Droids D6 / Temere Guardian-class War Droid

Temere Guardian-class War Droid

Temere's Guardian War Droid was absed off the Sentinel class. It is a 'war droid' meant for the purposes of military grade
security, mainly for fixed empalcements. They are meant to guards things such as garrisons, bunkers, or top security
research facilities. These are somewhat taller than the Sentinel and have a very differentt exterior, while the inside
workings are mainly just upgraded Sentinel parts. The Guardian has a long, thick body standing on two fat humanoid legs.
The waist of the droid can swivel three-hunred-sixty degrees. The body is unblemished by anything except overlapping
plates of composite cerramic armour. On the back however is a 'spine'. This spine is a ridge that can pop out revealing
twelve anti-air missiles on either side of it. These are hooked to internal targetting systems and have gudiance systems
that allow them to be fired in almost any direvction. Often they curve out around the Guardian's bpody and streak off
towards targets straight ahead, but they can go in any direction required.

The droid's arms are very strange. They are typical humanoid arms down to the elbow. Here they widen and flatten out.
The end of this flatatned area looks like a crab's claw. It has two emtalic pinchers. These pinchers can actualy launch
out revealing themselves to be tentacle like coils of a very flexible anture. They have thousands of segments, each
segment having a joint between it and either one touching it. The exterior of the coils is also highly conductive. Massive
current can be sent out throguh the coils. These coils can grab onto an enemy vehicle, crush it and or release massive
ammount of destructive energy into it. On the droid's shoudlers sit fire-linked vulcan cannons capable of spititng out a
barrage of high intensity slug fire. The droid's head is angular and slanyts back from the center of it's face. It is
formed to look like a human face with giant photreceptor eyes and a decorative mouth and nose. Inside the ehad are many of
the computers, forming the actual brain of the droid. Sensors feeds from all across the droid as well as diagnostic
reports filter into this center. MFTAS and ATAP systems are also housed deep within the body of the droid with secodnary
systems. early mdoels had the ATAP and MFTAS witht he main systems in the ehad, but droids that got decpaitated would end
up being totaly taken out of action. the releaseedition of these droids will switch to backup systems should the head be

destroyed, and will continue to function.

Model: Temre Robotics Corporation Guardian-class War Droid
Height: 22.5 meters
Scale: Walker

Dexterity: 2D (Note, Weaspons skills lsited here reflect inehrent 'fire control' systems)
    Melee Weapons 6D
    Dodge 3D+1
    Vehicle Firearms 7D+2
    Missile Wepaons 8D
Knowledge: 1D
    Tactics 4D
Mechanical: 1D
Perception: 4D
    Search 6D
Strength: 3D+2
Technical: 1D

Move: 25; 70 kmh
Cost: 60,000
Equipped With:
- Dual Vulcan Cannons (Fire-linked)
    Scale: Walker
    Skill: Vehcile Firearms
    Fire Rate: 5
    Range: 50-190/300/700
    Damage: 6D+2
- 2 Humanoid Legs
- 4 Arm Coils
    Scale: Walker
    Skill: Melee Weapons
    Range: 30-150/200/250
    Damage: STR+2D; 6D
- 24 Anti-Air Missiles
    Scale: Starfighter
    Skill: Missile Weapons
    Range: 250-900/1/1.5 km
    Fire Rate: N/A
    Damage: 7D+1
- Heavy Armour: +3D versus phyiscal, and +2D versus energy damage
- Advanced Threat Assesment Protocol: Moderate Tactics Roll to use. If successful 2D is taken away from multi-action
  penalties for the round, if facing against at least 4:1 odds.
- Multi-Frequency Targeting and Aquisition System +2D to Perception checks in low-visibility situations, +2D to ranged
  weapon skill uses against targets that move more than 10 meters per round

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