Droids D6 / Command Override Limpet Droid



Name: Command Override Limpet Droid (C.O.L.D.)
Manufacturer: One Sith
Affiliation: One Sith, Darth Krayt's Galactic Empire

DEXTERITY 2D
Dodge 6D, Vehicle Blasters 5D
KNOWLEDGE 2D
MECHANICAL 3D
Astrogation 4D, Communications 4D, Sensors 4D, Capital Ship Piloting 4D, Capital Ship Weapons 4D, Repulsorlift Operation 4D, Space Transports, 4D, Starship Gunnery 4D, Starfighter Piloting 4D
PERCEPTION 2D
Search 3D
STRENGTH 2D
TECHNICAL 2D
Computer Programming/Repair 6D, Capital Ship Repair 3D, Droid Programming/Repair: 4D+1, Security 5D+2, Space Transports Repair 4D

Equipped With:
Self-destruct mechanism (4D damage)
Armor plating (+1D to resist damage)
Several retractable manipulator arms (+1D to repair skills)
Several computer interface probes (+1D to Computer/Droid Programming)

Move: 20 (Atmosphere), 2 (Space)

Description: The Command Override Limpet Droid (C.O.L.D.) was an espionage droid developed by the One Sith around 137 ABY.

Characteristics
These small limpet-like droids could magnetically attach to the hull of a starship or airspeeder, and allowed its owner to override the onboard controls. The droid was fitted with a small propulsion device enabling space travel. Commonly, multiple C.O.L.D units were deployed against ships the size of or larger than a shuttle.

Usage
During the summit between Captain Mingo Bovark of the Imperial forces loyal to Roan Fel and Admiral Gar Stazi of the Galactic Alliance Core Fleet on the Wheel in 137 ABY, six C.O.L.D. droids were deployed by Jor Torlin against Bovark's Nune-class Imperial shuttle. The droids took command of the onboard computer, allowing Torlin to remotely control the ship's turbolaser and use it to attack Admiral Stazi's ship.

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