Droids D6 / Industrial Automaton A-10 Astron

A10 Astromech Droid
Type: Industrial Automaton A10 Astromech Droid
DEXTERITY 1D
KNOWLEDGE 1D
MECHANICAL 3D
Astrogation 5D, Starfighter Piloting 5D, Starship Gunnery 4D+2
PERCEPTION 2D
Search 4D
STRENGTH 1D
TECHNICAL 2D
Computer Programming/Repair 5D, Starfighter Repair 7D*
* Astromech droids, if acting in co-pilot capacity, may attempt starship repairs while in flight.
Equipped With:

- Three wheeled legs (one retractable)
- Retractable heavy grasper arm (lifting skill at 2D)
- Retractable fine work grasper arm
- Extendable 0.3 metre long video sensor (360o rotation)
- Small electric arc welder (1D to 5D damage, 0.3 metre range)
- Small circular saw (4D damage, 0.3 metre range)
- Starship interface jack
- Video display screen
- Holographic projector/recorder
- Fire extinguisher
- Acoustic signaller
- Small (20cm. by 8 cm.) internal "cargo" area

Move: 5
Size: 1 metre
Cost: 11,800 (new), 9,600 (used)
Capsule

For years R2 astromech droids have helped pilots navigate through strange systems and plan hyperspace jumps, performing almost as effectively as living co-pilots. This second-degree astromech droid the A10 was made in conjunction with Incom to work with the new Hellcat Starfighter for in-flight and post-flight starship operation. These droids are integral to the operation of the Hellcat, both during operation and in the activation of the hyperdrive motivator.

The A10 was the first totally new designed astromech droid sold by Industrial Automaton after the fall of the Empire. It was built to cash in on Incom's image after Industrial Automaton's recent failures, and priced to sell in the chaotic economy of the New Republic.

The droid's interface with the Hellcat computers during flight allow it to assist with repairs, allowing the pilot to keep his full attention on piloting. The A10 droid is capable of storing as many as a dozen pre-programmed hyperdrive jumps. The A10 stores the calculations and the unit can recalculate any last minute adjustments needed.

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