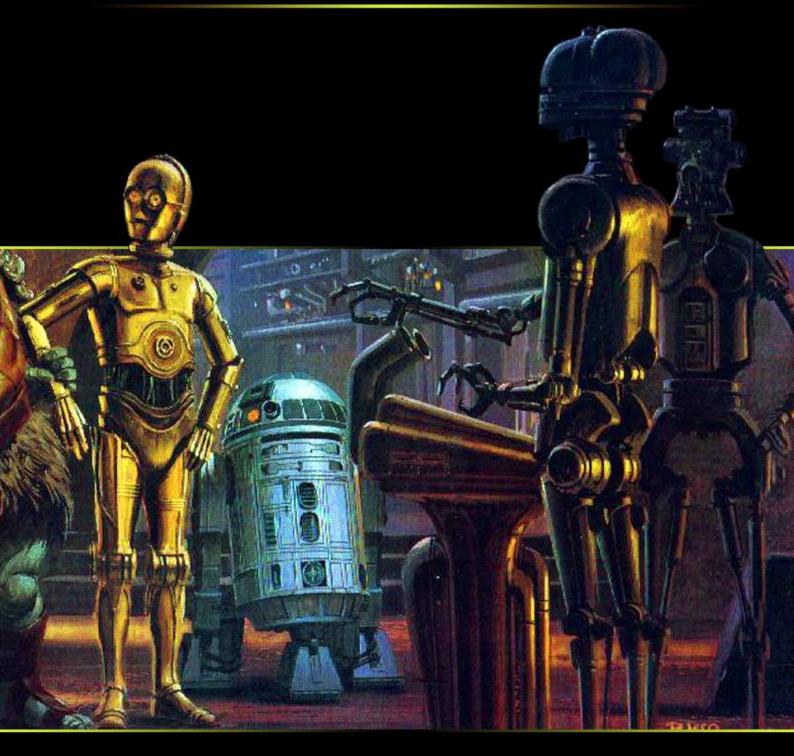


ROLEPLAYING GAME



DROIDS STATS

THIAGO S. ARANHA



DROIDS STATS

by Thiago S. Aranha

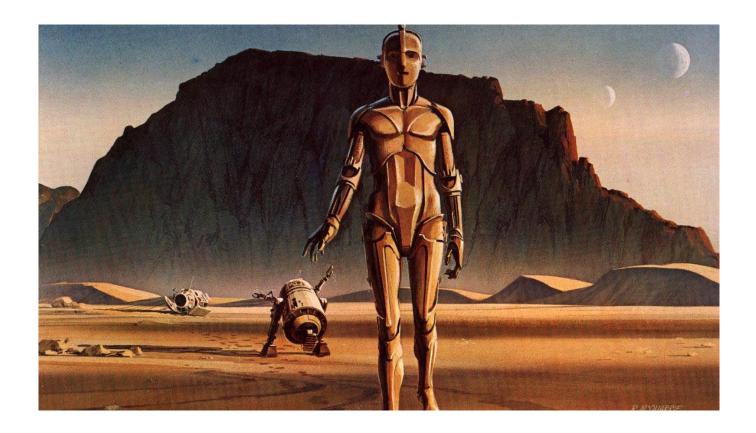


Table of Contents

1st Degree Droids

Information Droids

- 04. Memory Droid
- 04. IN-4 Information Droid
- 05. Archive Droid
- 05. TT-40 Library Droid
- 05. GY-I Information Analysis Droid
- 06. SP-4 Analysis Droid
- 06. JN-66 Analysis Droid

Utilitarian Droids

06. A2 Accounting Droid
07. Systems Control Droid
07. Overseer Droid
07. EV Supervisory Droid
08. J9 Worker Drone
08. Factory Droid
08. 5T Tree Feeder Droid

Cooking Droids

- 09. Robo-Bartender 09. COO-2180 Cook Droid 09. Cooking Droid 09. L9-G8 Cooking Droid
- 09. FDP-6000 Culinary Droid
- 10. Personal Chef Droid

Medical Droids

- 10. GHT Medevac Droid
- Galactic Chopper Droid
 Midwife Droid
 FX-6 Medical Droid
 FX-7 Medical Droid
- 12. FX-7 Medical Droid 12. GH-7 Medical Droid
- 12. 2-ZH Medical Droid
- 13. MD-5 Medical Droid
- 13. 2-1B Medical Droid
- 13. IT-0 Interrogator Droid
- 14. IT-3 Interrogator Droid

Individual Droids

14. J9-5 15. J9-6 15. EV-4D9 15. EV-9D9 16. MD-OC6 (Doc) 16. 4-1B (Four-Onebee) 16. Z2-1B 16. IT-904

2nd Degree Droids

Astromech Droids

2

17. P2 Astromech Prototype
 17. PG-5 Gunnery Droid
 18. R1 Astromech Droid
 18. R2 Astromech Droid
 19. R3 Astromech Droid

- 19. R4 Astromech Droid
- 20. R5 Astromech Droid
- 20. R6 Astromech Droid
- 21. R7 Astromech Droid
- 21. System Operator Droid
- 21. V1 Pilot Droid 22. V6 Pilot Droid
- 22. V6 Pilot Droid
- 22. FA-4 Pilot Droid 22. FA-5 Valet Droid

Repair Droids

- 23. MSE-6 Utility Droid
- 23. Pit Droid
- 23. Otoga 222 Pit Droid
- 24. Hatchling Maintenance Droid
- 24. NR-5 Maintenance Droid
- 24. LE Repair Droid
- 25. WED 15 Treadwell Droid
- 25. KDY-4 Tech Droid
- 26. Maintenance Droid
- 26. Large Maintenance Droid
- 26. IC-M Maintenance Droid
- 26. Buzz Droid
- 27. AD Armorer Droid
- 27. Squire Armorer Droid

Slicer Droids

- 28. SB-20 Security Breach Droid
- 28. NR 1100 Slicer Droid
- 28. B2-X Positronic Processor

11. Galactic Chopper Medical Assistant Surveillance Droids

29. Senate Cam Droid
 29. Podrace Cam Droid
 29. Fly Eye Espionage Droid
 29. Imperial Mark IV Patrol Droid
 30. SIS Surveillance Droid
 30. AC1 Surveillance Droid
 30. Surveillance Remote Droid
 30. Moon Moth Spy Droid
 30. Spy MSE-6 GP Droid
 31. Hound SPD Droid

Exploration Droids

- 31. F1 Exploration Droid
- 31. F2 Exploration Droid
- 32. Scout Survey Droid
- 32. Scout Collector
- 32. Scout Droid
- 33. M38 Explorer Droid
- 33. Dark Eye Probe Droid34. DeepSpace Explorer Droid
- 34. Resource Probe Droid
- 34. ER-1 Probe Droid
- 35. Viper Probot

Individual Droids

- 36. T3-M4
- 36. P2-D19 36. R2-C3
- 37. R2-D0
- 38. R2-D2 (Artoo-Detoo)

- 38. R2-D6
- 39. R2-K7
- 39. R2-V0
- 40. R2-X0 (Patchwork)
- 40. R2z-DL (Toozy)
- 40. R4-B11
- 41. R4-J1 (Jaywun)
- 41. R4-M17
- 42. R5-D4
- 42. Gate
- 42. Q9-X2
- 43. MdZ-BLK (Blockhead)
- 43. MSE-X-PR6 44. WED00-88 (Weedo)
- 44. MK-09 (Emkay)
- 44. LE-BO2D9 (Leebo)
- 45. GSAD-43
- 45. GSAD-45
- 45. X0-X1 (Exo-ExOne)
- 45. Blue Max
- 46. AL-BRT-34-X3 (Albert)46. CUTH-BRT-92-X3 (Cuthbert)

3rd Degree Droids

Protocol Droids

48. LB Courier Droid

- 47. M-TD Translator Droid
- 47. Chiba DR-10 Protocol Droid 48. Siak Protocol Droid

48. PD "Lurrian" Protocol Droid

50. M-3PO Military Protocol Droid

51. TT-8L "Tattletale" Guard Droid

48. BD-3000 Luxury Droid

49. 3PO Protocol Droid

49. LOM Protocol Droid

51. TTS-15 Tutor Droid

51. Droid Gatewatcher

51. WA-7 Server Droid 52. SE4 Servant Droid

52. RA-7 Servant Droid

Caretaker Droids

53. Droid Lifeguard

54. TDL Nanny Droid

Business Droid 54. SCM-22 Stenographer

52. "Webby" Sailing Droid

53. MK2 Attendant Droid

53. MK 8001 Attendant Droid

53. Model E Childcare Droid

54. XA-540 Secretary Droid

56. C4LR Litigation Droid

55. 3D-4X Administrative Droid

56. R-97 Quartermaster Droid

56. 12-4C-41 Traffic Controller

55. CZ Secretary/Communications Droid

50. Espionage Droid

Servant Droids

52. Robo-Valet

57. Automated Sabacc Dealer 57. Gambling Droid

- **Individual Droids** 58. A-3DO (Threedee) 58. TC-14 58. C-3PO (See-Threepio) 59. K-3PO (Kay-Threepio) 59. T-3PO (Tee-Threepio) 60. Squeaky 60. F-RTZ-2 (Fritz) 60. J-9SB 60. CBX-9 61. K-27 61. KL-6T-LF7V-T (Sixtee-El) 61. Spanner 61. MK221 (Emmy-Kaye) 62. X3D-IO (Exthreedee) 62. K-M2 (Kay-Emtoo) 62. C-3PX 63. 4-LOM 64. SE4-10 and SE4-12 Protection Droids
- 64. 8T88
- 64. Guri

4th Degree Droids

Military Droids

- 66. Hutt War Droid
- 66. Krath War Droid
- 67. Xim's War Robot
- 67. Sith War Droid
- 67. Sith Slayer
- 67. Sith Elite Warbot
- 68. Battle Droid
- 68. Battle Droid Commander
- 68. Battle Droid Infantry
- 68. Battle Droid Pilot
- 69. Battle Droid Security
- 69. Super Battle Droid
- 69. L8-L9 Battle Droid Prototype
- 70. IG Lancer Droid
- 70. Eradicator Battle Droid
- 70. Protector Battle Droid
- 70. Crab Droid
- 71. Chameleon Droid
- 71. Dwarf Spider Droid
- 71. Octuptarra Battle Droid
- 72. Tri-Droid
- 72. Droideka Destroyer Droid
- 73. ZQ Infantry Droid
- 73. DCM-8 Missile Platform Droid
- 73. Fromm Tower Droid
- 73. RM-2020 Espionage Droid
- 74. DX War Droid
- 74. Dark Trooper Phase One
- 74. Dark Trooper Phase Two
- 75. Dark Trooper Phase Three
- 75. SD-6 Hulk Infantry Droid
- 76. SD-9 Infantry Droid
- 76. SD-10 Infantry Droid
- 77. X-1 Viper Automadon War Droid
- 77. Battle Probot

Assassin Droids

- 77. Mark VI Scarab Assassin Droid
- 78. ASP-4 Hunter Droid
- 78. HASH-19 Assassin Droid
- 78. Mark III Sleeper Assassin Droid
- 78. ACC-7 Assassin Droid

79. DSK-1 Deathstrike Seeker Droid

5th Degree Droids

102. B'omarr Brain Walker

102. SM Scavenger Droid

102. P-100 Salvage Droid

103. V5-T Transport Droid

104. C-2V9 Cargo Lifter Droid

104. CLL-8 Binary Load Lifter

105. Trade Federation Loader Droid

106. General Labor Mining Droid GLD-M

107. Multi-Environment Mining Droid

109. MN-2E General Maintenance Droid

108. U2-C1 Housekeeping Droid

109. GH-5B2 Maintenance Droid

110. RIC-920 General Purpose Droid

111. Gyrowheel 1.42.08 Recycling Droid

108. R-10 Household Droid

109. Mark II Reactor Drone

109. AR-2B Utility Droid

109. ASP-7 Worker Droid

110. 8D8 Smelter Droid

111. Decon III Droid

111. FLR Logger Droid

Messenger Droids

113. M4 Message Droid

113. ASN Courier Droid

114. Messenger Drone

115. EG-6 Power Droid

Individual Droids

117. ZZ-4Z (ZeeZee)

118. AX-M12 (Ayex)

119. Alphabetical Index

3

117. FE-9Q (Elfie)

116. LIN-D2D

117. Bollux

118. Gonk

118. EG-67

115. S9 Heavy Power Droid

115. Inferno Firefighting Robo

116. TS-Arach Pest Control Droid

116. DBX Mynock Exterminator Droid

Service Droids

113. AS-M12 Message Droid

114. Tech 4 PDV Messenger Pod

114. "Elegance" Message Droid

110. PK General Work Droid

112. GRZ-6B Wrecker Droid

112. I-C2 Construction Droid

112. EVS Construction Droid

108. JR-8 Maintenance Droid

Cargo Droids

103. Robo-Hauler

103. MULE Droid

104. Freight Droid

105. Loader Droid

Mining Droids

Labor Droids

107. Scrubber Droid

106. Q-4 Borer Droid

106. LIN Demolitionmech

107. 11-17 Mining Droid

105. X10-D Draft Droid

105. B-1 Worker Droid

104. Load-Lifter

- 79. NIL-8 Assassin Droid
- 80. LXC-3TF Assassin droid
- 80. HK Assassin Droid
- 80. Eliminator 434 Assassin Droid
- 80. Infiltrator Assassin Droid
- 81. IG Combat Prototype
- 81. 2-1 Assassin Droid
- 82. Attack Droid
- 82. Terminax TX-1118 Assassin Droid
- 82. Executioner Gladiator Droid
- 83. E522 Assassin Droid

Security Droids

- 83. Seeker
- 84. RLG Guardian Droid System
- 84. DZ Tracker Droid
- 84. KI 301-MAX Nightlight
- 85. Blujay B4J4 Security Droid
- 85. Mark VII Inquisitor
- 85. BT-16 Perimeter Security Droid
- 86. Ssi-ruuvi Security Droid
- 86. Zed Police Droid
- 86. Defense Droid
- 86. GV Guardian Droid
- 87. Hutt Security Droid
- 87. K4 Security Droid
- 88. K7 Security Droid
- 88. "Stilleto" Security Droid
- 88. Sith Sentry
- 89. G-2RD Guard Droid
- 89. GX Security Droid
- 89. C-10-L Rapid Response Droid
- 89. BDG Bodyguard Droid
- 90. HXZ-1 Immobilizer Police Droid
- 90. LE-VO Law Enforcement Droid
- 91. S-EP1 Security Droid
- 91. Warden 10-24 Security Droid
- 91. MMV-608 Security Droid
- 92. IG-100 MagnaGuard
- 92. FIDO
- 93. Hunter-Killer Probot

Training Droids

- 93. Marksman-H Training Remote
- 93. RHTC-560
- 94. HT Drone
- 94. Dueling Elite Droid
- 95. ASP Lightsaber Training Droid

100. NT-X2 (Entax) & BT-X2 (Botax)

101. 6FT-DP (Sixeftee-Depee)

Individual Droids

- 95. DX-2K2
- 95. Armx
- 96. ERYX-4

97. RX-5-TLN

98. LC-Zed

98. HK-47

99. EL-434

99. IG-72

99. IG-88

100. HN-TR1

101. IX-2A (Ix-twoay)

101. K4-06B (Kay)

96. YVH 1-1A 97. 2-124 (Too-Onetofour)

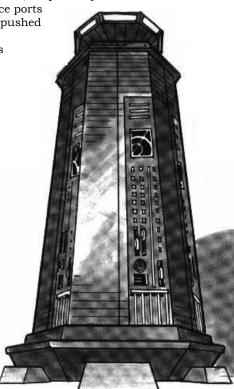
1st Degree Droids

Information Droids

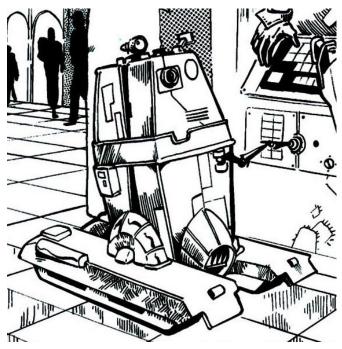
Memory Droid

Type: SoroSuub Corporation Memory Droid **DEXTERITY 1D KNOWLEDGE 2D** Bureaucracy: library science 4D **MECHANICAL 1D PERCEPTION 1D** STRENGTH 1D **TECHNICAL 2D** Computer programming/repair 4D Equipped With: -Repulsorlift pads (nullifies weight for transport) -Two manipulator arms -Three high- volume memory cores with Kraren XI Superprocessors, allowing rapid data collation -Monitoring screens, input keyboards and numerous computer interface ports

Move: 0 (can be pushed on its repulsors) **Size:** 1.85 meters



IN-4 Information Droid



Type: Veril Line Systems IN-4 Information Droid **DEXTERITY 1D KNOWLEDGE 4D** Languages 5D **MECHANICAL 1D** PERCEPTION 1D STRENGTH 1D **TECHNICAL 1D** Computer programming/repair 6D **Equipped With:** -Box framed body -Treadwell locomotion unit -Video sensor -Vocabulator speech/sound system -Extendible I/O computer jack **Move:** 3 Size: 1.3 meters tall **Cost:** 2,500 credits Source: Cynabar's Fantastic Technology - Droids, Shadows of the Empire Sourcebook (pages 105/108)

Archive Droid

Type: Industrial Automaton A9G-series Data Storage Unit **DEXTERITY 2D**

KNOWLEDGE 2D

Bureaucracy: library science 4D. bureaucracy: Alliance information storage 12D*

MECHANICAL 1D PERCEPTION 1D STRENGTH 1D+2 **TECHNICAL 2D**

Computer programming/repair 5D

*Alliance modified model only **Equipped With:**

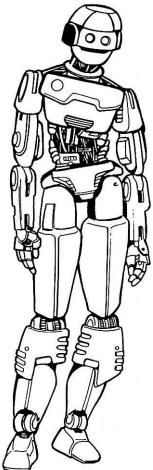
-Kraren XI Superprocessor, allowing rapid data collation -Cybot Galactica Data-Sifter software package (adds +1D to all computer programming/ repair rolls involving data searches)

-Humanoid body (two arms, two legs, head)

Move: 9

Size: 1.7 meters tall

Cost: 8,000 credits (used only) Source: Cynabar's Fantastic Technology: Droids, The Truce at Bakura Sourcebook (page 134)



STAR

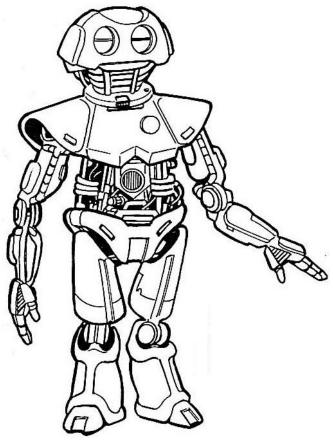
TT-40 Library Droid

Type: Telbrintel TT-40 Information Search & Retrieval Droid

DEXTERITY 1D KNOWLEDGE 1D+2 MECHANICAL 1D PERCEPTION 1D Investigation 5D STRENGTH 2D **TECHNICAL 2D** Computer programming/ repair 5D **Equipped With:** -Repulsorlift unit -360 degree data terminal -Auditory sensors -Three data wheels with extendable probes for fast linkage with Telbrintel switchboard -Twin cable support link to central mainframe -Vocabulator **Move:** 2



GY-I Information Analysis Droid



Type: Cybot Galactica GY-I Infromation Analysis Unit **DEXTERITY 2D KNOWLEDGE 3D+1**

Planetary systems 3D+2 tactics: fleets 4D+2*, tactics: starfighters 4D+1*

MECHANICAL 2D PERCEPTION 2D+1 STRENGTH 1D+1 **TECHNICAL 2D**

Computer programming/repair 3D+2 **Equipped With:**

-Humanoid body (two arms, two legs, head) -Arakyd data storage and collation software (adds +1D to all computer programming/repair rolls involving data search)

-Cybot Galactica multi-socket computer interface (allows access to most computer systems currently in operation in the Empire)

-Humanoid body (two legs, two arms, head)

-Cybot Galactica GY-I data analysis software (+2D to all computer programming/repair rolls that involve analysis of data)

-Stores 30 sets of astrogation coordinates*

-Tactical database software (adds +1D to tactics)*

* Military model only

Move: 5

Size: 1 meter tall

Cost: 7,500 credits

Source: Cynabar's Fantastic Technology - Droids, The Truce at Bakura Sourcebook (page 133)



SP-4 Analysis Droid

Type: Analysis Droid **DEXTERITY 2D**

KNOWLEDGE 3D+1

Planetary systems 7D, scholar: electronics 7D, scholar: science 7D, scholar: starships 7D, scholar: weapons 7D **MECHANICAL 2D+2**

Sensors 5D **PERCEPTION 1D+2** Investigation 5D+2, search 5D

STRENGTH 1D+1

TECHNICAL 2D Computer programming/ repair 6D

Equipped With:

-Comlink

-Improved sensor package

-Recording unit (audio, holo) -Computer interface tether (5 meters long). When connected to mainframe, adds +1D to +3D to

Knowledge, depending on mainframe's size) -Two manipulator arms -Two legs

-Vocabulator

Move: 10

Size: 1.3 meters



IN-66 Analysis Droid



Type: Analysis Droid **DEXTERITY 2D KNOWLEDGE 4D**

Planetary systems 8D+2, scholar: electronics 8D+2, scholar: science 8D+2, scholar: starships 8D+2, scholar: weapons 8D+2

MECHANICAL 1D+1

PERCEPTION 1D+2 Investigation 5D+2, search 5D+2 STRENGTH 1D+1 **TECHNICAL 2D+2** Computer programming/repair 7D

Equipped With:

-Comlink

- -Diagnostics package
- -Improved sensor package
- -Infrared vision
- -Recording unit (audio, holo)
- -Two manipulator arms tipped with analysis tools

-Repulsorlift unit

-Sonic sensors

- -Telescopic vision
- -Vocabulator
- **Move:** 10

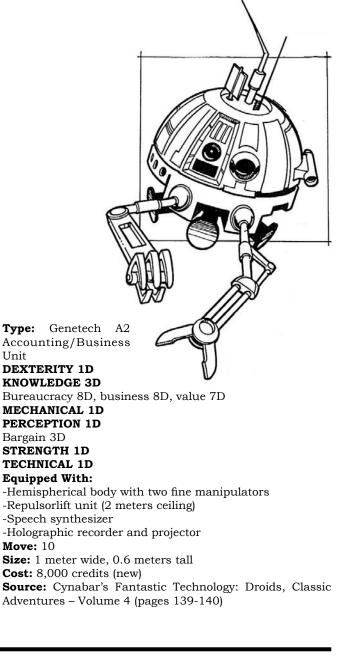
Unit

Move: 10

Size: 1 meter

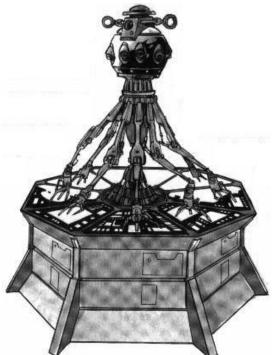
Utilitarian Droids







Systems Control Droid



Type: Genetech Corporation Pip/2 Systems Control Droid DEXTERITY 1D KNOWLEDGE 1D MECHANICAL 1D Communication 3D, sensors 3D+2 PERCEPTION 2D STRENGTH 1D TECHNICAL 2D Computer programming/repair 5D+1 Equipped With: -Eight manipulator arms -Visual and auditory sensors (360 degree vision) Move: 0 Size: One meter tall

Overseer Droid

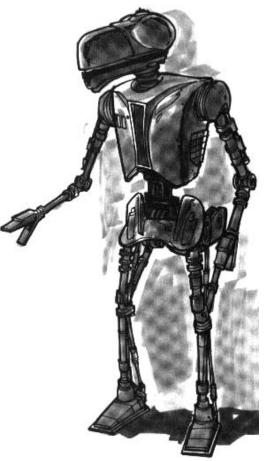
Type: Ubrikkian DD-19 "Overseer" Droid DEXTERITY 1D KNOWLEDGE 1D+2 Languages: droid languages 3D+2 MECHANICAL 1D+2 PERCEPTION 2D Command 3D, command: droids 5D, con 3D, search 3D STRENGTH 1D TECHNICAL 2D Computer programming/

repair 4D, droid programming 5D, droid repair 5D, security 5D **Equipped With:** -Two tracked feet -Two extendible arms -Three photoreceptors -Broad band antenna-



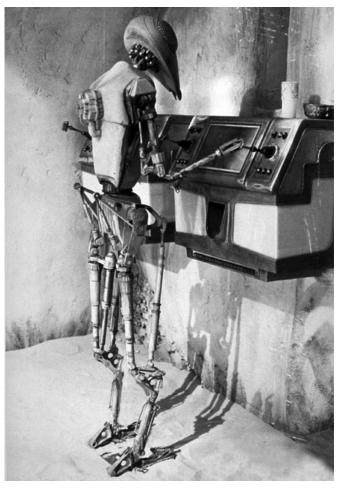
receiver -Restraining bolt applicator and remover **Move:** 7 **Size:** 1.7 meters tall **Cost:** 4,500 **Source:** The DarkStryder Campaign - Boxed Set (page 82)

EV Supervisory Droid



Type: Cybot Galactica EV Series Supervisor **DEXTERITY 1D KNOWLEDGE 3D** Intimidation 4D, languages 4D, value: droids 5D **MECHANICAL 1D PERCEPTION 2D** Command: droids 5D STRENGTH 1D **TECHNICAL 3D** Computer programming/repair 4D, droid programming 5D, droid repair 4D+1 Equipped With: -Humanoid body (two arms, two legs, head) -High frequency binary comlink -Broadband broadcast antenna/receiver system -Photoreceptors (Human range) -Auditory receptor -Vocabulator **Move:** 7 Size: 1.8 meters tall Cost: 6,400 credits Source: Cynabar's Fantastic Technology: Droids, Arms and Equipment Guide (pages 63-64)

J9 Worker Drone



Type: Roche J9 Worker Drone **DEXTERITY 2D KNOWLEDGE 4D** Alien species 5D+1, bureaucracy 5D+2, languages 4D+1 **MECHANICAL 1D PERCEPTION 3D** Bargain 4D+2, sneak 4D STRENGTH 1D **TECHNICAL 1D** Security 5D+1 **Equipped With:** -Two photoreceptors/video sensors (Verpine range) -Bipedal locomotion -Olfactory sensors (+1D to odor-based search rolls) -Arjan vocabulator -TransLang II Communications module (+2D to languages) **Move:** 10 Size: 1.9 meters Cost: 1,200 credits Source: Cynabar's Fantastic Technology - Droids, The DarkStryder Campaign - Boxed Set (page 86), d20 Core Rulebook (page 375)

Factory Droid

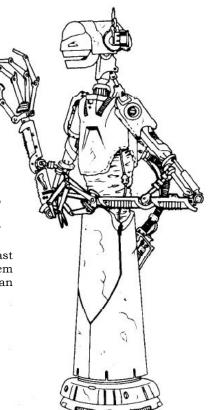
Type: Cybot Galactica Factory Droid **DEXTERITY 1D KNOWLEDGE 2D** Value 3D, scholar: engineering 3D+2

MECHANICAL 1D PERCEPTION 1D

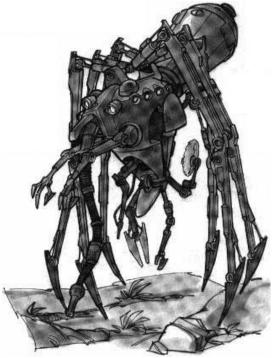
Search 2D+1 STRENGTH 2D Lifting 3D+2 TECHNICAL 3D

C o m p u t e r programming/ repair 4D, droid programming 4D, droid repair 4D, machinery repair 4D

Equipped With: -Humanoid body (two arms, two legs, head) -High frequency binary comlink -Broadband broadcast antenna/receiver system -Photoreceptors (Human range) -Auditory receptor -Vocabulator Move: 0 Size: 1.9 meters tall



5T Tree Feeder Droid



Type: Publitech RO/5T.N1 Tree Feeder Droid DEXTERITY 1D KNOWLEDGE 3D Scholar: botanic 6D MECHANICAL 1D PERCEPTION 1D Search 4D STRENGTH 3D



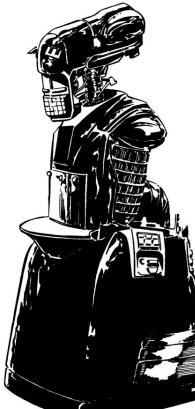
Lifting 4D+2 **TECHNICAL 2D** Plant tending 5D+1 **Equipped With:** -6 legs -Sprayer nozzle (fertilizer, organic pesticides or water) -2 manipulator arms Combination edger/trimmer -Pruning shears, probes, & weeders **Move:** 6 **Size:** Large

Cooking Droids

Robo-Bartender

Type: Cybot Galactica MixRMastR Robo-Bartender **DEXTERITY 1D KNOWLEDGE 4D** Alien species: favorite drink drinks 6D. mixology 7D **MECHANICAL 1D PERCEPTION 2D** STRENGTH 1D **TECHNICAL 1D Equipped With:** -Chemical/liquor

drum siphons -Photoreceptor/audio receiver (Human range) -Two fine manipulator arms -Retractable drink/ credit tray -Repulsorlift unit (optional) **Move:** 12 Size: 0.5 meters Cost: 1,000 credits Source: Han Solo and The Corporate Sector Sourcebook (pages 129)



COO-2180 Cook Droid

DEXTERITY 1D KNOWLEDGE 1D Cooking 4D+2 MECHANICAL 1D PERCEPTION 1D STRENGTH 2D TECHNICAL 1D Equipped With:

-6 arms tipped with exchangeable cooking utensils -Two legs -One photoreceptor **Move:** 7



Size: 1.7 meters

Cooking Droid

DEXTERITY 1D KNOWLEDGE 2D Cooking 5D MECHANICAL 1D PERCEPTION 1D STRENGTH 1D TECHNICAL 1D Equipped With:

-Two dozen internalized but extendable arms, each containing specialized cook's utensils, or with digits for preparing food.

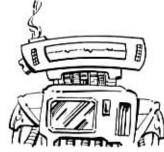
Source: Mission to Lianna (page 42)

L9-G8 Cooking Droid

Type: Standard Cooking Droid DEXTERITY 2D KNOWLEDGE 3D Alien nutrition 4D, alien recipes 7D, food preparation 4D MECHANICAL 1D PERCEPTION 2D STRENGTH 1D TECHNICAL 3D

Food preparation equipment 5D

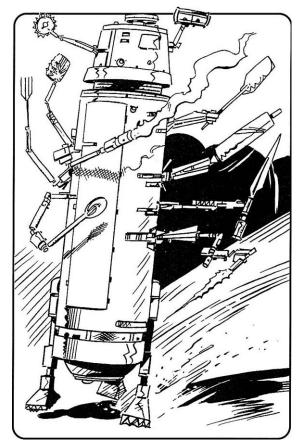
Equipped With: -Humanoid body (two legs, two arms, head) -Vocabulator -Visual and auditory receptors Move: 6 Size: 1.8 meters



Source: Scavenger Hunt (page 21)

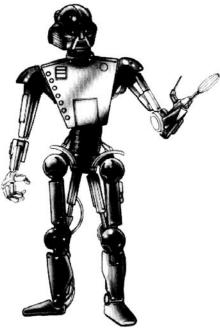
FDP-6000 Culinary Droid

Type: FDP-6000 Culinary Droid **DEXTERITY 3D+2** Melee combat 4D+1 **KNOWLEDGE 3D** Alien species 6D, culinary arts 6D, cultures 6D **MECHANICAL 1D**



PERCEPTION 1D STRENGTH 2D+1 TECHNICAL 1D Equipped With: -Tractor tread mobile unit -Numerous kitchen utensils Move: 9 Source: Supernova (page 48)

Personal Chef Droid



Type: Cybot Galactica 434-FPC Personal Chef Droid **DEXTERITY 1D KNOWLEDGE 2D** Culinary arts 6D+2, cultures 3D, cultures: galactic cuisines 5D, cultures: food preparation 5D, home economics 4D+2, languages 2D+1, value: foodstuff 2D+2 **MECHANICAL 1D PERCEPTION 2D** STRENGTH 1D **TECHNICAL 1D Equipped With:** -Humanoid body (two arms, two legs) -Two visual and auditory sensor recorders - Human range -Vocabulator speech/sound system -Various cooking attachments (replaceable; attach to left arm) -AA-1 Verbobrain -TransLang I Communications module -Food Preparation Database -Food Sample Analyzer Move: 6 Size: 1.4 meters tall Cost: 4,000 Source: Galladinium's Fantastic Technology (pages 21/23)

Medical Droids

GHT Medevac Droid

Type: TelBrinTel GHT Medevac Unit **DEXTERITY 1D KNOWLEDGE 2D** Alien species: biology 4D **MECHANICAL 1D PERCEPTION 2D** Search 4D, hide 3D **STRENGTH 2D** Lifting 4D **TECHNICAL 3D** First aid 6D **Equipped With:** -Four wheels (retractable) -Repulsorlift (capable of lifting the droid and one wounded individual of roughly human body type and weight, flight ceiling 0.5 meters) -Two photoreceptors (human and macro range) -Auditory receptors -Two reinforced fine work manipulator arms -Reinforced hull (+1D against physical and energy damage) Move: 11 (repulsorlift), 6 (wheels) Size: 1 meter long Cost: 5,200 credits



Galactic Chopper Medical Assistant Droid

Type: Ubrikkian Model DD-13 Medical Assistant Droid DEXTERITY 1D KNOWLEDGE 1D

Alien Species 3D **MECHANICAL 1D PERCEPTION 2D** (A) Injury/ailment diagnostics

3D STRENGTH 1D

TECHNICAL 2D

First aid 3D, (A) medicine: cyborging 4D+2

Equipped With: -Medical computer scomp link: interface to adequate medical computer or surgeon droid adds +1D to all medical skills. -Medical diagnostic computer and sensor -Two manipulator arms -Various surgical attachments

-Hypodermic injectors (4D stun damage) -Amputation vibroblade (STR+3D)

-Three legs Move: 3

Size: 1.83 meters tall

Midwife Droid

DEXTERITY 1D KNOWLEDGE 2D Alien species 5D MECHANICAL 1D PERCEPTION 1D Persuasion: calming 3D STRENGTH 2D



Lifting 3D **TECHNICAL 2D** First aid 5D, (A) medicine: infant delivery 7D **Equipped With:** -Repulsorlift unit -Multi-spectrum photoreceptors -Warming cushion -Two manipulator arms with cradling paddles -Vocabulator **Move:** 8 **Size:** 1.16 meters

FX-6 Medical Droid



Type: Medtech Industries FX-series Medical Assistant Droid

DEXTERITY 1D KNOWLEDGE 1D Alien Species 3D MECHANICAL 1D (A) Bacta tank operation 3D+1 PERCEPTION 2D (A) Injury/ailment diagnostics 3D+2 STRENGTH 1D TECHNICAL 2D

First aid 3D+1, (A) medicine 4D

Equipped With:

-Medical computer scomp link: interface to adequate medical computer or surgeon droid adds +1D to all medical skills.

-Readout screen

- -Medical diagnostic computer and sensor
- -Analytical computer and sensors
- -14 light manipulator arms
- -6 main manipulator arms
- -Various surgical attachments
- -Hypodermic injectors (4D stun damage)
- -Medicine dispensers

-Mobility caster trio

- **Move:** 4
- Size: 1.83 meters tall



FX-7 Medical Droid

Type: Medtech Industries FX-series Medical Assistant Droid

DEXTERITY OD KNOWLEDGE 2D

Alien Species 4D

MECHANICAL 1D (A) Bacta tank operation 4D PERCEPTION 2D

(A) Injury/ailment diagnostics 4D

STRENGTH 1D

TECHNICAL 2D First aid 4D, (A) medicine 5D

Equipped With: -Medical computer scomp

link: interface to adequate medical computer or surgeon droid adds +2D to all medical skills.

-Medical diagnostic computer and sensor

-Analytical computer and sensors

-20 light manipulator arms -Primary manipulator arm

-Various surgical attachments

-Hypodermic injectors (4D stun damage)

-Medicine dispensers

Move: 0

Size: 1.7 meters tall

Cost: 3,500 (used only)

Source: Cynabar's Fantastic Technology: Droids, Galaxy Guide 3 – The Empire Strikes Back (pages 19-20), Star Wars Trilogy Sourcebook SE (page 164-165), Arms and Equipment Guide (pages 55-56)

GH-7 Medical Droid

Type: Multi-Configuration GH-7 Medical Droid **DEXTERITY 1D KNOWLEDGE 2D** Alien species 6D **MECHANICAL 1D** (A) Bacta tank operation 3D+2 **PERCEPTION 2D** (A) Injury/ailment diagnosis 5D STRENGTH 1D **TECHNICAL 3D** First Aid 5D, (A) medicine 7D **Equipped With:** -Two main manipulator arms -Articulated grasping sampler -Head-mounted probe -Internal analysis chamber -Holographic projector -Diagnostic display screen -Equipment tray Note: The above equipments represent only one of the droid's possible configurations. It is equipped with multiple graspers and expansion ports allowing for last-minute

emergency customization to meet exotic patient needs,

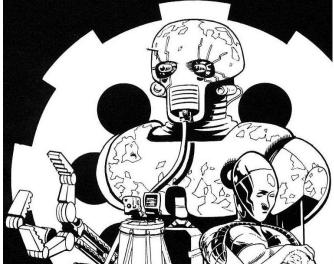
optimizing performance and efficiency.





Move: 8 Size: 0.7 meters tall

2-ZH Medical Droid



Type: Industrial Automaton 2-ZH Surgical Droid DEXTERITY 1D KNOWLEDGE 2D Alien Species 3D+1 MECHANICAL 2D PERCEPTION 3D (A) Injury/ailment diagnosis 4D+2 STRENGTH 1D TECHNICAL 3D First Aid 6D, (A) medicine 7D Equipped With: -Computer interface tether (range of 5 meters, adds +2D to all medical skills) -Medical diagnostic computer -Analytical computer



-Surgical attachments -Hypodermic injectors (4D stun damage) -Medicine dispensers **Move:** 4 **Size:** 1.5 meters tall **Cost:** 3,000 (used) **Source:** The Jedi Academy Sourcebook (page 141)

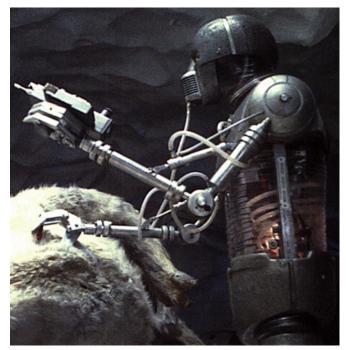
MD-5 Medical Droid

Type: Industrial Automaton General MD-5 Practitioner Medical Droid **DEXTERITY 2D KNOWLEDGE 4D** 5D, Alien species humanoid biology 5D **MECHANICAL 2D+2** Sensors 3D+2 **PERCEPTION 3D** Bargain 4D, investigation 4D+1, search 4D+1 STRENGTH 2D+1 **TECHNICAL 3D** First aid 6D, (A) medicine 8D **Equipped With:** -Computer interface tether -Medical diagnostic computer -Analytical computer -Surgical attachments -Hypodermic injectors (4D stun damage) -Medicine dispensers Move: 7 (within confines of its medical bay) Size: 1.6 meters Source: Dark Force Rising Sourcebook (pages 103-104), The Thrawn Trilogy Sourcebook (pages 197-198), Arms and Equipment Guide (page 55)



2-1B Medical Droid

Type: Geentech/Industrial Automaton 2-1B Surgical Droid **DEXTERITY 1D KNOWLEDGE 2D** Alien Species 5D **MECHANICAL 2D** (A) Bacta tank operation 5D **PERCEPTION 3D** (A) Injury/ailment diagnosis 6D STRENGTH 1D **TECHNICAL 3D** First Aid 6D, (A) medicine 9D **Equipped With:** -Computer interface tether (5 meters long). When connected to medical mainframe, adds +2D to all medical skills) -Medical diagnostic computer -Analytical computer -Surgical attachments -Hypodermic injectors (4D stun damage)



-Medicine dispensers Move: 4 Size: 1.5 meters tall Cost: 4,300 (new) Source: Rulebook

Source: Rulebook (page 239), Cynabar's Fantastic Technology: Droids, Galaxy Guide 3 – The Empire Strikes Back (pages 18-19), Star Wars Trilogy Sourcebook SE (pages 169-170), The DarkStryder Campaign - Boxed Set (page 83), The Movie Trilogy Sourcebook (pages 69-70), The Star Wars Sourcebook (pages 53-54), d20 Core Rulebook (page 370)

IT-0 Interrogator Droid



Type: Imperial IT-0 Interrogator Droid **DEXTERITY 1D** Dodge 3D, melee combat 3D, melee combat: interrogation tools 4D+1 **KNOWLEDGE 3D**



Alien species 4D, humanoid biology 5D, intimidation 6D, intimidation: interrogation 7D $\,$

MECHANICAL 2D

Sensors 3D PERCEPTION 4D

PERCEPTION 4D

Investigation 5D, search 5D

STRENGTH 3D

TECHNICAL 2D

First aid 5D, (A) medicine 5D, security 4D

Equipped With:

-Repulsorlift engine

-Visual/sound sensor package

- -Vocabulator speech/sound system
- -Laser scalpel (2D damage)

-Hypodermic injectors (4D stun damage)

-Power shears (5D damage)

-Grasping claw (+1D to *lifting*)

Move: 3

Size: 1 meter

Source: Dark Force Rising Sourcebook (page 103), Death Star Technical Companion (page 93), Galaxy Guide 1 – A New Hope (page 58), Star Wars Trilogy Sourcebook SE (page 165-166), The Movie Trilogy Sourcebook (pages 52-53), The Thrawn Trilogy Sourcebook (page 197), d20 Core Rulebook (page 371)

IT-3 Interrogator Droid



Type: Imperial IT-3 Series Interrogator Droid DEXTERITY 1D Dodge 1D+1, interrogation devices 5D, melee combat 2D+1, melee parry 2D+1 KNOWLEDGE 3D Intimidation: interrogation 5D+1, scholar: Biology 5D+2, scholar: Chemistry 5D+2, scholar: Psychology 5D+2 MECHANICAL 1D PERCEPTION 3D Persuasion 5D+1 STRENGTH 1D TECHNICAL 2D First aid 5D+1

Equipped With: -Electroshock probe (does 1D to 4D stun damage) -Laser scalpel (does 3D damage) -Locked access (the droid's shut-down switch is secured or internally located)

-Power shears (3 sets, do 5D damage)

-Recording unit (The droid can record and play back up to 5 minutes of video footage)

-Sith poison (See the entry on Sith poison)

-Sonic torture device (does 3D stun damage)

-Syringes (4, for injecting serums, stimulants, and Sith Poison)

-Telescopic appendages (3 telescopic appendages that can reach up to 2 meters away from the droid) $\,$

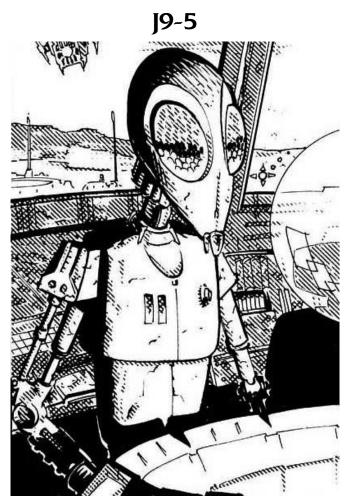
-Tool mounts (The droid has six appendages that have tools attached to them)

- **Move**: 4
- Size: 0.3 meters in diameter

Cost: Restricted to Imperial use only.

Source: The Dark Side Sourcebook (pages 63-64)

Individual Droids



Type: Roche J9 Worker Drone **DEXTERITY 2D KNOWLEDGE 4D** Alien species 5D+1, bureaucracy 4D+2, languages 4D+1 **MECHANICAL 1D** Communications 3D, sensors 2D+1 **PERCEPTION 3D**



Bargain 4D+2, sneak 4D **STRENGTH 2D TECHNICAL 3D Equipped With:** -Video sensors -Bipedal locomotion -Olfactory sensors (+1D to odor-based search rolls) -Torplex microwave sensors (+1D to security) -Arjan vocabulator -TransLang II Communications module (+2D to languages) **Character Points:** 2 **Move:** 4 Size: 1.9 meters Source: Galaxy Guide 7 - Mos Eisley (page 66)

|9-6



Type: Worker Drone **DEXTERITY 2D**

KNOWLEDGE 4D Alien species 5D+1, bureaucracy 5D+2, languages 4D+1 **MECHANICAL 1D** PERCEPTION 3D Bargain 4D+2, sneak

Roche

J9

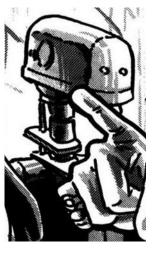
4D STRENGTH 2D **TECHNICAL 3D** Security 5D+1 **Equipped With:** -Video sensors -Bipedal locomotion -Olfactory sensors (+1D to odor-based search rolls) microwave -Torplex sensors (+1D to security) -Arian vocabulator -TransLang Π Communications

module (+2D to languages) **Move:** 10 Size: 1.9 meters Cost: 1,100 (used) Source: Galaxy Guide 7 - Mos Eisley (pages 60-61)

EV-4D9

Type: Modified MerenData EV Supervisor Droid **DEXTERITY 3D** Blaster 4D, dodge 3D+2 **KNOWLEDGE 3D** Intimidation 6D, intimidation: droids 7D, intimidation: torture 7D, intimidation: interrogation 6D+2 **MECHANICAL 3D**

PERCEPTION 3D Command 4D+2 **STRENGTH 2D TECHNICAL 4D** Computer program./repair 7D



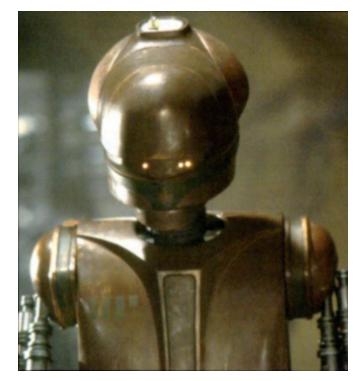
Equipped With:

-Humanoid body (two arms, two legs, head)

- -Two visual and audial sensors Human range
- -Vocabulator speech/sound system
- -Arc welder (6D)
- -Plasteel cutter (2D)
- -Thermal drill (5D)
- -Three solution injectors (damage for solution varies)
- **Move:** 9
- Size: 1.6 meters tall
- Cost: Not for sale

Source: Alliance Intelligence Reports (page 61)





Type: Modified MerenData EV Supervisor Droid **DEXTERITY 4D KNOWLEDGE 3D** Intimidation: droids 6D, value 5D **MECHANICAL 3D PERCEPTION 3D** Command 4D+2 **STRENGTH 2D TECHNICAL 4D** Droid programming 7D, droid repair 7D **Equipped With:** -Humanoid body (two arms, two legs, head) -Two visual and audial sensors - Human range -Vocabulator speech/sound system **Move:** 10 Size: 1.6 meters tall **Cost:** 4,500 Equipment: Arc welder (6D), datapad Source: Galaxy Guide 5 - Return of the Jedi (page 16), Star Wars Trilogy Sourcebook SE (page 164), The Movie Trilogy Sourcebook (pages 114-115)



MD-OC6 (Doc)

Type: Modified Industrial Automaton MD Medical Droid **DEXTERITY 3D**

Blaster 5D, dodge 4D

KNOWLEDGE 3D

Languages 10D, planetary systems: Lamaredd 6D+2, scholar: biology 6D+2, scholar: chemistry 6D+2

MECHANICAL 1D

Repulsorlift operation 4D+2

PERCEPTION 2D Search 5D+1

- STRENGTH 2D
- Brawling 4D

TECHNICAL 4D

Computer programming/repair 7D+2, droid repair 5D+2, first aid 8D+2, medicine 8D+2, repulsorlift repair 7D+2

Equipped With:

-Diagnostics package (+2D to one repair skill, or +1D to two of them)

-Improved sensor package (+2 to all search skill rolls)

-Internal storage (10 kilograms of extra space available for storage or upgrades)

-Medical diagnostic computer (+1D+1 to *medicine* and *first aid* skills)

-Repulsorlift unit (allows flight, altitude Range: 10 meters) -TransLang III Communications module with over seven million languages

-Vocabulator

-Weapon mount (The droid has an appendage with a blaster pistol attached) **Move**: 16 (flying)

Size: Medium

Cost: Not for sale

4-1B (Four-Onebee)

Type: Industrial Automaton 2-1B Surgical Droid

DEXTERITY 1D

KNOWLEDGE 2D Alien Species 4D **MECHANICAL 2D** (A) Bacta tank operation

5D

PERCEPTION 3D

(A) Injury/ailment diagnosis 6D STRENGTH 1D TECHNICAL 3D

First Aid 6D, (A) medicine 8D

Equipped With:

-Computer interface tether (5 meters long). When connected to medical mainframe, adds +2D to all medical skills) -Medical diagnostic computer -Analytical computer -Surgical attachments -Hypodermic injectors (4D stun damage) -Medicine dispensers **Move:** 4 Size: 1.5 meters tall **Cost:** 1,275 (used)

Source: Classic Campaigns (page 20)

2-1B Surgical Droid

Z2-1B

Type: Geentech/Industrial Automaton 2-1B Surgical Droid **DEXTERITY 1D KNOWLEDGE 2D**

Alien Species 5D, intimidation 1D

MECHANICAL 2D+1

(A) Bacta tank operation 6D

PERCEPTION 3D

Con 2D, (A) Injury/ailment diagnosis 7D, search 4D, streetwise 2D

STRENGTH 1D

TECHNICAL 4D

Computer programming/repair 11D, droid repair 10D, first Aid 7D, (A) medicine 10D, security 6D

Equipped With:

-Computer interface tether (5 meters long). When connected to medical mainframe, adds +2D to all medical skills) -Medical diagnostic computer -Analytical computer -Surgical attachments -Hypodermic injectors (4D stun damage) -Medicine dispensers

Equipment: Medical lab, numerous droid minions

Move: 4

Size: 1.5 meters tall **Cost:** Not for sale

Source: Ultimate Adversaries (pages 43-44)

IT-904

Type: Modified Imperial IT-series Interrogator Droid **DEXTERITY 1D** Blaster 5D, dodge 3D, melee combat 6D, melee parry 4D,

missile weapons 7D **KNOWLEDGE 3D**

Intimidation: interrogation 7D

MECHANICAL 2D

Astrogation 5D, starship shields 5D

PERCEPTION 4D

Search 6D

STRENGTH 3D

TECHNICAL 2D

Computer program./repair 6D, first aid 5D, security 6D **Equipped With:**

-Laser scalpel (3D damage)

-Hypodermic injectors (4D stun damage; alternately, loaded with truth serums)

-Two grasping claws (allows fine manipulation of controls and tools)

-Repulsorlift locomotion (altitude 10 meters)

-Internal blaster (range 20 meters, 6D damage)

-Internal grenade launcher (fire rate:1/2, range: 5-20/100/250, damage 6D stun damage; armed with 10 micro-stun grenades)

-TransLang III translation module (with 100,000 languages)

-Vocoder speech system

-Scomp-link (adds +1D to computer programming/repair rolls when linked to a computer network)

-Astrogation buffer (stores one set of nav coordinates that can be scomp-linked into a nav computer with a Moderate *computer programming/repair* roll)

Move: 6

Size: 0.3 meters diameter

Cost: Not for sale

Source: The Far Orbit Project (pages 97-98)

2nd Degree Droids

Astromech Droids

P2 Astromech Prototype



Type: Industrial Automaton Astromech Droid Prototype **DEXTERITY 1D KNOWLEDGE 1D MECHANICAL 1D** Space transports 2D **PERCEPTION 1D** Search 2D **STRENGTH 2D TECHNICAL 2D** Space transports repair 5D **Equipped With:** -Three wheeled legs (one retractable) -Heavy grasper arm -Three medium arms (retractable) -Laser welder (5D damage, 0.5 meter range) -Video display screen -Buzzsaw (5D damage) -Armored hull (+1D to Strength when resisting damage)

Move: 4 Size: 2.2 meters Cost: 2,500 (used) Source: Cynabar's Fantastic Technology – Droids, Arms and Equipment Guide (page 46)

PG-5 Gunnery Droid

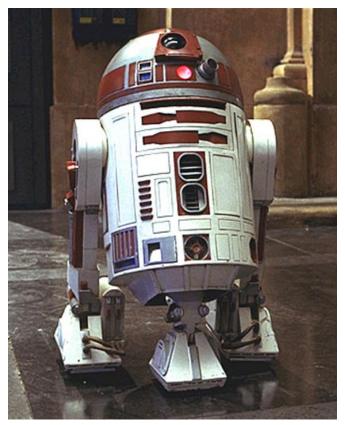
Type: Industrial Automaton Gunnery Droid Prototype **DEXTERITY 1D KNOWLEDGE 1D MECHANICAL 1D** Capital ship gunnery 3D, capital ship shields 4D, communication 3D, sensors 6D, starship gunnery 3D, starship shields 4D **PERCEPTION 1D** STRENGTH 1D **TECHNICAL 2D** Capital ship weapons repair 5D, computer programming/ repair 4D, starship weapon repair 5D **Equipped With:** -Three wheeled legs (one retractable) -Heavy grasper arm -Three medium arms (retractable) -Laser welder (6D damage, 0.3 meter range) -Scomp link (+1D to all computer programming/ repair rolls when linked to a computer system) **Move:** 4 Size: 2.5 meters Cost: 5,100 credits Source: Cynabar's **Fantastic**Technology - Droids

R1 Astromech Droid



Type: Industrial Automaton R1 Astromech Droid **DEXTERITY 1D KNOWLEDGE 1D** Planetary systems 2D+2 **MECHANICAL 1D+1** Astrogation 4D, space transports 2D+2 PERCEPTION 1D **STRENGTH 2D TECHNICAL 2D** Computer programming/repair 3D+2, security 3D+2, space transport repair 5D, starfighter repair 4D+2 **Equipped With:** -Video sensor with infrared vision -Internal comlink -Fire extinguisher -Wheeled locomotion -Small storage area (holds 10 Kg) -6 medium arms with varied tools (retractable) **Move:** 5 Size: 2.2 meters tall **Cost:** 3,500 Source: Arms and Equipment Guide (page 47)

R2 Astromech Droid



Type: Industrial Automaton R2 Astromech Droid DEXTERITY 1D KNOWLEDGE 1D MECHANICAL 2D Astrogation 5D, starfighter piloting 3D, space transports 3D PERCEPTION 1D STRENGTH 1D TECHNICAL 2D Computer programming/repair 4D, starfighter repair 5D^{*}

Computer programming/repair 4D, starfighter repair 5D* * Astromech droids, if acting in co-pilot capacity, may attempt starship repair while in flight. **Equipped With:** -Three wheeled legs (center leg retractable) -Retractable heavy grasping arm (lifting at 2D) -Retractable fine work heavy grasper arm -Extendable 0.3 meter long video sensor (360 degree rotation) -Small electric arc welder (1D to 5D, as fitting situation, 0.3 meters range -Small circular saw (4D, 0.3 meter range) -Video display screen -Holographic projector/recorder -Fire extinguisher -Small (20 cm by 8 cm) internal "cargo" area -Some additional small tools and equipment **Move:** 5 Size: One meter tall **Cost:** 4,525 (new) Source: Rulebook (page 238), Cynabar's Fantastic Technology: Droids (page 70), Platt's Smugglers Guide (pages 60-61), The DarkStryder Campaign - Boxed Set (pages 83-84), The Movie Trilogy Sourcebook (pages 15-

16), The Star Wars Sourcebook (pages 51-52), d20 Core

Rulebook (page 371), Invasion of Theed (page 30)

R3 Astromech Droid



Type: Industrial Automaton R3 Astromech Droid, military issue

DEXTERITY 1D KNOWLEDGE 1D MECHANICAL 2D

Astrogation 4D, starfighter piloting 4D, space transports 3D

PERCEPTION 1D Search 4D STRENGTH 1D **TECHNICAL 2D** Capital ship repair 6D, capital ship weapon repair 6D, computer programming/repair 5D, security 5D **Equipped With:** -Three wheeled legs (one retractable) -Retractable heavy grasping arm (lifting at 2D) -Retractable fine work arm -Small electric arc welder (1D to 5D, as fitting situation, 0.3 meters range -Small circular saw (4D, 0.3 meter range) -Video display screen -Acoustic signaler -Holographic projector/recorder -Fire extinguisher **Move:** 5 Size: 1 meter tall Cost: 5,000

Source: The DarkStryder Campaign - Boxed Set (page 84), Arms and Equipment Guide (pages 47-49)

R4 Astromech Droid



Type: Industrial Automaton R4 Astromech Droid **DEXTERITY 2D KNOWLEDGE 2D** Languages 3D **MECHANICAL 3D** Repulsorlift operation 4D **PERCEPTION 2D** Search 3D STRENGTH 2D **TECHNICAL 3D** Computer programming/repair 4D+2, droid repair 4D, repulsorlift repair 5D, security 4D **Equipped With:** -Three wheeled legs (one retractable) -Internal comlink -Photoreceptor with infrared vision (can see in the dark up to 30 meters) -Internal storage (extra space available for 8 kilograms of storage or upgrades) -4 tool mounts (has four appendages that have tools attached to them) -Acoustic signaler **Move**: 8 Size: 1 meter tall Cost: 2,500 Source: Arms and Equipment Guide (page 49)

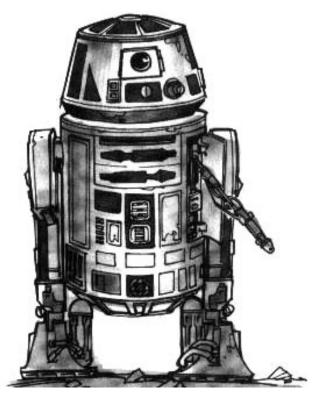
R5 Astromech Droid



Type: Industrial Automaton R5 Astromech Droid **DEXTERITY 1D KNOWLEDGE 1D MECHANICAL 1D PERCEPTION 1D** STRENGTH 1D **TECHNICAL 2D** Computer programming/repair 4D, space transports repair 4D **Equipped With:** -Three wheeled legs (one retractable) -Retractable heavy grasper arm (+1D to lifting, maximum 2D) -Retractable fine worker arm -Small circular saw (4D damage, 0.3 meter range) -Acoustic signaler -Holographic projector/recorder -Fire extinguisher **Move:** 5 Size: 1 meter tall Cost: 2,000 credits Source: Cynabar's Fantastic Technology - Droids (page 71),

Platt's Smugglers Guide (page 61)

R6 Astromech Droid



Type: Industrial Automaton R6 Astromech Droid **DEXTERITY 2D+1 KNOWLEDGE 2D+2** Planetary systems 4D **MECHANICAL 3D** Astrogation 6D+1, starfighter piloting 4D, space transports 4D **PERCEPTION 2D+2** Search 3D+1 **STRENGTH 2D TECHNICAL 4D** Computer programming/repair 6D, security 5D, starfighter repair 5D+1 **Equipped With:** -Three wheeled legs (one retractable) -Internal comlink -Extendable 0.3 meter long video sensor with infrared vision (360 degree rotation, night vision) -Holographic projector/recorder -Retractable heavy grasper arm (+1D to lifting, maximum 2D) -Retractable fine worker arm -Acoustic signaler -Fire extinguisher -Small internal "cargo" area (2 Kg) **Move:** 10 Size: 1 meter tall Cost: 6,000 credits

Source: Arms and Equipment Guide (pages 49-50)

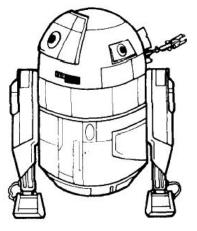
R7 Astromech Droid



Type: Industrial Automaton R7 Astromech Droid **DEXTERITY 2D+1 KNOWLEDGE 2D+2** Planetary systems 4D+2 **MECHANICAL 3D** Astrogation 7D, starfighter piloting: E-Wing 5D+1 **PERCEPTION 2D+2** Search 3D+1 **STRENGTH 2D TECHNICAL 4D** Computer programming/repair 6D+2, security 5D. starfighter repair: E-Wing 6D Equipped With: -Three wheeled legs (one retractable) -Internal comlink -Environmental compensation (the droid is adapted for a vacuum environment) -Extendable 0.3 meter long video sensor with infrared vision (360 degree rotation, night vision) -Holographic projector/recorder -Retractable heavy grasper arm (+1D to lifting, maximum 2D) -Retractable fine worker arm -Acoustic signaler -Fire extinguisher -Small internal "cargo" area (1 Kg) **Move:** 10 Size: 1 meter tall Cost: 8,000 credits Source: Arms and Equipment Guide (page 50)

System Operator Droid

STAR



Type: Imperial-issue System Operator Astromech Droid **DEXTERITY 1D KNOWLEDGE 2D** Planetary systems 5D, value 5D **MECHANICAL 2D** Astrogation 5D, battle station piloting 5D, capital ship piloting 5D, space transports 5D **PERCEPTION 3D** STRENGTH 1D **TECHNICAL 2D** Computer programming/repair 3D **Equipped With:** -Fine manipulators -Starship interface jacks retractable tool appendages **Move:** 3 Size: 1 meter tall

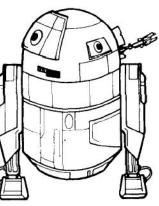
Source: Death Star Technical Companion (page 93)

V1 Pilot Droid

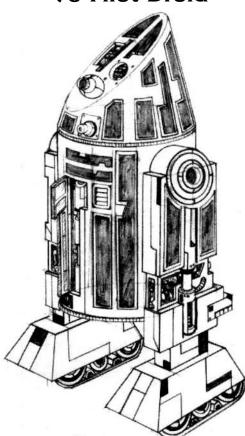
Type: Industrial Automaton V1 Pilot Droid DEXTERITY 1D KNOWLEDGE 1D MECHANICAL 1D Astrogation 3D, space transports 5D PERCEPTION 1D STRENGTH 2D TECHNICAL 1D Computer programming/repair 3D, space transports repair 3D Equipped With: -Three wheeled legs (one retractable) -One retractable arm -Visual sensor (Human

-Visual sensor (Human range) -Starship interface jack -Video display screen -Memory for three preprogrammed hyperspace jumps **Move:** 5 **Size:** 1 meter tall

Size: 1 meter tall Cost: 11,800 (new), 9,600 (used) Source: Rebel Alliance Sourcebook (page 118)



V6 Pilot Droid



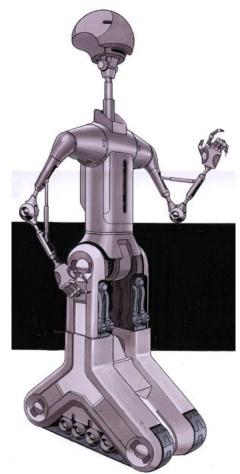
Type: Industrial Automaton V6 Pilot Droid DEXTERITY 1D KNOWLEDGE 1D Planetary systems 4D MECHANICAL 1D Astrogation 4D, space transports 5D+2 PERCEPTION 1D STRENGTH 2D TECHNICAL 1D Computer programming/repair 3D, space transports repair 3D, starfighter repair 3D

Equipped With:

-Three wheeled legs (one retractable)
-One retractable arm
-One visual sensor (human range)
-Starship interface jack
-Video display screen
-Memory for five pre-programmed hyperspace jumps
Move: 5
Size: 1 meter tall
Cost: 17,800 (new), 12,000 (used)
Source: Cynabar's Fantastic Technology - Droids

FA-4 Pilot Droid

DEXTERITY 2D KNOWLEDGE 1D Planetary systems 4D+1 MECHANICAL 2D Astrogation 3D+2, space transports 4D+2, starship shields 3D PERCEPTION 1D STRENGTH 2D



TECHNICAL 1D Computer programming/repair 2D, space transports repair 2D

Equipped With:

-Audio and visual receptors -Two manipulator arms -Tread locomotion system -Vocabulator **Move:** 7 **Size:** 1.3 meters

FA-5 Valet Droid

DEXTERITY 2D KNOWLEDGE 1D MECHANICAL 2D

Repulsorlift operation 4D+2, ground vehicle operation 3D, hover vehicle operation 3D **PERCEPTION 1D STRENGTH 2D TECHNICAL 1D**

Computer programming/repair 2D, repulsorlift repair 2D+1 Equipped With: -Audio and visual receptors -Humanoid body (two arms, two legs, head) -Vocabulator Move: 9 Size: 1.7 meters



Repair Droids

MSE-6 Utility Droid



Type: Rebaxan Columni MSE-6 General Purpose Droid **DEXTERITY 2D**

KNOWLEDGE 1D MECHANICAL 1D PERCEPTION 1D STRENGTH 1D TECHNICAL 1D Equipped With:

-Electro-photoreceptor

- -Auditory sensors
- -Holocam
- -Treads

-Retractable heavy manipulator (+2D to lifting)

-Retractable fine manipulator (+1D to *lifting*)

-One skill matrix programmed with one of the following skills: bureaucracy 3D, sensors 3D, hide 3D, search 3D, armor repair 3D, blaster repair 3D, capital ship repair 3D, capital ship weapon repair 3D, computer programming/ repair 3D, droid programming 3D, droid repair 3D, security 3D, starfighter repair 3D

Move: 5

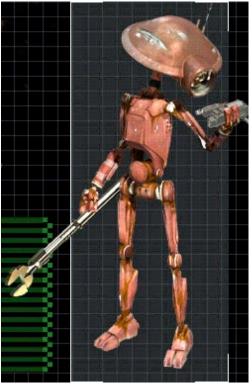
Size: 0.3 meters

Cost: 350 credits

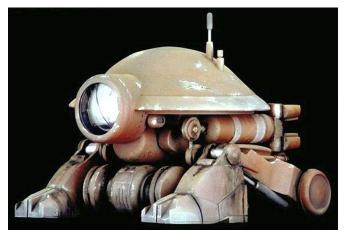
Source: Cynabar's Fantastic Technology: Droids, Dark Force Rising Sourcebook (pages 102), Death Star Technical Companion (page 93), The Thrawn Trilogy Sourcebook (page 197), Rebellion Era Sourcebook (page 27), Arms and Equipment Guide (pages 51-52)

Pit Droid

Type: Serv-O-Droid DUM Series Pit Droid DEXTERITY 1D Running 2D+1 KNOWLEDGE 1D MECHANICAL 1D PERCEPTION 1D STRENGTH 2D Lifting 4D



TECHNICAL 2D Ground vehicle repair 4D, repulsorlift repair 4D Equipped With: -Foldable humanoid body (two arms, two legs, head) -Receiver/transmitter with antenna (range .25 km) Move: 6 Size: 1 meter tall Cost: 750 for one, 3,500 for a crew of five



Otoga 222 Pit Droid

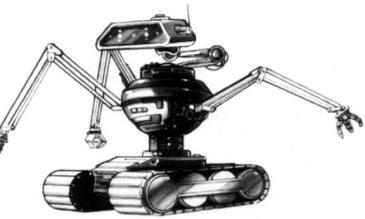
Type: Otoga 222 Pit Maintenance Droid DEXTERITY 1D KNOWLEDGE 1D MECHANICAL 1D PERCEPTION 1D STRENGTH 2D Lifting 4D TECHNICAL 2D Ground vehicle repair 3D+2, repulsorlift repair 3D+2 Equipped With: -Humanoid body (two arms, two legs, head)





Move: 8 **Size:** 1.8 meters tall **Cost:** 1,000 **Cost:** 2,050 credits **Source:** Cynabar's Fantastic Technology - Droids

NR-5 Maintenance Droid



Type: Kalibac Industries NR-5 Maintenace Droid DEXTERITY 1D Dodge 1D+2 KNOWLEDGE 1D MECHANICAL 1D PERCEPTION 1D STRENGTH 1D TECHNICAL 1D

Computer programming/repair 4D, security 2D, space transports repair 3D $\,$

Equipped With:

-Visual photoreceptor (human range, infrared, ultra-violet) -Kalibac Mechro-II brain

- -Wide-band comm receptors
- -Retractable heavy grasper arm (+1D to lifting)
- -Retractable fine manipulator arm

-Treads

Move: 3

Size: 0.7 meters

Cost: 2,200 (new)

Source: Cynabar's Fantastic Technology – Droids (page 67), Galladinium's Fantastic Technology (page 25), Platt's Smugglers Guide (page 60), Arms and Equipment Guide (page 51)

LE Repair Droid

Type: Cybot Galactica LE-series repair droid **DEXTERITY 1D**

KNOWLEDGE 2D MECHANICAL 2D

Astrogation 2D+1, communications 3D, sensors 3D **PERCEPTION 1D**

STRENGTH 2D

TECHNICAL 2D

Capital ship repair 4D, computer programming/repair 5D, space transports repair 3D

Equipped With:

-Humanoid body (two arms, two legs, head) -Visual/audial sensors (human range)

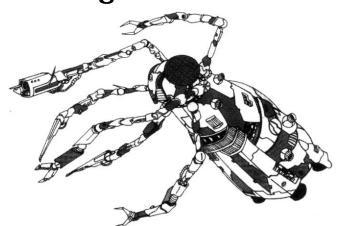
-Vocabulator speech/sound system

Move: 7

Size: 1.7 meters tall

Cost: 12,800 (new), 6,500 (used) **Source:** Cynabar's Fantastic Technology – Droids (page 65),

Hatchling Maintenance Droid



Type: Roche zero-g maintenance droid DEXTERITY 2D Blaster 5D, blaster: welding tools 7D, dodge 4D KNOWLEDGE 1D MECHANICAL 1D PERCEPTION 2D Search 4D STRENGTH 4D TECHNICAL 1D Equipped With: -Repulsorlift/thruster package (allows movement in

-Repulsorint/thruster package (allows movement in atmosphere with a flight ceiling of 10 meters, thruster package allows movement in space) -Six arms

-Welding laser (0.3 meter range, 8D damage)

-Various repair appendages (fitted for specific missions) -Broadband transmitter/receiver package

-Repair database (adds +1D to all repair rolls to spacecraft) **Move:** 6 (in atmosphere), 15 (in space)

Size: 2 meters long





Platt's Smugglers Guide (pages 60), Arms and Equipment Guide (pages 50-51)

Equipped With:

-Video sensor

-Dual-tread locomotion

-Fine manipulator arms (+1D to repair skills)

-Extensible video microbinoculars (+2D to search for microscale work)

-Various tools

-Cybot acoustic signaler (droid languages)

Move: 8

Size: 1.6 meters

Cost: 650 (used)

Source: Platt's Smugglers Guide (page 62), Galaxy Guide 7 - Mos Eisley (pages 59-60), The DarkStryder Campaign - Boxed Set (page 86)

KDY-4 Tech Droid

Type: Kuat Drive Yards-4 Series Repair/Shipbuilding Droid

DEXTERITY 2D

KNOWLEDGE 3D

Languages 8D, scholar: engineering 4D+2, scholar: physics 4D+2, scholar: technology 5D+2

MECHANICAL 2D

PERCEPTION 2D

Search 5D

STRENGTH 3D **TECHNICAL 4D**

Computer programming/repair 5D, capital ship repair 7D, capital ship weapon repair 5D, security 4D+1, space transports repair 6D, starfighter repair 6D, starfighter weapon repair 5D

Equipped With:

-Comlink

-Diagnostics package (+2D to capital ship repair)

-Environmental compensation (the droid is adapted for exposure to open space)

-Heuristic processor (the droid is able to use skills it is untrained in)

-Improved sensor package (+2 bonus to all search skill checks)

-Infrared vision (can see in the dark up to 30 meters)

-Internal storage (3 kilograms of extra space available for storage or upgrades)

-Low-light vision (can see twice as far as a human in dim light)

-Magnetic feet (the droid's feet are equipped with electromagnetic grippers)

-Recording unit (can record and play back up to 5 minutes of video footage)

-Telescopic appendage x2 (can reach up to 2 meters away from the droid)

-Tool mounts (has two appendages that have tools attached to them)

-Translator unit (+5D to languages)

-Vocabulator (the droid has a speaker that allows it to replicate organic speech)

Move: 10

Size: Medium

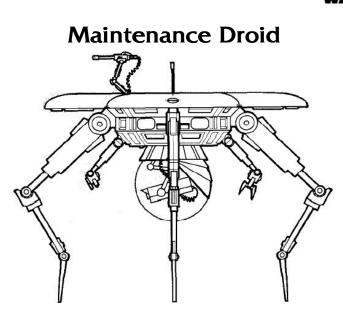
Cost: Not generally available for sale to non-Kuati Source: Coruscant and the Core Worlds (page 109)

WED 15 Treadwell Droid



Type: Cybot Galactica WED 15 Treadwell Droid **DEXTERITY 2D KNOWLEDGE 1D** Languages: droid languages 4D **MECHANICAL 1D** PERCEPTION 3D Search 3D+1 STRENGTH 1D **TECHNICAL 2D**

Computer programming/repair 4D+2, machinery repair 6D, repulsorlift repair 4D, space transports repair 4D+1, starfighter repair 5D+1



DEXTERITY 2D KNOWLEDGE 1D Value 4D MECHANICAL 2D PERCEPTION 2D Search 3D STRENGTH 3D TECHNICAL 2D

Battle station repair 5D, capital ship repair 3D, system diagnosis 5D

Equipped With:

-Heavy grasper (+2D to *lifting*)

-Fine manipulator

-Laser cutter (4D damage)

-Diagnostic scanners (+1D to all repair skills) -Retractable tool appendages

Move: 7

Source: Death Star Technical Companion (page 93)

Large Maintenance Droid



DEXTERITY 4D Blasters 5D, melee combat 4D **KNOWLEDGE 1D MECHANICAL 1D** PERCEPTION 2D Hide 3D, search 4D, sneak 3D STRENGTH 6D+1 Brawling: gripper attachments 7D+1 **TECHNICAL 1D Equipped With:** -Integral welding/defensive blaster (4D damage) -Cleanser application nozzle (2D stun damage) -Cutting attachments (6D+1 damage, uses melee combat) -Gripping attachments (crushing damage STR+1D, opposed Strength roll to break free) Move: 8

Source: Graveyard of Alderaan (page 50)

IC-M Maintenance Droid

Type: Cybot Galactica IC-M General Utility Droid **DEXTERITY 1D KNOWLEDGE 1D MECHANICAL 2D PERCEPTION 2D** STRENGTH 3D Lifting 5D **TECHNICAL 4D** Computer programming/repair 5D, general repair 8D+1, machinery repair 5D **Equipped With:** -Photoreceptor/audio receiver (human range) -Seven manipulator arms (with interchangeable attachments) pair -One of heavy caterpillar treads -Rear storage bay **Move:** 7 Size: 1.5 meters tall Cost: 500 credits (used) Equipment: Various cleaning and repair tools Source: The Academy Jedi

Buzz Droid

Sourcebook (page 141)

Type: Sabotage droid DEXTERITY 5D+2 KNOWLEDGE 2D Scholar: engineering 4D MECHANICAL 1D PERCEPTION 2D Search 4D STRENGTH 1D TECHNICAL 3D+2 Computer programming/repair 5D+2, demolitions 5D, security 6D+1, starfighter repair 5D Equipped With: -Drill head -Extendable computer probe

- -2 plasma cutting torches (2D+2, 2-meter range)
- -Circular saw
- -Prying hook
- -Pincer
- -Puncture/cutting tool
- -Magnetic feet
- -Improved sensor package (+2 to search, infrared vision)
- -Self-destruct system
- -Comlink
- -Vacuum environmental compensator
- -8 tool mounts
- Move: 2 Size: 0.25 meter diameter
- **Cost:** 2,000 (missile carrying 5 droids)

AD Armorer Droid

Type: Arakyd AD Weapons Maintenance Droid **DEXTERITY 2D KNOWLEDGE 2D MECHANICAL 2D PERCEPTION 2D STRENGTH 2D TECHNICAL 3D** Armor repair 4D+1, blaster repair 5D, blaster repair: blaster artillery 5D **Equipped With:** -AA-12X Verbobrain -Communications link with base computer -Humanoid body (two arms, two legs, head) -Repulsorlift unit (hovers, flight ceiling 1 meter) -Visual/auditory sensors (human range) -Vocabulator speech/sound system **Move:** 6 Size: 1.5 meters tall Cost: 7,700 (used only) Source: Cynabar's Fantastic Technology - Droids

Squire Armorer Droid

Type: House Paramexor Squire Armorer Droid

DEXTERITY 2D KNOWLEDGE 2D Bureaucracy 2D+1, law enforcement 2D+2 **MECHANICAL 2D PERCEPTION 2D** Search 4D STRENGTH 1D **TECHNICAL 3D** Armor repair 5D+1, blaster repair 6D, hover vehicle repair 3D+1, repulsorlift repair 3D+1 **Equipped With:** -Humanoid body (two arms, two legs, head) -AA-12X Verbobrain -Communications link with base computer -Repulsorlift unit (range: ground level-1 meter) -Two visual and auditory sensor recorders - Human range -Vocabulator speech/sound system **Special Abilities:** Weapons Database: The squire has a detailed database containing specifics on most known personal weapons, including blasters and other energy weapons, as well as melee, projectile and archaic weapons. IMR Module: Installation, maintenance and repair module provides specialized tools and attachments needed for weapons and related equipment maintenance, modification, and safety checks. **Move:** 6 Size: 1.5 meters tall Cost: Not for sale Availability: 4

Source: Galaxy Guide 9 – Bounty Hunters (page 90)

Slicer Droids

SB-20 Security Breach Droid

Type: Illicit Electronics SB-20 Slicer Droid DEXTERITY 1D

KNOWLEDGE 1D MECHANICAL 1D Communications

5D **PERCEPTION 1D** Forgery 3D

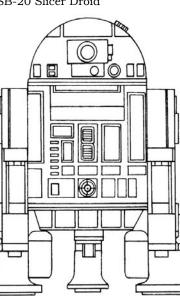
STRENGTH 1D TECHNICAL 1D

Computer programming/ repair 7D, security 5D

Equipped With:

-Three wheeled legs (one retractable) -Retractable heavy grasping arm (*lifting* at 2D) -Retractable fine

work heavy grasper



arm -Extendable 0.3 meter long video sensor (360 degree rotation)

-Small electric arc welder (1D to 5D, as fitting situation, 0.3 meters range

-Small circular saw (4D, 0.3 meter range)

-Video display screen

- -Holographic projector/recorder
- -Fire extinguisher
- -Small (20 cm by 8 cm) internal "cargo" area
- -CodeRifter Encryption programming

-SecurityViolator security programming

Move: 5

Size: 1 meter tall

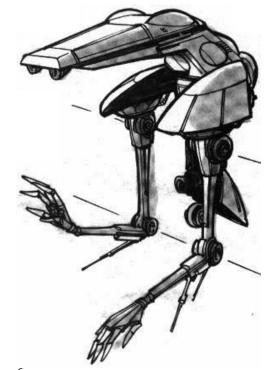
Cost: 12,000

Availability: 4, X

Source: Galladinium's Fantastic Technology (pages 94-95)

NR 1100 Slicer Droid

Type: New Republic Research & Development NR 1100 Slicer Droid **DEXTERITY 1D KNOWLEDGE 2D** Bureaucracy 5D, languages 4D **MECHANICAL 1D PERCEPTION 2D** Search 3D+2, investigation 4D+2 STRENGTH 1D **TECHNICAL 4D** Computer programming/repair 8D, droid programming 6D, encryption 7D, security 9D **Equipped With:** -Repulsorlift engine -Two manipulator arms with data probe fingers -Scomp-link computer port -Compound scanners



Move: 6 Size: 1.2 meters tall

B2-X Positronic Processor

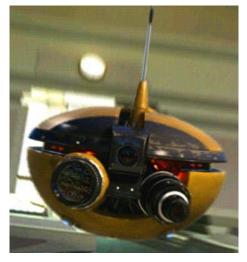


Type: MerenData B2-X Computer Interface Unit **DEXTERITY 1D KNOWLEDGE 2D** Bureaucracy 5D, languages: computer languages 7D **MECHANICAL 2D Communications 5D PERCEPTION 1D** Investigation 7D STRENGTH 1D **TECHNICAL 5D** Computer programming/repair 12D, droid programming 5D, security 6D **Equipped With:** -Fine computer interface probe -Plastron Interface socket -Two miniature arms Size: 0.4 meters tall Cost: Not available for sale



Surveillance Droids

Senate Cam Droid



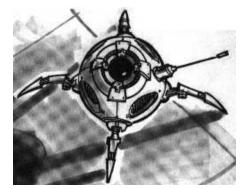
DEXTERITY 3D KNOWLEDGE 2D Bureaucracy: senate proceedings 4D MECHANICAL 1D PERCEPTION 2D Search 4D STRENGTH 1D TECHNICAL 1D Equipped With: -Repulsorlift engine -Transmission antenna -Multiple video receivers (holographic, telescopic, infrared) Move: 15 Size: 20 centimeters wide

Podrace Cam Droid

DEXTERITY 4D KNOWLEDGE 1D MECHANICAL 1D PERCEPTION 2D Search 4D STRENGTH 1D **TECHNICAL 1D Equipped With:** -Repulsorlift engine/ wing -Transmission antenna -Multiple video receivers (telescopic, low-light) Move: 200 Size: 25 centimeters wide



Fly Eye Espionage Droid



Type: Loronar Corporation Fly Eye Espionage Droid **DEXTERITY 2D** Dodge 6D **KNOWLEDGE 1D MECHANICAL 1D PERCEPTION 2D** Search 3D, sneak 6D STRENGTH 1D **TECHNICAL 1D Equipped With:** -Repulsorlift engine (flight-ceiling: 9 meters) -Holographic recorder (visual only) -Coded transmission circuitry -Four clawed limbs -Joystick controller: maximum range 500 meters **Move:** 3 Size: 4 centimeters

Imperial Mark IV Patrol Droid

Type: Imperial Mark IV Patrol Droid **DEXTERITY 3D** Dodge 4D **KNOWLEDGE 1D** Law enforcement: Imperial legal codes 5D **MECHANICAL 2D PERCEPTION 4D** Search 5D STRENGTH 1D **TECHNICAL 1D Equipped With:** -Holorecording macrobinoculars (+1D to search, can record events with a 50-meter line of sight) -Broad-band comlink (coded to local Imperial alert frequencies) -Hover package (flight ceiling 10 meters) **Move:** 15 Size: 0.3 meters diameter Cost: Not available for sale Source: Star Wars Trilogy Sourcebook SE (page 164)





SIS Surveillance Droid

Type: Taptronics SIS Surveillance Droid

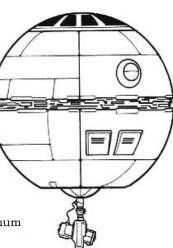
DEXTERITY 3D Dodge 6D **KNOWLEDGE 2D** Law enforcement 4D **MECHANICAL 1D** PERCEPTION 2D Search 6D STRENGTH 1D **TECHNICAL 1D Equipped With:** -Repulsor unit with 50-meter flight ceiling -Holographic/audio recorder -Internal comlink **Move:** 20 Size: meter 1 diameter Cost: 5,000 credits Source: Tapani Sector Instant Adventures (page 9)



AC1 Surveillance Droid

Type: Cybot Galactica's AC1 "Spy-Eye" Surveillance Droid **DEXTERITY 2D**

Dodge 4D **KNOWLEDGE 1D MECHANICAL 1D** PERCEPTION 3D Search 6D, sneak 4D STRENGTH 1D+1 **TECHNICAL 1D** 22 **Equipped With:** -Repulsorlift engine: maximum height 3 meters -Visual range holocam (500 meter range) with simultaneous transmitter -Holo receiver unit -Joystick controller: maximum range 500 meters **Move:** 10 Size: 0.7 meters tall Cost: 5,300 (new), 2,600 (used)



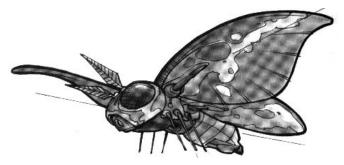
Source: Rebel Alliance Sourcebook (pages 122-123)

Surveillance Remote Droid

Type: Imperial-issue AC1 Surveillance Droid **DEXTERITY 2D** Blaster 2D+1, dodge 4D **KNOWLEDGE 1D MECHANICAL 1D PERCEPTION 2D** Search 6D STRENGTH 1D+1 **TECHNICAL 2D Equipped With:** -Repulsorlift engine -Visual Range Holocam with simultaneous transmitter -Holo receiver unit

-Spotlight -Light blaster (damage 2D) **Move:** 9 Size: 0.6 meters wide Source: Death Star Technical Companion (page 93)

Moon Moth Spy Droid



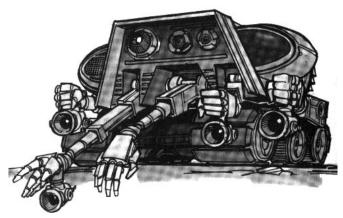
Type: Arakyd Industries Moon Moth Espionage Droid **DEXTERITY 2D** Dodge 5D+2 **KNOWLEDGE 1D MECHANICAL 1D PERCEPTION 2D** Hide 6D+2, search 3D, sneak 6D STRENGTH 1D **TECHNICAL 1D Equipped With:** -Twin antennae (visual sensors and electromagnetic field receptor) -Encoded hyperwave signal transmitter/receptor -Microscopic tracking device "egg" -Three legs -Four wings -Self-destruct system **Move:** 3 Size: 6 centimeters long

Spy MSE-6 GP Droid



Type: Modified Rebaxan Columni MSE-6 GP Droid **DEXTERITY +1 KNOWLEDGE +1** Imperial deep-dock layout 7D **MECHANICAL +1** Communication 6D **PERCEPTION 2D** Investigation 9D, search 5D, sneak 6D STRENGTH +1 **TECHNICAL +1** Computer programming/repair 4D, security 3D **Equipped With:** -Electro-photoreceptor -Auditory sensors -Internal retractable holocamera -Retractable fine manipulator -Class IV Gentik/Columni AX-1 Espionage Brain -Gentik Mk1 EM System -Hentik/Harris AVX-1 Holographic Storage System **Move:** 6 Size: 25 cm tall **Cost:** Not available for sale Source: Cracken's Rebel Operatives (page 57)

Hound SPD Droid



Type: Industrial Automaton Hound-W2 SPD (Scanning Patrol Detail) Droid

DEXTERITY 2D KNOWLEDGE 1D MECHANICAL 1D

PERCEPTION 5D

Search 6D, search: transmitting devices 8D+2 **STRENGTH 1D**

TECHNICAL 1D

Equipped With:

-Fabritech communications/sensor array

-Four retractable extensor arms, capable of extending up to 15 meters

-Retractable fine work grasper arm

-Extendable video sensor

-Four sensor modules (one pre arm), including thermal imaging (+1D to *search*), audio receptors, laser scan and pulse scan emitters

-Probability projection computer, for assistance in detailed search procedures

Move: 7

Size: 0.4 meters tall

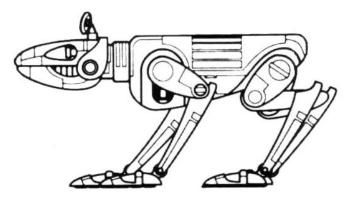
Cost: 3,500

Source: The Last Command Sourcebook (page 125), The Thrawn Trilogy Sourcebook (pages 199-200)

Exploration Droids

STAR Mars

F1 Exploration Droid

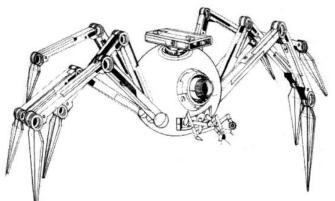


Type: Cybot Galactica F1 Exploration Droid **DEXTERITY 2D KNOWLEDGE 1D** Survival 4D **MECHANICAL 2D** Communications 2D, sensors 5D **PERCEPTION 1D** Hide 2D, sneak 2D, search 3D STRENGTH 1D Lifting 2D **TECHNICAL 1D** Security 2D **Equipped With:** -Four legs -Heavy grasper jaw designed for holding targets without crushing damage -Two photoreceptors (human range) -Auditory sensors (human range) -Olfactory sensors -Motion sensor array (+1D to search for detecting movement, range 50 meters) -Communications link to a base-ship computer extending from the rear of the body -Binary vocoder **Move:** 10 Size: 1 meter Cost: 2,750 credits Source: Cynabar's Fantastic Technology - Droids, Galaxy Guide 8 - Scouts (page 44)

F2 Exploration Droid

Type: Cybot Galactica F2 Exploration Droid DEXTERITY 2D KNOWLEDGE 1D Survival 4D MECHANICAL 2D Communications 2D, sensors 5D PERCEPTION 1D Hide 3D, sneak 3D, search 4D STRENGTH 1D Lifting 3D TECHNICAL 1D Security 2D Equipped With: -Four legs -Heavy grasper jaw -Video, audio and olfactory sensors attached to head -Movement sensor -Comlink -Rear-mounted antenna **Story Factors:** *Lotalty:* The F2 is loyal, dedicated and moderately clever, and will often go to extremes to perform its duty or protect a unit member. **Move:** 10 **Size:** 1 meter tall **Cost:** 5,000 credits **Source:** Rules of Engagement – The Rebel SpecForce Handbook (page 56)

Scout Survey Droid



Type: SoroSuub Wanderer Scout Survey Droid **DEXTERITY 3D** Blaster: stun blaster 5D **KNOWLEDGE 0D MECHANICAL 3D PERCEPTION 1D** Search 5D **STRENGTH 2D** Climbing/jumping 4D **TECHNICAL 1D** Medical dissection 6D **Equipped With:** -Eight mechanical legs -Photoreceptor eye -Stun blaster (5D damage, 3-20/35/50 m) -Three fine manipulators -Sensor pack **Move:** 12 Size: 1 meters diameter, 2 meters tall Cost: 17,000 (new), 8,000 (used)

Source: Cynabar's Fantastic Technology - Droids

Scout Collector

Type: Serv-O-Droid 87-RM Scout Collector **DEXTERITY 1D** Stun prod 3D+2 **KNOWLEDGE 2D** Alien species 5D, planetary systems 4D, scholar: biology 4D, scholar: botanic 4D **MECHANICAL 1D PERCEPTION 2D**

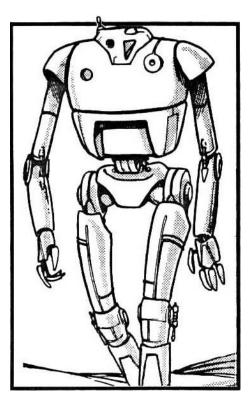


Search 4D, search: tracking 5D **STRENGTH 4D TECHNICAL 1D Equipped With:** -Repulsorlift engine -Large storage chamber with cryogenic freezing system -Reinforced hull (+1D to *Strength* to resist damage) -Energy shield (+2 against energy attacks) -Sensor array (+2 to *search*) -Two heavy manipulator arms (+1D to *lifting*) -Stun prod (5D stun damage, 3-meters range) **Move:** 8

Size: 2.5 meters tall

Scout Droid

Type: Smitroo Industries Explorer Mk. V **DEXTERITY 1D KNOWLEDGE 2D** Alien species 3D, cultures 3D, languages 3D, planetary systems 4D **MECHANICAL 2D** Communications 3D, sensors 3D PERCEPTION 2D Search 4D STRENGTH 3D Lifting 4D **TECHNICAL 2D Equipped With:** -Chest storage case (0.5 cubic meters) -Internal Analysis kit (used with storage case, +2D to investigation and value of minerals only) -Long-range sensors (+2D to search for objects 25-30 meters away) -Atmosphere sensor (determines air content in 1 hour and type (1, II, III or IV) in 5 minutes **Move:** 7 Size: 1.8 meters Source: Galaxy Guide 8 - Scouts (page 96)



M38 Explorer Droid



Type: LesTech M38 Explorer Droid DEXTERITY 1D KNOWLEDGE 1D Planetary systems 4D+2, survival 4D+2 MECHANICAL 1D PERCEPTION 1D Search 4D+2 STRENGTH 5D TECHNICAL 1D Equipped With:

-Seismic sensors (+1D to *search* fro ground vibrations and to determine what the source of those vibrations might be)

-Movement sensors (+1D to *search* to spot moving objects up to 500 meters away)

-Electromagnetic sensors (allows droid to monitor electromagnetic spectrum)

-Dual photoreceptors (visual and infrared)

-Radiation sensors (allows droid to determine radiation levels, paying particular attention to levels harmful to organic life-forms)

-Heavy grasper arm (+1D to lifting)

-Fine works manipulator arm (+1D to *Dexterity* or *Technical* skills; used to gather samples)

-Holocam

-Specimen hopper (holds 5 Kg)

-Heavy treads

Move: 5

Size: 1.3 meters tall **Cost:** 13,000 (new), 5,500 (used)

Source: Cynabar's Fantastic Technology – Droids, Rebel Alliance Sourcebook (pages 117-118), Arms and Equipment Guide (page 65)

Dark Eye Probe Droid



Type: Arakyd Industries DRK-1 "Dark Eye" Probe Droid DEXTERITY 3D Blaster 4D, dodge 5D KNOWLEDGE 3D Scholar: Jedi lore 6D, survival 7D MECHANICAL 1D PERCEPTION 3D Hide 7D, search 10D, sneak 6D STRENGTH 1D TECHNICAL 1D Equipped With: -Anti-scan shell (scan-absorbing shell provides a +1D+1 bonus to *hide* skill rolls) -Comlink -Improved sensor package (+2 bonus to all *search* skill



rolls)

-Infrared vision (the droid can see in the dark up to 30 meters)

-Laser cannon (5D damage, range: 3-30/100/300)

-Low light vision (the droid can see twice as far as a human in dim light)

-Motion sensors (+2 bonus to *search* checks against moving targets)

-Recording unit (the droid can record and play back up to 5 minutes of footage)

-Self-destruct system (the droid will self-destruct/explode under predetermined circumstances)

-Sonic sensors (+2 bonus to *search* checks that involve sound)

-Stun blaster (4D stun damage, range: 3-10/30/120)

-Poison dart needler (range 3-10/30/60, see below for other details)

-Telescopic vision (the droid's visual sensors include a long-range capability)

-Weapon mounts (the droid has three appendages that have weapons attached to them)

Equipment Notes:

Poison Dart Needler: This needler gun is loaded with darts that contain a paralytic poison. The darts inflict no damage, but if used against an unarmored target (or an unarmored portion of a target, see the rules for called shots, SWD6, page 91), they inject their poison. The target of such an attack must succeed at a Difficult Strength check or be paralyzed and unable to move for 1D x 40 minutes (40-240 minutes). No ammunition total is listed, so assume the needler gun carries enough darts for ten shots. **Move:** 16

Size: Tiny

Cost: Not available for sale.

Source: The Dark Side Sourcebook (pages 64-65), Arms and Equipment Guide (page 60)

DeepSpace Explorer Droid



Type: Arakyd 6G2 DeepSpace Explorer Droid **DEXTERITY 1D KNOWLEDGE 1D MECHANICAL 1D** PERCEPTION 1D Search 4D STRENGTH 1D **TECHNICAL 1D Equipped With:** -Repulsor unit wit three meter flight ceiling -Retractable heavy grasper arm (*lifting* at 4D) -Holographic/audio recorder -Long-range sensor (+2D to search for moving objects) -Atmosphere sensor - can determine atmosphere class (Type I, Type II, Type III or Type IV) within one half-hour **Move:** 10 Size: 1.3 meters **Cost:** 6,700 (new) Source: Rulebook (page 238)

Resource Probe Droid

Type: Arakyd Resource Probe Droid **DEXTERITY 2D KNOWLEDGE 3D** Planetary systems 4D+2, scholar: mineral resources 5D **MECHANICAL 3D** Astrogation 5D, communications 6D, sensors 6D, space transports 5D **PERCEPTION 3D** Investigation 6D, search 6D STRENGTH 2D **TECHNICAL 2D Equipped With:** -Multi-purpose appendages -Repulsorlift engine (5-meters ceiling) -Investigation and analytical computer -Planetary sensor array with long range sensors: Passive: 10/0D Scan: 100/1D Search: 500/2D Focus: 10/3D -Recording devices -Broad-band transceiver -Mineral sampler -Beam drill (3D, 5-meter range, lower 180-degree arc only) Move: 12/13 Size: 1.5 meters tall Cost: 10,000 Source: Flashpoint! Brak Sector (pages 26-27)

ER-1 Probe Droid

Type: Naboo ER-1 Series Probe Droid DEXTERITY 1D Dodge 2D, stun blaster 2D KNOWLEDGE 3D Scholar: life science 5D, scholar: physical science 5D, survival 4D+1 MECHANICAL 2D PERCEPTION 3D Search 7D, search: tracking 6D+1, hide 4D STRENGTH 2D TECHNICAL 3D Demolitions 4D Equipped With: -Stun blaster (3D stun damage, range 3-10/20/40)



-Improved sensor package (+2 to all search skill rolls)

-Infrared vision (can see in the dark up to 30 meters)

-Low-light vision (can see twice as far as a human in dim light)

-Telescopic vision (visual sensors include a long-range capability)

-Sonic sensors (+2 to *search* skill rolls that involve sound) -Comlink

-Recording unit (can record and play back up to 5 minutes of footage)

-Environmental compensation (heat, cold, water)

-24 Biosensors (see below)

-Remote sensor platform (see below)

Equipment Notes:

Biosensors: These biosensors provide the droid with a $\pm 1D$ bonus to all *search* skill rolls as long as it is within 2 kilometers of one or more of them. Each sensor can operate for 3 hours before it runs out of power. If the droid deploys all biosensors, the internal space can be used as a 10 Kg storage space.

Remote Sensor Platform: When deployed, this allows the droid to make skill checks as if it were at the platform's location, as long as the droid is within 10 kilometers of the platform.

Move: 12 (repulsorlift) Size: Man-sized. Cost: 22,000 (new)

Viper Probot



Type: Arakyd Viper Probe Droid **DEXTERITY 3D** Blaster 4D **KNOWLEDGE 2D+2** Planetary systems 4D **MECHANICAL 3D** Sensors 6D

PERCEPTION 3D

Search 4D, search: tracking 7D+1

STRENGTH 4D TECHNICAL 2D+1

Equipped With:

Equipped with:

-Long-range sensor (+1D to *search* for objects between 200 meters and five kilometers away)

-Movement sensor (+2D to *search* for moving objects up to 100 meters away)

-Atmosphere sensors – can determine atmosphere class (Type I, Type II, Type III or Type IV) within one half-hour -Blaster cannon (4D+2, 3-10/30/120)

-Self-destruct mechanism

-Repulsor generator for movement over any terrain

-Several retractable manipulator arms

-Several retractable sensor arms for gathering samples **Move:** 14

Size: 1.6 meters tall

Cost: 14,500 (new)

Source: Rulebook (page 239), Cynabar's Fantastic Technology: Droids, Dark Force Rising Sourcebook (pages 104-105), Galaxy Guide 3 – The Empire Strikes Back (pages 8-11), Star Wars Trilogy Sourcebook SE (pages 166-167), The DarkStryder Campaign - Boxed Set (pages 84-85), The Movie Trilogy Sourcebook (pages 64-65), The Star Wars Sourcebook (pages 54-56), The Thrawn Trilogy Sourcebook (pages 198-199), d20 Core Rulebook (page 374), Rebellion Era Sourcebook (page 92)

Probot Hyperdrive Pod

Model: Hyperdrive Jump Pod Craft: Arakyd Predator Jump Pod **Scale:** Starfighter Length: 4 meters Skill: Space transports: hyperdrive pod **Crew:** One probe droid Passengers: None Cargo Capacity: None Consumable: None Hyperdrive Multiplier: x2 Maneuverability: 1D+2 Space: 3 **Atmosphere:** 225, 750 kmh Hull: 3D Shields: 1D Sensors: Passive: 10/0D Scan: 25/1D Search: 40/2D Focus: 5/2D **Source:** Cynabar's Fantastic Technology: Droids, Dark Force Rising Sourcebook (page 105), Death Star Technical Companion (page 93), Galaxy Guide 3



The Empire Strikes Back (pages 8-11), Star Wars Trilogy Sourcebook SE (pages 166-167), The DarkStryder Campaign
Boxed Set (pages 84-85), The Movie Trilogy Sourcebook (pages 64-66), The Star Wars Sourcebook (pages 54-56), The Thrawn Trilogy Sourcebook (pages 198-199), Rebellion Era Sourcebook (page 92)

Individual Droids

T3-M4



Type: Modified T3-series Astromech Droid **DEXTERITY 2D** Blasters 3D+2, flamethrower 3D **KNOWLEDGE 2D** Alien species 3D, scholar: chemistry 4D, scholar: engineering 4D **MECHANICAL 3D** Astrogation 6D, space transports 5D **PERCEPTION 2D** Forgery 4D+1, hide 2D+2, search 4D, sneak 2D **STRENGTH 2D TECHNICAL 3D** Computer programming/repair 7D, demolitions 6D+2, droid programming 4D, droid repair 4D, security 5D+1 **Equipped With:** -Armor plating (+1D physical, +1 energy) -Heavy blaster pistol (5D damage) -Comlink -Video and auditory sensors -High pitch acoustic signaler -Flamethrower (3D damage, range 7 meters, flame does 3D damage each round until extinguished) -Internal storage space (5 Kg) -4 wheeled magnetic feet -Telescopic appendage -3 tool mounts -Welding laser **Move:** 8 Size: 1 meter tall

P2-D19

Type: Modified Industrial Automaton Astromech Droid Prototype

DEXTERITY 2D Laser welder 6D **KNOWLEDGE 1D MECHANICAL 1D PERCEPTION 2D** Search 3D STRENGTH 5D **TECHNICAL 4D** Space transports repair 5D Equipped With: -Three wheeled legs (one retractable) -Heavy grasper arm -Three medium arms (retractable) -Laser welder (4D damage, 3 meter range) -Video display screen -Buzzsaw (5D damage) **Move:** 4 Size: 2.2 meters Cost: Not for sale Source: Black Ice (page 30)

R2-C3

Type: Espionage Droid DEXTERITY 2D Dodge 4D, electroshock prod 4D KNOWLEDGE 2D MECHANICAL 4D Communications 8D PERCEPTION 4D STRENGTH 1D Lifting 4D TECHNICAL 3D Computer programming/repair 13D, droid programming 8D, droid repair 8D, security 10D Equipped With: -Three wheeled legs (one retractable)



-Retractable heavy grasper arm

-Retractable fine work grasper arm

- -Extendable 0.3 meter long video sensor (360 degree rotation)
- -Small electric arc welder (1D-5D damage, 0.3 meters range
- -Small circular saw (4D damage, 0.3 meter range)
- -Video display screen
- -Holographic projector/recorder
- -Fire extinguisher
- -Small internal "cargo" area

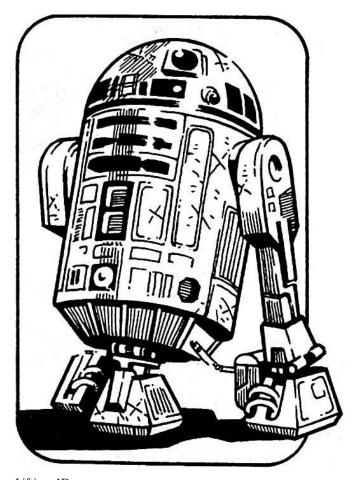
Move: 5

- Size: 1 meter tall
- Cost: Not for sale

Source: Cracken's Rebel Operatives (page 58)

R2-D0

Type: Industrial Automaton R2 Astromech Droid **DEXTERITY 2D** Dodge 3D, electroshock prod 4D **KNOWLEDGE 2D** Planetary systems 7D, survival 5D, value: technology 6D **MECHANICAL 2D** Astrogation 8D, starship piloting 5D **PERCEPTION 1D** Gambling 5D, hide 4D, sneak 4D **STRENGTH 1D**



Lifting 4D TECHNICAL 2D

STAR

Computer programming/repair 7D, droid programming 5D, droid repair 5D, repulsorlift repair 4D, security 6D, starship repair 6D

Equipped With:

-Three wheeled legs (one retractable)

-Retractable heavy grasping arm (+1D to lifting)

- -Retractable fine work heavy grasper arm
- -Extendable 0.3 meter long video sensor (360 degree rotation)

-Infrared receptor

- -Electromagnetic-field sensors
- -Video display screen
- -Holographic projector/recorder (one meter range)
- -Computer link-up jack
- -Auditory receivers
- -Laser welder (1D+2)
- -Electroshock prod (3D, stun damage only)
- **Move:** 7
- Size: 0.96 meters tall
- Cost: Not for sale
- Source: The Game Chambers of Questal (page 24)

R2-D2 (Artoo-Detoo)



(as of the Battle of Yavin – as of the Jedi Academy Trilogy)

Type: Industrial Automaton R2-D2 Astromech Droid **DEXTERITY 2D**

Dodge 3D-5D, electroshock prod 4D-4D+2

KNOWLEDGE 2D

Planetary systems 8D-9D, survival 6D-6D+2, value 6D-7D+2

MECHANICAL 4D

Astrogation 10D-12D, communications 5D+1-7D, repulsorlift operation 4D-6D+2, sensors 7D-8D+1, starfighter piloting 6D, starfighter piloting: X-wing 6D-9D, starship gunnery 4D-5D, starship shields 4D-5D+2

PERCEPTION 3D

Command 3D-4D, con 3D-4D+2, gambling 6D, search 3D-4D, sneak 4D-5D

STRENGTH 3D

Lifting 4D, swimming 3D-3D+1

TECHNICAL 4D

Computer programming/repair 8D-9D+2, droid programming 5D-5D+2, droid repair 5D-8D, machinery repair 5D+2, repulsorlift repair 4D-5D, security 6D-7D+1, starfighter repair 6D-7D, starfighter repair: X-wing 6D-9D+2, space transports repair 5D-7D, space transports repair: YT-1300 transport 5D-9D+1

Equipped With:

-Three wheeled legs (one retractable)

-Retractable heavy grasping arm (+1D to lifting)

-Retractable fine work heavy grasper arm

-Extendable 0.3 meter long video sensor (360 degree rotation)

-Small electric arc welder (3D damage, 0.3 meters range -Small circular saw (4D damage, 0.3 meter range)

-Video display screen

-Holographic projector/recorder (one meter range) -Fire extinguisher

-Small internal "cargo" area (20 cm by 8 cm)

-High pitch acoustic signaler

-One Long range sensing array: includes radar, radiation counter and life form sensor, infrared receptors, electromagnetic field receptor (+3D to *search* at range of up to 100 meters)

-Broad-band antenna receiver (can monitor all broadcast and communication frequencies)

-Information storage/retrieval jack for computer link-up -One compressed air launcher (used for Luke's lightsaber or for flares)

Force Points: 1

Character Points: 13

Move: 5

Size: 0.96 meters tall

Cost: 1,250 credits (as purchased by Owen Lars)

Source: Galaxy Guide 3 – The Empire Strikes Back (pages 83-85), Dark Empire Sourcebook (pages 16-17), Heir to the Empire Sourcebook (pages 25-27), Shadows of the Empire Sourcebook (pages 13-14), Star Wars Trilogy Sourcebook SE (pages 24-26), The Jedi Academy Sourcebook (pages 13-15), The Last Command Sourcebook (pages 15-16), The Movie Trilogy Sourcebook (pages 15-17), The Star Wars Sourcebook (pages 133-135), The Thrawn Trilogy Sourcebook (pages 32-33)

R2-D6





Type: Industrial Automaton R2 Astromech Droid **DEXTERITY 1D KNOWLEDGE 1D MECHANICAL 2D PERCEPTION 1D** STRENGTH 1D **TECHNICAL 2D** Computer programming/repair 7D, starfighter repair 7D **Equipped With:** -Three wheeled legs (center leg retractable) -Small electric arc welder (3D, 0.3 meters range -Computer interface port -Extendable 0.3 meter long video sensor (360 degree rotation) -Retractable fine work heavy grasper arm -Fire extinguisher -Retractable heavy grasping arm (lifting at 2D) -Video display screen -Holographic projector/recorder -Small circular saw (4D, 0.3 meter range) Move: 5 Size: One meter tall **Cost:** Not for sale Source: Introductory Adventure Game





Type: Industrial Automaton R2 Astromech Droid DEXTERITY 2D Dodge 3D, arc welder 5D KNOWLEDGE 2D MECHANICAL 4D Astrogation 9D PERCEPTION 3D Sneak 4D STRENGTH 3D Lifting 4D TECHNICAL 4D Capital ship repair 5D, capital ship repair: Kiltirin-class dungeon ship 8D+2, computer programming/repair 8D, droid programming 4D+2, droid repair 4D+2, machinery repair 5D, repulsorlift repair 5D, starfighter repair 4D+2, space transports repair 5D

Equipped With:

-Three wheeled legs (center leg retractable)

-Retractable heavy grasping arm (+1D to *lifting*)

-Retractable fine work heavy grasper arm

-Extendable 0.3 meter long video sensor (360 degree rotation)

-Small electric arc welder (3D damage, 0.3 meters range -Small circular saw (4D damage, 0.3 meter range) -Video display screen

-Video display screen -Holographic projector/recorder (one meter range)

-Fire extinguisher -Long range sensing array: includes radar, Geiger counter and life form sensor, infrared receptors, electro-magnetic field receptor (+3D to *search* at range of up to 100 meters) -Broad-band antenna receiver (can monitor all broadcast and communication frequencies)

-Information storage/retrieval jack for computer link-up **Character Points:** 4

Move: 5

Size: 0.96 meters tall **Cost:** Not for sale

Source: Alliance Intelligence Reports (pages 54-55)

R2-V0

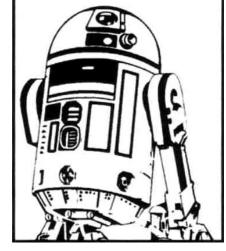
Type: Industrial Automaton R2 Astromech Droid

DEXTERITY 1D KNOWLEDGE 1D MECHANICAL 2D Astrogation 5D, space transports 3D, starfighter piloting 3D PERCEPTION 1D STRENGTH 1D

TECHNICAL 2D C o m p u t e r programming/ repair 7D, space transports repair 7D, starfighter repair 5D

Equipped With:

-Three wheeled legs (one retractable)



-Retractable heavy grasping arm (lifting at 2D)

-Retractable fine work grasper arm

-Extendable 0.3 meter long video sensor (360 degree rotation)

-Small electric arc welder (1D to 5D, as fits the situation, 0.3 meters range

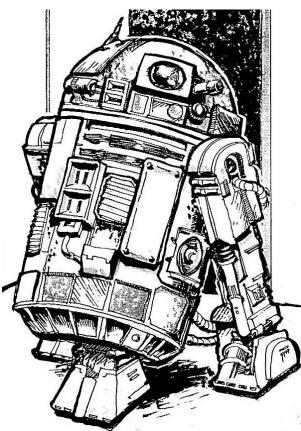
-Small circular saw (4D, 0.3 meter range)

-Video display screen

-Holographic projector/recorder

- -Fire extinguisher
- -Small (20 cm bt 8 cm) internal "cargo" area
- **Move:** 5
- Size: 1 meter tall
- $\textbf{Cost:} \ Not \ for \ sale$
- Source: Classic Campaigns (page 20)

R2-X0 (Patchwork)



Type: Modified Industrial Automaton R2 Astromech Droid **DEXTERITY 1D**

Blaster 3D **KNOWLEDGE 1D**

MECHANICAL 2D

Astrogation 5D, space transports 3D, starfighter piloting 3D

PERCEPTION 1D STRENGTH 2D TECHNICAL 2D

Computer programming/repair 4D, space transports repair 5D, starfighter repair 5D

Equipped With:

-Three wheeled legs (one retractable)

-Retractable heavy grasper arm (*lifting* skill at 3D)

-Retractable fine work grasper arm

-Extendable 0.3 meter long video sensor

-Small plasma torch (1D to 5D damage, 0.3 meters range -Small circular saw (4D damage, 0.3 meter range)

-Blaster (in head turret, 3D damage, 3-5/10/15)

- -Holographic projector/recorder
- -Fire extinguisher

-Extendable hydrospanner

-I/O computer interface jack

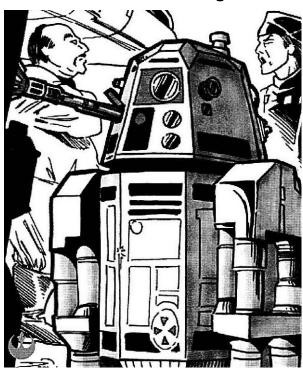
Move: 5

Size: 1 meter tall

Cost: Not for sale

Source: Cracken's Rebel Operatives (page 93)

R2z-DL (Toozy)



Type: Industrial Automaton R2z Starship Maintenance Droid

DEXTERITY 1D KNOWLEDGE 1D MECHANICAL 2D PERCEPTION 1D STRENGTH 1D TECHNICAL 2D

Computer programming/repair 6D, space transports repair 7D, starfighter repair 6D, starship weapons repair 5D **Equipped With:**

-Vertically extendable movement platform (allows two meters of vertical movement)

-Retractable heavy grasper arm (*lifting* skill +2D)

-Retractable fine work heavy grasper arm (Dexterity 3D)

-Video sensor with one meter long fiber optic lens extension

-Electric arc welder (2D to 6D damage, 0.3 meter range) -Shielded data storage module -Droid/starship interface **Character Points:** 12

Move: 5

Size: 1 meter tall Cost: 3,200 (used)

Source: Cracken's Rebel Operatives (page 56)

R4-B11

Type: Industrial Automaton R4 Agromech Droid **DEXTERITY 1D+1** Blaster 3D+2, dodge 2D+1 **KNOWLEDGE 1D** Business: agriculture 4D+2, languages: computer languages 5D, languages: droid languages 3D+1 **MECHANICAL 2D** Astrogation 4D, repulsorlift operation 3D, space transports 3D+1

PERCEPTION 2D



STRENGTH 2D TECHNICAL 3D+2

Computer programming/repair 5D+1, machinery repair 4D+1, space transports repair 4D **Equipped With:**-Three wheeled legs
-Video sensors

-One fine manipulation arm (+1D to repair skills)

-Heavy duty arc welder (4D+1 damage, range 0.5/1/1.5, +1D to repair skills)

-Video display screen

-Portable nav storage unit (stores coordinates for one hyperspace jump)

-Acoustic signaler

-Hold-out blaster (3D+2) **Move:** 6

Size: 1 meter tall

Cost: Not for sale

Source: Operation: Elrood (page 32)

R4-J1 (Jaywun)

Type: Modified Industrial Automaton R4 Droid DEXTERITY 2D Dodge 3D+1 KNOWLEDGE 2D Languages 3D, scholar: astronomy 4D, value 5D MECHANICAL 3D Astrogation 5D, repulsorlift operation 5D+2 PERCEPTION 1D Search 3D STRENGTH 1D TECHNICAL 3D

Computer programming/repair 6D+2, droid repair 5D+1, repulsorlift repair 6D, security 7D, space transports repair 5D+1

Equipped With:

-Diagnostics package (+2D to one repair skill, or +1D to two of them)



-Environmental compensation (vacuum) (the droid is adapted for a vacuum environment)

-Heuristic Processor (the droid is able to use skills it is untrained in)

-Holorecording unit (can record and play back up to 5 minutes of holographic footage)

-Improved sensor package (+2 to all search skill rolls)

-Infrared vision (can see in the dark up to 30 meters)

-Internal storage (extra space available for 2 kilograms of storage or upgrades)

-Magnetic feet (the droid's feet are equipped with electromagnetic grippers)

-Telescopic appendage (can reach up to 2 meters away from the droid)

-Tool mounts x4 (has four appendages that have tools attached to them)

Move: 8 Size: 1 meter tall

Cost: Not for sale

STAR

Source: Rebellion Era Sourcebook (pages 30-31)

R4-M17

Type: Industrial Automaton R4 Agromech Droid DEXTERITY 1D KNOWLEDGE 1D

Business 2D, business: agriculture 5D+1, languages: computer languages 4D+2, languages: droid languages 4D **MECHANICAL 2D**

Machinery operation 5D+1, repulsorlift operation 3D+1 **PERCEPTION 2D**

STRENGTH 2D TECHNICAL 3D

C o m p u t e r programming/repair 4D+2, machinery repair 5D, machinery repair: moisture vaporators 6D+2, repulsorlift repair 4D

Equipped With:

-Three wheeled legs -Video sensors -Two fine manipulation arms (+1D to repair





skills)

-Arc welder (3D damage, +1D to repair skills)

-Video display screen

-Cybot acoustic signaler (droid and computer languages) ${\bf Move:}\ 5$

Size: 1 meter tall

Cost: 750 credits (used) **Source:** Galaxy Guide 7 – Mos Eisley (page 58)

R5-D4



Type: Industrial Automaton R5 Astromech Droid **DEXTERITY 1D** Dodge 2D+1 **KNOWLEDGE 1D** Planetary systems 5D, value 3D **MECHANICAL 3D** Astrogation 5D, starfighter piloting 4D, starship gunnery 3D+2, starship shields 4D **PERCEPTION 2D STRENGTH 2D** Lifting 2D+2 **TECHNICAL 3D** Computer programming/repair 4D, droid programming 3D+1, droid repair 4D, repulsorlift repair 3D+2, space transports repair 4D+1 Equipped With: -Three wheeled legs (one retractable) -Video sensor

-Two fine manipulation arms (+1D to all repair skills)

-Arc welder (3D damage, 0.3 meter range)

-Video display screen

-Cybot acoustic signaler (droid and computer languages only)

Move: 5

Size: 1 meter tall

Cost: 1,450 credits

Source: Galaxy Guide 1 – A New Hope (pages 21/24), Star Wars Trilogy Sourcebook SE (pages 168-169), The Movie Trilogy Sourcebook (pages 30-33)

Gate

Type: Modified Industrial Automaton R5 Astromech Droid **DEXTERITY 2D** Dodge 2D+1, melee combat 3D+1 **KNOWLEDGE 1D** Scholar: astronomy 3D+1 **MECHANICAL 2D** Astrogation 5D+1, starfighter pilot 4D+2

PERCEPTION 2D

Hide 3D+1, search 5D+2

STRENGTH 1D

TECHNICAL 4D

Computer programming/repair 6D+1, security 6D, starfighter repair 9D+1

Equipped With:

-Diagnostics package (+2D to *starfighter repair*)

-Environmental compensation (The droid is adapted for vacuum)

-Fire Extinguisher (can create a cloud granting a +2D cover modifier)

-Improved Sensor package (+2 to all search skill rolls)

-Internal Storage (1 kilogram of extra space available for storage or upgrades)

-Magnetic Feet (the droid's feet are equipped with electromagnetic grippers)

-Telescopic appendage (can reach up to $2\ {\rm meters}\ {\rm away}\ {\rm from}\ {\rm the}\ {\rm droid})$

-4 Tool mounts

-Video recording unit (can record and play back up to 5 minutes of video footage) $\,$

Move: 8 Size: 1 meter tall Cost: Not for sale

Q9-X2

Type: Industrial Automaton Q9 astromech droid prototype **DEXTERITY 1D**

KNOWLEDGE 1D MECHANICAL 3D Astrogation 5D, space transports 3D, starfighter repair 3D

PERCEPTION 2D Search 6D STRENGTH 1D

TECHNICAL 2D Computer programming/ repair 6D, starfighter repair 5D

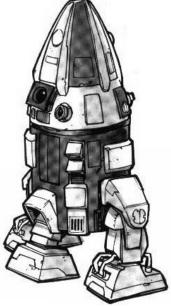
Equipped With:

-Three wheeled legs (one retractable)

-Repulsor units

-Vocoder unit (Astromech voice box)

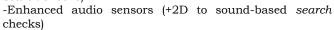
-Molecular backtrack sniffer (tracks targets by pheromone trail; +1D to scent-based *search: tracking* rolls)



-Residual heat-trend directionalizer (reveals footprints or other similar heat sources that leave a trail, 5 meter range, attempts must be made within 20 minutes of the trail being made, +1D to *search: tracking* rolls)

-Enhanced movements sensor (+2D to movement-based





-Enhanced infrared sensors (+2D to heat-based *search* checks)

Electromagnetic field receptors (+1D to EM-based *search* checks)

-Broadband antenna receiver (5 Km range)

-Built-in comlink (1 Km range)

-Retractable heavy grasper arm (+1D to lifting)

- -Retractable fine work grasper arm
- -Extendible 0.3 meter long video sensor (360 degree range)
- -Small electric arc welder (1D-5D, 0.3 meter range)
- -Small circular saw (4D damage, 0.3 meter range)
- -Video display screen

-Holographic projector/recorder

-Flat-image photoimager (reproduces a non-holographic, single frame image; 50 meter range, photoimaging takes roughly 90 seconds)

-Fire extinguisher

-Small (10 cm by 8 cm) internal cargo area

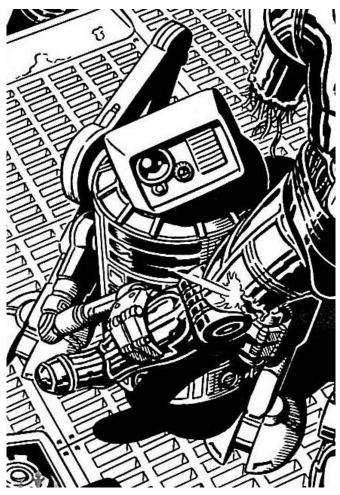
-Some additional tools and equipment

Move: 6 (wheels), 10 (repulsors, flight ceiling 3 meters) **Size:** 1.3 meters tall

Note: Q9 is constantly upgrading himself. It is believed he possesses more attachments and gear than is indicated here, and will likely upgrade his existing attachments in the future.

Source: Cracken's Threat Dossier (pages 113-114)

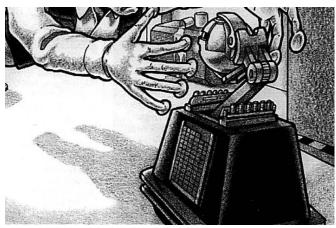
MdZ-BLK (Blockhead)



DEXTERITY 2D Blaster: hold-out blaster 4D **KNOWLEDGE 1D+2** Streetwise 6D **MECHANICAL 2D+2** Space transports 5D **PERCEPTION 2D** Search 4D **STRENGTH 2D** Brawling 5D **TECHNICAL 3D** Computer programming/repair 5D, droid programming 4D+2, droid repair 7D, space transports repair 5D **Equipped With:** -Two auto-balance legs -Two heavy grasper arms (*lifting* skill at 4D) -Two retractable fine manipulators (Dexterity 4D, 2 Kg load maximum) -Sensor array (standardized Human range, plus infra-red and micro-/macro-ocular extensions -Internal comlink with simplified Basic speech module -Hold-out blaster (3D) concealed in left leg **Character Points: 20 Move:** 12 Size: 1.5 meters tall Cost: Not for sale Source: Cracken's Rebel Operatives (page 55)

Type: TTC MdZ Maintenace Droid

MSE-X-PR6



Type: Modified Rebaxan Columni MSE-6 DEXTERITY 2D KNOWLEDGE 1D MECHANICAL 1D PERCEPTION 1D STRENGTH 1D TECHNICAL 1D Equipped With: -Electro-photoreceptor -Auditory sensors -Vocabulator speech system -Treads

-Storage area (0.1 meter cube)

-Retractable fine manipulator arm (+1D to lifting)

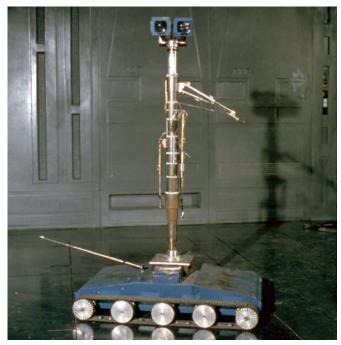
Equipment: Thermal detonator in storage area (10D), piece of DarkStryder technology.

Move: 5

Size: 0.3 meters

Source: The DarkStryder Campaign – The Kathol Outback (pages 30-31)

WED00-88 (Weedo)



Type: Modified Cybot Galactica WED Treadwell Droid **DEXTERITY 3D** Blaster 4D, dodge 3D+2 **KNOWLEDGE 1D MECHANICAL 2D** Astrogation 4D+2, space transports 4D+2 **PERCEPTION 1D STRENGTH 2D TECHNICAL 2D** Computer programming/repair 4D, security 4D, space transports repair 7D **Equipped With:** -Arm-mounted blaster (4D damage) -Diagnostics package (+2D to space transports repair) -Microbinoculars -5 tool mounts -Telescopic appendage (can reach two meters from the droid) -Environmental compensation (vacuum) -Magentic feet (droid's feet are equipped with electromagnetic grippers) -Vocabulator **Move:** 8 Size: 1.6 meters Cost: Not for sale

MK-09 (Emkay)

Type: Modified Kalibac Indutries MK-09 Maintenance Droid

DEXTERITY 1D+2 KNOWLEDGE 2D Planetary systems 4D

MECHANICAL 3D

Astrogation 4D+1, communications 4D, sensors 3D+2, space transports 5D+1, space transports: YT-2000 6D, starfighter piloting 4D, starship shields 4D+2, starship gunnery 5D

PERCEPTION 1D

Search 2D



STRENGTH 1D+2 Lifting 3D TECHNICAL 4D

STAR

Computer programming/repair 4D+2, droid repair 5D, security 5D, space transport repair 6D+2, starfighter repair 6D, starship weapons repair 6D+2

Equipped With:

- -Visual and auditory receptors
- -Holographic projector/recorder
- -Network connector
- -Fire extinguisher
- -Electric arc welder (1D-5D damage, 0.4 meter range)
- -Small (20 cm by 10 cm) internal "cargo" area
- -Repair tools
- -Small circular saw (3D, 0.4 meter range)
- -Tread locomotion system
- -Two manipulator arms
- -Vocabulator

Move: 5

- Size: 1.23 meters tall
- **Cost:** Not for sale

LE-BO2D9 (Leebo)

Type: Modified Cybot Galactica LE-series Repair Droid **DEXTERITY 1D**

Dodge 3D KNOWLEDGE 3D

Bureaucracy: starport customs 4D, languages 5D, law enforcement: Imperial Customs 4D, planetary systems 5D, streetwise 4D+2

MECHANICAL 2D

Astrogation 3D, communications 3D, sensors 3D, space transports 5D+2, starship gunnery 4D, starship shields 4D **PERCEPTION 1D**

Bargain 3D, investigation 2D, search 3D

STRENGTH 3D TECHNICAL 3D

Capital ship repair 4D, computer programming/repair 5D, security 3D+2, space transports repair 5D **Equipped With:**



-Stripped-down skeletal body (two arms, two legs, head) -Visual/audial sensors (human range) -Holographic projector/recorder -Vocabulator speech/sound system -Broad-band antenna receiver/transmitter -Long-range, shielded single-channel comlink to Dash Rendar's unit **Move:** 7 Size: 1.7 meters tall **Cost:** Not for sale

Source: Shadows of the Empire Sourcebook (pages 53-54)

GSAD-43

Type: Rogue Armorer Droid

DEXTERITY 2D Blaster 6D+1, missile weapons 4D+1 KNOWLEDGE 2D Bureaucracy 2D+1, law enforcement 3D MECHANICAL 2D PERCEPTION 2D Investigation 2D+2,

search 3D STRENGTH 3D TECHNICAL 3D

Armor repair 4D+1, blaster repair 5D, jet pack repair 3D+1, repulsorlift repair 3D+1

Equipped With:

-AA-12X Verbobrain -Communications link with base computer -Humanoid body (two arms, two legs, head) -Repulsorlift unit (hovers, flight ceiling

1 meter)

-Two Visual/auditory sensor recorders (human range) -Vocabulator speech/sound system

-Internal blaster/missile launcher weapons pod (blaster: 4D, 3-25/100/250, missile: 4D/3D/2D, blast radius 0-2/

4/6, 10-25/50/100) -Sensor Pod: +2D to *search* **Move:** 6 **Size:** 1.5 meters tall **Cost:** 7Not for sale **Source:** Galaxy Guide 9 – Bounty Hunters (page 75)

X0-X1 (Exo-ExOne)

Type: X1 prototype Droid **DEXTERITY 1D** Dodge 4D **KNOWLEDGE 4D** Scholar: technology 6D **MECHANICAL 2D PERCEPTION 2D** Search 5D **STRENGTH 2D TECHNICAL 4D** Computer programming/ repair 6D **Equipped With:** -Special shielding (+3D to resist damage) Equipment: Virtually everything on Cloud City connected to the Computer Core. **Move:** 7 Size: 1 meter Source: Crisis on Cloud City (page 22)

Blue Max

Type: Customized MerenData B2-X Computer Interface Unit

DEXTERITY 1D KNOWLEDGE 2D+1 Bureaucracy 5D bi

Bureaucracy 5D, business 2D+2, languages: computer languages 7D

MECHANICAL 2D Communications 5D PERCEPTION 1D





Con 5D, forgery 3D, investigation 7D **STRENGTH 1D**

TECHNICAL 5D

Computer programming/repair 14D, droid programming 6D, security 7D+2

Equipped With:

-Fine computer interface probe

-Plastron Interface socket

Special Abilities:

Plastron Interface Socket: Blue Max can communicate with and interface through Bollux via a computer socket. Max fits into Bollux's chest plastron compartment.

Size: 0.4 meters tall

Cost: Not for sale

Source: Han Solo and The Corporate Sector Sourcebook (pages 125-126)

AL-BRT-34-X3 (Albert)



Type: Sentient Mainframe Computer **KNOWLEDGE 5D**

Bureaucracy 7D, bureaucracy: Calamar University 11D, bureaucracy: Esseles 9D, business 6D+2, cultures 5D+2, macroeconomics 7D, languages 7D, law enforcement 8D, law enforcement: Esseles 9D+1

MECHANICAL 2D Sensors 4D

PERCEPTION 3D

Bargain 6D+1, command 7D, forgery 8D, investigation 6D, persuasion 5D+1 $\,$

TECHNICAL 5D

Computer programming/repair 14D, droid programming 7D, security 10D+2

Force Points: 1 Character Points: 6

Move: Physically, Albert is stationary, but his "consciousness" can virtually be anywhere on the planet in seconds.

Equipment: Albert has no possessions *per se*, but has a great many electronic resources at his disposal.

Source: Cracken's Rebel Operatives (pages 52-53)

CUTH-BRT-92-X3 (Cuthbert)

Type: Sentient Mainframe Computer

KNOWLEDGE 5D

Bureaucracy 7D, bureaucracy: Gandle Ott 10D, business 6D+2, business: urban government 7D+1, cultures 6D+2, macroeconomics 7D, languages 7D, law enforcement 8D, law enforcement: Gandle Ott 9D+1

MECHANICAL 2D

Sensors 4D PERCEPTION 3D

Bargain 6D+1, command 7D, forgery: electronic 7D+1, investigation 8D, persuasion 5D

TECHNICAL 5D

Computer programming/repair 8D, droid programming 7D, security 10D+2

Character Points: 9

Move: Physically, Cuthbert is stationary, but can virtually be anywhere on the planet in seconds.

Equipment: Cuthbert has no possessions *per se*, but has a great many electronic resources at his disposal.

Source: The DarkStryder Campaign – Boxed Set (pages 45-46)

3rd Degree Droids

Protocol Droids

M-TD Translator Droid

Type: M-TD Series Translator Droid **DEXTERITY 2D KNOWLEDGE 3D** Languages 5D, planetary systems 5D **MECHANICAL 1D PERCEPTION 1D** STRENGTH 1D **TECHNICAL 1D** Computer programming/repair 2D+1 **Equipped With:** -Repulsorlift unit (allows limited flight) -Vocabulator (the droid can replicate human speech) **Move:** 10

Core

Size: Tiny

Source:

Cost: 2,350 credits d20

Rulebook (page 372)



Chiba DR-10 Protocol Droid

Type: Chiba DR-10 Hovering Protocol Droid **DEXTERITY 2D** Blaster 3D **KNOWLEDGE 2D** Alien species 3D+2, bureaucracy 3D+1, value 3D+1, willpower 3D+1 **MECHANICAL 3D PERCEPTION 1D** Investigation 3D+1, persuasion 3D+1, search 3D, search: tracking 3D+2 STRENGTH 1D **TECHNICAL 2D** Computer programming/repair 3D+1 **Equipped With:** -360 Degree Vision (The droid can see in all directions at once, making it difficult to surprise) -Blaster (4D, 3-10/30/120) -Comlink -Heuristic processor (the droid is able to use skills it is untrained in)



-Improved sensor package (+2 to all search rolls) -Infrared vision (can see in the dark up to 30 meters) -Motion sensors (+2 to search rolls against moving targets) -Recording unit (can record and play back up to 5 minutes of holographic footage) -Repulsorlift unit (allows limited flight) -Telescopic vision (visual sensors include a long-range capability) -Vocabulator (the droid has a speaker that allows it to replicate organic speech) Move: 10 (hover) Size: Medium Cost: 12,000 Source: Coruscant and the Core Worlds (page 94)

Siak Protocol Droid

Type: Roche Siak-series Protocol Droid **DEXTERITY 1D** Dodge 2D **KNOWLEDGE 3D** Cultures 4D, cultures: human 5D, languages 5D **MECHANICAL 1D PERCEPTION 2D** Persuasion 3D STRENGTH 1D **TECHNICAL 1D Equipped With:** -Translang IV Communications module -Two photoreceptor and two auditory receptors (human range) -Languages database (+1D to languages) -Verpinoid body (two arms, two legs, head) -Vocabulator **Move:** 6 Size: 1.5 meters Cost: 3,500 (new), 1,200 (used) Source: Cynabar's Fantastic Technology - Droids



STAR

LB Courier Droid

Type: Industrial Automaton LB series Courier Droid **DEXTERITY 1D KNOWLEDGE 2D** Languages 4D **MECHANICAL 1D** Communications 5D **PERCEPTION 1D** STRENGTH 1D **TECHNICAL 3D** Computer programming/repair 5D, droid programming 5D Equipped With: -Fine work grasping arm -Extendable video sensor -Full range audio sensor -Broad-band Transceiver -Holorecorder/projector -Vocabulator/sound system -Translang 2A comm module -Universal I/O coupling -Ion surge shielding -Repulsor unit (4 meter ceiling) **Special Abilities:** Remote programming: LB class droids can program computers that have radio or audio receivers at a distance of 10 meters at their normal die codes. Ion Resistance: This class of droid resists ion fields and Jawa DEMP guns (add 3D to droid's Strength to resist damage). **Move:** 9 Size: 0.75 diameter

Cost: 8,500 credits (new)

Source: Supernova (pages 42-43)

PD "Lurrian" Protocol Droid

Type: Cybot Galactica PD Series Protocol Droid **DEXTERITY 1D+2 KNOWLEDGE 2D+2** Languages 6D, scholar: 6D, genetics scholar: biology 6D **MECHANICAL 1D PERCEPTION 1D** STRENGTH 1D+2 Climbing/jumping 2D+2 **TECHNICAL 1D Equipped With:** -Humanoid body (two arms, two legs, head) -Climbing cable hands (function as reusable grappling hook launchers) -Environmental compensator (adapted to cold, dusty and water environments) -Two visual and audial sensors - human range -Vocabulator speech/sound system capable of reproducing virtually any sound it hears or is programmed to reproduce. -AA-1 VerboBrain -TransLangICommunications module with over 500,000 languages **Move:** 8 Size: 1.7 meters tall

Move: 8 Size: 1.7 meters tall Cost: 4,000 (new) Source: Arms and Equipment Guide (pages 52-53)

BD-3000 Luxury Droid





Type: LeisureMech Enterprises BD-3000 Luxury Attendant Droid **DEXTERITY 1D KNOWLEDGE 3D** Business 5D, culinary arts 5D, languages 6D **MECHANICAL 1D** Repulsorlift operation 3D **PERCEPTION 2D** Persuasion 4D STRENGTH 1D **TECHNICAL 1D** First aid 3D **Equipped With:** -Humanoid body (two arms, two legs, head) -Two visual and audial sensors - human range -Vocabulator speech/sound system capable of reproducing a wide variety of sounds and voices -Communications module with over 1.5 million languages **Move:** 8 Size: 1.65 meters tall

Cost: 25,000 (new)

3PO Protocol Droid



Type: Cybot Galactica 3PO Human-Cyborg Relations Droid **DEXTERITY 1D KNOWLEDGE 3D** Cultures 6D, languages 10D* **MECHANICAL 1D** PERCEPTION 1D STRENGTH 1D **TECHNICAL 1D** * The droid's vocabulator speech/sound system makes the droid capable of reproducing virtually any sound it hears or is programmed to reproduce. **Equipped With:**

-Humanoid body (two arms, two legs, head)

-Two visual and audial sensors - human range

-Vocabulator speech/sound system

-AA-1 VerboBrain

-TransLang III Communications module with over seven million languages

Move: 8

Size: 1.7 meters tall Cost: 3,000 (new)

Source: Rulebook (page 239), Cynabar's Fantastic Technology: Droids, The Star Wars Sourcebook (pages 52-53), d20 Core Rulebook (pages 371-372)

LOM Protocol Droid





Type: Industrial Automaton LOM Human-Cyborg Relations Unit

DEXTERITY 2D KNOWLEDGE 3D Cultures 5D, cultures: insectoid 4D, languages 10D MECHANICAL 1D PERCEPTION 3D

STRENGTH 1D

TECHNICAL 2D Computer programming/repair 4D Equipped With: -Body armor (+1D to *Strength* rolls versus physical attacks, and +1 pips versus energy attacks) -TransLang III Communications module with over seven million languages -Audio recording unit -Holographic recording unit -Vocabulator (the droid is capable of organic speech) Move: 8 Size: 1.6 meters Cost: 3,000 credits Source: Arms and Equipment Guide (page 54)

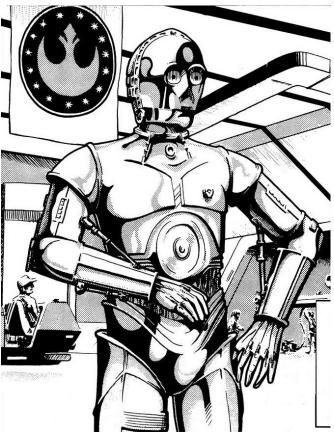
M-3PO Military Protocol Droid



Type: Cybot Galactica M-3PO Series Protocol Droid **DEXTERITY 2D** Blasters 2D+2 **KNOWLEDGE 3D** Cultures 6D, languages 10D, tactics 5D **MECHANICAL 1D PERCEPTION 1D** Persuasion 3D STRENGTH 1D **TECHNICAL 1D Demolitions 3D** Equipped With: -Humanoid body (two arms, two legs, head) -Light armor (+1D against physical damage, +1 against energy damage) -Two visual and audial sensors - human range -Vocabulator speech/sound system -AA-1 VerboBrain -TransLang III Communications module with over seven

million languages Move: 8 Size: 1.7 meters Cost: 4,500 credits Source: Arms and Equipment Guide (page 58)

Espionage Droid



Type: MerenData Espionage Droid in Protocol Droid shell **DEXTERITY 2D** Dodge 2D+2, pick pocket 3D **KNOWLEDGE 3D** Cultures 4D, languages 8D, value 6D **MECHANICAL 2D+1** Communications 5D+1, sensors 5D+1 **PERCEPTION 4D** Con 6D, hide 6D+1, investigation 6D, search 6D, sneak 6D+1 **STRENGTH 2D TECHNICAL 3D** Computer programming 5D, security 6D **Equipped With:** -Humanoid body (head, two arms, two legs) -Information recording and coded retrieval/broadcast system -Vocabulator speech/sound system -Broad-band antenna receiver -AA-1 VerboBrain processor -TransLand III communication/protocol module -Espionage hard-wired module **Move:** 8 Size: 1.7 meters tall Source: Dark Force Rising Sourcebook (pages 100-101),

Source: Dark Force Rising Sourcebook (pages 100-101), Rebel Alliance Sourcebook (pages 118-120), The Thrawn Trilogy Sourcebook (pages 195-196)



TTS-15 Tutor Droid

Type: Industrial Automation TTS-15 Education and Tutorial Droid

DEXTERITY **KNOWLEDGE**

4D+1, Alien species business: economics 4D+2, cultures 4D+1, languages 4D+2, planetary systems 4D+1, scholar 3D+2, scholar: applied education theory 5D+2, scholar: galactic history 4D **MECHANICAL 1D PERCEPTION 2D** STRENGTH 1D **TECHNICAL 1D** Computer programming/

repair 2D

Equipped With:

-Humanoid body (two arms, two legs, head) -Two visual and auditory

sensor recorders (human range)

-Vocabulator speech/sound system

-Verbobrain

-TransLang II Communication module

Special Abilities:

Education pack: Each droid

comes programmed with up to three specific areas of subject expertise to include: Galactic history, material and theoretical sciences, languages, literature, multicultural literature, cultures, and mathematics. Specific programming selections and competence levels are selected prior to shipment.

Move: 7

Size: 1.5 meters tall

Cost: 3,000 (new), 500 credits initial lease fee, 1,000 annual service contract fee, which includes routine inspection and program upgrades.

Source: Cynabar's Fantastic Technology - Droids, Galladinium's Fantastic Technology (page 24), Arms and Equipment Guide (pages 54-55)

Droid Gatewatcher

DEXTERITY 3D Blaster 5D **KNOWLEDGE 3D** Languages 4D, intimidation 4D, willpower 4D **MECHANICAL 1D PERCEPTION 3D** Hide 7D, investigation 5D, persuasion 3D, search 4D+2 **STRENGTH 2D TECHNICAL 1D Equipped With:** -Body armor (+1D to Strength to resist damage) -Blaster array (blaster pistol, only deals stun damage) -Comlink

-Heuristic processor (the droid is able to learn by experience)

-Improved sensor package (+2 bonus to all search skill rolls) -Vocabulator Move: 0 (stationary) Size: Diminutive Cost: 3,500 credits

TT-8L Tattletale Guard Droid

Serv-O-Droid TT-8L Type: "Tattletale" Series Guard Droid **DEXTERITY 1D KNOWLEDGE 4D MECHANICAL 1D PERCEPTION 4D** Con 5D, persuasion 5D, search 5D **STRENGTH 4D TECHNICAL 1D Equipped With:** -Remote receiver -Improved sensors (+1D to search, +2D in low-light conditions) -Vocabulator **Move:** 0 Cost: 7,000 Source: Arms and Equipment Guide (page 59)

Servant Droids

3D+2



SE4 Servant Droid

Type: Industrial Automaton SE4 Servant Droid DEXTERITY 2D

KNOWLEDGE 2D Culinary arts 4D, cultures 3D, home economics 4D, languages 3D

MECHANICAL 2D Communications 3D. repulsorlift operation 3D **PERCEPTION 2D** Bargain 3D STRENGTH 2D Lifting 3D **TECHNICAL 2D** First aid 3D **Equipped With:** -Humanoid body (two arms, two legs, head) -Vocabulatory speech system

-Photoreceptors

-Auditory sensors Move: 7 Size: 1.6 meters tall Cost: 2,600 (new), 1,300

(used) **Source:** Cynabar's Fantastic Technology – Droids, Dark Force Rising Sourcebook (page

Rising Sourcebook (page 105), Rebel Alliance Sourcebook (pages 120-



121), The DarkStryder Campaign - Boxed Set (page 84), The Thrawn Trilogy Sourcebook (page 199), Arms and Equipment Guide (page 54)

RA-7 Servant Droid

Type: Arakyd Industries RA-7 Series Protocol Droid



DEXTERITY 2D KNOWLEDGE 2D

Bureaucracy 3D, cultures 4D, languages 3D, scholar: culinary arts 5D, scholar: home economics 4D **MECHANICAL 1D** Repulsorlift operation 2D **PERCEPTION 2D** STRENGTH 2D **TECHNICAL 1D Equipped With:** -Visual spectrum scanners -Vocabulator speech/ sound system -Humanoid appendages configuration **Move:** 9 Size: 1.7 meters tall Cost: 3,000 Death Star Source: Technical Companion (page 93), Arms and Equipment Guide (page 52)

Robo-Valet

Type: Cybot Galactica Sartoriflex Robo-Valet

DEXTERITY 1D KNOWLEDGE 3D

Alien species: native garbs and fabrics 6D, cultures 5D, cultures: fashion 7D **MECHANICAL 1D PERCEPTION 2D** Fashion trends 4D **STRENGTH 1D TECHNICAL 1D**

Equipped With: -Internal VibroSound dry cleaning device -Internal steam press -Rethreading/reweaving micro manipulators -One pair photoreceptors (Human range) -Galactic fashion database Move: 3 Size: 1.5 meters tall Cost: 5,600 credits Source: Han Solo and The Corporate Sector Sourcebook (pages 127/129)



"Webby" Sailing Droid

Type: WBY-102 First Mate DEXTERITY 3D KNOWLEDGE MECHANICAL Communications 4D, sailed nautical vessel operation 4D PERCEPTION 1D Command 4D (in tutorial matters only) STRENGTH 1D

TECHNICAL 2D

First aid 3D+1, sailed vessel repair 4D

Equipped With:

-Humanoid body (two legs, two arms, torso) -Emergency inflatable floating bag -Comlink

-Two visual and auditory sensor recorders – Human range -Vocabulator speech/sound system

-AA-1 Verbobrain **Special Abilities:**

Inertia compensator: Add 1D to Dexterity when attempting to maintain footing on a violently swaying deck. Move: 8 Size: 1.6 meters tall

Cost: 3,000 **Source:** Adventure Journal – The Best of Issues 1-4 (page 68)

Caretaker Droids

Droid Lifeguard

DEXTERITY 1D+1 KNOWLEDGE 1D MECHANICAL 1D PERCEPTION 2D STRENGTH 3D+1 Swimming 7D TECHNICAL 3D First aid 6D Equipped With: -Waterproof covering Move: 10 (walking), 15 (swimming) Source: Rider of the Maelstrom (page 15)

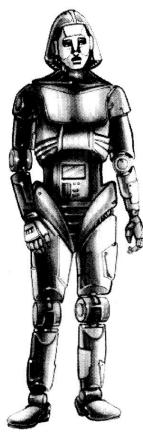
MK2 Attendant Droid

Type: AccuTronics MK2 Attendant droid **DEXTERITY 2D** Running 2D+1 **KNOWLEDGE 2D+2** Alien species 3D, cultures 3D, languages 3D+1 **MECHANICAL 1D+1** Communications 4D **PERCEPTION 1D+1** Injury/ailment diagnostics 2D STRENGTH 1D+1 **TECHNICAL 2D** First aid 6D **Equipped With:** -Humanoid body (two arms, two legs, head) -Two visual and two auditory sensors. -Vocoder **Move:** 8 Size: 1.6 meters tall **Source:** No Disintegrations (page 30)

MK 8001 Attendant Droid

Type: AccuTronics MK 8001 Attendant Droid **DEXTERITY 2D** Running 2D+1 **KNOWLEDGE 2D+2** Alien species 3D, cultures 3D, languages 3D+1 **MECHANICAL 1D+1** Communications 4D, ground vehicle operation 2D+1, hover vehicle operation 2D, repulsorlift operation 2D+2, sensors 2D**PERCEPTION 1D+1** (A) Injury/ailment diagnostic 2D STRENGTH 1D+1 **TECHNICAL 2D** First Aid 6D **Equipped With:** -Humanoid body (two arms, two legs) -Two visual and auditory sensor recorders - Human range -Vocabulator speech/sound system -AA-1 Verbobrain **Special Abilities:** Medical Database: The MK 8001 is equipped with a

Medical Database: The MK 8001 is equipped with a medical reference database listing nearly 50,000 common

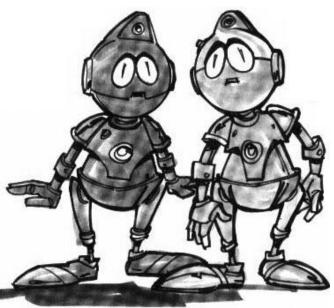


illnesses and diseases. Search and retrieval sub-routines can access information to permit advanced first aid treatment of severe injury or illness in crisis situation.

Medical Support Link: Attendant droids can maintain direct communication links with the nearest medical facility and are capable of two-way transmission of data using planetary communication grids. **Move:** 7

Size: 1.6 meters tall Cost: 3,000 (new) Source: Galladinium's Fantastic Technology (page 20)

Model E Childcare Droid



Type: Accutronics Corporation Model E Childcare Giver Droid DEXTERITY 3D Running 4D KNOWLEDGE 2D+2 Cultures 4D, languages 4D, scholar: child care 5D, scholar: child's play 6D MECHANICAL 1D PERCEPTION 2D Hide 3D+1, persuasion 5D, search 3D STRENGTH 1D+2



TECHNICAL 1D First aid 4D **Equipped With:** -Humanoid body (two arms, two legs, head) -Plastic-coated durasteel frame (+2D against physical damage) -Two visual and two audial sensors – human range -Vocabulator speech/sound system, capable of producing music accompaniment **Move:** 9

Size: 0.9 meter tall

TDL Nanny Droid



Type: XL-Lioness TDL Nanny Droid DEXTERITY 4D Blaster: arm blaster 7D, dodge 5D+1 KNOWLEDGE 3D Cultures 6D, languages 5D, scholar: child care 9D MECHANICAL 1D PERCEPTION 2D Hide 3D+1, search 3D, sneak 4D STRENGTH 2D TECHNICAL 1D First aid 5D, security 4D Equipped With: -Humanoid body (four arms, two legs, head) -Armor plating (+2D against physical and energy attacks)

-Two heavy blasters (4D+2 damage, 0-3/10/20), concealed

in lower set of arms

- -Two visual and two audial sensors human range
- -Vocabulator speech/sound system
- -AA-1 VerboBrain
- -TransLang III Communications module with over seven million languages

Move: 10

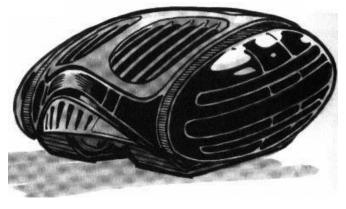
Size: 1.9 meters tall

Cost: 9,000 (new)

Source: The Jedi Academy Sourcebook (pages 141-143)

Business Droids

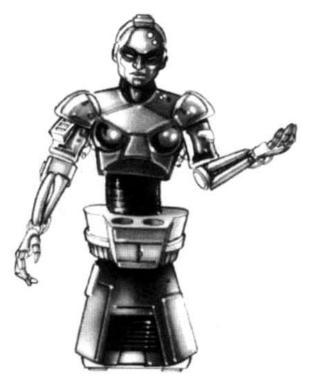
SCM-22 Stenographer



Type: PowerPost & Industrial Automaton SCM-22 Stenographer Recorder Droid DEXTERITY 1D **KNOWLEDGE 1D** Business 3D, languages 4D **MECHANICAL 1D** PERCEPTION 1D Search 3D STRENGTH 1D **TECHNICAL 1D** Computer programming/repair 3D **Equipped With:** -Two wheeled legs -Directionalized microphone receiver (can record from up to 15 meters, 170 hours capacity) -Visual sensor -High-pitched vocabulator -Advanced encryption code transmitter Move: 3 Size: 12 centimeters diameter

XA-540 Secretary Droid

Type: Opti-Prime XA-540 Personal Secretary Droid DEXTERITY 1D KNOWLEDGE 2D+1 Bureaucracy 4D, business 4D MECHANICAL 1D PERCEPTION 1D+1 Bargain 2D+2 STRENGTH 1D TECHNICAL 1D



Computer programming/repair 3D+2 **Equipped With:**

-Humanoid body (two arms, two legs)

-Two visual and auditory sensor recorders – Human range -Vocabulator speech/sound system

-TransLang I Communication module

-Business administration policies and procedures database **Special Abilities:**

Loyalty Inhibitor: Hardwired programming inhibits this unit from disclosing any information classified "businesssensitive" to unauthorized personnel. Attempts to reprogram this automated function will result in circuitry overload and burnout.

Move: 8

Size: 1.6 meters tall

Cost: 2,500 credits

Source: Cynabar's Fantastic Technology – Droids, Galladinium's Fantastic Technology (page 23)

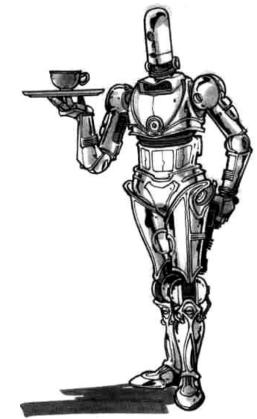
CZ Secretary/ Communications Droid

Serv-O-Droid CZ Type: Series Secretary and **Communications** Droid **DEXTERITY 1D+1 KNOWLEDGE 2D** Business 5D, languages 5D **MECHANICAL 1D PERCEPTION 2D** Con 3D+1, persuasion 3D+2 STRENGTH 1D **TECHNICAL 2D** Computer programming/repair 4D+2 **Equipped With:** -Humanoid body (two legs, two arms, head) -Locked access (The droid's shut-down switch is secured or internally located) -Multinode communications link -Internalized datapad



-TransLang I Communications module with over 500,000 languages **Move:** 10 Size: 1.7 meters tall Cost: 2,750 Source: Arms and Equipment Guide (page 55)

3D-4X Administrative Droid





Type: Genetech 3D-4X Series Administrative Droid DEXTERITY 1D KNOWLEDGE 3D

Business 4D+1, cultures 5D, languages 8D+2

MECHANICAL 1D

PERCEPTION 4D

Bargain 4D+2, con 5D+1, persuasion 5D+1

STRENGTH 1D TECHNICAL 2D

Computer programming/repair 3D+1

Equipped With:

-Comlink

-Heuristic processor (the droid is able to use skills it is untrained in)

-Internal storage (2 Kg of extra space available for storage or upgrades)

-Recording unit (can record and play back up to 5 minutes of audio footage)

-TransLang II Communications module with over three million languages

-Vocabulator

Move: 10

Size: Medium

Cost: 5,500

Source: Arms end Equipment Guide (pages 53-54)

C4LR Litigation Droid



Type: Caldrahisen mechanicals C4LR Litigation Droid **DEXTERITY 1D**

KNOWLEDGE 2D

Bureaucracy: Imperial administration 5D+2, bureaucracy: courtroom procedures 5D+2, cultures 4D+1, intimidation 4D+2, law enforcement 6D, scholar: Imperial law 6D+2 **MECHANICAL 1D**

PERCEPTION 2D

Bargain 3D, persuasion 5D+1 STRENGTH 1D TECHNICAL 1D Equipped With:

- -Humanoid body (two arms, two legs, head)
- -Two visual and auditory sensors recorders (human range) -Holographic projector/recorder
- -Vocabulator speech/sound system
- -AX-02 verbobrain

-Litigation module: Compilation of Imperial legal precedents and special case histories pertaining to a specific facet of Imperial Law. Specializations can include: civil law, taxation law, military jurisprudence, and so on. One base module is installed with each droid. Up to four additional modules can be installed at any time.

Special Abilities:

Perfect memory: Litigation droids keep a permanent record of all courtroom proceedings as well as data transcripts and holovids of material entered into evidence in a court of law. It can replay all relevant courtroom conversations verbatim, as well as provide hardcopy of all relevant printed material. *Honesty:* A litigation droid is prevented by its programming from lying, exaggerating or misrepresenting acts that might otherwise benefit its client/master.

Move: 8 Size: 1.6 meters

Cost: 3,000-10,000 (varies depending on specific programming requirements; up to 4 litigation expertise modules can be installed at 2,000 credits per module) **Source:** Cynabar's Fantastic Technology – Droids, Galladinium's Fantastic Technology (page 21)

R-97 Quartermaster Droid

Type: Bossikian/Rendili R-97 Quartermaster Droid

DEXTERITY 1D KNOWLEDGE 3D Bureaucracy 4D, value 3D+2 MECHANICAL 1D PERCEPTION 3D

Search 4D STRENGTH 1D TECHNICAL 1D

Equipped With: -Two auto-balance legs with extensions -Four arms -Domed head with photoreceptors and micro-scanner for inventory **Move:** 7 Size: 2 meters tall (can raise up to 3 meters) **Cost:** 4,000 Source: The DarkStryder Campaign - Boxed Set (page 81)



12-4C-41 Traffic Controller

Type: SoroSuub Corporation 12-4C-41 Traffic Controller **DEXTERITY 1D KNOWLEDGE 2D** Bureaucracy 5D, law enforcement 5D **MECHANICAL 2D**

Communications 4D+2, sensors 5D **PERCEPTION 1D+2** Search 5D, persuasion 3D **STRENGTH 1D**



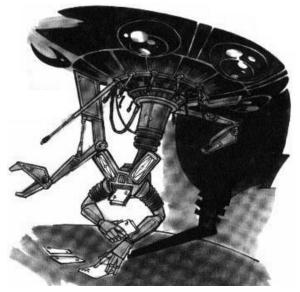
TECHNICAL 1D

C o m p u t e r programming/repair 3D+2

Equipped With: -Humanoid body (two arms, two legs, head) -Optic/recorder system (capable of panoramic and macroscopic scans. +2D to search) -Retractable dataprobe (in left index finger) -Torso multi-colored landing beacon **Move:** 8 Size: 1.7 meters tall



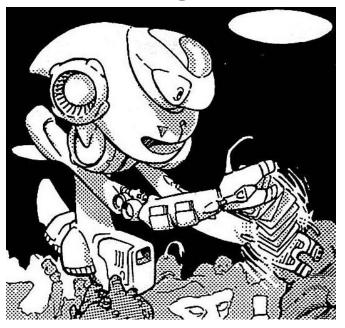
Automated Sabacc Dealer



Type: LeisureMech Enterprises RH7 CardShark DEXTERITY 2D Melee combat: force pike 3D KNOWLEDGE 2D Languages 4D, sabacc variant rules 6D MECHANICAL 1D PERCEPTION 3D Gambling 6D, persuasion 4D, search 5D+2 STRENGTH 1D+2 TECHNICAL 1D Equipped With: -Six visual and auditory sensor recorders – Human range -Vocabulator speech/sound system -Two heavy grasper arms (+2D to *lifting* and *brawling*)

-Two heavy grasper arms (+2D to *lifting* and *brawling*) -Extendable force pikes (3D stun damage) **Move:** 0 (bolted to the ceiling) **Size:** 1.5 meters tall

Gambling Droid



Type: Droxian Model GDA-8 Gambling Droid **DEXTERITY 2D KNOWLEDGE 3D** Value: currency conversion 4D, cultures 3D+2, languages

4D **MECHANICAL 1D PERCEPTION 3D** Gambling 6D, persuasion 4D **STRENGTH 1D TECHNICAL 2D** Droid repair 3D

Equipped With:

-Semi-humanoid body (two arms, repulsorlift generator at base)

-Two visual and auditory sensor recorders – Human range -Vocabulator speech/sound system

-AA-1 Verbo-brain

-Video display screen

-Gambling Database: contains rules, procedures and odds estimation programming for common games of chance. Standard model is programmed for up to 100 different games. Additional modular memory add-ons can increase this capacity to 500 games.

-Currency Reservoir: a gambling droid can hold upwards of 10,000 credits. Some droids are programmed to exchange numerous planetary currencies in addition to the standard New Republic and/or Imperial credits.

-Credit Verification/Transfer System. Access via onboard comlink with house banking agency.

Move: 7

Size: 1.9 meters tall

Cost: 10,000 (new)

Source: Galaxy Guide 11 – Criminal Organizations (pages 86-87)

Individual Droids

A-3DO (Threedee)



Type: Duwani Mechanical Products 3DO Protocol/Service Droid

DEXTERITY 2D KNOWLEDGE 4D

Alien species 6D+2, bureaucracy 5D+2, cultures 8D, languages 10D, planetary systems 9D+2, scholar: protocol 10D+1

MECHANICAL 3D+1

Ground vehicle operation 4D+1, hover vehicle operation 4D, repulsorlift operation 4D+2, sensors 5D, space transports 4D+2, starship shields 3D+2

PERCEPTION 2D+2 STRENGTH 3D

TECHNICAL 3D

Armor repair 3D+2, computer programming/repair 4D, repulsorlift repair 4D, space transports repair 4D+1

Equipped With:

-Humanoid body (two arms, two legs, head) -Advanced fine-motor circuitry and servos for delicate repair work

-Two visual and audial sensors – human range

-Vocabulator speech system capable of imitating vocal sound waves within human range

Character Points: 3

Move: 7

Size: 1.6 meters tall

Cost: 1,500 credits (as purchased by Andur Sunrider) **Source:** Tales of the Jedi Companion (page 97)

TC-14

Type: Cybot Galactica TC Human-Cyborg Relations Droid **DEXTERITY 1D KNOWLEDGE 3D**

Cultures 4D, cultures: Trade Federation 7D, languages 10D

MECHANICAL 1D PERCEPTION 1D STRENGTH 1D TECHNICAL 1D Equipped With:

-Humanoid body (two arms, two legs, head)

-Two visual and two audial sensors - Nemoidian range (yellow to UV)



-Vocabulator speech/sound system -AA-1 Verbobrain -TranLang III Communications module with over seven million languages **Move:** 7 **Size:** 1.7 meters tall **Cost:** 3,000 credits

C-3PO (See-Threepio)

(as of the Battle of Yavin – as of the Jedi Academy Trilogy)

Type: Cybot Galactica C-3PO Human-Cyborg Relations Droid

DEXTERITY 2D Dodge 4D-5D+2 KNOWLEDGE 5D+2

Alien species 7D-8D+1, bureaucracy 8D-9D, cultures 8D, languages 12D-13D, planetary systems 6D, scholar: child care 5D+2-6D, survival 5D+2, value 5D+2

MECHANICAL 3D

Repulsor lift operation 4D-5D+2, space transports 3D-4D, starship shields 3D

PERCEPTION 3D+1

Bargain 6D-7D, con 5D-6D+1, hide 3D+1-5D, sneak 3D+1-5D

STRENGTH 2D

TECHNICAL 3D

First Aid 3D-4D

Equipped With:

- -Humanoid body (two arms, two legs, head)
- -Two visual and two audial sensors (human range)
- -Broad-band antenna receiver
- -AA-1 VerboBrain

-TransLang III Communications module with over seven million languages $% \left({{{\left[{{{\rm{S}}_{\rm{m}}} \right]}}} \right)$



-Vocabulator speech/sound system capable of providing and extraordinarily wide range of sound effects and exact impersonations of voices

Force Points: 1

Character Points: 8

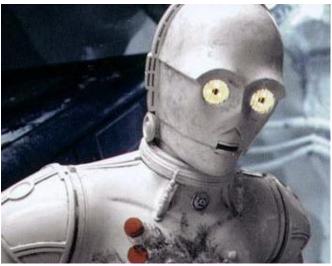
Move: 8 Size: 1.67 meters tall

Cost. 1 700 anodita (as more

Cost: 1,700 credits (as purchased by Owen Lars)

Source: Galaxy Guide 4 – The Empire Strikes Back (pages 83-85), Dark Empire Sourcebook (pages 18-19), Heir to the Empire Sourcebook (pages 28-29), Shadows of the Empire Sourcebook (pages 13-14), Star Wars Trilogy Sourcebook SE (pages 24-26), The Jedi Academy Sourcebook (pages 15-16), The Last Command Sourcebook (pages 16-17), The Movie Trilogy Sourcebook (pages 15-16), The Star Wars Sourcebook (pages 133-135), The Thrawn Trilogy Sourcebook (pages 32-33), The Truce at Bakura Sourcebook (page 33)

K-3PO (Kay-Threepio)



Type: Cybot Galactica K-3PO Human-Cyborg Relations Droid

DEXTERITY 1D KNOWLEDGE 3D

Alien species 4D, bureaucracy 6D, cultures 5D, languages 11D, military history 5D+2, planetary systems 5D, tactics: fleets 5D+1, tactics: starfighters 6D+2

MECHANICAL 1D

PERCEPTION 2D+1 Command 4D, command: Alliance High Command droids 6D+2

STRENGTH 1D TECHNICAL 1D Equipped With:

Equipped with:

-Humanoid body (two arms, two legs, head)

-Two visual and audial sensors - human range

-Broad-band antenna receiver

-AA-1 VerboBrain

-TransLang III Communications module with over six million languages

-Vocabulator speech/sound system capable of providing an extraordinarily wide range of sound effects and exact impersonation of voices.

Character Points: 8

Move: 8

Size: 1.67 meters tall

Cost: Not for sale

Source: Galaxy Guide 3 – The Empire Strikes Back (page 20)

T-3PO (Tee-Threepio)

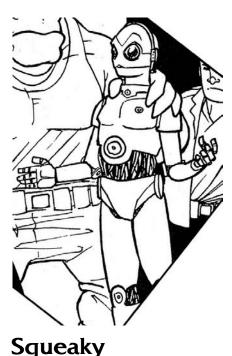
Type: Cybot Galactica 3PO Imperial Protocol Droid DEXTERITY 2D Dodge 3D+2 KNOWLEDGE 2D Alien species 3D, bureaucracy 4D, languages 8D* MECHANICAL 2D PERCEPTION 2D Bargain 4D STRENGTH 2D TECHNICAL 2D Droid programming 3D, security 4D

*The droid's vocabulatory speech/sound system makes the droid capable of reproducing virtually any sound it hears or



is programmed to reproduce.

Equipped With: -Humanoid body (two arms, two legs, head) -Two visual and audial sensors – human range -Vocabulator speech/sound system -AA-1 VerboBrain **Move:** 8 Size: 1.7 meters **Cost:** Nor for sale Source: Starfall (page 18)



Type: Cybot Galactica 3PO Human-Cyborg Relations Droid **DEXTERITY 1D**

KNOWLEDGE 3D

Languages 10D, scholar: etiquette 6D, scholar: spacer lore 5D

MECHANICAL 1D PERCEPTION 3D Persuasion 6D STRENGTH 1D

TECHNICAL 3D

Computer programming/repair 5D, security 5D **Equipped With:**

-Recording unit (can record and play back up to 5 minutes of audio footage)

-Self-destruct system (the droid will self-destruct/explode under predetermined circumstances)

-TransLang III Communications module with over seven million languages

-Vocabulator Move: 8 Size: 1.7 meters tall Cost: Not for sale

F-RTZ-2 (Fritz)

DEXTERITY 2D

KNOWLEDGE 3D Languages 8D, scholar: biology 4D+1, scholar: chemistry 4D+1

MECHANICAL 1D PERCEPTION 2D Hide 4D+2 STRENGTH 1D

TECHNICAL 3D

Droid repair 3D+2, first aid 6D, medicine 3D, computer programming/repair 4D+2 $\,$

Equipped With:

-Holorecording unit (can record and play back up to 5 minutes of holographic footage)

-Repulsorlift unit (allows flight, altitude Range: 20 meters) -Tool mount (has three appendages that have tools attached to them) -TransLang II Communications module with over three million languages **Move**: 10 (flying) **Size**: Tiny **Cost**: Not for sale

J-9SB

Type: J-9 Protocol Droid **DEXTERITY 1D KNOWLEDGE 3D** Alien species 6D+2, bureaucracy 4D, business 5D, cultures 5D+1, languages 7D+2 **MECHANICAL 1D** PERCEPTION 1D Investigation 4D STRENGTH 1D **TECHNICAL 1D** Computer programming/repair 5D, droid programming 5D, droid repair 3D+2 Equipped With: -Internal comlink -Link to Boliscon Towers' database Equipment: Datapad **Move:** 7 **Cost:** Nor for sale Source: The Black Sands of Socorro (page 37)

CBX-9

Type: Hybrid Human-Cyborg Relations Droid **DEXTERITY 2D** Dodge 3D+2 **KNOWLEDGE 3D** Alien species 5D, business 6D+2, cultures 6D, languages 10D

MECHANICAL 2D

Repulsorlift operation 5D, space transports 4D+1, starship shields 4D

PERCEPTION 2D Bargain 7D, con 6D STRENGTH 2D TECHNICAL 3D First aid 4D Equipped With: -Humanoid body (two arms, two legs, head) -Two visual and two audial sensors

human range
Vocabulator speech/ sound system. CBX-9's vocabulator speech/soundsystem makes her capable of reproducing virtually any sound she hears or is programmed to reproduce.
-AA-1 VerboBrain

-AA-1 VerboBrain -TransLang III Communications

module with over seven million languages **Move:** 9

Size: 1.5 meters tall

Cost: Not for sale

Source: The Jedi Academy Sourcebook (page 84)



K-27

Type: Protocol droid DEXTERITY 1D KNOWLEDGE 3D

Cultures 4D+1, languages 10D, planetary systems: Kashyyyk 4D+1, scholar: Dosha 4D+1, scholar: galactic politics 4D+1, willpower 4D+1

MECHANICAL 1D

PERCEPTION 3D

Persuasion 5D+1 STRENGTH 2D

TECHNICAL 1D

Computer programming/repair 2D+1

Equipped With:

-TransLang III Communications module with over seven million languages

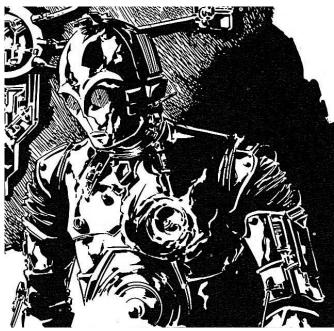
-Audio eecording unit

-Vocabulator

Move: 8

Size: 1.7 meters

KL-6T-LF7V-T (Sixtee-El)



Type: Valet/Translator Droid **DEXTERITY 2D**

KNOWLEDGE 2D

Alien species 8D, cultures 8D, languages 10D, planetary systems 6D

MECHANICAL 1D PERCEPTION 2D STRENGTH 1D TECHNICAL 1D Equipped With:

-Humanoid body (two arms, two legs, head) -Two video sensors -Broad-band antenna receiver -Vocabulator speech/sound system capable of providing an extraordinarily wide range of sounds

-Hidden security camera

-Hidden homing transponder

-TransLang II Communications modules (can access nearly three million languages)

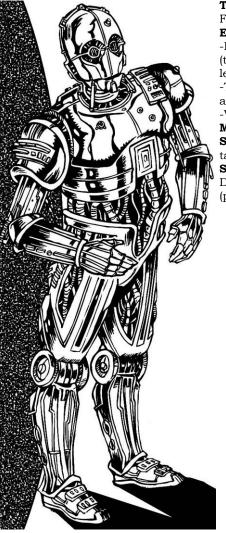
Move: 8 Size: 1.6 meters Cost: 2,500 Source: The Abduction of Crying Dawn Singer (page 61)



Type: Modified Cybot Galactica E3 Companion Droid **DEXTERITY 3D** Dodge 5D, running 7D **KNOWLEDGE 2D** Alien species 4D+2, survival 7D **MECHANICAL 2D** Communications 4D, sensors 5D+2 **PERCEPTION 3D** Hide 4D, search 6D+2, sneak 6D **STRENGTH 2D** Climbing/jumping 3D+2, lifting 3D+2 **TECHNICAL 2D** Security 4D **Equipped With:** -Four legs -Heavy grasping jaw (STR+1D+1 damage) -Video, hearing, and olfactory sensor arrays -Movement sensor (+1D to search) -Retractable blaster (5D, ranges 0-3/10/20) -Infrared detectors (+2D to search in darkness) -Vocabulator **Move:** 12 Size: 1 meter tall Cost: Not for sale Source: Wretched Hives of Scum and Villainy (page 20)

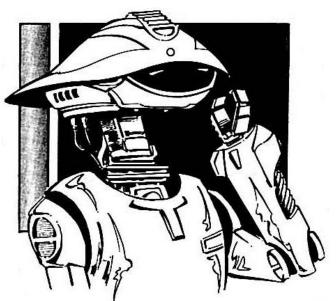
MK221 (Emmy-Kaye)

Type: Attendant droid DEXTERITY 2D Running 2D+1 KNOWLEDGE 2D+2 Alien species 3D, cultures 3D, languages 3D+1 MECHANICAL 1D+1 Communications 4D PERCEPTION 1D+1 Injury/ailment diagnostics 2D STRENGTH 1D+1



TECHNICAL 2D First aid 6D **Equipped With:** -Humanoid body (two arms, two legs, head) -Two visual and two auditory sensors. -Vocoder **Move:** 8 Size: 1.6 meters tall Source: No Disintegrations (page 30)

K-M2 (Kay-Emtoo)



Droid **DEXTERITY 2D** Dodge 4D **KNOWLEDGE 3D** Bureaucracy 8D, languages 5D, planetary systems 5D+1 **MECHANICAL 4D** Astrogation 5D+1, repulsorlift operation 4D+2, space transports 6D+1, starship shields 5D+2 PERCEPTION 3D Con 5D+1, hide 5D+2, search 6D+1, sneak 5D+2 **STRENGTH 2D** Lifting 4D **TECHNICAL 4D** Computer programming/repair 6D+1, demolitions 6D, droid programming 7D, droid repair 7D, repulsorlift repair 5D+1, security 6D+1, space transports repair 5D+2 **Equipped With:** -Humanoid body (two arms, two legs) -Two visual and auditory sensor recorders

Type: Industrial Automaton K Series Spaceport Control

-Vocabulator speech/sound system

Special Abilities:

Backup Memory: A combination of backup battery and memory storage units allows K-M2 to retain certain information even through routine memory wipes.
Command Override: An extra unit in K-M2's housing neutralizes the effect of restraining bolts.
Move: 8
Size: 2 meters tall
Cost: 1,500 credits (used)

Source: Galaxy Guide 6 – Tramp Freighters (page 79)

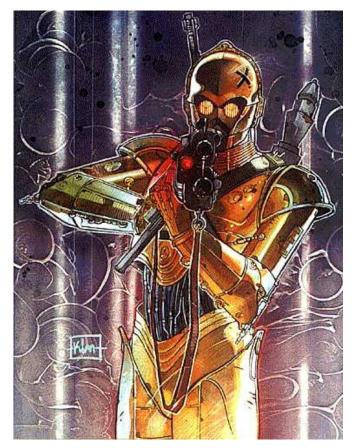
C-3PX

Type: Assassin droid **DEXTERITY 3D+2** Blaster 7D+1, dodge 6D, melee weapons 6D+2 **KNOWLEDGE 2D+2** Intimidation 6D, languages 8D, survival 4D+1 **MECHANICAL 3D+1 PERCEPTION 2D+1**

Con 5D+2, con: disguise 6D, investigation 4D, search 7D, search: tracking 6D, sneak 5D+1

X3D-IO (Exthreedee)

Type: Modified Genetech 3D-4X Administrative Droid **DEXTERITY 1D KNOWLEDGE 3D** Business 4D+1, cultures 5D, languages 9D+2 **MECHANICAL 1D PERCEPTION 4D** Con 5D+1, persuasion 5D+1 STRENGTH 1D **TECHNICAL 2D** Computer programming/repair 3D+1 Equipped With: -Comlink -Heuristic processor (the droid is able to use skills it is untrained in) -Internal storage (2 Kg of extra space available for storage or upgrades) -Recording unit (can record and play back up to 5 minutes of audio footage) -Translator unit (+6D to languages) -Vocabulator (the droid has a speaker that allows it to replicate organic speech) Move: 8 Size: Medium **Cost:** Not for sale Source: Rebellion Era Sourcebook (pages 31-32)



STRENGTH 3D+2 Brawling 6D+2 **TECHNICAL 3D**

Computer programming/repair 7D, demolitions 5D, droid repair 7D, security 5D+2

Equipped With:

-Two concealed blaster pistols (4D damage)

-Concealed heavy blaster pistol (5D damage)

-Concealed vibro-dagger (STR+2D damage)

-Locked access (C-3PX's shut-down switch is secured or internally located)

-Low-light vision (C-3PX can see twice as far as a human in dim light)

-Vocabulator

-Improved Sensor Package (+2 to all search skill rolls)

-360 Degree Vision (C-3PX can see in all directions at once) -TransLang II Communications module with over three million languages

-Internal storage (3 Kg capacity)

Move: 8

Size: 1.7 meters

Cost: Not for sale

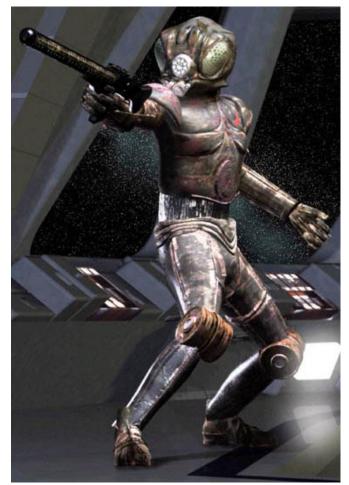
Source: Ultimate Adversaries (pages 13-14)

4-LOM

Type: Industrial Automaton 4-LOM Protocol Droid **DEXTERITY 2D** Blaster 4D+2, dodge 4D+2, firearms: stun gas gun 5D **KNOWLEDGE 4D**

Alien species 6D, bureaucracy 7D, cultures 5D, heist coordination 6D, languages 7D, planetary systems 6D+2, streetwise 5D

MECHANICAL 3D PERCEPTION 4D



Con 6D, hide 5D, investigation 7D, sneak 5D STRENGTH 2D Brawling 3D+2

TECHNICAL 6D

Computer programming/repair 5D, demolitions 6D, droid programming 6D+1, droid repair 6D+1, security 7D+2 **Equipped With:**

- -Humanoid body (two arms, two legs, head)
- -Two visual and audial sensors human range
- -Vocabulator speech/sound system

-Broad-band antenna receiver

-VerboBrain

-TransLang III Communications module with over seven million languages

-Stun gas blower (4D stun)

-Body armor (adds +3D physical, +1D energy)

Move: 10

Size: 1.6 meters

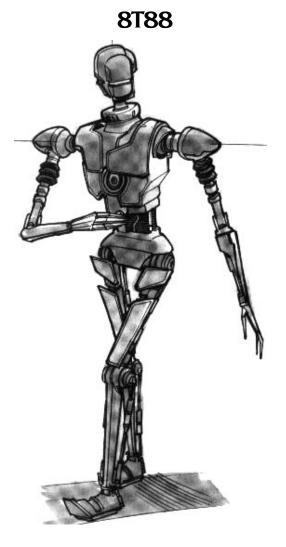
Cost: Not for sale

Equipment: Blaster pistol (4D), blaster rifle (5D), datapad Source: Galaxy Guide 3 - The Empire Strikes Back (page 59), Galaxy Guide 9 - Bounty Hunters (pages 75-76), Star Wars Trilogy Sourcebook SE (pages 58-59), The Movie Trilogy Sourcebook (pages 95-96)



SE4-10 & SE4-12 Protection Droids

Type: Modified Industrial Automaton SE4 Servant Droid **DEXTERITY 3D** Blaster 7D, dodge 3D+1, running 4D **KNOWLEDGE 1D** Culinary arts 4D, cultures 3D, home economics 4D, languages 3D **MECHANICAL 1D** Communications 3D, repulsorlift operation 3D **PERCEPTION 2D** Bargain 3D **STRENGTH 2D** Lifting 3D **TECHNICAL 2D** First aid 3D **Equipped With:** -Humanoid body (two arms, two legs, head) -Two visual and two audial sensors - Human range -Vocabulator speech/sound system -Body armor (+1D to torso) -Internal blaster rifle (5D damage, ranges: 5-30/100/200) **Move:** 10 Size: 1.6 meters tall Cost: Not for sale Source: Flashpoint! Brak Sector (page 34)



Type: Tiss'shari Company 88-model **DEXTERITY 2D** Blaster 5D+1, dodge 5D+1 **KNOWLEDGE 3D+1** Business: organized crime 7D+2, forgery 7D+2, scholar: Mathematics 7D, planetary systems 7D+1, value 7D+2 **MECHANICAL 2D+2** Astrogation 4D+1, **PERCEPTION 3D** Con 7D+1, hide 4D, intimidation 6D, persuasion 10D, streetwise 6D STRENGTH 1D **TECHNICAL 3D+1** Computer programming/repair 9D+1, droid repair 5D+1, security 5D+1 **Equipped With:** -Blaster Pistol (4D) -Security Protocols Package -Programmable Droid Brain -Built-in Comlink & Communications Array -Holorecording unit -Secret Compartment -Vocabulator **Move:** 10 Size: 1.8 meters



Guri

Type: Customized Human Replica Droid **DEXTERITY 5D**

Blaster 7D, brawling parry 11D, dodge 8D, melee combat 7D, melee parry 7D, thrown weapons 7D

KNOWLEDGE 3D

Bureaucracy: Black Sun 7D, business: Black Sun 7D, business: XTS 7D, intimidation 9D, streetwise 6D, streetwise: Black Sun 7D, survival 6D

MECHANICAL 2D

Astrogation 4D, repulsorlift operation 4D, space transports 5D, starfighter piloting 4D, starship gunnery 4D, starship shields 4D

PERCEPTION 4D

Command 6D, investigation 7D, search 6D, sneak 7D **STRENGTH 5D** Brawling: martial arts 10D, climbing/jumping 7D

TECHNICAL 2D First aid: Falleen 6D, security 7D **Equipped With:**

-Humanoid body



-Highly modified AA-1 Verbo-brain

-Human bio-fibers

-Clone vat-grown skin

Special Abilities:

Human Replica: Human replica droids are designed to pass for humans in every aspect, including behavior and biology. A Very Difficult *sensors* roll is needed to notice "something odd" about a human replica droid masquerading as a human.

Move: 15

STAR WARS

Size: 1.8 meters tall

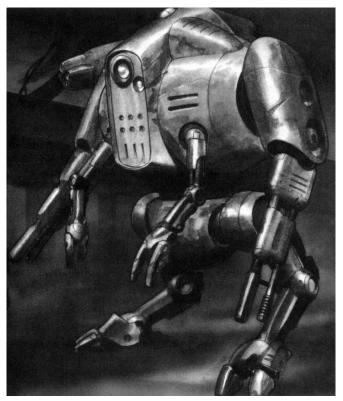
Cost: 9 million

Source: Shadows of the Empire Sourcebook (pages 33-35)

4th Degree Droids

Military Droids

Hutt War Droid



Type: Walking Military Droid DEXTERITY 3D Blaster 5D+1, missile weapons 4D+1 KNOWLEDGE 1D Tactics 2D, languages: Huttese 3D MECHANICAL 1D PERCEPTION 1D Search 2D STRENGTH 3D+1 TECHNICAL 1D Equipped With:

-Body armor (+1D+2 to *Strength* to resist damage) -Deflector shields (+1D to *Strength* to resist damage) -2 arm-mounted light repeating blaster rifles (6D+2) -Shoulder-mounted grenade launcher (5D)

-2 manipulating appendages

-Locked access (The droid's shut-down switch is secured or internally located)

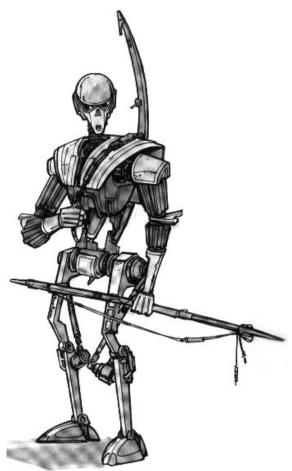
Move: 10

Cost: Not available for sale

Note: These war droids are ancient in the Rebellion era, and as such are prone to failure. If a war droid rolls a 1 one the wild die when attacking, its weapons and battle computer breaks down and it suffers a permanent -4D penalty to all attack rolls. Repairing this breakdown is a Heroic *droid repair* task.

Source: Tempest Feud (page 127)

Krath War Droid





Type: The Krath War Droid **DEXTERITY 3D** Melee combat 6D, melee parry 6D, pulse-wave cannon 5D **KNOWLEDGE 1D MECHANICAL 1D** PERCEPTION 1D Search 3D STRENGTH 2D+2 Brawling 4D **TECHNICAL 1D Equipped With:** -Humanoid body (two arms, two legs, head) -Body armor (+1D to Strength to resist damage) Equipment: Short sword (STR+2D damage), pulse-wave cannon (6D damage) **Move:** 10 Size: 1.7 meters tall Cost: Not available for sale

Xim's War Robot

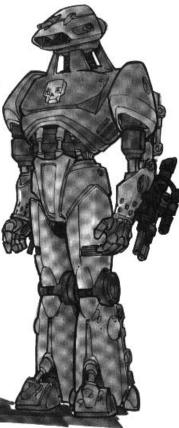
DEXTERITY 3D

Dodge 5D, blasters 6D, energy weapons 6D+2, firearms 5D+2 $\,$

KNOWLEDGE 1D Tactics 2D+2 MECHANICAL 1D PERCEPTION 1D Search 3D STRENGTH 5D TECHNICAL 1D

Equipped With:

-Humanoid body (two arms, two legs, head) -Body armor (+1D+1 to resist damage) -Various chemical and energy weapons, including heatbeams (4D+2) and particle dischargers (5D) -Optical lenses -Vocabulator **Move:** 12 **Size:** 2.2 meters tall



Sith War Droid

DEXTERITY 5D

Blaster 6D, melee weapons 6D KNOWLEDGE 1D Intimidate 3D MECHANICAL 1D PERCEPTION 2D STRENGTH 3D Brawling 4D TECHNICAL 1D

Equipped With:

-Boy armor (+1D+1 to *Strength* to resist damage) -Arm-mounted vibro-ax (STR+3D+1 damage, max: 7D) -Arm-mounted blaster rifle (5D damage, range: 3-30/100/ 300)

Move: 10

Size: 1.8 meters tall Cost: Not available for sale Source: The Dark Side Sourcebook (page 121)

Sith Slayer

Type: Ancient War Machine DEXTERITY 2D Blasters 6D, dodge 3D, melee parry 3D+2, melee weapons 7D, vehicle blasters: heavy repeating blaster 6D+2 KNOWLEDGE 2D Intimidation 6D MECHANICAL 1D PERCEPTION 3D Search 5D+2 STRENGTH 5D TECHNICAL 1D Equipped With:

-Alchemically-treated Sith armor plating (+3D to *Strength* to resist damage, -2D to *Dexterity*)

-2 arm-mounted Sith spinning bladers (STR+1D+2 damage each) $% \left(\left({{{\rm{STR}}} + 1} \right) \right) = \left({{{\rm{STR}}} + 1} \right) = \left$

-2 shoulder-mounted blaster cannons (8D damage each, range: 3-75/200/500)

-Vocabulator (the droid has a speaker that allows it to replicate organic speech) $% \left({{{\left({{{\left({{{\left({{{c}}} \right)}} \right)}_{c}}} \right)}_{c}}} \right)$

-Locked access (The droid's shut-down switch is secured or internally located)

Move: 6

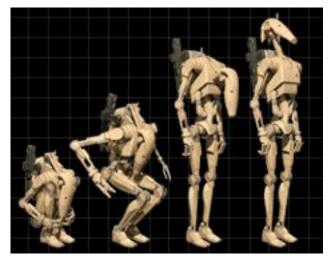
Size: Gargantuan **Cost**: Not available for sale

Sith Elite Warbot

Type: Ancient Battle Droid **DEXTERITY 4D** Blaster 6D, dodge 5D+1, melee weapons 7D+1, melee parry 5D+2, vehicle blasters 6D **KNOWLEDGE 2D** Intimidation 5D+1 **MECHANICAL 1D PERCEPTION 4D** Search 5D+1 **STRENGTH 4D** Brawling 6D **TECHNICAL 1D Equipped With:** -Alchemically-treated sith armor (+3D to Strength to resist damage, -2D to Dexterity) -2 arm-mounted blaster pistols (do 4D damage each, range: 3-7/25/120) -Arm-mounted Sith sword (does STR+2D damage) -Vocabulator (the droid has a speaker that allows it to replicate organic speech) -Locked access (The droid's shut-down switch is secured or internally located) **Move:** 6 Size: 1.8 meters tall Cost: Not available for sale



Battle Droid



Type: Baktoid Combat Automata B1 Series Battle Droid DEXTERITY 1D Blaster: blaster rifle 3D **KNOWLEDGE 1D MECHANICAL 1D PERCEPTION 1D** STRENGTH 2D Brawling 3D **TECHNICAL 1D Equipped With:** -Integrated comlink -Remote receiver (5,000 km range) -Body armor (+1D to Strength to resist damage) -Vocabulator (the droid can replicate organic speech) Equipment: Blaster rifle (5D damage, range: 3-30/100/ 300) **Move:** 10 Size: 1.8 meters tall Cost: 1,800 credits Source: d20 Core Rulebook (pages 372-373)

Battle Droid Commander

Series Commander Battle Droid **DEXTERITY 2D** Blaster 3D **KNOWLEDGE 2D MECHANICAL 1D PERCEPTION 1D** Search 3D **STRENGTH 2D** Brawling 3D **TECHNICAL 1D Equipped With:** -Integrated multichannel comlink -Remote receiver (5,000 km range) -Body armor (+1D Strength to to resist damage) -Vocabulator

Type: Neimoidian

Equipment:



Macrobinoculars, blaster rifle (5D damage, range: 3-30/ 100/300) Move: 10 Size: 1.8 meters tall Cost: 1,200 credits Source: Secrets of Naboo (page 11), Invasion of Theed (page 24), Arms and Equipment Guide (pages 56-57)

Battle Droid Infantry



Type: Neimoidian Series Infantry Battle Droid **DEXTERITY 1D** Blaster 2D **KNOWLEDGE 1D MECHANICAL 1D PERCEPTION 1D** STRENGTH 1D+2 Brawling 2D+1 **TECHNICAL 1D Equipped With:** - Integrated multichannel comlink -Remote receiver (5,000 km range) -Body armor (+1D to Strength to resist damage) -Vocabulator (the droid can replicate organic speech) Equipment: Blaster rifle (5D damage, range: 3-30/100/300)

Move: 10 Size: 1.8 meters tall Cost: 800 credits Source: Secrets of Naboo (page 11), Invasion of Theed (page 24)

Battle Droid Pilot

Type: Neimoidian Series Pilot Battle Droid **DEXTERITY 2D**

Blaster 3D, melee combat 3D, missile weapons 3D, vehicle blasters 3D

blasters 3D **KNOWLEDGE 1D MECHANICAL 4D** Astrogation 5D, repulsorlift operation 4D+1

PERCEPTION 1D STRENGTH 1D+2

Brawling 2D **TECHNICAL 1D** C o m p u t e r programming/repair 1D+2

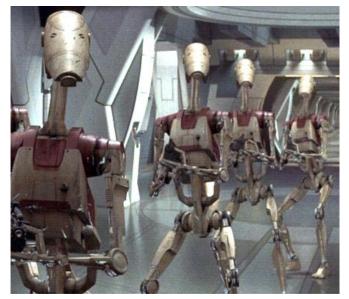
Equipped With: -Integrated multichannel comlink -Remote receiver (5,000 km range) -Body armor (+1D to





Strength to resist damage) -Vocabulator (the droid can replicate organic speech) Equipment: Blaster rifle (5D damage, range: 3-30/100/ 300) Move: 10 Size: 1.8 meters tall Cost: 1,000 credits Source: Secrets of Naboo (page 13), Invasion of Theed (page 25)

Battle Droid Security



Type: Neimoidian Series Security Battle Droid **DEXTERITY 1D** Blaster 2D **KNOWLEDGE 2D MECHANICAL 1D PERCEPTION 2D** Search 3D STRENGTH 1D+2 Brawling 2D+1 **TECHNICAL 1D** Computer programming/repair 1D+2 **Equipped With:** -Integrated multichannel comlink -Remote receiver (5,000 km range) -Body armor (+1D to Strength to resist damage) -Vocabulator (the droid can replicate organic speech) Equipment: Blaster rifle (5D damage, range: 3-30/100/ 300) **Move:** 10 Size: 1.8 meters tall Cost: 900 credits Source: Secrets of Naboo (page 13), Invasion of Theed (page 25)

Super Battle Droid

Type: Baktoid Combat Automata B2 Series Battle Droid **DEXTERITY 2D** Blaster 3D, blaster: blaster rifle 4D, dodge 3D, melee combat 3D, vehicle blasters 3D **KNOWLEDGE 1D MECHANICAL 1D PERCEPTION 1D**

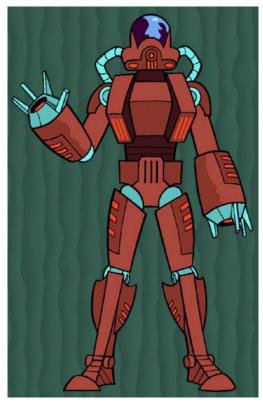


STRENGTH 2D Brawling 3D TECHNICAL 1D

Equipped With: -Mounted blaster rifle (5D damage, range: 3-30/100/300) -Remote receiver (5,000 km range, with local back-up processor) -Light armor (+1D to *Strength* to resist damage) -Vocabulator (the droid can replicate organic speech) Move: 10 Size: 1.8 meters tall

Cost: 3,300 credits **Source:** d20 Core Rulebook (page 373)

L8-L9 Battle Droid Prototype



Type: Tagge Industries L8-L9 Battle Droid Prototype **DEXTERITY 3D** Flamethrower 4D+2, plasma cannon 5D **KNOWLEDGE 1D MECHANICAL 1D PERCEPTION 1D** STRENGTH 2D Brawling 4D **TECHNICAL 1D Equipped With:** -Humanoid body (two arms, two legs, head) -Body armor (+1D to Strength to resist damage) -Plasma cannon (5D+2 damage) -Flamethrower (3D damage, range 10 meters, flame does 3D damage each round until extinguished) Equipment: Blaster rifle (5D damage, range: 3-30/100/ 300) **Move:** 10 Size: 1.75 meters tall Cost: Not available for sale

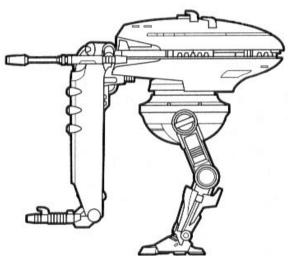
IG Lancer Droid

Type: Phlut Design Systems IG-series Lancer Droid **DEXTERITY 2D** Blaster 4D, dodge 4D, melee combat 4D+2 **KNOWLEDGE 1D MECHANICAL 2D** Repulsorlift operation 5D **PERCEPTION 2D** Search 4D, sneak 4D **STRENGTH 3D** Brawling 4D **TECHNICAL 1D Equipped With:** -Humanoid body (two arms, two legs, head) -Long-range sensor (+1D to search for objects 50-750 meters away) -Motion sensor (+1D to search for moving objects up to 400 meters away) **Move:** 11 Size: 1.96 meters tall Cost: Not available for sale Equipment: Power lance (STR+4D damage)

Eradicator Battle Droid

Type: Colicoid Eradicator Series Battle Droid DEXTERITY 3D Blasters 6D KNOWLEDGE 1D MECHANICAL 1D PERCEPTION 1D Search 2D+2 STRENGTH 4D TECHNICAL 1D Equipped With: -Light body armor (+2 to *Strength* to resist damage) -Energy shields (+1D against energy attacks)

-Two light repeating blasters (6D, 3-50/120/300) -Two ion gun rifles (5D ion damage, 3-50/200/400) **Move:** 4 **Size:** 2.9 meters tall



Cost: 18,000 **Source:** Arms and Equipment Guide (pages 57-58)

Protector Battle Droid

Type: Baktoid Combat Automata Protector Series **DEXTERITY 4D** Vehicle blasters 10D+1 **KNOWLEDGE 1D MECHANICAL 1D PERCEPTION 1D** Search 4D+2 STRENGTH 3D Climbing/jumping 6D+2 **TECHNICAL 1D Equipped With:** -Armor (+2D to Strength rolls to resist damage) -Shield generator (+3D to Strength rolls to resist damage) -Two heavy repeating blasters (8D damage, range 3-75/ 200/500)**Move:** 8 Size: 2.5 meters tall Cost: Not available for sale

Crab Droid



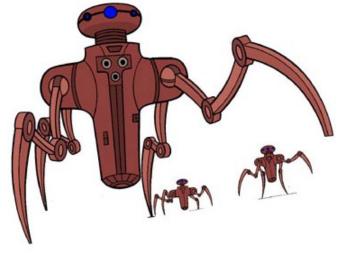
Type: Confederacy of Independent Systems LM-432 Crab Droid DEXTERITY 3D Blasters 4D+1 KNOWLEDGE 1D MECHANICAL 1D



PERCEPTION 1D Search 3D STRENGTH 3D Climbing/jumping 5D TECHNICAL 1D Equipped With: -Twin blasters (6D damage) -Water/mud jet sprayer -Armorplast shielding (+1D to resist damage) -Six legs (2 tipped with heavy duranium stabilizers, granting +3D to *climbing*) Move: 9 Size: 1.49 meters tall

Chameleon Droid

Type: Commerce Guild/Techno Union Covert Mine-Laying Droid DEXTERITY 2D Blaster 4D KNOWLEDGE 1D MECHANICAL 1D PERCEPTION 2D Hide 3D+2, search 4D, sneak 3D+1 STRENGTH 1D TECHNICAL 2D+1 Demolitions 5D+2



Equipped With:

-Holographic array projector (projects surrounding imagery in the droid's place, adding +4D to *hide* and +3D to *sneak*) -Sensor array (+2 to *search*)

-Small repulsorlift unit (+3D to *running* and *climbing/jumping*)

-Four articulated pincer legs (+3D to climbing)

- -Laser cannons (6D damage)
- -Mine deployment system

Move: 10

Size: 1.5 meters tall

Dwarf Spider Droid

Type: Commerce Guild Dwarf Spider Droid DEXTERITY 3D Blaster artillery: blaster cannon 4D KNOWLEDGE 1D MECHANICAL 1D PERCEPTION 2D



Search 3D STRENGTH 3D+1 Climbing 4D+1 **TECHNICAL 1D Equipped With:** -Blaster cannon (9D) -Light armor (+2 to Strength to resist damage) -Comlink -Digging claws -Locked access (the droid's shut-down switch is secured or internally located) -Magnetic feet -Restraining bolt -Improved sensor package (+2 to all search skill rolls) -Infrared vision (can see in the dark up to 30 meters) -Self-destruct system Move: 10, 4 (burrowing) Size: 1.6 meters tall **Cost:** 8,500 Source: Ultimate Adversaries (pages 147-148)

Octuptarra Battle Droid





Type: Techno Union Octuptarra Droid **DEXTERITY 3D** Laser cannon 4D **KNOWLEDGE 1D MECHANICAL 1D PERCEPTION 2D** Search 5D STRENGTH 2D+1 Climbing 4D+1 **TECHNICAL 1D Equipped With:** -3 laser turret cannons (6D) -Light armor (+2 to Strength to resist damage) -Magnetic feet -Improved sensor package (+2 to all search skill rolls) **Move:** 9 Size: 2.2 meters tall Cost: Not available for sale

Tri-Droid



Type: Techno Union Tri-Droid Scale: Speeder **DEXTERITY 3D** Artillery cannon 4D **KNOWLEDGE 1D MECHANICAL 1D PERCEPTION 2D** Search 5D STRENGTH 2D+1 Climbing 4D+1 **TECHNICAL 1D Equipped With:** -3 artillery cannons (6D) -Light armor (+2 to Strength to resist damage) -Magnetic feet -Improved sensor package (+2 to all search skill rolls) **Move:** 17 Size: 3.7 meters tall Cost: Not available for sale

Droideka Destroyer Droid

Type: Droideka Series Destroyer Droid **DEXTERITY 3D** Blaster: heavy repeating blaster 8D+2 **KNOWLEDGE 1D MECHANICAL 1D** PERCEPTION 1D Search 3D+2 STRENGTH 3D Brawling 7D+1 **TECHNICAL 1D Equipped With:** -Two mounted heavy repeating blasters (8D damage, range: 3-75/200/500) -Body armor (+1D to Strength to resist damage) -Defensive shields (+3D to Strength to resist damage) -Remote processor (500 Km range) Move: 4 walking, 25 in "wheel mode" Size: 1.5 meters tall Cost: 9,000 credits Source: d20 Core Rulebook (pages 373-374), Secrets of Naboo (page 11), Invasion of Theed (page 26)





Type: Sienar Intelligence Systems ZQ Infantry Support Unit

DEXTERITY 3D Blaster 5D, dodge 4D, melee weapons 4D, missile weapons 5D

KNOWLEDGE 1D MECHANICAL 1D PERCEPTION 2D Command 4D, hide 3D, search 4D **STRENGTH 4D** Brawling 4D+2 **TECHNICAL 3D** Droid repair 3D **Equipped With:** -Repulsorlift engine -heavy blaster cannon (7D) -Light repeating cannon (5D) -Two photoreceptors -Vocabulator -Miniature concussion missile system (8D, 3-10/15/20) -Grasper arm **Move:** 11 Size: 1 meter tall Cost: 8,350 credits Source: Cynabar's Fantastic Technology - Droids

DCM-8 Missile Platform Droid

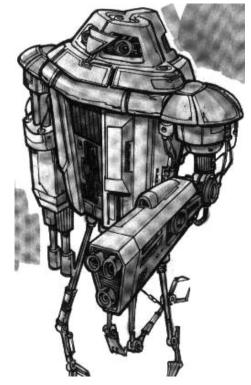
Type: Arakyd Patrol Missile Platform Droid DEXTERITY 3D Missile weapons 5D KNOWLEDGE 1D MECHANICAL 1D PERCEPTION 2D STRENGTH 5D TECHNICAL 1D Equipped With: -Mini-concussion missiles launcher (7D damage, 3-30/60/ 150, ammo: 12, fire arc: turret) Move: 7 Size: 1 meter tall Source: Supernova (page 78)

Fromm Tower Droid

Type: Tig Fromm Mobile Defense Tower Droid **DEXTERITY 1D KNOWLEDGE 1D MECHANICAL 2D** Ground vehicle operation 4D **PERCEPTION 3D** Search 5D, search: tracking 6D **STRENGTH 5D TECHNICAL 1D Equipped With:** -6 pneumatic wheels -Body armor (+1D to resist damage) -Visual, auditory, infrared, electromagnetic, and seismic sensors (+2D to search) -Broadband antenna -Twin repulsorlift balls firing racks (these perimeter sentries have Move: 90; 250 kmh and search 5D, they chase a target to within 1-meter distance and explode, doing 7D+2 damage. The Tower Droid can control 5 of these simultaneously) Move: 35 Size: 4 meters tall

RM-2020 Espionage Droid

Type: MerenData RM-2020 Espionage Droid **DEXTERITY 3D** Blaster 4D, dodge 6D, melee combat 3D+1 **KNOWLEDGE 3D MECHANICAL 2D** Repulsorlift operation 3D, sensors 5D **PERCEPTION 4D** Investigation 6D, search 5D **STRENGTH 4D TECHNICAL 2D** Security 5D



Equipped With:

-Espionage hardwired module

- -Humanoid body (two arms, two legs, head)
- -Information recording/coded broadcast system
- -Repulsorlift engine
- -Ultraviolet, infrared and analysis sensor
- -Visual/audio sensor package (human range)
- -Vocabulator speech/sound system

Move: 10

Size: 1 meter tall

Cost: 160,000 (new), 100,000 (used, black market only) **Source:** Cynabar's Fantastic Technology - Droids

DX War Droid

Type: DX-Series War Droid DEXTERITY 2D

Blaster 5D+1, melee combat 5D+1, melee parry 4D **KNOWLEDGE 1D** Intimidation 4D+1, tactics 4D+1 **MECHANICAL 2D PERCEPTION 1D** Search 4D+1 **STRENGTH 4D**

Brawling 6D+1 TECHNICAL 1D

Equipped With:

-Heavy armor (+3D to Strength to resist damage, -2D to Dexterity)

-Improved sensor package (+2 bonus to all *search* skill rolls)

-Retractable vibro-ax (STR+3D+1 damage, maximum 7D) -Two heavy repeating blasters (8D damage, 3-75/200/500) -Vocabulator

Move: 8

Size: Medium

Cost: Not available for sale

Source: Rebellion Era Sourcebook (page 135)

Dark Trooper Phase One

Type: Super Stormtrooper Droid **DEXTERITY 3D** Brawling parry 4D, dodge 4D+2, melee parry 4D, melee weapons 4D+2 **KNOWLEDGE 1D** Intimidation 3D **MECHANICAL 1D PERCEPTION 2D** Search 3D+1 STRENGTH 3D Brawling 4D, climbing/jumping 4D+2 **TECHNICAL 1D Equipped With:** -Comlink -Forearm sword (STR+2D damage) -Forearm shield (+1D to the droids brawling parry and melee parry skills) -Heuristic processor (the droid is able to use skills untrained) -Infrared vision (the droid can see in the dark up to 30 meters) -Magnetic feet (the droid's feet are equipped with electromagnetic grippers)

-Vocabulator (the droid has a speaker that allows it to replicate organic speech)

Move: 12

Size: 3 meters tall

Cost: Not available for sale

Source: Rebellion Era Sourcebook (pages 104-105)



Dark Trooper Phase Two

Type: Super Stormtrooper Droid **DEXTERITY 3D** dodge 5D, missile weapons 6D+1, vehicle blasters 7D **KNOWLEDGE 2D** intimidation 5D+2 **MECHANICAL 3D** repulsorlift operation 5D+1



PERCEPTION 2D

search 4D

STRENGTH 4D

brawling 6D+2, climbing/jumping 6D **TECHNICAL 1D**

Equipped With:

-Armored shell (+2D to *Strength* when resisting damage, -1D to *Dexterity*)

-Assault cannon (plasma load damage is 6D, range 3-25/ 50/200)

-Comlink

-Heuristic processor (The droid is able to use skills untrained)

-Infrared vision (can see in the dark up to 30 meters)

-Long-range rockets (fired from assault cannon; range: 10-50/200/800, blast radius: 0-2/4/8/12, damage: 12D/9D/6D/3D)

-Magnetic feet (the droid's feet are equipped with electromagnetic grippers)

-Maneuvering jets (+1D bonus to its *repulsorlift operation* skill)

-Repulsorlift unit (allows the droid to fly up to an altitude of 100 meters)

-Vocabulator (the droid has a speaker that allows it to replicate organic speech)

Move: 10 (walking or flying)

Size: 3.5 meters

Cost: Not available for sale

Source: Rebellion Era Sourcebook (pages 104-105)

Dark Trooper Phase Three

Type: Super Stormtrooper Droid

DEXTERITY 2D Dodge 5D+1, missile weapons 7D+1, vehicle blasters 7D+2 **KNOWLEDGE 2D** Intimidation 6D+1 **MECHANICAL 3D** Repulsorlift operation 5D+1

PERCEPTION 2D

Search 5D+2, sneak 3D+2

STRENGTH 5D

Brawling 9D, climbing/jumping 7D+2

TECHNICAL 1D

Computer programming/repair 2D, demolitions 2D

Equipped With: -Armored shell (+3D to *Strength* when resisting damage, -2D to *Dexterity*)

-Assault cannon (plasma load damage is 6D, range 3-25/ 50/200)

-Comlink

-Heuristic processor (the droid is able to use skills untrained)

-Infrared vision (can see in the dark up to 30 meters)

-Long-range rockets (fired from assault cannon; range: 10-50/200/800, blast radius: 0-2/4/8/12, damage: 12D/9D/6D/3D)

-Low-light vision (can see twice as far as a human in dim light)

-Magnetic feet (the droid's feet are equipped with electromagnetic grippers)

-Seeker missile firing tubes (range: 5-30/100/300, damage: 6D, scale: Speeder)

-Vocabulator (the droid has a speaker that allows it to replicate organic speech)

Move: 10

Size: 3.5 meters tall



Cost: Not available for sale

Notes: The Phase Three Dark Trooper can also be worn as an exo-suit using the *powersuit operation* skill. The operator can take advantage of any of the droid's accessories, but must use his own weapon skills to operate the droid's armament. The operator must use the droid's *Dexterity* and *Strength* scores while using the suit, but any damage that penetrates the suit is applied to the operator's unmodified *Strength* score.

Source: Rebellion Era Sourcebook (pages 104-105)

SD-6 Hulk Infantry Droid

Type: Balmorran Arms SD-6 "Hulk" Infantry Droid **DEXTERITY 1D+1** Blasters 3D **KNOWLEDGE 1D** Intimidation 3D+2 **MECHANICAL 1D PERCEPTION 1D** Search 2D STRENGTH 7D **TECHNICAL 1D Equipped With:** -Two ion gun rifles (5D+1 -Two E-Web blasters (8D) -Four stabilized weapon mounts -Body armor (+1D to Strength to resist damage) -Telescopic vision sensors -Comlink -Locked access (the droid's shut-down switch is secured or internally located) -Restraining bolt **Move:** 10 Size: 3.5 meters tall Cost: 60,000



Source: Ultimate Adversaries (pages 145-146)

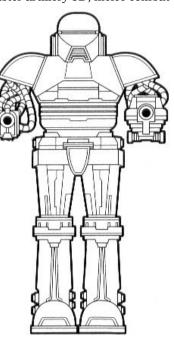
SD-9 Infantry Droid

Type: Balmorrian SD Series Infantry Droid **DEXTERITY 2D**

Dodge 3D+2, blasters 5D, blaster artillery 3D, melee combat 3D+2, melee parry 3D

KNOWLEDGE 1D+2 MECHANICAL 2D PERCEPTION 2D Search 4D STRENGTH 4D+2 TECHNICAL 1D Equipped With:

(+2D -Heavy armor against physical damage, +1D against energy damage) -Energy shields (+1D to resist energy attacks) -Arm-mounted heavy repeating blasters (8D, 3-75/200/500) plasma -Arm-mounted burst cannon (9D, 3-25/ 50/250) -Locked access (The droid's shut-down switch is secured or internally



-2 weapon mounts Move: 16 Cost: 80,000 Size: 3.8 meters tall Source: Arms and Equipment Guide (page 57)

SD-10 Infantry Droid



Type: Balmorrian SD Series Infantry Droid **DEXTERITY 4D** Dodge 5D, blasters 6D, blaster artillery 4D+2, melee combat 5D, melee parry 4D+2 **KNOWLEDGE 1D+2** Tactics 5D **MECHANICAL 2D PERCEPTION 2D** Search 4D STRENGTH 5D+2 **TECHNICAL 1D Equipped With:** -Heavy armor (+2D against physical damage, +1D against energy damage) -Energy shields (+1D to resist energy attacks) -Improved sensors (+1D to search) -Arm-mounted heavy repeating blasters (8D, 3-75/200/ 500) -Arm-mounted plasma burst cannon (9D, 3-25/50/250)

-Arm-mounted plasma burst cannon (9D, 3-25/30/250) -Locked access (The droid's shut-down switch is secured or internally located)

-4 weapon mounts

Move: 16

- **Cost:** 140,000
- Size: 3.8 meters tall

Source: Arms and Equipment Guide (page 57)

located)



X-1 Viper Automadon War Droid



Craft: Balmorran X-1 Viper "Automadon" War Droid Type: War Droid Scale: Walker DEXTERITY 2D Vehicle Blasters: 7D KNOWLEDGE 1D MECHANICAL 1D PERCEPTION 3D Search 5D STRENGTH 4D Brawling 5D TECHNICAL 1D Equipped with: -Molecular shielding (automatically channels any o

-Molecular shielding (automatically channels any energy bolts that hit the Viper to the Droids Turbolasers. All "offensive" energy is absorbed 7 to 10 centimeters above the body of the droid.

-2 Primary arm claws (STR+3D damage)

-2 Secondary arm turbolasers (4D+1, 50-600/2/5 Km) -Chin-mounted twin linked heavy repeating blasters (6D, 50-400/900/2 Km, scale: speeder) **Move:** 20

Size: 10 meters Cost: 80.000 credits (new)

Battle Probot

Type: Arakyd Battle Probe Droid Scale: Starfighter DEXTERITY 2D Blaster 4D KNOWLEDGE 1D Planetary systems 4D MECHANICAL 3D Sensors 6D PERCEPTION 3D Search 4D STRENGTH 6D TECHNICAL 1D Equipped With:

-Long-range sensor (+1D to *search* for objects between 200 meters and five kilometers away)

-Movement sensor (+2D to *search* for moving objects up to 100 meters away)

-Atmosphere sensors – can determine atmosphere class (Type I, Type II, Type III or Type IV) within one half-hour -2 Blaster cannons (6D+2, 10-50/100/300)

- -Repulsor generator for movement over any terrain
- -Several retractable manipulator arms

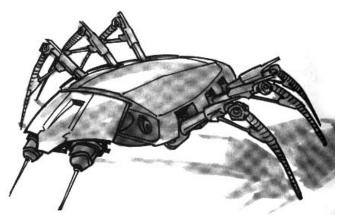
Move: 10



Size: 1.6 meters tall Source: Graveyard of Alderaan (page 34)

Assassin Droids

Mark VI Scarab Assassin Droid



Type: Sienar Intelligence Systems Mark VI Scarab Series Assassin Droid DEXTERITY 4D+2 Injectors 5D KNOWLEDGE 1D MECHANICAL 1D PERCEPTION 2D Hide 7D, search 3D+1, search: tracking 4D, sneak 7D STRENGTH 1D Climbing/jumping 3D TECHNICAL 1D

__STAR

Equipped With:

-Magnetic feet (+3D to *climbing*)

-Locked access (The droid's shut-down switch is secured or internally located)

-Poison injector (damage depends on poison used, holds only 2 poison doses)

-Self-destruct system

-Improved sensor package (+2 to all *search* rolls, infrared vision)

-Motion sensors (+1D to search for moving targets)

-Sonic sensors (+1D to search rolls involving sound)

-Pheromone sensors (if the droid is given a sample of the target's bodily fluids, he gets a +1D+1 bonus to *tracking* that individual)

Move: 6

Size: Palm-sized

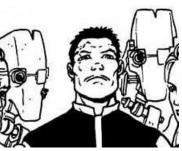
Cost: 20,000

Source: Arms and Equipment Guide (pages 57-58)

ASP-4 Hunter Droid

Type: Industrial Automaton ASP-4 Hunter Droid DEXTERITY 1D

DEXTERITY ID Blaster 3D KNOWLEDGE 1D MECHANICAL 1D PERCEPTION 3D Search: tracking 4D+2 STRENGTH 1D Lifting 3D+1 TECHNICAL 1D Equipped With: -Humanoid body (two



arms, two legs, head) -Enhanced visual and auditory sensors (+1D to *search: tracking* and *blaster* skill rolls) -Blaster rifle (5D)

Move: 6

Size: 1.6 meters tall

Source: Lord of the Expanse – Campaign Guide (page 53)

HASH-19 Assassin Droid

Type: HASH-19 Assassin Droid DEXTERITY 3D Melee combat 4D, melee parry 4D KNOWLEDGE 1D MECHANICAL 1D PERCEPTION 2D

Hide 3D+2, search 3D+1, sneak 3D+2

STRENGTH 2D TECHNICAL 1D

Equipped With:

-Repulsor unit with four-meter ceiling

-Visual sensor

-Movement sensor (+1D to *search* for moving objects) -Six retractable arms, each capped with four vibroblades (5D when droid is spinning, STR+1 if droid is not) **Move:** 10

Size: 75 centimeters-diameter sphere

Source: The Game Chambers of Questal (page 33)

Mark III Sleeper Assassin Droid



Type: Sienar Intelligence Systems Mark III "Sleeper" Assassin Droid **DEXTERITY 5D** Blasters 5D+2, missile weapons 5D+2 **KNOWLEDGE 3D** Intimidation 6D **MECHANICAL 1D PERCEPTION 3D+2** Hide 8D, Search 6D+1, search: tracking 7D, sneak 6D STRENGTH 1D+2 **TECHNICAL 3D+2** Computer programming/repair 5D **Equipped With:** -Stabilized weapon mount -Blaster pistol (4D) -Prax Arms Protector PRP-502 dart pistol (ammo: 4 knockout darts - 5D stun damage) -Stun field (4D stun damage on contact) -Comlink -Locked access (the droid's shut-down switch is secured or internally located) -Video recording unit -Repulsorlift unit -Improved sensor package (+2 to search, infrared vision) -Vocabulator **Move:** 20 Size: Small Cost: 9.000 Source: Ultimate Adversaries (pages 148-149)

ACC-7 Assassin Droid

Type: Aeakyd ACC-7 Assassin Droid **DEXTERITY 5D** Blasters 6D+1, dodge 6D, melee combat 7D, melee parry 6D **KNOWLEDGE 1D+2**

Intimidation 5D+2 MECHANICAL 1D PERCEPTION 2D+1 Hide 7D, search 5D, sneak 5D+1 STRENGTH 2D TECHNICAL 2D+2





Computer programming/repair 4D+2 **Equipped With:**

-Four vibrodaggers (STR+2D)

-Two manipulator arms

-Four stabilized weapon mounts

-Comlink

-Locked access (the droid's shut-down switch is secured or internally located)

-Holographic recording unit

-Repulsorlift unit

-Improved sensor package (+2 to all search skill rolls)

-Low-light vision (can see twice as far as a human in dim light)

-Infrared vision (can see in the dark up to 30 meters)

-Telescopic vision (visual sensors include long-range capability)

Move: 16

Size: 0.5 meter diameter

Cost: 19,000

Source: Ultimate Adversaries (pages 143-144)

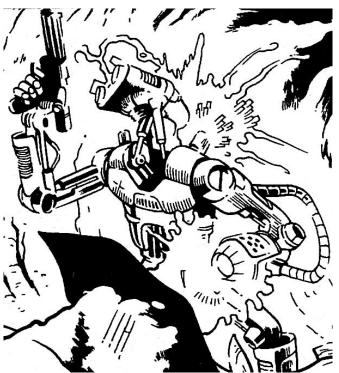
DSK-1 Deathstrike Seeker Droid



Type: Arakyd Undustries DSK-1 "Deathstrike" Seeker Droid **DEXTERITY 5D** Blasters 7D **KNOWLEDGE 3D** Intimidation 8D, tactics 5D **MECHANICAL 1D PERCEPTION 3D** Hide 9D, Search 6D, sneak 6D **STRENGTH 2D TECHNICAL 3D Equipped With:** -Comlink -Locked access (the droid's shut-down switch is secured or internally located) -Repulsorlift unit -Low-light vision (can see twice as far as a human in dim light)

-Infrared vision (can see in the dark up to 30 meters) -360 degrees vision -Six blaster pistols (4D) -Two groups of 3 fire-linked hold-out blasters (3D damage each) -6 stabilized weapon mounts **Move:** 16 **Size:** 0.4 meter diameter **Cost:** 18,000 **Source:** Ultimate Adversaries (page 145)

NIL-8 Assassin Droid



Type: NIL-8 Assassin Droid **DEXTERITY 1D** Blaster 4D **KNOWLEDGE 1D MECHANICAL 1D PERCEPTION 2D** Hide 4D+1, search 3D+2, sneak 4D+1 STRENGTH 5D **TECHNICAL 1D Equipped With:** -Humanoid body (two arms, two legs, torso) -Two video sensor recorders - human range -Vocabulator speech/sound system (in chest) -Sturdy armored construction (ignore Stun results against the droid) -Blaster pistol (3D) carried in right hand -Left hand is heavy blaster pistol (4D) **Move:** 7 Size: 2 meters tall Source: The Game Chambers of Questal (page 33)

LXC-3TF Assassin droid

Type: Assassin Droid DEXTERITY 3D+1 Blaster 5D+1 KNOWLEDGE 2D MECHANICAL 2D PERCEPTION 3D+1 Search 5D+2 STRENGTH 2D TECHNICAL 2D Equipped With: Body armor (adds +4E

-Body armor (adds +4D to *Strength* to resist damage) -Blaster cannon (6D, mounted into left arm) -Portable proton torpedo launcher (9D, mounted into right arm; has three torpedoes) **Move:** 11 **Size:** 2.3 meters tall **Source:** The Politics of Contraband (page 54)

HK Assassin Droid

Type: Czerka Corporation HK Assassin Droid **DEXTERITY 4D** Blasters 6D, blaster artillery 5D, dodge 5D, melee combat 5D, melee parry 4D+2 **KNOWLEDGE 2D** Intimidation 5D, languages 5D, tactics 4D **MECHANICAL 2D PERCEPTION 2D** hide 5D, search 6D, sneak 5D **STRENGTH 3D TECHNICAL 2D** Computer programming/ repair 3D, demolitions 5D**Equipped With:** -Encrypted comlink

-Locked access (the droid's shut-down switch is secured or internally located)

-Improved telescopic sensor package (+2 to *search*. The droid's visual sensors include a long-range capability)

-Infrared vision (can see in the dark up to 30 meters)

-Motion sensors (+2 to *search* rolls against moving targets) -Sonic sensors (+2 to

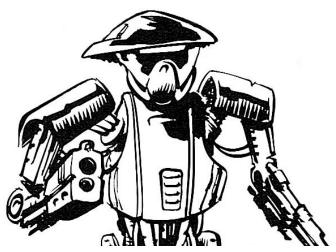
search rolls that involve sound)

Move: 10

Size: 1.8 meters tall **Cost:** Not available for sale



Eliminator 434 Assassin Droid



Type: Eliminator 434 (manufacturer unknown) **DEXTERITY 2D** Blaster 5D, missile weapons 5D **KNOWLEDGE 1D MECHANICAL 1D PERCEPTION 2D** Search 5D STRENGTH 5D **TECHNICAL 1D Equipped With:** -Humanoid body (two arms, two legs, head) -Broad-band antenna receiver (capable of monitoring comlink channels) Move: 11 Size: 1.8 meters tall **Cost:** Not available for sale Euipment: Blaster cannon (0-50/150/300, 6D), concussion missile launcher (0-50/100/200, ammo: 20, 7D) Source: The Star Wars Sourcebook (pages 56-58)

Infiltrator Assassin Droid

Type: Colicoid Infiltrator Series Assassin Droid **DEXTERITY 3D+2** Blasters 5D, blasters: blaster rifle 6D, melee combat 5D+2, melee parry 5D **KNOWLEDGE 2D** Intimidation 5D+2 **MECHANICAL 2D** Space transports 4D PERCEPTION 3D Hide 5D, search 5D, sneak 5D STRENGTH 3D+2 Climbing/jumping 4D **TECHNICAL 2D** Computer programming/repair 3D **Equipped With:** -Light body armor (+1D physical, +1 energy) -Two blaster rifles (5D, 3-30/100/300) -Two vibroblades (STR+3D+1) -Four stabilized weapon mounts -Locked access (the droid's shut-down switch is secured or internally located) -Improved sensor package (+2 to all search skill rolls) -Infrared vision (can see in the dark up to 30 meters) -Telescopic vision (visual sensors include long-range

capability)

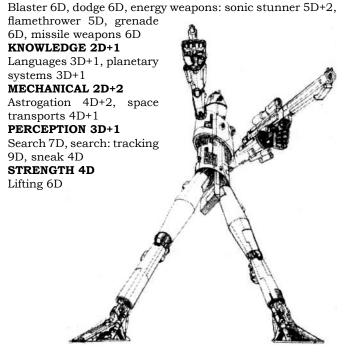


-Forcefield projector (+3D to *Strength* to resist damage) -Grappling spike launcher -Holographic image disguiser

-Silence bubble generator Move: 12 Cost: 47,500 Source: Ultimate Adversaries (pages 146-147)

IG Combat Prototype

Type: Holowan Mechanicals IG-series assassin droid **DEXTERITY 4D**



TECHNICAL 1D+2

Computer programming/repair 3D, droid programming 3D, droid repair 3D

Equipped With:

-Humanoid body (two arms, two legs, head)

-Broad-band antenna (can intercept and decode most communications on standard frequencies)

-Flamethrower (3D damage, range 10 meters, flame does 3D damage each round until extinguished)

-Long-range sensor (+2D to *search* for objects 50-750 meters away)

-Motion sensor (+2D to *search* for moving objects up to 400 meters away)

-Sonic stunner (4D stun, range 10 meters)

-Grenade launcher (5D)

Move: 13

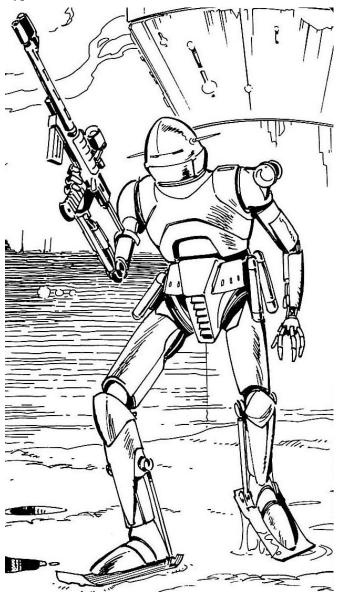
Size: 2 meters tall

Cost: 1,500,000 credits (black market only) **Equipment:** Blaster rifle (5D)

Source: Cynabar's Fantastic Technology - Droids

2-1 Assassin Droid

Type: Uulshos 2-1 Justice Droid





DEXTERITY 4D Blaster 5D, Melee combat 6D, melee parry 4D **KNOWLEDGE 1D MECHANICAL 1D PERCEPTION 4D** Search 5D **STRENGTH 5D TECHNICAL 1D Equipped With:** -Humanoid body (two arms, two legs, head) -Audio and visual receptors -Vocabulator Equipment: Modified blaster rifle (6D damage) **Move:** 13 Size: 1.6 meters Source: Planet of the Mists (page 26)

Attack Droid

DEXTERITY 4D

Blaster 5D, dodge 5D+1, melee combat 5D+1, melee combat: force pike 6D, melee parry 5D+1, vehicle blasters 5D **KNOWLEDGE 1D**

Intimidation 3D

MECHANICAL 1D

PERCEPTION 3D

Search 5D+1, sneak 4D

STRENGTH 5D

Brawling 6D, climbing/jumping 5D+2 **TECHNICAL 1D**

Equipped With:

-2 force pikes (Difficulty: Moderate, Damage: 7D)

-Heuristic processor (the droid is able to use skills that it is untrained in)

-Improved sensor package (+2 bonus to all search skill rolls)

-Infrared vision (can see in the dark up to 30 meters)

-Locked access (the droid's shut-down switch is secured or internally located)

-Motion sensors (can sense motion, and gains a +2 bonus to *search* rolls against moving targets)

-Rust inhibitor (the droid's metal components are resistant to rust and corrosion)

Move: 10

Size: Large

Terminax TX-1118 Assassin Droid

Type: Merendata Termina TX-1118 Series "Terminax" Assassin Droid **DEXTERITY 3D**

Blasters 6D, grenades 4D, melee combat 5D, melee parry 4D+1, missile weapons 4D+2

KNOWLEDGE 2D Intimidation 5D+2, tactics 4D+1

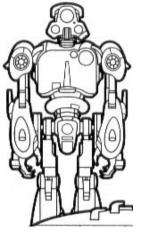
MECHANICAL 2D

PERCEPTION 3D Search 5D

STRENGTH 4D

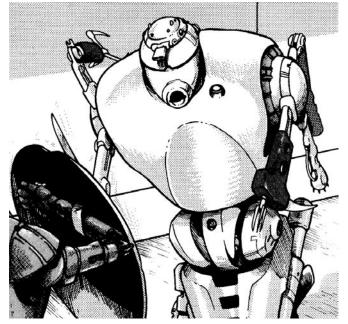
TECHNICAL 1D+2

Computer programming/repair 2D+2, demolitions 3D+1 **Equipped With:**



-Medium body armor (+2D physical, +1D energy)
-Blaster cannon (5D)
-Grenade launcher (Damage depends on grenade type)
-2 Retractable vibroblades (STR+2D+2)
-Locked access (The droid's shut-down switch is secured or internally located)
-Improved sensors (+2 to all *search* rolls, infrared vision)
-Motion sensors (+1D to *search* for moving targets)
-Telescopic sensors (+1D to *search* for targets more than 100 meters away)
-SW-95 message transceiver
Move: 12
Size: 2.2 meters tall
Cost: 50,000
Source: Arms and Equipment Guide (pages 65-66)

Executioner Gladiator Droid



Type: Arakyd Industries Mark X Executioner Gladiator Droid

DEXTERITY 2D

Archaic guns 4D, blasters 5D, brawling parry 6D, dodge 5D, energy weapons 3D+2, flamethrower 5D, melee combat 6D+1, missile weapons 5D+2

KNOWLEDGE 1D

Alien species: anatomy 4D, intimidation 6D

MECHANICAL 1D PERCEPTION 1D

STRENGTH 4D

Brawling 7D TECHNICAL 1D

Equipped With:

-Tread locomotion system

-Armor plating (+3D to all areas except underside and retractable arms)

-Flechette canister (6D damage spread in five meter blast radius, 0-5/10/15, uses *missile weapons*, mounted on retractable arm)

-Neuronic whip ((STR+3D, uses *melee combat*, mounted on retractable arm)

-Flame projector (5D damage, 0-3/5/10, uses *flamethrower*, mounted on retractable arm)

-Vibro-saw blades (STR+2D, causes damage each round it



is in contact with target, uses *melee combat*, mounted on retractable arm)

-Blaster rifle (5D+2 damage, 0-5/20/50, mounted on retractable arm)

-Missile launcher (6D damage, 0-5/15/30, uses *missile weapons*, mounted on retractable arm)

-Force pike (STR+2D, uses *melee combat*, mounted on retractable arm)

-Sonic cannon (4D+2, uses *energy weapons*, 0-2/5/10, mounted on retractable arm)

-Spiked club (STR+1D, uses *melee combat*, mounted on retractable arm)

-Vibro-axe (STR+2D+1, uses *melee combat*, mounted on retractable arm)

Move: 11

Size: 2.4 meters tall

Cost: 35,000 credits

Source: Han Solo and The Corporate Sector Sourcebook (pages 130-131), Arms and Equipment Guide (page 65)

E522 Assassin Droid

Type: E522 Series Assassin Droid

DEXTERITY 3D

Blaster 6D+1, dodge 4D+2, melee parry 4D, melee weapons 4D, missile weapons 4D+2

KNOWLEDGE 2D

Intimidation 3D, survival 5D

MECHANICAL 1D

PERCEPTION 2D

Hide 4D+1, search 3D+2, search: tracking 4D, sneak 4D+1 **STRENGTH 5D**

Brawling 6D+2

TECHNICAL 1D

Equipped With:

-Heavy repeating blaster (damage is 8D, range 3-75/200/ 500)

-Ion cannon (damage is 4D+2 versus droids, no effect on humans, range 3-30/60/90)

-Needler gun (Range is 3-10/30/60, see below for other details)

-Hunter-seeker missiles (Range is 40/80/160, blast radius is 0-4/8/12/16, and damage is 7D/5D+1/3D+2/2D, see below for other details)

-Heavy armor (adds +2D to *Strength* rolls to resist damage) -Infrared vision (the droid can see in the dark up to 30 meters)

-Weapon mounts x2 (The droid has one or more appendages that have weapons attached to them)

-Locked access (the droid's shut-down switch is secured or internally located)

-Vocabulator (the droid has a speaker that allows it to replicate organic speech)

Equipment Notes:

Needler Gun: This needler gun is loaded with darts that contain a paralytic poison. The darts inflict no damage, but if used against an unarmored target (or an unarmored portion of a target, see the rules for called shots, SWD6, page 91), they inject their poison. The target of such an attack must succeed at a Difficult Strength check or be paralyzed and unable to move for 1D x 40 minutes (40-240 minutes). No ammunition total is listed, so assume the needler gun carries enough darts for ten shots.

Hunter-Seeker Missiles: In order to get a missile lock on a target, the droid must make a successful Missile Weapons skill roll, the difficulty of which is based on range. If the target is aware of the droid, it may attempt a Dodge skill roll.

If the lock-on is successful, the droid may fire the missile in the following turn. The missile rolls its skill score of 6D+2 to hit the target it has locked onto, with the difficulty based on range and other appropriate modifiers. A successful to-hit roll indicates that the target suffers damage. If the missile's to-hit roll fails by less than eight points, it is allowed to make another attack roll on the following turn. If the tohit roll fails by nine or more points, the missile deviates and explodes like a grenade (refer to the rules for grenade deviation, SWD6, page 92). No ammunition total is listed, so assume the droid has enough missiles for six shots. **Move**: 6

Size: Medium

Cost: 12,500

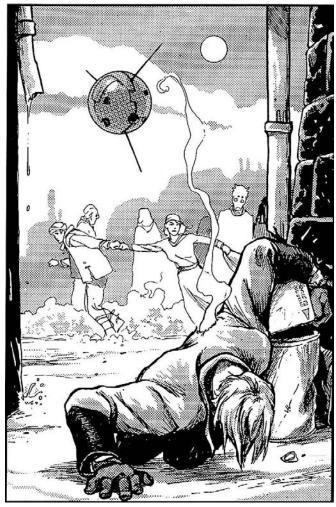
Source: d20 Core Rulebook (pages 374-375)

Security Droids

Seeker

Type: Criminal Location Detection Droid **DEXTERITY 2D** Blaster 3D, dodge 3D, missile weapons 3D **KNOWLEDGE 2D+1** Languages 3D+1, law enforcement 4D

MECHANICAL 1D





PERCEPTION 2D+2

Investigation 3D+2, search 4D

STRENGTH 1D TECHNICAL 1D

Security 2D

Equipped With:

-Spherical body

-Visual and auditory sensor recorders – Human range -Vocabulator speech/sound system

-AA-1 Verbo-brain

-TransLang I-A Communications module with over 50,000 languages

- -Repulsorlift stabilizers. Altitude: ground level-50 meters
- -Comlink to local police agency command central

-Stun blaster (3D+2 stun damage)

Special Abilities:

Perfect Memory: Seeker units keep a permanent record of all visual and auditory experiences for replay or hard copy reproduction.

DNA Tracer/Tracing Module: Seeker units are programmed to home-in on matching DNA traces detected in their environment, giving them +3D to *search* when tracking a target.

Threat Evaluation Module: If the subject being tracked is located, a series of on-board threat analysis programs determine whether an immediate attempt to disarm/detain should be attempted or requests for general assistance invoked.

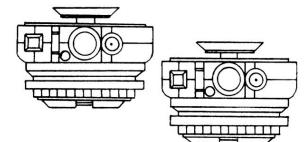
Move: 13

Size: 0.35 meters diameter

Cost: 15,000 (new; not legally available to private concerns)

Source: Galaxy Guide 11 – Criminal Organizations (page 92)

RLG Guardian Droid System



Type: Arakyd Guardian Droid System DEXTERITY 2D Blaster 4D KNOWLEDGE 1D Tactics 2D MECHANICAL 1D Sensors 3D PERCEPTION 2D Search 4D STRENGTH 1D TECHNICAL 1D Equipped With: -Internal blaster pistol (4D damage, range 0-5/15/25) -Rpulsorlift drive unit -FullSpec sensor package (passive: 25/0D, scan: 35/1D,

search: 40/1D+2, focus: 3/2D+2) -Self-destruct mechanism (8D/6D/4D/2D, 0-2/3-4/5-6/7-9)

Move: 10

Size: 15 centimeters tall
Cost: 3,000 (new), 1,000 (used), 300 (remote unit)
Availability: 3, F, R or X
Source: Galladinium's Fantastic Technology (page 95)

DZ Tracker Droid

Type: Arakyd Industries DZ Series Tracker Droid DEXTERITY 2D+2 Blasters 4D, dodge 4D **KNOWLEDGE 2D** Survival 5D **MECHANICAL 1D+2 PERCEPTION 2D+2** Hide 6D, search 5D+2, search: tracking 6D+1 **STRENGTH 2D TECHNICAL 2D** Computerprogramming/ repair 4D **Equipped With:** -Blaster pistol (4D, 3-10-30/120-Internal comlink -Electroshock probe (3D stun damage) -Locked access (The droid's shut-down switch is secured or internally located) -Repulsorlift unit -Sensors array (infrared vision, telescopic vision, 360-degree vision) -Vocabulator **Move:** 10 Size: 1.4 meters tall Cost: 18,000 Source: Arms and Equipment Guide (page 58)

KI 301-MAX Nightlight





Type: Kalibac Industries 301-MAX Nightlight Security Droid

DEXTERITY 3D

Blaster 4D+2, dodge 6D **KNOWLEDGE 1D**

MECHANICAL 1D

PERCEPTION 3D

Hide 4D+2, search 5D+2, sneak 5D

STRENGTH 1D

TECHNICAL 2D

Security 4D

Equipped With:

-Repulsorlift generator, combat-enhanced (+2D to dodge) -Visual, audio, and combat sensors (+2D bonus to search and *blaster*)

-Ionization buffer (+3D bonus against ionization damage) -Retractable fine work grasper arm

-Computer I/O jack

-Stun blaster (2D stun damage, range 3-10/30/100)

Special Abilities:

Package: Hardwired programming Anti-Programming prevents this unit from being reprogrammed by an unauthorized person. Such attempts will result in circuitry overload and burnout.

Move: 15

Size: 0.5 meters tall

Cost: 8,000 credits

Source: Lord of the Expanse - Sector Guide (pages 43-44)

Blujay B4J4 Security Droid

Type: Santhe B4J4 Sentry **DEXTERITY 2D** Blaster 5D **KNOWLEDGE 1D MECHANICAL 1D PERCEPTION 1D** Search 2D **STRENGTH 2D TECHNICAL 1D Equipped With:** -Repulsorlift engine -Two heavy blasters (fire-linked damage 5D) -Two stun blasters (fire-linked stun damage 7D)

-Two grapple-cable shooters (1D damage plus entangle) Size: 1 meter tall

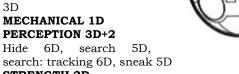
Source: Mission to Lianna (page 31)

Mark VII Inquisitor

Type: Arakyd Industries Mark VII "Inquisitor" Seeker Droid

DEXTERITY 5D

Blasters 5D+2 **KNOWLEDGE 1D+2** species Alien 3D+2, intimidation 4D, streetwise 3D **MECHANICAL 1D**



STRENGTH 2D

Hide 6D,

TECHNICAL 3D Computer programming/repair 4D **Equipped With:** -Internal comlink

-Universal data access jack

-Audio recording unit

- -Repulsorlift unit
- -Vocabulator
- -Improved sensors package (+2 to all search rolls)

-Infrared vision (can see in the dark up to 30 meters) -Motion sensors (+2 to *search* rolls against moving targets)

-Sonic sensors (+2 to search rolls that involve sound)

-Locked access (the droid's shut-down switch is secured or internally located)

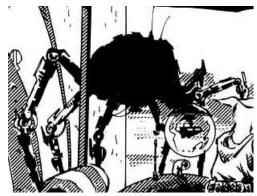
Move: 20

Size: 0.2 meter diameter

Cost: 4,000

Source: Arms and Equipment Guide (pages 60-61)

BT-16 Perimeter Security Droid



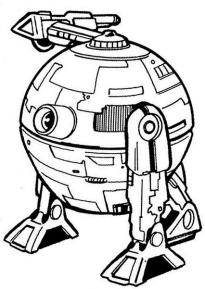
Type: Arakyd BT-16 Perimeter Security Droid **DEXTERITY 4D** Blaster 5D+1, dodge 5D+1, grenade 5D+1 **KNOWLEDGE 2D** Languages 3D+1, law enforcement 4D+2, survival 3D+1 **MECHANICAL 1D PERCEPTION 4D** Search 4D+1 STRENGTH 1D Climbing 2D+1, swimming 2D+1 **TECHNICAL 2D** Computer programming/repair 3D+2, security 3D+1 Equipped With: -Vide sensor -Six leg locomotion -Sensor package: Carbantl motion sensor, Fabritech seismic sensor (+1D to search) -Imperial standard comlink -Arakyd vocabulator (speaks droid languages only) -TransLang I communication module (+1D to languages) -Armor (+2D to Strength vs. physical and energy attacks) -Talm & Rak Repeating blaster (6D, 2-10/25/50, fire arc: turret) **Move:** 14 Size: 2.3 meters Cost: 4,100 credits Source: Cynabar's Fantastic Technology - Droids, Galaxy Guide 7 - Mos Eisley (page 61)



Ssi-ruuvi Security Droid

Type: Ssi-ruuvi Security Droid DEXTERITY 3D

Blaster: stun bolt 5D, dodge 5D+2 **KNOWLEDGE 1D MECHANICAL 1D PERCEPTION 1D+1** Search 6D **STRENGTH 2D TECHNICAL 1D Equipped With:** -Sensor suite (+1D to all search rolls) -Stun bolt projector (6D stun damage, 0-3/10/15 range) -Armored chassis (+2D physical, +1D energy) -Three wheeled legs for locomotion (one retractable) **Move:** 8



Size: 0.8 meters tall

Cost: Not available outside of Ssi-ruuvi space **Source:** The Truce at Bakura Sourcebook (pages 135-136)

Zed Police Droid



Type: 501-Z "Unit Zed" Police Droid **DEXTERITY 3D** Melee parry 4D, melee combat: stun baton 4D **KNOWLEDGE 2D** Intimidation 4D, languages 8D, law enforcement 5D+2 **MECHANICAL 2D+2 PERCEPTION 2D** Forgery 3D STRENGTH 2D Brawling 3D TECHNICAL 2D+2 Equipped With:

-Body armor (+1D to *Strength* rolls versus physical attacks, and +1 pips versus energy attacks)

-Infrared vision (droid can see in the dark up to 30 meters) -Motion sensors (+2 to *search* rolls against moving targets) -Sonic sensors (+2 to *search* rolls that involve sound) -TransLang II Communications module with over three

million languages -Vocabulator (the droid is capable of organic speech)

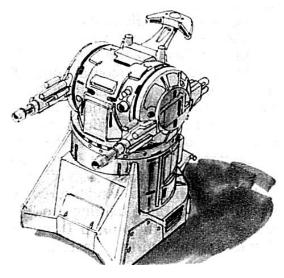
Move: 12

Size: 1.7 meters

Cost: 15,000 credits

Source: Arms and Equipment Guide (pages 59-60)

Defense Droid



DEXTERITY 3D Blaster 5D, dodge 4D KNOWLEDGE 1D MECHANICAL 1D PERCEPTION 1D STRENGTH 3D TECHNICAL 1D Equipped With: -Two forward-mounted blasters (5D damage) Move: 8 Size: 1 meter tall Source: Crisis on Cloud City (page 27)

GV Guardian Droid

Type: Cybot Galactica GV Series Guardian Droid DEXTERITY 2D Blaster 4D, brawling parry 2D+1, dodge 3D+2, melee combat 4D, melee parry 4D, running 4D KNOWLEDGE 1D Alien species 2Dm intimidation 4D MECHANICAL 3D Communications 2D, sensors 4D PERCEPTION 2D Search 3D STRENGTH 3D Brawling 4D



TECHNICAL 1D Equipped With:

-Four legs

-Hinged, grasping jaw with retractable blade incisors (STR+2 damage)

-Two visual and auditory sensor recorders – Human range -Retractable blaster (3D damage, ranges 0-3/10/20)

Special Abilities:

Loyalty Imprint: Absolute obedience to master and designated family members. Will react in potential threat situations to defend would-be attackers unless directly countermanded by designated family member.

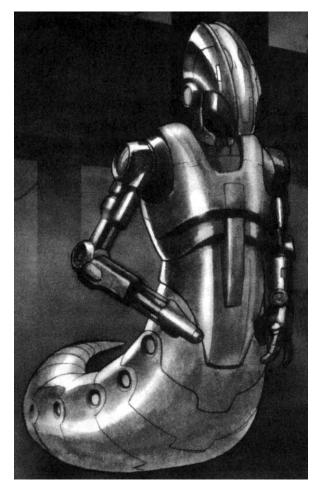
Move: 13

Size: 1.5 meters tall

Cost: 4,000 (new), 2,000 (used) **Source:** Galladinium's Fantastic Technology (pages 20-21), Arms and Equipment Guide (page 59)

Hutt Security Droid

Type: Walking Security Droid DEXTERITY 3D+1 Blaster 5D, melee combat 4D+1, melee parry 4D+1 KNOWLEDGE 1D Languages: Huttese 3D MECHANICAL 1D PERCEPTION 1D Search 3D STRENGTH 1D+2 TECHNICAL 1D Security 2D+1 Equipped With: -Arm-mounted retractable vibroblade (STR+3D) -Arm-mounted blaster carbine (5D+2)



-Body armor (+2D to *Strength* to resist damage) -Locked access (The droid's shut-down switch is secured or internally located)

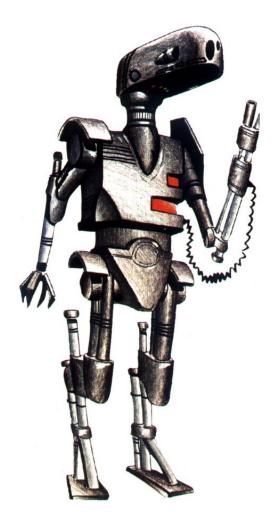
-Improved sensor package (+2D to search)

-Motion sensors (+2 to *search* rolls against moving targets) -Sonic sensors (+2 to search rolls that involve sound) -Vocabulator (Huttese only)

Move: 16 Cost: Not available for sale Source: Tempest Feud (pages 126-127)

K4 Security Droid

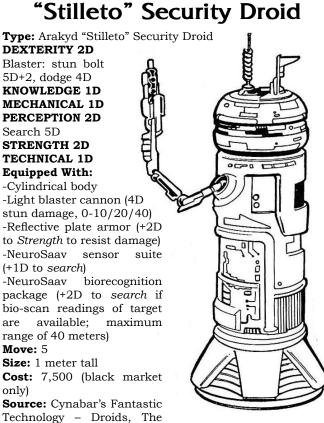
Type: Rim Securities' K4 Security Droid **DEXTERITY 3D** Blaster 7D, dodge 8D, running 4D **KNOWLEDGE 1D MECHANICAL 1D** PERCEPTION 1D STRENGTH 1D **TECHNICAL 1D Equipped With:** -Two auto-balance legs -Two arms -Body armor (+2D to Strength to resist damage) -Internal blaster rifle (5D, 5-30/100/200) **Move:** 11 Size: 1.6 meters **Cost:** 7,500 (new) Source: Rulebook (page 239), Cynabar's Fantastic Technology - Droids, The DarkStryder Campaign - Boxed Set (page 82-83)



K7 Security Droid



Type: Rim Securities' K7 "Black Dagger" Security Droid DEXTERITY 3D+2 Blaster 8D, dodge 7D, running 5D KNOWLEDGE 1D MECHANICAL 1D PERCEPTION 3D Search 4D STRENGTH 1D TECHNICAL 1D Equipped With: -Two auto-balance legs -Two arms -Body armor (+2D to *Strength* to resist damage) -Internal blaster rifle (5D, 5-30/100/200) **Move:** 12 **Size:** 1.7 meters **Source:** Goroth, Slace of the Empire (page 65)



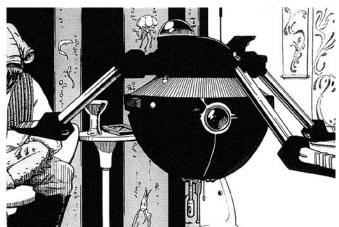
Technology – Droids, The Truce at Bakura Sourcebook (pages 134-135)

Sith Sentry

Type: Security Droid **DEXTERITY 2D** Blaster: blaster rifle 3D+1, melee weapons 2D+2 **KNOWLEDGE 2D MECHANICAL 1D** PERCEPTION 3D Search 4D **STRENGTH 3D TECHNICAL 1D Equipped With:** -Alchemically-treated Sith armor plating (+1D to Strength to resist damage, -1D to Dexterity) -Arm-mounted blaster rifle (5D damage, range: 3-30/100/ 300)-Locked access (the droid's shut-down switch is secured or internally located) **Move:** 8 Size: 1.8 meters tall **Cost:** Not available for sale

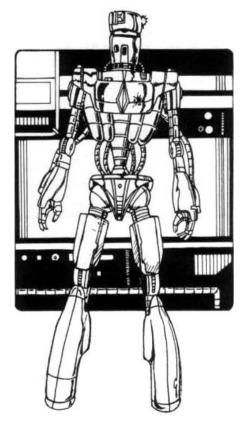
Source: d20 Core Rulebook (page 374)

G-2RD Guard Droid



Type: Arakyd Industries G-2RD Series Guard Droid **DEXTERITY 3D** Blaster 5D, dodge 4D, melee combat 4D+1, running 4D **KNOWLEDGE 2D** intimidation 4D. intimidation: Bureaucracv 3D. interrogation 5D, languages 3D, law enforcement 3D+2 **MECHANICAL 2D** Repulsorlift operation 4D, sensors 5D **PERCEPTION 2D** Command 5D, investigation 5D, search 7D STRENGTH 4D+1 **TECHNICAL 2D** First aid 3D, security 5D **Equipped With:** -Repulsorlift engine -Visual/sound sensor package -Vocabulator speech/sound system -Broad-band antenna receiver -Stun appendage (stun damage 6D) -Blaster appendage (damage 5D, ranges 3-7/25/50) -Grasping claw (+1D to *lifting*) **Move:** 10 Size: 1.2 meters tall **Cost:** 7,000 Source: Dark Force Rising Sourcebook (pages 101-102), The Thrawn Trilogy Sourcebook (page 196), Arms and Equipment Guide (page 59) **GX Security Droid**

Type: Aro-GX Security Droid **DEXTERITY 3D** Blaster 6D, dodge 8D, running 4D **KNOWLEDGE 1D MECHANICAL 1D** PERCEPTION 1D Search 4D+2 STRENGTH 1D Lifting 3D **TECHNICAL 1D** Computer programming/repair 3D+2, droid repair 4D, security 5D **Equipped With:** -Body armor (+3D STR to all locations) -Wrist blasters (3D damage, range 3-10/30/100) -Two auto-balance legs -Two arms **Move:** 10



Size: 1.8 meters Cost: 9,000 credits (military/government use only) Source: Cynabar's Fantastic Technology - Droids

C-10-L Rapid Response Droid

Type: Industrial Automation Rapid Response Droid DEXTERITY 4D Blaster 6D, running 6D KNOWLEDGE 1D MECHANICAL 1D PERCEPTION 2D STRENGTH 4D TECHNICAL 1D Equipped With: -Blaster cannon (6D damage, 3-20/40/80, fire arc: turret) Move: 30 Size: 1.5 meters tall Source: Supernova (page 78)

BDG Bodyguard Droid

Type: Lanthe Artifice BDG Series Bodyguard Droid DEXTERITY 3D Blaster 4D+2, brawling parry 4D, dodge 4D, melee combat 4D KNOWLEDGE 1D Intimidation 3D MECHANICAL 1D PERCEPTION 2D Investigation 3D, search 3D+2 STRENGTH 4D Brawling 5D, lifting 5D TECHNICAL 1D Equipped With: -Humanoid body (two arms, two legs)



-Visual sensor recorder

-Auditory sensor recorders

-Body armor (+1D to Strength to resist damage)

-Vocabulator speech/sound system

-AA-1 verbobrain

-Retractable Heavy stun pistol (4D+2 stun damage) **Story Factors:**

Loyalty: When first put into service, a bodyguard droid downloads all available information on the individual it is assigned to protect. The droid is now unswervingly loyal to that individual, and will protect him at all costs. A standard memory wipe is necessary to terminate this loyalty programming, but another individual could then be "bonded" to that particular droid.

Move: 10/12 Size: 2.2 meters tall Cost: 12,500 Source: Lords of the Expanse – Sector Guide (page 43)

HXZ-1 Immobilizer Police Droid

Type: Cybot Galactica HXZ-1 "Immobilizer" Series Police Droid

DEXTERITY 3D Blasters 4D, melee combat 4D

KNOWLEDGE 2D

Intimidation 4D+1, languages 8D

MECHANICAL 1D PERCEPTION 2D

Search 4D

STRENGTH 4D

Climbing/jumping 3D

TECHNICAL 2D

Equipped With:

-Heavy blaster pistol (5D)

-Ion gun pistol (4D ion damage)

-Stun baton (STR+1D stun damage)

-Heavy armor (+2D physical, +1D energy)

-Locked access (the droid's shut-down switch is secured or internally located)



-Comlink

-Holo recording unit

-Improved sensor package (+2 to all *search* skill rolls) -Low-light vision (can see twice as far as a human in dim light)

-TransLang II Communications module with over three million languages

-Vocabulator

Move: 6 Size: 1.7 meters tall

Cost: 10,000

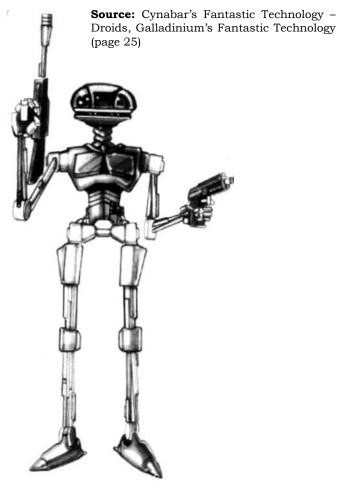
Source: Ultimate Adversaries (page 148)

LE-VO Law Enforcement Droid

Type: Rseikharhl LE-VO Law Enforcement Droid **DEXTERITY 3D** Blaster 5D, dodge 3D+2 **KNOWLEDGE 2D+2** Alien species 3D, bureaucracy 3D, intimidation 4D, law enforcement 6D, streetwise 4D **MECHANICAL 2D** Repulsorlift operation 3D PERCEPTION 1D Con 2D+2, command 3D+2, investigation 4D+2, persuasion 2D, search 3D **STRENGTH 3D TECHNICAL 1D Equipped With:** -Two auto-balance legs -Swivel torso -Body armor (+2D physical and energy to all locations) -Two blaster rifles (5D damage, normally set to stun) Move: 8 (walking)/12 (running) Size: 2.4 meters tall Cost: 9,000 (new)

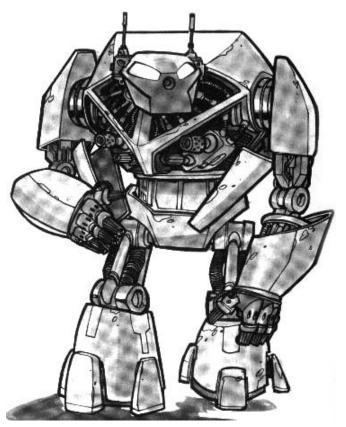


Move: 12



Size: 1.7 meters tall Cost: Over 200,000 credits

Warden 10-24 Security Droid



S-EP1 Security Droid

Type: Ulban Arms S-EP1 Bodyguard & Security Droid **DEXTERITY 3D+2** Blaster 5D+2, dodge 6D, melee

combat 6D+2, melee parry 6D, brawling parry 5D **KNOWLEDGE 3D**

Alien

species 6D, law enforcement 7D, tactics 6D+2 **MECHANICAL 2D**

Repulsorlift operation 4D+1 **PERCEPTION 4D** Search 6D

STRENGTH 4D+1 **TECHNICAL 2D**

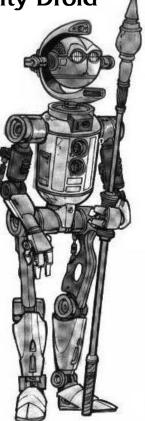
First aid 3D+2, security 4D **Equipped With:**

-Humanoid body (two arms, two legs, head)

-Body armor (+1D to resist damage)

photoreceptors -Two with spectral filters and microscopic imaging (+1D to search. The photoreceptors are also capable of producing blinding flash bursts to temporarily incapacitate foes) -High-imaging holocamera

Equipment: Stun staff



Type: Ulban Arms Warden 10-24 Security Droid DEXTERITY 3D Blaster 6D **KNOWLEDGE 1D** Intimidation 3D **MECHANICAL 1D** PERCEPTION 1D+2 Search 3D+2 STRENGTH 5D+2 **TECHNICAL 1D** Security 3D **Equipped With:** -Humanoid body (two legs, two arms, head) -Body armor (+1D to resist damage) -10 finger-blasters (4D damage) -Two double laser cannons (6D+2 damage, concealed in chest) -Broadband antennas **Move:** 10 Size: 2 meters tall

MMV-608 Security Droid

Type: MMV-608 Tracked Security Droid **DEXTERITY 4D** Blaster 7D+1, dodge 5D+1, melee parry 5D+1, melee weapons 5D+2, vehicle blasters 5D+2 **KNOWLEDGE 1D** intimidation 4D



MECHANICAL 1D PERCEPTION 3D Search 5D+2 STRENGTH 5D Brawling 6D+2

TECHNICAL 1D Equipped With:

-Heavy armor (+2D to Strength to resist damage)

-Infrared vision (the droid can see in the dark up to 30 meters)

-Locked access (the droid's shut-down switch is secured or internally located)

-2 repeating blaster rifles (the same as standard blaster rifles, but the Fire Rate is unlimited)

-2 vibro-axes (does STR+3D+1 damage, maximum: 7D)

-Vocabulator (the droid has a speaker that allows it to replicate organic speech)

-4 weapon mounts (the droid has four appendages that have weapons attached to them)

Move: 8

Size: Large

Cost: Not for sale (20,000 estimated)

Note: This droid has a vulnerability. Players who succeed at a Very Difficult *droid repair* skill check will notice that a bundle of neurocircuitry curls out from the back of the droid's head. If someone can manage to flank the droid and destroy the circuitry, the droid will immediately shut down. Making a called shot against this bundle adds +4D to the difficulty to-hit (see rules for Called Shots, SWD6, page 91), but a successful hit will destroy the droid.

IG-100 MagnaGuard

Type: Holowan Mechanicals IG-series bodyguard droid **DEXTERITY 5D** Blaster 7D, brawling parry 6D+2, dodge 7D, melee combat 9D, melee parry 8D+2, missile weapons 7D **KNOWLEDGE 2D MECHANICAL 2D PERCEPTION 3D** Search 6D, search: tracking 8D, sneak 4D STRENGTH 4D+2 Brawling 6D, climbing/jumping 6D, lifting 5D+1 **TECHNICAL 1D+2** Computer programming/repair 3D, droid programming 3D, droid repair 3D **Equipped With:** -Humanoid body (two arms, two legs, head) -Body armor (+1D to resist damage) -Long-range sensor (+2D to search for objects 50-750 meters away) -Motion sensor (+2D to search for moving objects up to 400 meters away) **Move:** 13 Size: 1.95 meters tall

Cost: Not available for sale

Equipment: Electrostaff (STR+2D, deflects lightsaber)

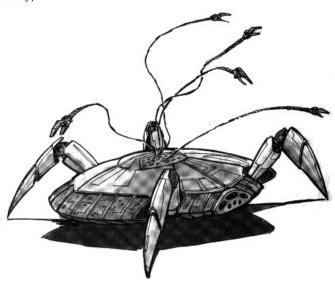
FIDO

Type: Foreign Intruder Defense Organism DEXTERITY 6D Brawling parry 6D+2, dodge 7D KNOWLEDGE 1D MECHANICAL 1D PERCEPTION 5D Search 6D STRENGTH 12D Brawling 13D, lifting 15D TECHNICAL 1D Security 6D

Equipped With:

-26 Extendible attack tentacles (100 meters long, STR+2D) -Armored central pod (+4D against physical and energy attacks)

-Long-range sensor (+1D to *search* for objects between 200 meters and five kilometers away)



Move: Stationary (tentacles: 15) Size: 8 meters long (central pod) Cost: Not available for sale Source: The Jedi Academy Sourcebook (page 143)

Training Droids

STAR

Hunter-Killer Probot

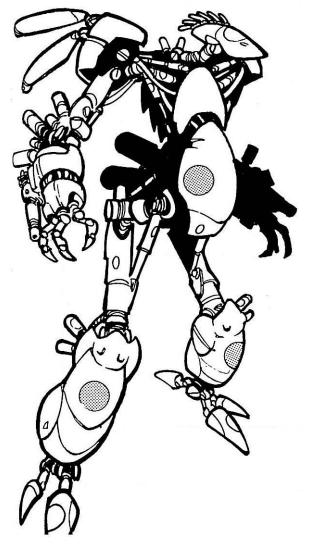
Type: Arakyd Hunter-Killer Probot **DEXTERITY 3D** Dodge 5D **KNOWLEDGE 2D+2** Bureaucracy 3D. law enforcement: Imperial customs procedures 6D **MECHANICAL 3D** Starship gunnery 5D, starship shields 5D **PERCEPTION 4D** Search 7D **STRENGTH 2D TECHNICAL 2D+2** Scale: Capital **Size:** 150 meters tall Cost: 165,000 credits Space: 3 Atmosphere: 105; 300 kmh Shields: 1D Hull: 4D **Equipped With:** -4 heavy grasping extensors (+2D to lifting) -4 fine work extensors -Advanced sensor array: Passive: 40/2D Scan: 80/2D+2 Search: 100/3D+1 Focus: 5/4D+2 -Capture system including: **Tractor Beam Projector** Fire Arc: Front Space Range: 1-5/15/30 Atmosphere Range: 100-500/1.5/3 Km Damage: 5D * Internal secure chamber. Large enough to hold a light freighter (30 meters by 30 meters by 10 meters tall) Weapons: Two Quad Blaster Cannons (fire-linked) Fire Arc: Turret Skill: Starship gunnery Space Range: 1-5/15/10/17 Atmosphere Range: 100-500/1/1.7 Km Damage: 4D+1 Two Ion Cannons Fire Arc: Turret Skill: Starship gunnery Space Range: 1-3/7/36 Atmosphere Range: 100-300/700/3.6 Km Damage: 8D Source: Dark Empire Sourcebook (pages 132-133)



DEXTERITY 3D Blaster array 5D, dodge 4D **KNOWLEDGE 1D MECHANICAL 1D** PERCEPTION 1D Search 4D STRENGTH 1D **TECHNICAL 1D Equipped With:** -Blaster array (can do 1 pip, 2 pip, 1D, or 1D+1 of damage, fire rate: 6, range: 2-3/5/10) -Motion sensors (+2 to search rolls against moving targets) **Move:** 15 Size: 10 centimeters in diameter Cost: 350 credits Source: Power of the Jedi (pages 57-58), Hero's Guide (page 154)

RHTC-560

Type: Rodian D-Tec Hunter Trainer Command Unit RHTC-560 **DEXTERITY 1D** Dodge 4D, running 5D **KNOWLEDGE 2D** Alien species 4D, alien species: Rodians 7D, cultures: Rodian 5D, languages 4D, tactics 6D **MECHANICAL 1D** Communications 5D, sensors 4D+2 **PERCEPTION 2D** Command: HT drones 7D, hide 4D, search 5D, sneak 4D STRENGTH 1D Climbing/jumping 3D **TECHNICAL 1D** Droid programming: HT drones 5D, droid repair 4D **Equipped With:** -Humanoid body (2 arms, 2 legs)



-Two audio and visual sensors -Short range sensors (+1D to *sensors* in scan mode, +2D to *sensors* in search mode) -Wideband transceiver (includes typical Rodian comlink frequencies) -Vocabulator speech/sound system

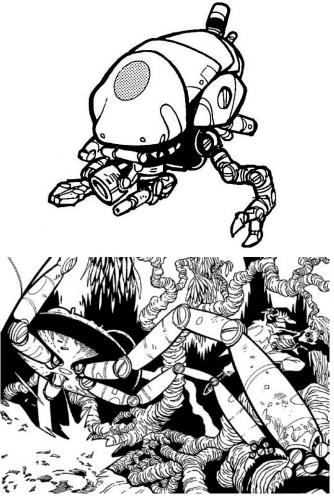
-Information storage/retrieval jack for computer interface Move: 10 Size: 1.7 meters tall

Cost: 5,500 (new), 3,000 (used)

Source: Shadows of the Empire Planets Guide (page 25)

HT Drone

Type: Rodian D-Tec HT Drone DEXTERITY 1D Blaster 4D (if equipped), dodge 7D, running 5D KNOWLEDGE 1D MECHANICAL 1D Repulsorlift operation 5D, sensors 5D PERCEPTION 3D Hide 5D, search 5D, sneak 5D STRENGTH 1D TECHNICAL 1D Equipped With: -Two retractable manipulator -Repulsorlift engine (100 meter flight ceiling) or 4 legs

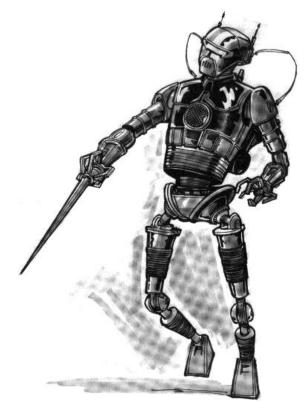


-Audio, visual and flight sensors
-Wideband transceiver
-Hi-intensity searchlight
-Stun blaster, 3D stun damage (if equipped)
Move: 10 (ground), 16 (flying)
Size: 1.2 meters long
Cost: 2,000 (new), 1,000 (used)
Source: Shadows of the Empire Planets Guide (page 25)

Duelist Elite Droid

Type: Trang Robotics Dueling Droid **DEXTERITY 3D** Brawling parry 5D, dodge 6D, melee combat: rapier 7D, melee parry: rapier 6D **KNOWLEDGE 1D MECHANICAL 1D PERCEPTION 1D** STRENGTH 3D Brawling 6D, (A) martial arts 6D **TECHNICAL 1D Equipped With:** -Magnetically-sealed body armor (+1D to Strength to all locations) -Vibrorapier (STR+2D damage) -Two auto-balance legs -Two arms -Motion sensor **Move:** 10 Size: 1.8 meters





Cost: 275,000 credits

ASP Lightsaber Training Droid

Type: Modified Industrial Automaton ASP-19, Lightsaber Training Configuration, Mark IX

DEXTERITY 3D Lightsaber 8D+2 KNOWLEDGE 1D MECHANICAL 1D PERCEPTION 3D STRENGTH 4D Brawling 5D

TECHNICAL 1D Equipped With:

-Reinforced alloy humanoid body (two arms, two legs, head)

-One high-speed visual sensor -Two audial receivers

-AA-1 Verbo-brain -Armor plating and reinforced alloys: +2D to *Strength* against physical and energy damage

Story Factors:

Attack Restrictions: The training droid's programming restricts its attacks to those against opponents wielding lightsabers. All others are ignored.

Move: 12

Size: 2.2 meters tall

Cost: Not available for sale

Equipment: Lightsaber (5D)

Source: Shadows of the Empire Sourcebook (pages 104-105)

Individual Droids

DX-2K2

Type: War droid **DEXTERITY 2D+2** Blaster 6D+1, dodge 4D+2, melee weapons 7D, vehicle blasters 5D+1 **KNOWLEDGE 1D+1** Intimidation 4D+1, tactics 4D+2 **MECHANICAL 2D+1 PERCEPTION 1D+1** Search 7D STRENGTH 3D+2 Brawling 7D **TECHNICAL 1D+2 Equipped With:** -Retractable vibro-ax (STR+3D+1 damage, maximum 7D) -Two heavy repeating blasters (8D damage) -Heavy armor (1D+2 bonus to Strength to resist damage) -Comlink

-Improved sensor package (+2 to all *search* skill rolls) -Vocabulator

Move: 8

Armx

Type: Modified MerenData Espionage Droid **DEXTERITY 3D** Blaster 6D, dodge 6D+1, melee combat 3D+1, running 3D+2

KNOWLEDGE 3D

Bureaucracy 3D+1, interrogation 6D, languages 3D+1, law enforcement 3D+1 **MECHANICAL 2D**

Repulsorlift operation 3D, sensors 5D

PERCEPTION 4D

Investigation 6D, search 5D+1

STRENGTH 4D

TECHNICAL 2D Repulsorlift operation 3D, security 5D

Equipped With:

-Espionage hardwired module

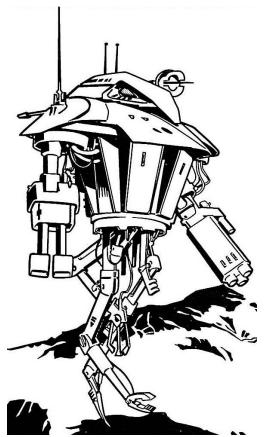
-Humanoid body (two arms, two legs, head)

-Information recording/coded broadcast system

-Visual, infrared and analysis sensor

-Visual and audial sensor package

-Vocabulator speech/sound system



Move: 10 Size: 1.9 meters Cost: Not for sale

Equipment: Blaster carbine (5D), heavy blaster pistol (5D), light laser cannon (4D), comlink, grenade launcher, 6 grenades (5D)

Source: Galaxy Guide 9 - Bounty Hunters (pages 74-75)



ERYX-4

Type: Assassin Droid DEXTERITY 3D+1 Blaster 7D. dodge 5D+1, missile weapons 5D+1 **KNOWLEDGE 1D** Survival 5D **MECHANICAL 2D** Astrogation 4D+2, communications 5D+1, sensors 6D PERCEPTION 3D Search 5D+2, sneak 5DSTRENGTH 2D **TECHNICAL 1D** Blaster repair 5D+2, demolitions 5D+2, security 6D Equipped With: -Laser cannon (6D damage, 3-30/50/

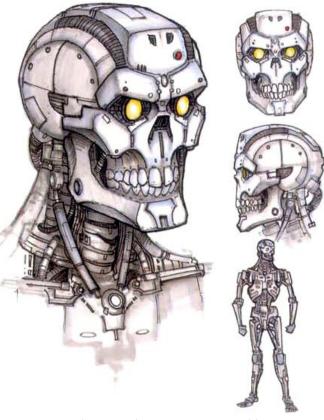
damage, 3-30/50/ 120) -Grenade launcher (5D damage, 3-10/ 25/100, ammo: 4)

-Repulsorlift motion system (no movement penalties for underwater movement) -Sensor system interface (+1D to sensor modes)

Move: 11 Size: 1.15 meters tall

Source: Secrets of the Sisar Run (page 74)

YVH 1-1A



Type: YVH Series Yuuzahn Vong Hunter Droid **DEXTERITY 3D** Blaster 6D, brawling parry 3D+1, dodge 4D+1, melee combat 4D+2 **KNOWLEDGE 2D** Intimidation 3D+2, languages 7D, scholar: Yuuzhan Vong 3D, scholar: Yuuzhan Vong biotech 4D **MECHANICAL 3D** Sensors 4D+2 **PERCEPTION 2D** Hide 2D+2, search 5D, search: tracking 5D, sneak 3D+1 **STRENGTH 4D** Brawling 6D **TECHNICAL 2D** Demolitions 3D+2 **Equipped With:** -Atmosphere analyzer (the droid is able to detect various chemical and pheromonal indicators, which allows it to detect Yuuzhan Vong that are using ooglith masquers. As such, the droid can attempt a Moderate sensors skill roll to detect a disguised Yuuzhan Vong) -Comlink

-Heavy armor (+3D to *Strength* rolls to resist damage, -2D to *Dexterity*)

-Heuristic processor (the droid is able to use skills it is untrained in)



-Improved sensor package (+2 bonus to all search rolls)

-Infrared vision (can see in the dark up to 30 meters)

-Locked access (the droid's shut-down switch is secured or internally located)

-Telescopic vision (visual sensors include a long-range capability)

-Translator unit (+5D to languages)

-Vocabulator (the droid has a speaker that allows it to replicate organic speech)

-Weapons mounts (the droid has one or more appendages that can have weapons attached to them)

Move: 10

Size: Medium, probably the size of a typical Yuuzhan Vong **Cost**: Unique prototype, not available for sale

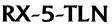
Source: The New Jedi Order Sourcebook (pages 141-142)

2-124 (Too-Onetofour)



Type: Uulshos Justice Droid DEXTERITY 2D Blaster 7D, dodge 5D, missile weapons 6D KNOWLEDGE 1D MECHANICAL 1D PERCEPTION 1D Hide 7D, search7D, sneak 7D STRENGTH 1D TECHNICAL 2D Computer programming/repair 5D, demolitions 6D, droid programming 5D, droid repair 5D Equipped With: -Body armor: +3D+2 to all locations Plaster rife (CD domage 5, 20 (100 (200))

-Blaster rifle (6D damage, 5-30/100/200) -Concussion missile launcher (7D damage, 20-50/200/ 500, uses *missile weapons*) Move: 13 Size: 1.6 meters Cost: Not for sale Source: Wanted by Cracken (page 55)





Type: Assassin Droid DEXTERITY 3D+1 Blaster 5D+1 KNOWLEDGE 2D MECHANICAL 2D PERCEPTION 3D+1 Search 5D+2 STRENGTH 2D TECHNICAL 2D Equipped With: -Body armor (adds +4D to *Strength* to resist damage) -Blaster cannon (6D, mounted into left arm) -Portable proton torpedo launcher (9D, mounted into

-Portable proton torpedo launcher (9D, mounted into right arm, has three torpedoes) **Move:** 11 **Size:** 2.3 meters tall **Source:** The DarkStryder Campaign – Boxed Set (page 52)

LC-Zed

Type: Assassin droid

DEXTERITY 3D Blaster 6D, dodge 4D+2, melee combat 4D+1, melee parry 4D+1, vehicle blasters 5D

KNOWLEDGE 1D Intimidation 4D **MECHANICAL 1D PERCEPTION 2D** Search 5D+2 **STRENGTH 4D** Brawling 6D **TECHNICAL 1D**

Equipped With:

-2 heavy blasters (5D, ammo: 25 (each), range: 3-7/25/50) -Cerellium armor (+2D to Strength, -1D to Dexterity) -Improved sensor package (+2 to all search skill rolls) -Comlink **Move:** 10

Size: Medium)] Cost: Not for sale

HK-47

Type: Modified HK Assassin Droid **DEXTERITY 4D**

Blasters 6D, blaster artillery 5D, dodge 5D, melee combat 5D, melee parry 4D+2

KNOWLEDGE 2D+2

Intimidation 5D+2, languages 5D, streetwise 4D+1, tactics 4D+2

MECHANICAL 2D+2

PERCEPTION 2D+2

Con 6D+2, hide 5D+1, search 7D, persuasion 4D+2, sneak 5D+1

STRENGTH 3D+1 **TECHNICAL 2D+2**

Computer programming/repair 4D, demolitions 6D+2, repulsorlift repair 3D+2

Equipped With:

-Encrypted comlink

-Environmental compensator

-Locked access (the droid's shut-down switch is secured)

-Secondary battery

-Self-destruct system (disabled)

-Improved telescopic sensor package (+2 to search. The droid's visual sensors include a long-range capability) -Infrared vision (can see in the dark up to 30 meters) -Motion sensors (+2 to search rolls against moving targets)

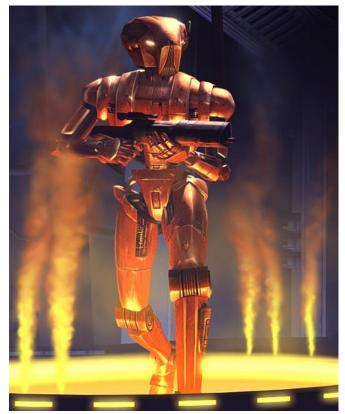
-Sonic sensors (+2 to search rolls that involve sound) **Special Abilities:**

Protected Memory Core: By careful use of the droid repair skill, HK's master, and only the meatbag he calls "master," can unlock his memories and hidden abilities. HK-47 himself may not make the attempt since his programming prevents it. Each attempt takes more time and skill the deeper one digs. The Core Levels must be unlocked one at a time with a reasonable amount of time between attempts.

- Core Level 1: Difficulty: Moderate. Time taken: 5 rounds. Success: HK-47 gains an immediate +1 permanent increase to Strength or Dexterity (master's choice). Memory of currently malfunctioning "assassination protocol" and of previous master restored.

Failure: No effect.

- Core Level 2: Difficulty: Difficult. Time taken: 8 rounds. Success: HK-47 gains an immediate +2 permanent increase



to Knowledge, Perception or Technical (master's choice). Memories of another previous master restored.

Failure: HK-47 suffers a permanent -1 loss to Strength or Dexterity.

- Core Level 3: Difficulty: Very Difficult. Time taken: 12 rounds.

Success: HK-47 gains an immediate +1 permanent increase to the attribute of the master's choice, and a permanent +1 bonus to dodge and parry rolls. Memories of yet another deceased master restored.

Failure: HK-47 suffers a permanent -1 loss to Knowledge, Perception, or Technical, and a permanent -1 penalty on all attack rolls.

Core Level 4: Difficulty: Heroic. Time taken: 18 rounds.

Success: Assassination protocols, self-destruct system, and memory core fully restored. Memory of original master returns. HK-47 receives permanent +1 increase in all attributes, a +1 bonus on attack rolls, and a +1 bonus to dodge and parry rolls. If the original and current masters are not one and the same (which the GM can arrange), HK-47 will immediately attempt to return to his original builder, as violently as possible.

Failure: System reboot. HK-47 reverts to whatever state he was in when purchased (indicated by the stats above) and must begin the process of rediscovery anew. Penalties from previous failed droid repair rolls as well as bonuses are erased, though the independent core remains intact.

Assassination Protocols: Assassination protocols may only be unlocked through a successful Core Level 4 droid repair roll (see above) and grant HK-47 an additional +2 bonus on attack rolls and a +2 bonus to *dodge* and *parry* rolls when in combat against his target or targets. Only the master may name the targets, of which there can be no more than five, and HK-47 will pursue their elimination to the exclusion of all other duties until the task is completed.

Move: 10

Size: 1.8 meters tall Cost: 5,000

EL-434

Type: Assassin Droid DEXTERITY 4D+1 Melee parry 5D+1, blaster 7D+1, missile weapons 7D+1 **KNOWLEDGE 1D MECHANICAL 1D PERCEPTION 1D** Hide 6D, search 8D, sneak 6D STRENGTH 5D+2 Brawling 6D+2 **TECHNICAL 1D Equipped With:** -Body armor (+1D) -Blaster cannon (6D damage) -Concussion missile launcher (7D damage) -Motoball -Electro-photo receptor -Infrared sensor -Com-signal detector -Motion sensor -Chemical sensor -Auditory membranes **Move:** 13 Size: 1.5 meters Cost: Not for sale Source: Otherspace (page 24)

IG-72

Type: Holowan Mechanicals IG-series assassin droid **DEXTERITY 3D**

Blaster 5D, energy weapons: sonic stunner 5D, flamethrower 5D, grenade 5D, missile weapons 5D

KNOWLEDGE 2D MECHANICAL 3D Space transports 4D PERCEPTION 3D Search 6D **STRENGTH 4D TECHNICAL 3D** Security 4D **Equipped With:** -Humanoid body (two arms, two legs, head) -Flamethrower (3D damage, range 10 meters, flame does 3D damage each round until extinguished) -Sonic stunner (4D stun, range 10 meters) -Grenade launcher (5D) -Sensor array (+1D to search for targets up to 750 meters away) **Character Points:** 4 **Move:** 10

Size: 2 meters tall **Cost:** Not for sale

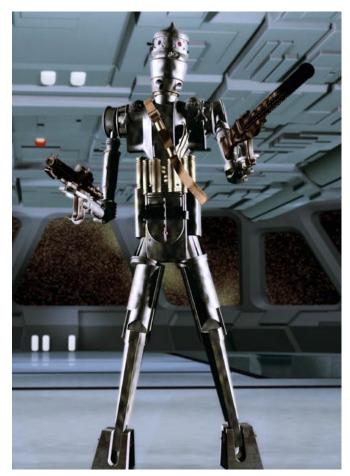
Source: Tatooine Manhunt (page 17)

IG-88

Type: Holowan Mechanicals IG-series assassin droid **DEXTERITY 4D**

Blaster 7D, dodge 6D, energy weapons: sonic stunner 5D+2, flamethrower 5D, grenade 6D, missile weapons 6D **KNOWLEDGE 2D+1**

Alien species 5D+1, intimidation 10D, languages 3D+1,



planetary systems 3D+1, streetwise 4D, survival 4D+1, value 3D

MECHANICAL 2D+2

Astrogation 4D+2, space transports 5D+2, starship gunnery 3D+2, starship shields 3D

PERCEPTION 3D+1

Command 4D+1, hide 3D+2, search 7D, search: tracking 10D+2, sneak 4D+1

STRENGTH 4D

Lifting 6D TECHNICAL 1D+2

Computer programming/repair 3D+2, demolitions 4D+2, droid programming 4D+2, droid repair 4D+2, security 4D+2, space transports repair 3D

Equipped With:

-Humanoid body (two arms, two legs, head)

-Broad-band antenna (can intercept and decode most communications on standard frequencies)

-Flamethrower (3D damage, range 10 meters, flame does 3D damage each round until extinguished)

-Long-range sensor (+2D to *search* for objects 50-750 meters away)

-Movement sensor (+2D to *search* for moving objects up to 400 meters away)

-Sonic stunner (4D stun, range 10 meters)

-Grenade launcher (5D)

Move: 13

Size: 2 meters tall

Cost: Not for sale

Equipment: Blaster rifle (5D), IG-2000 assault fighter **Source:** Galaxy Guide 3 – The Empire Strikes Back (pages 55-56), galaxy Guide 9 – Bounty Hunters (pages 73-74), Star Wars Trilogy Sourcebook SE (pages 69-70), The Movie Trilogy Sourcebook (pages 92-93)



Type: HN-TR Assassin/Combat Droid Prototype **DEXTERITY 5D**

Blaster 8D, blaster: light repeating blaster 8D+2, dodge 7D, energy weapons: sonic stunner 6D, grenade 5D, flamethrower 7D+1, missile weapons 6D

KNOWLEDGE 1D

Planetary Systems 4D MECHANICAL 1D

Astrogation 4D+2, space transports 2D

PERCEPTION 4D Command 4D+1, hide 5D, investigation 5D, search 7D, search: tracking 10D+2, sneak 6D+2

STRENGTH 5D

Brawling 8D, stamina 6D **TECHNICAL 1D**

Computer programming/repair 4D, demolition 3D, droid programming 5D, droid repair 5D+1, security 5D

Equipped With:

-Humanoid body (two arms, two legs, head)

-Armor plating (+2D to all areas)

-Light repeating blaster (5D+2 damage, 0-5/15/30), mounted on left arm

-Sonic cannon (4D+2 damage, 0-5/10/20), mounted on left arm

-Broad-band antenna (can intercept and decode most communications on standard frequencies)

-Flamethrower (5D damage, 0-3/5/10)

-Long-range sensors (+2D to *search* for moving objects 50 meters to 750 meters away)

-Movement sensor (+2D to *search* for moving objects) **Move:** 14

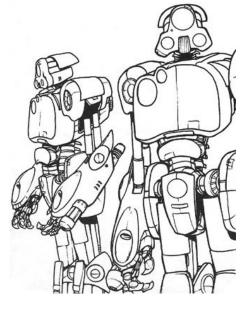
Size: 1.8 meters tall

Cost: Not for sale

Source: Alliance Intelligence Reports (pages 60-61)

NT-X2 (Entax) & BT-X2 (Botax)

STAR



Type: Modified Terminax Model TX-1118 Assassin Droids **DEXTERITY 3D**

Blaster 9D+2, brawling parry 5D+2, dodge 6D, melee combat 5D, melee parry 4D+1, missile weapons 8D **KNOWLEDGE 2D**

Alien species 3D, intimidation 9D, languages 4D **MECHANICAL 3D** Communications 6D, sensors 8D+2 PERCEPTION 3D Investigation 8D, search 8D+1, sneak 5D **STRENGTH 6D** Brawling 6D+2, lifting 6D, stamina 5D **TECHNICAL 3D** Computer programming/repair 5D+2, droid programming 5D, droid repair 6D, security 8D+1 **Equipped With:** -Humanoid body (two arms, two legs, head) -Broad-band antenna receiver (for monitoring comlink channels) -Two visual sensor recorders -Infrared detector (+1D to search in darkness) -High-sensitivity audio receptors -Armored body (+2D physical and energy) -Omnidirectional motion detector (+1D to search) -Built-in comlink -Heavy blaster cannon (arm-mount, 0-50/150/300, 6D) -Concussion missile launcher (arm-mount, 0-25/75/150, ammo: 3, 8D)

-Retractable vibroblade (STR+2D)

Force Points: 1

Character Points: 10

Move: 11

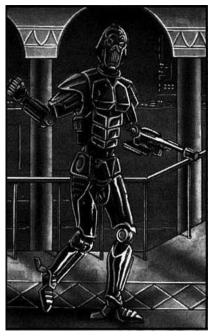
Size: 2.4 meters tall

Cost: Not for sale

Source: Wretched Hives of Scum and Villainy (page 29)



IX-2A (Ix-twoay)



Type: Lanthe Artifice BDG-7 Bodyguard Droid (Assassin Droid) **DEXTERITY 3D**

Blaster 6D, brawling parry 4D, dodge 4D+2, melee combat 5D

KNOWLEDGE 1D Intimidation 3D **MECHANICAL 1D PERCEPTION 2D** Hide 3D+1, investigation 5D, search 3D+2, sneak 4D+1 STRENGTH 5D Brawling 6D+1, lifting 6D **TECHNICAL 1D Equipped With:** -Humanoid body (two arms, two legs) -Visual sensor recorder with infrared scanning -Power boosted auditory sensor recorders (twice human range) -Body armor (+1D to Strength to resist damage) -Vocabulator speech/sound system -A-1 verbobrain -Heavy blaster rifle (5D+1) -Heavy stun pistol (4D+2 stun damage) **Move:** 12 Size: 2.2 meters tall Cost: Not for sale Source: Lords of the Expanse - Gamemaster Guide (pages 78-79)

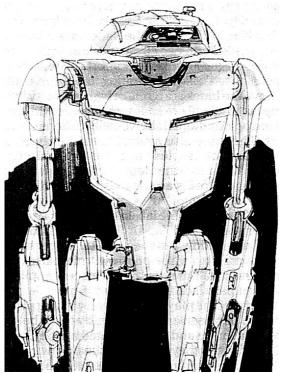
K4-06B (Kay)

Type: Lawkeeper droid **DEXTERITY 2D** Missile weapons 4D **KNOWLEDGE 2D** Languages 4D, law enforcement 4D, bureaucracy 4D **MECHANICAL 1D PERCEPTION 1D** Persuasion 4D **STRENGTH 1D**

TECHNICAL 1D

Demolitions 5D+2, security 4D Equipped With: -Body armor (+2D to all locations) -Micro-grenade launcher (damage varies by grenade, ranges 5-25/100/200, ammo: 25) -Movement sensors (+2D to *search*) Equipment: 25 stun grenades (blast radius 0-2/4/6, stun damage 4D/3D/2D) Move: 9 Size: 1.6 meters tall Cost: Not for sale Source: No Disintegrations (page 88)

6FT-DP (Sixeftee-Depee)



Type: Security Droid **DEXTERITY 3D** Blaster 5D, grenades 5D, melee combat 5D **KNOWLEDGE 2D MECHANICAL 3D PERCEPTION 3D** Hide 5D, search 6D, sneak 5D **STRENGTH 4D** Brawling 6D, climbing/jumping 5D **TECHNICAL 3D Equipped With:** -Blaster rifle (5D) -Combat mandibles (STR+2D damage) -Full sensor array Equipment: Grenades **Move:** 10 Size: 1.8 meters tall Cost: Not for sale Source: Crisis on Cloud City (page 22)

5th Degree Droids

Cargo Droids

B'omarr Brain Walker



Type: B'omarr Brain Walker DEXTERITY 1D KNOWLEDGE 1D MECHANICAL 1D PERCEPTION 1D STRENGTH 1D TECHNICAL 1D Equipped With:

-Processor (allows the brain walker to answer a monk's telepathic summons)

-Brain support unit (keeps the living brain of a monk alive while it is not attached to any other support equipment) **Move:** 8

Size: Medium Cost: 800 Source: Secrets of Tatooine (pages 18-19)

SM Scavenger Droid

Type: New Republic SM Series Scavenger Droid **DEXTERITY 2D+1 KNOWLEDGE 1D+2** Starship deckplans 5D+2



MECHANICAL 1D PERCEPTION 2D+2 Search 5D STRENGTH 2D Lifting 2D+2 TECHNICAL 2D Computer programming/repair 3D, security 3D Equipped With: -Two manipulator arms -Holocamera and spectrometer recording system -Zero-gee maneuvering jets -Repulsorlift engine and dual stabilizer fins -Remote guidance system Move: 18 Size: 0.5 meters tall

P-100 Salvage Droid

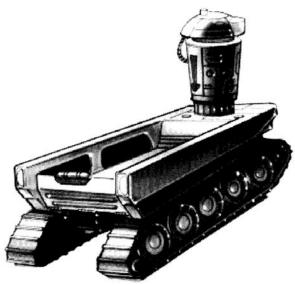
Type: Serv-O-Droid P-100 Salvage Droid DEXTERITY 1D KNOWLEDGE 1D MECHANICAL 1D PERCEPTION 1D Search 2D STRENGTH 2D Lifting 5D+2



TECHNICAL 1D Equipped With: -Repulsorlift engine -Four articulated limbs (+2D to *lifting*) -Receiver/transmitter with antenna (range .25 km) Move: 10 Size: 0.8 meter tall



V5-T Transport Droid

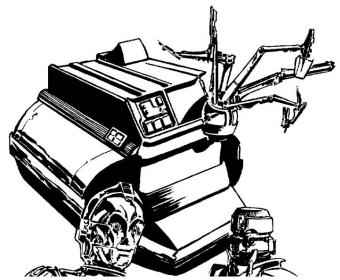


Type: Veril Line V5-T Transport Droid DEXTERITY 1D KNOWLEDGE 1D MECHANICAL 1D PERCEPTION 1D STRENGTH 4D TECHNICAL 1D Equipped With:

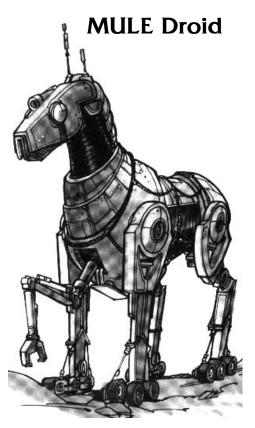
-retractable lifting arm (can lift up to 500 kilograms with a *lifting* skill of 4D)
Move: 25 (tread version), 50 (repulsorlift version)
Size: 2.2 meters tall
Cost: 2,500 (tread version), 4,500 (repulsorlift)
Game Notes: Carries up to two metric tons.
Source: Galladinium's Fantastic Technology (pages 23-24), Platt's Smugglers Guide (pages 61-62)

Robo-Hauler

Type: Cybot Galactica BigHaul Robo-Hauler DEXTERITY 1D KNOWLEDGE 1D MECHANICAL 1D PERCEPTION 1D STRENGTH 4D Lifting 5D TECHNICAL 1D Equipped With: -Remote programming receiver -One pair of tractor treads -Four grapple arms for cargo



-Cargo bed (two ton capacity) **Move:** 5 **Size:** 1.6 meters long **Cost:** 1,500 credits **Source:** Han Solo and The Corporate Sector Sourcebook (pages 126-127)



Type: Mechanical Universal Labor Eliminating Droid, PackTack 41LT-R DEXTERITY 1D KNOWLEDGE 1D MECHANICAL 3D Repulsorlift operation 4D+1 PERCEPTION 3D Search 3D+2 STRENGTH 6D Lifting 7D



TECHNICAL 2D

Droid programming 4D, droid repair 5D **Equipped With:** -Heavy lifting claw -Large storage bay (2 cubic meters) protected by +1D armor

-Repulsorlift, max altitude one meter

Special Skills:

Repair Advice: Although the Mule cannot repair itself, it can advise anyone attempting to fix it, using the combined actions rules.

Move: 7

Size: 1.5 meters

Cost: 7,500 credits

Equipments: Often slung with additional storage pods. **Source:** Galaxy Guide 8 – Scouts (page 45), Rules of

Engagement – The Rebel SpecForce Handbook (page 56)

Load-Lifter

Type: Drendan Load-Lifter **DEXTERITY 1D KNOWLEDGE 1D** MECHANICAL 1D **PERCEPTION 1D** STRENGTH 5D Lifting 5D+2 **TECHNICAL 1D Equipped With:** -Two auto-balance legs -One photoreceptor -Two high-compression lifter-arms **Move:** 5 Size: 2 meters tall Cost: 4,500 Source: The DarkStryder Campaign -Boxed Set (pages 81-82)



C-2V9 Cargo Lifter Droid

Type: Indutrial Auromaton 2V9 Cargo Lifter Droid **DEXTERITY 2D KNOWLEDGE 1D MECHANICAL 2D PERCEPTION 1D STRENGTH 4D** Lifting 8D **TECHNICAL 2D** Armor repair 3D+1, computer programming/repair 3D+2, repulsorlift repair 3D **Equipped With:** -Information storage/retrieval jack for computer link-up -High pitch acoustic signaler -Broad-band antenna receiver -Repulsorlifts (+1D to lifting) -Durasteel lifting arm with magnetic Move: 4 Size: 1 meter tall Cost: 2,500 (new), 1,750 (used) Source: Galaxy Guide 5 – Return of the Jedi (pages 90-91)

CLL-8 Binary Load Lifter



Type: Cybot Galactica CLL-8 Binary Load Lifter Droid DEXTERITY 1D KNOWLEDGE 1D MECHANICAL 1D PERCEPTION 1D STRENGTH 6D Lifting 8D TECHNICAL 1D Move: 7 Size: 3 meters tall Cost: 2,000 Source: Platt's Smugglers Guide (page 60), Arms and Equipment Guide (page 62)

Freight Droid

Type: Serv-O-Droid DC5-1 **DEXTERITY 2D KNOWLEDGE 1D MECHANICAL 1D PERCEPTION 1D** STRENGTH 4D Lifting 10D **TECHNICAL 1D** Security 4D **Equipped With:** -Four extendible manipulators -One pair of heavy caterpillar treads -One pair lifting claws -Cranial turret with audio/video sensor -Remote directional transponder -Armored chassis (+1D) -Laser scanner **Special Abilities:** Cargo Code Database: A laser scanner identifies each cargo module's identity band (on the side of the module) and

correlates it to where it should be off-loaded. The scanner can also recode an identity band for new cargoes. **Move:** 6

Size: 2.8 meters

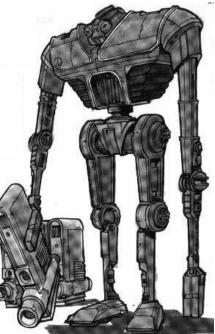
Cost: 4,500 credits

Source: Han Solo and The Corporate Sector Sourcebook (page 126)

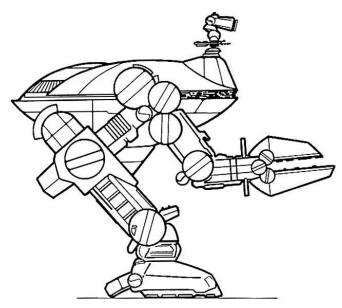


X10-D Draft Droid

Type: Trandosha Government X10-D Draft Droid **DEXTERITY 1D KNOWLEDGE 1D MECHANICAL 1D PERCEPTION 1D** STRENGTH 6D+1 Lifting 10D **TECHNICAL 1D Equipped With:** -Two extendable (3-meter arms reach) -Two treaded roller feet -Photoreceptors -Remote receiver **Move:** 5 Size: 3.1 meters tall



B-1 Worker Droid



Type: AccuTronics B-1 Worker Droid **DEXTERITY 1D KNOWLEDGE 1D MECHANICAL 1D PERCEPTION 1D STRENGTH 8D** Lifting 10D, stamina 4D **TECHNICAL 1D Equipped With:** -Suction/magnetic tipped digits -Retractable third leg (+1D to lifting when deployed) -Visual spectrum scanner -Internal comlink/beckon call system **Move:** 6 Size: 1.5 meters tall **Cost:** 800

Source: Lord of the Expanse – Campaign Guide (page 37), Platt's Smugglers Guide (page 60), Death Star Technical Companion (page 93), Rebel Alliance Sourcebook (page 120), Arms and Equipment Guide (page 62)

Trade Federation Loader Droid



Type: Trade Federation Loader Droid **DEXTERITY 1D KNOWLEDGE 1D MECHANICAL 1D** PERCEPTION 1D STRENGTH 6D Lifting 12D **TECHNICAL 1D Equipped With:** -Humanoid body -2 visual and 2 auditory sensors -Rudimentary Vocabulator -W-35 processor **Move:** 9 Size: 2.2 meters tall Cost: 900 (used)

Loader Droid

DEXTERITY 1D KNOWLEDGE 1D MECHANICAL 1D PERCEPTION 2D Search 3D STRENGTH 7D Lifting 13D TECHNICAL 1D Equipped With: -Two auto-balance legs -One photoreceptor -Two heavy-duty lifter-arms Move: 9



Size: 3 meters tall

Mining Droids

Q-4 Borer Droid

Type: Quarren Industrial Q-4 Borer Droid **DEXTERITY 1D**

Blaster: drilling laser 1D+2 **KNOWLEDGE 1D**

MECHANICAL 2D

Repulsorlift operation: internal repulsorlift engine 2D+1 **PERCEPTION 2D**

Search: metal/ores 2D+1 **STRENGTH 1D**

TECHNICAL 1D Equipped With:

-Repulsorlift engine

-Heavy duty drilling laser. (0.5 meter range, 6D damage); since the laser was designed to be used on stationary targets, any attempt to fire on a moving target are at -1D penalty

-Sensor apparatus (+1D to *search* when looking for ores and metals)

-Minimal visual/auditory sensors (all visual or auditory-based search rolls are at -1D) $\,$

Move: 10

Size: 0.7 meters long, 0.2 meters diameter **Source:** Death in the Undercity (page 41)

General Labor Mining Droid GLD-M

Type: Modified Industrial Automaton GLD-M General Labor Droid/Mining **DEXTERITY 2D KNOWLEDGE 1D** **MECHANICAL 2D** Mining 3D **PERCEPTION 2D** Search 3D **STRENGTH 4D** Lifting 6D **TECHNICAL 2D Equipped With:** -Visual, infrared and audio sensors -Humanoid body (head, two arms, two legs) -Vocabulator speech/sound system -Reinforced frame for heavy lifting -RapidProgram module system Move: 8/9 Size: 2 meters tall Cost: 4,000; comes with 2 modules, each additional module costs 500 credits Source: Flashpoint! Brak Sector (pages 25-26)

LIN Demolitionmech

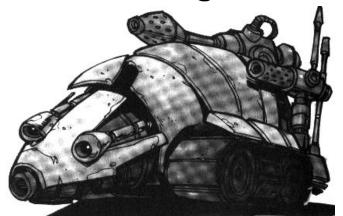


Type: Cybot Galactica LIN Demolitionmech Series Industrial Droid

DEXTERITY 1D KNOWLEDGE 1D MECHANICAL 1D PERCEPTION 3D Search 3D+2 STRENGTH 4D+2 **TECHNICAL 3D** Demolition 6D **Equipped With:** -Internal comlink -Infrared sensors (360 degrees night vision) -Internal storage space (20 Kg) -Video sensor -Dual-tread locomotion -Fine manipulator arm under dome (for planting explosives) -Cybot acoustic signaler (can only speak droid languages) -Armored housing (+2D to Strength) Move: 3 Size: 0.7 meters tall Cost: 7.000 Source: Arms and Equipment Guide (page 51)



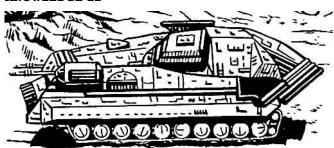
11-17 Mining Droid



Type: Roche 11-17 Series Mining Droid **DEXTERITY 2D** Energy weapons 3D, melee combat 2D+2**KNOWLEDGE 2D** Scholar: geology 4D **MECHANICAL 1D PERCEPTION 2D** Search 5D **STRENGTH 4D** Climbing 4D+2 **TECHNICAL 2D** Computer programming/repair 2D+2 **Equipped With:** -Light body armor (+1D physical, +1 energy) -Improved sensors (+2 to search, infrared vision) -Two tool mounts -Environmental compensators (droid is adapted to work in dust, water or vacuum environments) -Fusion lanterns -Magnetic feet -Retractable grasper arm -Buzzsaw (2D damage, uses melee combat skill) -Heavy plasma jet (7D, uses energy weapons skill, beam is 6 meters long by 3 meters wide) -Blowtorch (3D damage, uses energy weapons skill) **Move:** 10 Size: 1 meter tall, 1 meter long Cost: 3,500 Source: Arms and Equipment Guide (pages 57-58)

Multi-Environment Mining Droid

Type: Industrial Automaton Multi-Environment Mining Droid MEMD-2 DEXTERITY 1D KNOWLEDGE 2D



MECHANICAL 3D Mining 5D **PERCEPTION 1D+1** Search 3D STRENGTH 3D Lifting 5D **TECHNICAL 1D** Equipped With: -2 all-terrain tracks -2 high intensity beam drills -1 high power cutting laser -4 heavy lifting arms -1 repulsorlift conveyor -Visual, audio, infrared and night vision sensors -Metal and mineral sensors -DataLink transceiver **Move:** 4/6 Size: 20 meters long, 8 meters tall **Cost:** 20,000

Labor Droids

Source: Flashpoint! Brak Sector (page 26)

Scrubber Droid

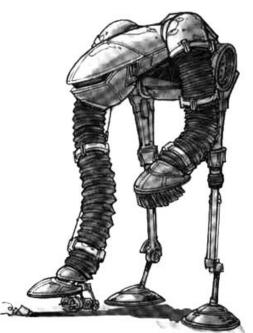


Type: Industrial Automaton Scrubber Droid **DEXTERITY 2D+2 KNOWLEDGE 1D MECHANICAL 1D PERCEPTION 1D** Search 3D STRENGTH 2D+2 **TECHNICAL 1D** Demolitions 2D **Equipped With:** -Internal comlink -Environmental compensator (+2D to Strength to resist the effects of extreme heat, water or dust) -Fire extinguisher -Fuel scrubbers -Internal storage (6 Kg) -Sniffers (+1D to search rolls involving scent) -Telescopic grasper arm (2-meter reach)



-Tool mount **Move:** 10 **Size:** Small **Cost:** 1,000 **Source:** Arms and Equipment Guide (page 63)

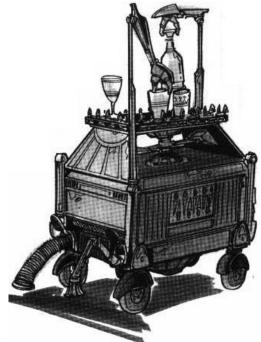
U2-C1 Housekeeping Droid



Type: Publitechnic U2-C1 Series Housekeeping Droid DEXTERITY 1D **KNOWLEDGE 1D** Housekeeping 3D **MECHANICAL 1D PERCEPTION 1D** Search 2D STRENGTH 2D **TECHNICAL 1D Equipped With:** -Environmental compensator (the droid is unaffected by dust) -Internal storage area (6 Kg) -Rust inhibitor -Retractable grasper arm -Vacuum suction limbs (+1D to brawling when grappling a target) **Move:** 6 Size: 0.95 meters tall **Cost:** 750 Source: Arms and Equipment Guide (page 64)

R-10 Household Droid

Type: Lovolan R-10 Household Droid DEXTERITY 2D Serving 5D KNOWLEDGE 1D Housekeeping 3D MECHANICAL 1D PERCEPTION 2D Search 3D+1 STRENGTH 1D TECHNICAL 1D



Equipped With:

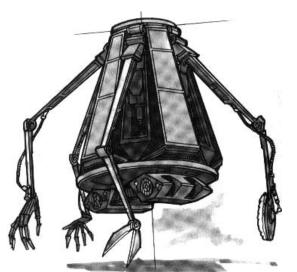
- -Two retractable manipulator arms
- -Retractable vacuum hose
- -Retractable brush-tipped cleaning arm
- -Four wheels
- -Single photoreceptor
- -Audio receptors
- -Electrically charged marble serving tray -Side-swinging additional trays **Move:** 5

Size: 0.72 meters tall

JR-8 Maintenance Droid

Type: PublicTechnic JR-8 Maintenance Droid **DEXTERITY 1D KNOWLEDGE 1D MECHANICAL 1D** PERCEPTION 1D Search 1D+2 STRENGTH 2D Climbing/jumping 3D+1 **TECHNICAL 1D** Any repair skill (pick one) 1D+2, janitor 3D **Equipped With:** -Low-light vision (can see twice as far as a human in dim light) -Tool mounts (the droid has one or more appendages that have tools attached to them) -Rust inhibitor (the droid's metal components are resistant to rust and corrosion) -Detergent nozzle (the droid can shoot detergent at a target, and any hit that is not dodged will blind the target for 1D rounds) **Move:** 4 Size: Small

MN-2E General Maintenance Droid



Type: Indutrial Automaton MN-2E General Maintenance Unit

DEXTERITY 1D KNOWLEDGE 1D MECHANICAL 2D PERCEPTION 1D STRENGTH 2D TECHNICAL 2D Equipped With:

-Wastestream System refuse recycling unit -Vibro-shears (STR+2) -Extendable arm, with buffer and polisher attachments -Extendable cleanser applicator -Refuse collection scanning computer **Move:** 7 **Size:** 1 meter

Cost: 800 credits

Source: The Last Command Sourcebook (page 126), The Thrawn Trilogy Sourcebook (page 198)

GH-5B2 Maintenance Droid

Type: GH Maintenance Droid DEXTERITY 1D **KNOWLEDGE 1D MECHANICAL 1D** Repulsorlift operation 4D, sensors 4D **PERCEPTION 2D+2** Search 6D **STRENGTH 2D TECHNICAL 3D** Droid repair 4D, sewer maintenance 5D **Equipped With:** -Two retractable manipulators -Repulsorlift engine (50-meter flight ceiling) -Audio, visual and infrared sensors -Comlink -Basic tool pack -Small storage bay **Move:** 15 Size: 1.5 meters long **Cost:** 4,000 (new), 2,000 (used) Source: Hideouts & Strongholds (page 133)



Mark II Reactor Drone

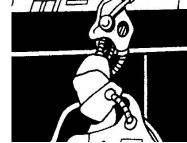
Type: Industrial Automaton Mark II Reactor Drone Utility Droid **DEXTERITY 1D KNOWLEDGE 1D MECHANICAL 2D** Machinery operation 3D PERCEPTION 1D **STRENGTH 2D TECHNICAL 2D Equipped With:** -Video sensor -Wheeled locomotion -Small storage area (holds 10 Kg) -4 medium arms with varied tools (retractable) **Move:** 5 Size: 2.2 meters tall



AR-2B Utility Droid

Type: Karflo Corporation AR-2B Utility Droid

DEXTERITY 1D KNOWLEDGE 1D MECHANICAL 1D PERCEPTION 1D STRENGTH 1D Lifting 3D TECHNICAL 1D Equipped With: -Humanoid body (two arms, two legs, head) -Two visual and



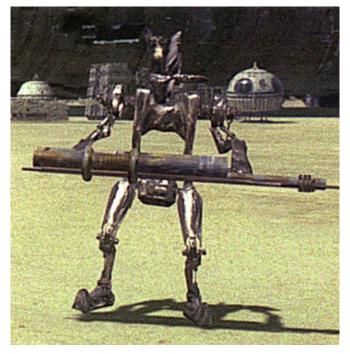
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two audial sensors – Human range -Vocabulator speech system -C3-DD NeuroNet brain **Move:** 7 **Size:** 1.7 meters tall **Cost:** 2,250

Source: Goroth, Slave of the Empire (page 84)

ASP-7 Worker Droid

Type: Industrial Automaton ASP-7 Droid DEXTERITY 1D KNOWLEDGE 1D MECHANICAL 1D PERCEPTION 1D Search 2D STRENGTH 1D Lifting 2D TECHNICAL 1D Equipped With: -Humanoid body (two arms, two legs, head) -One photoreceptor -Two auditory receptors Story Factors: Basic Programming: basic ASP-7 droids are programmed



only for the most menial of tasks. They are often out of place in other settings where more specialized droids would be used, such as starship engineering bays, medical suites and battlefields. They can be upgraded with improved programming and more attachments and equipments at an additional cost.

Restricted Vocabulary: The basic ASP-7 unit can only reply with the words "affirmative" or "negative", despite any question asked or situation encountered.

Move: 6

Size: 1.6 meters tall

Cost: 1,000 credits (stock, new), 300 to 3,000 credits (used/modified)

Source: Cynabar's Fantastic Technology – Droids (page 87), Platt's Smugglers Guide (pages 59-60), Shadows of the Empire Sourcebook (page 102), Star Wars Trilogy Sourcebook SE (pages 162-163), d20 Core Rulebook (page 375), Coruscant an the Core Worlds (page 35)

PK General Work Droid

Type: Cybot Galactica PK General Work Droid **DEXTERITY 2D KNOWLEDGE 1D MECHANICAL 2D PERCEPTION 1D** STRENGTH 1D+1 Lifting 2D+2 **TECHNICAL 2D Equipped With:** -Environmental compensator (heat, radiation) -Two manipulator arms -Two legs -One photoreceptor **Move:** 10 Size: 1.3 meters Cost: 900 credits



RIC-920 General Purpose Droid

STAR



Type: Serv-O-Droid RIC-920 General Purpose Droid DEXTERITY 2D KNOWLEDGE 1D MECHANICAL 2D PERCEPTION 2D STRENGTH 2D Lifting 4D+1 TECHNICAL 2D Equipped With: -Unipod wheel locomotion system -Two arms -Visual and auditory receptors Move: 12 Size: 1.5 meters tall

8D8 Smelter Droid

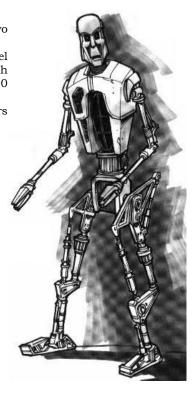


Type: Roche 8D8 Smelting Operator DEXTERITY 1D KNOWLEDGE 1D MECHANICAL 2D Machinery operation 4D PERCEPTION 2D STRENGTH 4D Stamina 6D TECHNICAL 1D



Equipped With:

-Humanoid body (two arms, two legs, head) -Heat-resistant durasteel molecularly bonded with kevlex chassis (4,000 degrees resistance) -Protected photoreceptors (-1D to *search*) **Move:** 7 **Size:** 1.65 meters tall



Decon III Droid

Type: Industrial Automaton Decon III DEXTERITY 2D KNOWLEDGE 1D Decontamination processes 3D MECHANICAL 1D+1 PERCEPTION 2D Search 3D, search: containments 5D

Search 3D, search: containments 5D **STRENGTH 2D** Lifting 2D+1

TECHNICAL 2D Equipped With:

-Internal four-stage decontamination processor; uses *decontamination processes* skill. Can process three kilograms per hour; difficulty depends upon level of contamination.

-Visual, infrared and analyzation sensors -Heavy scooper (+1D to *lifting*)

-Treads

-Retractable arm

Move: 6

Size: 1.3 meters

Source: Dark Force Rising Sourcebook (page 100), The Thrawn Trilogy Sourcebook (page 195)

Gyrowheel 1.42.08 Recycling Droid



Type: Veril Line Systems Gyrowell 1.42.08 Series Recycling Droid

DEXTERITY 3D KNOWLEDGE 1D MECHANICAL 1D PERCEPTION 1D Search 3D STRENGTH 4D TECHNICAL 1D Equipped With:

Equipped With:

-Environmental compensator (droid is adapted to work on water and dust environments) -Remote receiver (droid is controlled by a central computer, lacking self-motivation)

-Improved sensors (+2 to *search*) -Two retractable grasper arms (2-meter range) **Move:** 10

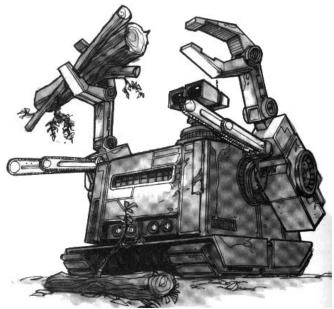
Cost: 2,000

Source: Arms and Equipment Guide (page 67)

FLR Logger Droid

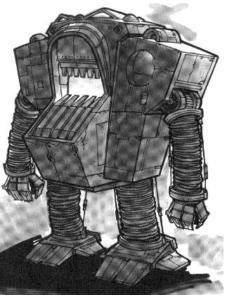
Type: Greel Logging Corporation/Industrial Automaton FLR-series Logger Droid **DEXTERITY 2D KNOWLEDGE 1D MECHANICAL 1D PERCEPTION 2D** Search 4D+2 STRENGTH 4D+2 Lifting 6D+2 **TECHNICAL 1D Equipped With:** -Fabritech communications array -Two heavy manipulator arms -One heavy (tree-felling) saw -One light (brush removing) saw) -Probability projection computer, for assistance in





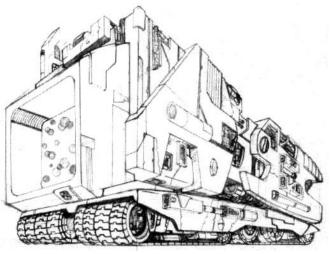
determining how and when a given tree will land. -Extendible video sensor -Emrgency audio alarm, for use in the event of a felling miscalculation **Move:** 7 **Size:** 2 meters **Cost:** 2,500 **Source:** Cynabar's Fantastic Technology - Droids

GRZ-6B Wrecker Droid



Type: Serv-O-Droid GRZ-6B Wrecker Droid DEXTERITY 1D KNOWLEDGE 1D MECHANICAL 1D PERCEPTION 1D Search 2D STRENGTH 8D TECHNICAL 1D Equipped With: -Two hydrolical legs -Two heavy manipulator arms -Layered durasteel plating (+2D physical, +1D energy) -Industrial-grade plasma torch (7D damage, left palm) -Laser cutter (5D damage, right palm) -Shearing maw (STR+2D damage) -Internal fusion furnace -Handheld remote commander **Move:** 6 **Size:** 6 meters tall

I-C2 Construction Droid



Type: Veril Line Systems Civil-Industrial I-C2 Droid **DEXTERITY OD**

KNOWLEDGE 1D MECHANICAL 3D

Ground vehicle operation: integral tread system 3D+2, sensors 3D+1

PERCEPTION 1D STRENGTH 10D Lifting 11D

TECHNICAL 2D

Computer programming/repair 3D, general repair 10D, machinery repair 10D

Equipped With:

-Processing furnace (absorbs damaged structures and debris and disintegrates it, 10D walker-scale damage) -Heavy-duty tread system

-Multiple lifting/repair appendages

-Photoreceptor/audio receiver (human range) Move: 7

Size: 10 meters tall, 30 meters long

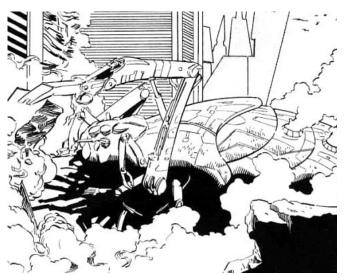
Cost: 1,700,000 (new), 975,000 (used)

Equipment: Multiple cleaning and repair tools

Source: Cynabar's Fantastic Technology - Droids

EVS Construction Droid

Type: Veril Line Systems' EVS Construction Droid DEXTERITY 1D KNOWLEDGE 1D Planetary systems: Coruscant 6D+1 MECHANICAL 1D PERCEPTION 1D STRENGTH 3D TECHNICAL 1D Construction 7D, demolitions 3D+2, security 4D Equipped With: -Battering ram (6D, scale: Starfighter)



-Explosive electrical claws (4D, scale: Speeder)
-Heavy shovel arms (6D, scale: Starfighter)
-Implosion wrecking balls (4D, scale: Starfighter)
-Plasma cutters (3D, scale: Walker)
Move: 10
Scale: Starfighter
Size: Forty stories tall
Cost: 900,000
Source: The Jedi Academy Sourcebook (page 23), Coruscant and the Core Worlds (page 35)

Messenger Droids

M4 Message Droid

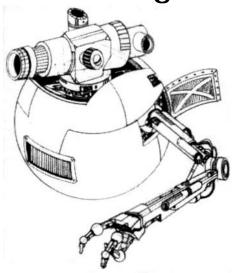


ASN Courier Droid



Type: Arakyd Industries ASN-Series Courier Droid **DEXTERITY 2D+2 KNOWLEDGE 1D** Streetwise 2D+1 **MECHANICAL 1D PERCEPTION 1D+2** Hide 4D, search 5D STRENGTH 3D **TECHNICAL 1D** Computer programming/repair 2D+2 **Equipped With:** -Low-light sensors (can see twice as far as a human in dim light) -Three interchangeable tool/weapon mounts **Move:** 24 Size: Small Cost: 18,000 Source: Ultimate Adversaries (pages 143-144)

AS-M12 Message Droid





Type: Arakyd Seeker AS-M12 Message Droid **DEXTERITY 1D KNOWLEDGE 2D** Planetary Systems 3D **MECHANICAL 1D** Sensors 3D **PERCEPTION 2D** Search 4D STRENGTH 2D **TECHNICAL 1D** Computer programming/repair 3D **Equipped With:** -Repulsorlift generator -Visual and audial sensors -Vocabulator speech/sound system -Retractable fine work grasper arm -Holographic projector/recorder -Computer I/O jack **Special Abilities:** Message security: A message droid will not convey its information unless a proper passcode is given. Circumventing this passcode requires a Heroic droid programming roll.

Move: 10 Size: 0.5 meters tall

Cost: 4,000 credits

Source: Cynabar's Fantastic Technology: Droids, Shadows of the Empire Sourcebook (pages 108-109)

Message Droid Hyperspace Pod

Craft: Arakyd Seeker Transport Model: Message droid hyperspace pod Scale: Starfighter Length: 2 meters Crew: None (fully automated droid brain with astrogation 4D, space transports 4D) Passengers: 1 message droid **Consumables:** 1 month Cost: 20,000 credits Hyperspace Multiplier: x1Nav Computer: Limited to 1 jump Space: 6 Atmosphere: 330; 950 kmh **Hull:** 1D+2 Sensors: Passive: 20/1D Scan: 40/2D Search: 60/3D Focus: 3/4D Source: Cynabar's Fantastic Technology: Droids, Shadows of the Empire Sourcebook (pages 108-109)

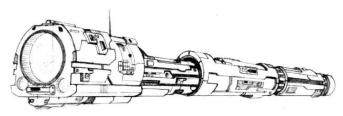
Tech 4 PDV Messenger Pod

Type: Imperial Intelligence Tech 4 Plexus Droid Vessel DEXTERITY OD KNOWLEDGE 1D Languages 9D, planetary systems 5D MECHANICAL 1D Astrogation 3D, plexus droid vessel piloting 4D PERCEPTION 1D Search 5D, sneak 7D STRENGTH OD TECHNICAL 1D Computer programming/repair 7D, plexus droid vessel repair 7D Scale: Starfighter Length: 9 meters Crew: 12-Cg (storage/transceiving), 12AM ("captain"/ astrogator), A/E Computer (analysis/encoding/translation) Cost: Not available for sale Hyperdrive Multiplier: x1/2 Nav Computer: Yes Maneuverability: 5D Space: 15 Hull: 2D Source: Supernova (page 70)

Messenger Drone

Type: Incom Q-Signal Messenger Drone Scale: Starfighter Length: 6.2 meters Skill: Space transports Crew: None (fully automated droid brain with astrogation 6D, space transports 4D) Cargo Capacity: 800 kilograms Consumables: 3 weeks Cost: 18,500 Hyperdrive Multiplier: x1 Nav Computer: Limited to 1 jump Space: 7 Hull: 1D Source: The DarkStryder Campaign - Boxed Set (page 85)

"Elegance" Message Droid



Craft: Industrial Automaton "Elegance" Message Droid Model: Message drone Scale: Starfighter Length: 9 meters Crew: None (fully automated droid brain with astrogation 5D) Cargo Capacity: 15 Kilograms Consumables: 3 weeks Hyperdrive Multiplier: x1/3 (limited to 1 jump before replenishing fuel; maximum of 5 jumps before hyperdrive is destroyed by wear) Cost: 250,000 (new; no longer manufactured or readily available), 50,000 (to replenish fuel) Nav Computer: Limited to one jump **Space:** 5 Hull: 1D Sensors: Passive: 100/2D Scan: 200/3D Search: 300/4D Focus: 10/5D **Equipped With:** -Self-destruct mechanism (600 meter blast radius (space range of less than 1), 9D damage)

-Anti-tampering safeguards. If proper recognition codes are not received by the droid within 4-10 minutes of sensor contact (can be modified by the sender to suit individual needs) the self-destruct mechanism is activated. Completion of the sell-destruct cycle takes 1 minute. **Source:** Cynabar's Fantastic Technology – Droids, The Truce at Bakura Sourcebook (page 135)

STAR

Service Droids

EG-6 Power Droid



Type: Veril Line Systems EG-6 Power Droid DEXTERITY 1D KNOWLEDGE 1D Languages: droid languages 4D MECHANICAL 1D Energize power cells 5D+2 PERCEPTION 1D STRENGTH 1D TECHNICAL 3D

Machinery repair 5D, repulsorlift repair 4D+1, systems diagnosis 5D

Equipped With:

-Video sensor

-Bipedal locomotion

-Ultra-fine manipulator (+1D to *Technical* skills)

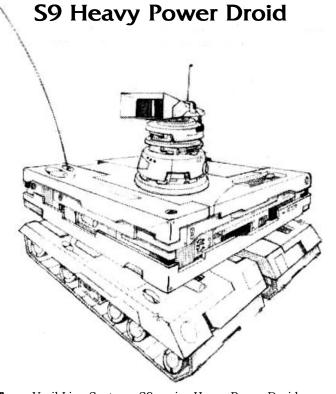
-System diagnosis package, with infrared receptor, sonar, Xray and spectrometer equipment (+1D to system diagnosis) -Cybot acoustic signaler (droid and computer languages; EG-6 can not speak basic or other common languages) -Armored housing (+2D to Strength)

Move: 3

Size: 1.1 meters

Cost: 2,500 credits

Source: Cynabar's Fantastic Technology – Droids, Galaxy Guide 1 – A New Hope (pages 24-25), The DarkStryder Campaign - Boxed Set (pages 85-86), d20 Core Rulebook (page 375)

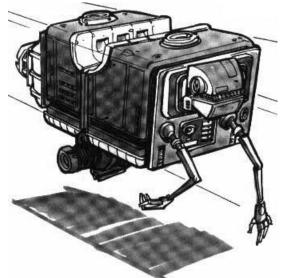


Type: Veril Line Systems S9-series Heavy Power Droid **DEXTERITY 1D KNOWLEDGE 1D MECHANICAL 1D** Generator operation 4D PERCEPTION 1D **STRENGTH 2D TECHNICAL 1D** Power cell repair 4D, starfighter repair 3D, space transports repair 3D **Equipped With:** -Reinforced chassis (+1D energy, +2D physical) -Photoreceptors (human range) -Binary vocabulator -Internal heavy generator (recharges one starfighter-scale vehicle per standard day) -Heavy treads -Extendible power transfer cable (6 meters) **Move:** 4 Size: 0.75 meters tall Availability: 2 Cost: 4,000 credits

Source: Cynabar's Fantastic Technology - Droids

Inferno Firefighting Robo

Type: Corporate Sector Authority Inferno Firefighting Robo DEXTERITY 4D Spray nozzle 5D KNOWLEDGE 1D Survival: fires 4D+1 MECHANICAL 1D PERCEPTION 2D Search 4D STRENGTH 4D TECHNICAL 1D Equipped With: -Armor with heat-resistant alloy coating (+1D to resist damage, impervious to heat)



-Repulsorlift engine -Ventrally-mounted spray nozzle with high-pressure fire-

retardant foam -Laser cutter (5D)

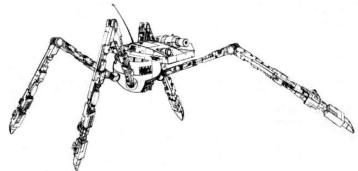
-Laser cutter (5D) -Two heavy gripper arms (+1D to *lifting*)

- -Infrared photoreceptor, echolocation scanner and high-
- intensity searchlights (+2D to search)

-Loudspeaker Move: 20

TS-Arach Pest Control Droid

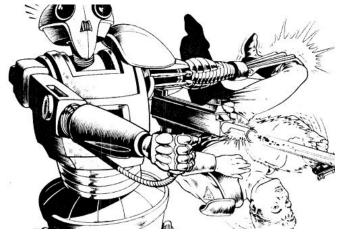
Type: MerenData TS-Arach series Pest Control Droid **DEXTERITY 2D** Blaster: mounted 4D, dodge 3D, pesticide hose 4D **KNOWLEDGE 1D** Entomology 3D **MECHANICAL 1D PERCEPTION 3D** Search 5D **STRENGTH 2D TECHNICAL 1D Equipped With:** -Four legs -Small blaster (3D, 2-5/10/20 meters, ammo: 5) -Pesticide dispenser (4D) -One photoreceptor (human range, plus micro-scale) -Auditory receptors (one human range, one high-frequency) -Lifeform sensors -Entomology database **Move:** 5 Size: 0.3 meters wide Cost: 600 credits



Source: Cynabar's Fantastic Technology - Droids

DBX Mynock Exterminator Droid

STAR



Type: DBX-series Pest Exterminator Droid DEXTERITY 2D Blaster 4D, melee combat 3D KNOWLEDGE 1D MECHANICAL 1D PERCEPTION 1D STRENGTH 4D TECHNICAL 1D Equipped With: -Blaster (3D damage) -Heavy grasping claw (STR+1D damage) Move: 9 Size: 1.7 meters tall Source: Black Ice (page 28)

Individual Droids

LIN-D2D

Type: Cybot Galactica LIN Demolitionmech Mining Droid

DEXTERITY 1D Blaster artillery 4D KNOWLEDGE 1D Languages 2D MECHANICAL 1D PERCEPTION 3D Gambling 5D+1 STRENGTH 6D TECHNICAL 3D Demolition 6D+1 Equipped With: -Video sensor



-Dual-tread locomotion -Fine manipulator arm un explosives)

under dome (for planting

-Cybot acoustic signaler (can only speak droid languages) -Armored housing (+2D to *Strength*)

Move: 3

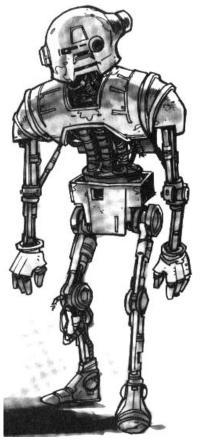
Size: 0.7 meters

Cost: 800 (used)

Source: Galaxy Guide 7 - Mos Eisley (page 60)



ZZ-4Z (ZeeZee)



Type: JV-21 Housekeeping Droid **DEXTERITY 1D KNOWLEDGE 2D** Accounting 7D. bureaucracy 6D, cultures 5D+2 **MECHANICAL 1D** Household appliance operation 8D PERCEPTION 2D Search 5D STRENGTH 1D Cleaning 7D, lifting 5D **TECHNICAL 3D Equipped With:** -Humanoid body (two arms, two legs) -Internal database -Infrared Lintscope -Vocabulator **Move:** 8 Size: 1.6 meters tall Source: Dark Empire Sourcebook (pages 131-132)

FE-9Q (Elfie)



Type: Cybot Galactica E9Q Treadfast Labor Droid **DEXTERITY 2D** Melee weapons: claw 3D **KNOWLEDGE 2D MECHANICAL 2D** Beast riding 3D+2 **PERCEPTION 2D** Search 4D+1 STRENGTH 3D+1 **TECHNICAL 2D** Computer programming/repair 3D+1, droid repair 3D+2

Equipped With:

-Armor (+1 to Strength when resisting damage) -Claw (does *Strength* rating in damage) -Telescoping arms (FE-9Q's arms can extend up to 10 meters from his body) **Move**: 8

Bollux

Type: Serv-O-Droid Inc. BLX-5 Labor Droid **DEXTERITY 2D**

Brawling parry 3D, dodge 3D, melee parry 3D+1, running 2D+1

KNOWLEDGE 3D

Alien species 4D, cultures 4D+2, planetary systems 3D+1, streetwise 3D+2, survival 4D, willpower 5D+1

MECHANICAL 3D

Communications 4D+2, ground vehicle operation 4D+2, hover vehicle operation 4D+2, repulsorlift operation 3D+2, sensors 5D

PERCEPTION 1D

Con 4D, command: Fondor work droids 5D, hide 2D, search 3D

STRENGTH 4D

4D+1, Brawling climbing/jumping 4D+2, lifting 7D+1, stamina 8D

TECHNICAL 2D Capital ship repair

5D+2, demolition: heavy construction site clearing 8D, droid programming 4D, droid repair 5D, ground vehicle repair 3D, hover vehicle repair 3D+1, repulsorlift repair 4D, security 5D, space transports repair 4D+2



Equipped With: -Humanoid bodv

(two arms, two legs, head) -High gravity suspension system

-Internal plastron compartment (shockproof, insulated and airtight)

-Internal computer interface socket

-Two audio receptors (Human range)

-Two photoreceptors (slightly beyond Human range)

-Loudhailer mount

Move: 7

Size: 1.5 meters

Cost: Not for sale

Source: Han Solo and The Corporate Sector Sourcebook (pages 124-125)



AX-M12 (Ayex)

Type: Modified Arakyd Seeker Message Droid **DEXTERITY 1D** Dodge 1D+2 **KNOWLEDGE 3D** Survival 4D+1 **MECHANICAL 1D PERCEPTION 3D** Hide 4D, search 6D+1, search: tracking 7D **STRENGTH 2D**

TECHNICAL 2D

computer programming/repair 3D+1

Equipped With:

-Comlink

-Holorecording init x4 (can record and play back up to 20 minutes of footage)

-Improved sensor package (+2 to all search skill rolls)

-Infrared vision (can see in the dark up to 30 meters) -Locked access (the droid's shut-down switch is secured or internally located)

-Motion sensors (+2 to search rolls against moving targets) -Sonic sensors (+2 to search rolls that involve sound)

-Telescopic vision (the droid's visual sensors include a longrange capability)

-Telescopic appendage (can reach up to 2 meters away from the droid)

Move: 10

Size: 0.5 meters tall

Cost: Not available for sale

Source: Rebellion Era Sourcebook (page 32)

Gonk

Type: Veril Line Systems EG-6 Power Droid **DEXTERITY 1D** Dodge 1D+2 **KNOWLEDGE 2D MECHANICAL 1D** Energize power cells 5D+2 **PERCEPTION 1D** Bargain 2D **STRENGTH 2D TECHNICAL 3D**

Systems diagnosis 5D



Equipped With:

-Video sensor

-Bipedal locomotion

-Ultra-fine manipulator (+1D to Technical skills)

-Cybot acoustic signaler (droid and computer languages; EG-6 can not speak basic or other common languages) **Move:** 2

Size: 1.1 meters

Cost: 1,750 credits

Source: Star Wars Trilogy Sourcebook SE (pages 167-168), The Movie Trilogy Sourcebook (page 33)

EG-67

Type: Veril Line Systems EG-6 Power Droid **DEXTERITY 1D**

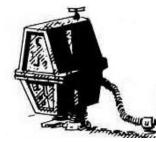
KNOWLEDGE 2D

Languages: droid languages 4D

MECHANICAL 1D Energize power cells 5D+2 PERCEPTION 1D Search 4D+2 STRENGTH 1D

TECHNICAL 3D

Capital ship repair machinery repair



5D. repulsorlift repair 4D+1, space transports repair 4D, starfighter repair 4D+2, systems diagnosis 5D

4D.

Equipped With:

-Video sensor

-Bipedal locomotion

-Ultra-fine manipulator (+1D to Technical skills) -System diagnosis package, including infrared receptor,

sonar, X-ray and spectrometer equipment (+1D to system diagnosis)

-Cybot acoustic signaler (droid and computer languages; EG-6 can not speak basic or other common languages) -Armored housing (+2D to Strength)

Move: 3

Size: 1.1 meters

Cost: 4,000 credits (rebuilt)

Source: Galaxy Guide 7 - Mos Eisley (page 58)

Alphabetical Index

11-17 Mining Droid - 107 12-4C-41 Traffic Controller - 56 2-1 Assassin Droid - 81 2-124 (Too-Onetofour) - 97 2-1B Medical Droid - 13 2-ZH Medical Droid - 12 3D-4X Administrative Droid - 55 3PO Protocol Droid - 49 4-1B (Four-Onebee) - 16 4-LOM - 63 5T Tree Feeder Droid - 08 6FT-DP (Sixeftee-Depee) - 101 8D8 Smelter Droid - 110 8T88 - 64 A2 Accounting Droid - 06 A-3DO (Threedee) - 58 AC1 Surveillance Droid - 30 ACC-7 Assassin Droid - 78 AD Armorer Droid - 27 AL-BRT-34-X3 (Albert) - 46 AR-2B Utility Droid - 109 Archive Droid - 05 Armx - 95 AS-M12 Message Droid - 113 ASN Courier Droid - 113 ASP Lightsaber Training Droid - 95 ASP-4 Hunter Droid - 78 ASP-7 Worker Droid - 109 Attack Droid - 82 Automated Sabacc Dealer - 57 AX-M12 (Ayex) - 118 B'omarr Brain Walker - 102 B-1 Worker Droid - 105 B2-X Positronic Processor - 28 Battle Droid - 68 Battle Droid Commander - 68 Battle Droid Infantry - 68 Battle Droid Pilot - 68 Battle Droid Security - 69 Battle Probot - 77 BD-3000 Luxury Droid - 48 BDG Bodyguard Droid - 89 Blue Max - 45 Blujay B4J4 Security Droid - 85 Bollux - 117 BT-16 Perimeter Security Droid - 85 Buzz Droid - 26 C-10-L Rapid Response Droid - 89 C-2V9 Cargo Lifter Droid - 104 C-3PO (See-Threepio) - 58 C-3PX - 62 C4LR Litigation Droid - 56 CBX-9 - 60

Chameleon Droid - 71 Chiba DR-10 Protocol Droid - 47 CLL-8 Binary Load Lifter - 104 COO-2180 Cook Droid - 09 Cooking Droid - 09 Crab Droid - 70 CUTH-BRT-92-X3 (Cuthbert) - 46 CZ Secretary/Communications Droid Gambling Droid - 57 - 55 Dark Eye Probe Droid - 33 Dark Trooper Phase One - 74 Dark Trooper Phase Three - 75 Dark Trooper Phase Two - 74 DBX Mynock Exterminator Droid - 116 DCM-8 Missile Platform Droid - 73 Decon III Droid - 111 DeepSpace Explorer Droid - 34 Defense Droid - 86 Droid Gatewatcher - 51 Droid Lifeguard - 53 Droideka Destroyer Droid - 72 DSK-1 Deathstrike Seeker Droid - 79 Dueling Elite Droid - 94 Dwarf Spider Droid - 71 DX War Droid - 74 DX-2K2 - 95 DZ Tracker Droid - 84 E522 Assassin Droid - 83 EG-6 Power Droid - 115 EG-67 - 118 EL-434 - 99 "Elegance" Message Droid - 114 Eliminator 434 Assassin Droid - 80 ER-1 Probe Droid - 34 Eradicator Battle Droid - 70 ERYX-4 - 96 Espionage Droid - 50 EV Supervisory Droid - 07 EV-4D9 - 15 EV-9D9 - 15 EVS Construction Droid - 112 Executioner Gladiator Droid - 82 F1 Exploration Droid - 31 F2 Exploration Droid - 31 FA-4 Pilot Droid - 22 FA-5 Valet Droid - 22 Factory Droid - 08 FDP-6000 Culinary Droid - 09 FE-9Q (Elfie) - 117 FIDO - 92 FLR Logger Droid - 111 Fly Eye Espionage Droid - 29 Freight Droid - 104

STAR

> Fromm Tower Droid - 73 F-RTZ-2 (Fritz) - 60 FX-6 Medical Droid - 11 FX-7 Medical Droid - 12 G-2RD Guard Droid - 89 Galactic Chopper Medical Assistant Droid - 11 Gate - 42 General Labor Mining Droid GLD-M - 106 GH-5B2 Maintenance Droid - 109 GH-7 Medical Droid - 12 GHT Medevac Droid - 10 Gonk - 118 GRZ-6B Wrecker Droid - 112 GSAD-43 - 45 Guri - 64 GV Guardian Droid - 86 GX Security Droid - 89 GY-I Information Analysis Droid - 05 Gyrowheel 1.42.08 Recycling Droid - 111 HASH-19 Assassin Droid - 78 Hatchling Maintenance Droid - 24 HK Assassin Droid - 80 HK-47 - 98 HN-TR1 - 100 Hound SPD Droid - 31 HT Drone - 94 Hunter-Killer Probot - 93 Hutt Security Droid - 87 Hutt War Droid - 66 HXZ-1 Immobilizer Police Droid - 90 I-C2 Construction Droid - 112 IC-M Maintenance Droid - 26 IG Combat Prototype - 81 IG Lancer Droid - 70 IG-100 MagnaGuard - 92 IG-72 - 99 IG-88 - 99 Imperial Mark IV Patrol Droid - 29 IN-4 Information Droid - 04 Inferno Firefighting Robo - 115 Infiltrator Assassin Droid - 80 IT-0 Interrogator Droid - 13 IT-3 Interrogator Droid - 14 IT-904 - 16 IX-2A (Ix-twoay) - 101 J9 Worker Drone - 08 J9-5 - 14 J9-6 - 15 J-9SB - 60



JN-66 Analysis Droid - 06 JR-8 Maintenance Droid - 108 K-27 - 61 K-3PO (Kay-Threepio) - 59 K4 Security Droid - 87 K4-06B (Kay) - 101 K7 Security Droid - 88 KDY-4 Tech Droid - 25 KI 301-MAX Nightlight - 84 KL-6T-LF7V-T (Sixtee-El) - 61 K-M2 (Kay-Emtoo) - 62 Krath War Droid - 66 L8-L9 Battle Droid Prototype - 69 L9-G8 Cooking Droid - 09 Large Maintenance Droid - 26 LB Courier Droid - 48 LC-Zed - 98 LE Repair Droid - 24 LE-BO2D9 (Leebo) - 44 LE-VO Law Enforcement Droid - 90 LIN Demolitionmech - 106 LIN-D2D - 116 Loader Droid - 105 Load-Lifter - 104 LOM Protocol Droid - 49 LXC-3TF Assassin droid - 80 M38 Explorer Droid - 33 M-3PO Military Protocol Droid - 50 M4 Message Droid - 113 Maintenance Droid - 26 Mark II Reactor Drone - 109 Mark III Sleeper Assassin Droid - 78 Mark VI Scarab Assassin Droid - 77 Mark VII Inquisitor - 85 Marksman-H Training Remote - 93 MD-5 Medical Droid - 13 MD-OC6 (Doc) - 16 MdZ-BLK (Blockhead) - 43 Memory Droid - 04 Messenger Drone - 114 Midwife Droid - 11 MK 8001 Attendant Droid - 53 MK-09 (Emkay) - 44 MK2 Attendant Droid - 53 MK221 (Emmy-Kaye) - 61 MMV-608 Security Droid - 91 MN-2E General Maintenance Droid - 109 Model E Childcare Droid - 53 Moon Moth Spy Droid - 30 MSE-6 Utility Droid - 23 MSE-X-PR6 - 43 M-TD Translator Droid - 47 MULE Droid - 103 Multi-Environment Mining Droid - 107 NIL-8 Assassin Droid - 79 NR 1100 Slicer Droid - 28 NR-5 Maintenance Droid - 24

NT-X2 (Entax) & BT-X2 (Botax) - 100 Octuptarra Battle Droid - 71 Otoga 222 Pit Droid - 23 Overseer Droid - 07 P-100 Salvage Droid - 102 P2 Astromech Prototype - 17 P2-D19 - 36 PD "Lurrian" Protocol Droid - 48 Personal Chef Droid - 10 PG-5 Gunnery Droid - 17 Pit Droid - 23 PK General Work Droid - 110 Podrace Cam Droid - 29 Protector Battle Droid - 70 Q-4 Borer Droid - 106 Q9-X2 - 42 R1 Astromech Droid - 18 R-10 Household Droid - 108 R2 Astromech Droid - 18 R2-C3 - 36 R2-D0 - 37 R2-D2 (Artoo-Detoo) - 38 R2-D6 - 38 R2-K7 - 39 R2-V0 - 39 R2-X0 (Patchwork) - 40 R2z-DL (Toozy) - 40 R3 Astromech Droid - 19 R4 Astromech Droid - 19 R4-B11 - 40 R4-J1 (Jaywun) - 41 R4-M17 - 41 R5 Astromech Droid - 20 R5-D4 - 42 R6 Astromech Droid - 20. R7 Astromech Droid - 21 R-97 Quartermaster Droid - 56 RA-7 Servant Droid - 52 Resource Probe Droid - 34 RHTC-560 - 93 RIC-920 General Purpose Droid - 110 RLG Guardian Droid System - 84 RM-2020 Espionage Droid - 73 Robo-Bartender - 09 Robo-Hauler - 103 Robo-Valet - 52 RX-5-TLN - 97 S9 Heavy Power Droid - 115 SB-20 Security Breach Droid - 28 SCM-22 Stenographer - 54 Scout Collector - 32 Scout Droid - 32 Scout Survey Droid - 32 Scrubber Droid - 107 SD-10 Infantry Droid - 76 SD-6 Hulk Infantry Droid - 75 SD-9 Infantry Droid - 76 SE4 Servant Droid - 52

SE4-10 and SE4-12 Protection Droids - 64 Seeker - 83 Senate Cam Droid - 29 S-EP1 Security Droid - 91 Siak Protocol Droid - 48 SIS Surveillance Droid - 30 Sith Elite Warbot - 67 Sith Sentry - 88 Sith Slayer - 67 Sith War Droid - 67 SM Scavenger Droid - 102 SP-4 Analysis Droid - 06 Spanner - 61 Spy MSE-6 GP Droid - 30 Squeaky - 60 Squire Armorer Droid - 27 Ssi-ruuvi Security Droid - 86 "Stilleto" Security Droid - 88 Super Battle Droid - 69 Surveillance Remote Droid - 30 System Operator Droid - 21 Systems Control Droid - 07 T3-M4 - 36 T-3PO (Tee-Threepio) - 59 TC-14 - 58 TDL Nanny Droid - 54 Tech 4 PDV Messenger Pod - 114 Terminax TX-1118 Assassin Droid - 82 Trade Federation Loader Droid - 105 Tri-Droid - 72 TS-Arach Pest Control Droid - 116 TT-40 Library Droid - 05 TT-8L "Tattletale" Guard Droid - 51 TTS-15 Tutor Droid - 51 U2-C1 Housekeeping Droid - 108 V1 Pilot Droid - 21 V5-T Transport Droid - 103 V6 Pilot Droid - 22 Viper Probot - 35 WA-7 Server Droid - 51 Warden 10-24 Security Droid - 91 "Webby" Sailing Droid - 52 WED 15 Treadwell Droid - 25 WED00-88 (Weedo) - 44 X0-X1 (Exo-ExOne) - 45 X-1 Viper Automadon War Droid - 77 X10-D Draft Droid - 105 X3D-IO (Exthreedee) - 62 XA-540 Secretary Droid - 54 Xim's War Robot - 67 YVH 1-1A - 96 Z2-1B - 16 Zed Police Droid - 86 ZO Infantry Droid - 73 ZZ-4Z (ZeeZee) - 117

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11

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