Characters D6 / Rocket Stormtrooper (Specia



Name: Rocket Stormtrooper
Organization type: Specialized stormtroopers

Dexterity: 2D
- Blaster: 5D
- Missile Weapons: 5D
- Dodge: 4D
- Brawling Parry: 4D
- Vehicle Blasters: 3D

Knowledge: 2D
Perception: 2D
Strength: 2D
- Brawling: 3D

Mechanical: 2D
Technical: 2D
- Blaster Repair: 4D
- Demolitions: 4D

Move: 10

Equipment: Rocket Launcher (Range: 3-10/40/100, Blast Radius: 1/3/5, Damage: 9D/5D/3D), Blaster Pistol (4D), Imperial Stormtrooper Armour (+1D vs Energy, +2D vs Physical, -1D to Dexterity), IM-40 three-slot ammunition and tool pouch

Description: The Rocket Stormtroopers, also known as Rocket Launcher Stormtroopers, were specialized stormtroopers equipped with large, shoulder-fired missile launchers that allowed them to damage vehicles and buildings from a great distance.

Rocket Stormtroopers were equipped with missile launchers such as the RPS-6 rocket launcher. They were trained to eliminate insurgent activity, diminish uprisings and quell dissent, providing ground support. Though effective, their weapons required them to reload after each shot, leaving them vulnerable. Some Rocket Stormtrooper armor's right shoulder plate featured a red symbol.

History
Five years into the Jedi Purge, Rocket Stormtroopers were stationed on Zeffo, the Imperial Refinery on Kashyyyk, Ilum and the Fortress Inquisitorius on Nur, where they encountered and were defeated by the Jedi Padawan Cal Kestis.

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