Vehicles D6 / Anti-U.N. Octos



OCTOS

Craft: Anti-U.N. Daimler Hyperspace Corporation/Ruben Central Science Bureau for Marine Engineering OCTOS
Type: Variable amphibious destroid (submarine and ground combat assault-tank quadruped)
Scale: Starfighter
Dimensions:
-Height: 11.2m (destroid mode)
-Length: 18.2m (submarine mode)
-Mass: 55.15 metric tons (fully loaded)
Skill: Mecha Operations (Destroid Cheyenne); OR Walker Operations (Destroid Cheyenne)
Crew: 1 (pilot/gunner)
Crew Skill: Mecha Piloting 2D, Mecha Gunnery 4D, Mecha Combat 3D (OR Walker Operations 2D, Vehicle Blasters 4D, Missle Weapons 4D, Heavy Weapons 4D)
Passengers: 5-6
Cargo Capacity: 300 kilograms
Cover: Full
Cost: N/A
Speed:
-Walking: 45 kmph
-Rolling: 95 kmph
-Underwater: 40 kt; 45 kt max (74.08 kmph, 83.34 kmph max)
-Operational Depth: 250 meters (375 meters max)
Body Strength: 7D
-Strength: 5D
Sensors:
  -Radar: 50km/3D
  -Sonar: 30km/3D

WEAPONS:
  12.7mm Dual Beam Machine Gun Turret
    Location: mounted on forward dorsal section just aft of cockpit
    Fire Arc: "turret"
    Crew: 1 (pilot)
    Skill: Mecha Gunnery (OR Heavy Weapons/Starship Gunnery)
    Scale: Starfighter
    Fire Control: 2D
    Space Range: 1-3/12/25
    Atmosphere Range: 50-300/1.2/2.5km
    Underwater Range: 25-150/700/1.2km
    Damage: 3D
    Ammo: Effectively Unlimited
    Rate of Fire: Fire-linked beam burst per attack

Bifors 57mm Multi-use Rapid-fire Cannon
Location: mounted on forward starboard side in Destroid mode
Fire Arc: Front
Crew: 1 (pilot)
Skill: Mecha Gunnery (OR Heavy Weapons/Starship Gunnery)
Scale: Starfighter
Fire Control: 1D
Space Range: 2-5/20/50
Atmosphere Range: 200-500/2/5km
Damage: 5D (OR Autofire Bonus Dice)
Ammo: 1,000 round drum feed magazine
Rate of Fire: 1 round per attack; OR Autofire (See rules in D6 Firearms elsewhere on the site)

Anti-Personnel Machine Gun Turret
Location: mounted in turret on ventral side in Destroid mode
Fire Arc: turret
Crew: 1 (pilot)
Skill: Mecha Gunnery (OR Heavy Weapons/Starship Gunnery)
Scale: Speeder
Fire Control: 3D
Space Range: N/A
Atmosphere Range: 20-50/200/500m
Damage: 4D (OR Autofire Bonus Dice)
Ammo: 1,000 round drum feed magazine
Rate of Fire: Bursts per round (set for Autofire and every single "shot" has D6 Ammo Depletion; see rules in D6 Firearms elsewhere on the site)

Missile Launcher
Location: mounted on forward port side in Destroid mode
Fire Arc: "turret"
Crew: 1 (pilot)
Skill: Mecha Gunnery (OR Heavy Weapons/Starship Gunnery)
Scale: Starfighter
Fire Control: 1D
Space Range: 1/3/6, 6 per round, maximum range 50
Atmosphere Range: 50-100/300/600m, 600 per round, maximum range 5km
Underwater Range: 10m (to break the surface and fly in the air, otherwise attack fails)
Damage: 8D
Ammo: 8 missiles
Rate of Fire: 1 missile per attack; OR volleys up to max payload!

2 Torpedo Launchers (utilized in submarine mode)
Location: mounted one in each arm section
Fire Arc: "turret"
Crew: 1 (pilot)
Skill: Mecha Gunnery (OR Heavy Weapons/Starship Gunnery)
Scale: Starfighter
Fire Control: 2D
Space Range: N/A
Atmosphere Range: N/A
Underwater Range: 50-100/200/300m, 300m per round, maximum range 3km

Damage: 8D; OR 9D if fire-linked
Ammo: 4 torpedoes per arm, 8 total
Rate of Fire: 1 or 2 fire-linked per attack

OPTIONAL ARMAMENTS:
Machine Gun
Location: mountable from cockpit when cockpit hatch is open
Fire Arc: "turret"
Crew: 1 (pilot)
Skill: Mecha Gunnery (OR Heavy Weapons)
Scale: Character
Fire Control: 1D
Space Range: N/A
Atmosphere Range: 1-10/30/60m
Damage: 6D, OR Autofire Bonus Dice
Ammo: 1,000 round box magazine
Rate of Fire: Burst per attack (D6 Ammo Depletion every attack); OR Autofire (See D6 Firearms elsewhere on the site)

Description:
The Octos is a variable amphibious destroid designed and built by the Anti-United Nations forces to fight in the U.N. Wars. The Octos is capable of functioning in two mode; one, a submarine for operations at sea and a second ground combat quadruped mode which allows the Octos to operate on land. The Octos was built with numerous weapon systems which allowed the robot to fight effectively in a variety of environments and against any kind of adversary from enemy ground and air vehicles to enemy infantry. Like the Cheyenne Destroid of the U.N. Forces, the Octos was also equipped with wheels for much more rapid mobility on land. Production costs for the Octos were high and thus only a small number were manufactured. Even with some failures, the Octos earned a reputation as a sturdy unit in combat. The first roll-out of the Octos happened in 2006 and by the end of the U.N. Wars, 92 Octos machines had been produced. The U.N. Forces continued production of the Octos, producing some 28 units until Space War I when the production line was destroyed.
Shin Kudo and his Rio co-pilot battled an Octos both under and above water during the Mayan Island Conflict. It was attempting to retrieve the "Bird Man" specimen-artifact for the Anti-U.N. Forces present there at the time.

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