Characters D6 / Gwirekon Pirates: Boarding M

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 cuts their way into the ship
if need be and the 'Marines' spread out throguh the opening. They wear armored space suits and wield powerful rifles
making them dangerous foes. They also carries 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

Page designed in Notepad, Logo`s done in Personal Paint on the Commodore Amiga
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