Characters D6 / Imperial Remnant Incine

Name: Imperial Remnant Incinerator Stormtrooper
Organization type: Specialized stormtrooper

Dexterity: 2D
- Blaster: 3D+2
- Blaster: Incinerator (5D+2)
- Dodge: 4D
- Brawling Parry: 4D
- Vehicle Blasters: 4D

Knowledge: 2D
- Survival: 3D
- Planetary Systems: 3D

Perception: 2D
- Command: 3D
- Search: 4D

Strength: 2D
- Brawling: 3D
- Stamina: 3D

Mechanical: 2D

Technical: 2D
- Blaster Repair: 3D
- Armour Repair: 3D

Move: 10

Equipment: DIncinerator flamethrower (5D+2 first round, 3D each round for the next five, unless extinguished), Blaster pistol (4D damage), Stormtrooper armor (+2D vs Physical, +1D vs Energy, -1D Dexterity).

Description: The Incinerator Stormtrooper was a class of stormtrooper that was active after the fall of the Galactic Empire. This stormtrooper was equipped with standard issue stormtrooper armor with red markings, a pauldron, and a flamethrower with a backpack. The Incinerator Stormtrooper was used by Moff Gideon's Imperial remnant and one was deployed during a skirmish on Nevarro, when Gideon ordered that they burn Din Djarin, Greef Karga, Carasynthia Dune, IG-11 and "the Child" out of the cantina.

In the initial onslaught, the Incinerator Stormtrooper managed to burn through the door of the cantina as well as the nearby surroundings. The stormtrooper then stepped inside where they activated their flamethrower once more, directly at the group led by Djarin, but the Child used the Force to stop the flames and direct them back at the stormtrooper. In the ensuing inferno, the stormtrooper exploded and

landed outside of the cantina.

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