Droids D6 / Loronar Defence Industries GS-1



Type: Loronar Defence Industries GS-1 Automated Sentry Gun
Dexterity: 0D
    Blaster 7D
Knowledge: 3D
    Languages 5D, Tactics 6D, Leadership 5D
Mechanical: 1D
    Communications 5D
Perception: 4D
Strength: 3D
Technical: 1D

Equipped with:
    Armoured Case (+2D vs Physical Damage, +1D vs Energy Damage)
    Visual Sensor (Infra Red), Auditory Sensor (Human Range)
    Basic Vocabulator Speach System
    Basic Droid Brain
    Commlink
    Gatling Repeating Laser (Fire Control 2D, Range 5-15/50/150, Damage 7D)

Move: 0
Size: 0.5 meters tall
Cost: 8,000 (new)

Description: The GS-1 Automated Sentry Gun is a simplistic droid design, set upon a stable firing platform with a powerful laser canon mounted on a articulated mounting at its top. The inbuilt droid brain has little imagination or free will, but is equipped with a suite of skills allowing it to fire and co-ordinate with allied forces and droids. It has limited leadership abilities, allowing a group of these sentries to act in unison against enemy targets, using their tactical programming to gain the best advantage possible. They are programmed to intercept enemy communications whenever possible and have skills in languages and communication systems to allow them to monitor enemy tactics and orders. These advanced features allow the GS-1 to operate in groups with a far higher effectiveness than other automated systems and combat droids, however their lack of mobility hampers them and makes them sitting ducks for enemy fire. GS-1's have sold well to military forces who find them a good way of securing bases quickly and effectively without devoting troops or vehicles to patrol duties, relying on the GS-1's abilities to report home with any trouble that is occuring allowing them to be sent support if it should be needed, however infiltrators and attackers have become aware of this and often jam communications which severely hampers the GS-1's abilities to both co-ordinate and to call for help.

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