Characters D6 / Gwirekon Pirates: Zero G Tro

Gwirekon Pirates: Zero G Troopers

Gwirekon ZG Troopers are few in number but highly skilled. They wear a version of Space Stromtrooper armor with amgnetic
couplers on the feet and a mini proton torbedo launcher and blaster cannon for armament. Often these troopers are employed
when heavy resistance is encountered or expected. While pirate fighters distract the convoy's escorts, the ZG troopers
rocket in and sue the magnetic couplers on their armor cling to the sides of hulls. From there they go about and plant
charges on hatches along the ships's exterior to expose entire sections to vacuum to help minimize resitance once the
boarding operation begins. From there, the ZG troopers can then also provide tactical data from inside the enemy lines to
allow breakthroughs the ebst possible chance. Because their gear is so expensive and they are such elite troops the
pirates try to keep them out in the field for as brief a time as possible to keep them safe.

Type: Zero G Combatant
DEXTERITY: 3D
    Blaster: 5D
    Missile weapons: 6D
KNOWLEDGE: 2D
    Survival: space: 7D
MECHANICAL: 2D
    Starship gunnery: 6D
    Powersuit Operation: 6D+2
PERCEPTION: 3D+1
STRENGTH: 2D
TECHNICAL: 2D+2
    Demolitions: 5D+2

Move: 8/ space:1(with suit); 10
Charachter Points: 2-5
Force Points: 0-1

Equipmnent: Zero-G Combat Armor (+4D Physical/+3D energy, -1D Dex; mini Proton-torpedo Launcher: 6D; blaster Cannon:6D;
Laser Cutter 3D,starfighter scale.)
4 Thermal Detonators, 5 Shaped Charges (2D speeder scale)

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