

Droids D6 / Shifalan Swarm Droid

Name: Shifalan Swarm Droid

Type: Utility Droid

Owner: Shifala

DEXTERITY 1D

KNOWLEDGE 1D

MECHANICAL 1D

PERCEPTION 1D

STRENGTH 1D

TECHNICAL 1D

Equipped With:

Repulsorlift Engine

Optical and Audio Sensors (Human Range)

Shock Pulse (Damage: 2D, Range: 0)

Cutter: (1D Heat Damage), Used to breach hulls by working together.

Move: 18

Size: 0.1 metre

Game Notes: Shifalan Swarm Droids are fairly harmless by themselves, but when deployed in large swarms of a hundred droids or more, they co-ordinate (aid another), giving a +1 pip bonus for each droid working together, allowing them to deal with dangerous foes with ease.

Description:

Role & origin

Developed by the Shifala of the Carreras system, these micro-scale drones are a signature local technology deployed from Shifalan patrol ships during customs and security operations. In canon sources they're explicitly described as a swarm of droids capable of burning through a starship's hull—even that of a capital ship.

Notable operation (139 ABY)

During the Carreras incident, a Shifalan patrol ship interdicted AG-37's freighter with a tractor beam, hauled it into the hangar, then released dozens of tiny drones. The droids burned a breach in the hull, boarded, and herded the occupants—Ania (Aria) Solo, Sauk, AG-37, and Jao Assam—down the landing ramp, where Carreras security took them into custody and transferred them to the Carreras G51 communications array.

Capabilities (as shown on-page)

Breaching: thermally “burns” entry holes in starship hulls; fast enough to neutralize a vessel inside a



hangar before a counter-response arrives.

Boarding & crowd control: the swarm floods interior corridors, overwhelming targets by numbers and forcing movement toward exits for easy arrest.

Hangar-launched integration: used in concert with a patrol ship's tractor beam and boarding teams, forming a tidy interdiction pipeline (capture ? breach ? flush ? arrest).

Tactics & doctrine

Shifalan security employs the drones as a non-dialogue, compliance-through-pressure tool: immobilize a ship, deploy the swarm, and force surrender without a firefight that could endanger a pressurized hangar. Contemporary commentary on the issue's release also highlights the scene as a standout boarding tactic in the arc.

Inferred limitations (not shown directly)

While explicit counters aren't depicted, their reliance on close-range hangar deployment and thermal breaching implies potential vulnerabilities to rapid depressurization countermeasures, hull-shielding or ablatives, or area-effect EMP/ion defenses.

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