

Droids D6 / Balmorran Arms SD-10 battle droid

Name: Balmorran Arms SD-10 battle droid

Creator: Umak Leth

Manufacturer: Balmorran Arms

Place of manufacture: Balmorra

Product line: SD-series

Class: Battle droid

Degree: Fourth-degree droid

Scale: Speeder

Height: 3.8 meters

Skill: Ground Vehicles 6D, Vehicle Blasters 6D, Missile

Weapons 5D

Crew: N/A

Cargo Capacity: 0kg

Move: 10, 30 kmh

Body Strength: 5D

Weapons:

Miniature concussion missile launcher/targeter (1)

Fire Arc: Front

Scale: Walker

Skill: Missile Weapons

Fire Control: 3D

Range: 30-300/500/700m

Damage: 7D (or Targeting Locator which adds 3D to all fire control against this target)

Heavy repeating blaster (1)

Fire Arc: Front

Scale: Character

Skill: Vehicle Blasters

Fire Control: 1D

Range: 50-300/500/1km

Damage: 7D

Explosive plasma-burst cannon (1)

Fire Arc: Front

Scale: Speeder

Skill: Vehicle Blasters

Fire Control: 1D

Range: 100-600/1/2km

Blast Radius: 3/2/1m

Damage: 5D/4D/3D

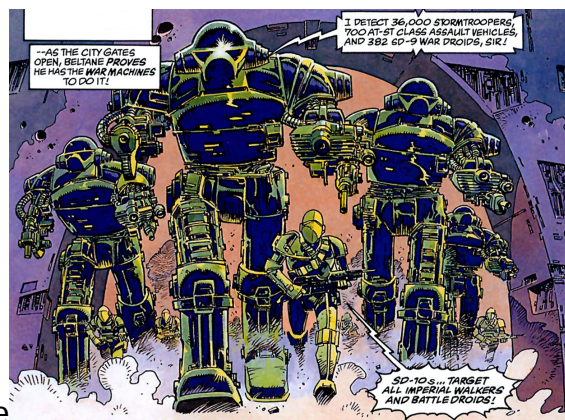
Equipment:

Advanced servomotors (+1D to Dodge)

Targeting sensors (+1D to Fire Control)

Self-healing armor (3D Walker Repair)

Ionization shield generator (1D Shield, 3D Ion Damage if Touched)



Description: The SD-10 battle droid was part of the SD-series of Balmorran Arms battle droids. Like preceding models in the series, the SD-10 was a humanoid fighting droid significantly larger than a human. The model was designed by Umak Leth.

Stronger and more intelligent than its predecessors, particularly the SD-9-series battle droid, the SD-10 was equipped with laser-reflective armor, advanced servomotors, powerful targeting sensors, self-healing metal, and a point-of-impact shield generator. The SD-10's forearms supported a miniature concussion missile launcher/targeter, an extended-fire repeating blaster, and a plasma-burst cannon. The SD-10 also featured an advanced combat sensor package.

History

Created in 10 ABY during the reborn Emperor Palpatine's campaign, the SD-10 was manufactured in the vast droid foundries of Balmorra. Resentful of the Imperial presence, Governor Hinch Beltane had his engineers, technicians, and designers fit the SD-10s with fast-reaction servos, point-of-impact shield generators, and experimental self-healing metals. Their databanks also contained the tactics programmed into the SD-9s along with foolproof methods of defeating those tactics.

Following the Emperor's second death at the Battle of Pinnacle Base, the Balmorrans rebelled. In response, the Emperor's Military Executor, Sedriss QL, moved to crush the revolt. Unwilling to resort to planetary bombardment, Sedriss landed ground forces, thus resulting in the Battle of Balmorra. During the battle, the SD-10s were deployed straight from the assembly-lines and bested the SD-9s used by the Imperials. However, they were no match for the new Imperial Shadow Droids. The Balmorrans then deployed their new X-1 Vipers, whose battle performance impressed the Executor enough for a truce to be called between the two warring factions.

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