

Droids D6 / Slayer Attack Droid/Assault

Slayer Attack Droid/Assault Fighter

The Slayer Attack Droid/Assault Fighter is one of Temere's newest toys. Using some of it's most state of the art technology

in terms of droid intelligence they created a war droid capable of making it's own tactical decisions, sometimes even able

to outwit human opponnets in terms of tactical skill. The slayer has two forms, the first is the atomspheroic fighter, or

flight mode. In this mdoe it takes the form of an aerodynamical atmospheric fighter with typical wing structure ecetera.

On either side of the 'cockpit' are twin gatling barrels. Originaly the deisgn would call for firearm gatlings but ammo

concerns arose and they were repalced with plasma gatlings which fed off the droid's power core directly giving it an

unlimited supply of aumnition. In it's second form it is a tall humanoid walking on two elgs. It has two arms but they

end at mid elbow and instead branch out into two plasma gatling barrels instead. Each pair of gatlings are firelinked

making each pair essentially one gatling with two barrels, simply seperated a bit. The barrels of the gatlings are very

long so when firing, the droid drops it's "hands" to it's waist and the barrels titlt to aim and extend out a good 3 or

four meters in front of the droid. In this mode the droid actualy stands at nearly 6 stories tall and is a very intimidating sight in all it's greys, balcks, and dark blues with it's large cannons.

Era: Shadows of the Empire

Flight Mode:

Model: Temere Robotics Corporation Slayer Attack Droid

Type: Atmospheric Automated Attack Craft

Scale: Walker

Length: 12 meters

Crew: None (fully automated droid brain)

Crew Skill: Repulsorlift operation 5D, Vehicle Plasma Weapons 5D+1

Maneuverability: 2D

Atmosphere: 210; 600 kmh

Hull: 4D

Weapons:

2 Dual Heavy Plasma Gatlings

Fire Arc: Front

Skill: Vehicle Plasma Weapons

Fire Control: 2D

Fire Rate: 5

Atmosphere Range: 500-1000/1.5/2.5 km

Damage: 6D+2

Game Notes: On constant-fire mode the gatlings fire a burst of 20 rounds per shot. When firing a 'spray', a hit is

established, then a number of 'rounds' equal to the number to hit beat the difficulty or dodge by or 20 whichever is

lowest, hits the target. If multiple targets are within the spray, roll once while rolling dodges for all within the

spray, if hits are established they are spread sequentially over all the targets. (i.e. if there's 3 targets and 11 rounds

hit, then you assign one hit to 1st guy, 1 hit to second, one hit to 3rd, then another to 1st and so on till you have 4

hits on the first two and 3 on the last)

Humanoid Mode

Height: 16.8 Meters

Dexterity: 2D

Plasma Weapons 7D+2

Dodge 4D

Knowledge: 1D

Tactics 5D

Mechanical: 1D

Perception: 3D

Strength: 4D

Brawling 5D

Technical: 1D

Equipped With:

- 2 Dual Heavy Plasma Gatlings(one on each arm) Damage: 6D+2

Game Notes: On constant-fire mode the gatlings fire a burst of 20 rounds per shot. When firing a 'spray', a hit is

established, then a number of 'rounds' equal to the number to hit beat the difficulty or dodge by or 20 whichever

is lowest, hits the target. If multiple targets are within the spray, roll once while rolling dodges for all

within the spray, if hits are established they are spread sequentially over all the targets. (i.e. if there's

targets and 11 rounds hit, then you assign one hit to 1st guy, 1 hit to second, one hit to 3rd, then another to

1st and so on till you have 4 hits on the first two and 3 on the last)

- 2 Legs (Move: 30; 90kmh)
- Communication Relay
- Human Range Sensors
- Infared, Radio, and sonar Sensors

Cost: 45,000

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

All text and stats by Dave Maloney, HTML and logos done by FreddyB

Images stolen from an unknown website at some remote time in the past.

Any complaints, writs for copyright abuse, etc should be addressed to the Webmaster [FreddyB](#).