

Characters D6 / Mantoid (Droid Gladiator)

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.

Stats by FreddyB, Descriptive Text from WookieePedia.

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