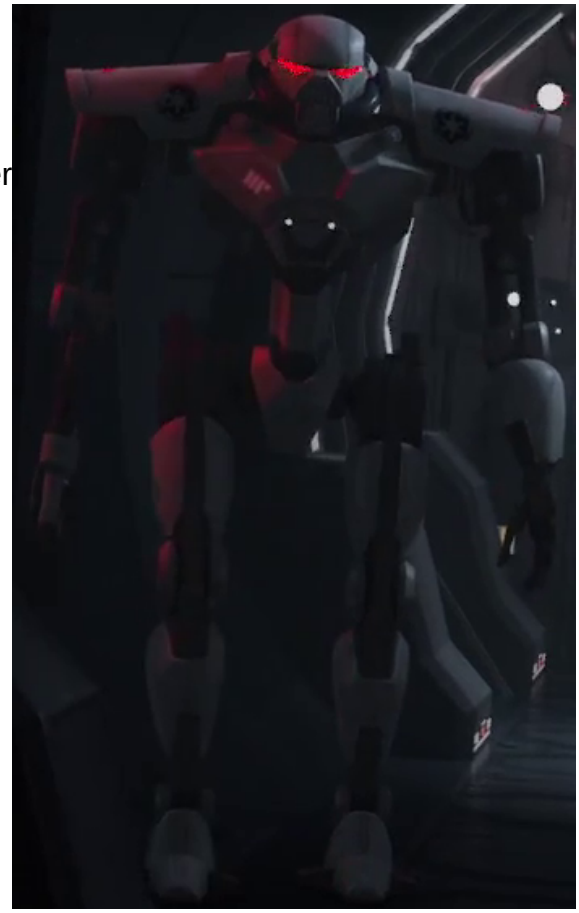
Droids D6 / Imperial sentry droid



Name: Imperial sentry droid

Dexterity: 2D
Blaster 5D, Dodge 4D, Brawling Parry: 5D, Blaster Artillery 4D

Knowledge: 1D
Intimidation: 3D, Tactics: 2D

Mechanical: 1D
Security 4D

Perception: 2D
Search 5D

Strength: 3D
Brawling: 5D, Lifting 4D

Technical: 1D

Equipped with:
Humanoid Body (two arms, two legs, head)
Standard auditory sensors – human range
Armored Chassis (+1D to resist damage)
Built-in comm package
Built-in blaster (5D damage)

Move: 9
Size: 2 meters

Description: Imperial sentry droids were a model of sentry droid utilized by the Galactic Empire. Imperial sentry droids were used as guards and even combat training units. Many of the droids were stationed aboard Imperial vessels such as Class four container transports and Imperial Star Destroyers. The Spectres rebel cell, Hondo Ohnaka, and Azmorigan encountered four of the droids while looting an Imperial container transport. Later, Grand Admiral Thrawn used two of these droids as combat training units during his hand-to-hand exercises.

Description

Imperial sentry droids were sentry droids that could also be used for combat training. Should one of the activated sentry droids fall under attack, the remaining deactivated droids would power on. The droids were somewhat humanoid and resembling the chassis of a Separatist B2 super battle droid. Sentry droids were equipped with a single modified E-11 blaster rifle on the right arm and a hand on the left arm. They could also stun hostile targets. The droid was armored and could take several

shots from small arms fire.

History

In 2 BBY, four Imperial sentry droids were stationed aboard an Imperial class four container transport that was trapped in the stormy atmosphere of the planet Wynkahthu. When the Spectres and the pirates Hondo Ohnaka and Azmorigan boarded the ship, they accidentally reactivated one of the sentry droids. This sentry droid knocked out Azmorigan and the rebel Garazeb Orrelios and threw them into the ship's brig. Later, Azmorigan managed to shoot the droid and destroy it. However, this activated the other sentry droids who attacked the rebels and pirates. The droids were destroyed when the container transport descended into a vortex.

Later, Grand Admiral Thrawn kept two sentry droids aboard his flagship Chimaera to practice hand-to-hand combat. He used the override code "Override Rukh" to deactivate them when they were not needed. The "Fulcrum" operative Imperial Security Bureau Agent Kallus later reprogrammed these droids to attack Thrawn in order to provide a distraction for he and his rebel comrades to escape.

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