

Type: T-Stormtrooper

Dexterity: 2D+2

Blaster: 4D+2

Dodge: 4D+2

Brawling Parry: 4D+2

Vehicle Blasters: 4D+2

Knowledge: 2D

Survival: 3D

Perception: 2D+2

Search: 4D+1

Strength: 2D+2

Brawling: 3D+2

Mechanical: 2

Technical: 2D

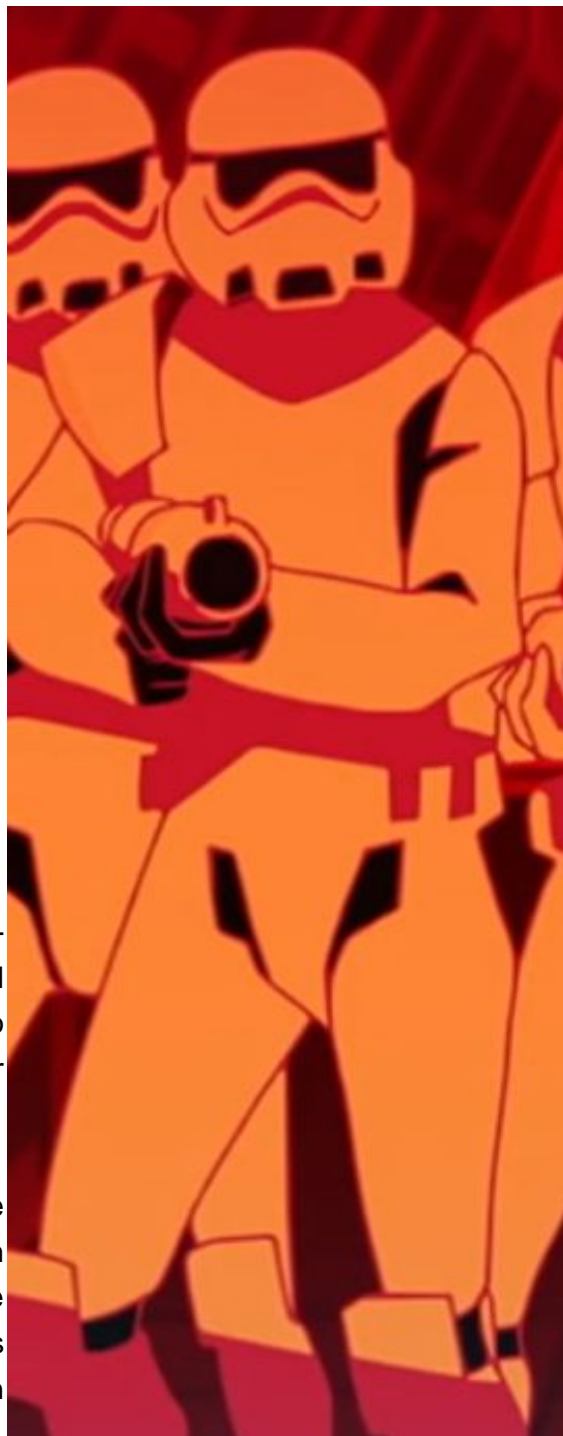
Blaster Repair: 3D+2

Armour Repair: 3D+2

Move: 10

Equipment: Blaster rifle (5D), Blaster pistol (4D), T-Stormtrooper armor (Basic Suit: +2D to Strength vs Physical Damage, 1D to Strength vs Energy Damage, -0D+2 penalty to Dexterity and related skills, same as First Order Stormtrooper Armour)

Description: T-Stormtroopers were soldiers who served the Imperial remnant commanded by twin dark side adepts Am and Karre, who were created through the dark side of the Force to bring Imperial rule back to the galaxy. The troopers resembled the stormtroopers fielded by the First Order, an Imperial state which fell in the aftermath of the Battle of Exegol.



Sometime after that battle, the T-Stormtroopers, along with the rest of their remnant, attempted to take control of the galaxy through a Gemini-class Star Destroyer, but Karre betrayed the remnant and disabled the craft.

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