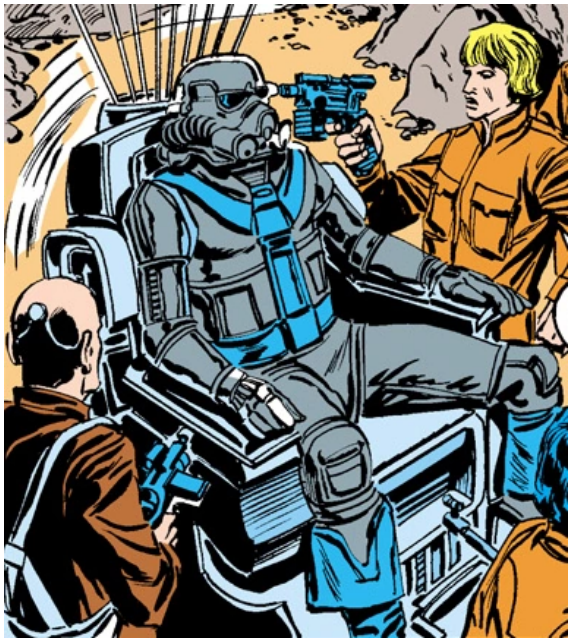
Characters D6 / Captain Milnn



Name: Captain Milnn
Species: Human
Gender: Male
MOVE: 10

DEXTERITY: 3D
- Blaster: 4D+1
- Dodge: 4D+2
- Brawling Parry: 4D
- Vehicle Blasters: 5D+1

PERCEPTION: 3D+2
- Command: 5D
- Search: 4D+2
- Persuasion 3D+2

KNOWLEDGE: 3D
- Intimidation: 3D+2
- Tactics: 4D+1
- Survival: 3D+2

STRENGTH: 2D+2
- Climbing/Jumping: 3D+1
- Brawling: 4D

MECHANICAL: 4D
- Astrogation: 5D
- Communications: 4D+2
- Sensors: 5D
- Starfighter Piloting: 4D+2
  - Starfighter Piloting; TIE Fighter: 5D+2
- Starship Gunnery: 5D+2
- Starship Shields: 4D+2
- Space Transports: 4D+1
- Repulsorlift Operation: 5D

TECHNICAL: 2D+2
- Starfighter Repair: 4D+2
- First Aid: 3D+2

EQUIPMENT:
- Blaster Pistol 4D
- TIE Fighter Pilot Uniform

FORCE SENSITIVE: N
FORCE POINTS: 1
DARK SIDE POINTS: 1
CHARACTER POINTS: 3

Description: Captain Milnn was a Human male Imperial TIE pilot who was the leader of Delta Squadron during the Galactic Civil War.

Milnn and his squad were investigating an Imperial distress signal when they were ambushed by a group of Rebel X-wing fighters. The other members of the squad were killed, but Milnn survived the battle only to be captured and interrogated by the Rebels. The Rebels wanted to know the recognition codes for entrance into the armada commanded by Admiral Mils Giel which was transporting the teezl to the Imperial capital. Milnn refused to cooperate even under threat of a blaster, but he was quick to talk once Chewbacca took over the interrogation.

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