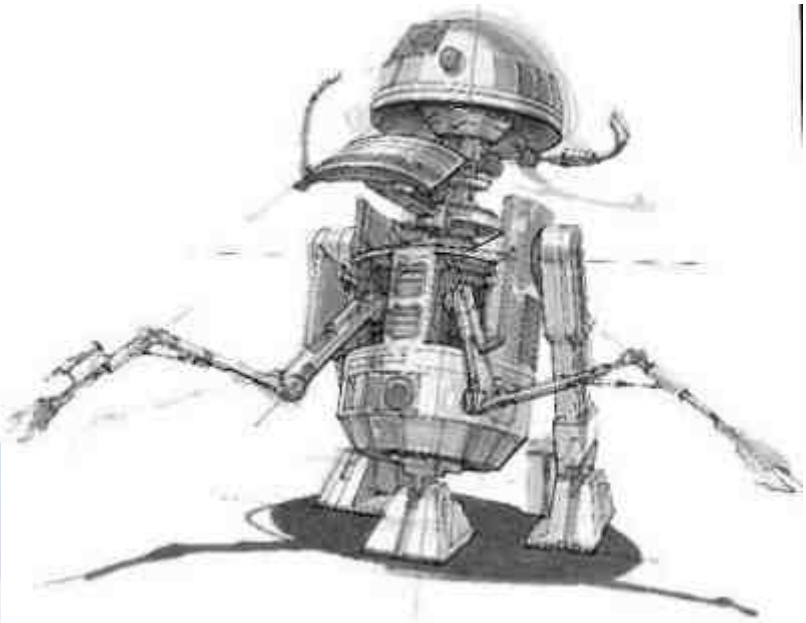
# Droids D6 / Imperial R2 Assassin Droid



Type: Imperial Intelligence R2 Assassin Droid
Dexterity: 3D
    Blaster 6D, Dodge 4D, Melee Combat 6D
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

Equipped with:
- Three wheeled legs (center leg retractable)
- Retractable heavy grasping arm (lifting at 2D)
- Retractable fine grasper arm
- Small electric arc welder (1D to 5D) 0.3 meter range
- Video display screen
- Fire Extinguisher
- Hidden Blaster Cannon 5D
- Large electric arc welder arms (7D) 1.5 meter range
- Self Destruct Mechanism

Move: 5
Size: 1 meter tall

Description: This assassin droid is disguised as an R2 astromech, and is capable of most functions of these droids. However when necessary it can open up revealing its arc welder and blaster cannon weapons. Designed by Imperial Intelligence, this droid was supposed to infiltrate Rebel (and later New Republic) bases and installations to eliminate key personel. They were moderately successful, but due to the amount of programming necessary so the droid could impersonate an astromech they were only average when actually in combat. Yowever using surprise and the fact no one really pays attention to astromech droids they could be extremely devastating when deployed.

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