



## Vehicles D6 / MerenData Colossus-Class

Craft: MerenData Colossus-Class Tank Droid

Type: Super Heavy Automated Assault Craft

Dexterity: 3D

Blaster Artillery: 8D, Missile Weapons: 7D, Vehicle Blasters: 9D

Knowledge: 2D

Alien Species: 6D, Languages: 5D, Cultures: 6D, Scholar: Military History: 13D

Tactics: 13D, Willpower: 8D

Mechanical: 3D

Capital Ship Gunnery: 5D, Communications: 5D+2, Ground Vehicle Operations: 7D,

Sensors: 7D

Perception: 3D

Command: 8D, Search: 7D

Strength: 8D

Brawl: Ramming: 10D, Stamina: 12D

Technical: 2D

Armor Repair: 5D, Blaster Repair: 7D, Droid Repair: 8D, Ground Vehicle Repair: 8D,

Missile Weapons Repair: 6D

Scale: Walker

Length: 50 meters

Skill: See Above

Crew: None

Passengers: 100 Storm Berserker-Class War Droids

Cargo Capacity: 10 metric tons

Cover: Full

Consumables: None

Cost: 7.5 million credits (Storm Berserker complement costs 15 million credits)

Maneuverability: 2D

Move: 55; 160 kmh

Body Strength: 12D

Shields: 8D

Sensors:

Passive: 10 km/1D+2

Search: 20 km/ 2D

Scan: 30 km/2D+2

Focus: 2 km/3D

Weapons:

### 3 Hellbore Cannons (May Be Fire-Linked)

Scale: Capital

Fire Arc: Turret

Fire Rate: 1 Blast Per Gun Per Round

Skill: Blaster Artillery

Fire Control: 4D

Range: 100-1.2/10/50 km

Blast Radius: 100 meters

Damage: 15D (18D Fire-Linked)

Ammunition: 40 per gun

### 16 Rotary Laser Cannons

Scale: Speeder

Fire Arc: 3 Front, 5 Left, 5 Right, 3 Back

Fire Rate: 25

Skill: Vehicle Blasters

Fire Control: 6D For Fire Suppression or 3D For Sustained Fire

Range: 40-1.2/6/32 km

Blast Radius: 10 meters

Damage: 6D For A Single Laser Blast (12D For Sustained Fire)

### 8 Proton Missile Batteries

Scale: Walker

Fire Arc: 2 Front, 2 Left, 2 Right, 2 Back

Fire Rate: 6 Missile Volleys Per Battery Per Round

Skill: Missile Weapons

Fire Control: 6D For Suppression Fire or 3D For Single Target Volleys

Range: 40-1.2/6/32 km

Blast Radius: 20 meters (200 meters For A 6 Missile Volley)

Damage: 7D For A Single Missile (10D For A 6 Missile Volley)

Ammunition: 48 Per Battery (384 Total)

### 10 Super Heavy Concussion Missile Tubes

Scale: Capital

Fire Arc: Spine-Mounted Launch Tubes

Fire Rate: Up To 10 Per Round

Skill: Capital Ship Gunnery

Fire Control: 8D

Range: 10-150/500/1,000 km (Atmosphere-High Orbit/50/100)

Blast Radius: 0-4/16/24/40 km (0-1/4/6/10 km Per Individual Warhead)

Damage: 20D/15D/10D/5D (8D/6D/4D/2D Per Individual Warhead)

Ammunition: 3 Per Launcher (30 Total)

\* refers to the number of space units from the planet if fired at invading ships

Capsule: The Colossus-Class Tank Droid is another vehicle designed and sold exclusively to the Keltarrin Protectorate as part of the support craft carried

aboard their enormous

Tarkin-II Class Star Dreadnoughts. These massive war droids are the pinnacle in the evolution of the automated attack craft. Programmed with not only

targeting and tactical data,

the Colossus is programmed with the sum total knowledge of galactic military history and strategy. Each Colossus is the potential equivalent of a dozen

battle-hardened

generals in the arena of tactical and strategic knowledge. All Colossus droids are hard-wired with quadruple-redundancy and hardened personality cores to

be utterly and

completely loyal to the Keltarrin Protectorate. Each droid acts as a company commander and firebase for one hundred Storm Berserker-Class War Droids

and can also be used to

rally organic troops should the command staff of a group of organic troops be slain in combat. Each Colossus is given a letter-number designation as well as a

"name" derived

from the letters in it's name. Often the "name" chosen will be that of a great military leader or a significant historical battle. Thus a Colossus designated

MDN-12J might come to be

referred to as the Madine after the famous New Republic general. Another whose designation is SMC-23F could well be named the Stormcaller for the

commander of the

infamous Red Moons mercenary organization, Andrephan Stormcaller. Thus far the Colossus-Class of tank droid has only seen true combat 3 times but in all

three cases prevailed

with ridiculous ease against what military analysts had declared hopeless odds. The main weapon system of these mechanized behemoths is the massive

triple-gunned Hellbore Cannon

turret. These enormous guns have unparalleled range and destructive potential due to the innovative nature of the "projectiles" they fire. A Hellbore cannon

works by the rather simple

concept of directed thermonuclear devastation. A pellet of deuterium is loaded into a pulsed laser array and compressed by simultaneous firing of the lasers

until a thirty kiloton

thermonuclear reaction is generated. There are a total of five of these reaction chambers arranged equilaterally around a central chamber containing an

enriched plutonium slug. The

individual blasts are channeled through tiny tubes, each one precisely one centimeter in diameter, into the central ignition chamber where the combined forces

of the five individual thirty

kiloton blasts cause a second compression-induced thermonuclear detonation. This second blast is much more powerful due to the immense forces being

directed into its creation and the

enriched plutonium used as its reaction mass. This destructive energy is then directed down the molecularly bonded uranium barrels and kept in a coherent

stream by a medium-powered

repulsor-tunnel that keeps the fusion blast from dispersing over long distances. This main weapon is used to crack hardened bunkers, dug-in artillery

emplacements, fortress walls, and

the occasional mountain that might be in the way. They also have sufficient range to hit low-flying and careless capital ships that might be called in for

space-borne fire support by the

enemy. The secondary weapons of the Colossus are the proton missile batteries that are used for anti-tank and anti-starfighter work. The fire control

computers of the missiles

may be set for two modes. In the first mode the batteries volley missiles into a general area rather than at a specific target. This has the effect of a greatly

increased total blast radius and

can devastate defensive formations in moments. Alternately the missiles can be set to target specific objects or vehicles though their accuracy is greatly reduced

in such instances. The

tertiary weapon system of the Colossus consists of sixteen rotary laser cannons. These emplacements are mainly meant for close-in work against small

speeders too nimble for the

missiles to accurately target. They are also useful for the anti-infantry role and as a point defense system for shooting down enemy missile and rocket fire. Like

the proton missiles the

laser emplacements have two fire control settings, one meant to spray massive amounts of energy bolts over a large area and the other designed to concentrate

the massive rate of fire of

the rotary lasers on a single target. In the former case the lasers have devastatingly accurate fire control but in the latter the fire control accuracy comes back

down to more average levels.

The final weapon of the Colossus is by far its most terrifying. The super heavy concussion missiles mounted on the Colossus are manufactured exclusively

within the

Keltarrin Protectorate for reason of security and because the so-called "super heavy concussion missiles" are really twelve high-energy fusion warheads!

Constructed in much the same

manner as normal concussion missiles, the "super heavies" use a molecularly bonded and gravitationally collapsed synthetic diamond penetrator fitted into the tip

of each of the twelve

fusion warheads to pierce the thick armor plating of enemy warships. The missile splits into twelve

warheads when anything other than another super heavy missile approaches to within ten kilometers of the missile. The explosive payload of each missile is a twenty-five kiloton shaped-charge warhead which rips through the target with a destructive force far out of proportion to the comparatively small charge of the warhead itself. By forcing the fusion-temperature plasma of the nuclear explosive through a ten-centimeter hole in the tip of the uranium penetrator a thin spike of super-heated plasma lances through the target and weakens the penetrator itself which fractures and splinters less than a microsecond after detonation.

The resulting superdense shrapnel, along with the destructive fury of a thermonuclear explosion, rips apart the already weakened target from the inside. These deadly weapons are best used for planetary defense against enemy capital cruisers but they can also be used as city busters. When deployed in this role they function much the same way as when fired against enemy warships. The missile splits into twelve individual warheads upon detection of any possible interceptors approaching to within ten kilometers or when the missile is ten kilometers from its target. The shaped-charge nature of the warheads works to limit the actual blast radius of the resulting explosions. The launchers are arranged in two columns of five tubes along the back of the Colossus where they sit inside the body of the droid pointing up. The silo doors of the launchers are magnetically sealed to prevent blaster fire from penetrating them and destroying the entire droid (and everything for many kilometers around) with a single lucky shot. These devastating weapons may only be deployed under two conditions. One is in the event that a planet is under attack by forces using either World Devastators or Death Star-Scale weapons. The only other way for these missiles to be deployed is under the direct orders of Grand Protector Skolaris. The droids themselves will accept no other situations or orders for the deployment of these weapons. If the droid should be irreparably damaged or completely immobilized there is a self destruct device that ensures that it will not be taken by the enemy. This device sends out an alert beacon to nearby Protectorate forces informing them of the impending blast which occurs five minutes later. The only two ways to stop this self-destruct mechanism is to send a non-destruct signal or to continue firing into the burning hulk until it is completely wrecked. This requires the equivalent of another destroyed result to be inflicted against a body strength of 2D walker scale.

This still causes an explosion, but only one doing 15D capital scale to a two hundred fifty meter

radius. If the destruct sequence is NOT somehow halted the  
resulting explosion is much

more devastating. A ten megaton explosion rips through the battlefield inflicting 24D/18D/12D/6D  
capital scale damage to a 0-6/24/36/80 km radius.

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