

RPGGamer.org Droids D6 / Temere Sentinel War Droid

Temere Sentinel War Droid

The Sentinel War Droid is another crowning jewel in the market for Temere. The Sentinel stands at just over 6 stories tall with fairly thick body armour. It has advanced droid programming including a tactical analysis computer and threat assesment protocol to allow it to make tactical decisions when facing numerically superior forces. The MFTAS system also gives it the ability to hit enemy vehicles with great accuracy even from distances of a kilometer. It's armament consists of a single heavy plasma cannon feeding directly off the power core, in place of it's right arm. The Sentinel looks very intimidating, and it's cannon can destroy or severely damage an AT-AT with a single shot, however an AT-AT's own weapons can cause fairly significant damage to a Sentinel as well.

Model: Temere Robotics Corporation Sentinel-class War Droid

Height: 18.3 meters

Scale: Walker

Dexterity: 2D

Plasma Weapons 6D+2

Dodge 4D+1

Knowledge: 1D

Tactics 5D+1

Mechanical: 1D

Perception: 3D

Search 5D+1

Strength: 4D

Technical: 1D

Move: 25; 70 kmh

Cost: 45,000

Equipped With:

- Heavy Plasma Cannon

Scale: Walker

Fire Rate: 1

Range: 250-900/1/1.5 km

Damage: 8D

- 2 Humanoid Legs

- 1 Humanoid Arm
 - 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 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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