# Droids D6 / Mark-8 Destroyer Droid

Mark-8 Destroyer Droid

Elvar Nerical in his address to the RanCorp Research and Development commision on behalf of Alpha Wing design team was quoted as saying "On your own you can reach amazing heights but think of how high you can go if you stand on the shoulders of others."
And with that began Alpha Wing's research project. They went through old records looking for desing concepts which could be modernized and revitalized. Such designs as the Naboo series war droids and mark-8 destoryers came from this.
The mark-8 rolls up into a rolling ball for main movement. It unfolds into a one meter tall biped form. n eah arm there are two blaster rifles. They are designed in such a way that one fires then the next and so on and by the time the first fires again it's already finished it's recycle period and can fire again, this allows rapid near unlimited fire. The weapons are powered by the droid's advanced powerplant and have nearly unllimited ammo. When in a fight they project an energy sheild of great strength. Because of the design of the shield and the power drain the droids cannot move with the shield up. Still with their sheilds raised and their blasters firing nearly non-stop these droids can devatastate groups of enemies. They can even be deployed right into a battle to decimate armies.

Model: RanCorp Nerical Mark-8 destoryer droid
Dexterity: 3D
    Blaster 7D+1
    Dodge 5D+2

Knowledge: 1D

Mechanical: 1D

Perception: 2D

Strength: 2D+2

Technical: 1D

Equipped with:
- Two arms,
- Two legs
- Thermal and image intensification sensor array, with built in macro-binoculars
- ATAP advanced threat assessment protocol +1D bonus to hitting moving targets

reduced multi-action penalties by 1D
- Body armor: +1D+2 physical, +1D+1 energy
- Internal blasters , arm mounted , 2 each arm (3-25/100/250 ; 6D)
-Shield projectors: shields 5D , renders droid immobile while shields are up.

Move: 14 (rolling) ; 8 (walking)
Size: 1 meter tall (unfolded)
Cost: 33,000 credits

Game Notes:

Attack: They curl up into a ball and roll for primary movement, when atatcking they unfold into a biped form with two blasters on each arm.

Shields: These shields add to the resist instead of armor while up. they act just liek armor but shut off when the droid is at least lightly damaged then armor is the only bonus the droid gets. The energy sheild resists physical and energy attacks equaly.

---

Page designed in Notepad, Logo`s done in Personal Paint on the Commodore Amiga
All text and stats by Dave Maloney, HTML and logos done by FreddyB
Images stolen from an unknown website at some remote time in the past.
Any complaints, writs for copyright abuse, etc should be addressed to the Webmaster FreddyB.