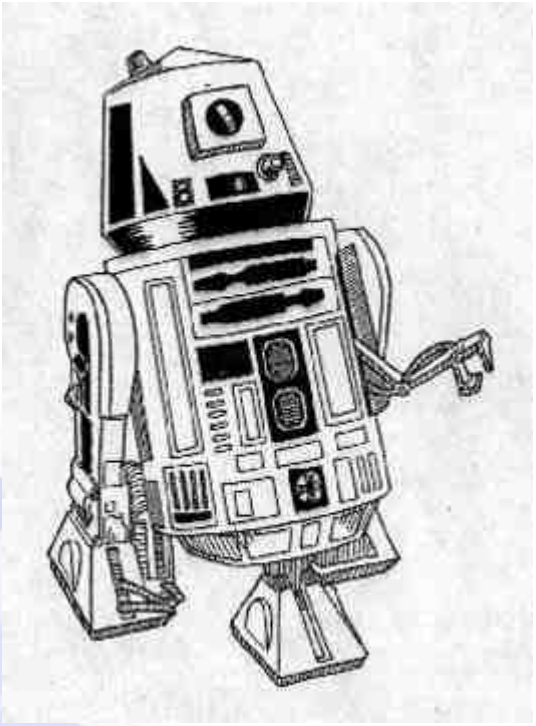
Droids D6 / R6 Astromech Droid

R6 - A Change In Politics



Type: Industrial Automaton R6 Astromech Droid
DEXTERITY 1D
KNOWLEDGE 1D
MECHANICAL 3D
Astrogation 5D, Space Transports 4D, Starfighter Piloting 4D
PERCEPTION 2D
Search 4D
STRENGTH 1D
TECHNICAL 2D
Computer Programming/Repair 5D, Space Transports Repair 6D, Starfighter Repair 5D*
* 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)
- Video display screen
- Holographic projector/recorder
- Fire extinguisher
- Acoustic signaller
- Small (20cm. by 8 cm.) internal "cargo" area

Move: 5
Size: 1 metre
Cost: 4,000

Capsule: The R6 was the first astromech droid sold by Industrial Automaton after the fall of the Empire. It was built to redeem Industrial Automaton's image after the failure of the R5, and priced to sell in the turbulent economy of the New Republic. Its most impressive feature was the 12-jump memory capacity in RAM. The droid sold very well, until the rise of Grand Admiral Thrawn and the return of the struggle between the Empire and the Republic.

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