Characters D6 / Imperial Swamp Trooper

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

Page designed in Notepad, logo`s done on Personal Paint on the Amiga.
Text completely by FreddyB. Image is by LucasArts, copyright resides with them.
Any complaints, writs for copyright abuse, etc should be addressed to the Webmaster FreddyB.