## Droids D6 / Trade Federation Gunnery E

## Trade Federation Gunnery Battle Droid

Model: Baktoid Combat Automata Gunnery Droid

**DEXTERITY 2D** 

Vehicle weapons 4D

**KNOWLEDGE 1D** 

**MECHANICAL 3D** 

Blaster artillery 4D

Capital ship gunnery 5D

Capital ship shields 4D

Starship gunnery 5D

Starship shields 4D

**PERCEPTION 2D** 

Search 3D+2

STRENGTH 3D

**TECHNICAL 1D** 

## Equipped with:

- Human-range visual sensors
- Humanoid body (2 arms, 2 legs, head)
- Vocabulator (monotone)
- Tight-band comlink
- Targeting and fire control programs (+1D to fire control)

Move: 9

Size: 1.8 meters tall

NOTE: Can be stored in racks at half-size. Not equipped with power backpack (droids must be recharged every 2 hours unless plugged into vehicle/ship power grid).

Page designed in Notepad, Logo's done in Personal Paint on the Commodore Amiga
All text and stats by Armage Bedar, 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.