

RPGGamer.org 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 maneuver in, usually 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 breach the hull, from there they can either enter the ship or move on exposing section after section to the vacuum 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 sufficient 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

Page designed in Notepad, Logo`s done in Personal Paint on the Commodore Amiga

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