

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 differantt 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-hundred-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 bbody 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 models had the ATAP and MFTAS with the main systems in the head, but droids that got decapitated would end up being totally taken out of action. the re-education 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, Weapons skills listed here reflect inherent 'fire control' systems)

Melee Weapons 6D

Dodge 3D+1

Vehicle Firearms 7D+2

Missile Weapons 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: Vehicle 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 physical, and +2D versus energy damage
 - Advanced Threat Assessment 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 Acquisition 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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