

Vehicles D6 / Mandalorian Basilisk War

Mandalorian Basilisk War Droid

Craft: Mandalore Raider Basilisk Droid

Type: Light Walker

Scale: Walker

Length: 7 Meters Tall, 6 Meters long

Skill: Walker Operation; Basilisk

Crew: 1

Cargo Capacity: 10 Kg

Cover: 1/4

Maneuverability: 0D+1

Move: 10, 30 kmh (using legs); 160, 400 kmh
(using rockets)

Altitude Range: Ground-10Km Body Strength:
3D+1

Weapons:

Twin Laser Cannons

Fire Arc: Front

Scale: Speeder

Skill: Vehicle Blasters

Fire Control: 1D

Range: 50-200/400/800m

Damage: 4D

2 Shatter Missile Launchers (2 missiles each launcher)

Fire Arc: Front

Scale: Walker

Skill: Missile Weapons

Fire Control: 2D

Range: 50-300/500/1km

Damage: 6D

Shockwave Generator *

Fire Arc: Front

Scale: character

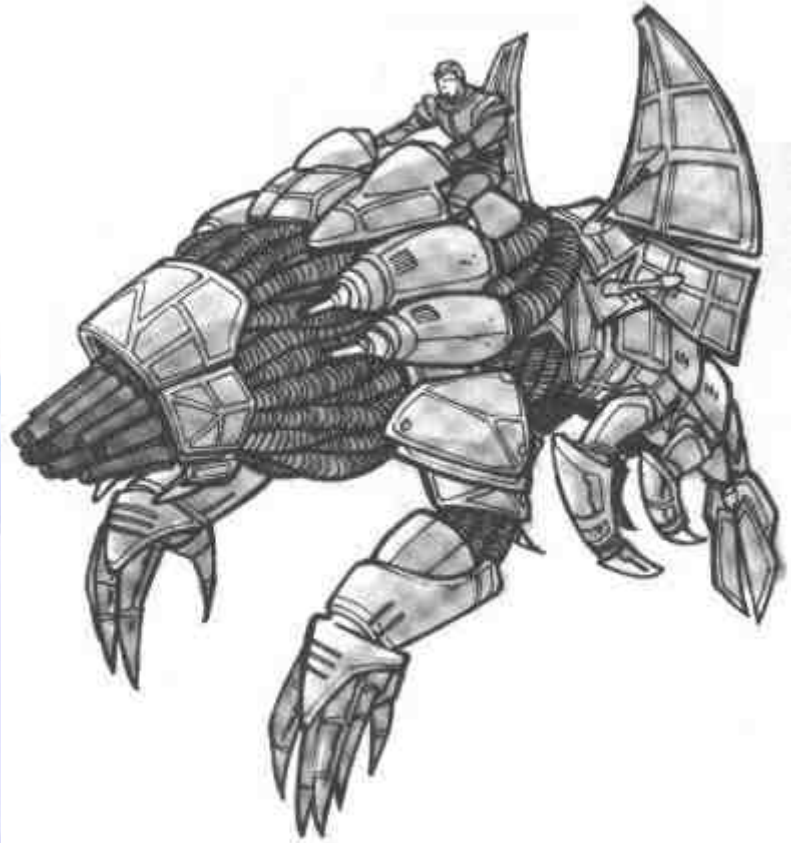
Skill: Vehicle Blasters

Fire Control: 4D

Range: 1-5/10/20m (blast)

Damage: 10D

Brawling Claws



Fire Arc: Front
Scale: Speeder
Skill: Walker Operation
Fire Control: 1D
Range: 0-2m
Damage: 7D

* - The Shockwave Generator creates a gravitic shock that causes damage to an area, tearing things in its area of effect apart with gravity waves. While not very efficient on its own, multiple Shockwave Generators can act in harmony to tear a larger target to pieces. Every even numbered Shockwave Generator attacking the same target increases the damage by one scale (as high as Capital Scale), while every odd numbered Shockwave Generator adds its range to the total. (eg so 1 does 10D character scale to a 20m area, 2 do 10D speeder scale to a 20m area, 3 do 10D speeder scale to a 40m area, 4 do 10D walker scale to a 40m area. Right up to 8 doing 10D capital scale to a 80m area.) Although damage may not be taken above capital scale, the area of effect may be increased as high as 1km by 99 working together.

Description: The Mandalorian Basilisk War Droid was used by the Mandalorian Raiders many centuries ago, and are still remembered in some areas of the galaxy. These large early walkers were not actually droids at all, lacking any kind of intelligence in themselves, however they were extremely efficient walkers, and although they lacked an enclosed cockpit they still increased the combat effectiveness of their pilot by many times. The Mandalorian pilot would wear sealed armour, and the Basilisk would aid them in the drop from their orbiting ship, as well as helping to attack any orbital defences. The mass of weapons equipped to a basilisk allowed it to do a great deal of damage to opponents, however the majority of its weapons are close ranged due to the Mandalorian preference for fighting their opponents close up, and while this hampered the vehicles in ranged combat, the sheer terror value of these walkers made them hugely successful and long remembered in legend.

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