

G-3PO

Gunnery Droid

Type: Modified Cybot Galactica M-3PO

Military Protocol Droid

Dexterity: 2D

Blaster Artillery 5D

Vehicle Blasters 4D

Knowledge: 3D

Tactics 6D

Mechanical: 1D

Starship Gunnery 4D

Capital Ship Gunnery 4D

Perception: 3D

Identify Friend/Foe 4D

Strength: 2D

Technical: 1D



Equipped with:

Humanoid Body (two arms, two legs, head)

Two visual and two auditory sensors - human range

Vocabulator speech/ sound system

A-22 VerboBrain

Light Armour Plating (+1D to Strength vs Damage)

Move: 5

Size: 1.7 meters tall

Cost: 12,000 (used only)

Availability: 3

Description: An aftermarket modification of the M-3PO, the G-3PO isn't an official droid by Cybot Galactica, but rather the result of a commission by an independent freighter captain who wanted a gunner that didn't ask for a share of the profits. A humanoid droid was used as the base template, to allow it to interface with human-operated weaponry. The modifications were done by an independent programmer, and as such, the manufacturer's warranty on the droid was voided. The programmer was able to reprogram the droid to operate most vehicle-based weaponry. In order to make room in the droid's memory, much of the droid's original programming had to be removed, as well as the TransLang 3 communications module. The end result was a droid that could handle most mounted blaster and laser weaponry, but could barely walk, speak basic, or perform any other function. While the G-3PO does

include an identification algorithm to distinguish between friendly and hostile targets, most people who own one find it much easier (and reliable) to have a sensor operator simply relay targeting information to the droid. The concept of the G-3PO was well accepted regionally, but the extent and difficulty of the modifications has kept them relatively rare. When encountered, they are usually found filling in as gunners on small, short-handed starships.

Game notes: The memory bank of the G-3PO is filled to capacity. In order to add any skill dice to the G-3PO, an equal amount of skill dice must be removed from another skill.

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