Characters D6 / Imperial Weapons Technician



Name: Imperial Weapons Technician

DEXTERITY 2D+2
- Blaster: 4D+2
- Blaster Artillery: 5D+1
- Brawling Parry: 3D+2
- Dodge: 4D+2
- Grenades: 4D
- Vehicle Blasters: 5D+1

KNOWLEDGE 2D

PERCEPTION 2D+1
- Command: 3D

STRENGTH 2D
- Brawling: 4D
- Lifting: 3D+1

MECHANICAL 3D
- Capital Ship Gunnery: 5D
- Capital Ship Shields: 4D
- Communications: 4D
- Repulsorlift Operation: 3D+2
- Sensors: 4D
- Starship Gunnery: 5D
- Starship Shields: 4D

TECHNICAL 2D+1
- Capital Ship Weapon Repair: 4D+1
- Computer Programming/Repair: 3D+1
- Starship Weapon Repair: 4D+1

Force Sensitive: N
Force Points: 1
Dark Side Points: 0
Character Points: 1
Move: 10

Equipment: Blaster Pistol (4D), Computerized Gunnery Helmet (+1D to Capital Ship Gunnery or Starship Gunnery; Comlink, +1D to sensors), protective armor (+1D physical and energy), Imperial Officers Uniform.

Background: Imperial weapons technicians, also known as Imperial gunners, Imperial engineers or Death Star gunners to those onboard the Death Star and DS-2 Death Star II Mobile Battle Station, were members of the Imperial Military who operated the various weapons of the Galactic Empire's capital ships, military bases, and battle stations.

Role

Imperial weapons technicians, also known as Imperial gunners or Death Star gunners, operated turbolasers and ion cannons of the Galactic Empire's capital ships and military bases, including the first and second Death Star, where elite gunners also controlled battle stations' planet-destroying superlasers while monitoring their titanic energy levels. Many gunners were recruits with the Imperial Navy's piloting program, but were still training or past their prime. Nevertheless, Imperial weapons technicians still possessed the skills and expertise necessary to operate their powerful weapons. Turbolasers were manned by teams of gunners, who monitored the weapons' crucial recharge timings and heat levels while locking onto targets. Imperial weapons technicians also operated the four gravity well projectors aboard the experimental Imperial Interdictor.

Equipment

Imperial weapons technicians wore black jumpsuits made of energy-shielded fabric, black durasteel gloves, and positive gravity pressure boots, and large, specialized, black helmets whose slit-like visors were equipped with polarized lenses to protect their eyes from the bright flashes of light from turbolaser and superlaser fire, which many gunners found to restrict their all-round vision. The helmets were also fitted with sensors for tracking down enemy fighter craft, as well as a comlink to coordinate, aim and fire with precision.

Some gunners could also wear quilted black jackets over their jumpsuits. Those working on experimental projects, like the Imperial Interdictor stewarded by Admiral Brom Titus, were distinguished by their light grey jumpsuits with golden yellow Imperial crests. Imperial weapons technicians carried a blaster pistol as a sidearm.

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