

Characters D6 / Advanced Recon Force

Advanced Recon Force Troopers, or simply ARF Troopers, were specialized clone troopers that carried out short-range reconnaissance for Jedi Generals and clone commanders.

These clone troopers were often tasked with scouting out the enemy position on the battlefield. Although stealthy and well-trained, recon troopers' duties differed from that of clone commandos or Advanced Recon Commandos as their focus was on gathering information about the enemy or carrying out surprise attacks.

Before the introduction of the AT-RT drivers, ARF Troopers would often be pressed into service in that capacity.

Advanced Recon Force troopers were first introduced during the time of the Clone Wars and like most of their clone brethren; they were created on the planet Kamino which served as their "homeworld" and swore their allegiance to the Galactic Republic. They proved to be valuable assets to the Grand Army of the Republic due to their ability to carry out reconnaissance and deliver accurate, eye-witness reports of enemy activities, without alerting them to their presence.

Dex: 3D

Armour Weapons: 6D

Blaster: 7D

Dodge: 6D+1

Brawling Parry: 6D

Grenade: 5D+2

Missile Weapons: 5D

Vehicle Blasters: 6D+2

Know: 3D

Intimidation: 6D

Survival: 5D+2

Tactics: 4D

Tactics; Advanced Recon Force Trooper: 6D

Mech: 3D



Jet Pack Operation: 3D
Repulsorlift Operation: 4D+2
Starship Gunnery: 4D+2
Walker Operation: 6D+1

Perc: 3D

Command: 4D
Command; CloneTroopers: 5D
Hide: 5D+2
Search: 6D
Sneak: 7D+1

Str: 3D

Brawling: 5D+1
Climbing/Jumping: 6D+2
Stamina: 6D
Swimming: 5D

Tech: 3D

Armour Repair: 5D
Blaster Repair: 5D+1
Computer Programming/Repair: 5D+1
Demolitions: 6D
First Aid: 4D
First Aid; Advanced Recon Force Troopers: 6D
Security: 6D

Move: 10

Size: 1.83 meters tall

Force Sensitive: No

Equipment: DC-15A blaster rifle 5D+2

DC-15S blaster carbine 5D+2

Merr-Sonn Z-6 rotary blaster cannon 5D

2 Thermal detonators 10D

Phase 2 CloneTrooper Armor (+2D Physical, +1D Energy, -1D Dexterity, -1 Move)