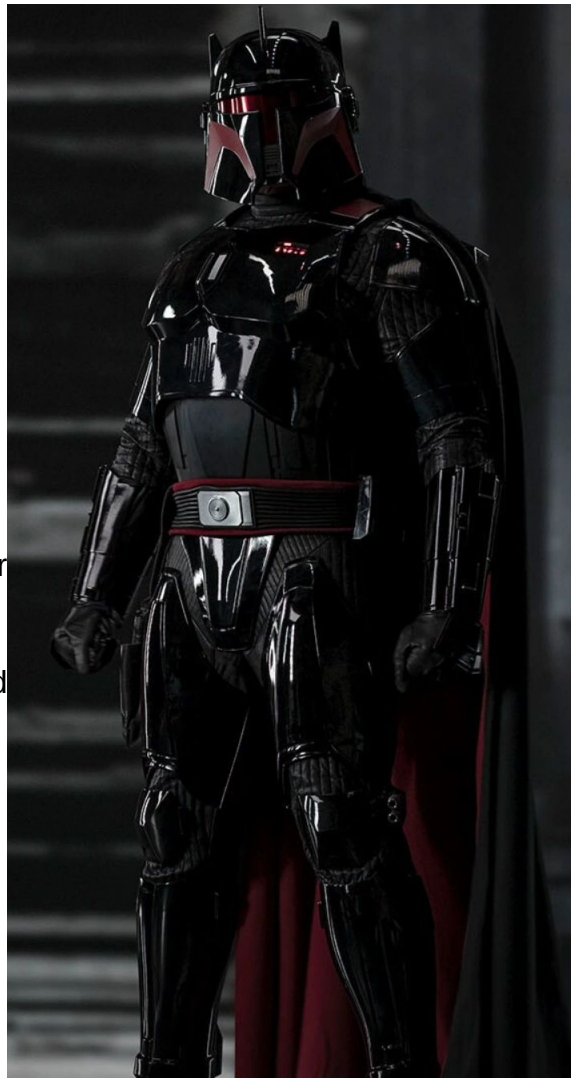
Equipment D6 / Fourth-generation design Da



Name : Fourth-generation design Dark Trooper Armor
Model: Dark Trooper
Type: Full body Mandalorian-style armor
Cost: Unavailable for Sale

Game effects:

- Beskar Armored Suit:
  - +4D vs Physical Damage (All)
  - +3D vs Energy Damage (All)
  - -1D dex penalty to Dexterity and related skills
  - +2D Strength for Melee Combat
- Optical Enhancements:
  - Movement and Heat Sensors (+1D to Search)
  - Thermographic Vision (Negates Penalties for Darkness)
- Sealed Suit:
  - Allows 2 Hours operation in vacuum and poisonous atmospheres
- Jet Pack:
  - Move: 90/260
  - Fuel: 60 Minutes
  - Skill: Jet Pack Operation
- Wrist Laser
  - Skill: Armour Weapons
  - Ammo: Powered from armour power supply
  - Range: 3-5/15/25m
  - Damage: 4D
- Knee Rockets:
  - Skill: Armour Weapons
  - Ammo: 4
  - Range: 6-10/30/50m
  - Damage: 5D
- Wrist Whipcord Thrower:
  - Skill: Armour Weapons
  - Ammo: 5
  - Range: 1-3/8/15m
  - Damage: (4D strength grapple)
- Flame Projector:
  - Skill: Armour Weapons
  - Ammo: 5
  - Range: 1m Diameter, 1-5m long
  - Damage: 5D

Description: The fourth-generation design of the Dark Trooper was a battle armor developed in the

Mandalore Imperial base as an upgrade over the third-generation Dark Trooper to be worn by Moff Gideon.

Forged from beskar alloy collected from Mandalore, the fourth-generation design borrowed heavily from Mandalorian armor philosophy, and incorporated a visored helmet, vambraces with integrated weaponry, and a jetpack. Additionally, the armor enhanced Gideon's strength, allowing him to deliver powerful blows and to crush the Darksaber in one hand.

Stats by FreddyB, Descriptive Text from WookieePedia.
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