Droids D6 / Temere Corporation Serpent Obli

Temere Corporation Serpent Obliterator

Temere Corp's Serpent Obliterator got themn in a lot of trouble for being open about selling them to whoever had the cash.
The Empire nearly shut the corporation down but for some mysterious reason it never happened and Temere Corp continued
with it's buisness. The Serpent Obliterator is a very long/tall serpantile droid with advanced targeting and sensor
equipment. It's body is segmened with lgiht armour while the head has a single yellow bar where eyes would be. Around the
head on each cardinal direction is a metal plated hvoering out around it a bit when it's active. This head array absorbs
enegy attacks against the droid's head and feeds it back into the ablative shields around the droid's body. The ablative
shields overtop the armour make it a hard droid to destroy, and would make an unwary opponent shoot at the head thus
recharging the ablative shields. All and all it is a evry dangerous opponent to have to face, especialy with it's
blasters which when firelinked can chew through a speeder.

Model: Temere Robotics Corporation Serpent Assault Droid
Dexterity: 3D
    Blaster 6D+1
    Dodge 7D+2

Knowledge: 1D
Mechanical: 1D
Perception: 2D
Strength: 4D+2
Technical: 1D

Equipped with:
- Ablative Energy Shields: Anytime an energy attack hits the body of the droid, do damage and resist normaly. Now if
  there is damage left after resist it is taken away from the ablative armour which starts at and cannot exceed 25.
  (see below)
- Head Array: Anytime an energy atatck hits the ehad region of the droid roll damage and resist +2D(no called shot bonuses
  for damage) If the attack is resisted the energy is absorbed and the ablative energy shields are fully recharged.
- Thermal and image intensification sensor array, with built in macro-binoculars
- 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
- armour: +1D Vs Phyiscal
- Internal blasters chin mounted (3-25/100/250 ; 6D, 7D+1(firelinked))

Move: 14
Size: 10 meter tall (unfolded)
Cost: 50,000 credits

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