Characters D6 / Imperial Swamp trooper



Type: Imperial Swamp trooper
Dexterity: 3D
- Blaster: 4D+1
- Dodge: 4D+1
- Grenade: 3D+2
- Vehicle Blasters: 3D+2

Knowledge: 1D+1
- Survival: 2D+2

Perception: 2D
Strength: 3D+1
- Brawling: 4D+1

Mechanical: 1D+1
- Repulsorlift Operation: 2D+1

Technical: 1D

Move: 10

Equipment: E-10 blaster rifles, E-11 blaster rifles, or E-22 blaster rifles (5D), Imperial Swamp trooper Armour (+2 vs Energy, +1D vs Physical), Oxygen Filter Mask, Grenades (5D), Utility Belt, Helmet Comlink

Description: Swamp troopers, known informally as mudtroopers, were a type of Imperial Army soldier used by the Galactic Empire that existed outside the Stormtrooper Corps. The swamp troopers of the 224th Imperial Armored Division fought on the swamp planet of Mimban during the Mimban campaign, which saw the Empire do battle with forces of the Mimbanese Liberation Army for control of the planet and its vital resources.

Medics fought alongside standard swamp troopers, and they could be identified by a white bicep band on their right arm. Standard troopers were denoted by a red bicep band. Swamp troopers were equipped with helmets similar to those of Imperial officers' battle armor. Due to the often hazardous nature of the various worlds the Empire found itself subjugating, troopers wore goggles for eye protection and oxygen masks to filter out potentially deadly substances. Swamp troopers wielded E-10 blaster rifles, E-11 blaster rifles, and E-22 blaster rifles.

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