Characters D6 / Imperial Patrol Stormtrooper



Type: Imperial Patrol Stormtrooper
Dexterity: 2D
- Blaster: 4D
- Dodge: 4D
- Brawling Parry: 4D
- Vehicle Blasters: 4D+2

Knowledge: 2D
Perception: 2D
Strength: 2D
- Brawling: 3D

Mechanical: 2D
- Repulsorlift Operation: 4D

Technical: 2D

Move: 10

Equipment: EC-17 hold-out blaster (3D), Imperial Patrol Stormtrooper Armour (+1D vs Energy, +2D vs Physical, +1D to Repulsorlift Operation), C-PH patrol speeder bike

Description: Patrol stormtroopers, also known simply as patrol troopers, were a specialized variant of the Galactic Empire's stormtroopers. As the Empire reinforced its hold on planets across the galaxy, local defense forces were being supplemented and eventually completely replaced by stormtroopers. To cover distances across sprawling settlements and cities, patrol stormtroopers policed the streets aboard their swift C-PH patrol speeder bikes and were armed with EC-17 hold-out blasters.

Their armor contained various advanced measures that allowed them to conduct their duties on Coronet's ports. In particular, their helmets possessed an enlarged dome that allowed them access to enhanced imaging electronics, and the overall armor, which shared similarities to the Scout Troopers, allowed for greater movement than regular stormtrooper armor. In addition, they received real-time traffic data, construction, and other potential obstacles from their headquarters via an in-helmet connection, allowing them to easily navigate various congested city environments.

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