Characters D6 / Purge Trooper Commander (



Name: Purge Trooper Commander
Organization type: Special forces
Leader(s): Dark Lord of the Sith Darth Vader, Inquisitors
Headquarters: Fortress Inquisitorius, Nur
Date founded: By 18 BB

Dex: 3D+2
- Blaster: 6D+2
- Dodge: 6D+2
- Melee Combat: 6D+2
- Melee Parry: 6D+2
- Thrown Weapons: 5D+2

Know: 3D
- Intimidation: 5D
- Tactics (Jedi): 6D+2

Perc: 3D+2
- Search: 5D
- Command: 6D

Str: 3D
- Brawling: 5D+2

Mech: 3D
- Repulsorlift Operation: 4D

Tech: 3D
- First Aid: 4D

Move: 10 (9)
Force Sensitive: No
Character Points: 3
Dark Side Points: 3
Force Points: 2

Equipment:
- Purge Trooper Armour (+2D vs Physical, +1D vs Energy, +3D vs Lightsaber, -1D Dexterity, -1 Move)
- DC-15A Blaster Rifle (5D), Electro Staff (Str+1D (physical)/5D (energy))

Description: Purge Trooper Commanders were Purge Trooper officers who commanded squads of other Purge Troopers.[1][2]

These Commanders were among the few types of Purge Troopers who preferred to attack their targets from long range instead of up close, but were still trained to fight at close corners as well, hitting their target with their blaster rifle or throwing down a shock grenade. Unlike the gray and/or black pauldrons worn by their troops, the Commanders wore red pauldrons. This specialized class was trained and equipped with a variety of weapons and tactics, but primarily attacked with DC-

15LE blaster rifles and shock grenades.

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