Characters D6 / Clone flame trooper



Name: Clone flame trooper

Dex: 3D
Blaster: 6D
Dodge: 6D
FlameThrower: 5D
Know: 3D

Mech: 3D

Perc: 3D

Str: 3D
Brawling: 6D
Stamina: 4D
Tech: 3D
Demolitions: 4D

Move: 10 (9)
Size: 1.5-2.0 meters tall
Force Sensitive: No

Equipment:
Clone FlameTrooper Armour (+2D Physical, +1D Energy, +3D Fire, -2D Dexterity, -1 Move, +2D to resist effects of heat)
BT X-42 heavy Republic flamethrower (5D+2 first round, 3D each round for the next five, unless extinguished)

Description: The clone flame troopers, also known simply as the flame troopers, were a special branch of clone troopers that specialized in the use of BT X-42 heavy Republic flamethrowers as well as other incendiary weapons. Flame troopers wore specialized armor designed to counter heat that they were often in. They were present during the Second Battle of Geonosis. Their successors were the Imperial incinerator stormtroopers.

During the Second Battle of Geonosis, Jedi General Ki-Adi-Mundi and special ops clone trooper Commander CC-1993 led a group of special ops troopers and flame troopers in a squadron of gunships to reach the landing zone. The squadron of clones along with Mundi had been shot down by the Geonosian resistance, which caused the clones to crash, resulting in heavy casualties. The clones were later fighting off the Geonosians in one of the caves in which the Geonosians were hidden. As the clones almost broke through the Geonosian crossfire, Mundi summoned the flame troopers to burn the rest of the Geonosians so Republic forces could move in to assist Jedi Master Obi-Wan Kenobi at the landing zone.

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