Tankbot

The Tankbot is a custom built personal protection body that was built in YE 36 by Crash Mckill.

About the Tankbot

The Tankbot was Crash Mckill's answer to a bad situation. It is a small assault body for the Freespacer that also allows it to remain hidden even on the ship It is employed on. The Choice of the main weapon system was a deliberate balance between the need to protect those aboard the ship and the pacifist views it lives with.

Details

- Type: Tank body
- Class: Robot
- Designer: Nomenclature
- **Price:** not for sale

Appearance

"Cause it looked cool" –Crash.

The Tankbot is built to look just like a tank, but only a foot and a half long. It has spaced armor and moves on a pair of rubberized treads. Within the body are the processors, RAM, and other computer bits the Type 5 Freespacer needs to operate and live within the body. There are also battery packs for the Nekovalkyrja Service Pistol, Type 33 civilian model.

On top of the main chassis is the turret. It allows the barrel of the NSP to be rotated 360°, rise 45° and depress 10°. Along with the main weapon, there is also a magnetic grapple winch, Allowing the TankBot to "climb" walls and drag objects along.

Dimensions

- Height: 6" (15.24cm)
- Length: 1'6" (45.72cm)
- Width: 1'(30.48cm)
- Mass: 15kg
- Armor: Durandium Alloy
- **Structure Points:** 2 Personnel SP

Toughness: Able to survive a few hits some small arms such as micro pistols and most pistol rounds with enough range, however, a close range hit with a shotgun blast or rifle hit will likely severely damage the Tankbot. Direct hits from extremely explosive weapons will likely leave Tankbot a shaped crater.

History

After a run in with a pair of shipjackers, and an assault of the ship by spiderdrones, Crash Mckill wanted to build a body that would allow It to remain small and inconspicuous, but would also allow to to protect the crew members or at least join into the fight. When in Dawn Station, after receiving its first pay from the ship's captain, It proceeded to find a shop that would build the bot what it needed. Not long after, the Freespacer had Its Tankbot for inter-ship security.

Crash ironic choice of the Yamataian pistol for a main weapon didn't go over it, it was the ability to use the stun blasts to subdue any target, that made the choice easier. The option to keep the deadly pulse setting weighed on it, but, being a pacifist, Crash decided to keep it as an extreme last ditch option in the end.

Equipment

Main Weapon

Built around a Modified Civilian Nekovalkyrja Service Pistol, Type 33, the tankbot has both the basic pulse mode (minus the three shot burst) and the Stun modes.

- Stun Mode
  - **DR/Power:** Tier 1, Light Anti-Personnel (Stun), Tier 1, Light Anti-Personnel (Heavy Stun)
  - Damage Description: Fires a scalar pulse with a half trigger pull which can stun unarmored humanoid personnel and electronics without permanent damage. Pulling the trigger all the way back releases a stronger pulse intended to disable most stronger species such as Nekovalkyrja.
  - Range: 300+ meters
  - Muzzle Velocity: 1c (299,792 km/sec, 186,000 miles/sec)
  - Muzzle Blast: Blue distortion cone
  - Firing Mode: Stun/Heavy Stun
  - Recoil: N/A

A stun usually lasts for 10-15 minutes. The victim may feel "pins and needles" pain from the nerve overloaded damage. **WARNING: Stun shots to the head can be fatal.**

- Pulse Mode
  - **DR/Power:** Tier 2, Medium Anti-Personnel
  - Damage Description: Fires a standard bolt of energy at a target
  - Range: 300+ meters
  - Muzzle Velocity: 1c (299,792 km/sec, 186,000 miles/sec)

- Muzzle Blast: Brief purple-white flash
- Firing Mode: Single
- Recoil: N/A

Secondary Weapon

The Magnetic grappler winch system

A simple mass driver fires the magnetic grapple along with its run of high strength cable, to a maximum range of 20'. It is capable of lifting its own weight, or drag most hand held weapons.

- **DR/Power:** N/A
- Damage Description: N/A
- Range: 20'
- Muzzle Velocity: 20mph
- Muzzle Blast: None other then the cable and the grapple being shot out of the system
- Firing Mode: Single
- Recoil: N/A

Volumetric Projectors

Volumetric Projectors are mounted in different areas of the outer hull there are projectors for volumetric displays, normally used to change the color of the hull and to display Crash's mood via color and patterns. Additionally, the projectors can be used to help camouflage the tank by projecting colors that match the surroundings and environment.

OOC Notes

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