Characters D6 / Harkonnen Trooper

Harkonnen Trooper

Harkonnen troops live in constant fear of their cruel masters on Geidi Prime, a state which drives them to attempt surrender whenever they are surrounded and cut off. The average Harkonnen trooper is not well educated, and will do anything to avoid being sent to the slave pits on Geidi Prime, the Harkonnen homeworld. Unimaginative, they are usually not very well trained, as evidenced by their losses on Arrakis when they attacked the surprised Atreides defenders. Dressed in the blue and black of House Harkonnen, they wear a helmet which limits their ability to see, and wear armor that inhibits their movement. These accoutrements, while providing protection, don't allow the average Harkonnen trooper much room in which to maneuver.

DEXTERITY: 3D
Cannons: Particle Projectors
Dodge
Grenade
Melee Combat: Knives

KNOWLEDGE: 2D
Intimidation
Survival

MECHANICAL: 2D
Repulsorlift Operations

PERCEPTION: 2D
Search
Command

STRENGTH: 3D
Brawling
Stamina

TECHNICAL: 3D
Armor Repair
Cannon Repair
Repulsorlift Repair

Equipment: Harkonnen armor (+3D physical, +2D+1 energy, -1D to all Dexterity skills), Particle Projection Cannon (5D), Comlink, Fighting Knife

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