Characters D6 / Imperial Praetorian Guard (El



Name: Imperial Praetorian Guard
Military unit type: Guard
Move: 10

DEXTERITY: 5D
- Blaster 6D
- Brawling Parry 6D+2
- Dodge 6D
- Melee Combat 6D
- Melee Combat (*Weapon of choice) 8D+1
- Melee Parry 6D

PERCEPTION: 3D+1
- Command 5D
- Hide 5D+2
- Search 6D+2
- Sneak 5D+2

KNOWLEDGE: 2D
- Streetwise 3D
- Survival 6D+1

STRENGTH: 3D+2
- Brawling 6D
- Climbing/Jumping 5D
- Lifting 5D
- Stamina 6D

MECHANICAL: 2D
TECHNICAL: 2D
- Demolition 5D+1
- First Aid 4D
- Security 5D

Force Sensitive: N
Force Points: 2
Dark Side Points: 2
Character Points: 4

EQUIPMENT
- CREDITS - N/A (Access to First Order resources)
- Elite Praetorian Guard Armor (+2D Physical, +2D Energy, -1D Dexterity, can parry lightsabers and other energy melee weapons), *Personal Weapon (pick one, see below)

Weapons: See Game Notes for weapon details
- Vibro-Voulge (Vibro-Polearm) (Str+3D, with an extended reach in melee combat of +1 meter.)
- Vibro-Bisento (Vibro-Axe) (Str+3D)
- Bilari Electro-Chain Whip (Vibro-Sword & Stun-Whip) (Vibro-Sword damage is

Str+2D. Electro-Whip does 5D Stun damage)

Double-Headed Vibro-Arbir Blade (Double-Headed Vibro-Blade Staff/Pair of Vibro-Blades) (The Vibro-Blade Staff does Str+1D+2 damage, with an extended reach of +1 meter. the separated Vibro-Blades do Str+2D, and give +1D to parry melee weapons when used as a pair.)

Description: The Imperial Praetorian Guards were elite crimson-armored warriors of the Shadow Council. Three were deployed to support Moff Gideon by Commandant Brendol Hux and Captain Gilad Pellaeon. They possessed helmets with a design similar to Mandalorian armor, alongside segmented armor plates and robes which would eventually be carried over to the armor worn by the Elite Praetorian Guard of the First Order that were active during the First Order-Resistance War.

History

Battle For Mandalore

Three Praetorian Guards were deployed by Commandant Brendol Hux at the request of Moff Gideon to aid in the battle for Mandalore, as Gideon expected the Mandalorians would try to retake their homeworld. As Gideon planned, the Mandalorians were attacked by Imperial armored commandos by the Great Forge, cornering the unwitting Mandalorians into a trap. As the Heavy Infantry Mandalorian Paz Vizsla engaged the last of the commandos to allow the surviving Mandalorians to escape, the three Praetorian Guards appeared and killed the exhausted warrior.

Shortly afterwards, the three Praetorian Guards assisted Moff Gideon in his fight against Din Djarin, quickly overpowering him. Before they could finish him off, they were interrupted by Grogu, piloting IG-12. As the Praetorian Guards pursued the foundling into Gideon's conference room they quickly dispatched the mech suit, after which Grogu avoided them by using his Force abilities to jump across the room's levitating light supports. The guards cut down the supports, grounding Grogu, but Djarin, freed from the engagement with Gideon by Bo-Katan Kryze, engaged the Praetorian Guards once more. Using his beskar armor to block their weapons, Djarin killed the three guards with his IB-94 blaster and vibro-knife, aided by Grogu's use of the Force.

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