

Swamp Trooper

Swamp Troopers are another of the specialised types of Storm Trooper that the Empire trained up for specific terrain types like the Sand Troopers and Aquatic Troopers. Swamp Troopers are trained, armed and equipped for swamps, and tend to use non-energy weapons to avoid combusting any swamp gas that may exist. Likewise they are also supplied with an oxygen supply to avoid poisoning or choking from the stench and gasses that may exist in their allocated terrain type.

SwampTroopers are not a widely seen variant of the standard StormTrooper, but only since StormTroopers themselves are so widely used by the Empire. SwampTroopers are usually allocated to vital Imperial resources such as research complexes and command facilities.



Dex: 2D

Blaster: 5D

Dodge: 5D

Missile Weapons: 5D

Know: 2D

Mech: 2D

Beast Riding 5D

Repulsorlift Operation 5D

Perc: 2D

Search 5D

Sneak 5D

Str: 2D

Brawling: 5D

Tech: 2D

Move: 10

Size: 1.5-2.0 meters tall

Force Sensitive: No

Equipment:

SwampTrooper Armour (+2D Physical, +1D Energy, -1D Dexterity, oxygen supply)

Blaster Pistol 4D damage
Flechette Launcher 7D damage

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