for parks, rubble and forest which costs 2 points per hex.
- **Carry**—For every carry hit point on your Mad Scientist's status sheet, your character may carry 1 component.

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