

Name: Heavy Infantry Mandalorian
 Organization type: Mandalorian warrior
 Move: 10

DEXTERITY: 3D

Blaster: 5D+1
 Brawling Parry: 5D
 Dodge: 4D+2
 Melee Combat: 5D
 Melee Parry: 4D

PERCEPTION: 2D

Search: 4D+1
 Sneak: 3D

KNOWLEDGE: 2D

Intimidation: 4D+2
 Survival: 4D+2
 Willpower: 4D

STRENGTH: 3D+1

Brawling: 5D+1
 Climbing/Jumping: 3D+2

MECHANICAL: 2D

Jet Pack Operation: 4D

TECHNICAL: 2D

Armour Repair: 4D
 Jet Pack Repair: 3D+2

Force Sensitive: No

Force Points: 1

Dark Side Points: 0

Character Points: 2

Equipment: Heavy Blaster Cannon (5D+2)

Mandalorian Heavy Battle Armor

Type: Personal Battle Armor

Game Effects:

Basic Suit:

+3D Physical
 +2D Energy
 +1D Strength (used for physical activity, not for resisting damage.)



-1D DEX penalty

Flame Projector:

Skill: Armour Weapons

Ammo: 20

Range: 1m diameter 1-5m long

Damage: 5D

Jetpack:

Altitude Range: Ground level-2km

Maneuverability: 1D

Move: 80; 240kmh

IR/motion Sensor:

+1D PERC in darkness and/or against moving targets, ahead and to both sides.

Sensor Pod:

+2D Search, 25-100m

Macrobinoculars:

+3D Search, 100-500m

Broadband Antenna:

Can intercept and decode most communications frequencies. Can patch into shipboard and vehicular communications systems.

Environmental Filter:

Filters out most harmful particles from the air or seal with two hours of air.

Description: Heavy Infantry Mandalorians were Mandalorian warriors equipped with heavy beskar armor known as Heavy Infantry Mandalorian Armor and blaster cannons. Paz Vizsla was a Heavy Infantry Mandalorian who served with the Tribe around 9 ABY.

Stats by FreddyB, Descriptive Text from WookieePedia.

Image copyright LucasArts.

Any complaints, writs for copyright abuse, etc should be addressed to the Webmaster [FreddyB](#).