Droids D6 / Roller mine



Type: Roller mine
Place of manufacture: Koboh

Dexterity: 1D
Knowledge: 1D
Mechanical: 1D
Perception: 3D
Strength: 2D
Technical: 1D

Equipped with:
- Armoured Case (+2D vs Physical Damage, +1D vs Energy Damage)
- Visual Sensor (Human Range), Auditory Sensor (Human Range)
- Retractable Legs
- Explosive Detonator (7D/5D/3D)

Move: 4 (Walking), 16 (Rolling)

Description: The roller mine was a droid model created on the planet Koboh. When the droid spotted a person or creature, a beam of light would appear and lock on to the target. When close enough, the beam would turn red, indicating the person or creature is in imminent danger of being blown up.
By 9 BBY, the origins of the roller mine were shrouded in mystery. Many assumed the droid was made for blasting through rock and debris, and some claim it was created by one of the earliest priorite prospectors. At one point, the Gotarite prospector Soont Madas attempted to use roller mines to access a Jedi Chamber on Koboh. In doing so, he reprogrammed the mines such that they became hostile to any passersby, because of this, some were taken by surprise and killed.

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