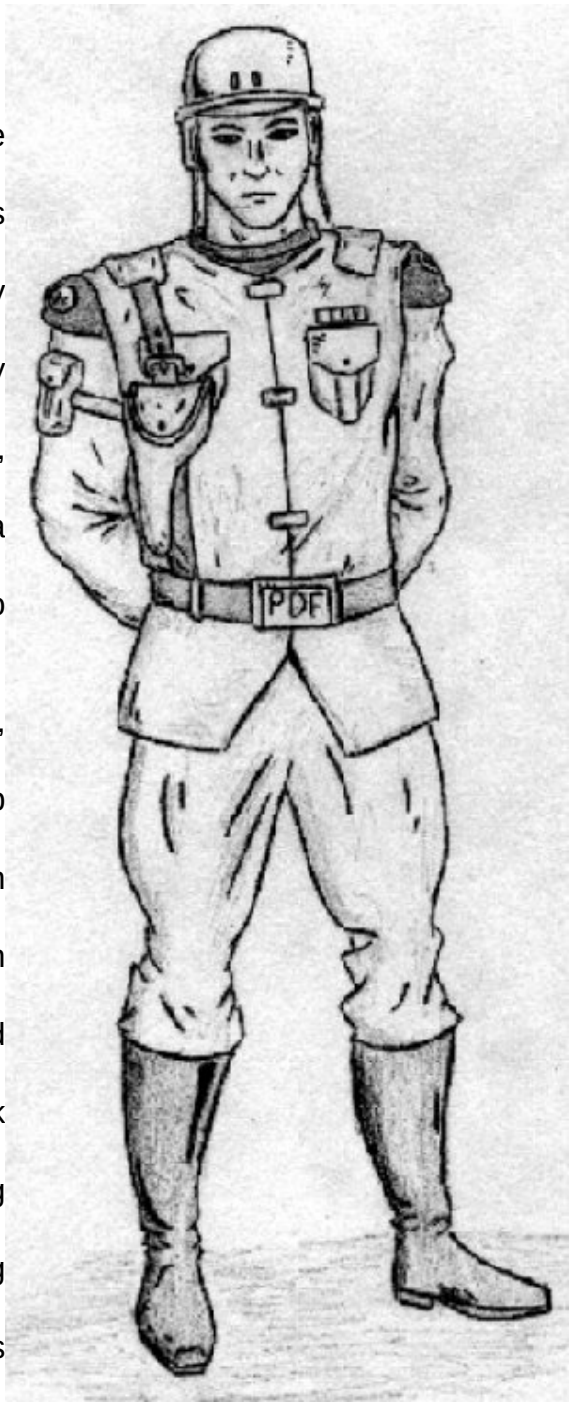
Characters D6 / Palvar Defense Force (PDF) N



Palvar Defense Force (PDF) Naval Troopers

The Palvar Defense Force, a police/military force maintained by several worlds in the Palvar Sector (mainly by Kashan), lacks adequate army forces and relies heavily on its hordes of navy troopers. PDF navy troopers receive more training than most PDF navy officers and PDF army troopers. The navy troopers are used for ship security, boarding operations, and even ground assaults in some cases. The typical PDF starship carries a full complement of navy troopers with only a handful of army troopers to supplement them.

PDF navy troopers are trained in various forms of combat, including zero-gravity combat. They are trained shortly in starship operation and repair so that they may be effective during most emergencies on ship if needed. During boarding operations, they will load into boarding shuttles in platoon strength and cut their way into enemy starships. Standard PDF protocol calls for a squad of troopers in armored space suits to walk along the hull of a target vessel and plant charges on all airlocks, blasting them open, and exposing that region of the ship to vacuum, thus reducing on board resistance. Many PDF commanders tend to overlook this rule, as they want the ship in mostly working order. When on an enemy vessel, half of the troopers will be given stun grenades for their micro-grenade launcher, the other half get a pair of smoke grenades. The smoke grenades are generally fired into every new corridor and/or room that the boarding team comes across, reducing visibility for the enemy while infrared goggles provide vision for the navy troopers.

Navy troopers are the most common soldiers found in both PDF and Kashan Systems starships and facilities. Army troopers are reserved only for the

most important engagements and deployments as there is only a handful of them.

The typical PDF navy trooper uniform consists of a dark grey jumpsuit with the letters 'KS' on either shoulder (the letters 'PDF' appear on new recruits). Worn over the jumpsuit is usually a piece of armor such as a blast vest with several small pockets that tend to be used to hold extra blaster clips. Additional protection is provided by light leg armor that covers the thigh, sturdy black knee high boots, a pair of regulation black gloves.

Type: Boarding soldier
DEXTERITY: 3D
- Blaster: 3D+2
- Blaster: blaster carbines: 5D
- Brawling parry: 3D+1
- Dodge: 4D
- Grenade: 3D+2
- Melee combat: vibroknife: 5D
- Melee parry: 3D+1
- Missile weapons: 4D

KNOWLEDGE: 2D
- Survival: space: 4D

MECHANICAL: 2D
- Space transports: 3D+1
- Starship gunnery: 3D

PERCEPTION: 3D+1
STRENGTH: 2D
- Climbing/Jumping: 2D+1
- Stamina: 3D

TECHNICAL: 2D+2
- Computer Programming/Repair: 3D
- Demolitions: 4D+2
- Security: 4D
- Space transports repair: 4D
- Starship weapon repair: 4D+1

Character Points: 1-4
Move: 10
Equipment: KI TTI-S blaster carbine (4D+2; micro-grenade launcher 5D stun damage), blaster pistol (4D), vibroknife (STR+1D), 2 grenades (5D), infrared goggles, protective armor (+1D physical, +1 energy), comlink, armored space suit (+2D versus energy and +1D versus physical damange, -1D from Dexterity and related skills in gravity)
Note: Some troopers receive more specialized training accounting for varying skill levels.

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