Characters D6 / Captain of the Guard Enoch (



Name: Captain of the Guard Enoch
Species: Human
Gender: Male
Move: 10

DEXTERITY: 4D
- Blaster: 7D
- Brawling Parry: 6D
- Dodge: 6D+1
- Grenade: 5D+1
- Melee Combat: 6D+2
- Melee Parry: 6D
- Missile Weapons: 5D+1

PERCEPTION: 3D
- Bargain: 4D
- Command: 5D+2
- Command: Night Troopers 6D+2
- Search: 6D
- Sneak: 5D

KNOWLEDGE: 2D+2
- Intimidation: 5D+2
- Survival: 5D+2
- Tactics: 5D+2
- Tactics: Storm Troopers 6D+2
- Willpower: 6D

STRENGTH: 4D
- Brawling: 6D
- Climbing/Jumping: 5D+2

MECHANICAL: 2D
- Beast Riding 4D
- Repulsorlift Operation: 4D+2
- Walker Operation: 5D+1

TECHNICAL: 2D
- Armor Repair: 5D
- Computer Programming/Repair: 3D+1
- Demolitions: 4D+2
- First Aid: 3D
- Security: 4D

Equipment: E-11 blaster rifle (5D), Patched Stormtrooper Armour (+2 vs Energy, +1D+2 vs Physical, -1D to Dexterity), Blaster Pistol (4D), Comlink, Utility Belt

Game Notes: Night Troopers are energised by the powers of the Great Mothers, enhancing their physical attributes over those of normal Stormtroopers, but also allowing them to survive damage

which would prove fatal to almost anyone else. If a Night Trooper receives fatal damage, they recover in D/6 Rounds unless the damage defeated their Strength Roll by a Heroic Success. (eg Normally a Mortal wound requires a 16+ success, on a Night Trooper it requires a 31+).

Description: Enoch was a human male Night Trooper who served as the Captain of the Guard for Grand Admiral Thrawn's forces on Peridea.

Biography

Far, far away….

During the Galactic Civil War's Battle of Lothal between the Rebellion and the Galactic Empire in 1 BBY, Imperial Grand Admiral Thrawn's personal Star Destroyer, the Chimaera, was captured by a pod of purrgil summoned by the Jedi Ezra Bridger. Thrawn's forces and Bridger himself were subsequently stranded outside the galaxy on the planet Peridea. Enoch served as Captain of the Guard for Thrawn's surviving legion of stormtroopers, commanding his loyal Night Troopers as the Grand Admiral rebuilt the Chimaera and allied with the Dathomiri Great Mothers.

When Thrawn's servant Morgan Elsbeth reached Peridea aboard her intergalactic transport ring, the Eye of Sion, with her mercenaries, Baylan Skoll and Shin Hati, the trio met the Great Mothers at the henge atop Peridea's Dathomiri fortress. They were all then received by the Chimaera, which perched with its hangar encasing the site. In the hanger, Captain Enoch led Thrawn's Night Troopers to greet those Force users with the Grand Admiral himself. After Thrawn introduced Enoch as his troopers' leader, the admiral agreed to begin transferring the Dathomiri catacombs onto the Star Destroyer, as per his agreement with the Great Mothers for facilitating a means of returning to the known galaxy. The captain ordered his troopers to enter the catacombs while he himself stayed with Thrawn and his guests.

The Night Troopers also retrieved the prisoner that the mercenaries had brought with them—the rebel Lothal veteran Sabine Wren, who wished to find her missing friend, Bridger. Taking the opportunity to hunt down the Jedi, Thrawn ordered Enoch to remove her stuncuffs and to provide Wren with the resources to traverse the perilous wastelands of Peridea. Captain Enoch and several troopers led Wren to a howler that had been domesticated as a mount, commanding the creature to lie down. After Wren had mounted the howler, Enoch cautioned Wren about the violent nomads who lived on Peridea, and he passed on her blaster pistols and lightsaber before watching her ride out into the wastelands. Baylan Skoll and Shin Hati subsequently rode out on howler mounts as well in pursuit of Wren.

Like a ronin

Ahsoka Tano soon arrived over Peridea with the Jedi droid Huyang on her T-6 shuttle, riding with a pod of purrgil. As Thrawn anticipated, the purrgil flew into an Imperial minefield and re-entered hyperspace, which Enoch, from aboard the Eye of Sion, reported to the Grand Admiral—who stood before a holographic display of the scene in the Dathomiri fortress. Enoch also reported the Jedi shuttle's presence, and that he had deployed nine RP82 Fiend fighters after it, redirecting Tano into Peridea's debris field. Thrawn was satisfied, given that he knew Tano would behave similar to her master—the headstrong Jedi General Anakin Skywalker whom Thrawn once worked with—and ordered Enoch to withdraw the starfighters and have them stand by; the Great Mothers located Tano with their magick, allowing Thrawn to summon Enoch to attack.

As commanded, the Eye of Sion unleashed a barrage of laserfire into the debris field, and the fighters resumed their engagement with the escaping shuttle in Peridea's atmosphere. Meanwhile, the mercenaries had joined forces with the nomadic bandits and tracked Wren to Bridger, with Hati relaying the Jedi's coordinates to Captain Enoch. Informing Thrawn of the discovery via hologram,

Enoch received the Grand Admiral's order to send two LAAT/le patrol gunships to reinforce the mercenaries. However, Baylan Skoll pursued a goal of his own, and left Hati, the bandits, and the gunships' Night Troopers to ambush the Jedi themselves, who were then joined by Ahsoka Tano and her shuttle. Despite his forces' casualties, Thrawn was satisfied with distracting the Jedi long enough for the Chimaera to complete its cargo transfer and depart Peridea.

Shadows of starlight
Enoch returned to the Dathomiri henge, where Elsbeth informed Thrawn that the cargo transfer was completed, and the Grand Admiral ordered the captain to bring the Eye of Sion down from high orbit so that it could interlock with the Chimaera. Enoch then told him that com-scan had located the Jedi's shuttle, and was tasked with dispatching two TIE fighters to engage it. After Enoch walked back to the Chimaera's hangar, the TIE fighter attack successfully hit the Jedi shuttle before Enoch's command lost contact with the pilots.

The captain returned to Thrawn inside the Dathomiri fortress with the update. He was instructed to have the captain of the TIE squadron commended despite their losses, and to show on the holographic display of Peridea's surface where the Jedi were downed. Thrawn concluded that preparation for an immediate ground assault was necessary, and Enoch gave way and followed as the Grand Admiral walked out of the fortress and up to the Dathomiri henge. There, they found Morgan Elsbeth and the Great Mothers, as Dathomiri Nightsisters, preparing dozens of Night Trooper volunteers for combat; the troopers had been made aware that they would serve Thrawn—and the Empire—even in death due to Nightsister magick.

Back in the fortress, Enoch, Thrawn, and Elsbeth heard from a Star Navigator Droid who had been serving on the Eye of Sion that com-scan detected the incoming Jedi on their howler mounts. The Chimaera attempted to annihilate the Jedi, but they entered the fortress, where they battled the Night Troopers. Enoch then followed Thrawn out of the fortress, and, alone, the Grand Admiral asked the Great Mothers at the henge to begin resurrecting the fallen Night Troopers below as more powerful zombies to delay the Jedi.

Morgan Elsbeth oversaw the Eye of Sion interlocking with the Chimaera, but just before she reported to Thrawn at the henge that the preparations were completed, Enoch spoke with him in hushed tones: the Grand Admiral asked if the captain's information was valid, to which he replied that preparations were under way. Thus, Thrawn told Elsbeth that she must remain behind to prevent the advancing Jedi from boarding the Star Destroyer. The Grand Admiral, the captain, and the Great Mothers then walked back to the Chimaera's hangar and entered the bridge of the Eye of Sion.

Per Thrawn's command, it fired at the Dathomiri fortress while taking off; Tano, Wren, and Huyang pursued Thrawn with their repaired shuttle, but they were too late and remained on Peridea while the Chimaera and its ring returned to the known galaxy. Unbeknownst to Thrawn's forces, Ezra Bridger had infiltrated the Chimaera and later joined the New Republic. Captain Enoch joined Thrawn and the Great Mothers on the observation deck of the Chimaera's cargo hold to inform the Grand Admiral that they were approaching the world Dathomir.

Personality and traits
The captain was an ominous sentinel who spoke with a gruff and metallic voice. Upon being introduced by Thrawn to Elsbeth and her mercenaries, Enoch gave a slow nod of acknowledgment, and then gave a brisk nod toward his troopers as an order to enter the catacombs. He also nodded as a way of acknowledging orders from Thrawn.

Equipment
Like many of the stormtroopers stranded aboard the Chimaera, Enoch's white armor was weathered, with cracks throghout the plastoid armor plates over his black body glove. However, Enoch's body glove was red for his arms and torso, and he donned crimson gloves. Tthe armor was also mended with metallic gold-colored accents, while several parts of the armor pieces were replaced by gray fragments. Large parts of the armor were also replaced by metallic gold pieces, including the completely golden left shoulder plate, abdominal plate, the left hand guard, and the right knee component.

His helmet displayed two red Imperial crests emblazoned at the top and a golden metallic humanoid face plate hammered into it. Golden and gray elements also jutted out at the bottom of the helmet's front in a manner resembling the bottom part of a Imperial combat assault tank pilot's helmet. Instead of a standard utility belt, the captain kept a black blaster pistol with golden accents in his holster, which he wore as a dark belt around a red kama.

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