Characters D6 / Imperial Scout Trooper



Name: Imperial Scout-trooper

Dexterity: 2D
- Blaster: 5D
- Dodge: 4D
- Brawling Parry: 4D
- Vehicle Blasters: 4D+1

Knowledge: 2D
Perception: 2D
- Sneak: 4D

Strength: 2D
- Brawling: 3D

Mechanical: 3D
- Repulsorlift Operation: 4D+1

Technical: 2D

Move: 10

Equipment: E-11 Blaster Rifle (5D), Hold-out Blaster (3D+2), Imperial Scout-trooper Armour (+2 vs Energy +1D Physical)

Typical supplies include food, micro-cords, and other gear to assist them in the silent infiltration of their objective. Each scout trooper was fitted with these items: Stormtrooper rations, Heat packs, Water purifier, Flares, Grappling hooks, Camouflage tent, Comlink, Thermal detonators, E-11s sniper rifle (Scout trooper snipers only), E-11 blaster rifle, Blaster pistol (Standard issue weapon for scout troopers), Autoturret, Fragmentation grenades, Missile launchers, R-4 recon droids, R-1 recon droid, 74-Z speeder bike

Description: Scout troopers, also known as biker scouts, were specially trained soldiers of the Imperial Stormtrooper Corps. As light-armored variants of the Imperial stormtroopers, scout troopers were specifically trained for activities too complicated for regular infantry troopers. As such, they were exceptional additions to the Imperial Military as reconnaissance troops, spies and survivalists. They were especially excellent marksmen, and thus they were regarded as the finest snipers in service to the Galactic Empire. Hence, they were particularly useful as assassins.

Their wide-range of skills inevitably created feelings of pride and self-importance amongst the scout troopers. As a consequence of their bravado, they developed a fierce rivalry with their infantry counterparts, as well as everyone else in the military who was of equal or lower rank. Their

most infamous activity was arguably in the Battle of Endor in 4 ABY. Although they were stationed in an environment most suited to their training, the scout troopers were unable to prevent a small team of Rebel soldiers from destroying the shield generator that protected the incomplete Death Star II. An entire legion of Emperor Palpatine's best soldiers, including many scout troopers, were annihilated by a few Rebels, assisted by the Ewoks, an indigenous species of Endor.

cout troopers, light armored and far more mobile than regular stormtrooper units, were usually assigned to planetary garrisons where they patrolled perimeters, performed reconnaissance missions and identified enemy positions. As scouts, their mission profile often positioned them far from Imperial resupply. As a result, the scout troopers received special training in order to become efficient survivalists who were equipped with an array of equipment and supplies to aid in their military role. Their training was such that the scout troopers possessed an unusual degree of independence for other Imperial personnel, although they are nonetheless conditioned to work with partners whenever it is possible. They were also trained to advance ahead of infantry divisions or to provide rear-guard cover with their sniper rifles.

Throughout the first two decades since the formation of the Galactic Empire, scout trooper became well known for their self-reliance and ability to operate alone or in small squads. Due to their capabilities in stealth and mobility, Imperial High Command recognized that the scouts were also natural snipers. As such, they were exceptionally skilled in assassination missions and long-ranged combat. When undergoing missions relating to surveillance at high-priority Imperial bases, such as the shield generator on Endor, scout troopers tended to work in units of two or four and coordinate their efforts for superior surveillance coverage.

Whereas the E-11s sniper rifle symbolized the scout troopers' role as assassins and expert marksmen, the 74-Z speeder bikes added to the troopers' efficiency in reconnaissance and patrol duties. Over the course of their early service to the Empire, the speeder bikes became a signature piece of equipment utilized by the scout troopers, thus earning them the nickname "biker scouts." In battle, the scouts typically refrained from engaging in close-combat situations, particularly due to their function as snipers and the fact that they were less protected than the more heavily armored stormtroopers. They took pride in their role as keepers of Imperial law. Their training profile also included scouting, infiltration, and sabotage missions. They rarely saw combat and were instructed to call in stormtroopers.

By the year 1 BBY, nearly twenty years since Emperor Palpatine's rise to power was completed, the scout troopers were a notoriously disruptive factor throughout the entire Stormtrooper Corps. Various reports indicated that there was extreme difficulty in integrating scout troopers with other types of Imperial soldiers. In most cases, the cause of the friction was almost entirely on the side of the scouts, who made a sport out of being as belligerent and insufferable as possible. Although the scout troopers shared a fierce sense of camaraderie with each other, they made a habit of treating everyone else of equal or lower rank as inferiors.

A platoon of scout troopers from the 439th Legion personified the infamy of their class's reputation throughout the military. Part of the way they entertained themselves was by riding their speeder bikes through the halls of their base on Byss in the late hours of the night, much to the fury of stormtroopers and other non-scout soldiers who were suddenly wakened by the loud roar of the speeder bikes. The enmity between the scout troopers and their "comrades" was so intense, officers were forced to segregate them from the rest of their military units, mainly out of fear for the scouts' safety.

Equipment

nlike the infantry units of the Stormtrooper Corps, scout troopers wore light armored variants of the stormtroopers' armor, thus making them far superior as a mobile military force than regular troopers. Though less protected and not as heavily armed as regular stormtroopers, scout trooper armor was designed to give their wearers maximum movement and flexibility in any situation, especially combat. To aid their function, the scouts were equipped with a variety of resources to give them maximum effectiveness in their field of expertise. Their most essential equipment included personal survival kits, portable power units, food supplies, micro-cords, and specialized gear designed for local terrain. Their helmets were equipped with enhanced macrobinocular viewplates for target acquisition, and had options of energy emission detection, night vision, and designated target magnification. The helmets also contained terrain-following tactical readouts.

Because of their excellent marksmanship skills, scout troopers were armed with collapsible, long-range E-11s sniper rifles equipped with powerful scopes and small targeting computers for increased accuracy. However, despite the rifle's deadly and extremely accurate quality, it emitted a brief laser sight beam shortly before firing. In addition to their sniper rifles, scout troopers utilized a single holdout blaster pistol as a sidearm for close-range combat. They also carried R-4 recon droids for battlefield intelligence as part of their field kit, along with Baradium-core code key thermal detonators.

Ironically, the Imperial code of military uniformity was a hindrance to the scout troopers and their ability to properly fulfill their function. Like almost all members of the Stormtrooper Corps, the scouts' uniforms consisted of white armor and a black body suit. As a consequence, the scout troopers were extremely visible in forests and any terrain that consisted of a multitude of colors. Despite their lack of camouflage, scout troopers were skilled combatants in forest and jungle environments, especially when utilizing their 74-Z speeder bikes. They were particularly well-trained and fully capable at adjusting to the speed of their vehicles; their reaction time was efficient enough to avoid crashing into dangerous objects. While riding on their speeder bikes, the scout troopers were capable of swift and lethal hit-and-run attacks on enemy units.

Overall, their field kit included rations, a reel of micro-cord with a grappling hook, a shielded comlink, a camouflaged shelter, a water purification kit, and an R-4 recon droid

When deployed to particular environments like the frozen worlds of Hoth or Rhen Var, scout troopers were equipped with a variant of the standard snowtrooper armor, which included a slightly modified scout trooper helmet with polarized snow goggles. Further differences included extra joint armor, a special backpack that could be plugged directly into the speeder bike's heating systems in order to keep the armor's wearer warm, and the lack of a kama. Also, the scouts wore heat-insulated white snow pants instead of the full black body suit. As a result, the scout troopers garbed in the snowtrooper version of their armor were sometimes referred to as "snow scouts."

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