Characters D6 / Clone shock troopers



Clone shock troopers were specialist clone troopers introduced during Clone Wars to increase security and order on Coruscant in the form of the Coruscant Guard.
Though a military force, they served mostly in a police capacity or as body guards for diplomats and other dignitaries including the Supreme Chancellor.
Throughout the Clone Wars, they were distinguished by red markings all over their helmet and body armor. This was carried into the Imperial era where Coruscant Guard became well known by its all crimson body armor.

The shock troopers were members of the Coruscant Guard, a unit originally established to work with but not supplant the Coruscant Security Force and the Senate Guard. They were in charge of patrolling public plazas and guarding government buildings and landing platforms. Prior to the rise of the Galactic Empire, the clone shock troopers were the first armed force to be dubbed as "stormtroopers." This nickname would immediately become a title for all clone troopers upon the Republic's transformation into the Empire.

However their roles were expanded and they soon began to take on more of a police role. They had the authority to demand anyone to reveal their identification on the spot and perform other random security checks. During the time of the Empire the Coruscant Guard became the primary law enforcement agency for Coruscant. The Guard became an elite Imperial stormtrooper unit yet separate from the stormtroopers who were assigned to CSF.
In 19 BBY, Shocktroopers escorted Palpatine to Mustafar in order to retrieve the body of Darth Vader.

Dex: 3D
- Armour Weapons: 6D
- Blaster: 7D+1
- Dodge: 6D+2
- Brawling Parry: 6D
- Grenade: 6D+1
- Missile Weapons: 5D
- Vehicle Blasters: 5D+2

Know: 3D
- Intimidation: 6D
- Survival: 5D+2

Tactics: 6D+1
Tactics; Clone Troopers: 6D+1
Tactics: Clone Shock Troopers: 7D
Mech: 3D
Jet Pack Operation: 5D
Repulsorlift Operation: 4D+1
Starship Gunnery: 5D
Walker Operation: 6D+1
Perc: 3D
Command: 5D+2
Command; CloneTroopers: 7D+1
Hide: 3D+2
Search: 7D+2
Sneak: 6D+1
Str: 3D
Brawling: 6D
Climbing/Jumping: 6D+1
Stamina: 6D+2
Swimming: 5D+2
Tech: 3D
Armour Repair: 5D+2
Blaster Repair: 5D+2
Computer Programming/Repair: 6D
Demolitions: 6D+2
First Aid: 6D
First Aid; Clone Troopers: 6D
First Aid; Clone Shock Troopers: 6D+2
Security: 7D+1

Move: 10
Size: 1.83 meters tall
Force Sensitive: No

Equipment: DC-15A blaster rifle 5D+2
DC-15S blaster carbine 5D+2
2 thermal detonators 10D
Phase II clone trooper armor (+2D Physical, +1D Energy, -1D Dexterity, -1 Move)

Page designed in Notepad, Logo`s done in Personal Paint on the Commodore Amiga
All text and Stats by Jason Dickerson, HTML and logos done by FreddyB
Any complaints, writs for copyright abuse, etc should be addressed to the Webmaster FreddyB.