Characters D6 / Imperial Jump Troopers



Type: Imperial Jump Troopers
Dexterity: 2D
- Blaster: 4D
- Dodge: 4D
- Brawling Parry: 4D
- Vehicle Blasters: 3D

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

Mechanical: 2D
- Jet Pack Operation: 4D

Technical: 2D

Move: 10

Equipment: E-11 blaster rifle (5D) or RT-97C heavy blaster rifle (5D+2) , Imperial Stormtrooper Armour (+1D vs Energy, +2D vs Physical, -1D to Dexterity), Jet Pack: Manueverability 1D+1, Move 60;180kmh (120 Minutes Fuel)), Air Supply (180 Minutes Supply)

Description: Jumptroopers, also known as Imperial Jump Troopers or rocket troopers, were specialized stormtroopers utilized by the Galactic Empire prior to and during the Galactic Civil War. Jumptroopers were equipped with jump packs or jetpacks that allowed them temporary flight. There were variants of jumptroopers that specialized in different planetary environments such as the Arctic Jumptrooper, the Desert Jumptrooper and the Forest Jumptrooper.

Jumptroopers were a variant of the Galactic Empire's stormtroopers; similar to their clone predecessors, they were equipped with a jetpack, or alternatively, with a jump pack that could suspend them in the air or maneuver through space environments. They served several roles in combat, from being used to bound over walls to attack enemy fortifications directly, to aerial drops intended on attacking otherwise untouchable enemy positions.

They could carry burst shields, an RT-97C heavy blaster rifle or an E-11 blaster rifle, and missile launchers. Other than their jump packs, jumptroopers were generally suited with standard stormtrooper armor, but at times instead wore specialized armor, one of which included a mechanism attached to two tubes plugged into the helmet, similar to a TIE pilot's control box, and another variant with the tubes connecting the pack and the distinctively-different helmet.

In 2 BBY, a contingent of jumptroopers were attached to Captain Brunson's Arquitens-class command cruiser. On Geonosis, these jumptroopers attempted to board the Spectres' ship Ghost

but were repelled by the rebels, Rex, and Saw Gerrera. After the entire unit was killed, Brunson ordered her crew to bury the Ghost by collapsing an air shaft on top of them.

Later, at the Battle of Atollon, jumptroopers were deployed by Governor Arihnda Pryce to repulse Mandalorian warriors of Clan Wren led by Ezra Bridger and Sabine Wren who were attempting to destroy an Interdictor vessel of the Seventh Fleet by attacking its gravity well projectors. The jumptroopers failed in their defense, taking heavy losses in the process, and the Interdictor's destruction allowed the surviving rebels to escape the planet.

In 1 BBY, jumptroopers defended an Imperial Mandalore prison outpost from Clan Wren, Clan Kryze, and members of the Spectres, who were attempting to rescue Sabine Wren's father, Alrich Wren. After Imperial forces were forced to retreat, Clan Wren, Kryze, and the Spectres discovered that Alrich was already in the process of being relocated, and was not present at the prison.

Some time after the Mission to Mandalore, jumtroopers commanded by Governor Pryce fought against the Lothal resistance at the Lothal cliff dwelling during an attempt by the rebels to liberate the planet from Imperial control. The jumptroopers who survived that battle most likely died with the majority of Imperial forces after the rebels destroyed the Imperial Complex and effectively kicked the Empire from Lothal.

Stats by FreddyB, descriptive text from WookieePedia
Image copyright LucasArts.
Any complaints, writs for copyright abuse, etc should be addressed to the Webmaster FreddyB.