Droids D6 / Confederation Super Battle

Type: Confederation Super Battle

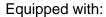
Droid

Dexterity: 3D

Blaster 8D, Dodge 6D

Knowledge: 1D Mechanical: 1D Perception: 2D Search 5D

Strength: 3D Technical: 1D



Humanoid Body (two arms, two legs, head)
Two visual and two auditory sensors - human range
Limited Intelligence Brain
2 x Twin Heavy Blasters (Range 5-50/120/300, Damage 6D)
Armoured Skin (+2D)

Move: 10

Size: 2 meters tall Cost: 8,000 (used)



Description: When the Trade Federation ands the Banking Guilds joined together in alliance with the Genosians and Count Dooku, their combined technological skills and resources allowed them to build a better soldier than the Trade Federation Battle Droids that had been used in the Battle of Naboo. The Super Battle Droid was an extremely powerful combat droids, which combined advanced logic matrices with inbuilt weapons and rugged armour plating. These droids while not as dangerous as the Trade Federation Droideka's, filled a gap between those and the weaker Battle Droids, letting the Confederations forces become more flexible and adaptive, making them a true menace to the Old Republic.

Page designed in Notepad, logo's done on Personal Paint on the Amiga.

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