Characters D6 / Umbaran Militia



Type: Umbaran Militia
Dexterity: 2D (4D)
- Blaster: 4D (6D)
- Dodge: 4D (6D)
- Brawling Parry: 4D (6D)
- Vehicle Blasters: 4D (6D)

Knowledge: 2D (1D)
- Survival: 3D (2D)

Perception: 2D
- Command: 2D+2
- Search: 3D+2

Strength: 2D (3D)
- Brawling: 3D (4D)
- Stamina: 3D (4D)

Mechanical: 2D
Technical: 2D

Move: 10

Equipment: Umbaran blaster rifle (5D damage), Umbaran Militia Protective Suit (+1D to Strength vs Physical Damage, +2 to Strength vs Energy Damage)

Description: The Umbaran Militia was the defense force of the planet Umbara that became aligned with the Confederacy of Independent Systems following the assassination of senator Mee Deechi during the Clone Wars. Largely isolated from the rest of the galaxy, the Umbarans developed advanced and formidable technology for their soldiers, which they unleashed on the Grand Army of the Republic at the Battle of Umbara.

Following the assassination of senator Mee Deechi of the Galactic Senate in 21 BBY, the planet Umbara seceded from the Galactic Republic and joined the Confederacy of Independent Systems. In response to this action, the Grand Army of the Republic was deployed to the planet to participate in an invasion that would later become known as the Battle of Umbara. Whilst there, the Republic forces encountered fierce resistance from the local Umbaran Militia, who utilized extremely advanced and deadly technology in their defense of their homeworld.

Soldiers of the Militia wore helmets that pumped gas within, which increased their reflexes and aggression in battle. They wielded blaster pistols, planted mines and deployed millicreep droids to electrocute enemy soldiers.

Umbaran vehicles were more technologically advanced than those developed by the Republic, with many utilizing touch-sensitive holographic controls.

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