

The R3 Unit

Type: Industrial Automaton R3 Astromech Droid, Military Issue

DEXTERITY 1D

KNOWLEDGE 1D

MECHANICAL 2D

Astrogation 4D, Capital Starship Piloting 4D, Space Transports 3D

PERCEPTION 1D

Search 4D

STRENGTH 1D

TECHNICAL 2D

Capital starship repair 6D, Capital Starship Weapon Repair 6D, Computer Programming/Repair 5D, Security 5D

Equipped With:

- Three wheeled legs (one retractable)
- Retractable heavy grasper arm (lifting skill at 2D)
- Retractable fine worker arm
- Small electric welder (1D to 5D damage, 0.3 metre range)
- Small circular saw (4D damage, 0.3 metre range)
- Video display screen
- Holographic projector/recorder
- Fire extinguisher
- Acoustic signaller

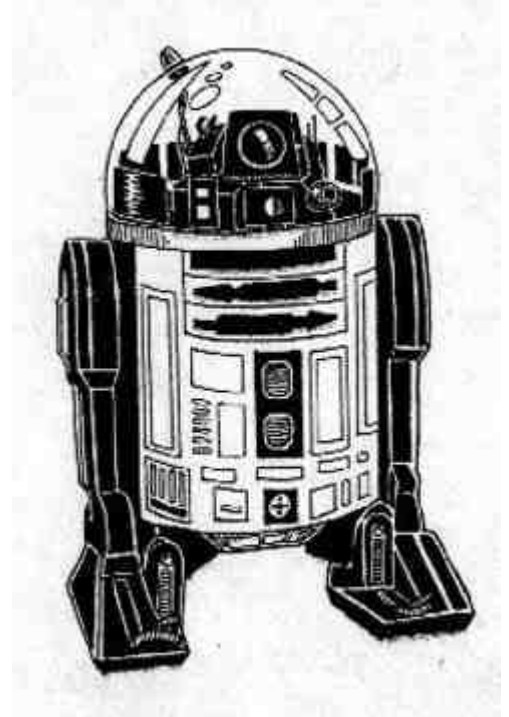
Move: 5

Size: 1 metre

Cost: 5,000

Capsule: The R3 served on many Old Republic capital warships, and has seen service on Imperial ships, privateer vessels, and Rebel starships that stock up on stolen Imperial goods. Purchase of the R3 was restricted to government military agencies. Since the rise of the New Republic, Industrial Automaton has begun selling to planetary governments and private fleets. To maintain friendly relations with the New Republic, Industrial Automaton's policy restricts it from knowingly selling to the Empire or known Imperial factions.

The R3 is capable of storing up to five hyperspace jump coordinates in RAM.



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