Creatures D6 / Hydroid Medusa



Name: Hydroid Medusa
Type: Cybernetically enhanced biological weapon
Scale: Walker

Dexterity: 3D
Electrified tendrils: 6D
Perception: 2D
Strength: 5D

Special Abilities
Electrified tendrils: The Hydroid Medusas have power cores which feed electrical currents to their tendrils, making them do 5D Walker Scale damage.
Hardened armor: The Medusas have hardened armour, making them resistant to all but the most lethal and largest weapons. They take damage as a Walker.

Move: 8 (Swimming)
Size: 22.36 meters

Description: Hydroid Medusas were cybernetically enhanced jellyfish developed as bioweapons by the Karkarodons of the planet Karkaris during the Clone Wars.

The Hydroid Medusas were large behemoths designed for underwater combat. They had on-board power plants and multiple electrified tentacles that could kill any biological being upon contact. However, they were at a risk of being short-circuited if near any electrical source.

Commander Riff Tamson used a number of units in his conquest of the planet Dac for the Confederacy of Independent Systems, dropped onto the planet via Separatist landing craft. Invulnerable to blaster bolts and even lightsabers they proved a formidable opponent and forced the Republic and Mon Calamari resistance fighters to retreat with some casualties. Later Republic reinforcements in the form of the Gungan Grand Army arrived, with their boomas temporarily short-circuiting some of the Hydroid Medusas, though a fair number of them remained dispersed in the oceans after the Gungan army was captured. The battle was eventually won by the Republic.

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