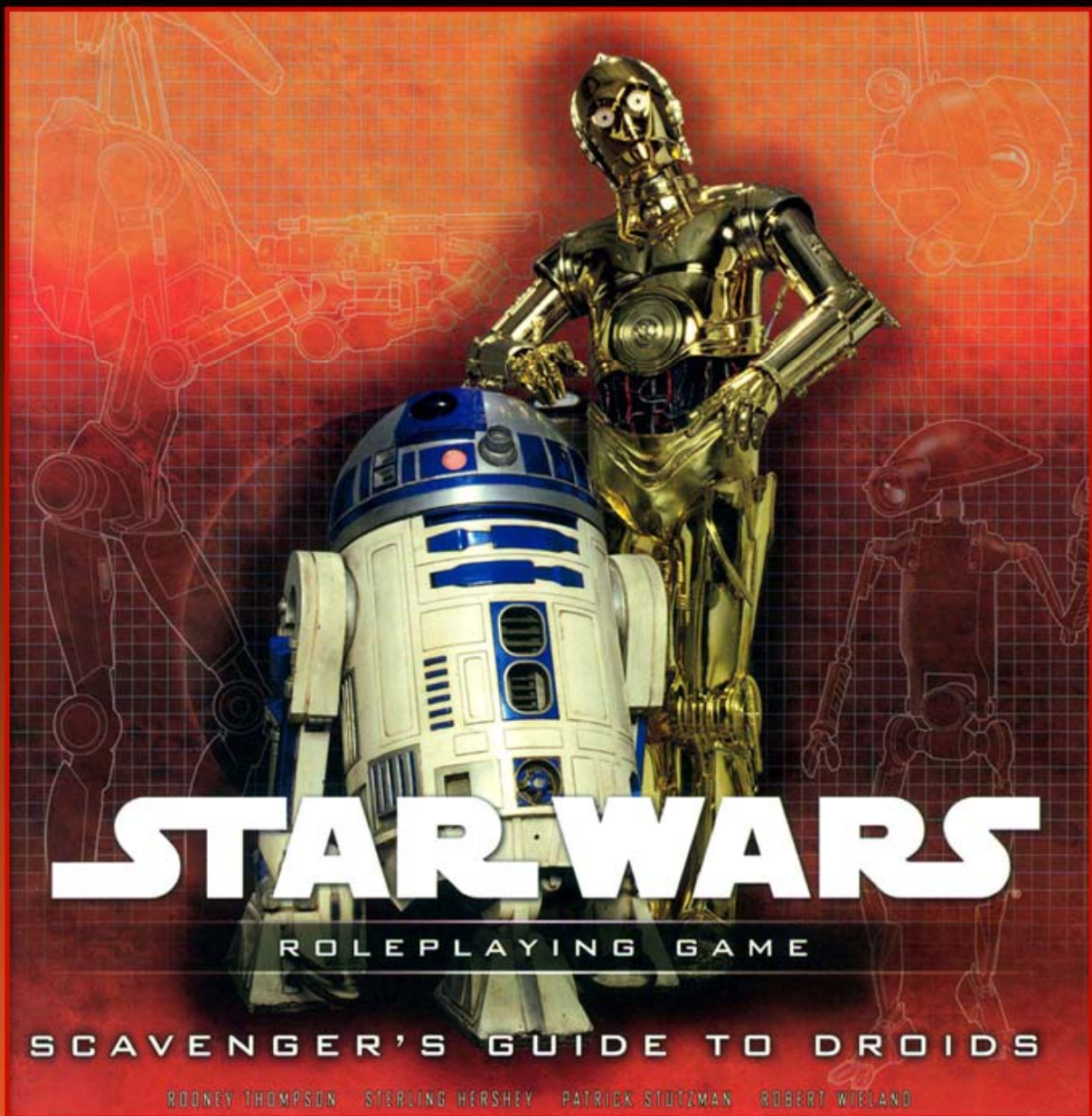


STAR WARS

D 6 C O N V E R S I O N

SCAVENGER'S GUIDE TO DROIDS



STAR WARS

ROLEPLAYING GAME

SCAVENGER'S GUIDE TO DROIDS

RODNEY THOMPSON STERLING HERSHEY PATRICK STUTZMAN ROBERT WUHLAND

Inspired by



Equipment and Weapons

Climbing Claws

Model: Aro droid climbing claws

Type: Droid friction-coated hands

Skill: Climbing/jumping

Cost: 200

Availability: 2

Game Notes: Adds +1D to all *climbing* rolls.

Source: Saga Edition Core Rulebook (page 189)

Jump Servos

Model: Arakyd Industries servo upgrade

Type: Enhanced locomotion system

Skill: Climbing/jumping

Cost: 550

Availability: 2

Game Notes: Adds +1D+2 to all *jumping* rolls.

Source: Saga Edition Core Rulebook (page 189)

Magnetic Feet

Model: Cybot Galactica a-550 Magnas

Type: Magnetic locomotion appendages

Cost: 185

Availability: 1

Game Notes: Allows droids to move normally across unstable or slanted metallic surfaces, like a ship's exterior. Only droids with wheel, legs, or tread locomotion systems may be fitted with this kind of appendage.

Source: Saga Edition Core Rulebook (page 189)

Remote Processor

Model: Baktoid Combat Automata Remote Processor

Type: Remote control processing unit

Cost: See chart below *

Availability: 2, R

Game Notes: Remote processors allow all droid functions to be controlled from another location. Droids controlled by a remote processor cannot think or act independently unless equipped with a backup processor. Any stock droid that is modified to be controlled by remote processor cannot react as quickly as their internal processor and takes a -1D penalty to *Perception* to determine initiative and -1D to all reaction skills due to communication lag and transmission relay time.

Range Cost

5km	1000
50	10,000
500	100,000
5,000	1,000,000

Source: Saga Edition Core Rulebook (page 191)

Remote Receiver

Model: Baktoid Combat Automata TX-191 Receiver

Type: Droid control processing receiver

Cost: 70

Availability: 2, R

Game Notes: Remote receivers allow a droid to receive instructions from a remote processor.

Source: Saga Edition Core Rulebook (page 191)

Backup Processor

Model: Baktoid Combat Automata TD-12C

Type: Droid control processing receiver

Cost: 100

Availability: 2, R

Game Notes: Should a remote processor fail, be destroyed, or have its signal interrupted, a backup processor allows remote controlled droids to carry through on their last transmitted set of instructions.

Source: Saga Edition Core Rulebook (page 191)

Spring Loaded Storage Compartment

Model: Rim Securities F-9 ejection system

Type: Storage compartment ejection device

Cost: 150

Availability: 2

Game Notes: Droids with a storage compartment (or a shielded storage compartment) may also have the compartment spring loaded. A spring loaded compartment allows the droid to eject a small object (no more than 4kg), hurling it up to 8 meters. In order to aim the object at a desired location, the droid rolls its *thrown weapons* skill.

Source: Saga Edition Core Rulebook (page 195)

Locked Access

Model: Kalibac Industries Secure Shut Down

Type: Protected droid deactivation system

Cost: 50

Availability: 1

Game Notes: Locked access circuits prevent the droids shut-down switch from being accessed by just anyone. The locked access systems move the activation and deactivation switches to inside the droid's chassis. Thus, one must disable or subdue hostile droids before shutting them down.

Source: Saga Edition Core Rulebook (page 195)

Plasteel Shell Armor

Model: Baktoid Combat Automata Plast 3c

Type: Light armor plating upgrade

Cost: 400

Availability: 2, F

Game Notes: Adds +1D physical and +1 energy. Droid armor is installed and integrated into the droid's chasis, and thus cannot be easily donned or removed before or after battle.

Source: Saga Edition Core Rulebook (page 196)

Quadanium Shell Armor

Model: Baktoid Combat Automata Quad 7a

Type: Light armor plating upgrade

Cost: 900

Availability: 2, F

Game Notes: Adds +1D physical and +2 energy. If the armor is added as an aftermarket upgrade the droid incurs a -1 to *Dexterity*. Droid armor is installed and integrated into the droid's chasis, and

thus cannot be easily donned or removed before or after battle.

Source: Saga Edition Core Rulebook (page 196)

Durasteel Shell Armor

Model: Baktoid Combat Automata Durasteel D-21 package

Type: Light armor plating upgrade

Cost: 1,600

Availability: 2, R

Game Notes: Adds +1D+1 physical and +2 energy protection. If the armor is added as an aftermarket upgrade the droid incurs a -2 to *Dexterity*. Droid armor is installed and integrated into the droid's chassis, and thus cannot be easily donned or removed before or after battle.

Source: Saga Edition Core Rulebook (page 196)

Quadanium Plating Armor

Model: Baktoid Combat Automata Quad 7a

Type: Light armor plating upgrade

Cost: 2,500

Availability: 2, R

Game Notes: Adds +2D physical and +1D energy protection. If the armor is added as an aftermarket upgrade the droid incurs a -1D to *Dexterity*. Droid armor is installed and integrated into the droid's chassis, and thus cannot be easily donned or removed before or after battle.

Source: Saga Edition Core Rulebook (page 196)

Durasteel Plating Armor

Model: Baktoid Combat Automata Durasteel P-53 package

Type: Light armor plating upgrade

Cost: 3,600

Availability: 2, R

Game Notes: Adds +2D physical and +1D+1 energy protection. If the armor is added as an aftermarket upgrade the droid incurs a -1D to *Dexterity*. Droid armor is installed and integrated into the droid's chassis, and thus cannot be easily donned or removed before or after battle.

Source: Saga Edition Core Rulebook (page 196)

Quadanium Battle Armor

Model: Colicoid Creation Nest Battlesteel c-16

Type: Medium armor plating upgrade

Cost: 4,900

Availability: 3, X

Game Notes: Adds +2D+1 physical and +1D energy protection. If the armor is added as an aftermarket upgrade the droid incurs a -1D+1 to *Dexterity*. Droid armor is installed and integrated into the droid's chassis, and thus cannot be easily donned or removed before or after battle.

Source: Saga Edition Core Rulebook (page 196)

Duranium Plating

Model: Baktoid Combat Automata Duranium D-65 package

Type: Medium armor plating upgrade

Cost: 6,400

Availability: 3, X

Game Notes: Adds +2D+1 physical and +1D energy protection. If the armor is added as an aftermarket upgrade the droid incurs a -1D to *Dexterity*. Droid armor is installed and integrated into the droid's chassis, and thus cannot be easily donned or removed before or after battle.

Source: Saga Edition Core Rulebook (page 196)

Durasteel Battle Armor

Model: Colicoid Creation Nest Battlesteel c-16

Type: Medium armor plating upgrade

Cost: 9,600

Availability: 3, X

Game Notes: Adds +2D+1 physical and +1D+1 energy protection. If the armor is added as an aftermarket upgrade the droid incurs a -1D to *Dexterity*. Droid armor is installed and integrated into the droid's chassis, and thus cannot be easily donned or removed before or after battle.

Source: Saga Edition Core Rulebook (page 196)

Mandalorian Shell Armor

Model: Custom Mandalorian shell plating

Type: Heavy armor plating upgrade

Cost: 8,100

Availability: 4, X

Game Notes: Adds +2D+2 physical and +1D+1 energy protection. If the armor is added as an aftermarket upgrade the droid incurs a -1D+1 to *Dexterity*. Droid armor is installed and integrated into the droid's chassis, and thus cannot be easily donned or removed before or after battle.

Source: Saga Edition Core Rulebook (page 196)

Duranium Battle Armor

Model: Arakyd Industries Heavy Duranium Armor

Type: Heavy armor plating upgrade

Cost: 10,000

Availability: 4, X

Game Notes: Adds +2D+2 physical and +1D+2 energy protection. If the armor is added as an aftermarket upgrade the droid incurs a -1D+2 to *Dexterity*. Droid armor is installed and integrated into the droid's chassis, and thus cannot be easily donned or removed before or after battle.

Source: Saga Edition Core Rulebook (page 196)

Neutronium Plating Armor

Model: Custom Heavy Neutronium Armor Coating

Type: Heavy armor plating upgrade

Cost: 12,100

Availability: 4, X

Game Notes: Adds +3D physical and +2D energy protection. If the armor is added as an aftermarket upgrade the droid incurs a -2D to *Dexterity*. Droid

armor is installed and integrated into the droid's chassis, and thus cannot be easily donned or removed before or after battle.

Source: Saga Edition Core Rulebook (page 196)

Droid Shields

Type: Protective shield upgrade

Cost: See chart below *

Availability: 3, X

Game Notes: Once a droid has taken damage level of Damaged (the droid equivalent of Wounded) or greater, the energy shield are blown. The shield may be activated again with a moderate *droid programming/repair* roll.

* The *Strength* bonus to resist physical and energy damage determines the cost of the shield.

Bonus Cost

+2 2,500

1D+2 5,000

2D+1 7,500

3D 10,000

Source: Saga Edition Core Rulebook (page 195)

Digging Claws

Type: Droid digging claws

Skill: Strength: digging

Cost: 500

Availability: 2

Game Notes: A droid with digging claws gains a burrow speed equal to one-half its Move (rounded down). It can move at full burrow speed through solid stone and at half this rate through transparisteel.

Source: Ultimate Adversaries (page 156), Scavenger's Guide to Droids (page 52)

Gyroscopic Stabilizers

Type: Droid stabilizers

Cost: Move x 100

Availability: 2

Game Notes: Droid stabilizing packages are series of gyros and hydraulics that provide greater stability to the droid. They provide a +2D bonus to *Dexterity* when making any roll to resist being knocked or falling prone.

Source: Scavenger's Guide to Droids (page 52)

Underwater Drive

Type: Droid aquatic propulsion

Scale: Character

Skill: Strength: swimming

Cost: Desired underwater move speed x 215

Availability: 3

Game Notes: The underwater drive allows a droid to move easily underwater. The cost is dependent on the speed of the drive purchased, the cost is 215 times the movement speed when swimming. For example, a drive with a speed of 5 would cost 1075 credits. Models are only available in a Move between 1 and 15.

Source: Scavenger's Guide to Droids (page 52)

Magnetic Hands

Type: Magnetic droid appendage

Cost: 100

Availability: 2

Game Notes: When used in conjunction with magnetic feet, magnetic hands provide a +1D bonus to any *climbing/jumping* roll when scaling portions of a starship's hull. Also, the combination of magnetic hands and feet adds +5 to the difficulty of any attempt to knock the droid off a ship's hull.

Source: Scavenger's Guide to Droids (page 52)

Projectile Hands

Type: Launching projectile droid appendage

Scale: Character

Skill: Missile weapons: projectile hand

Cost: 200 (installation: 250)

Availability: 2, F

Range: 2/7/12

Damage: 3D+2

Game Notes: Projectile hands can be used to attack a target or to knock a blaster away.

Source: Scavenger's Guide to Droids (page 52)

Quick-Release Coupling

Type: Detachable appendage-tool interface

Cost: 50 (appendage), 10 (for each tool)

Availability: 1

Game Notes: By installing a quick-release coupling to both a droid's appendage and to any tools it may use, the droid or its owner can easily and quickly replace installed tools. Attaching a specialized tool and detaching a tool each count as an action, but require no rolls.

Source: Scavenger's Guide to Droids (page 52-53)

Remote Limb Control

Type: Independent appendage system

Scale: Character

Cost: 1,500 (basic) 6,000 (deluxe)

Availability: 3

Game Notes: Limbs with the remote control package installed allow the droid to remove them while still retaining full control over their functions. The limb is fitted with a repulsor unit which gives it a flight ceiling of 10 meters and a maximum range of 40 meters from the controlling droid. While the basic package only allows the droid control over a single detached limb, the deluxe package enables multiple limbs to be active at once.

Source: Scavenger's Guide to Droids (page 53)

Rocket Arm

Model: Custom missile arm

Type: Concealed missile launcher

Scale: Character

Skill: Missile weapons: rocket arm

Cost: 2,000

Range: 3-30/120/350

Blast Radius: 0-1/2

Damage: 5D/3D

Availability: 2, X

Game Notes: A rocket arm is a hollowed-out droid arm with servo controls replaced by a short-range rocket engine and fuel. The arm suffers a -3D penalty for any actions that require fine manipulation, but it can be aimed and fired at a target, acting like a dumb missile. Installation of the rocket arm requires a Difficult *droid programming/repair* roll. If the roll fails by 5 or more, the detach system is faulty and, when fired, the rocket will remain attached, detonating the following round.

Source: Scavenger's Guide to Droids (page 53)

Droid Remote Control

Type: Navigation override system

Cost: 500

Availability: 2

Game Notes: An advanced version of the restraining bolt system, the remote control allows the owner to use a droid caller to move the droid using its own locomotion system. The droid cannot be compelled to use any of its other systems or possessions. It simply moves as directed at Cautious speed.

Source: Scavenger's Guide to Droids (page 53)

Hidden Core

Type: Core function backup system

Cost: 200

Availability: 2, R

Game Notes: A hidden core allows a droid to retain all of its programming, skill improvements, and personality after a memory wipe. 1D days after the memory wipe, the droid can try to make a Difficult *droid programming/repair* roll in order to restore its backup. If the roll fails, the droid may attempt it again every 1D days. In order to discover a hidden core, a character must be actively searching for something suspicious in the droid and succeed in a *droid programming repair* roll against the droid's *willpower*, or against a Heroic difficulty if the droid has spent an extra 200 credits for the deluxe installation.

Source: Scavenger's Guide to Droids (page 53)

Personality Downloader

Type: Custom-built droid personality override device

Cost: 5,000

Availability: 3, X

Game Notes: This highly illegal device must be plugged into a droid's dataport in order to suppress its original personality, replacing it with a pre-programmed one. The attacker must then make a *droid programming/repair* roll against the droid's *willpower*. If the droid loses, the personality copies itself to the droid's processor and suppresses the existing personality in 5 minutes. The process is imperfect, however, and every 10 minutes the

original personality can make an opposed *droid programming/repair* roll against the attacker to regain control over the invasive programming.

Source: Scavenger's Guide to Droids (page 53)

Remote Starship Starter

Type: Remote vehicle controller

Cost: 2,800

Availability: 2, R

Game Notes: Range is 2 kilometers. Allows a droid to perform basic diagnostics and remote pre-flight start-up routines within 5 minutes. This allows for immediate takeoff once a character returns to his or her ship.

Source: Scavenger's Guide to Droids (page 53)

Specialized Subprocessor

Type: Multitasking secondary processor

Scale: Character

Skill: Varies

Cost: 1,000

Availability: 2

Game Notes: A specialized subprocessor enables a droid to carry out a specific calculation or analysis more quickly or simultaneously with other tasks. It grants the droid a single extra action each round that can only be used to perform an action related to a single skill, chosen at the time the subprocessor is created. This extra action does not count when calculation Multiple Action Penalties. A droid can only have one specialized subprocessor.

Source: Scavenger's Guide to Droids (pages 53-54)

Tactician Battle Computer

Type:

Cost: 5,000 (transceiver set: 20)

Availability: 2, R

Game Notes: This software package and transmitter can be installed on any droid. Additionally, small transceivers must also be installed on the ranged weapons used with the package. If the equipped droid picks up a weapon not equipped with the associated transceiver, the tactician battle computer shuts down and requires a Very Difficult *droid programming/repair* roll to be restarted. The droid must spend an action to analyze the current battle conditions, transmitting its findings to the sensors installed on the weapons of its allies. This grants a +1D bonus to the next ranged attack roll made until the following round by a number of allies equal to the droid's number of dice in the *tactics* skill.

Source: Scavenger's Guide to Droids (page 54)

Chrystadurium Plating

Model: Techno Union Chrystadurium Armor

Type: Droid armor plating

Scale: Character

Cost: 50,000

Availability: 3, R

Game Notes: +1D physical, +3D energy, -1D+2 to *Dexterity* and related skills. Droid armor is installed and integrated into the droid's chassis, and thus cannot be easily donned or removed.

Source: Scavenger's Guide to Droids (page 54)

Duravlex Shell

Model: Roche Durasteel- Kevlex Alloy Armor

Type: Droid armor plating

Scale: Character

Cost: 1,000

Availability: 2

Game Notes: +1D physical and energy, +3D against fire and extreme heat, -1D to *Dexterity* and related skills. Droid armor is installed and integrated into the droid's chassis, and thus cannot be easily donned or removed.

Source: Scavenger's Guide to Droids (page 54)

Laminanium Plating

Model: Tendrandro Arms Laminanium Armor

Type: Droid armor plating

Scale: Character

Cost: 3,000

Availability: 2, R

Game Notes: +1D physical and energy, +2D against corrosive acids and similar environmental hazards, -1D to *Dexterity* and related skills. Droid armor is installed and integrated into the droid's chassis, and thus cannot be easily donned or removed.

Source: Scavenger's Guide to Droids (page 54)

Laminanium Heavy Plating

Model: Tendrandro Arms Laminanium Armor

Type: Droid armor plating

Scale: Character

Cost: 20,000

Availability: 3, R

Game Notes: +3D physical and energy, +4D against corrosive acids and similar environmental hazards, -1D+2 to *Dexterity* and related skills. Droid armor is installed and integrated into the droid's chassis, and thus cannot be easily donned or removed.

Source: Scavenger's Guide to Droids (page 54)

Antitheft Comlink Locator

Type: Traceable distress signaller

Cost: 100

Availability: 1

Game Notes: A droid equipped with an antitheft comlink locator can send a distress signal to its master's comlink with no apparent activity by the droid. The distress signal broadcasts no information, but it can be tracked. The signal continues to broadcast if the droid is deactivated, but it shuts down if the droid is destroyed.

Source: Scavenger's Guide to Droids (page 55)

Audio Enhancers

Type: Aural boosters

Scale: Character

Skill: Perception

Cost: 2,000

Availability: 1

Game Notes: Audio enhancers increase the sensitivity of a droid's aural sensors, enabling it to pick up sounds not normally perceived by standard sensors. When eavesdropping or listening for distant and ambient sounds, a droid equipped with audio enhancers can reroll *Perception* checks, taking the better of the two results. All other *Perception* modifiers still apply.

Source: Scavenger's Guide to Droids (page 55)

Audio-Radial Stunner

Type: Audio stun device

Scale: Character

Cost: 5,000

Availability: 2, R

Blast Radius: 3 meters

Damage: 5D (stun)

Game Notes: As a standard action, the audio-radial stunner broadcasts a short-ranged, high-pitched frequency on all channels, calling attention to the droid and stunning any nearby creatures. The stunner shuts down if the droid is deactivated or destroyed.

Source: Scavenger's Guide to Droids (page 55)

Automap

Type: Terrain scanner

Skill: Search

Cost: 1,000

Availability: 1

Game Notes: An automap system actively scans the area within a 20-meter radius of a droid in which it is installed, granting a +2D *search* bonus. The scan reveals terrain, atmospheric conditions, electromagnetic signatures, and lifeforms. However, an automap scan cannot penetrate solid objects such as walls and closed doors. The scan also includes navigational information, such as the droid's direction and speed when readings were taken as well as global coordinates if the droid can establish a link to an orbiting satellite or starship.

Source: Scavenger's Guide to Droids (page 55)

Blaster Recharge Interface

Type: Power pack coupler

Scale: Character

Cost: 300

Availability: 1, F

Game Notes: This hand accessory enables a droid to recharge a standard blaster pack. The droid can plug in and transfer energy to the power pack in three rounds. Recharging a power pack drains energy from the droid, depleting it in 1 to 10 recharges, depending on the droid model.

Source: Scavenger's Guide to Droids (page 55)

Collapsible Construction

Type: Collapsing droid modification

Cost: 2,000

Availability: 2

Game Notes: This structural modification allows a droid to fold and collapse in order to be stored in places where it would not normally fit. The collapsed state decreases the droid's size up to 45%, and it enters a standby mode while collapsed.

Source: Scavenger's Guide to Droids (page 55)

Communications Countermeasure System

Type: Anti-jamming device

Scale: Character

Skill: Communications

Cost: 1,000

Availability: 3, R

Game Notes: A communications countermeasure system prevents jamming of a droid's communications. The system broadcasts signals on multiple frequencies to counteract interference, granting the droid a +2D *communications* bonus to overcome communications jamming.

Source: Scavenger's Guide to Droids (page 56)

Communications Jammer

Type: Communications jamming device

Scale: Character

Skill: Communications

Cost: 5,000

Availability: 3, X

Game Notes: The signal jammer emits signals at multiple frequencies to interfere with any comlink signals within a 1-kilometer radius of the droid. The droid must make Very Difficult *communications* roll to successfully jam any incoming or outgoing comlink signals. The device also grants the droid a +2D *computer programming/repair* bonus to slice into a computer system and shut it down. The droid also gets the +2D bonus to maintain that status if any slicers attempt to stop the jamming.

Source: Scavenger's Guide to Droids (page 56)

Concealed Item

Type: Hidden droid item modification

Scale: Character

Cost: Item cost + compartment cost x2

Availability: 2, X

Game Notes: Concealed items are functioning items installed into a droid, but are either hidden or disguised to appear as something else. For example, a blaster may be hidden inside an arm or disguised as a beam cutter. Discovering a concealed item requires a Very Difficult *search* roll.

Source: Scavenger's Guide to Droids (page 56)

Courier Compartment

Type: Hidden cargo space

Cost: 200 (plus 200 for optional toaster system)

Availability: 2, X

Game Notes: Courier compartments are hidden storage spaces which can be installed in the droid's torso, head or limbs. The cargo space varies with the size of the droid. Detecting a courier compartment requires a Very Difficult *search* roll. A common accessory in a courier compartment is a toaster, which destroys the contents of the compartment with a brief blast of plasma energy triggered by the droid.

Source: Scavenger's Guide to Droids (page 56)

Credit Reader

Type: Droid credit analyser

Skill: Business

Cost: 50

Availability: 2, F

Game Notes: Whether a line of credit or hard currency, a credit reader determines whether a target's credits are real or if a line of credit exists for that being. The credit reader gives the droid a +2D bonus against any *forgery* rolls made to forge credit accounts or financial documents. The droid can also instantly count any sum of hard credits presented to it as a free action.

Source: Scavenger's Guide to Droids (page 56)

Droid Oil Bath

Type: Standard droid lubrication

Scale: Character

Skill: Droid repair

Cost: 100 for small droids; 1,000 for human-sized droids; 5,000 for droids up to twice as large as an average human; 10,000 for extremely large industrial droids.

Availability: 1

Game Notes: A half-hour oil bath is recommended at least once a week for a droid working in a harsh environment, and once a month for a droid working in a temperate climate or on board a ship. This lubrication removes any fatigue affecting the droid.

Source: Scavenger's Guide to Droids (page 56)

Earphone Binary-to-Basic Translator

Type: Droid language translator

Cost: 20 (headphone), 100 (earbud)

Availability: 2

Game Notes: This translator unit is installed on a droid's Basic-output jack, and converts audible Binary into audible Basic, transmitting the spoken words to an earphone receiver. The less expensive version requires a large headphone set, while the more expensive version transmits to an earbud receiver that can only be detected with a Difficult *search* roll.

Source: Scavenger's Guide to Droids (page 57)

Electric Defense Grid

Type: Exterior droid defense mechanism

Scale: Character

Cost: 3,000

Availability: 2, R or X

Game Notes: The electric defense grid is installed into the droid's armor or outer casing. Whenever a physical melee weapon or a brawling attack makes contact with the droid, the attacker takes 3D energy damage.

Source: Scavenger's Guide to Droids (page 57)

Emergency Oxygen Supply

Type: Emergency respiration system

Cost: 200

Availability: 2

Game Notes: Occasionally installed on rescue or medical droids, an emergency oxygen tank carries enough breathable air for 30 minutes. The oxygen may be attached to a character via a breath mask, or may be used to recharge a vac suit.

Source: Scavenger's Guide to Droids (page 57)

Hidden Holster

Type: Concealed blaster holster

Scale: Character

Skill: Blaster

Cost: 500

Availability: 2, X

Game Notes: Installed in a droid's leg, the hidden holster can hold a small weapon. As a free action, the droid can activate the holster, which opens up, providing access to the weapon. It adds +2 to the droid's *blaster* skill when attempting to quickdraw.

Source: Scavenger's Guide to Droids (page 57)

High-Speed Cutting Torch and Welding System

Type: Welding system

Scale: Character

Skill: Various repair skills

Cost: 2,500

Availability: 2, F

Game Notes: Used in repair operations and for cutting materials, doors, or other items. This bulky and heavy device can be installed only on human-sized droids or larger. The precision welder can be used for small repairs and for large construction welds, typically in half the time required by a normal welding unit. The cutting torch has a range of 1 meter and deals 7D damage. When in contact with an object for two or more consecutive rounds, the torch deals an extra 2D damage.

Source: Scavenger's Guide to Droids (page 57)

Holographic Game System

Type: Holographic entertainment system

Cost: 300

Availability: 1

Game Notes: The system provides fifteen of the galaxy's more popular games, including *dejarik* and *sabacc*. The game uses the droid's holoprojector (sold separately) and does not require a solid surface. The game-system processor allows a player to interact with the board

as if he is actually picking up the holographic playing pieces. The system allows ten additional games to be added to its database with a Moderate *computer programming/repair* roll.

Source: Scavenger's Guide to Droids (page 57)

Holographic Image Disguiser

Type: Holographic disguise system

Scale: Character

Cost: 20,000

Availability: 3, R or X

Game Notes: Holographic imagers are a series of holographic projectors installed at various points of the droid's exterior. The projectors allow the droid to disguise itself by projecting a series of images capable of matching the droid's movements and even synchronizing itself with the droid's vocabulator. It takes a Very Difficult *search* roll to detect the illusion, though sensors, cameras and droids get a +2D bonus to detect it. An advanced model, for double the price, includes sensor nodes that track a number of other factors, such as ambient temperature and weather conditions, making the image react to those variables. This increases the *search* difficulty to Heroic, and lowers to +1D the bonus to electronic examiners.

Source: Scavenger's Guide to Droids (page 60)

ID Dodge

Type: Biometric security countermeasure

Scale: Character

Skill: Security

Cost: 5,000

Availability: 3, X

Game Notes: Some automated security systems check biometric data before granting access to an area. Droids cannot provide retinal scans, fingerprints, or other unique biological features. The ID dodge simulates such information, granting a +2D+2 *security* bonus to defeat biometric security systems.

Source: Scavenger's Guide to Droids (page 60)

Improved Coordination Circuitry

Type: Biometric security countermeasure

Skill: Varies

Cost: 1,000

Availability: 2

Game Notes: Droid brains work well in concert with each other, and improved coordination circuitry enhances this ability. This accessory links droids' skill routines, allowing them to aid in tasks more effectively. Each circuit is keyed to a specific skill. When a droid with improved coordination circuitry aids another droid with the circuitry, they gain a +1D+1 bonus to that particular skill.

Source: Scavenger's Guide to Droids (page 60)

Interference Generator

Type: Droid eavesdropping deterrent

Cost: 2,500 (deluxe version: 6,000)

Availability: 2, R

Game Notes: A droid with an interference generator emits a 3-meter wide bubble of low-frequency sound that interferes with any listening equipment such as bugs, microphones, or other audio recording devices. The deluxe version also interferes with video and holographic recording devices. Anyone eavesdropping or reviewing recordings of targets protected by an interference generator must make a Heroic *search* or *communications* roll to pick up even scattered words and phrases.

Source: Scavenger's Guide to Droids (page 60)

Internal Defenses

Type: Unauthorized access protection system

Scale: Character

Cost: 1,500

Availability: 2, R

Game Notes: The internal defenses activate when a character attempts to access any of the droid's maintenance panels without the droid's permission. It discharges and electric shock that does 3D damage to the invader, but leaves the droid unharmed. The system remains active until it is disabled (Very Difficult *security* or *droid repair* roll, 1 hour of work), or until its power is depleted after 10 attacks.

Source: Scavenger's Guide to Droids (page 60)

Internal Grapple Gun

Type: Magnetic grappling hook thrower

Scale: Character

Skill: Missile weapons

Cost: 200

Availability: 2

Range: 2-15/35/100

Game Notes: The internal grappling gun allows a droid to fire a magnetic grappling hook with 15 meters of ultra-thin cord. An external magazine allows the droid to carry an additional 100 meters of cord. The cord can be detached from the droid as a free action.

Source: Scavenger's Guide to Droids (page 60)

Mesh Tape Dispenser

Type: Droid adhesive tape dispenser

Cost: 10

Availability: 1

Game Notes: Mounted on an appendage, a mesh tape dispenser enables a droid to quickly apply mesh tape to anything within its reach. In addition to its more conventional repair uses, it can be used to entangle an enemy. With a successful *brawling* attack, the droid can bind either the target's arms or its legs, incurring either a -1D *Dexterity* penalty or reducing its Move by half, with no All-Out movement possible.

Source: Scavenger's Guide to Droids (page 60)

Micro Shield

Type: Collapsible mini energy shield

Scale: Character

Skill: Melee parry

Cost: 600

Availability: 3, F

Game Notes: If the droid makes a *melee parry* roll higher than the attacker's *blaster* roll, the droid has placed the force shield in the way and gains +1D to resist the energy damage. The shield is designed to be installed on a droid's arm, but a handheld version is available for 400 credits, which can run continuously for 1 hour on a single energy cell.

Source: Scavenger's Guide to Droids (page 60)

Multifunction Apparatus

Type: Multiple tool droid appendage

Cost: 80

Availability: 1

Game Notes: This appendage can incorporate up to 3 tools or weapons. Only one can be used at a time, but switching between them is a free action.

Source: Scavenger's Guide to Droids (page 60)

Multispectrum Searchlight

Type: Multiple spectrum spotlight

Cost: 100

Availability: 2

Game Notes: This spotlight shines visible, infrared, or ultraviolet light, negating 1D of low-lighting penalty, with a 6-km range. The light may also be used to blind targets within a 10-meter cone. The droid makes a *Dexterity* roll against the targets' *Perception*. If the droid succeeds, the target stared into the light and is blinded for one full round (characters with specialized eye protection are not affected).

Source: Scavenger's Guide to Droids (page 60-61)

Radiant Heat Element

Type: Droid heater

Cost: 200

Availability: 1

Game Notes: This enables a droid to radiate heat from its torso, providing ambient warmth for a living being's survival in extreme cold conditions. The heat can be adjusted to boil water or cook food on the droid's exterior. On its highest setting, it does 2D+1 damage to anyone standing next to the droid, or 3D+1 if in contact with the heater.

Source: Scavenger's Guide to Droids (page 61)

Remote Receiver Jammer

Type: Remote processing disruptor

Skill: Communications

Cost: 2,000

Availability: 2, X

Game Notes: The jammer incorporates a backpack transmitter and a handheld computer

controller. Once activated, the jammer affects all droids that rely on a remote processor for operation, within a 100-meter radius. The operator makes a *communications* roll against the targets' *Perception*. A droid that fails the roll is rendered useless, unless it has a backup processor. The jammer operator must make the opposed roll every round to maintain the disruption as the droids' subroutines attempt to evade it.

Source: Scavenger's Guide to Droids (page 61)

Remote Receiver Signal Booster

Type: Remote processor receiver booster

Cost: 500

Availability: 3

Game Notes: A droid that relies on a remote processor for operation can have its receiving range increased by 50% with the use of the signal booster. With a Heroic *communications* roll, the droid may extend that range to 100% farther than the normal range for one hour.

Source: Scavenger's Guide to Droids (page 61)

Remote Viewer



Type: Remote controlled sensor package

Skill: Search

Cost: 1,000

Availability: 3

Game Notes: The remote viewer is a small, self-contained visual and audio sensor attached to a micro-sized repulsorlift unit. Functioning as one of a droid's regular sensors (same *search* score), the remote viewer can be externally mounted, concealed, or made to look like one of the droid's regular sensors. However, the droid can detach the unit and send it to inspect an area remotely. The viewer can travel up to 20 meters away from the droid, has Move 6, *dodge 4D*, *Strength 1D+2*, and runs for 30 minutes before needing to be recharged for 1 hour.

Source: Scavenger's Guide to Droids (page 61)

Rental Restraining Bolt

Type: Credit-activated restraining bolt

Cost: 10

Availability: 2

Game Notes: The rental restraining bolt works like a standard bolt, except it also has a credit reader. The user must deposit a specific number of credits to the credit reader to control the droid for a specified time. At the end of that time, the droid deactivates and does not reactivate until sufficient credits are again deposited.

Source: Scavenger's Guide to Droids (page 61)

Repulsorcam

Type: Droid-controlled hover-cam

Cost: 1,000

Availability: 2

Game Notes: A repulsorcam is a small camera outfitted with a repulsorlift which detaches from the droid's chassis. The camera has a 20-meter range and can record up to 2 hours of audio/video data. The repulsorcam has Move 6, *dodge 3D*, *Strength 1D*, and a small power unit capable of sustaining it for 4 hours, recharging on a socket installed on the droid. A separate recharging unit can be purchased for 150 credits.

Source: Scavenger's Guide to Droids (page 62)

Scomp-Link

Model: Cybot Galactica Nexus Scomp-link

Type: Computer interface

Scale: Character

Skill: Computer programming/repair

Cost: 800

Availability: 2

Game Notes: The scomp-link allows information transfer from a droid to virtually any type of data-storage device (such as a computer, dataplaque or datapad). In addition, the scomp-link allows a droid to search computer networks for information (adding +1D to *computer programming/repair* rolls).

Source: Cynabar's Fantastic Technology: Droids (page 37), Scavenger's Guide to Droids (page 62)

Sensor Booster

Type: Sensor range booster

Skill: Sensors

Cost: 200

Availability: 1

Game Notes: A sensor booster is a droid enhancement that extends the range of its sensors to a maximum of 2 kilometers, if the droid has a sensor pack installed.

Source: Scavenger's Guide to Droids (page 62)

Sensor Countermeasure Package

Type: Droid sensor mask

Scale: Character

Skill: Sensors

Cost: 1,000

Availability: 3, F or X

Game Notes: A sensor countermeasure package broadcasts signals that interfere with incoming sensor signals. It allows a droid to make an opposed *sensors* roll to avoid detection from electronic scanners.

Source: Scavenger's Guide to Droids (page 62)

YV Sensor Package

Model: Tendrando Arms YV Sensor Package

Type: Yuuzhan Vong detecting sensor

Scale: Character

Skill: Sensors

Cost: 1,000

Availability: 3

Game Notes: Grants a +5D *sensors* bonus against a Yuuzhan Vong's *sneak* or *con: disguise* to detect within a 20-meter radius, even if utilizing an oogolith masquer.

Source: Scavenger's Guide to Droids (page 62)

Shield Expansion Module

Type: Shield range extension upgrade

Skill: Shields

Cost: * see chart below

Availability: 3, X

Game Notes: A shield expansion module allows a droid to extend the radius of its shields to provide protection to adjacent characters. The droid must make a Moderate *shields* roll to extend its shield to a single fire arc. Human-sized droids can only extend their shield to one arc at a time, though larger droids can install a second module. The cost of the module is dependent on the shield generator it has installed. Consult the chart below:

Installed shield	Expansion Module Cost
+2	250
1D+2	500
2D+1	750
3D	1,000

Source: Scavenger's Guide to Droids (page 62)

Silence-Bubble Generator

Type: Sound barrier generator

Cost: 3,500

Availability: 2, R

Game Notes: Silence-bubble generators produce a sound dampening barrier around the droid with a 5-meter radius. Someone outside the bubble trying to listen into the bubble, and vice-versa, takes a -3D penalty to their *search* roll.

Source: Scavenger's Guide to Droids (page 62)

Space-Beacon Launcher

Type: Space beacon deployment mechanism

Cost: 5,000 (beacons 300)

Availability: 2

Game Notes: Space beacons are 25-cm long broadcast devices used to mark specific locations or to help navigate through hazardous areas of space. A beacon's signal can be picked up throughout an entire star system with an Easy *sensors* roll. The space beacon launcher enables a droid to quickly position space beacons while in flight. The system can carry 12 beacons. Additional storage can be added, increasing the cost of the launcher by 10% for each additional beacon (up to a maximum of 24 beacons).

Source: Scavenger's Guide to Droids (page 63)

Survival Kit

Type: Droid survival assistance kit

Cost: 100

Availability: 2

Game Notes: Contains a small refrigeration unit, a water recycler and dispenser, a rechargeable glow rod, and a fire sparker. Grants +1D to the droid master's *survival* rolls.

Source: Scavenger's Guide to Droids (page 63)

Taser

Type: Droid stun weapon

Scale: Character

Skill: Firearms: taser / melee combat

Cost: 250

Availability: 2, F

Range: 0-2/4/7

Damage: 4D stun/ion damage

Game Notes: A droid taser fires two small projectiles attached to long, thin wires that deliver an electric charge that incapacitates an organic target's nervous and muscular systems, or interferes with a droid's systems like an ion gun. Additionally, a taser can be used as a melee weapon like an electroshock probe.

Source: Scavenger's Guide to Droids (page 62)

Video Screen

Type: Built-in video display

Cost: 10 credits per square centimeter of screen size

Availability: 1

Game Notes: Built-in video screen displays text, translations, diagnostics, programming, pictures, and other information. Screen sizes vary from 5 to 50 centimeters.

Source: Scavenger's Guide to Droids (page 63)

Voice-Print Command Lock

Type: Voice recognition security system

Cost: 400

Availability: 1

Game Notes: With a voice-print command lock installed, a droid analyses the voice of its master and ignores commands from anyone else. Getting

the droid to obey a recorded command by its master requires a *droid programming* roll against the droid's *willpower* +5.

Source: Scavenger's Guide to Droids (page 63)

Weapon Detector

Type: On-board weapon detection scanner

Skill: Search

Cost: 1,500

Availability: 2

Game Notes: Adds +2D to any *search* roll to detect telltale high-frequency, energy and chemical signatures of weapons and explosives.

Source: Scavenger's Guide to Droids (page 63)

Droid Command Station

Type: Droid command station

Cost: 10,000

Availability: 1, F

Game Notes: A droid command station can be set up in major work areas with a large droid labor pool, in large starships, and sometimes in major starports. The command station is generally password protected, either through manual entry or through a code cylinder. It allows an overseer to perform a number of functions provided that all of the droids have a comlink or remote receiver. The command station can:

- Maintain active communication with droids, giving them instructions for specific tasks.
- Coordinate actions between the droids, grants a +2D bonus to the droid overseer's *command* skill.
- Locate any specific droid within the pool within the droid's normal operational ranges; provided the droid has a tracking device or restraining bolt installed.
- Receive detailed information about a droid's status within the labor pool.
- Perform basic reprogramming of a droid within the system.
- Automatically translate between Binary and common languages.

Source: Scavenger's Guide to Droids (pages 63-64)

Droid Battle Station

Type: Droid combat station

Cost: 50,000 per 100 droids

Availability: 1, R

Game Notes: Droid battle stations provide the same functionality of regular droid command stations, but are used to direct droids in combat. They are typically large installations, capable of coordinating hundreds or thousands of droids of all types. Some droid battle stations emulate droid commanders. Typical stats for this droid brain are *tactics* 4D+2 and *command* 6D, but these vary.

Source: Scavenger's Guide to Droids (page 63)

Droid Recharge Station

Type: Droid charging and analysis device

Cost: 4,000

Availability: 1

Game Notes: Droid recharge stations allow a droid to be brought up to a full charge in one hour. Many starports and other public locations have droid recharge stations and allow them for public use for a fee of 20 credits. Most recharge stations provide a basic diagnostic (Easy *droid repair* roll) of the droid including its current status in terms of damage, and an operational status of all appendages, systems, and tools.

Source: Scavenger's Guide to Droids (page 64)

Droid Socket

Type: Starfighter/droid interface socket

Cost: 10,000 (usually included in the cost of the starship)

Availability: 3, R

Game Notes: Droid sockets allow astromechs to combine copilot, systems monitoring, astrogation, and damage control operations for minimally crewed craft. The sockets are mostly found on starfighters, but can be found on shuttles, and a select few airspeeders. Usually they come pre-installed, but occasionally techs have managed to salvage or remove sockets from one craft and install them on another ship that does not normally make use of them. Installing a droid socket on a ship that was not designed with one requires a Very Difficult *starfighter repair*, *space transport repair*, or other related repair roll.

Standard droid sockets generally allow droids to perform the following actions:

- Pilot or copilot the ship with the pilot's permission, or pilot the ship without it if the pilot is rendered unconscious.
- Raise, lower, recharge, or angle deflector shields.
- Reroute power to different systems.
- Make related repair rolls as determined by the gamemaster.
- Operate communications and sensor systems.
- Input hyperspace coordinates and engage the hyperdrive.
- Operate droid and pilot ejection systems, with the pilot's permission.

The following actions are generally prohibited, but can be overridden by the pilot:

- Weapons activation and firing.
- Jumping to hyperspace without approval.

The following function is not standard on all models, but may be found occasionally:

- Astromech self-loading system (such as on the Naboo N-1 Starfighter).

Source: Scavenger's Guide to Droids (page 64)

Droids

8D Smelter Droid

Type: Roche 8D 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)
- Vocabulator
- Heat-resistant durasteel molecularly bonded with kevlex chassis (+1D against physical and energy damage, 4,000 degrees resistance)
- Protected photoreceptors (-1D to *search* plus infrared vision)

Move: 7

Size: 1.65 meters tall

Cost: 2,500 (new), 1,800 (used)

Source: Scum and Villainy (page 157), Scavenger's Guide to Droids (page 68)



TECHNICAL 2D

Computer programming/repair 5D

*Alliance modified model only

Equipped With:

- Kragen 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)

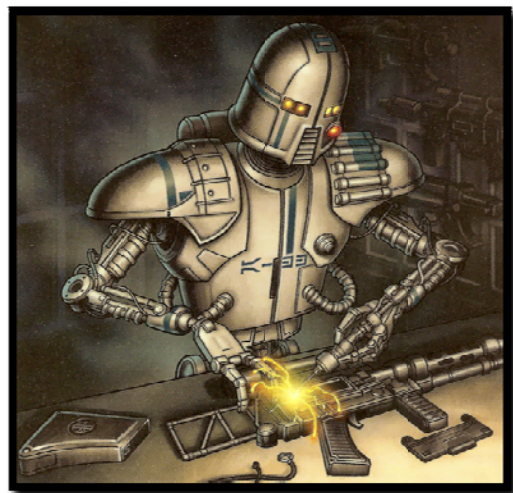
Move: 9

Size: 1.7 meters tall

Cost: 8,000 credits

Source: Cynabar's Fantastic Technology: Droids, The Truce at Bakura Sourcebook (page 134), Adventure Journal 14 (pages 252-253), Scavenger's Guide to Droids (page 70)

AD Armorer Droid



Type: Arakyd AD-Series 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: 13,840 (new), 7,700 (used)

Source: Cynabar's Fantastic Technology – Droids, Scavenger's Guide to Droids (page 72)

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

Skorpenek Droid



Type: Colicoid Creation Nest Annihilator Droid

DEXTERITY 3D+2

Blaster: laser cannon 6D+1, dodge 5D

KNOWLEDGE 1D

MECHANICAL 1D

PERCEPTION 2D

Search 5D+1

STRENGTH 6D

Brawling 7D+2

TECHNICAL 1D

Equipped With:

- 2 twin laser cannons (7D damage, range: 3-75/200/400)
- Bronzium shell armor (+2D physical, +1D energy)
- Defensive shields (+3D to *Strength* to resist energy damage)
- Remote receiver (500 Km range)
- Internal comlink
- Vocabulator
- 4 legs

Move: 4

Size: 3.5 meters tall

Cost: 59,275 credits

Source: Scavenger's Guide to Droids (page 74)

BLX Labor Droid

Type: Serv-O-Droid Inc. BLX Labor Droid

DEXTERITY 2D

KNOWLEDGE 2D

Survival 3D, willpower 3D

MECHANICAL 2D

Communications 3D, sensors 3D

PERCEPTION 1D

STRENGTH 4D

Lifting 6D, stamina 7D

TECHNICAL 1D

Capital ship repair 2D, droid repair 2D, ground vehicle repair 2D, hover vehicle repair 2D, repulsorlift repair 2D, space transports repair 2D

Equipped With:

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



- High gravity suspension system
- Magnetic feet
- Internal compartment (10 kilograms)
- 2 audio- and 2 photoreceptors (Human range)
- Vocabulator

Move: 7

Size: 1.5 meters

Cost: 8,995 credits

Source: Scavenger's Guide to Droids (page 76)

Infiltrator Assassin Droid



Type: Colicoid Infiltrator-Series Assassin Droid

DEXTERITY 3D+2

Blasters 4D+2, blasters: blaster rifle 5D+2, melee combat 6D, melee parry 5D

KNOWLEDGE 2D

Intimidation 5D+2

MECHANICAL 2D

Space transports 4D

PERCEPTION 3D

Hide 4D, search 5D, sneak 6D

STRENGTH 4D

Climbing/jumping 4D+1

TECHNICAL 2D

Computer programming/repair 3D

Equipped With:

- 2 blaster rifles (5D, 3-30/100/300)
- 2 vibroblades (STR+3D, +2D to cut through solid walls, doors or hulls)
- Locked access (shut-down switch is internally located)
- Improved sensor package (+1D to *search* rolls)
- Infrared vision (ignores low-lighting penalties)
- Telescopic vision (visual sensors include long-range capability)
- Bronzium shell (+1D+2 physical, +2 energy)
- Forcefield projector (seals hull breaches)
- Shield generator (+3D to *Strength* to resist energy damage)
- 4 clawed legs (+2D to *climbing*)
- Grappling spike launcher
- Holographic image disguiser
- Silence bubble generator
- Vocabulator

Move: 12 (walking), 5 (climbing)

Cost: 47,500

Source: Ultimate Adversaries (pages 146-147), Scavenger's Guide to Droids (page 78)

CZ Secretary/Communications Droid

Type: Serv-O-Droid CZ 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 (shut-down switch is internally located)
- Multinode communications link (can act as relay for other comlinks, utilizing its long range and encryption capability)
- Comlink Jammer (with a Moderate *communications* rolls, the droid creates a static field on all frequencies, neutralizing all comlink communications within 20 meters until the end of the next round)
- Internalized datapad
- TransLang I Communications module with over 500,000 languages

Move: 10

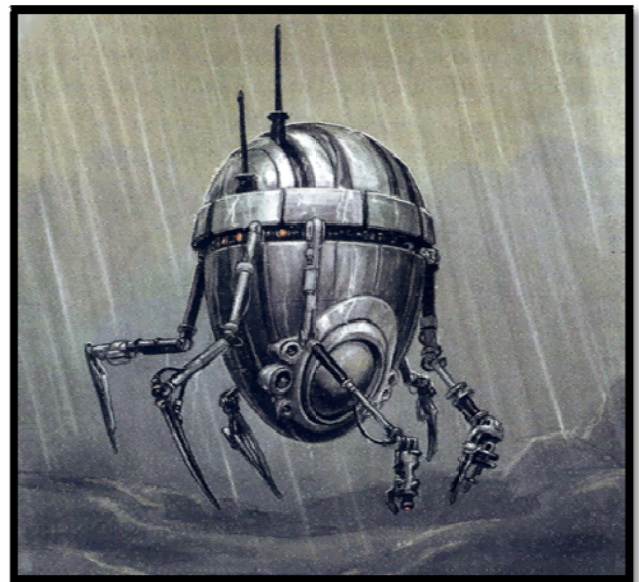
Size: 1.7 meters tall

Cost: 8,280

Source: Arms and Equipment Guide (page 55), Scavenger's Guide to Droids (page 80)



DP-2 Probe Droid



Craft: Duwani Mechanical Products DP-2 Probe Droid

Type: Space probe droid

Scale: Starfighter

Length: 2.3 meters

Skill: Starfighter piloting: probe droid

Crew: 0 (autonomous probe droid)

Crew Skill: All skills 4D

Passengers: None

Cargo Capacity: None

Consumable: 2 weeks

Cost: 36,500 credits

Maneuverability: 1D

Space: 4

Atmosphere: 200, 575 kmh

Hull: 1D+1

Sensors:

Passive: 10/0D

Scan: 25/1D

Search: 40/2D

Focus: 5/3D

Space Beacon Launcher – Carries 16 beacons.

Weapons:

2 Blaster Cannons

Fire Arc: Turret

Scale: Speeder

Skill: Vehicle blasters

Fire Control: 2D

Atmosphere Range: 100-500/1/1.7 km

Damage: 5D

4 Claws

Fire Arc: Turret

Scale: Character

Skill: Brawling

Atmosphere Range: 3 meters

Damage: 3D

Source: Scavenger's Guide to Droids (page 82)

Droideka Mark II



Type: Zann Consortium Droid Works Droideka Mark II Destroyer Droid

DEXTERITY 3D+2

Blaster: heavy repeating blaster 6D+2

KNOWLEDGE 1D

MECHANICAL 1D

PERCEPTION 1D

Search 4D, sneak 3D

STRENGTH 3D+1

Brawling 6D

TECHNICAL 1D

Equipped With:

- 2 twin laser cannons (6D+2)
- 2 twin ion cannons (6D+2 ion damage)
- Bronzium shell (+2D physical, +1D energy)
- Defensive shields (+5D to *Strength* to resist energy damage, can't be deployed in "wheel mode")
- Remote receiver (5,000 km range)
- Internal comlink

Move: 4 walking, 25 in "wheel mode"

Size: 1.5 meters tall

Cost: 31,435 credits

Source: Scavenger's Guide to Droids (page 84)

Destructor Battle Droid

Type: Droidworks DR-16 "Destructor" Battle Droid

DEXTERITY 2D+1

Blasters 3D+1, dodge 3D+2, missile weapons 3D+2

KNOWLEDGE 1D

Intimidation 5D

MECHANICAL 1D+1

PERCEPTION 1D+2

Search 3D+2

STRENGTH 5D+2

Brawling 6D

TECHNICAL 1D

Equipped With:

- Humanoid body (two legs, two arms, head)
- Internal storage space (6 kg)
- 1 tool appendage



•Vocabulator

•Enhanced sensor package (+1D to *search*)

•Plasteel armor (+1D physical, +1 energy)

•2 blaster rifles, concealed in arm mounts (5D+1, Range: 3-30/100/300)

•Chest-mounted grenade launcher (5D/4D/3D/2D, Range: 2-15/50/150, Blast Radius: 0-2/4/6/8, ammo: 16)

Move: 12

Size: 2.7 meters

Cost: 13,725

Source: Scavenger's Guide to Droids (page 85)

Dueling Elite Training Droid

Type: Trang Robotics Dueling Elite Droid

DEXTERITY 3D+1

Blaster 4D, Brawling parry 4D, dodge 3D+2, melee combat 4D+2, melee parry 4D+2

KNOWLEDGE 1D

MECHANICAL 1D

PERCEPTION 2D

STRENGTH 3D+1

Brawling 4D

TECHNICAL 2D

Computer programming/repair 3D, first aid 3D

Equipped With:

- Humanoid body (two legs, two arms, head)
- Durasteel shell armor (+1D+1 physical, +2 energy)

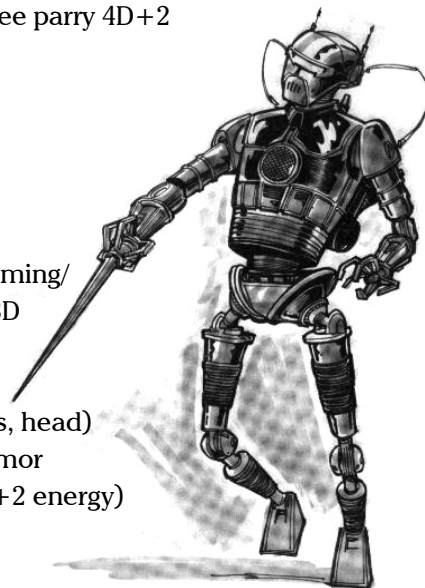
Move: 10

Size: 1.8 meters

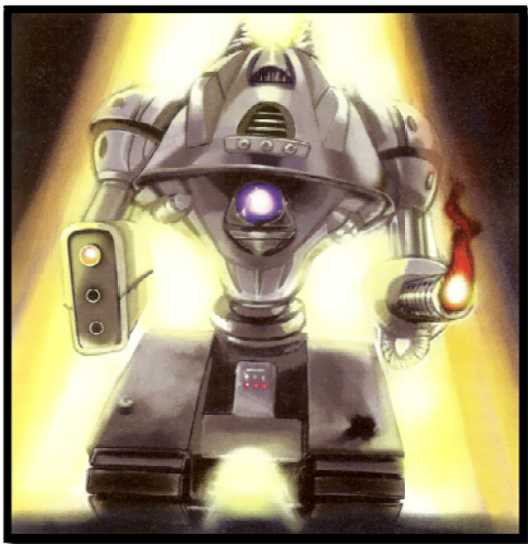
Cost: 11,330 credits

Equipment: Rapier (STR+2D damage)

Source: Scavenger's Guide to Droids (page 88)



E522 Assassin Droid



Type: Sienar Intelligence Systems 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 (8D, range: 3-75/200/500)
- Ion cannon (4D+2 ion damage, range 3-30/60/90)
- Needler gun (paralytic poison 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 must make a Difficult *stamina* roll or be paralyzed for 1D x 40 minutes. Range: 3-10/30/60)
- Hunter-seeker missiles (7D/5D+1/3D+2/2D, blast radius: 0-4/8/12/16, range: 40/80/160. To get a missile lock on a target, the droid must make two consecutive successful attack rolls. After the second success, the missile is locked on target and fires. The missile rolls its attack 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 is hit. If the roll fails by less than eight points, it is allowed to make another attack on the following round. If the roll fails by nine or more points, or 5 rounds have elapsed since firing, the missile deviates and explodes like a grenade.

- Heavy armor (+2D to *Strength* to resist damage)
- Infrared vision (ignores low-lighting penalties)
- Locked access
- Vocabulator

Move: 6

Size: Medium

Cost: 28,535 credits

Source: d20 Core Rulebook (pages 374-375), Scavenger's Guide to Droids (page 90)

EI-9 Network Security Droid



Type: Arakyd Industries EI-9 Network Security Droid

DEXTERITY 3D

Blaster 5D

KNOWLEDGE 3D+2

Scholar: computer systems 4D+1

MECHANICAL 1D+2

PERCEPTION 3D

Search 4D+1

STRENGTH 2D

TECHNICAL 4D

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

Equipped With:

- Humanoid body (two legs, two arms, head)
- 2 tool mounts
- Improved sensor package (+1D to all *search* rolls, ignores 1D of low-lighting penalties)
- Internal comlink
- Multiple data links (scomp links, wireless link data port)
- Precision Locator – If the EI-9 beats an invading slicer at an opposed *computer programming/repair* or *security* roll by over 3 points, it automatically learns the basic location of its opponent.
- Quick-Load Hidden Core – automatically attempts to restore itself 2D minutes after the droid's memory is wiped or if the droid's programming is altered in any way. If the initial attempt fails, the hidden core attempts to restore itself once per hour until it succeeds.
- Vocabulator
- Duranium plating (+2D+1 physical, +1D energy)

Move: 10
Size: 1.4 meters
Cost: 23,840 credits
Source: Scavenger's Guide to Droids (page 92)

EV Supervisory Droid

Type: MerenData EV-series Supervisor Droid

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), Scavenger's Guide to Droids (page 94)

Merc Droid

Type: Colicoid Creation Nest FLTCH-Series Battle Droid

DEXTERITY 2D+2

Blaster 5D+2, brawling parry 4D+2, dodge 5D,
 missile weapons 5D

KNOWLEDGE 1D+2

Intimidation 4D+1

MECHANICAL 1D+2

Jet pack operation 3D+2

PERCEPTION 2D

Search 4D

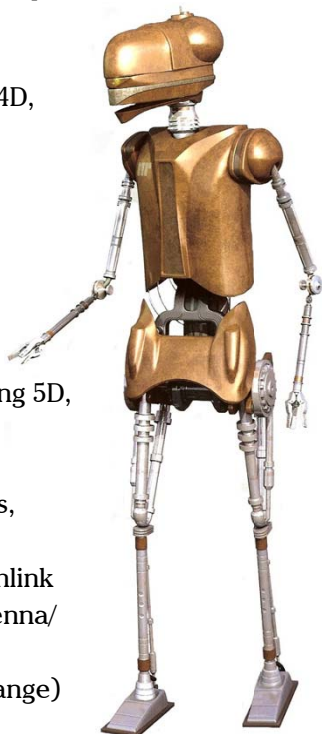
STRENGTH 5D+2

Brawling 6D+1, stamina 7D

TECHNICAL 1D

Equipped With:

- Humanoid body (two arms, two legs, head)
- Claws (do STR+1D damage, inflict a -5 skill penalty when using weaponry not designed for it, or other small electronic devices)
- Removable jetpack: Carries the droid 75 meters horizontally per charge, 25 meters vertically per charge. Fully charged unit has 6 charges.



- Vocabulator
- Sensor package (+1D to *search*, ignores 2D of low-lighting penalties)
- Quadanium battle armor (+2D+1 physical, +1D energy)
- Arm-mounted blaster rifle (5D+1, range: 3-25/90/250, if the droid grabs or grapples an opponent with a successful *brawling* roll, it can make an immediate attack with its rifle without incurring extra MAPs.)
- Built-in missile launcher (7D/5D/3D, blast radius: 0-2/4/6, range: 3-25/100/200, ammo: 1)

Move: 10

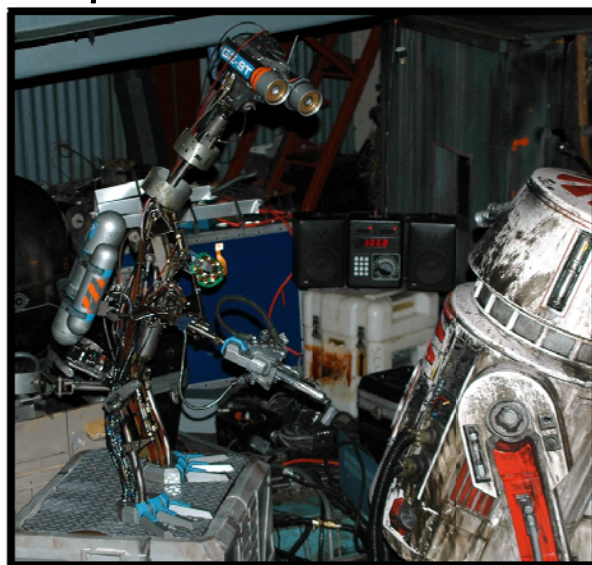
Size: 2.3 meters

Cost: 31,375 credits

Equipment: Heavy blaster rifle (6D, 3-30/80/350)

Source: Scavenger's Guide to Droids (page 96)

G2 Repair Droid



Type: SoroSuub Corporation G2 Repair Droid

DEXTERITY 2D

KNOWLEDGE 1D

Scholar: technology 4D

MECHANICAL 1D+2

PERCEPTION 2D

STRENGTH 1D

Lifting 2D

TECHNICAL 3D

Computer programming/repair 4D, droid repair 3D+2, ground vehicle repair 4D, machinery repair 3D+2, repulsorlift repair 4D+2, starfighter repair 4D+2, system diagnostics 3D+2, space transport repair 5D

Equipped With:

- Walking locomotion
- 2 hand appendages
- Vocabulator
- Improved sensor package (+1D to search, infrared capability removes low lighting penalties)

Move: 7

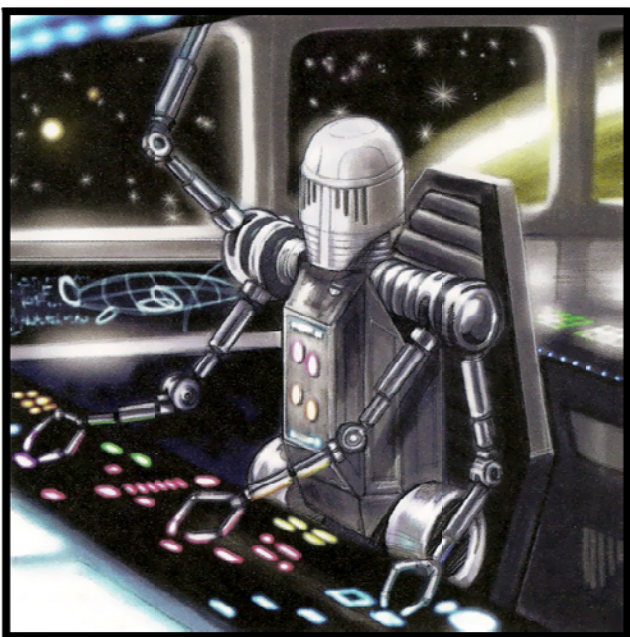
Size: 0.9 meters

Cost: 5,210

Equipment: Tool kit

Source: Scavenger's Guide to Droids (page 98)

GD16 Pilot Droid



Type: MerenData GD16-Series Pilot Droid

DEXTERITY 2D

Vehicle blasters 3D+1

KNOWLEDGE 1D+2

Planetary systems 3D+1, tactics 3D

MECHANICAL 3D+2

Astrogation 4D+1, capital ship piloting 4D+1, capital ship shields 4D, repulsorlift operation 4D+2, sensors 4D, space transports 5D+1, starfighter piloting 4D+2, starship gunnery 4D, starship shields 5D

PERCEPTION 2D

Search 3D+2, sneak 3D

STRENGTH 1D+2

TECHNICAL 2D+1

Repulsorlift repair 3D, space transport repair 3D, starfighter repair 3D, starship weapon repair 2D+2

Equipped With:

- Walking locomotion
- 4 hand appendages
- Vocabulator
- Locked access
- Improved sensor package (+1D search)

Special Abilities:

Sensor Crown: With a Moderate search roll, the GD16 can use its sensor crown to lock onto a vehicle, a character or an object that it can see. Until the end of the encounter, the droid gains a +2 bonus to Perception-related rolls against that target.

Simultaneous Operation: When operating a vehicle or starship, the GD16 can make one extra vehicle-related action without incurring extra Multiple Action Penalties (ie. piloting, firing and adjusting shields at -1D).

Vehicle Link: A GD16 droid can establish a link with a ship or vehicle and issue routine commands to any automated onboard system. For example, it may start engines, raise a boarding ramp, or open a hatch. In order to establish a link the droid must not have a hostile relationship to the ship's owner and computer. That is to say, a droid cannot commandeer control of an enemy ship.

Move: 10

Size: 1.7 meters

Cost: 17,430

Source: Scavenger's Guide to Droids (page 100)

GX1 Battle Droid



Type: Trang Robotics GX1-Series Battle Droid

DEXTERITY 3D+2

Blaster 4D+2, Blaster: blaster rifles 5D+2, brawling parry 5D, dodge 6D

KNOWLEDGE 1D

MECHANICAL 1D

PERCEPTION 2D

Search 3D+2

STRENGTH 4D

Brawling 5D+2

TECHNICAL 1D

Equipped With:

- Walking locomotion
- 2 heavy grasper arms
- 2 fine manipulation arms (can perform one no-roll action per round as a free action)

- 1 tool appendage
- Internal storage (20 kg)
- Secondary battery
- Vocabulator
- Durasteel armor (+1D physical, +2 energy)

Move: 10

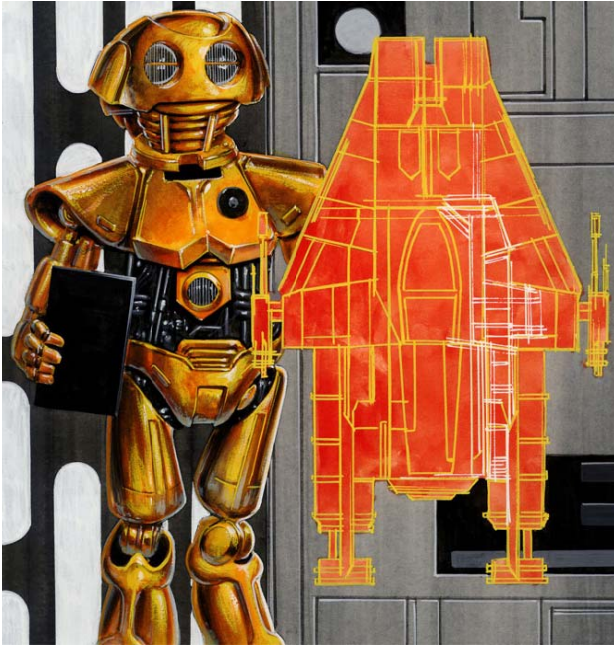
Size: 2.3 meters

Cost: 23,305

Equipment: Heavy blaster rifle (5D+2, glow rod.

Source: Scavenger's Guide to Droids (page 102)

GY-I Information Analysis Droid



Type: Cybot Galactica GY-I Series Information 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

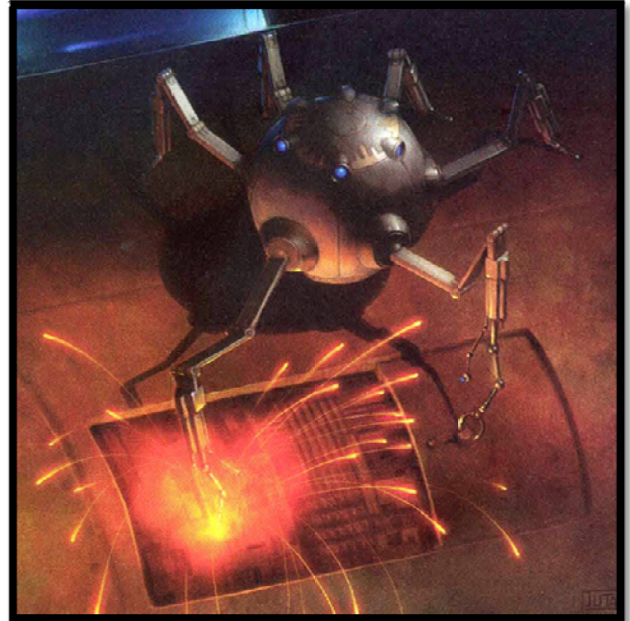
Move: 5

Size: 1 meter tall

Cost: 7,500 credits

Source: Cynabar's Fantastic Technology – Droids, The Truce at Bakura Sourcebook (page 133), Scavengers Guide to Droids (page 104)

H-1ME Battle Mechanic Droid



Type: Intertran Systems H-1ME Battle Mechanic

DEXTERITY 3D+2

KNOWLEDGE 2D+1

Scholar: physical sciences 3D+2, Scholar: technology 3D+2, survival 3D

MECHANICAL 2D

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

PERCEPTION 1D+2

Sneak 4D+1

STRENGTH 1D

Climbing/jumping 2D+1

TECHNICAL 4D

Starfighter repair 5D, space transport repair 4D+2, starship weapon repair 5D

*The H-1ME may attempt to make repair rolls on the ship's exterior while in hyperspace.

Equipped With:

- 4 legs with magnetic feet
- 8 tool appendages
- Collapsible construction
- Vocabulator
- Communications countermeasure system

Move: 8

Size: 0.3 meters

Cost: 10,568

Equipment: Tool kit

Source: Scavenger's Guide to Droids (page 106)

HK-77 Assassin Droid



Type: Czerka Corporation HK-77 Assassin Droid

DEXTERITY 4D

Blasters 4D+2, blaster: blaster rifles 5D+1, dodge 5D

KNOWLEDGE 2D+1

Intimidation 4D+2, tactics 3D+2

MECHANICAL 2D+2

PERCEPTION 2D+1

Search 4D

STRENGTH 3D+1

Brawling 4D, stamina 5D

TECHNICAL 2D

Computer programming/repair 3D, security 3D

Equipped With:

- Walking locomotion
- 2 tool mounts
- Vocabulator
- Improved sensor package (+1D to *search*)
- Infrared vision (can see in the dark up to 30 meters)
- Quadanium battle armor (adds +1D to resist physical and +1 to resist energy)
- 2 arm-mounted blaster rifles (5D+2, Range: 4-40/120/350, Game notes: The HK-77 may choose to charge its blaster rifle as a full round action. When firing a charged bolt, the damage is increased to 7D, though the droid may not fire again for three rounds as the blaster cools).

Move: 10

Size: 1.7 meters

Cost: 19,865

Source: Scavenger's Guide to Droids (page 108)

HKB-3 Hunter-Killer Droid

Type: Baktoid Combat Automata HKB-3 Hunter-Killer Droid

DEXTERITY 2D+2

Blasters 4D, brawling parry 4D, dodge 4D+2

KNOWLEDGE 2D

MECHANICAL 2D

PERCEPTION 1D+2

Search 3D+2, search: tracking 4D+1, sneak 3D+1



STRENGTH 3D+1

Brawling 4D

TECHNICAL 1D

Equipped With:

- Walking locomotion
- 2 hand appendages
- Remote processor (5-km range)
- Improved sensor package (+1D to *search*)
- Hunting sensors (ignores all concealment and visibility penalties for *search* rolls only)
- Vocabulator
- Encrypted internal comlink
- Quadanium plating (2D physical, +1D energy, -1D to *Dexterity* and related skills)
- Blaster rifle (5D)

Move: 10

Size: 1.6 meters

Cost: 19,130

Source: Scavenger's Guide to Droids (page 110)

KM1 Mining Droid



Type: Duwani Mechanical Products KM1 Mining Droid

DEXTERITY 2D

Blasters: mining laser 3D+1

KNOWLEDGE 1D

MECHANICAL 2D**PERCEPTION 1D+2****STRENGTH 5D+2**

Digging 7D, lifting 6D+1, stamina 6D

TECHNICAL 1D**Equipped With:**

- 4 legs (+2D to avoid being knocked prone)
- 2 tool mounts
- Vocabulator
- Infrared sensors (see in the dark up to 30 meters)
- 2 mining lasers (5D, range 2-4/10/18)
- Mining shield generator (+2D to resist damage)

Move: 10

Size: 1 meter

Cost: 21,880

Game Notes: The KM1 is built for easy adaptation to tasks. Reprogramming difficulties are reduced by -5.

Source: Scavenger's Guide to Droids (page 112)

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 for 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)

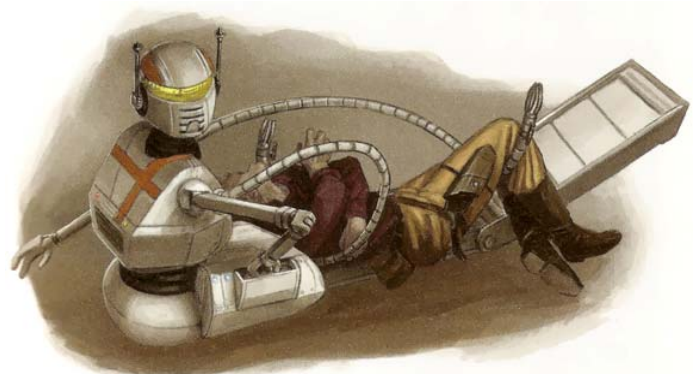
•Heavy treads

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), Scavenger's Guide to Droids (page 114)

MEV Medical Evacuation Droid

Type: Industrial Automaton MEV-series Medical Evacuation Droid

DEXTERITY 2D+2**KNOWLEDGE 2D+2**

Alien species: biology 4D

MECHANICAL 1D**PERCEPTION 2D**

Search 3D+2

STRENGTH 2D+2

Lifting 4D

TECHNICAL 3D

Computer programming repair 4D, first aid 6D, (A) medicine 2D, (A) medicine: cyborging 3D

Equipped With:

- Repulsorlift (capable of lifting the droid and one wounded individual of roughly human body type and weight, flight ceiling 1 meter)
- 4 manipulator arms
- Improved sensor package (+1D to *search*)
- Vocabulator
- Folding repulsorlift bed
- Durasteel plating (+2D physical, +1D+1 energy)

Move: 10 (hovering)

Size: 1.2 meters

Cost: 13,425 credits

Source: Scavenger's Guide to Droids (page 116)

MK Maintenance Droid

Type: Kalibac Industries MK-Series Maintenance Droid

DEXTERITY 2D**KNOWLEDGE 2D+1**

Languages 3D, planetary systems 3D+2

MECHANICAL 3D+1

Astrogation 3D+2, repulsorlift operation 4D, space transports 4D+1, starship gunnery 3D+2



PERCEPTION 2D+1

Search 3D+1

STRENGTH 1D+2

Lifting 3D, stamina 2D+2

TECHNICAL 3D+2

Computer programming/repair 4D+2, droid programming 4D, droid repair 5D+2, space transport repair 5D+1, starfighter repair 5D, starship weapon repair 4D+2

Equipped With:

- Tracked locomotion
- 2 versatile appendages (equivalent to a tool kit)
- Internal storage (20 kg)
- Scomp link
- Vocabulator

Special Abilities:

Lateral Thinker: The unique programming of an MK-Series droid allows it to come up with solutions to problems that other droid might never reach. When it spends a Character Point on a *Technical*-related roll, it gets a +2 bonus.

Move: 10

Size: 1.23 meters

Cost: 11,080

Source: Scavenger's Guide to Droids (page 118)

Model 88 Administration Droid

Type: Uhr-Vah-Vo TechWorks Model 88-Series Administration Droid

DEXTERITY 1D+1

KNOWLEDGE 3D+2

Business 7D+1, bureaucracy 7D+1, forgery 5D+2, streetwise 6D+2

MECHANICAL 1D+1

PERCEPTION 3D

Con 5D, investigation 5D+1, persuasion 5D, search 4D, sneak 4D+1

STRENGTH 1D

TECHNICAL 3D

Computer programming/repair 5D

Equipped With:

- Humanoid body (two arms, two legs, head)
- Internal storage space (5 kg)
- Vocabulator
- Internal comlink



Special Abilities:

Timely Observation: By making a Difficult *Perception* roll, the Model 88 can observe a physical or psychological weakness in an opponent. The droid gains a +1 bonus to opposed rolls or attacks against that opponent.

Move: 10

Size: 1.8 meters

Cost: 15,000 credits

Equipment: Datapad

Source: Scavenger's Guide to Droids (page 120)

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:

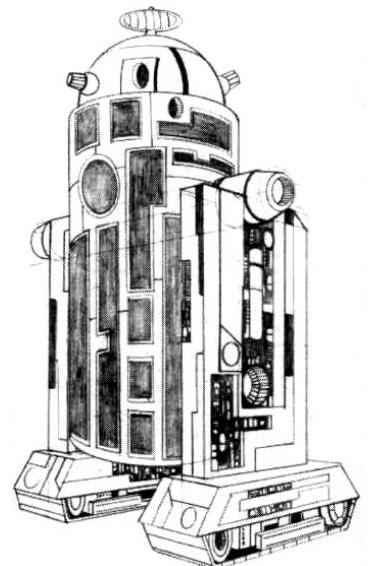
- Three wheeled legs (one retractable)
- Heavy grasper arm
- Three medium arms (retractable)
- Laser welder (6D damage, 0.3 meter range)
- Scomp link (+1D to all *computer programming/repair* rolls when linked to a computer system)

Move: 4

Size: 2.5 meters

Cost: 5,100 credits

Source: Cynabar's Fantastic Technology – Droids, Scavenger's Guide to Droids (page 122)



PLNK Power Droid



Type: Industrial Automaton PLNK-Series Power Droid

DEXTERITY 1D

KNOWLEDGE 2D

MECHANICAL 1D

Energize power cells 5D+2

PERCEPTION 1D

STRENGTH 2D

TECHNICAL 3D

Machinery repair 4D, repulsorlift repair 4D, systems diagnosis 5D

Equipped With:

- Four legs
- 2 tool appendages
- Infrared sensors (see in complete darkness up to 10 meters)
- System diagnosis package, including infrared receptor, sonar, X-ray and spectrometer equipment (+1D to *system diagnosis*)
- Cybot acoustic signaler (droid may not speak basic or other common languages)
- Armored housing (+2D to *Strength*)
- Liquid Tibanna tank and pump
- Liquid Tibanna-powered generator

Move: 6

Size: 1.37 meters

Cost: 6,990 credits

Source: Scavenger's Guide to Droids (page 124)

RO-D Droid

Type: Balmorran Arms RO-D-Series "Roadie" Droid

DEXTERITY 2D+2

Brawling parry 3D+1, melee combat: stun baton 3D+2

KNOWLEDGE 1D

Stage design 3D

MECHANICAL 2D

Sound equipment operation 3D

PERCEPTION 2D

Con 2D+2, search 4D+1, sneak 3D

STRENGTH 3D+1

Brawling 3D+2

TECHNICAL 1D

Sound system repair 4D, musical instrument repair 3D+2



Equipped With

- Amplified audio monitor
- Programmable holographic light rack
- Concealed stun baton (STR+1D stun)
- Walking locomotion
- 2 hand appendages
- 1 tool appendage
- Vocabulator
- Internal comlink
- Internal storage (10 kg)

Move: 10

Size: 1.4 meters

Cost: 14,800

Source: Scavenger's Guide to Droids (page 126)

R8 Astromech Droid

Type: Industrial Automaton R8-series Astromech Droid

DEXTERITY 1D

KNOWLEDGE 1D

MECHANICAL 2D

Astrogation 6D+1, communications 4D+2, sensors 5D+1, space transports 4D+2, starfighter piloting 5D

PERCEPTION 2D

Search 3D

STRENGTH 1D

TECHNICAL 2D

Computer programming/repair 4D, space transport repair 5D, starfighter repair 5D*

* Astromech droids, if acting in co-pilot capacity, may attempt starship repair while in flight.

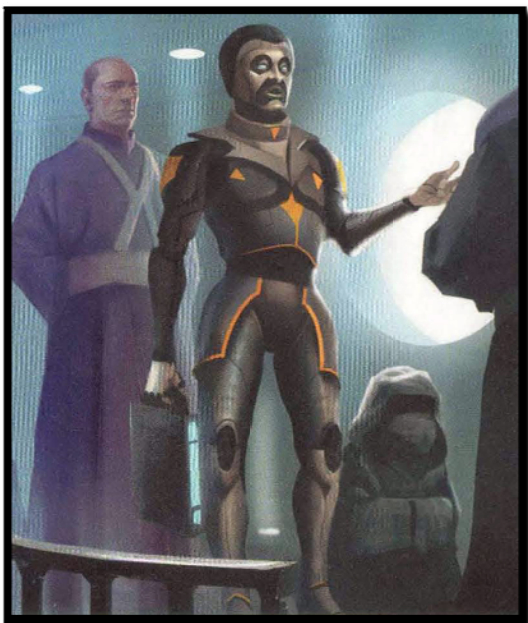
Equipped With:

- Three wheeled legs (center leg retractable, magnetic feet)
- Retractable heavy grasping arm (*lifting* at 2D)
- 4 tool appendages
- Diagnostics package (+1D to all diagnostic rolls)
- Improved sensor package with booster (+2D to *search* and *sensors*, provides ultraviolet and infrared scans)
- Internal full-frequency comlink system
- Scomp link
- Astrogation buffer (stores up to 6 jumps)

- Small circular saw (4D, 0.3 meter range)
 - Electroshock probe (2D ion damage)
 - Fire extinguisher
 - Holographic projector/recorder
 - Small electric arc welder (1D to 5D, as fitting situation, 0.3 meters range)
- Move:** 6
Size: 1 meter
Cost: 7,990 credits
Source: Scavenger's Guide to Droids (page 128)

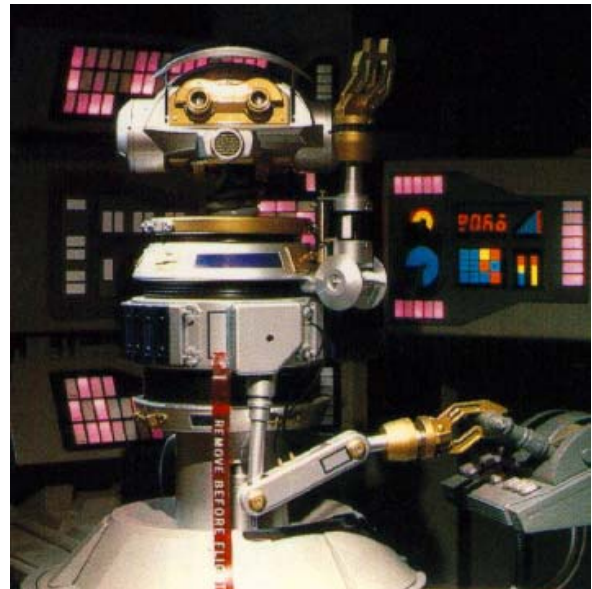


RWW Protocol Droid



Type: Teagan Tech Consortium RWW-Series Protocol Droid
DEXTERITY 1D
KNOWLEDGE 2D+1
 Alien species 6D, Cultures 6D, bureaucracy 4D+1, languages 6D, planetary systems 4D
MECHANICAL 1D
PERCEPTION 2D+2
 Con 5D, persuasion 6D+1
STRENGTH 1D
TECHNICAL 1D+2
Equipped With:
 •Humanoid body (two arms, two legs, head)
 •Vocabulator
Special Abilities:
Mimic: The RWW can reroll a *con* check made to imitate the speech patterns and gestures of a selected individual, but must take second result, even if it is worse.
Move: 10
Size: 1.7 meters
Cost: 5,505
Source: Scavenger's Guide to Droids (page 130)

RX Pilot Droid



Type: Industrial Automaton RX-Series Pilot Droid
DEXTERITY 1D+2
KNOWLEDGE 1D
 Planetary systems 4D
MECHANICAL 3D
 Astrogation 4D, capital ship piloting 4D+2, repulsorlift operation 4D, space transports 5D, starship gunnery 3D+2
PERCEPTION 1D
STRENGTH 1D
TECHNICAL 2D
 Computer programming/repair 3D+2, space transports repair 3D
Equipped With:
 •3 claw appendages
 •Repulsorlift engine
 •Vocabulator
Move: 10 (hover)
Size: 1.2 meter tall
Cost: 7,300 credits
Source: Scum and Villainy (page 96), Scavenger's Guide to Droids (page 132)

S19 Astromech Droid

Type: LesTech S19 Astromech Droid
DEXTERITY 1D
KNOWLEDGE 1D+2
MECHANICAL 1D+2
 Astrogation 4D+2
PERCEPTION 2D
 Search 3D
STRENGTH 1D+2
TECHNICAL 2D+1
 Computer programming/repair 4D+2, space transports repair 6D, starship weapon repair 5D
Equipped With:
 •Tracked locomotion (all movement difficulties are increased by one level, upon failure the droid topples over)
 •Claw appendage (+1D to *lifting*)
 •6 tool appendages
 •Astrogation buffer (stores 5 jumps)
 •Holographic recorder



- Internal comlink
- Tool kit

Move: 4

Size: 1.1 meters

Cost: 5,205

Game Notes: The S19 cannot fit into a standard astromech droid socket.

Source: Scavenger's Guide to Droids (page 134)

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:

- Heavy armor (+2D against physical damage, +1D against energy damage)
- Energy shield (+1D to resist energy attacks)

- Arm-mounted heavy repeating blasters (8D, 3-75/200/500)
- Arm-mounted plasma burst cannon (9D, 3-25/50/250)
- Locked access (The droid's shut-down switch is secured or internally located)
- 2 weapon mounts

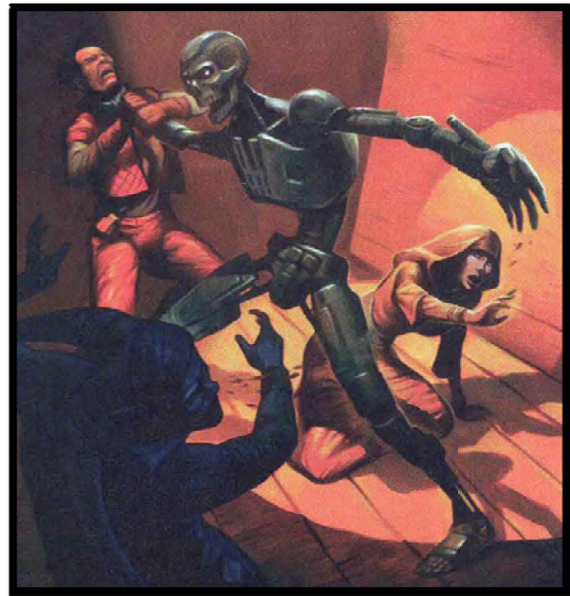
Move: 16

Cost: 80,000

Size: 3.8 meters tall

Source: Arms and Equipment Guide (page 57), Scavenger's Guide to Droids (page 136)

SD-X Stealth Battle Droid



Type: Tendrando Arms SD-X-Series Stealth Battle Droid

DEXTERITY 3D+1

Blaster 6D+1, brawling parry 6D+2, dodge 7D, melee combat 6D+2, melee parry 6D+2

KNOWLEDGE 2D

Intimidation 3D

MECHANICAL 2D

PERCEPTION 2D+2

Investigation 3D+2, search 5D, sneak 4D+2

STRENGTH 4D

Brawling 7D, climbing/jumping 6D

TECHNICAL 2D

Security 4D

Equipped With:

- Humanoid body (two legs, two arms, head)
- Finger-concealed vibrodaggers (STR+2D)
- Internal encrypted comlink
- Advanced sensor array (can detect ultraviolet, infrared, and motion sensing within 30 meters)
- Vocabulator
- Laminanium armor (+2D to resist damage, -1D to all *Dexterity*-related rolls)
- Stealth coating (+2D to *sneak* in dark environments. Can roll *sneak* against sensors to remain undetected)
- Threat scanner (with a Difficult *search* roll, the SD-X can detect living beings, explosives or other obvious threats within a 30-meter radius of itself)

Move: 10
Size: 1.8 meters
Cost: 25,705
Equipment: Blaster rifle (5D)
Source: Scavenger's Guide to Droids (page 138)

LEP Service Droid



Type: Coachelle Automata LEP-Series Service Droid

DEXTERITY 2D

KNOWLEDGE 2D

MECHANICAL 1D

PERCEPTION 2D+2

Persuasion: empathy 4D+2, search 3D+2

STRENGTH 1D

Lifting 2D

TECHNICAL 1D

Computer programming/repair 2D, first aid 3D

Equipped With:

- Humanoid body (two legs, two arms, head)
- 2 probe appendages
- Internal storage (30 kg)
- Vocabulator

Move: 8

Size: 1.26 meters

Cost: 6,260 credits

Source: Scavenger's Guide to Droids (page 140)

Shadow Droid

Craft: Imperial Department of Military Research Shadow Droid

Type: Cyborg starfighter

Scale: Starfighter

Length: 6 meters

Skill: Starfighter piloting: shadow droid

Crew: 0 (autonomous organic brain)

Crew Skill: All skills 5D

Passengers: None

Cargo Capacity: None

Consumables: 2 days

Cost: 123,000 credits

Maneuverability: 2D

Space: 9

Atmosphere: 400; 1,150 kmh

Hull: 3D+1

Shields: 2D



Sensors:

Passive: 10/0D

Scan: 25/1D

Search: 40/2D

Focus: 5/2D

Weapons:

Ion Cannon

Fire Arc: Front

Skill: Starship gunnery

Fire Control: 2D

Space Range: 1-3/7/36

Atmosphere Range: 100-300/700/3.6 km

Damage: 4D

Concussion Missile Launcher (8 missiles)

Fire Arc: Front

Skill: Starship gunnery

Fire Control: 1D

Space Range: 1/3/7

Atmosphere Range: 50-100/300/700

Damage: 8D

2 Laser Cannons (fire-linked)

Fire Arc: Front

Skill: Starship gunnery

Fire Control: 2D

Space Range: 1-3/12/25

Atmosphere Range: 100-300/1.2/2.5 km

Damage: 4D

Proton Torpedo Launcher (4 torpedoes)

Fire Arc: Front

Skill: Starship gunnery

Fire Control: 2D

Space Range: 1/3/7

Atmosphere Range: 50-100/300/700

Damage: 9D

Repeating Blaster Cannon

Fire Arc: Front

Skill: Starship gunnery

Fire Control: 1D

Space Range: 1-5/10/17

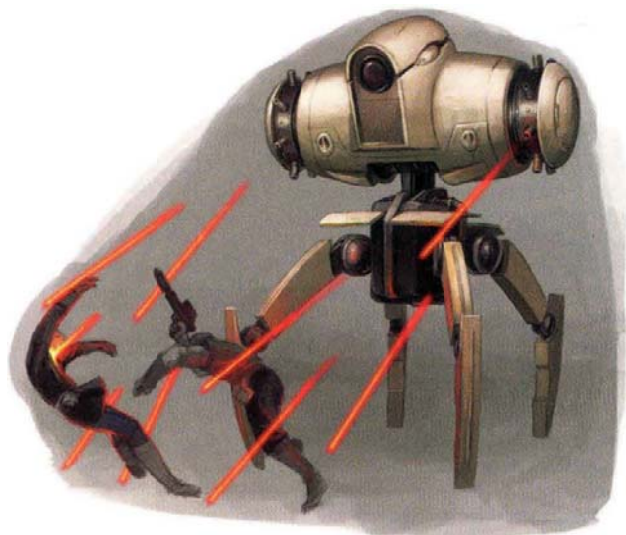
Atmosphere Range: 100-500/1/1.7 km

Damage: 5D+2

Heavy Sensor Baffling – Adds +2D to sensor operator's difficulty to detect the Shadow Droid.

Source: Scavenger's Guide to Droids (page 142), Wizards Website

T4 Turret Droid



Type: Colicoid Creations Nest T4 Turret Droid

DEXTERITY 4D

Blaster: blaster cannon 5D+2, dodge 4D+2, missile weapons 5D+1

KNOWLEDGE 1D

MECHANICAL 1D

PERCEPTION 2D

Search 3D

STRENGTH 3D

Brawling 3D+2

TECHNICAL 1D

Equipped With:

- 4 legs
- Remote receiver
- 3 tool appendages
- Infrared sensors (ignores low-lighting penalties)
- Plasteel shell (+1D to resist damage)
- Shield generator (+3D to resist energy damage)
- 2 blaster cannons (6D+2)
- Grenade launcher (range 5-25/100/250, 4 thermal detonators)

Move: 10

Size: 2.7 meters

Cost: 26,940 credits

Source: Scavenger's Guide to Droids (page 144)

TC-SC Infiltration Droid

Type: TC-SC Infiltration Droid

DEXTERITY 3D

Blaster 3D+1, dodge 4D

KNOWLEDGE 2D

MECHANICAL 1D

PERCEPTION 2D+2

Con 4D+2, con: disguise 5D, hide 3D+2, investigation 4D, search 3D+2, sneak 4D+1

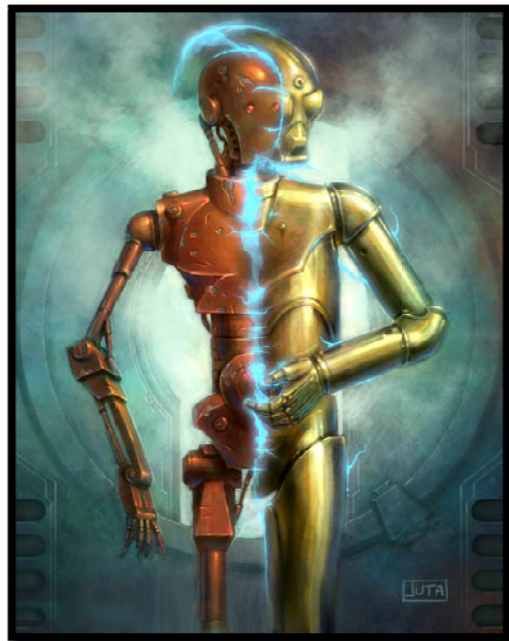
STRENGTH 2D

TECHNICAL 2D

Computer programming/repair 3D, security 3D

Equipped With:

- Humanoid body (two legs, two arms, head)
- Concealed blaster pistol (4D)
- Concealed knife (STR+1D)



• Holographic image disguiser (grants +5D to *con: disguise* rolls to mimic other droid models; impersonating organics grants only +2D)

• Vocabulator

Move: 10

Size: 1.7 meters

Cost: 20,380

Source: Scavenger's Guide to Droids (page 146)

TT-8L "Tattletale" Guard Droid

Type: Serv-O-Droid, Inc. TT-8L Gatekeeper 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: 5,970 credits

Source: Arms and Equipment Guide (page 59), Scavenger's Guide to Droids (page 148)



V2 Commando Droid

Type: Baktoid Combat Automata V2-Series Commando Droid

DEXTERITY 3D+1

Blaster 3D+2, dodge 3D+2, grenade 4D

KNOWLEDGE 2D+1

Tactics 3D+2

MECHANICAL 1D+2

PERCEPTION 2D+1



Search 4D+1, sneak 5D+1

STRENGTH 2D+1

Climbing/jumping 3D+1

TECHNICAL 2D

Demolitions 3D+2

Equipped With:

- Humanoid body (2 legs, 2 arms, head)
- Vocabulator

Move: 10

Size: 1.93 meters tall

Cost: 10,775 credits

Equipment: Blaster rifle (5D)

Source: Scavenger's Guide to Droids (page 150)

V6 Pilot Droid

Type: Industrial Automaton V6-Series 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:

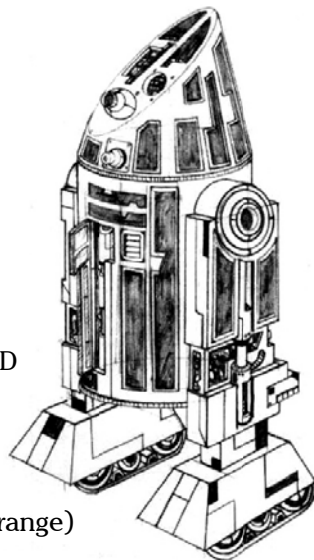
- Three wheeled legs (one retractable)
- One retractable arm
- One visual sensor (human range)
- Starship interface jack
- Video display screen
- Memory for five pre-programmed hyperspace jumps

Move: 5

Size: 1 meter tall

Cost: 17,800 (new), 12,000 (used)

Source: Cynabar's Fantastic Technology – Droids, Scavenger's Guide to Droids (page 152)



X-1 Viper "Automadon"



Type: Balmorran Arms X-1 Viper Droid

Scale: Walker

DEXTERITY 2D+2

Vehicle blasters 6D, missile weapons 5D+1

KNOWLEDGE 1D

MECHANICAL 2D

PERCEPTION 2D

Search 4D+2

STRENGTH 4D

Brawling 7D, climbing/jumping 8D

TECHNICAL 1D

Equipped With:

- Walking locomotion
- 2 claw appendages (STR+2D damage)
- 2 secondary arm twin blaster cannons (4D, 50-600/2/5 Km)
- Grenade launcher (5D/4D/3D/2D, blast radius 0-2/4/6/10, range 3-7/20/40, scale: character)
- Duranium plating (+2D+1 physical, +1D energy)
- Molecular shielding (+6D to resist energy damage. If an energy attack fails to do damage to the droid *and* rolls a 1 on the Wild Die when determining damage, the shield will redirect the energy back at the attacker. The returned fire carries the same damage as the initial attack, and requires a Moderate difficulty to dodge.

Move: 14

Size: 10 meters

Cost: 43,000 credits

Source: Scavenger's Guide to Droids (page 154)

XLT-014 Labor Droid

Type: Publictechnic XLT-014 Labor Droid

DEXTERITY 2D

KNOWLEDGE 1D

MECHANICAL 1D

PERCEPTION 2D

Search 4D

STRENGTH 3D+1

Lifting 6D, stamina 4D

TECHNICAL 1D

Computer programming/repair 2D+1

Equipped With:

- 2 repulsorlift-equipped legs
- Remote receiver
- 2 lifter appendages
- Vocabulator
- Video recorder
- Energy scanner (with a Difficult *search* roll the droid detects energy signatures or life forms within 10-meter radius)

Move: 10 (walking or hovering)



Size: 1.5 meters

Cost: 9,600 credits

Source: Scavenger's Guide to Droids (page 156)



YVH Battle Droid

Type: Tendrando Arms YVH-Series Yuuzhan Vong Hunter Droid

DEXTERITY 3D+1

Blaster 5D, brawling parry 5D+1, dodge 4D+2, melee combat 5D+2, melee parry 5D+1

KNOWLEDGE 2D

Alien species: Yuuzhan Vong 4D+1, cultures: Yuuzhan Vong 3D+1, intimidation: Yuuzhan Vong taunt 5D

MECHANICAL 2D

Sensors 4D

PERCEPTION 2D

Search 4D, search: tracking 5D, sneak 4D

STRENGTH 4D+1

Brawling 6D, climbing/jumping 6D

TECHNICAL 2D

Demolitions 3D+2

Equipped With:

- Humanoid body (two arms, two legs, head)
- Internal encrypted comlink
- Improved sensor package (+1D to *search*)
- YV sensor package (+5D *sensors* bonus against a Yuuzhan Vong's *sneak* or *con: disguise* to detect within a 20-meter radius)
- Infrared vision (ignores low-lighting penalties)
- Vocabulator
- Translator unit (+3D to *languages*)
- Laminanium armor (+3D to *Strength* rolls to resist damage, -1D to *Dexterity* and related skills)
- Repulsorlift booster (+3D to *jumping*)

Special Skills:

Yuuzhan Vong Taunt: With a successful *intimidation* roll the YVH forces the target Yuuzhan Vong to attack him immediately.

Move: 10

Size: 1.9 meters

Cost: 28,830 credits

Equipment: Blaster cannon (6D+1), vibroblade (STR+3D)

Source: Scavenger's Guide to Droids (page 158), The New Jedi Order Sourcebook (pages 141-142)