



Characters D6 / Gwirekon Pirates: Boarding Marines

Gwirekon Pirates: Boarding Marines

These are the members of the Gwirekons that see the most tactical level action. Once a ship is disabled during one of their raids, Metroid Assault Shuttles attach to or land in the ship. The Assault Shuttles cut their way into the ship if need be and the 'Marines' spread out through the opening. They wear armored space suits and wield powerful rifles making them dangerous foes. They also carry regular and stun grenades as well as explosives, fusion cutters, and lock breakers for forced entry.

Type: Boarding Troopers

DEXTERITY: 3D

Blaster: 5D+1

(S)Blaster rifles: 6D

Dodge: 6D

Grenade: 4D+2

Melee combat: 6D

KNOWLEDGE: 2D+1

Survival: 4D+2

(S)Space: 7D

MECHANICAL: 2D+2

Space transports: 5D

Starship gunnery: 4D+1

Capital Ship Piloting 5D

PERCEPTION: 3D+1

STRENGTH: 3D

Stamina: 5D

TECHNICAL: 2D+1

Demolitions: 6D

Security: 5D+2

Space transports repair: 5D+1

Starship weapon repair: 5D

Character Points: 2-4

Move: 10

Equipment: blaster rifle (6D), heavy blaster pistol (5D), vibroblade (STR+2D),

3 grenades (5D), 3 stun grenades comlink, medpac, armored vacuum suit

(+1D to resist damage, -2 from Dexterity and all related skills), 5 shaped charges (2D speeder scale), laser

cutting torch

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All text and stats by Dave Maloney, HTML and logos done by FreddyB

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