Droids D6 / Temere Corp PARA-5173

Temere Corp PARA-5173 "Squidy"

The mysterious Temere Robotics Corporation's "Black" project. It was created for a very simple purpose. That purpose is the
utter destruction of a capital ship through means it cannot defend against. Their size combined with stealth coating and
some sensor baffling equipment the droids are nearly undetectable by capital ships. The droids manuver in, usualy in
groups of 4-10, then once close in to the ship turn off thrust and drift in. From there they attach to the hull of the
ship and move to key entry positions. They use cutting torches to breech the hull, from there they can either enter the
ship or move on exposing section after section to the vacum of space.

Model: Temere Robotics Corporation PARA-5173 Droid
Scale: Speeder
DEXTERITY: 4D
    Blaster 5D+2
KNOWLEDGE: 1D
MECHANICAL: 1D
    Starship Gunnery 9D
    Self-propulsion 6D+2
PERCEPTION: 1D
STRENGTH: 8D
    Brawling 9D+2
TECHNICAL: 3D

Equipped with:
- 15 tentacles with saw blade endings(str+2D speeder scale), 15 with pincher endings (str+1D speeder scale); extend up to
  20 meters
- Heavy Armour, +3D all locations vs. Energy weapons, +2D
  all locations vs Physical attacks
- Multi-Frequency Targeting and Acquisition System (MFTAS); +2D to Perception checks in low-visibility situations, +2D to
  ranged weapon skill uses against targets that move more than 10 meters per round
- 4 Internal blaster rifles, fire linked, (mandibles) (7D+2, 5-40/120/240)
- Tentacle Blasters (one on each pincher) (5D, 3-30/100/300)
- Plasma Torch Bording Device
  Fire Arc: Ventral
  Skill: Starship gunnery
  Scale: Starfighter
  Crew: 1
  Fire Control: 0D

Range: 4 meters
Damage: 8D
Note: The plasma torch boarding device is mounted on the ship's airlock system. The controls are just inside the main airlock. Roll the target ship's hull -2D; if the torch scores a lightly damaged result, it has breached the hull. Once the hull is breached, the torch requires a full minute to cut a sufficent sized hole. The extendable boarding tube attaches to the hull and forms an air-tight seal in 30 seconds.

- Stealth Gear: +3D to difficulty to detect with sensors.

Move: 5 (space), 20 (legs)
Size: 3 meters long ; tentacles 20 meters
cost: Not Available For Sale

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