Characters D6 / Imperial Super Commando



Name: Imperial Super Commando

Dex: 3D
- Blaster: 5D+2
- Dodge: 5D+1
- Brawling Parry: 4D
- Vehicle Blasters: 4D+2
- Armour Weapons: 5D+2

Know: 2D
- Survival: 4D

Mech: 2D
- Repulsorlift Operation: 4D
- Jetpack Operation 5D+2

Perc: 3D

Str: 4D
- Brawling: 5D

Tech: 2D

Move: 10
Size: 1.5-2.0 meters tall
Force Sensitive: No

Equipment:
Mandalorian Armour (+2D Physical, +1D Energy, built in cable projector, flame thrower 5D, micro missile launchers 5D)
- Jetpack
- Blaster Carbine (5D)

Description: The Imperial Super Commandos were Mandalorian warriors loyal to the Galactic Empire whose masterful combat skills were eclipsed only by their ruthlessness. They were led by Gar Saxon, the Imperial Viceroy of Mandalore. Under the leadership of Saxon, the Imperial Super Commandos acted as elite enforcers for the Empire, including ambushing and wiping out the Journeyman Protectors once learning they were assisting rebel ships through the Concord Dawn system, but failing to kill their leader, Fenn Rau, who was able to escape them with the help of Sabine Wren and Ezra Bridger.

Description

The Imperial Super Commandos sported all white Mandalorian armor made from beskar, with helmets that had special visors and a jetpack. Their leader, Gar Saxon, had a red paint job to show his dominance. They all possessed blaster rifles that shot yellow bolts. Their armor, while designed and manufactured on Mandalore, bore visual similarities to stormtroopers in order to reflect their alignment with the Galactic Empire.

History

Imperial Super Commandos served as the soldiers of Viceroy Gar Saxon during the Imperial Era. Saxon was the Emperor's Hand who ruled the Mandalorians on behalf of the Empire. The Commandos were responsible for destroying much of the artwork created by the late Mandalorian artist Veraslayn Kast. As penance for Sabine Wren's escape from the Imperial Academy on Mandalore, Saxon forced Sabine's older brother Tristan Wren to serve in the Super Commandos in order to prove Clan Wren's loyalty to the Empire.

In 2 BBY, Saxon and his Super Commandos massacred the Journeyman Protectors of Concord Dawn to punish their leader Fenn Rau for secretly allowing the rebellion safe passage through the Concord Dawn system. Saxon and his Super Commandos later ambushed the Spectres Sabine, Ezra Bridger, and Chopper at the Protectors Camp on the Third moon of Concord Dawn. Following a skirmish, the Spectres managed to escape with the help of Rau.

Later, Tristan and his Commandos intercepted Sabine and her Jedi companions Ezra and Kanan Jarrus after they visited Krownest in order to seek Sabine's mother Ursa Wren's support for the rebellion. Viceroy Saxon and his Super Commandos later arrived to apprehend the Jedi and to destroy Clan Wren. Faced between family and Saxon, Tristan chose his family and turned on Saxon and his Super Commandos. Following a skirmish, the Wrens, their Jedi allies, and Rau managed to defeat Saxon and his Super Commandos. Saxon's death plunged Mandalore into a civil war.

In 1 BBY, the commandos fell under the leadership of Mandalore's new Imperial governor, Tiber Saxon. The commandos, under Captain Hark accompanied a convoy alongside several scout troopers to escort Alrich Wren to be executed in Sundari. The commandos fought against several members of the Spectres and Clan Wren.

Saxon then deployed a new weapon against several Mandalorians under Ursa and Tristan. The weapon vaporized all the warriors except the Wrens. Saxon and Hark later set up a trap to capture the weapon's original creator, Sabine. At first, Saxon and Hark were able to force Sabine to enhance the weapon's range, but she was able to modify it to target Saxon's and his stormtroopers' armor. After Sabine destroyed the weapon, Saxon was killed as his Star Destroyer blew up.

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