

Name: Mantoid

Date destroyed: 22 BBY, Rattatak

Sensor color: Red and purple

Dexterity: 4D

Brawling Parry 5D, Blaster 6D, Dodge 5D, Grenade 5D,  
Vehicle Blasters 5D, Melee Weapons 5D, Melee Parry 5D

Knowledge: 1D

Perception: 4D

Strength: 3D

Brawling 5D

Mechanical: 2D

Repulsorlift Operation 4D

Technical: 2D

Droid Programming/Repair 3D



Equipped with:

Humanoid Body (two arms, two legs, head)

360 Degree visual sensors (+1D to Search) and two auditory sensors - human range

Basic Droid Speak Vocabulator speech / sound system

Bacta Sprayer (+2D to First Aid)

Integral Thermal Detonator Self Destruct System (8D damage)

Armour Plating (+1D vs damage)

Spikes (Str+2 Damage)

Vibroblades (Str+2D Damage)

Blasters (5D Damage)

Spiked Mace (Str+1D Damage)

Move: 10

Description: Mantoid was a droid gladiator in the Cauldron on Rattatak. It had a black body with eight arms each tipped with a different melee weapon including blades, a spiked mace, and blasters. A flat, round head contained optical scanners mounted along its perimeter providing a 360-degree view insuring no opponents could easily sneak up on it. Despite this it was destroyed by Grunda Dolma in close combat in the Cauldron.

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