

Name : Fourth-generation design Dark Trooper Armor

Model: Dark Trooper

Type: Full body Mandalorian-style armor

Cost: Unavailable for Sale

Game effects:

Beskar Armored Suit:

+4D vs Physical Damage (All)

+3D vs Energy Damage (All)

-1D dex penalty to Dexterity and related skills

+2D Strength for Melee Combat

Optical Enhancements:

Movement and Heat Sensors (+1D to Search)

Thermographic Vision (Negates Penalties for Darkness)

Sealed Suit:

Allows 2 Hours operation in vacuum and poisonous atmospheres

Jet Pack:

Move: 90/260

Fuel: 60 Minutes

Skill: Jet Pack Operation

Wrist Laser

Skill: Armour Weapons

Ammo: Powered from armour power supply

Range: 3-5/15/25m

Damage: 4D

Knee Rockets:

Skill: Armour Weapons

Ammo: 4

Range: 6-10/30/50m

Damage: 5D

Wrist Whipcord Thrower:

Skill: Armour Weapons

Ammo: 5

Range: 1-3/8/15m

Damage: (4D strength grapple)

Flame Projector:

Skill: Armour Weapons

Ammo: 5



Range: 1m Diameter, 1-5m long

Damage: 5D

Description: The fourth-generation design of the Dark Trooper was a battle armor developed in the Mandalore Imperial base as an upgrade over the third-generation Dark Trooper to be worn by Moff Gideon.

Forged from beskar alloy collected from Mandalore, the fourth-generation design borrowed heavily from Mandalorian armor philosophy, and incorporated a visored helmet, vambraces with integrated weaponry, and a jetpack. Additionally, the armor enhanced Gideon's strength, allowing him to deliver powerful blows and to crush the Darksaber in one hand.

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