

# RPGGamer.org Characters D6 / Imperial Stormtrooper

Type: Imperial Stormtrooper

Dexterity: 2D

Blaster: 4D

Dodge: 4D

Brawling Parry: 4D

Vehicle Blasters: 3D

Knowledge: 2D

Perception: 2D

Strength: 2D

Brawling: 3D

Mechanical: 2D

Technical: 2D

Move: 10

Equipment: E-11 blaster rifle (5D), Imperial Stormtrooper Armour (+1D vs Energy, +2D vs Physical, -1D to Dexterity)

Description: Stormtroopers were the assault/policing troops of the Galactic Empire. Dissenting citizens sometimes referred to them as bucketheads, a derogatory nickname inspired by the bucket-shaped helmets of stormtroopers. They wore white armor made from plastoid over a black body glove which, in addition to creating an imposing image, was outfitted with a wide array of survival equipment and temperature controls that allowed its wearer to survive in most environments, and were designed to disperse blaster bolt energy. As members of the Stormtrooper Corps, an independent branch that operated under the Imperial Army, stormtroopers represented the backbone of the Imperial Military—trained for total obedience to the command hierarchy, as well as absolute loyalty to Emperor Sheev Palpatine and the Imperial regime. Stormtroopers were trained at Imperial Academies, and used a variety of weapons.

In the aftermath of the Clone Wars, the clone troopers who served the Galactic Republic became the first stormtroopers, tasked with suppressing rebellious worlds and enforcing the new Emperor's will across the galaxy. Over time the clones were retired from Imperial service, leaving the stormtrooper ranks open to birth-born human recruits. Though they fought against the Rebel Alliance throughout the Galactic Civil War, the Empire was ultimately defeated and the Emperor slain at the Battle of Endor. The remnants of



the Empire were subsequently compelled by the New Republic to sign the Galactic Concordance. Among its conditions, the peace treaty forbade the recruitment and mobilization of stormtroopers. However, a new generation of stormtroopers would be trained under the guidance of the First Order, a military junta inspired by Imperial ideology and determined to reclaim the legacy of the Empire. In Stormtrooper command, A squad of stormtroopers consisted of 10 stormtroopers, with 5 squads in a platoon, 4 platoons in a company, 4 companies in a battalion, 4 battalions in a regiment, and 4 regiments in a legion, for 12,800 troopers in a legion.

### *Training*

Unlike their predecessors, the majority of stormtroopers were non-clone recruits. Imperial cadets were shipped off to Imperial Academies, and subjected to rigorous training programs in order to produce highly trained shock troopers fiercely loyal to the Empire. Stormtroopers were trained to disregard fallen comrades in battle, and to press on, no matter the cost, even when the odds were stacked against them.

Although they were a rare sight, women were not prohibited from serving in the ranks of the stormtroopers. During training, female cadets were placed in all-female units. Unit Forn was an all-female unit at the Academy for Young Imperials on Lothal. who were selected for stormtrooper training had to undergo extra reconditioning. This has the effect of dehumanizing the cadets, who came to refer to themselves by their operating numbers rather than their names. One such cadet was Ames Bunkle, an acquaintance of Zare Leonis.

Among other things, cadets would train to fire blasters, and Imperial specialist Ralsius Paldora noted that stormtroopers hit 77% of their targets. Cadets also learned to pilot Imperial walkers and the ruthlessness it took to become a stormtrooper. Cadets who attended Imperial Academies also underwent simulated obstacle courses in the Well, which were designed to test their strength, agility, reflexes and intelligence. Such courses and tests of skill became increasingly difficult over time, and accountability for losses were harsh.

While cadets attended the academy, they wore white uniforms and specialized helmets, similar to the standard stormtrooper or pilot gear. Aside from their basic training, many cadets were also assigned other non-combat duties on base. Such duties offered cadets the opportunity to gain experience over their peers, and were often presented as rewards for excellent performance during training exercises.

As cadets were being evaluated, the officers in charge were often instructed to take note of performance that might denote an affinity for the Force, and report it to one of their superiors. Cadets who met this special criteria were taken by the Grand Inquisitor and forcibly inducted into Project Harvester, a top secret Imperial program based on Arkanis. Cadet Zare's older sister Dhara Leonis was one known subject of Project Harvester. Another prospective subject was Jai Kell, who managed to escape due to the help of Ezra Bridger.

Stormtrooper and other Imperial cadets also assisted in law enforcement operations. Following a spate of rebel activity on Lothal, Imperial cadets there were used to search homes and streets for illegal activities, detain the children of fugitives, and to raid smugglers. During these law enforcements operations, some

cadets like Nazhros Oleg came to flout their new-found powers; a trait that was encouraged by some officers like Captain Piers Roddance. Some prospective officer cadets like Leonis and Oleg were also given the chance to lead adult stormtroopers in these raids. Cadets also had their backgrounds investigated for any sign of criminal connections and other subversive activities.

### *Equipment*

Stormtroopers wore a distinctive set of white armor that was intended to instill fear in the Empire's subjects, while also providing the soldiers with an extended range of survival equipment and temperature controls. Their armor was also specifically designed to dissipate blaster shots and stormtroopers were known to recover after being shot. The helmet provided cranial protection, filtered air, and contained enhanced vision, communication systems and an effective HUD (heads up display) that could help locate threats, aid in navigation, and to help alert the wearer. Rank was determined by a color coded pauldron worn over the left shoulder, with orange or red representing the rank of commander, black indicating an enlisted trooper, and white representing a sergeant. Sometimes on the pauldrons they had specific symbols distinguishing who they were serving, exemplified by Grand Admiral Thrawn's troops, who had a stylised chimaera on their pauldrons. They also had a utility belt and a grappling hook attached to it, and primarily used the E-11 blaster rifle, however they also occasionally utilized the DLT-20A laser rifle or DLT-19 heavy blaster rifle. However, stormtrooper armor was not without its faults. The plates made running harder and offered little protection against a large scale pulse detonations and blunt weapons.

By 28 ABY, stormtrooper helmets and armor were collected by individuals like the New Republic senator Ransolm Casterfo, who had an interest in Imperial "artifacts." Several of Casterfo's Centrist senators including Ormes Apolin and Fatil also admired and collected Imperial uniforms and armor. In addition, Imperial armor and other artifacts also sold at markets on Chrome Citadel.

### *Dress uniform*

Outside of combat and security details, stormtrooper officers wore black dress tunics, caps, and boots, as well as code cylinders, rank insignia plaques, officer's disks conform to the standards of the Imperial Navy.

### *Specialized stormtroopers*

In addition to the "standard" troops, the Empire had created a number of specialized stormtrooper units assembled to operate on varied planets and climates within its territory as well as different combat operations.

Coastal defender stormtroopers: Stormtroopers more commonly known as shoretroopers that were trained and equipped to operate in coastal and tropical regions, such as those found on Scarif.

Cold weather assault stormtroopers: Stormtroopers, commonly known as snowtroopers, were trained for frozen environments and wore a special mask and a kama that both resembled the equipment worn by the Galactic Marines on Mygeeto during the Clone Wars.

Death troopers: Elite black armored stormtroopers with specialized training and classified augmentations

to make them "beyond human". They served under Imperial Intelligence and were deployed as bodyguards to high ranking personnel such as Director Orson Callan Krennic and Grand Admiral Thrawn. They were also given special assignments such as guarding shipments of large kyber crystals. They were equipped with SE-14r light repeating blasters, C-25 fragmentation grenades, and E-11Ds. Death trooper specialists were equipped with a black pauldron.

Demolition Troopers: Stormtroopers that wore standard armor and were equipped with Smart Rockets and SE-14C blaster pistols. They often were not equipped with helmets.

Rocket stormtroopers: were specialized stormtroopers equipped with missile launchers and wore a red emblem on their shoulder pads.

Flametroopers: Stormtroopers equipped with incendiary weapons.

Forest troopers: Stormtroopers trained to operate in forested environments.

Heavy Weapons Stormtroopers: Specialized stormtroopers that wielded large rotary blaster cannons and were equipped with black pauldrons. There were also Heavy Sandtroopers that specialized in desert operations, Heavy Shoretroopers that were Shoretroopers trained for coastal and tropical regions and were equipped with reciprocating quad blaster cannons, and Heavy Snowtroopers that were specialized in cold weather environments. Heavy snowtroopers could also be equipped with small black pauldrons.

Imperial Heavy Troopers: Stormtroopers who were equipped with heavy combat armor and electrostaffs.

Imperial shock troopers: Stormtroopers that were armed with heavy weaponry and wore stormtrooper armor with distinctive red markings, similar to those of Republic clone troopers who served as in the Coruscant Guard during the Clone Wars. It was not uncommon for Imperial shock troopers to be equipped with Clone Wars era shock trooper armor.

Jump troopers: Also known as Rocket troopers, were stormtroopers equipped with Jump Packs or Jetpacks. One variant of jump trooper was equipped with standard stormtrooper armor and a jump pack, while another variant used specialized armor equipped with jetpacks and respirator tubes. The officers of this variant maintained an orange left shoulder pad to indicate rank. There was also another variant of jump trooper with more sophisticated armor, consisting of a control panel on the chest, respirator tubes, and black markings. For sub-zero environments, there was the Arctic Jump trooper with similar armor to that of snowtroopers, for desert operations another variant was the Desert Jump trooper, and for densely forested areas, the Forest Jump trooper was used. Forest jump troopers wore armor similar to that of Shoretroopers.

Magma troopers: Stormtroopers that were equipped to operate in extremely high temperatures, and were trained to fight on volcanic worlds such as Sullust. They were equipped with reinforced leg armor, black pauldrons, and respirators connected to a backpack. Crimson Stormtroopers were also trained to operate in extremely volcanic environments.

Mimban Stormtroopers: Stormtroopers located on Mimban

Purge Troopers: Elite stormtroopers in black heavy armor that helped enforce Imperial law in the Anoat sector. They were lead by the formidable Commander Bragh during the Iron Blockade.

Range troopers: A branch of the Stormtrooper Corps that was harshly trained and were considered to be one of the toughest branches of Imperial military. They were equipped with snowtrooper-like armor, as well as fur and magnetic boots. They were assigned to protect various Imperial cargo, and were deployed to combat zones.

Riot control stormtroopers: Stormtroopers that were equipped with standard armor and batons.

Sandtroopers: Stormtrooper who wore modified armor that allowed them to survive on desert worlds such as Tatooine. Dewback troopers, or Dewback Riders, were Sandtroopers that utilized dewbacks as

mounts.

Scout troopers: Stormtroopers that wore lighter armor and used speeder bikes to patrol the perimeter of the Imperial garrisons they were assigned to. Sniper troopers were specialists pulled from Scout trooper ranks and wielded the deadly E-11s long-range blaster.

Seatroopers: Stormtroopers trained to operate in aquatic environments and wore white armor.

Shadow troopers: Elite stormtroopers in black armor that were also equipped with cloaking devices and used deadly T-21 light repeating blasters.

Spacetroopers: Specialized stormtroopers that were trained for Zero-G environments and wore armor designed to breathe in space and were used to patrol parts of the Death Star with no air.

Special Commando Advanced Recon troopers: Also known as SCAR troopers, were elite stormtroopers in the Imperial Special Forces division.

Storm Commandos: Elite stormtroopers that were part of the special forces of the Stormtrooper Corps, and were trained to deal with extreme combat situations.

Stormtrooper chargers: Specialized stormtroopers that took down their opponents with extreme ferocity.

Stormtrooper grenadiers: Stormtroopers that wielded grenade launchers and wore a red pauldron along with a black bandolier across their chest.

Stormtrooper snipers: Stormtroopers that were also pulled from standard stormtrooper ranks which wore a blue pauldron over their shoulder, had a visor attached to their helmet, and had a black bandolier across their chest plate.

Swamptrooper: Specialized stormtroopers trained for amphibious combat.

Stormtroopers in mechanized battle armor armed with heavy handheld cannon were present at the battle of Sevarcos. Thirty years after the Battle of Endor, variants of the former Galactic Empire's armed forces would exist under the auspices of a new organization known as the First Order. It would continue to utilize new stormtroopers, as well as megablaster heavy assault troopers, riot control stormtroopers, snowtroopers, and flametroopers.

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