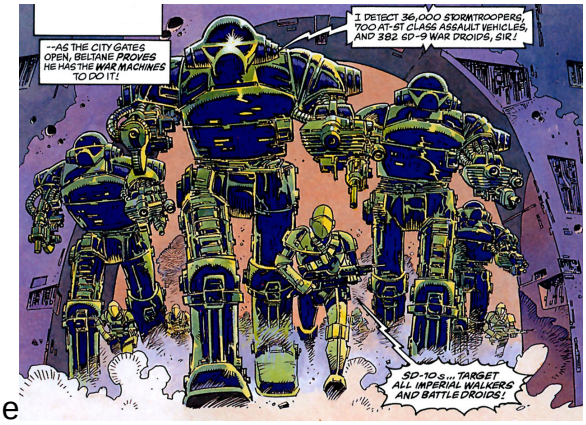
Droids D6 / Balmorran Arms SD-10 battle dro



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 that 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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