

Droids D6 / Industrial Automaton LF-44

Type: Industrial Automaton LF-44 Heavy

Repair Mechanoid

Dexterity: 1D

Knowledge: 1D

Mechanical: 2D

Perception: 1D

Strength: 5D

Technical: 2D

Ground Vehicle Repair 5D, Hover
Vehicle Repair 4D, Repulsorlift Repair 5D+2,
Walker Repair 5D

Equipped with:

Humanoid Style Body (Two Arms, Two
Legs).

Heavy Lifter Arm (+2D to lifting).

Heavy Manipulator Arm.

Fine Repair Tool Manipulators.

Two optical sensors, single audio sensors, human range.

Move: 7

Size: 2.2 meters

Cost: 6,000 (new)



Description: The LF-44 is a repair droid designed to do heavy maintenance on vehicles, and was envisioned as working in speeder lots and garages, repairing and maintaining civilian vehicles. Although these droids work throughout the galaxy in this role, they are more famously used by the Rebellion and New Republic in a battlefield maintenance role. During prolonged battles with the Empire, the Rebellion's vehicles, which generally were weaker and older, would commonly take damage or have systems failures, this meant that the Rebels constantly had to fix or at least patch up their combat vehicles, meaning that the few qualified technicians they had would have to venture out onto the battle field to keep the Rebellion's forces fighting. When the Rebels accidentally ended up with a shipment of over a thousand LF-44's, they immediately pressed them into service, allowing these skilled droids to take the risk instead of the technicians. The LF-44's personalities which are dull to say the least, accepted these tasks without complaint, and many a rebel speeder pilot has been overjoyed to see one of these large uncomplaining droids plodding through enemy fire to get their vehicle airborne once more.

Page designed in Notepad, logo's done on Personal Paint on the Amiga.

Text completely by FreddyB.

Images stolen from various web pages I've now forgotten where (Copyright resides with the artist).

Any complaints, writs for copyright abuse, etc should be addressed to the Webmaster [FreddyB.](#)

