



# Droids D6 / Darktrooper Phase 02

## Darktrooper Phase 02

Model: Imperial Research & Development Phase 02 Darktrooper

DEXTERITY: 4D+2

Blaster 7D

Brawling parry 5D

Dodge 7D+2

Flight 5D+2

Melee parry: 6D+2

Missile weapons 7D

KNOWLEDGE: 2D+1

MECHANICAL: 2D

PERCEPTION: 5D

Investigation 5D+2

Search 7D

STRENGTH: 6D

Climbing/jumping 7D+1

Lifting 6D+1

Stamina 6D+2

TECHNICAL: 2D

Armor repair 3D+2

Blaster repair 3D+1

Droid repair: Darktrooper 5D

Equipped With:

- Armored chassis (+2D to resist damage)
- Multi-Frequency Targeting and Acquisition System (MFTAS);  
+2D to Perception checks in low-visibility situations, +2D to ranged  
weapon skill uses against targets that move more than 10 meters per round
- Heavy blaster cannon (3-75/200/500, 8D damage)
- Missile launcher (100-500/1.5/5 km, ammo: 5, 9D damage)
- Rocket Pack (uses Flight skill; can move up to 70 meters vertically or  
160 meters horizontally in a single charge. The unit has 25 charges)

Move: 12

Size: 2.1 meters tall

Cost: Not available for sale

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Page designed in Notepad, Logo`s done in Personal Paint on the Commodore Amiga

All text and stats by Ryan Matheny, HTML and logos done by FreddyB

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