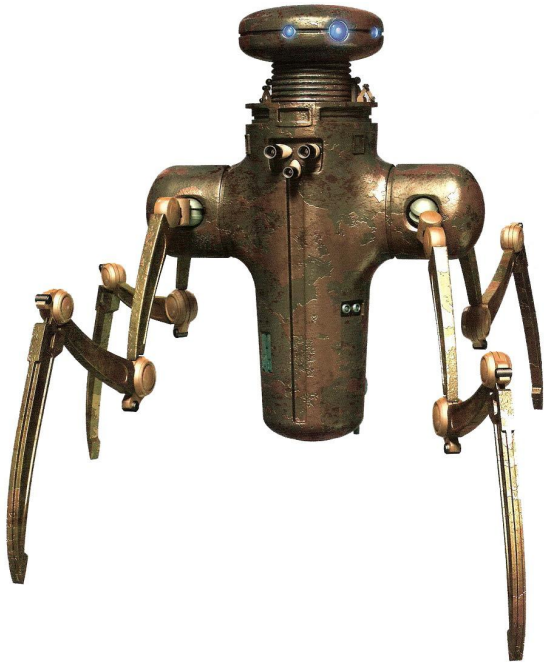
Droids D6 / Arakyd Industries Chameleon Dro



Type: Arakyd Industries Chameleon Droid
Class: Mining droid / Probe droid
Sensor color: Blue
Plating color: Red

Dexterity: 2D
Blaster: 5D, Dodge 5D
Knowledge: 1D
Mechanical: 1D
Perception: 3D
Search 5D, Search; Geological Analysis 7D, Sneak 6D
Strength: 3D
Climbing 5D
Technical: 1D

Equipped with:
Four Articulated Pincer Legs for traveling (can be used for Walking/ Climbing and carrying cargo, or Str+1D when used in combat)
Repulsorlift Drive (to further support the weight of its cylindrical body.)
3 x Telescopic and Microscopic Optical Sensors
Extended Range Audio Sensors
Laser cannons x 3 (5D damage)
Simple Vocabulator (Droidspeak only)
Holographic Cloaking System Array (+2D to sneak, The array worked by scanning the background and the angle of the viewer's sight, then projecting a hologram of the background behind the droid, camouflaging it. While not a true cloaking device, it was nonetheless effective at fooling stationary visual sensor scans.)
Mining Charge Deployer (24 x Fragmentation Mines, Blast Radius: 0-4/8/12 m, Damage: 7D+2/6D+2/5D+2)

Move: 14
Size: 2 meters

Description: The Arakyd Industries chameleon droid was a mine-laying sabotage probe droid used by the Confederacy of Independent Systems during the Clone Wars. Originally mining exploration droids known as Spelunker probe droids, they were outfitted with laser cannons, military grade mines, and a holographic array for military service. The array worked by scanning the background and the angle of the viewer's sight, then projecting a hologram of the background behind the droid, camouflaging it.

Chameleon droids were used throughout the Clone Wars. First deployed at the Ambush on Ilum, the droids mined and heavily damaged the Crystal Caves, albeit taking many casualties. The droids also saw use during the Confederacy's subjugation of Ryloth, as well as in the Battle of

Felucia during the Outer Rim Sieges. Eventually, all chameleon droids were deactivated after the execution of the Separatist Council at the close of the Clone Wars.

Description
The class four chameleon droid was two meters tall and had four articulated pincer legs for traveling, as well as a repulsorlift to further support the weight of its cylindrical body. The legs could generate traction fields, allowing it to walk vertically and even upside down. The droids, which were able to survive in a wide range of climates, were dispatched to planets via hyperspace pods.

Shortly before the outbreak of the Clone Wars, they were redesigned to serve in the Separatist Droid Army. The chest sensors of the droid were removed and replaced with three laser cannons. The storage bay that contained its blasting charges for mining duty was left unchanged, but the less potent explosives were replaced with twenty-four military grade fragmentation mines. It was also fitted with a holographic array that could be used to camouflage the droid. The array worked by scanning its surroundings and computing the location of viewers. After finishing these two tasks, it displayed a holographic screen of the backdrop behind it. However, if the viewer's angle was changed even slightly, the droid would be seen before it could correct itself. While not a true cloaking device, it was nonetheless effective at fooling stationary visual sensor scans.

Manufacture and conversion
The chameleon droid was originally the Spelunker probe droid, a mining droid designed and built by Arakyd Industries, a major manufacturer of droids, heavy weapons, and starships. Shu Mai, the Presidente of the Commerce Guild, a powerful galactic trade organization, bought thousands of them for exploration. However, towards the end of the Separatist Crisis, the Commerce Guild joined the newly formed Confederacy of Independent Systems under the leadership of Count Dooku. Shu Mai brought the Spelunker design along with several others to be converted for military service, as she thought that the droids would become valuable mine layers. The Spelunker was overhauled and renamed the chameleon droid by several designers employed by the Techno Union, another guild within the Confederacy. These conversions were in violation of the original production contract between Arakyd Industries and the Commerce Guild, which stated that the droids were not to be used for military purposes.

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