# Droids D6 / Arakyd Droid Interceptor

Arakyd Droid Interceptor

Arakyd's droid interceptor was originally designed solely for use in the Republic's AFC combat vehicles. However, with their effectiveness when deployed on the battle field, Arakyd quickly decided to begin marketing them by themselves.

The droid itself is compact and streamlined for increased speed as well as maneuverability. Its main drive is not the repulsorlift generators but a pair of small and powerful ion engines designed specifically for it, boosting the droid up to six hundred kilometers per hour.

The droid is armed with a pair of fire-linked blaster cannons primarily intended for use against troops and light combat vehicles such as airspeeders and speeder bikes. Arakyd also incorporated a small deflector shield generator, a concept popular among the war droids used by the Trade Federation.

Model: Arakyd Mark I Automated Combat Interceptor
Type: Atmospheric automated attack fighter
Scale: Speeder
Length: 5.2 meters
Crew: None (fully automated droid brain)
Crew Skill: Repulsorlift operation 4D, vehicle blasters 4D
Cost: Not available for sale
Maneuverability: 2D
Atmosphere: 210; 600 kmh
Hull: 2D
Shields: 1D
Weapons:
2 Blaster Cannons (fire-linked)
- Fire Arc: Front
- Skill: Vehicle blasters
- Fire Control: 2D
- Range: 10-30/150/500
- Damage: 4D

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