

Table of Contents

Rebel Alliance
Rebel Soldier
Rebel Soldier Squad Leader
Rebel Hoth Trooper
Rebel Airspeeder Pilot
Rebel Commando
Rebel Sea Commando
GlitterFall Rebel Soldier
Delgeer's Rim Base Rebel Soldier
DVL-181 Rebel Soldier

New Republic
New Republic Troopers
New Republic Squad Leaders
New Republic Scouts
New Republic Demolition Trooper
New Republic Assault Trooper
New Republic Commandos
New Republic Snipers
New Republic Ground Vehicle Crew
New Republic Repulsorlift Crew
New Republic Airspeeder Crew

New Republic Tank Crew
New Republic Armor Squad Leaders

SpecForce
SpecForce Marine
SpecForce Pathfinder
SpecForce Urban Guerilla
SpecForce Technician
SpecForce Infiltrator
SpecForce Heavy Weapons Trooper
SpecForce Driver/Pilot
SpecForce Scanner/Comm Specialist
SpecForce Interrogator
SpecForce Translators
SpecForce Procurement Specialist
SpecForce Medic
SpecForce Officer
SpecForce Wilderness Fighter
SpecForce Wilderness Fighter: Aquatic
SpecForce Wilderness Fighter: Cold
SpecForce Wilderness Fighter: Desert
SpecForce Wilderness Fighter: Forest
SpecForce Wilderness Fighter: Jungle
SpecForce Wilderness Fighter: Plains
SpecForce Wilderness Fighter: Mountain

Rebel & New Republic Navy
Fighter Pilots
Fighter Pilot Squadron Leader
Shuttle Pilots
Navy Troopers
Navy Trooper Squad Leaders

Capital Ship Personnel
Astrogation
Communications
Gunner
Pilot
Shield Operator
Sensor Operator
Officers
Mon Calamari Crewman
Stormtroopers
Stormtroopers
Aquatic Stormtroopers
Bomb Squad Stormtroopers
Cold Assault Stormtroopers
Darktroopers
EVO Troopers
Hazard Troopers
Imperial Marines
ISB Stormtroopers
Jumptroopers
Magma Troopers
Novatroopers
Radiation Zone Stormtroopers
Riot Stormtrooper
SandTrooper
ScoutTrooper
ShadowTroopers
ShockTroopers
Storm Commando
SwampTrooper
Zero-G Stormtrooper

Imperial Army Troops
Imperial Army Troopers
Imperial Army Squad Leaders
Imperial Army Scouts
Imperial Army Demolition Trooper
Imperial Army Assault Trooper
Imperial Army Sharpshooter
Special Missions Engineers
Imperial Army Commandos
Imperial Ground Vehicle Crew
Imperial Repulsorlift Crew
Imperial Walker Crew
Imperial Armor Squad Leaders

Imperial Navy Troops
Imperial Fighter Pilots
Imperial Shuttle Pilots
Imperial Command
Capital Ship Personnel
Death Star Crew
Navy Troopers
Imperial Marines
Imperial Navy Commandos
SpecNav Troopers

Imperial Security Bureau
ISB Enforcement Officer
ISB Investigator
Intelligence Team Member
ISB Field Coordinator
ISB Technician
ISB Security Guard
ISB Solo Agent
ISB Assassin
ISB Re-Educator
ISB Interrogator
ISB Undercover Agent
ISB Office Personnel
ISB Internal Affairs
ISB Stormtrooper
CompForce Trooper
CompForce Assault Trooper
CompForce Observer
CompForce Trooper Squad Leader

Imperial Enforcement and Security
Royal Guard
Dungeoneer
Coruscant Guard
Detention Area Guard
Security Guard
Imperial Knights
Sovereign Protector
Dark Side Adept
Imperial Sentinel
Shadow Guard
Senate Guard

Imperial Support Personnel
Military Cook
Imperial Medic
Service Technician
Imperial Engineer
Imperial Mechanic
Imperial Advisor
Flight Coordinator
Imperial Quartermaster

Militia
Primitive Militia
Archaic Militia
Simple Militia
Organized Militia
Professional Militia

Stock Mercenaries
Mercenary Trooper
Mercenary Squad Leader
Mercenary Scout
Mercenary Sharpshooter
Mercenary Assault Trooper
Mercenary Demolition Trooper
Mercenary Commando
Mercenary Ground Vehicle Crew
Mercenary Repulsorlift Crew
Mercenary Walker Crew
Mercenary Armor Squad Leader
Mercenary Starfighter Pilot
Mercenary Squadron Leader
Mercenary Space Transport Pilot
Mercenary Boarding Troops
Mercenary Mechanic

Mercenary Units
Echani Mercenary
Echani Sun Guard
Gamorean Warriors
Mistryl Shadow Guard
ThunderForce Troopers
Zabrak Mercenaries
Chiss Ascendancy Trooper
Chiss Ascendancy Pilot
Hapes Cluster Trooper
Hapes Cluster Pilot
Mandalorian Mercenary
Mandalorian Death Watch
Mandalorian Supercommando
Merchants
Merchant
Merchant: Specialist
Scavenger Merchant
Shady Merchant
Weapon Dealer
Corporate Sector Merchant
Hutt Merchant
Jawa Trader
Tapani Sector Merchant
Toydarian Merchant
Trade Federation Representative

Criminals
Backroom Medic
Bodyguard
Bouncer
Casino Boss
Chop Shop Tech
Con Artist
Corrupt Politician
Counterfeiter
Deathstick Dealer
Droid Thief

Enforcer
Fence
Gang Member
Gang Leader
Hitman
Informant
Information Broker
Loan Shark
Outlaw
Outlaw Leader
Outlaw Tech
Pick Pocket
Professional Thief
Thug
Sabbacc Dealer
Slaver
Slicer
Street Toughs
Swoop Gang Member
BloodSniffer Swoop Gang Member
Defel Bodyguard
Gamorrean Bodyguard
Knights Swoop Gang Member
Rabid Mynock Swoop Gang Member
Rodian Bodyguard
Rust Rats Thief
Sabrin Enforcer
Skulls Swoop Gang Member
Spiders Swoop Gang Member
Themog's Thugs
Trandoshan Slaver
Wind Raiders
Black Sun Assassin
Black Sun Enforcer
Black Sun Thug
Black Sun Vigo
Court Jester
Gamorrean Guard
Gangster
Hutt Crime Lord
Majordomo
Swoop Trooper
Weequay Mercenary

Grand Army
ARC Trooper
Clone Trooper
Clone Trooper Gunner
Clone Trooper Officer
Clone Trooper Pilot
Clone Marines
Clone Scout
Clone SCUBA Troopers
Clone Sky Trooper
Republic Commando
Gungan Infantry
Gungan Grenader
Jedi Knight
Jedi General
Naboo Pilot
Naboo Soldier
Wookiee Scout
Wookiee Warrior

CIS
Battle Droid
Battle Droid Commander
Battle Droid Pilot
Chameleon Droid
Commando Droid
Crab Droid
Destroyer Droid
Dwarf Spider Droid
IG-110 Lightsaber Droid
IG-Lancer Droid
IG-100 Magnaguard
Octuptarra Droid
Security Battle Droid
Super Battle Droid
Super Battle Droid Commander
Ultra Battle Droid
Geonosian Drone
Geonosian Soldier

Civilians
Ambulance Driver
Archeologist
Artist
Banker
- Investment Banker
- Munn Banker

Barkeeper
Business Owner
Butler
Cook
- Gourmet Cook

Courier
Dancer
Diplomat
Doctor
- Cybernetics Specialist
- Family Doctor
- Herbal Healer
- Psychiatrist
- Surgeon

Engineer
Farmer
- Moisture Farmer

Fireman
Gambler
Holonews Reporter
Inn Keeper
Janitor
Journalist
Laborer
Lawyer
Librarian
Maid
Miner
Musician
Noble
Nurse
Performer
Pilot
Podracer
Professor
Rancher
Repulsortruck Driver
Shockball Player
Shockboxer
Skytaxi Driver
Slicer
Swoop Racer
Teacher
Tourist
Veterinarian
Waiter
Writer

Rebel Soldier

Species: Any
Sex: Any
DEXTERITY 3D+2
Blaster 5D+2, Grenade 4D+2
PERCEPTION 1D+2
STRENGTH 3D
Brawling 4D
KNOWLEDGE 1D
MECHANICAL 1D+2
TECHNICAL 1D+2
Demolitions 2D+2
Move: 10
Equipment: Blaster Pistol (4D), Grenades (5D), Microbinoculars (+1D to search greater than 50 meters, Comlink, Blast Vest (+1D physical, +1 energy)
Reference: R&E p209

Rebel Soldier (Experienced)

Species: Any
Sex: Any
DEXTERITY 3D+2
Blaster 6D+1, Grenade 5D+1
PERCEPTION 1D+2
STRENGTH 3D
Brawling 4D+2
KNOWLEDGE 1D
MECHANICAL 1D+2
TECHNICAL 1D+2
Demolitions 3D+1
Move: 10
Equipment: Blaster Pistol (4D), Grenades (5D), Microbinoculars (+1D to search greater than 50 meters, Comlink, Blast Vest (+1D physical, +1 energy)
Reference: N/A

Rebel Soldier (Veteran)

Species: Any
Sex: Any
DEXTERITY 3D+2
Blaster 7D, Grenade 6D
PERCEPTION 1D+2
STRENGTH 3D
Brawling 5D+1
KNOWLEDGE 1D
MECHANICAL 1D+2
TECHNICAL 1D+2
Demolitions 4D
Move: 10
Equipment: Blaster Pistol (4D), Grenades (5D), Microbinoculars (+1D to search greater than 50 meters, Comlink, Blast Vest (+1D physical, +1 energy)
Reference: N/A

Rebel Soldier (Elite)

Species: Any
Sex: Any
DEXTERITY 3D+2
Blaster 7D+2, Grenade 6D+2
PERCEPTION 1D+2
STRENGTH 3D
Brawling 6D
KNOWLEDGE 1D
MECHANICAL 1D+2
TECHNICAL 1D+2
Demolitions 4D+2
Move: 10
Equipment: Blaster Pistol (4D), Grenades (5D), Microbinoculars (+1D to search greater than 50 meters, Comlink, Blast Vest (+1D physical, +1 energy)
Reference: N/A

Rebel Soldier Squad Leader

Species: Any
Sex: Any
DEXTERITY 3D+2
Blaster 6D+1, Grenade 5D+1
PERCEPTION 1D+2
Command 2D+2
KNOWLEDGE 2D
Tactics: Squad 2D+1
STRENGTH 3D
Brawling 4D+2
MECHANICAL 1D+2
TECHNICAL 1D+2
Demolitions 3D+1
Move: 10
Equipment: Blaster Pistol (4D), Grenades (5D), Microbinoculars (+1D to search greater than 50 meters, Comlink, Blast Vest (+1D physical, +1 energy)
Reference: N/A

Rebel Soldier Squad Leader (Veteran)

Species: Any
Sex: Any
DEXTERITY 3D+2
Blaster 7D, Grenade 6D
PERCEPTION 1D+2
Command 3D+1
KNOWLEDGE 2D
Tactics: Squad 3D
STRENGTH 3D
Brawling 5D+1
MECHANICAL 1D+2
TECHNICAL 1D+2
Demolitions 4D
Move: 10
Equipment: Blaster Pistol (4D), Grenades (5D), Microbinoculars (+1D to search greater than 50 meters, Comlink, Blast Vest (+1D physical, +1 energy)
Reference: N/A

Rebel Soldier Squad Leader (Elite)

Species: Any
Sex: Any
DEXTERITY 3D+2
Blaster 7D+2, Grenade 6D+2
PERCEPTION 1D+2
Command 4D
KNOWLEDGE 2D
Tactics: Squad 3D+2
STRENGTH 3D
Brawling 6D
MECHANICAL 1D+2
TECHNICAL 1D+2
Demolitions 4D+2
Move: 10
Equipment: Blaster Pistol (4D), Grenades (5D), Microbinoculars (+1D to search greater than 50 meters, Comlink, Blast Vest (+1D physical, +1 energy)
Reference: N/A

Rebel Hoth Trooper

Species: Any
Sex: Any
DEXTERITY 3D+2
Blaster 5D+2, Blaster Artillery 4D, Dodge 4D, Grenade 4D+2
PERCEPTION 1D+1
Sneak 2D+1
STRENGTH 3D
Brawling 4D, Stamina 4D+2
KNOWLEDGE 1D
MECHANICAL 1D+1
TECHNICAL 1D+2
Demolition 2D+2
Move: 10
Equipment: Blaster Rifle (5D), Grenades (5D), Comlink, Macro Binoculars (+1D to search over 50 meters), Medpack
Reference: Trilogy Sourcebook SE p37

Rebel Hoth Trooper (Experienced)

Species: Any
Sex: Any
DEXTERITY 3D+2
Blaster 6D+1, Blaster Artillery 4D+2, Dodge 4D+2, Grenade 5D+1
PERCEPTION 1D+1
Sneak 3D
STRENGTH 3D
Brawling 4D+2, Stamina 5D
KNOWLEDGE 1D
MECHANICAL 1D+1
TECHNICAL 1D+2
Demolition 3D+1
Move: 10
Equipment: Blaster Rifle (5D), Grenades (5D), Comlink, Macro Binoculars (+1D to search over 50 meters), Medpack
Reference: N/A

Rebel Hoth Trooper (Veteran)

Species: Any
Sex: Any

DEXTERITY 3D+2
Blaster 7D, Blaster Artillery 5D+1, Dodge 5D+1, Grenade 6D
PERCEPTION 1D+1
Sneak 3D+2
STRENGTH 3D
Brawling 5D+1, Stamina 5D+1
KNOWLEDGE 1D
TECHNICAL 1D+2
MECHANICAL 1D+1
Demolition 4D
Move: 10
Equipment: Blaster Rifle (5D), Grenades (5D), Comlink, Macro Binoculars (+1D to search over 50 meters), Medpack
Reference: N/A

Rebel Hoth Trooper (Elite)

Species: Any
Sex: Any
DEXTERITY 3D+2
Blaster 7D+2, Blaster Artillery 6D, Dodge 6D, Grenade 6D+2
PERCEPTION 1D+1
Sneak 4D+1
STRENGTH 3D
Brawling 6D, Stamina 5D+2
KNOWLEDGE 1D
MECHANICAL 1D+1
TECHNICAL 1D+2
Demolition 4D+2
Move: 10
Equipment: Blaster Rifle (5D), Grenades (5D), Comlink, Macro Binoculars (+1D to search over 50 meters), Medpack
Reference: N/A

Rebel Airspeeder Pilot

Species: Any
Sex: Any
DEXTERITY 2D
Blaster 4D, Dodge 3D
PERCEPTION 1D+2
STRENGTH 2D+1
KNOWLEDGE 1D
Planetary Systems 2D+1
TECHNICAL 2D
Repulsorlift Repair 3D
MECHANICAL 3D
Astrogation 3D+2, Repulsorlift Operation: Airspeeder 6D, Starfighter Piloting: X-Wing 5D+1
Move: 10
Equipment: Blaster Pistol (4D), Comlink, Flight Suit
Reference: Trilogy Sourcebook SE p37

Rebel Airspeeder Pilot (Experienced)

Species: Any
Sex: Any
DEXTERITY 2D
Blaster 4D+2, Dodge 3D+2
PERCEPTION 1D+2
STRENGTH 2D+1
KNOWLEDGE 1D
Planetary Systems 2D+2
TECHNICAL 2D
Repulsorlift Repair 3D+2
MECHANICAL 3D
Astrogation 4D, Repulsorlift Operation: Airspeeder 7D, Starfighter Piloting: X-Wing 6D
Move: 10
Equipment: Blaster Pistol (4D), Comlink, Flight Suit
Reference: N/A

Rebel Airspeeder Pilot (Veteran)

Species: Any
Sex: Any
DEXTERITY 2D
Blaster 5D+1, Dodge 4D+1
PERCEPTION 1D+2
STRENGTH 2D+1
KNOWLEDGE 1D
Planetary Systems 3D
TECHNICAL 2D
Repulsorlift Repair 4D+1
MECHANICAL 3D
Astrogation 4D+1, Repulsorlift Operation: Airspeeder 8D, Starfighter Piloting: X-Wing 6D+2
Move: 10
Equipment: Blaster Pistol (4D), Comlink, Flight Suit
Reference: N/A

Rebel Airspeeder Pilot (Elite)

Species: Any
Sex: Any
DEXTERITY 2D
Blaster 6D, Dodge 5D
PERCEPTION 1D+2
STRENGTH 2D+1
KNOWLEDGE 1D
Planetary Systems 3D+1
TECHNICAL 2D
Repulsorlift Repair 5D
MECHANICAL 3D
Astrogation 4D+2, Repulsorlift Operation: Airspeeder 9D, Starfighter Piloting: X-Wing 7D+1
Move: 10
Equipment: Blaster Pistol (4D), Comlink, Flight Suit
Reference: N/A

Rebel Commando

Species: Any
Sex: Any
DEXTERITY 3D+2
Blaster 4D, Blaster Artillery 3D+2, Dodge 4D+1
PERCEPTION 4D
Search 4D, Sneak 4D+2
STRENGTH 3D+2
Brawling 4D
KNOWLEDGE 3D
Survival: Forest 4D
TECHNICAL 2D+1
MECHANICAL 1D+1
Move: 10
Equipment: Blaster Pistol (4D), Comlink, Macrobinoculars (+1D to search greater than 50 meters), Low-Feedback Scanner (Uses sensors, detects movement at ranges 0-1 /2 /5 km), Sensor Scramblers (+2D to detect with sensors), Camouflage Fatigues (+2D to sneak in Forest at ranges over 35+ meters)
Reference: Trilogy Sourcebook SE p38

Rebel Commando (Experienced)

Species: Any
Sex: Any
DEXTERITY 3D+2
Blaster 5D, Blaster Artillery 4D+2, Dodge 5D+1
PERCEPTION 4D
Hide 5D, Search 5D, Sneak 5D+2
KNOWLEDGE 3D
Survival: Forest 4D+2
STRENGTH 3D+2
Brawling 5D
MECHANICAL 1D+1
TECHNICAL 2D+1
Move: 10
Equipment: Blaster Pistol (4D), Comlink, Macrobinoculars (+1D to search greater than 50 meters), Low-Feedback Scanner (Uses sensors, detects movement at ranges 0-1 /2 /5 km), Sensor Scramblers (+2D to detect with sensors), Camouflage Fatigues (+2D to sneak in Forest at ranges over 35+ meters)
Reference: N/A

Rebel Commando (Veteran)

Species: Any
Sex: Any
DEXTERITY 3D+2
Blaster 6D, Blaster Artillery 5D+2, Dodge 6D+1
PERCEPTION 4D
Hide 6D, Search 6D, Sneak 6D+2
KNOWLEDGE 3D
STRENGTH 3D+2

Survival: Forest 5D+1
Brawling 6D
MECHANICAL 1D+1
TECHNICAL 2D+1
Move: 10
Equipment: Blaster Pistol (4D), Comlink, Macrobinoculars (+1D to search greater than 50 meters), Low-Feedback Scanner (Uses sensors, detects movement at ranges 0-1 /2 /5 km), Sensor Scramblers (+2D to detect with sensors), Camouflage Fatigues (+2D to sneak in Forest at ranges over 35+ meters)
Reference: N/A

Rebel Commando (Elite)

Species: Any
Sex: Any
DEXTERITY 3D+2
Blaster 7D, Blaster Artillery 6D+2, Dodge 7D+1
PERCEPTION 4D
Hide 7D, Search 7D, Sneak 7D+2
KNOWLEDGE 3D
Survival: Forest 6D
STRENGTH 3D+2
Brawling 7D
MECHANICAL 1D+1
TECHNICAL 2D+1
Move: 10
Equipment: Blaster Pistol (4D), Comlink, Macrobinoculars (+1D to search greater than 50 meters), Low-Feedback Scanner (Uses sensors, detects movement at ranges 0-1 /2 /5 km), Sensor Scramblers (+2D to detect with sensors), Camouflage Fatigues (+2D to sneak in Forest at ranges over 35+ meters)
Reference: N/A

Rebel Sea Commando

Species: Any
Sex: Any
DEXTERITY 3D
Blaster 5D+2, Dodge 5D, Melee Combat 6D, Melee Parry 4D+1, Missile Weapons 5D
PERCEPTION 3D
Command 5D, Con 6D, Search 5D+1, Sneak 6D
KNOWLEDGE 2D
Planetary Systems 4D, Survival: Aquatic 5D, Willpower 6D
STRENGTH 3D
Brawling 4D, Climbing/Jumping 6D+2, Lifting 4D, Swimming 7D, Stamina 5D
MECHANICAL 4D
Beast Riding 5D, Communications 5D, Repulsorlift Operations 6D
TECHNICAL 3D
Blaster Repair 5D, Computer Program/Repair 4D, Demolition 6D, Security 5D+1
Move: 10
Equipment: Blaster Rifle (5D), 3 Concussion Grenades (5D), 3 Stun Grenades (7D Stun), Grapple Gun (missile weapons, magnetic grapple w/100 meter cable), Blast Helmet (1D+2 physical, +2 energy), Blast Armor (+2D physical, +1D energy), Waterproof Uniform, Survival Kit, Military Headset Comlink
Reference: Dark Empire Sourcebook p30

GlitterFall Rebel Soldier

Species: Human
Sex: Any
DEXTERITY 3D
Blaster 5D+2, Grenade 4D+2
PERCEPTION 3D
Hide 4D, Sneak 4D+1
KNOWLEDGE 3D
STRENGTH 3D+2
MECHANICAL 3D
Brawling 4D
TECHNICAL 2D+1
Demolitions 2D+2
Move: 10
Equipment: Blaster Pistol (4D), Grenade (5D), Macro binoculars (+1D search on greater than 50 meters), Comlink, Blast Vest (+1 energy, +1D physical), Blast Helmet (+1 energy, +1D physical), Medpac.
Reference: Hideouts & Strongholds p71

GlitterFall Rebel Soldier (Veteran)

Species: Human
Sex: Any
DEXTERITY 3D
Blaster 7D+2, Grenade 6D
PERCEPTION 3D
Hide 5D+1, Sneak 5D+2
KNOWLEDGE 3D
STRENGTH 3D+2
MECHANICAL 3D
Brawling 6D
TECHNICAL 2D+1
Demolitions 4D+2
Move: 10
Equipment: Blaster Pistol (4D), Grenade (5D), Macro binoculars (+1D search on greater than 50 meters), Comlink, Blast Vest (+1 energy, +1D physical), Blast Helmet (+1 energy, +1D physical), Medpac.
Reference: N/A

GlitterFall Rebel Squad Leader

Species: Human
Sex: Any
DEXTERITY 3D
Blaster 7D+2, Grenade 6D
PERCEPTION 3D
Command 4D, Hide 5D+1, Sneak 5D+2
KNOWLEDGE 3D
Tactics: GlitterFall Rebels 3D+2
STRENGTH 3D+2
Brawling 6D
MECHANICAL 3D
TECHNICAL 2D+1
Demolitions 4D+2
Move: 10
Equipment: Blaster Pistol (4D), Grenade (5D), Macro binoculars (+1D search on greater than 50 meters), Comlink, Blast Vest (+1 energy, +1D physical), Blast Helmet (+1 energy, +1D physical), Medpac.
Reference: N/A

Delgeer's Rim Base Rebel Soldier

Species: Any
Sex: Any
DEXTERITY 3D+2
Blaster 5D+2, Grenade 4D+2
PERCEPTION 1D+1
Hide 2D, Sneak 2D+1
KNOWLEDGE 1D
STRENGTH 3D
MECHANICAL 1D+1
Brawling 4D
TECHNICAL 1D+2
Demolitions 2D+2
Move: 10

Equipment: Blaster Pistol (4D), Grenade (5D), Macro binoculars (+1D search on greater than 50 meters), Comlink, Blast Vest (+1 energy, +1D physical), Blast Helmet (+1 energy, +1D physical), Medpac.
Reference: Hideouts & Strongholds p136

Delgeer's Rim Base Rebel Soldier (Veteran)

Species: Any
DEXTERITY 3D+2
Blaster 7D+2, Grenade 6D
KNOWLEDGE 1D
MECHANICAL 1D+1
Sex: Any
PERCEPTION 1D+1
Hide 4D, Sneak 4D+1
STRENGTH 3D
Brawling 6D
TECHNICAL 1D+2
Demolitions 4D

Move: 10
Equipment: Blaster Pistol (4D), Grenade (5D), Macro binoculars (+1D search on greater than 50 meters), Comlink, Blast Vest (+1 energy, +1D physical), Blast Helmet (+1 energy, +1D physical), Medpac.
Reference: N/A

Delgeer's Rim Base Squad Leader

Species: Any
DEXTERITY 3D+2
Blaster 7D+2, Grenade 6D
KNOWLEDGE 1D
Tactics: Delgeer's Rim Base Rebels 3D
MECHANICAL 1D+1
Sex: Any
PERCEPTION 1D+1
Command 3D+1, Hide 4D, Sneak 4D+1
STRENGTH 3D
Brawling 6D
TECHNICAL 1D+2
Demolitions 4D

Move: 10
Equipment: Blaster Pistol (4D), Grenade (5D), Macro binoculars (+1D search on greater than 50 meters), Comlink, Blast Vest (+1 energy, +1D physical), Blast Helmet (+1 energy, +1D physical), Medpac.
Reference: N/A

DVL-181 Rebel Soldier

Species: Human
DEXTERITY 3D+2
Blaster 5D+2, Grenade 4D+2
KNOWLEDGE 1D
MECHANICAL 1D+1
Sex: Any
PERCEPTION 1D+1
Hide 2D, Sneak 2D+1
STRENGTH 3D
Brawling 4D
TECHNICAL 1D+2
Demolitions 2D+2

Move: 10
Equipment: Blaster Pistol (4D), Grenade (5D), Macro binoculars (+1D search on greater than 50 meters), Comlink, Blast Vest (+1 energy, +1D physical), Blast Helmet (+1 energy, +1D physical), Medpac.
Reference: Hideouts & Strongholds p95

DVL-181 Rebel Soldier (Veteran)

Species: Human
DEXTERITY 3D+2
Blaster 7D+2, Grenade 6D
KNOWLEDGE 1D
MECHANICAL 1D+1
Sex: Any
PERCEPTION 1D+1
Hide 4D, Sneak 4D+1
STRENGTH 3D
Brawling 6D
TECHNICAL 1D+2
Demolitions 4D+2

Move: 10
Equipment: Blaster Pistol (4D), Grenade (5D), Macro binoculars (+1D search on greater than 50 meters), Comlink, Blast Vest (+1 energy, +1D physical), Blast Helmet (+1 energy, +1D physical), Medpac.
Reference: N/A

DVL-181 Rebel Squad Leader

Species: Human
DEXTERITY 3D+2
Blaster 7D+2, Grenade 6D
KNOWLEDGE 1D
Tactics: DVL-181 Rebels 3D
MECHANICAL 1D+1
Sex: Any
PERCEPTION 1D+1
Command 3D+1, Hide 4D, Sneak 4D+1
STRENGTH 3D
Brawling 6D
TECHNICAL 1D+2
Demolitions 4D+2

Move: 10
Equipment: Blaster Pistol (4D), Grenade (5D), Macro binoculars (+1D search on greater than 50 meters), Comlink, Blast Vest (+1 energy, +1D physical), Blast Helmet (+1 energy, +1D physical), Medpac.
Reference: N/A

New Republic Trooper

Species: Any
DEXTERITY 3D+2
Blaster 5D, Dodge 4D+2, Grenade 4D+1, Vehicle Blasters 4D
KNOWLEDGE 2D
Survival 3D
MECHANICAL 2D
Repulsorlift Operation 3D
Sex: Any
PERCEPTION 2D+1
Search 3D+1
STRENGTH 3D
Brawling 4D, Climbing/Jumping 3D+2
TECHNICAL 2D
First Aid 3D
Move: 10
Equipment: Blaster Rifle (5D), Blaster Pistol (4D), Grenades (5D), Micro binoculars (+1D to search greater than 50 meters, Comlink, Blast Vest (+1D physical, +1 energy)
Reference: N/A

New Republic Trooper (Experienced)

Species: Any
DEXTERITY 3D+2
Blaster 6D, Dodge 5D+2, Grenade 5D, Vehicle Blasters 4D+2
KNOWLEDGE 2D
Survival 3D+1
MECHANICAL 2D
Repulsorlift Operation 3D+1
Sex: Any
PERCEPTION 2D+1
Search 4D
STRENGTH 3D
Brawling 5D, Climbing/Jumping 4D +1
TECHNICAL 2D
First Aid 3D+2
Move: 10
Equipment: Blaster Rifle (5D), Blaster Pistol (4D), Grenades (5D), Micro binoculars (+1D to search greater than 50 meters, Comlink, Blast Vest (+1D physical, +1 energy)
Reference: N/A

New Republic Trooper (Veteran)

Species: Any
Sex: Any
DEXTERITY 3D+2
Blaster 7D, Dodge 6D+2, Grenade 5D+2, Vehicle Blasters 5D+1
KNOWLEDGE 2D
Survival 3D+2
MECHANICAL 2D
Repulsorlift Operation 3D+2
PERCEPTION 2D+1
Search 4D+2
STRENGTH 3D
Brawling 6D, Climbing/Jumping 5D
TECHNICAL 2D
First Aid 4D+1
Move: 10
Equipment: Blaster Rifle (5D), Blaster Pistol (4D), Grenades (5D), Micro binoculars (+1D to search greater than 50 meters, Comlink, Blast Vest (+1D physical, +1 energy)
Reference: N/A

New Republic Trooper (Elite)

Species: Any
Sex: Any
DEXTERITY 3D+2
Blaster 8D, Dodge 7D+2, Grenade 6D+1, Vehicle Blasters 6D
KNOWLEDGE 2D
Survival 4D
MECHANICAL 2D
Repulsorlift Operation 4D
PERCEPTION 2D+1
Search 5D+1
STRENGTH 3D
Brawling 7D, Climbing/Jumping 5D+2
TECHNICAL 2D
First Aid 5D
Move: 10
Equipment: Blaster Rifle (5D), Blaster Pistol (4D), Grenades (5D), Micro binoculars (+1D to search greater than 50 meters, Comlink, Blast Vest (+1D physical, +1 energy)
Reference: N/A

New Republic Trooper Squad Leader

Species: Any
Sex: Any
DEXTERITY 3D+2
Blaster 6D, Dodge 5D+2, Grenade 5D, Vehicle Blasters 4D+2
KNOWLEDGE 2D
Survival 3D+1, Tactics: Squad 3D
MECHANICAL 2D
Repulsorlift Operation 3D+1
PERCEPTION 2D+1
Command 3D, Search 4D
STRENGTH 3D
Brawling 5D, Climbing/Jumping 4D+1
TECHNICAL 2D
First Aid 3D+2
Move: 10
Equipment: Blaster Rifle (5D), Blaster Pistol (4D), Grenades (5D), Micro binoculars (+1D to search greater than 50 meters, Comlink, Blast Vest (+1D physical, +1 energy)
Reference: N/A

New Republic Trooper Squad Leader (Veteran)

Species: Any
Sex: Any
DEXTERITY 3D+2
Blaster 7D, Dodge 6D+2, Grenade 5D+2, Vehicle Blasters 5D+1
KNOWLEDGE 2D
Survival 3D+2, Tactics: Squad 3D+2
MECHANICAL 2D
Repulsorlift Operation 3D+2
PERCEPTION 2D+1
Command 4D, Search 4D+2
STRENGTH 3D
Brawling 6D, Climbing/Jumping 5D
TECHNICAL 2D
First Aid 4D+1
Move: 10
Equipment: Blaster Rifle (5D), Blaster Pistol (4D), Grenades (5D), Micro binoculars (+1D to search greater than 50 meters, Comlink, Blast Vest (+1D physical, +1 energy)
Reference: N/A

New Republic Trooper (Elite)

Species: Any
Sex: Any
DEXTERITY 3D+2
Blaster 8D, Dodge 7D+2, Grenade 6D+1, Vehicle Blasters 6D
KNOWLEDGE 2D
Survival 4D, Tactics: Squad 4D+1
MECHANICAL 2D
Repulsorlift Operation 4D
PERCEPTION 2D+1
Command 5D, Search 5D+1
STRENGTH 3D
Brawling 7D, Climbing/Jumping 5D+2
TECHNICAL 2D
First Aid 5D
Move: 10
Equipment: Blaster Rifle (5D), Blaster Pistol (4D), Grenades (5D), Micro binoculars (+1D to search greater than 50 meters, Comlink, Blast Vest (+1D physical, +1 energy)
Reference: N/A

New Republic Scout

Species: Any
Sex: Any
DEXTERITY 3D+2
Blaster 5D, Dodge 4D+2, Grenade 4D+1, Vehicle Blasters 4D
KNOWLEDGE 2D
Survival 3D
MECHANICAL 2D
Beast Riding 3D+1, Repulsorlift Operation 3D+2
PERCEPTION 2D+1
Hide 3D+2, Search 4D, Sneak 3D+1
STRENGTH 3D
Brawling 4D, Climbing/Jumping 3D+2
TECHNICAL 2D
First Aid 3D, Security 3D
Move: 10
Equipment: Blaster Rifle (5D), Blaster Pistol (4D), Grenades (5D), Micro binoculars (+1D to search greater than 50 meters, Speeder Bike, Comlink, Blast Vest (+1D physical, +1 energy)
Reference: N/A

New Republic Scout (Experienced)

Species: Any
Sex: Any
DEXTERITY 3D+2
Blaster 5D+2, Dodge 5D+2,
PERCEPTION 2D+1
Hide 4D+2, Search 5D, Sneak

Grenade 4D+2, Vehicle Blasters 4D+1
KNOWLEDGE 2D
Survival 3D+2
MECHANICAL 2D
Beast Riding 4D, Repulsorlift Operation 4D+1
PERCEPTION 2D+1
Hide 5D+2, Search 6D, Sneak 4D+1
STRENGTH 3D
Brawling 4D+2, Climbing/Jumping 4D+2
TECHNICAL 2D
First Aid 3D+2, Security 4D
Move: 10
Equipment: Blaster Rifle (5D), Blaster Pistol (4D), Grenades (5D), Micro binoculars (+1D to search greater than 50 meters, Speeder Bike, Comlink, Blast Vest (+1D physical, +1 energy)
Reference: N/A

New Republic Scout (Veteran)

Species: Any
Sex: Any
DEXTERITY 3D+2
Blaster 6D+1, Dodge 6D+2, Grenade 5D, Vehicle Blasters 4D+2
KNOWLEDGE 2D
Survival 4D+1
MECHANICAL 2D
Beast Riding 4D+2, Repulsorlift Operation 5D
PERCEPTION 2D+1
Hide 5D+2, Search 6D, Sneak 5D+1
STRENGTH 3D
Brawling 5D+1, Climbing/Jumping 5D+2
TECHNICAL 2D
First Aid 4D+1, Security 5D
Move: 10
Equipment: Blaster Rifle (5D), Blaster Pistol (4D), Grenades (5D), Micro binoculars (+1D to search greater than 50 meters, Speeder Bike, Comlink, Blast Vest (+1D physical, +1 energy)
Reference: N/A

New Republic Scout (Elite)

Species: Any
Sex: Any
DEXTERITY 3D+2
Blaster 7D, Dodge 7D+2, Grenade 5D+1, Vehicle Blasters 5D
KNOWLEDGE 2D
Survival 5D
MECHANICAL 2D
Beast Riding 5D+1, Repulsorlift Operation 5D+2
PERCEPTION 2D+1
Hide 6D+2, Search 7D, Sneak 6D+1
STRENGTH 3D
Brawling 6D, Climbing/Jumping 6D+2
TECHNICAL 2D
First Aid 5D, Security 6D
Move: 10
Equipment: Blaster Rifle (5D), Blaster Pistol (4D), Grenades (5D), Micro binoculars (+1D to search greater than 50 meters, Speeder Bike, Comlink, Blast Vest (+1D physical, +1 energy)
Reference: N/A

New Republic Demolitions Trooper

Species: Any
Sex: Any
DEXTERITY 3D+2
Blaster 5D, Dodge 4D+2, Grenade 5D, Vehicle Blasters 4D
KNOWLEDGE 2D
Survival 3D
MECHANICAL 2D
Repulsorlift Operation 3D
PERCEPTION 2D+1
Search 3D+1
STRENGTH 3D
Brawling 4D, Climbing/Jumping 4D+1
TECHNICAL 2D
Demolitions 4D, First Aid 3D, Security 3D
Move: 10
Equipment: Blaster Rifle (5D), Blaster Pistol (4D), Grenades (5D), Micro binoculars (+1D to search greater than 50 meters, Comlink, Blast Vest (+1D physical, +1 energy), Detonite
Reference: N/A

New Republic Demolitions Trooper (Veteran)

Species: Any
Sex: Any
DEXTERITY 3D+2
Blaster 6D, Dodge 5D+2, Grenade 7D, Vehicle Blasters 5D+1
KNOWLEDGE 2D
Survival 4D+1
MECHANICAL 2D
Repulsorlift Operation 4D+1
PERCEPTION 2D+1
Search 5D+1
STRENGTH 3D
Brawling 5D, Climbing/Jumping 5D
TECHNICAL 2D
Demolitions 6D, First Aid 4D+1, Security 5D
Move: 10
Equipment: Blaster Rifle (5D), Blaster Pistol (4D), Grenades (5D), Micro binoculars (+1D to search greater than 50 meters, Comlink, Blast Vest (+1D physical, +1 energy), Detonite
Reference: N/A

New Republic Assault Trooper

Species: Any
Sex: Any
DEXTERITY 3D+2
Blaster 5D, Blaster Artillery 5D, Dodge 4D+2, Grenade 4D+1, Missile Weapons 4D+2, Vehicle Blasters 4D
KNOWLEDGE 2D
Survival 3D
MECHANICAL 2D
Repulsorlift Operation 3D
PERCEPTION 2D+1
Hide 3D, Search 3D+1
STRENGTH 3D
Brawling 4D, Climbing/Jumping 3D+2, Lifting 4D, Stamina 3D+2
TECHNICAL 2D
First Aid 3D
Move: 10
Equipment: Blaster Rifle (5D), Blaster Pistol (4D), Grenades (5D), Micro binoculars (+1D to search greater than 50 meters, Comlink, Blast Vest (+1D physical, +1 energy)
Reference: N/A

New Republic Assault Trooper (Experienced)

Species: Any
Sex: Any
DEXTERITY 3D+2
Blaster 6D, Blaster Artillery 6D, Dodge 5D+2, Grenade 5D+1, Missile Weapons 5D+2, Vehicle Blasters 5D
KNOWLEDGE 2D
Survival 3D+2
PERCEPTION 2D+1
Hide 3D+2, Search 4D
STRENGTH 3D
Brawling 5D, Climbing/Jumping 4D+2, Lifting 4D+2 Stamina 4D+1
TECHNICAL 2D

MECHANICAL 2D
Repulsorlift Operation 3D+2
First Aid 3D+2
Move: 10
Equipment: Blaster Rifle (5D), Blaster Pistol (4D), Grenades (5D), Micro binoculars (+1D to search greater than 50 meters, Comlink, Blast Vest (+1D physical, +1 energy)
Reference: N/A

New Republic Assault Trooper (Veteran)

Species: Any
Sex: Any
DEXTERITY 3D+2
Blaster 7D, Blaster Artillery 7D, Dodge 6D+2, Grenade 6D+1, Missile Weapons 6D+2, Vehicle Blasters 6D
PERCEPTION 2D+1
Hide 4D+1, Search 4D+2
STRENGTH 3D
Brawling 6D, Climbing/Jumping 5D+2, Lifting 5D+1, Stamina 5D
KNOWLEDGE 2D
Survival 4D+1
TECHNICAL 2D
First Aid 4D+1
MECHANICAL 2D
Repulsorlift Operation 4D+1
Move: 10
Equipment: Blaster Rifle (5D), Blaster Pistol (4D), Grenades (5D), Micro binoculars (+1D to search greater than 50 meters, Comlink, Blast Vest (+1D physical, +1 energy)
Reference: N/A

New Republic Assault Trooper (Elite)

Species: Any
Sex: Any
DEXTERITY 3D+2
Blaster 8D, Blaster Artillery 8D, Dodge 7D+2, Grenade 7D+1, Missile Weapons 7D+2, Vehicle Blasters 7D
PERCEPTION 2D+1
Hide 5D, Search 5D+1
STRENGTH 3D
Brawling 7D, Climbing/Jumping 6D+1, Lifting 6D, Stamina 5D+2
KNOWLEDGE 2D
Survival 5D
TECHNICAL 2D
First Aid 5D
MECHANICAL 2D
Repulsorlift Operation 5D
Move: 10
Equipment: Blaster Rifle (5D), Blaster Pistol (4D), Grenades (5D), Micro binoculars (+1D to search greater than 50 meters, Comlink, Blast Vest (+1D physical, +1 energy)
Reference: N/A

New Republic Commando

Species: Any
Sex: Any
DEXTERITY 3D+2
Blaster 6D, Brawling Parry 5D+1, Dodge 5D+2, Grenade 5D, Melee Combat 5D, Melee Parry 5D, Thrown Weapons 4D+2, Vehicle Blasters 5D+1
PERCEPTION 2D+1
Con 3D+1, Hide 4D+1, Search 4D+2, Sneak 4D+1
STRENGTH 3D
Brawling 5D, Climbing/Jumping 5D+1, Stamina 4D, Swimming 4D+1
KNOWLEDGE 2D
Planetary Systems 3D+1, Survival 4D+2
TECHNICAL 2D
Armor Repair 3D, Blaster Repair 3D, Demolitions 4D, First Aid 3D, Security 4D+2
MECHANICAL 2D
Beast Riding 4D, Repulsorlift Operation 4D
Move: 10
Equipment: Varies greatly by mission.
Reference: N/A

New Republic Commando (Veteran)

Species: Any
Sex: Any
DEXTERITY 3D+2
Blaster 8D, Brawling Parry 7D+1, Dodge 7D+2, Grenade 6D+1, Melee Combat 7D, Melee Parry 7D, Thrown Weapons 6D, Vehicle Blasters 6D+2
PERCEPTION 2D+1
Con 4D+2, Hide 6D+1, Search 6D+2, Sneak 6D+1
STRENGTH 3D
Brawling 7D, Climbing/Jumping 7D+1, Stamina 6D, Swimming 6D
KNOWLEDGE 2D
Planetary Systems 4D+2, Survival 6D
TECHNICAL 2D
Armor Repair 4D+1, Blaster Repair 4D+1, Demolitions 6D, First Aid 4D+1, Security 6D+2
MECHANICAL 2D
Beast Riding 5D+1, Repulsorlift Operation 6D
Move: 10
Equipment: Varies greatly by mission.
Reference: N/A

New Republic Sniper

Species: Any
Sex: Any
DEXTERITY 3D+2
Blaster 5D, Blaster: Sniper Rifle 6D+1, Dodge 4D+2, Vehicle Blasters 4D
PERCEPTION 2D+1
Hide 3D+1, Search 3D+2, Sneak 3D+1
STRENGTH 3D
Brawling 4D, Climbing/Jumping 3D+2, Stamina 3D+1
KNOWLEDGE 2D
Planetary Systems 3D, Survival 3D
TECHNICAL 2D
First Aid 3D
MECHANICAL 2D
Repulsorlift Operation 3D
Move: 10
Equipment: Sniper Blaster Rifle (5D, When using the rifle's targeting scope, reduce all Long Range or precision shot difficulties to Moderate), Blaster Pistol (4D), Comlink, Blast Vest (+1D physical, +1 energy)
Reference: N/A

New Republic Sniper (Experienced)

Species: Any
Sex: Any
DEXTERITY 3D+2
Blaster 6D, Blaster: Sniper Rifle 7D+1, Dodge 5D+2, Vehicle Blasters 4D+2
PERCEPTION 2D+1
Hide 4D+1, Search 4D+2, Sneak 4D+1
STRENGTH 3D
Brawling 4D+2, Climbing/Jumping 4D+2, Stamina 4D
KNOWLEDGE 2D
Planetary Systems 3D+2, Survival 3D+2
TECHNICAL 2D
First Aid 3D+2
MECHANICAL 2D
Repulsorlift Operation 3D+2
Move: 10
Equipment: Sniper Blaster Rifle (5D, When using the rifle's targeting scope, reduce all Long Range or precision shot difficulties to

Moderate), Blaster Pistol (4D), Comlink, Blast Vest (+1D physical, +1 energy)
Reference: N/A

New Republic Sniper (Veteran)

Species: Any
DEXTERITY 3D+2
Blaster 7D, Blaster: Sniper Rifle 8D+1, Dodge 6D+2, Vehicle Blasters 5D+1
KNOWLEDGE 2D
Planetary Systems 4D+1, Survival 4D+1
MECHANICAL 2D
Repulsorlift Operation 4D+1
Sex: Any
PERCEPTION 2D+1
Hide 5D+1, Search 5D+2, Sneak 5D+1
STRENGTH 3D
Brawling 5D+1, Climbing/Jumping 5D+2, Stamina 4D+2
TECHNICAL 2D
First Aid 4D+1
Move: 10
Equipment: Sniper Blaster Rifle (5D, When using the rifle's targeting scope, reduce all Long Range or precision shot difficulties to Moderate), Blaster Pistol (4D), Comlink, Blast Vest (+1D physical, +1 energy)
Reference: N/A

New Republic Sniper (Elite)

Species: Any
DEXTERITY 3D+2
Blaster 8D, Blaster: Sniper Rifle 9D+1, Dodge 7D+2, Vehicle Blasters 6D
KNOWLEDGE 2D
Planetary Systems 5D, Survival 5D
MECHANICAL 2D
Repulsorlift Operation 5D
Sex: Any
PERCEPTION 2D+1
Hide 6D+1, Search 6D+2, Sneak 6D+1
STRENGTH 3D
Brawling 6D, Climbing/Jumping 6D+2, Stamina 5D+1
TECHNICAL 2D
First Aid 5D
Move: 10
Equipment: Sniper Blaster Rifle (5D, When using the rifle's targeting scope, reduce all Long Range or precision shot difficulties to Moderate), Blaster Pistol (4D), Comlink, Blast Vest (+1D physical, +1 energy)
Reference: N/A

New Republic Ground Vehicle Crew

Species: Any
DEXTERITY 3D+2
Blaster 5D, Dodge 4D+2, Grenade 4D+1, Vehicle Blasters 4D+2
KNOWLEDGE 2D
Survival 3D
MECHANICAL 2D
Ground Vehicle Operation 3D+2, Hover Vehicle Operation 3D+2
Sex: Any
PERCEPTION 2D+1
Search 3D+1
STRENGTH 3D
Brawling 4D, Climbing/Jumping 3D+2
TECHNICAL 2D
First Aid 3D, Ground Vehicle Repair 3D, Hover Vehicle Repair 3D
Move: 10
Equipment: Blaster Pistol (4D), Comlink, Blast Vest (+1D physical, +1 energy)
Reference: N/A

New Republic Ground Vehicle Crew (Experienced)

Species: Any
DEXTERITY 3D+2
Blaster 5D+2, Dodge 5D+1, Grenade 5D, Vehicle Blasters 5D+2
KNOWLEDGE 2D
Survival 3D+1
MECHANICAL 2D
Ground Vehicle Operation 4D+2, Hover Vehicle Operation 4D+2
Sex: Any
PERCEPTION 2D+1
Search 4D
STRENGTH 3D
Brawling 4D+2, Climbing/Jumping 4D
TECHNICAL 2D
First Aid 3D+1, Ground Vehicle Repair 3D+2, Hover Vehicle Repair 3D+2
Move: 10
Equipment: Blaster Pistol (4D), Comlink, Blast Vest (+1D physical, +1 energy)
Reference: N/A

New Republic Ground Vehicle Crew (Veteran)

Species: Any
DEXTERITY 3D+2
Blaster 6D+1, Dodge 6D, Grenade 5D+2, Vehicle Blasters 6D+2
KNOWLEDGE 2D
Survival 3D+2
MECHANICAL 2D
Ground Vehicle Operation 5D+2, Hover Vehicle Operation 5D+2
Sex: Any
PERCEPTION 2D+1
Search 4D+2
STRENGTH 3D
Brawling 5D+1, Climbing/Jumping 4D+1
TECHNICAL 2D
First Aid 3D+2, Ground Vehicle Repair 4D+1, Hover Vehicle Repair 4D+1
Move: 10
Equipment: Blaster Pistol (4D), Comlink, Blast Vest (+1D physical, +1 energy)
Reference: N/A

New Republic Ground Vehicle Crew (Elite)

Species: Any
DEXTERITY 3D+2
Blaster 7D, Dodge 6D+2, Grenade 6D+1, Vehicle Blasters 7D+2
KNOWLEDGE 2D
Survival 4D
MECHANICAL 2D
Ground Vehicle Operation 6D+2, Hover Vehicle Operation 6D+2
Sex: Any
PERCEPTION 2D+1
Search 5D+1
STRENGTH 3D
Brawling 6D, Climbing/Jumping 4D+2
TECHNICAL 2D
First Aid 4D, Ground Vehicle Repair 5D, Hover Vehicle Repair 5D
Move: 10
Equipment: Blaster Pistol (4D), Comlink, Blast Vest (+1D physical, +1 energy)
Reference: N/A

New Republic Repulsorlift Crew

Species: Any
Sex: Any
DEXTERITY 3D+2
Blaster 5D, Dodge 4D+2, Grenade 4D+1, Vehicle Blasters 4D+2
PERCEPTION 2D+1
Search 3D+1
STRENGTH 3D
Brawling 4D, Climbing/Jumping 3D+2
KNOWLEDGE 2D
Survival 3D
TECHNICAL 2D
First Aid 3D, Repulsorlift Repair 3D
MECHANICAL 2D
Repulsorlift Operation 3D+2
Move: 10
Equipment: Blaster Pistol (4D), Comlink, Blast Vest (+1D physical, +1 energy)
Reference: N/A

New Republic Repulsorlift Crew (Experienced)

Species: Any
Sex: Any
DEXTERITY 3D+2
Blaster 5D+2, Dodge 5D+1, Grenade 5D, Vehicle Blasters 5D+2
PERCEPTION 2D+1
Search 4D
STRENGTH 3D
Brawling 4D+2, Climbing/Jumping 4D
KNOWLEDGE 2D
Survival 3D+1
TECHNICAL 2D
First Aid 3D+1, Repulsorlift Repair 3D+2
MECHANICAL 2D
Repulsorlift Operation 4D+2
Move: 10
Equipment: Blaster Pistol (4D), Comlink, Blast Vest (+1D physical, +1 energy)
Reference: N/A

New Republic Repulsorlift Crew (Veteran)

Species: Any
Sex: Any
DEXTERITY 3D+2
Blaster 6D+1, Dodge 6D, Grenade 5D+2, Vehicle Blasters 6D+2
PERCEPTION 2D+1
Search 4D+2
STRENGTH 3D
Brawling 5D+1, Climbing/Jumping 4D+1
KNOWLEDGE 2D
Survival 3D+2
TECHNICAL 2D
First Aid 3D+2, Repulsorlift Repair 4D+1
MECHANICAL 2D
Repulsorlift Operation 5D+2
Move: 10
Equipment: Blaster Pistol (4D), Comlink, Blast Vest (+1D physical, +1 energy)
Reference: N/A

New Republic Repulsorlift Crew (Elite)

Species: Any
Sex: Any
DEXTERITY 3D+2
Blaster 7D, Dodge 6D+2, Grenade 6D+1, Vehicle Blasters 7D+2
PERCEPTION 2D+1
Search 5D+1
STRENGTH 3D
Brawling 6D, Climbing/Jumping 4D+2
KNOWLEDGE 2D
Survival 4D
TECHNICAL 2D
First Aid 4D, Repulsorlift Repair 5D
MECHANICAL 2D
Repulsorlift Operation 6D+2
Move: 10
Equipment: Blaster Pistol (4D), Comlink, Blast Vest (+1D physical, +1 energy)
Reference: N/A

New Republic Airspeeder Crew

Species: Any
Sex: Any
DEXTERITY 3D+2
Blaster 5D, Dodge 4D+2, Grenade 4D+1, Vehicle Blasters 4D+2
PERCEPTION 2D+1
Search 3D+1
STRENGTH 3D
Brawling 4D, Climbing/Jumping 3D+2
KNOWLEDGE 2D
Survival 3D
TECHNICAL 2D
First Aid 3D, Repulsorlift Repair 3D
MECHANICAL 2D
Repulsorlift Operation 3D+2, Repulsorlift Operation: Airspeeder 4D+1
Move: 10
Equipment: Blaster Pistol (4D), Comlink, Blast Vest (+1D physical, +1 energy)
Reference: N/A

New Republic Airspeeder Crew (Experienced)

Species: Any
Sex: Any
DEXTERITY 3D+2
Blaster 5D+2, Dodge 5D+1, Grenade 5D, Vehicle Blasters 5D+2
PERCEPTION 2D+1
Search 4D
STRENGTH 3D
Brawling 4D+2, Climbing/Jumping 4D+1
KNOWLEDGE 2D
Survival 3D+2
TECHNICAL 2D
First Aid 3D+1, Repulsorlift Repair 3D+2
MECHANICAL 2D
Repulsorlift Operation 4D+1, Repulsorlift Operation: Airspeeder 5D+1
Move: 10
Equipment: Blaster Pistol (4D), Comlink, Blast Vest (+1D physical, +1 energy)
Reference: N/A

New Republic Airspeeder Crew (Veteran)

Species: Any
Sex: Any
DEXTERITY 3D+2
PERCEPTION 2D+1

Blaster 6D+1, Dodge 6D, Grenade 5D+2, Vehicle Blasters 6D+2
KNOWLEDGE 2D
Survival 4D+1
MECHANICAL 2D
Repulsorlift Operation 5D, Repulsorlift Operation: Airspeeder 6D+1
Search 4D+2
STRENGTH 3D
Brawling 5D+1, Climbing/Jumping 5D
TECHNICAL 2D
First Aid 3D+2, Repulsorlift Repair 4D+1
Move: 10
Equipment: Blaster Pistol (4D), Comlink, Blast Vest (+1D physical, +1 energy)
Reference: N/A

New Republic Airspeeder Crew (Elite)

Species: Any
Sex: Any
DEXTERITY 3D+2
Blaster 7D, Dodge 6D+2, Grenade 6D+1, Vehicle Blasters 7D+2
KNOWLEDGE 2D
Survival 5D
MECHANICAL 2D
Repulsorlift Operation 5D+2, Repulsorlift Operation: Airspeeder 7D+1
PERCEPTION 2D+1
Search 5D+1
STRENGTH 3D
Brawling 6D, Climbing/Jumping 5D+2
TECHNICAL 2D
First Aid 4D, Repulsorlift Repair 5D
Move: 10
Equipment: Blaster Pistol (4D), Comlink, Blast Vest (+1D physical, +1 energy)
Reference: N/A

New Republic Tank Crew

Species: Any
Sex: Any
DEXTERITY 3D+2
Blaster 5D, Dodge 4D+2, Grenade 4D+1, Vehicle Blasters 4D+2
KNOWLEDGE 2D
Survival 3D
MECHANICAL 2D
Repulsorlift Operation 3D+2, Repulsorlift Operation: Repulsor Tank 4D+1
PERCEPTION 2D+1
Search 3D+1
STRENGTH 3D
Brawling 4D, Climbing/Jumping 3D+2
TECHNICAL 2D
First Aid 3D, Repulsorlift Repair 3D
Move: 10
Equipment: Blaster Pistol (4D), Comlink, Blast Vest (+1D physical, +1 energy)
Reference: N/A

New Republic Tank Crew (Experienced)

Species: Any
Sex: Any
DEXTERITY 3D+2
Blaster 5D+2, Dodge 5D+1, Grenade 5D, Vehicle Blasters 5D+2
KNOWLEDGE 2D
Survival 3D+2
MECHANICAL 2D
Repulsorlift Operation 4D+1, Repulsorlift Operation: Repulsor Tank 5D+1
PERCEPTION 2D+1
Search 4D+2
STRENGTH 3D
Brawling 4D+2, Climbing/Jumping 4D+1
TECHNICAL 2D
First Aid 3D+2, Repulsorlift Repair 3D+2
Move: 10
Equipment: Blaster Pistol (4D), Comlink, Blast Vest (+1D physical, +1 energy)
Reference: N/A

New Republic Tank Crew (Veteran)

Species: Any
Sex: Any
DEXTERITY 3D+2
Blaster 6D+1, Dodge 6D, Grenade 5D+2, Vehicle Blasters 6D+2
KNOWLEDGE 2D
Survival 4D+1
MECHANICAL 2D
Repulsorlift Operation 5D, Repulsorlift Operation: Repulsor Tank 6D+1
PERCEPTION 2D+1
Search 4D+2
STRENGTH 3D
Brawling 5D+1, Climbing/Jumping 5D
TECHNICAL 2D
First Aid 4D+1, Repulsorlift Repair 4D+1
Move: 10
Equipment: Blaster Pistol (4D), Comlink, Blast Vest (+1D physical, +1 energy)
Reference: N/A

New Republic Tank Crew (Elite)

Species: Any
Sex: Any
DEXTERITY 3D+2
Blaster 7D, Dodge 6D+2, Grenade 6D+1, Vehicle Blasters 7D+2
KNOWLEDGE 2D
Survival 5D
MECHANICAL 2D
Repulsorlift Operation 5D+2, Repulsorlift Operation: Repulsor Tank 7D+1
PERCEPTION 2D+1
Search 5D+1
STRENGTH 3D
Brawling 6D, Climbing/Jumping 5D+2
TECHNICAL 2D
First Aid 5D, Repulsorlift Repair 5D
Move: 10
Equipment: Blaster Pistol (4D), Comlink, Blast Vest (+1D physical, +1 energy)
Reference: N/A

New Republic Armor Squad Leader

Species: Any
Sex: Any
DEXTERITY 3D+2
Blaster 5D+2, Dodge 5D+1, Grenade 5D, Vehicle Blasters 5D+2
KNOWLEDGE 2D
Survival 3D, Tactics: Armor 3D
MECHANICAL 2D
PERCEPTION 2D+1
Command 3D+1, Search 4D
STRENGTH 3D
Brawling 4D+2, Climbing/Jumping 4D
TECHNICAL 2D
First Aid 3D+1, Ground Vehicle

Ground Vehicle Operation 4D+2, Hover Vehicle Operation 4D+2, Repulsorlift Operation 4D+2
Repair 3D+2, Hover Vehicle Repair 3D+2, Repulsorlift Repair 3D+2
Move: 10
Equipment: Blaster Pistol (4D), Comlink, Blast Vest (+1D physical, +1 energy)
Reference: N/A

New Republic Armor Squad Leader (Veteran)

Species: Any
Sex: Any
DEXTERITY 3D+2
Blaster 6D+1, Dodge 6D, Grenade 5D+2, Vehicle Blasters 6D+2
KNOWLEDGE 2D
Survival 3D+2, Tactics: Armor 4D
MECHANICAL 2D
Ground Vehicle Operation 5D+2, Hover Vehicle Operation 5D+2, Repulsorlift Operation 5D+2
PERCEPTION 2D+1
Command 4D+1, Search 4D+2
STRENGTH 3D
Brawling 5D+1, Climbing/Jumping 4D+2
TECHNICAL 2D
First Aid 4D, Ground Vehicle Repair 4D+1, Hover Vehicle Repair 4D+1, Repulsorlift Repair 4D+1
Move: 10
Equipment: Blaster Pistol (4D), Comlink, Blast Vest (+1D physical, +1 energy)
Reference: N/A

New Republic Armor Squad Leader (Elite)

Species: Any
Sex: Any
DEXTERITY 3D+2
Blaster 7D, Dodge 6D+2, Grenade 6D+1, Vehicle Blasters 7D+2
KNOWLEDGE 2D
Survival 4D+1, Tactics: Armor 5D
MECHANICAL 2D
Ground Vehicle Operation 6D+2, Hover Vehicle Operation 6D+2, Repulsorlift Operation 6D+2
PERCEPTION 2D+1
Command 5D+1, Search 5D+1
STRENGTH 3D
Brawling 6D, Climbing/Jumping 5D+1
TECHNICAL 2D
First Aid 4D+2, Ground Vehicle Repair 5D, Hover Vehicle Repair 5D, Repulsorlift Repair 5D
Move: 10
Equipment: Blaster Pistol (4D), Comlink, Blast Vest (+1D physical, +1 energy)
Reference: N/A

SpecForce Marine

Species: Any
Sex: Any
DEXTERITY 2D+2
Blaster 3D+1, Brawling Parry 3D, Dodge 3D, Grenade 3D+1, Melee Combat 4D, Melee Combat Zero-G 5D+2
KNOWLEDGE 1D+1
Survival 2D, Survival: Space 4D
MECHANICAL 1D+2
Capital Ship Gunnery 2D+1, Starship Gunnery 2D+1, Powersuit Operation 3D+2
PERCEPTION 2D+2
Command 3D+2, Search 3D
STRENGTH 2D+2
Brawling 3D+2, Stamina 3D+1
TECHNICAL 1D
Capital Ship Repair 2D, First Aid 2D, Security 2D, Space Transports Repair 2D
Move: 10
Equipment: Blaster Pistol (4D), Blaster Rifle (5D), 2 Grenades (5D), Space Suit (+1D physical, +2 energy), Vibroknife (STR+1D)
Reference: Rebel Alliance Sourcebook p28

SpecForce Marine (Experienced)

Species: Any
Sex: Any
DEXTERITY 3D+2
Blaster 4D+1, Brawling Parry 4D, Dodge 4D, Grenade 4D+1, Melee Combat 5D, Melee Combat: Zero-G 6D+2
KNOWLEDGE 2D+1
Survival 3D, Survival: Space 5D
MECHANICAL 2D+2
Capital Ship Gunnery 3D+1, Starship Gunnery 3D+1, Powersuit Operation 4D+2
PERCEPTION 3D+2
Command 4D+1, Search 4D
STRENGTH 3D+2
Brawling 4D+2, Stamina 4D+1
TECHNICAL 2D
Capital Ship Repair 4D, First Aid 3D, Security 3D, Space Transports Repair 3D
Move: 10
Equipment: Blaster Pistol (4D), Light Repeating Blaster (6D), 2 Grenades (5D), Space Suit (+1D physical , +2 energy), Vibroknife (STR+1D)
Reference: Rules of Engagement p84

SpecForce Marine (Veteran)

Species: Any
Sex: Any
DEXTERITY 3D+2
Blaster 5D+1, Brawling Parry 5D, Dodge 5D, Grenade 5D+1, Melee Combat 6D, Melee Combat: Zero-G 7D+2
KNOWLEDGE 2D+1
Survival 4D, Survival: Space 6D
MECHANICAL 2D+2
Capital Ship Gunnery 4D+1, Starship Gunnery 4D+1, Powersuit Operation 5D+2
PERCEPTION 3D+2
Command 5D, Search 5D
STRENGTH 3D+2
Brawling 5D+2, Stamina 5D+1
TECHNICAL 2D
Capital Ship Repair 5D, First Aid 4D, Security 4D, Space Transports Repair 4D
Move: 10
Equipment: Blaster Pistol (4D), Light Repeating Blaster (6D) or Blaster Rifle (5D), 2 Grenades (5D), Space Suit (+1D physical , +2 energy), Vibroknife (STR+1D)
Reference: N/A

SpecForce Marine (Elite)

Species: Any
Sex: Any
DEXTERITY 3D+2
Blaster 6D+1, Brawling Parry 6D, Dodge 6D, Grenade 6D+1, Melee Combat 7D, Melee Combat: Zero-G 8D+2
KNOWLEDGE 2D+1
Survival 5D, Survival: Space 7D
MECHANICAL 2D+2
Capital Ship Gunnery 5D+1, Starship Gunnery 5D+1, Powersuit Operation 6D+2
PERCEPTION 3D+2
Command 6D, Search 6D
STRENGTH 3D+2
Brawling 6D+2, Stamina 6D+1
TECHNICAL 2D
Capital Ship Repair 6D, First Aid 5D, Security 5D, Space Transports Repair 5D
Move: 10

Equipment: Blaster Pistol (4D), Light Repeating Blaster (6D) or Blaster Rifle (5D), 2 Grenades (5D), Space Suit (+1D physical , +2 energy), Vibroknife (STR+1D)
Reference: N/A

SpecForce Pathfinder

Species: Any
Sex: Any
DEXTERITY 2D+2
Blaster 3D+2, Blaster: Blaster Rifle 4D+2, Blaster Artillery 3D, Dodge 3D, Grenade 3D+1, Vehicle Blasters 3D+2
KNOWLEDGE 2D
Alien Species 3D, Survival 3D
MECHANICAL 1D+1
Repulsorlift Operation 2D+1
PERCEPTION 2D+2
Command 3D+2, Hide 3D+1, Search 3D, Sneak 3D+1
STRENGTH 2D+1
Brawling 3D+2, Climbing/ Jumping 3D, Stamina 3D+1
TECHNICAL 1D
Demolitions 2D, First Aid 2D+1
Move: 10
Equipment: Blaster Rifle (5D), 2 Grenades (5D), Survival Pack.
Reference: Rebel Alliance Sourcebook p28

SpecForce Pathfinder (Experienced)

Species: Any
Sex: Any
DEXTERITY 2D+2
Blaster 4D+2, Blaster: Blaster Rifle 5D+2, Blaster Artillery 4D, Dodge 4D, Grenade 4D+1, Vehicle Blasters 4D+2
KNOWLEDGE 2D
Alien Species 3D+2, Survival 4D
MECHANICAL 1D+1
Repulsorlift Operation 3D
PERCEPTION 2D+2
Command 4D+1, Hide 4D+1, Search 4D, Sneak 4D+1
STRENGTH 2D+1
Brawling 4D+2, Climbing/ Jumping 4D, Stamina 4D+1
TECHNICAL 1D
Demolitions 2D+2, First Aid 3D
Move: 10
Equipment: Blaster Rifle (5D), 2 Grenades (5D), Survival Pack.
Reference: N/A

SpecForce Pathfinder (Veteran)

Species: Any
Sex: Any
DEXTERITY 2D+2
Blaster 5D+2, Blaster: Blaster Rifle 6D+2, Blaster Artillery 5D, Dodge 5D, Grenade 5D+1, Vehicle Blasters 5D+2
KNOWLEDGE 2D
Alien Species 4D+1, Survival 5D
MECHANICAL 1D+1
Repulsorlift Operation 3D+2
PERCEPTION 2D+2
Command 5D, Hide 5D+1, Search 5D, Sneak 5D+1
STRENGTH 2D+1
Brawling 5D+2, Climbing/ Jumping 5D, Stamina 5D+1
TECHNICAL 1D
Demolitions 3D+1, First Aid 3D+2
Move: 10
Equipment: Blaster Rifle (5D), 2 Grenades (5D), Survival Pack.
Reference: N/A

SpecForce Pathfinder (Elite)

Species: Any
Sex: Any
DEXTERITY 2D+2
Blaster 6D+2, Blaster: Blaster Rifle 6D+2, Blaster Artillery 6D, Dodge 6D, Grenade 6D+1, Vehicle Blasters 6D+2
KNOWLEDGE 2D
Alien Species 5D, Survival 6D
MECHANICAL 1D+1
Repulsorlift Operation 4D+1
PERCEPTION 2D+2
Command 6D+2, Hide 6D+1, Search 6D, Sneak 6D+1
STRENGTH 2D+1
Brawling 6D+2, Climbing/ Jumping 6D, Stamina 6D+1
TECHNICAL 1D
Demolitions 4D, First Aid 4D+1
Move: 10
Equipment: Blaster Rifle (5D), 2 Grenades (5D), Survival Pack.
Reference: N/A

SpecForce Urban Guerilla

Species: Any
Sex: Any
DEXTERITY 2D+1
Blaster 3D+1, Dodge 3D, Grenade 3D, Melee Combat 3D, Melee Parry 3D
KNOWLEDGE 2D+1
Streetwise 3D+2
MECHANICAL 1D+1
Repulsorlift Operations 2D
PERCEPTION 2D+2
Command 3D+1, Hide 3D+2, Sneak 3D+2
STRENGTH 2D
Brawling 3D, Climbing/Jumping 2D+2, Stamina 3D
TECHNICAL 1D+1
Demolition 3D, First Aid 2D
Move: 10
Equipment: Blaster Pistol (4D), 2 Grenades (5D), Vibroknife (STR+1D)
Reference: Rebel Alliance Sourcebook p29

SpecForce Urban Guerilla (Experienced)

Species: Any
Sex: Any
DEXTERITY 2D+1
Blaster 4D+1, Dodge 4D, Grenade 4D, Melee Combat 4D, Melee Parry 4D
KNOWLEDGE 2D+1
Streetwise 4D+2
MECHANICAL 1D+1
Repulsorlift Operations 2D+2
PERCEPTION 2D+2
Command 4D, Hide 4D+2, Sneak 4D+2
STRENGTH 2D
Brawling 4D, Climbing/Jumping 3D+2, Stamina 3D+2
TECHNICAL 1D+1
Demolition 4D, First Aid 2D+2
Move: 10
Equipment: Blaster Pistol (4D), 2 Grenades (5D), Vibroknife (STR+1D)
Reference: N/A

SpecForce Urban Guerilla (Veteran)

Species: Any
Sex: Any
DEXTERITY 2D+1
Blaster 5D+1, Dodge 5D, Grenade 5D, Melee Combat 5D, Melee Parry 5D
KNOWLEDGE 2D+1
Streetwise 5D+2
MECHANICAL 1D+1
Repulsorlift Operations 3D+1
PERCEPTION 2D+2
Command 4D+2, Hide 5D+2, Sneak 5D+2
STRENGTH 2D
Brawling 5D, Climbing/Jumping 4D+2, Stamina 4D+1
TECHNICAL 1D+1
Demolition 5D, First Aid 3D+1
Move: 10
Equipment: Blaster Pistol (4D), 2 Grenades (5D), Vibroknife (STR+1D)
Reference: N/A

SpecForce Urban Guerilla (Elite)

Species: Any
Sex: Any
DEXTERITY 2D+1
Blaster 6D+1, Dodge 6D, Grenade 6D, Melee Combat 6D, Melee Parry 6D
PERCEPTION 2D+2
Command 5D+1, Hide 6D+2, Sneak 6D+2
KNOWLEDGE 2D+1
Streetwise 6D+2
STRENGTH 2D
Brawling 6D, Climbing/Jumping 5D+2, Stamina 5D
MECHANICAL 1D+1
Repulsorlift Operations 4D
TECHNICAL 1D+1
Demolition 6D, First Aid 4D
Move: 10
Equipment: Blaster Pistol (4D), 2 Grenades (5D), Vibroknife (STR+1D)
Reference: N/A

SpecForce Technician

Species: Any
Sex: Any
DEXTERITY 2D
Blaster 2D+2, Dodge 3D
PERCEPTION 1D+2
Command 2D+1, Hide 2D, Sneak 2D
KNOWLEDGE 2D+1
Survival 3D
STRENGTH 1D+2
Brawling 2D, Lifting 2D+2, Stamina 2D
MECHANICAL 2D
Repulsorlift Operation 3D+1
TECHNICAL 2D+1
Armor Repair 3D+2, Blaster Repair 3D+2, Computer Program/Repair 3D+2, Demolition 3D, Droid Program/ Repair 3D+2, Hover Vehicle Repair 3D+2, Ground Vehicle Repair 3D+2, Repulsorlift Repair 3D+2, Walker Repair 3D+2
Move: 10
Equipment: Blaster Pistol (5D), Technical Tool Kit
Reference: Rebel Alliance Sourcebook p29

SpecForce Technician (Experienced)

Species: Any
Sex: Any
DEXTERITY 2D
Blaster 3D+1, Dodge 3D+2
PERCEPTION 1D+2
Command 3D, Hide 2D+2, Sneak 2D+2
KNOWLEDGE 2D+1
Survival 3D+2
STRENGTH 1D+2
Brawling 2D+2, Lifting 3D+2, Stamina 2D+2
MECHANICAL 2D
Repulsorlift Operation 4D
TECHNICAL 2D+1
Armor Repair 4D+2, Blaster Repair 4D+2, Computer Program/Repair 4D+2, Demolition 3D+2, Droid Program/Repair 4D+2, Hover Vehicle Repair 4D+2, Ground Vehicle Repair 4D+2, Repulsorlift Repair 4D+2, Walker Repair 4D+2
Move: 10
Equipment: Blaster Pistol (5D), Technical Tool Kit
Reference: N/A

SpecForce Technician (Veteran)

Species: Any
Sex: Any
DEXTERITY 2D
Blaster 4D, Dodge 4D+1
PERCEPTION 1D+2
Command 3D+2, Hide 3D+1, Sneak 3D+1
KNOWLEDGE 2D+1
Survival 4D+1
STRENGTH 1D+2
Brawling 3D+1, Lifting 4D+2, Stamina 3D+1
MECHANICAL 2D
Repulsorlift Operation 4D+2
TECHNICAL 2D+1
Armor Repair 5D+2, Blaster Repair 5D+2, Computer Program/Repair 5D+2, Demolition 4D+1, Droid Program/Repair 5D+2, Hover Vehicle Repair 5D+2, Ground Vehicle Repair 5D+2, Repulsorlift Repair 5D+2, Walker Repair 5D+2
Move: 10
Equipment: Blaster Pistol (5D), Technical Tool Kit
Reference: N/A

SpecForce Technician (Elite)

Species: Any
Sex: Any
DEXTERITY 2D
Blaster 4D+2, Dodge 5D
PERCEPTION 1D+2
Command 4D+1, Hide 4D, Sneak 4D
KNOWLEDGE 2D+1
Survival 5D
STRENGTH 1D+2
Brawling 4D, Lifting 5D+2, Stamina 4D
MECHANICAL 2D
Repulsorlift Operation 5D+1
TECHNICAL 2D+1
Armor Repair 6D+2, Blaster Repair 6D+2, Computer Program/Repair 6D+2, Demolition 5D, Droid Program/ Repair 6D+2, Hover Vehicle Repair 6D+2, Ground Vehicle Repair 6D+2, Repulsorlift Repair 6D+2, Walker Repair 6D+2
Move: 10
Equipment: Blaster Pistol (5D), Technical Tool Kit
Reference: N/A

SpecForce Infiltrator

Species: Any
Sex: Any
DEXTERITY 2D+2
Blaster 3D, Brawling Parry 3D, Dodge 3D, Firearms 3D+1, Melee Combat 3D+2, Melee Combat: Vibroknife 5D+2, Melee Parry 3D+2
PERCEPTION 2D
Con 3D+1, Hide 3D+2, Search 3D, Sneak 3D+2
STRENGTH 2D
Brawling 3D
TECHNICAL 1D+2
Demolition 2D+2, Security 2D+2
KNOWLEDGE 2D
Streetwise 3D+2, Survival 2D+2
MECHANICAL 1D+2
Repulsorlift Operation 2D+1
Move: 10
Equipment: Silenced Slugthrower Pistol (3D), Garotte (STR+1D), Vibroknife (STR+1D)
Reference: Rules of Engagement p75

SpecForce Infiltrator (Experienced)

Species: Any
Sex: Any
DEXTERITY 2D+2
Blaster 4D, Brawling Parry 4D, Dodge 4D, Firearms 4D+1, Melee Combat 4D+2, Melee Combat: Vibroknife 6D+2, Melee Parry 4D+2
PERCEPTION 2D
Con 4D, Hide 4D+2, Search 4D, Sneak 4D+2
STRENGTH 2D
Brawling 4D
TECHNICAL 1D+2
Demolition 3D+2, Security 3D+2
KNOWLEDGE 2D
Streetwise 4D+1, Survival 3D+1
MECHANICAL 1D+2
Repulsorlift Operation 3D
Move: 10
Equipment: Silenced Slugthrower Pistol (3D), Garotte (STR+1D), Vibroknife (STR+1D)
Reference: N/A

SpecForce Infiltrator (Veteran)

Species: Any
Sex: Any
DEXTERITY 2D+2
Blaster 5D, Brawling Parry 5D, Dodge 5D, Firearms 5D+1, Melee Combat 5D+2, Melee Combat: Vibroknife 7D+2, Melee Parry 5D+2
PERCEPTION 2D
Con 4D+2, Hide 5D+2, Search 5D, Sneak 5D+2
STRENGTH 2D
Brawling 5D
TECHNICAL 1D+2
Demolition 4D+2, Security 4D+2
KNOWLEDGE 2D
Streetwise 5D+1, Survival 4D+1
MECHANICAL 1D+2
Repulsorlift Operation 3D+2
Move: 10
Equipment: Silenced Slugthrower Pistol (3D), Garotte (STR+1D), Vibroknife (STR+1D)
Reference: N/A

SpecForce Infiltrator (Elite)

Species: Any
Sex: Any
DEXTERITY 2D+2
Blaster 6D, Brawling Parry 6D, Dodge 6D, Firearms 6D+1, Melee Combat 6D+2, Melee Combat: Vibroknife 8D+2, Melee Parry 6D+2
PERCEPTION 2D
Con 5D+1, Hide 6D+2, Search 6D, Sneak 6D+2
STRENGTH 2D
Brawling 6D
TECHNICAL 1D+2
Demolition 5D+2, Security 5D+2
KNOWLEDGE 2D
Streetwise 6D+1, Survival 5D+1
MECHANICAL 1D+2
Repulsorlift Operation 4D+1
Move: 10
Equipment: Silenced Slugthrower Pistol (3D), Garotte (STR+1D), Vibroknife (STR+1D)
Reference: N/A

SpecForce Heavy Weapons Crewman

Species: Any
Sex: Any
DEXTERITY 2D+2
Blaster 3D, Blaster: Repeating Blaster 4D+2, Blaster Artillery 3D+2, Vehicle Blasters 3D+2
PERCEPTION 1D+2
Search 3D
STRENGTH 2D
Brawling 2D+2, Lifting 3D, Stamina 2D+1
KNOWLEDGE 1D+2
Survival 2D
TECHNICAL 2D
Demolition 2D+2, First Aid 2D+1
MECHANICAL 2D
Capital Ship Gunnery 3D, Repulsorlift Operation 2D+1, Starship Gunnery 3D
Move: 10
Equipment: Blaster Pistol (4D), Comlink, Vibroknife (STR+1D), Heavy Weapon or Repeating Blaster Emplacement (varies by mission)
Reference: Rules of Engagement p76

SpecForce Heavy Weapons Crewman (Experienced)

Species: Any
Sex: Any
DEXTERITY 2D+2
Blaster 4D, Blaster: Repeating Blaster 5D+2, Blaster Artillery 4D+2, Vehicle Blasters 4D+2
PERCEPTION 1D+2
Search 3D+2
STRENGTH 2D
Brawling 3D+1, Lifting 4D, Stamina 3D+1
KNOWLEDGE 1D+2
Survival 2D+2
TECHNICAL 2D
Demolition 3D+1, First Aid 3D
MECHANICAL 2D
Capital Ship Gunnery 4D, Repulsorlift Operation 3D, Starship Gunnery 4D
Move: 10
Equipment: Blaster Pistol (4D), Comlink, Vibroknife (STR+1D), Heavy Weapon or Repeating Blaster Emplacement (varies by mission)
Reference: N/A

SpecForce Heavy Weapons Crewman (Veteran)

Species: Any
Sex: Any
DEXTERITY 2D+2
Blaster 5D, Blaster: Repeating Blaster 6D+2, Blaster Artillery 5D+2, Vehicle Blasters 5D+2
PERCEPTION 1D+2
Search 4D+1
STRENGTH 2D
Brawling 4D, Lifting 5D, Stamina 4D+1
KNOWLEDGE 1D+2
Survival 3D+1
TECHNICAL 2D
Demolition 4D, First Aid 3D+2
MECHANICAL 2D
Capital Ship Gunnery 5D,

Repulsorlift Operation 3D+2, Starship Gunnery 5D **Move:** 10
Equipment: Blaster Pistol (4D), Comlink, Vibroknife (STR+1D), Heavy Weapon or Repeating Blaster Emplacement (varies by mission)
Reference: N/A

SpecForce Heavy Weapons Crewman (Elite)

Species: Any **Sex:** Any
DEXTERITY 2D+2 **PERCEPTION 1D+2**
Blaster 6D, Blaster: Repeating Blaster 7D+2, Blaster Artillery 6D+2, Vehicle Blasters 6D+2 Search 5D
KNOWLEDGE 1D+2 **STRENGTH 2D**
Survival 4D Brawling 4D+2, Lifting 6D, Stamina 5D+1
MECHANICAL 2D **TECHNICAL 2D**
Capital Ship Gunnery 6D, Repulsorlift Operation 4D+1, Starship Gunnery 6D Demolition 4D+2, First Aid 4D+1
Move: 10
Equipment: Blaster Pistol (4D), Comlink, Vibroknife (STR+1D), Heavy Weapon or Repeating Blaster Emplacement (varies by mission)
Reference: N/A

SpecForce Driver/Pilot

Species: Any **Sex:** Any
DEXTERITY 2D **PERCEPTION 1D+2**
Blaster 2D, Vehicle Blasters 3D **STRENGTH 2D**
KNOWLEDGE 1D+2 **TECHNICAL 2D**
Streetwise 2D+2 First Aid 2D+2
MECHANICAL 2D+2
Hover Vehicle Operation 3D+2, Ground Vehicle Operation 3D+2, Repulsorlift Operation 3D+2, Space Transport 3D+2 **Move:** 10
Equipment: Blister Pistol (4D), Vehicle or Starship (As Mission Requires)
Reference: Rules of Engagement p77

SpecForce Driver/Pilot (Experienced)

Species: Any **Sex:** Any
DEXTERITY 2D **PERCEPTION 1D+2**
Blaster 2D+2, Vehicle Blasters 4D **STRENGTH 2D**
KNOWLEDGE 1D+2 **TECHNICAL 2D**
Streetwise 3D+1 First Aid 3D+1
MECHANICAL 2D+2
Hover Vehicle Operation 4D+2, Ground Vehicle Operation 4D+2, Repulsorlift Operation 4D+2, Space Transport 4D+2 **Move:** 10
Equipment: Blister Pistol (4D), Vehicle or Starship (As Mission Requires)
Reference: N/A

SpecForce Driver/Pilot (Veteran)

Species: Any **Sex:** Any
DEXTERITY 2D **PERCEPTION 1D+2**
Blaster 3D+1, Vehicle Blasters 5D **STRENGTH 2D**
KNOWLEDGE 1D+2 **TECHNICAL 2D**
Streetwise 4D First Aid 4D
MECHANICAL 2D+2
Hover Vehicle Operation 5D+2, Ground Vehicle Operation 5D+2, Repulsorlift Operation 5D+2, Space Transport 5D+2 **Move:** 10
Equipment: Blister Pistol (4D), Vehicle or Starship (As Mission Requires)
Reference: N/A

SpecForce Driver/Pilot (Elite)

Species: Any **Sex:** Any
DEXTERITY 2D **PERCEPTION 1D+2**
Blaster 4D, Vehicle Blasters 6D **STRENGTH 2D**
KNOWLEDGE 1D+2 **TECHNICAL 2D**
Streetwise 4D+2 First Aid 4D+2
MECHANICAL 2D+2
Hover Vehicle Operation 6D+2, Ground Vehicle Operation 6D+2, Repulsorlift Operation 6D+2, Space Transport 6D+2 **Move:** 10
Equipment: Blister Pistol (4D), Vehicle or Starship (As Mission Requires)
Reference: N/A

SpecForce Scanner/ Communications Specialist

Species: Any **Sex:** Any
DEXTERITY 2D **PERCEPTION 1D+2**
Blaster 3D, Dodge 3D+1 **STRENGTH 2D**
KNOWLEDGE 1D+2 **TECHNICAL 2D**
MECHANICAL 2D+2 Communications Repair 3D, First Aid 2D+2, Sensors Repair 3D
Communications 3D+2, Sensors 3D+2
Move: 10
Equipment: Blaster Pistol (4D), Comset or Scanner (As appropriate), Comlink (As appropriate)
Reference: Rules of Engagement p78

SpecForce Scanner/ Communications Specialist (Experienced)

Species: Any
Sex: Any
DEXTERITY 2D
Blaster 3D+2, Dodge 4D
PERCEPTION 1D+2
STRENGTH 2D
KNOWLEDGE 1D+2
TECHNICAL 2D
MECHANICAL 2D+2
Communications 4D+2, Sensors 4D+2
Communications Repair 4D, First Aid 3D+1, Sensors Repair 4D
Move: 10
Equipment: Blaster Pistol (4D), Comset or Scanner (As appropriate), Comlink (As appropriate)
Reference: N/A

SpecForce Scanner/ Communications Specialist (Veteran)

Species: Any
Sex: Any
DEXTERITY 2D
Blaster 4D+1, Dodge 4D+2
PERCEPTION 1D+2
STRENGTH 2D
KNOWLEDGE 1D+2
TECHNICAL 2D
MECHANICAL 2D+2
Communications 5D+2, Sensors 5D+2
Communications Repair 5D, First Aid 4D, Sensors Repair 5D
Move: 10
Equipment: Blaster Pistol (4D), Comset or Scanner (As appropriate), Comlink (As appropriate)
Reference: N/A

SpecForce Scanner/ Communications Specialist (Elite)

Species: Any
Sex: Any
DEXTERITY 2D
Blaster 5D, Dodge 5D+1
PERCEPTION 1D+2
STRENGTH 2D
KNOWLEDGE 1D+2
TECHNICAL 2D
MECHANICAL 2D+2
Communications 6D+2, Sensors 6D+2
Communications Repair 6D, First Aid 4D+2, Sensors Repair 6D
Move: 10
Equipment: Blaster Pistol (4D), Comset or Scanner (As appropriate), Comlink (As appropriate)
Reference: N/A

SpecForce Interrogator

Species: Any
Sex: Any
DEXTERITY 1D+2
Blaster 3D, Dodge 2D+2
PERCEPTION 2D+2
Command 3D
KNOWLEDGE 2D+2
Intimidation 3D+2, Languages 3D+2, Streetwise 3D, Willpower 3D
STRENGTH 1D+2
Stamina 2D+2
TECHNICAL 1D+2
First Aid 2D
MECHANICAL 1D+2
Communications 2D
Move: 10
Equipment: Datapad, Blaster Pistol (4D), Recording Rod, Portable Uniform Fresher, Wash up Kit, Interpretation Droid (Occasionally)
Reference: Rules of Engagement p78

SpecForce Interrogator (Experienced)

Species: Any
Sex: Any
DEXTERITY 1D+2
Blaster 3D+2, Dodge 3D+2
PERCEPTION 2D+2
Command 4D
KNOWLEDGE 2D+2
Intimidation 4D+2, Languages 4D+1, Streetwise 4D, Willpower 4D
STRENGTH 1D+2
Stamina 3D+2
TECHNICAL 1D+2
First Aid 3D
MECHANICAL 1D+2
Communications 2D+2
Move: 10
Equipment: Datapad, Blaster Pistol (4D), Recording Rod, Portable Uniform Fresher, Wash up Kit, Interpretation Droid (Occasionally)
Reference: N/A

SpecForce Interrogator (Veteran)

Species: Any
Sex: Any
DEXTERITY 1D+2
Blaster 4D+1, Dodge 4D+2
PERCEPTION 2D+2
Command 5D
KNOWLEDGE 2D+2
Intimidation 5D+2, Languages 5D, Streetwise 5D, Willpower 5D
STRENGTH 1D+2
Stamina 4D+2
TECHNICAL 1D+2
First Aid 4D
MECHANICAL 1D+2
Communications 3D+1
Move: 10
Equipment: Datapad, Blaster Pistol (4D), Recording Rod, Portable Uniform Fresher, Wash up Kit, Interpretation Droid (Occasionally)
Reference: N/A

SpecForce Interrogator (Elite)

Species: Any
Sex: Any
DEXTERITY 1D+2
Blaster 5D, Dodge 5D+2
PERCEPTION 2D+2
Command 6D
KNOWLEDGE 2D+2
Intimidation 6D+2, Languages 5D+2, Streetwise 6D, Willpower 6D
STRENGTH 1D+2
Stamina 5D+2
TECHNICAL 1D+2
First Aid 5D
MECHANICAL 1D+2
Communications 4D
Move: 10
Equipment: Datapad, Blaster Pistol (4D), Recording Rod, Portable Uniform Fresher, Wash up Kit, Interpretation Droid (Occasionally)
Reference: N/A

SpecForce Translator

Species: Any
Sex: Any
DEXTERITY 1D+2
Blaster 3D, Dodge 2D+2
PERCEPTION 2D+2
Bargain 3D, Command 3D, Persuasion 3D
KNOWLEDGE 2D+2
Alien Species 4D, Bureaucracy 3D+1, Cultures 3D+2, Languages 4D+1, Languages (Choose One) 5D, Streetwise
STRENGTH 1D+2
Stamina 2D
TECHNICAL 1D+2
First Aid 2D

3D, Willpower 3D
MECHANICAL 1D+2
Communications 2D **Move:** 10
Equipment: Datapad, Blaster Pistol (4D), Recording Rod, Interpretation Droid (Occasionally)
Reference: N/A

SpecForce Translator (Experienced)

Species: Any **Sex:** Any
DEXTERITY 1D+2
Blaster 3D+2, Dodge 3D+1
KNOWLEDGE 2D+2
Alien Species 5D, Bureaucracy 4D+1, Cultures 4D+2, Languages 5D+2, Languages: (Choose One) 6D+1, Streetwise 3D+2, Willpower 3D+2
PERCEPTION 2D+2
Bargain 3D+2, Command 3D+2, Persuasion 4D
STRENGTH 1D+2
Stamina 2D+2
TECHNICAL 1D+2
First Aid 2D+2
MECHANICAL 1D+2
Communications 3D **Move:** 10
Equipment: Datapad, Blaster Pistol (4D), Recording Rod, Interpretation Droid (Occasionally)
Reference: N/A

SpecForce Translator (Veteran)

Species: Any **Sex:** Any
DEXTERITY 1D+2
Blaster 4D+1, Dodge 4D
KNOWLEDGE 2D+2
Alien Species 6D, Bureaucracy 5D+1, Cultures 5D+2, Languages 7D, Languages: (Choose One) 7D+2, Streetwise 4D+1, Willpower 4D+1
PERCEPTION 2D+2
Bargain 4D+1, Command 4D+1, Persuasion 5D
STRENGTH 1D+2
Stamina 3D+1
TECHNICAL 1D+2
First Aid 3D+1
MECHANICAL 1D+2
Communications 4D **Move:** 10
Equipment: Datapad, Blaster Pistol (4D), Recording Rod, Interpretation Droid (Occasionally)
Reference: N/A

SpecForce Translator (Elite)

Species: Any **Sex:** Any
DEXTERITY 1D+2
Blaster 5D, Dodge 4D+2
KNOWLEDGE 2D+2
Alien Species 7D, Bureaucracy 6D+1, Cultures 6D+2, Languages 8D+1, Languages: (Choose One) 9D, Streetwise 5D, Willpower 5D
PERCEPTION 2D+2
Bargain 5D, Command 5D, Persuasion 6D
STRENGTH 1D+2
Stamina 4D
TECHNICAL 1D+2
First Aid 4D
MECHANICAL 1D+2
Communications 5D **Move:** 10
Equipment: Datapad, Blaster Pistol (4D), Recording Rod, Interpretation Droid (Occasionally)
Reference: N/A

SpecForce Procurement Specialist

Species: Any **Sex:** Any
DEXTERITY 1D+2
Blaster 2D+2, Dodge 3D
KNOWLEDGE 2D+2
Bureaucracy 3D+2, Business 3D+2, Cultures 2D+2, Languages 2D+1, Streetwise 3D+1
PERCEPTION 2D+2
Bargain 3D+2, Con 3D+2, Investigation 3D, Persuasion 3D, Sneak 3D
STRENGTH 2D
Lifting 2D+2
TECHNICAL 1D+2
Security 2D+1
MECHANICAL 1D+1
Move: 10
Equipment: Datapad, Blaster Pistol (4D), Lock Breaking Kit (+1D to Security to pick a lock)
Reference: Rules of Engagement p79

SpecForce Procurement Specialist (Experienced)

Species: Any **Sex:** Any
DEXTERITY 1D+2
Blaster 3D+1, Dodge 3D+2, Pick Pocket 2D+2
KNOWLEDGE 2D+2
Bureaucracy 4D+1, Business 4D+2, Cultures 3D, Languages 2D+2, Streetwise 4D, Value 3D+2
PERCEPTION 2D+2
Bargain 4D+2, Con 4D+1, Investigation 3D+2, Persuasion 4D, Sneak 3D+2
STRENGTH 2D
Lifting 3D+2
TECHNICAL 1D+2
Security 3D+1
MECHANICAL 1D+1 **Move:** 10
Equipment: Datapad, Blaster Pistol (4D), Lock Breaking Kit (+1D to Security to pick a lock)
Reference: N/A

SpecForce Procurement Specialist (Veteran)

Species: Any **Sex:** Any
DEXTERITY 1D+2
Blaster 4D, Dodge 4D+1, Pick Pocket 3D+2
KNOWLEDGE 2D+2
Bureaucracy 5D+1, Business 5D+2, Cultures 3D+1, Languages 3D, Streetwise 4D+2, Value 4D+2
PERCEPTION 2D+2
Bargain 5D+2, Con 5D, Investigation 4D+1, Persuasion 5D, Sneak 4D+1
STRENGTH 2D
Lifting 4D+2
TECHNICAL 1D+2
Security 4D+1
MECHANICAL 1D+1 **Move:** 10
Equipment: Datapad, Blaster Pistol (4D), Lock Breaking Kit (+1D to Security to pick a lock)
Reference: N/A

SpecForce Procurement Specialist (Elite)

Species: Any
Sex: Any
DEXTERITY 1D+2
Blaster 4D+2, Dodge 5D, Pick Pocket 4D+2
KNOWLEDGE 2D+2
Bureaucracy 6D+1, Business 6D+2, Cultures 3D+2, Languages 3D+1, Streetwise 5D+1, Value 5D+2
MECHANICAL 1D+1
PERCEPTION 2D+2
Bargain 6D+2, Con 5D+2, Investigation 5D, Persuasion 6D, Sneak 5D
STRENGTH 2D
Lifting 5D+2
TECHNICAL 1D+2
Security 5D+1
Move: 10
Equipment: Datapad, Blaster Pistol (4D), Lock Breaking Kit (+1D to Security to pick a lock)
Reference: N/A

SpecForce Medic

Species: Any
Sex: Any
DEXTERITY 2D+1
Blaster 3D+1, Dodge 3D, Melee Combat 3D, Melee Parry 3D
KNOWLEDGE 2D+1
Alien Species 3D, Languages 2D+2, Streetwise 3D+2
MECHANICAL 1D+1
PERCEPTION 2D+2
Command 3D, Persuasion 3D+2
STRENGTH 2D
Brawling 3D, Stamina 3D
TECHNICAL 1D+1
First Aid 4D
Move: 10
Equipment: Blaster Pistol (4D), Medpack, Vibroknife (STR+1D)
Reference: N/A

SpecForce Medic (Experienced)

Species: Any
Sex: Any
DEXTERITY 2D+1
Blaster 3D+2, Dodge 3D+2, Melee Combat 3D+2, Melee Parry 3D+2
KNOWLEDGE 2D+1
Alien Species 3D+2, Languages 3D, Streetwise 4D
MECHANICAL 1D+1
PERCEPTION 2D+2
Command 3D+2, Persuasion 4D+2
STRENGTH 2D
Brawling 3D+2, Stamina 3D+1
TECHNICAL 1D+1
First Aid 5D, Medicine 3D
Move: 10
Equipment: Blaster Pistol (4D), Med Kit (Adds +1 to First Aid and Medicine rolls), Vibroknife (STR+1D)
Reference: N/A

SpecForce Medic (Veteran)

Species: Any
Sex: Any
DEXTERITY 2D+1
Blaster 4D, Dodge 4D+1, Melee Combat 4D+1, Melee Parry 4D+1
KNOWLEDGE 2D+1
Alien Species 4D+1, Languages 3D+1, Streetwise 4D+1
MECHANICAL 1D+1
PERCEPTION 2D+2
Command 4D+1, Persuasion 5D+2
STRENGTH 2D
Brawling 4D+1, Stamina 3D+2
TECHNICAL 1D+1
First Aid 6D, Medicine 4D
Move: 10
Equipment: Blaster Pistol (4D), Med Kit (Adds +1 to First Aid and Medicine rolls), Vibroknife (STR+1D)
Reference: N/A

SpecForce Medic (Elite)

Species: Any
Sex: Any
DEXTERITY 2D+1
Blaster 4D+1, Dodge 5D, Melee Combat 5D, Melee Parry 5D
KNOWLEDGE 2D+1
Alien Species 5D, Languages 3D+2, Streetwise 4D+2
MECHANICAL 1D+1
PERCEPTION 2D+2
Command 5D, Persuasion 6D+2
STRENGTH 2D
Brawling 5D+1, Stamina 4D
TECHNICAL 1D+1
First Aid 7D, Medicine 5D
Move: 10
Equipment: Blaster Pistol (4D), Med Kit (Adds +1 to First Aid and Medicine rolls), Vibroknife (STR+1D)
Reference: N/A

SpecForce Officer

Species: Any
Sex: Any
DEXTERITY 2D+1
Blaster 3D+1, Blaster Artillery 3D, Dodge 3D, Melee Combat 3D+2, Vehicle Blasters 3D
KNOWLEDGE 2D+1
Bureaucracy 3D+2, Streetwise 3D, Survival 3D, Tactics 3D
MECHANICAL 1D+1
Repulsorlift Operation 3D
PERCEPTION 2D+2
Command 4D+2, Search 3D+2
STRENGTH 2D
Brawling 3D, Security 3D, Stamina 2D+2
TECHNICAL 1D+1
First Aid 2D
Move: 10
Equipment: Blaster Pistol (4D), Datapad, Comlink, Vibroknife (STR+1D)
Reference: N/A

SpecForce Officer (Experienced)

Species: Any
Sex: Any
DEXTERITY 2D+1
Blaster 4D+1, Blaster Artillery 4D, Dodge 4D, Melee Combat 4D+2, Vehicle Blasters 3D+2
KNOWLEDGE 2D+1
Bureaucracy 4D+2, Streetwise 4D, Survival 4D, Tactics 4D
MECHANICAL 1D+1
Repulsorlift Operation 3D+2
PERCEPTION 2D+2
Command 5D+2, Search 4D+2
STRENGTH 2D
Brawling 4D, Security 4D, Stamina 3D+2
TECHNICAL 1D+1
First Aid 2D+2
Move: 10
Equipment: Blaster Pistol (4D), Datapad, Comlink, Vibroknife (STR+1D)
Reference: N/A

SpecForce Officer (Veteran)

Species: Any
Sex: Any
DEXTERITY 2D+1
Blaster 5D+1, Blaster Artillery 5D, Dodge 5D, Melee Combat 5D+2, Vehicle Blasters 4D+1
KNOWLEDGE 2D+1
Bureaucracy 5D+2, Streetwise
PERCEPTION 2D+2
Command 6D+2, Search 5D+2
STRENGTH 2D
Brawling 5D, Security 5D, Stamina 4D+2
TECHNICAL 1D+1

5D, Survival 5D, Tactics 5D
MECHANICAL 1D+1
Repulsorlift Operation 4D+1
First Aid 3D+1
Move: 10
Equipment: Blaster Pistol (4D), Datapad, Comlink, Vibroknife (STR+1D)
Reference: N/A

SpecForce Officer (Elite)

Species: Any
DEXTERITY 2D+1
Blaster 6D+1, Blaster Artillery 6D, Dodge 6D, Melee Combat 6D+2, Vehicle Blasters 5D
KNOWLEDGE 2D+1
Bureaucracy 6D+2, Streetwise 6D, Survival 6D, Tactics 6D
MECHANICAL 1D+1
Repulsorlift Operation 5D
Sex: Any
PERCEPTION 2D+2
Command 7D+2, Search 6D+2
STRENGTH 2D
Brawling 6D, Security 6D, Stamina 5D+2
TECHNICAL 1D+1
First Aid 4D
Move: 10
Equipment: Blaster Pistol (4D), Datapad, Comlink, Vibroknife (STR+1D)
Reference: N/A

SpecForce Wilderness Fighter

Species: Any
DEXTERITY 2D+1
Blaster 3D+1, Blaster Artillery 3D, Dodge 3D, Grenade 3D, Melee Combat 3D+2, Vehicle Blasters 3D
KNOWLEDGE 2D+1
Survival 3D+2
MECHANICAL 1D+1
Repulsorlift Operation 3D
Sex: Any
PERCEPTION 2D+2
Command 3D+1, Hide 3D+2, Sneak 3D+2
STRENGTH 2D
Brawling 3D, Climbing/Jumping 2D+2
TECHNICAL 1D+1
Demolition 3D, First Aid 2D
Move: 10
Equipment: Blaster Pistol (4D), Speeder Bike, Survival Pack, Vibroknife (STR+1D)
Reference: Rebel Alliance Sourcebook p29

SpecForce Wilderness Fighter (Experienced)

Species: Any
DEXTERITY 2D+1
Blaster 4D+1, Blaster Artillery 4D, Dodge 4D, Grenade 4D, Melee Combat 4D+2, Vehicle Blasters 3D+2
KNOWLEDGE 2D+1
Survival 4D+2
MECHANICAL 1D+1
Repulsorlift Operation 3D+2
Sex: Any
PERCEPTION 2D+2
Command 4D, Hide 4D+2, Search 3D+2, Sneak 4D+2
STRENGTH 2D
Brawling 4D, Climbing/Jumping 3D+2
TECHNICAL 1D+1
Demolition 3D+2, First Aid 2D+2
Move: 10
Equipment: Blaster Pistol (4D), Speeder Bike, Survival Pack, Vibroknife (STR+1D)
Reference: N/A

SpecForce Wilderness Fighter (Veteran)

Species: Any
DEXTERITY 2D+1
Blaster 5D+1, Blaster Artillery 5D, Dodge 5D, Grenade 5D, Melee Combat 5D+2, Vehicle Blasters 4D+1
KNOWLEDGE 2D+1
Survival 5D+2
MECHANICAL 1D+1
Repulsorlift Operation 4D+1
Sex: Any
PERCEPTION 2D+2
Command 4D+1, Hide 5D+2, Search 4D+2, Sneak 5D+2
STRENGTH 2D
Brawling 5D, Climbing/Jumping 4D+2
TECHNICAL 1D+1
Demolition 4D+1, First Aid 3D+1
Move: 10
Equipment: Blaster Pistol (4D), Speeder Bike, Survival Pack, Vibroknife (STR+1D)
Reference: N/A

SpecForce Wilderness Fighter (Elite)

Species: Any
DEXTERITY 2D+1
Blaster 6D+1, Blaster Artillery 6D, Dodge 6D, Grenade 6D, Melee Combat 6D+2, Vehicle Blasters 5D
KNOWLEDGE 2D+1
Survival 6D+2
MECHANICAL 1D+1
Repulsorlift Operation 5D
Sex: Any
PERCEPTION 2D+2
Command 5D, Hide 6D+2, Search 5D+2, Sneak 6D+2
STRENGTH 2D
Brawling 6D, Climbing/Jumping 5D+2
TECHNICAL 1D+1
Demolition 5D, First Aid 4D
Move: 10
Equipment: Blaster Pistol (4D), Speeder Bike, Survival Pack, Vibroknife (STR+1D)
Reference: N/A

SpecForce Wilderness Fighter: Aquatic

Species: Any
DEXTERITY 2D+1
Blaster 3D, Blaster Artillery 3D, Dodge 3D, Firearms 3D+1, Grenade 3D, Melee Combat 3D+2, Missile Weapons 4D+2, Vehicle Blasters 3D
KNOWLEDGE 2D+1
Planetary Systems 3D, Survival: Aquatic 4D, Willpower 3D+2
MECHANICAL 1D+1
Beast Riding 3D, Communications 2D+1, Repulsorlift Operation 3D+2
Sex: Any
PERCEPTION 2D+2
Command 3D+1, Con 3D+2, Search 3D+2, Sneak 4D
STRENGTH 2D
Brawling 3D, Climbing/Jumping 3D+2, Swimming 5D, Stamina 4D
TECHNICAL 1D+1
Demolition 3D, First Aid 2D, Security 3D+1
Move: 10
Equipment: Blaster Speargun (Spear Damage 4D/2D/1D, Blaster 5D/4D/3D+1), 3 Spears, 3 Concussion Grenades (5D), 3 Stun Grenades (7D Stun), Grapple Gun (missile weapons, magnetic grapple w/100 meter cable), Blast Helmet (1D+2 physical, +2 energy), Blast Armor (+2D physical, +1D energy), Waterproof Uniform, Survival Kit, Military Headset Comlink
Reference: N/A

SpecForce Wilderness Fighter: Aquatic (Veteran)

Species: Any
DEXTERITY 2D+1
Blaster 5D, Blaster Artillery 5D, Dodge 5D, Firearms 5D+1, Grenade 5D, Melee Combat 5D+2, Missile Weapons 6D+2, Vehicle Blasters 5D
KNOWLEDGE 2D+1
Planetary Systems 4D+1, Survival: Aquatic 6D, Willpower 5D
MECHANICAL 1D+1
Beast Riding 4D+1, Communications 3D, Repulsorlift Operation 5D
Sex: Any
PERCEPTION 2D+2
Command 4D+2, Con 5D, Search 5D+2, Sneak 6D
STRENGTH 2D
Brawling 5D, Climbing/Jumping 5D+2, Swimming 7D, Stamina 5D+1
TECHNICAL 1D+1
Demolition 5D, First Aid 3D+1, Security 5D
Move: 10
Equipment: Blaster Speargun (Spear Damage 4D/2D/1D, Blaster 5D/4D/3D+1), 3 Spears, 3 Concussion Grenades (5D), 3 Stun Grenades (7D Stun), Grapple Gun (missile weapons, magnetic grapple w/100 meter cable), Blast Helmet (1D+2 physical, +2 energy), Blast Armor (+2D physical, +1D energy), Waterproof Uniform, Survival Kit, Military Headset Comlink
Reference: N/A

SpecForce Wilderness Fighter: Cold

Species: Any
DEXTERITY 2D+1
Blaster 3D+1, Blaster Artillery 3D, Dodge 3D, Grenade 3D, Melee Combat 3D+2, Vehicle Blasters 3D
KNOWLEDGE 2D+1
Survival: Cold 4D
MECHANICAL 1D+1
Beast Riding 3D, Repulsorlift Operation 3D+2
Sex: Any
PERCEPTION 2D+2
Command 3D+1, Hide 3D+2, Sneak 3D+2
STRENGTH 2D
Brawling 3D, Climbing/Jumping 2D+2, Stamina 3D
TECHNICAL 1D+1
Demolition 3D+2, First Aid 2D
Move: 10
Equipment: Blaster Rifle (5D), 3 Concussion Grenades, (5D), Survival Pack, Vibroknife (STR+1D), Cold Weather Uniform, Ice Climbing gear (+1D to Climb checks in frozen environments)
Reference: N/A

SpecForce Wilderness Fighter: Cold (Veteran)

Species: Any
DEXTERITY 2D+1
Blaster 5D+1, Blaster Artillery 5D, Dodge 5D, Grenade 5D, Melee Combat 5D+2, Vehicle Blasters 4D+1
KNOWLEDGE 2D+1
Survival: Cold 6D
MECHANICAL 1D+1
Beast Riding 4D+1, Repulsorlift Operation 5D
Sex: Any
PERCEPTION 2D+2
Command 4D+2, Hide 5D+2, Sneak 5D+2
STRENGTH 2D
Brawling 5D, Climbing/Jumping 4D+2, Stamina 5D
TECHNICAL 1D+1
Demolition 5D, First Aid 3D+1
Move: 10
Equipment: Blaster Rifle (5D), 3 Concussion Grenades, (5D), Survival Pack, Vibroknife (STR+1D), Cold Weather Uniform, Ice Climbing gear (+1D to Climb checks in frozen environments)
Reference: N/A

SpecForce Wilderness Fighter: Desert

Species: Any
DEXTERITY 2D+1
Blaster 3D+1, Blaster Artillery 3D, Dodge 3D, Grenade 3D, Melee Combat 3D+2, Vehicle Blasters 3D
KNOWLEDGE 2D+1
Survival: Desert 4D
MECHANICAL 1D+1
Beast Riding 3D, Repulsorlift Operation 3D+2
Sex: Any
PERCEPTION 2D+2
Command 3D+1, Hide 3D+2, Search 3D, Sneak 3D+2
STRENGTH 2D
Brawling 3D, Climbing/Jumping 2D+2, Stamina 3D+2
TECHNICAL 1D+1
Demolition 3D, First Aid 2D
Move: 10
Equipment: Blaster Pistol (4D), Speeder Bike, Survival Pack, Hot Weather Clothing, Vibroknife (STR+1D)
Reference: N/A

SpecForce Wilderness Fighter: Desert (Veteran)

Species: Any
DEXTERITY 2D+1
Blaster 5D+1, Blaster Artillery 5D, Dodge 5D, Grenade 5D, Melee Combat 5D+2, Vehicle Blasters 4D+1
KNOWLEDGE 2D+1
Survival: Desert 6D
MECHANICAL 1D+1
Beast Riding 4D+1, Repulsorlift Operation 5D
Sex: Any
PERCEPTION 2D+2
Command 3D+1, Hide 3D+2, Search 3D, Sneak 3D+2
STRENGTH 2D
Brawling 5D, Climbing/Jumping 4D+2, Stamina 5D+2
TECHNICAL 1D+1
Demolition 4D+1, First Aid 3D+1
Move: 10
Equipment: Blaster Pistol (4D), Speeder Bike, Survival Pack, Hot Weather Clothing, Vibroknife (STR+1D)
Reference: N/A

SpecForce Wilderness Fighter: Forest

Species: Any
DEXTERITY 2D+1
Blaster 3D+1, Blaster Artillery 3D, Dodge 3D, Grenade 3D, Melee Combat 3D+2, Vehicle Blasters 3D
KNOWLEDGE 2D+1
Survival: Forest 4D
MECHANICAL 1D+1
Repulsorlift Operation 3D+2
Sex: Any
PERCEPTION 2D+2
Command 3D+1, Hide 4D, Search: Tracking 4D+1, Sneak 4D
STRENGTH 2D
Brawling 3D, Climbing/Jumping 3D+2, Lifting 3D
TECHNICAL 1D+1
Demolition 3D, First Aid 2D
Move: 10
Equipment: Blaster Pistol (4D), Speeder Bike, Survival Pack, Vibroknife (STR+1D)
Reference: N/A

SpecForce Wilderness Fighter: Forest (Veteran)

Species: Any
DEXTERITY 2D+1
Blaster 5D+1, Blaster Artillery 5D, Dodge 5D, Grenade 5D,
Sex: Any
PERCEPTION 2D+2
Command 4D+2, Hide 6D, Search: Tracking 6D+1, Sneak

Melee Combat 5D+2, Vehicle Blasters 4D+1
KNOWLEDGE 2D+1
Survival: Forest 6D
MECHANICAL 1D+1
Repulsorlift Operation 5D
Move: 10
Equipment: Blaster Pistol (4D), Speeder Bike, Survival Pack, Vibroknife (STR+1D)
Reference: N/A

Sex: Any
PERCEPTION 2D+2
Command 4D+2, Hide 6D, Search: Tracking 6D+1, Sneak 6D
STRENGTH 2D
Brawling 5D, Climbing/Jumping 5D+2, Lifting 4D+1
TECHNICAL 1D+1
Demolition 4D+1, First Aid 3D+1

SpecForce Wilderness Fighter: Jungle

Species: Any
DEXTERITY 2D+1
Blaster 3D+1, Blaster Artillery 3D, Dodge 3D, Grenade 3D, Melee Combat 3D+2, Vehicle Blasters 3D
KNOWLEDGE 2D+1
Survival: Jungle 4D
MECHANICAL 1D+1
Repulsorlift Operation 3D+2
Move: 10
Equipment: Blaster Pistol (4D), Survival Pack, Vibroknife (STR+1D)
Reference: N/A

Sex: Any
PERCEPTION 2D+2
Command 3D+1, Hide 4D, Search: Tracking 4D+1, Sneak 4D
STRENGTH 2D
Brawling 3D, Climbing/Jumping 3D+2, Lifting 3D
TECHNICAL 1D+1
Demolition 3D, First Aid 2D

SpecForce Wilderness Fighter: Jungle (Veteran)

Species: Any
DEXTERITY 2D+1
Blaster 5D+1, Blaster Artillery 5D, Dodge 5D, Grenade 5D, Melee Combat 5D+2, Vehicle Blasters 4D+1
KNOWLEDGE 2D+1
Survival: Jungle 6D
MECHANICAL 1D+1
Repulsorlift Operation 5D
Move: 10
Equipment: Blaster Pistol (4D), Survival Pack, Vibroknife (STR+1D)
Reference: N/A

Sex: Any
PERCEPTION 2D+2
Command 4D+2, Hide 6D, Search: Tracking 6D+1, Sneak 6D
STRENGTH 2D
Brawling 5D, Climbing/Jumping 5D+2, Lifting 4D+1
TECHNICAL 1D+1
Demolition 4D+1, First Aid 3D+1

SpecForce Wilderness Fighter: Plains

Species: Any
DEXTERITY 2D+1
Blaster 3D+1, Blaster Artillery 3D, Dodge 3D, Grenade 3D, Melee Combat 3D+2, Running 4D, Vehicle Blasters 3D
KNOWLEDGE 2D+1
Survival: Plains 4D
MECHANICAL 1D+1
Beast Riding 3D, Repulsorlift Operation 3D+1
Move: 10
Equipment: Blaster Pistol (4D), Speeder Bike, Survival Pack, Vibroknife (STR+1D)
Reference: N/A

Sex: Any
PERCEPTION 2D+2
Command 3D+1, Hide 3D+2, Sneak 3D+2
STRENGTH 2D
Brawling 3D, Climbing/Jumping 2D+1, Stamina 3D
TECHNICAL 1D+1
Demolition 3D, First Aid 2D

SpecForce Wilderness Fighter: Plains (Veteran)

Species: Any
DEXTERITY 2D+1
Blaster 5D+1, Blaster Artillery 5D, Dodge 5D, Grenade 5D, Melee Combat 5D+2, Running 6D, Vehicle Blasters 4D+1
KNOWLEDGE 2D+1
Survival: Plains 6D
MECHANICAL 1D+1
Beast Riding 4D+1, Repulsorlift Operation 5D
Move: 10
Equipment: Blaster Pistol (4D), Speeder Bike, Survival Pack, Vibroknife (STR+1D)
Reference: N/A

Sex: Any
PERCEPTION 2D+2
Command 4D+2, Hide 5D+2, Sneak 5D+2
STRENGTH 2D
Brawling 5D, Climbing/Jumping 4D+1, Stamina 5D
TECHNICAL 1D+1
Demolition 4D+1, First Aid 3D+1

SpecForce Wilderness Fighter: Mountainous

Species: Any
DEXTERITY 2D+1
Blaster 3D+1, Blaster Artillery 3D, Dodge 3D, Grenade 3D, Melee Combat 3D+2, Vehicle Blasters 3D
KNOWLEDGE 2D+1
Survival: Mountainous 4D
MECHANICAL 1D+1
Repulsorlift Operation 3D
Equipment: Blaster Pistol (4D), Survival Pack, Mountain Climbing Gear (+1D to Climbing rolls), Vibroknife (STR+1D)
Reference: N/A

Sex: Any
PERCEPTION 2D+2
Command 3D+1, Hide 3D+2, Search 3D+2, Sneak 3D+2
STRENGTH 2D
Brawling 3D, Climbing/Jumping 4D+2, Stamina 3D+2
TECHNICAL 1D+1
Demolition 3D+2, First Aid 2D
Move: 10

SpecForce Wilderness Fighter: Mountainous (Veteran)

Species: Any
DEXTERITY 2D+1
Blaster 5D+1, Blaster Artillery 5D, Dodge 5D, Grenade 5D, Melee Combat 5D+2, Vehicle Blasters 4D+1
KNOWLEDGE 2D+1
Survival: Mountainous 6D
MECHANICAL 1D+1
Repulsorlift Operation 4D+1
Equipment: Blaster Pistol (4D), Survival Pack, Mountain Climbing Gear (+1D to Climbing rolls), Vibroknife (STR+1D)

Sex: Any
PERCEPTION 2D+2
Command 4D+2, Hide 5D+2, Search 5D+2, Sneak 5D+2
STRENGTH 2D
Brawling 5D, Climbing/Jumping 6D+2, Stamina 5D+2
TECHNICAL 1D+1
Demolition 5D, First Aid 3D+1
Move: 10

Reference: N/A

Fighter Pilot (Novice)

Species: Any
Sex: Any
DEXTERITY 2D
Blaster 3D+1, Dodge 2D+1
PERCEPTION 1D+2
STRENGTH 2D+2
KNOWLEDGE 1D
Planetary Systems 1D+2
TECHNICAL 2D
Computer Program/Repair 2D+1
MECHANICAL 3D
Starfighter Piloting 4D, Starship Gunnery 3D+1
Move: 10
Equipment: Blaster Pistol (4D), Comlink, Sealed Flight Suit.
Reference: N/A

Fighter Pilot

Species: Any
Sex: Any
DEXTERITY 2D
Blaster 4D, Dodge 3D
PERCEPTION 1D+2
STRENGTH 2D+2
KNOWLEDGE 1D
Planetary Systems 2D+1
TECHNICAL 2D
Computer Program/Repair 3D
MECHANICAL 3D
Starfighter Piloting 5D, Starfighter Piloting: (Choose One: A-Wing, B-Wing, X-Wing, or Y-Wing) 6D, Starship Gunnery 4D
Move: 10
Equipment: Blaster Pistol (4D), Comlink, Sealed Flight Suit.
Reference: R&E p209

Fighter Pilot (Experienced)

Species: Any
Sex: Any
DEXTERITY 2D
Blaster 4D+2, Dodge 3D+2
PERCEPTION 1D+2
STRENGTH 2D+2
KNOWLEDGE 1D
Planetary Systems 3D
TECHNICAL 2D
Computer Program/Repair 3D+2
MECHANICAL 3D
Starfighter Piloting 6D, Starfighter Piloting: (Choose One: A-Wing, B-Wing, X-Wing, or Y-Wing) 7D, Starship Gunnery 5D
Move: 10
Equipment: Blaster Pistol (4D), Comlink, Sealed Flight Suit.
Reference: N/A

Fighter Pilot (Veteran)

Species: Any
Sex: Any
DEXTERITY 2D
Blaster 5D+1, Dodge 3D+2
PERCEPTION 1D+2
STRENGTH 2D+2
KNOWLEDGE 1D
Planetary Systems 3D+2
TECHNICAL 2D
Computer Program/Repair 4D+1
MECHANICAL 3D
Starfighter Piloting 7D, Starfighter Piloting: (Choose One: A-Wing, B-Wing, X-Wing, or Y-Wing) 8D, Starship Gunnery 6D
Move: 10
Equipment: Blaster Pistol (4D), Comlink, Sealed Flight Suit.
Reference: N/A

Fighter Pilot (Elite)

Species: Any
Sex: Any
DEXTERITY 2D
Blaster 6D, Dodge 4D+1
PERCEPTION 1D+2
STRENGTH 2D+2
KNOWLEDGE 1D
Planetary Systems 4D+1
TECHNICAL 2D
Computer Program/Repair 5D
MECHANICAL 3D
Starfighter Piloting 8D, Starfighter Piloting: (Choose One: A-Wing, B-Wing, X-Wing, or Y-Wing) 9D, Starship Gunnery 7D
Move: 10
Equipment: Blaster Pistol (4D), Comlink, Sealed Flight Suit.
Reference: N/A

Fighter Pilot Squadron Leader

Species: Any
Sex: Any
DEXTERITY 2D
Blaster 4D, Dodge 3D
PERCEPTION 1D+2
Command 3D
KNOWLEDGE 1D
Planetary Systems 2D+1, Tactics: Starfighters 2D+2
STRENGTH 2D+2
TECHNICAL 2D
Computer Program/Repair 3D
MECHANICAL 3D
Starfighter Piloting 5D, Starfighter Piloting: (Choose One: A-Wing, B-Wing, X-Wing, or Y-Wing) 6D, Starship Gunnery 4D
Move: 10
Equipment: Blaster Pistol (4D), Comlink, Sealed Flight Suit.
Reference: N/A

Fighter Pilot Squadron Leader (Veteran)

Species: Any
Sex: Any
DEXTERITY 2D
Blaster 5D+1, Dodge 3D+2
PERCEPTION 1D+2
Command 4D
KNOWLEDGE 1D
Planetary Systems 3D+2, Tactics: Starfighters 3D+2
STRENGTH 2D+2
TECHNICAL 2D
Computer Program/Repair 4D+1
MECHANICAL 3D
Starfighter Piloting 7D, Starfighter Piloting: (Choose One: A-Wing, B-Wing, X-Wing, or Y-Wing) 8D, Starship Gunnery 6D
Move: 10
Equipment: Blaster Pistol (4D), Comlink, Sealed Flight Suit.
Reference: N/A

Fighter Pilot Squadron Leader (Elite)

Species: Any
Sex: Any
DEXTERITY 2D
PERCEPTION 1D+2
Blaster 6D, Dodge 4D+1
Command 5D
KNOWLEDGE 1D
STRENGTH 2D+2
Planetary Systems 4D+1, Tactics: Starfighters 4D+2
TECHNICAL 2D
Computer Program/Repair 5D
MECHANICAL 3D
Starfighter Piloting 8D, Starfighter Piloting: (Choose One: A-Wing, B-Wing, X-Wing, or Y-Wing) 9D, Starship Gunnery 7D
Move: 10
Equipment: Blaster Pistol (4D), Comlink, Sealed Flight Suit.
Reference: N/A

Shuttle Pilot

Species: Any
Sex: Any
DEXTERITY 3D
PERCEPTION 3D
Blaster 4D, Dodge 4D
Command 3D+2, Search 4D
KNOWLEDGE 2D
STRENGTH 3D
Planetary Systems 3D
Stamina 4D
MECHANICAL 4D
Astrogation 4D+2, Sensors 4D+1, Space Transports 5D, Starship Gunnery 5D, Starship Shields 4D+2
TECHNICAL 2D+1
Computer Programming/Repair 3D+1, First Aid 2D+2, Space Transport Repair 5D
Move: 10
Equipment: Blaster Pistol (4D), Flight Suit, Comlink, Survival Gear
Reference: N/A

Shuttle Pilot (Experienced)

Species: Any
Sex: Any
DEXTERITY 3D
PERCEPTION 3D
Blaster 4D+2, Dodge 4D+2
Command 4D+1, Search 5D
KNOWLEDGE 2D
STRENGTH 3D
Planetary Systems 4D
Stamina 4D+2
MECHANICAL 4D
TECHNICAL 2D+1
Astrogation 5D+2, Sensors 5D+1, Space Transports 6D, Starship Gunnery 6D, Starship Shields 5D+2
Computer Programming/Repair 4D, First Aid 3D+1, Space Transport Repair 5D+2
Move: 10
Equipment: Blaster Pistol (4D), Flight Suit, Comlink, Survival Gear
Reference: N/A

Shuttle Pilot (Veteran)

Species: Any
Sex: Any
DEXTERITY 3D
PERCEPTION 3D
Blaster 5D+1, Dodge 5D+1
Command 5D, Search 6D
KNOWLEDGE 2D
STRENGTH 3D
Planetary Systems 5D
Stamina 5D+1
MECHANICAL 4D
TECHNICAL 2D+1
Astrogation 6D+2, Sensors 6D+1, Space Transports 7D, Starship Gunnery 7D, Starship Shields 6D+2
Computer Programming/Repair 4D+2, First Aid 4D, Space Transport Repair 6D+1
Move: 10
Equipment: Blaster Pistol (4D), Flight Suit, Comlink, Survival Gear
Reference: N/A

Shuttle Pilot (Elite)

Species: Any
Sex: Any
DEXTERITY 3D
PERCEPTION 3D
Blaster 6D, Dodge 6D
Command 5D+2, Search 7D
KNOWLEDGE 2D
STRENGTH 3D
Planetary Systems 6D
Stamina 6D
MECHANICAL 4D
TECHNICAL 2D+1
Astrogation 7D+2, Sensors 7D+1, Space Transports 8D, Starship Gunnery 8D, Starship Shields 7D+2
Computer Programming/Repair 5D+1, First Aid 4D+2, Space Transport Repair 7D
Move: 10
Equipment: Blaster Pistol (4D), Flight Suit, Comlink, Survival Gear
Reference: N/A

Naval Trooper

Species: Any
Sex: Any
DEXTERITY 2D+1
PERCEPTION 3D
Blaster 4D+1, Brawling Parry 4D+1, Dodge 4D+1, Grenade 4D+1, Melee Combat 4D+1, Melee Parry 4D+1, Running 3D+1
Command 3D+1, Search 4D
STRENGTH 2D+1
Brawling 4D. Stamina 3D+2
TECHNICAL 1D
First Aid 2D, Security 2D
KNOWLEDGE 1D+2
Planetary Systems 2D+1
MECHANICAL 1D+2
Repulsorlift Operation 2D+2, Capital Ship Shields 2D+2
Move: 10
Equipment: Blast Helmet (+1D physical, +1 energy), Blaster Pistol (4D),Comlink
Reference: N/A

Naval Trooper (Experienced)

Species: Any
Sex: Any
DEXTERITY 2D+1
PERCEPTION 3D
Blaster 5D, Brawling Parry 5D+1, Dodge 5D+1, Grenade 5D, Melee Combat 5D+1, Melee Parry 5D+1, Running 4D
Command 4D, Search 5D
STRENGTH 2D+1
Brawling 5D. Stamina 4D+1
TECHNICAL 1D
KNOWLEDGE 1D+2
First Aid 2D+2, Security 3D
Planetary Systems 3D+1
MECHANICAL 1D+2
Repulsorlift Operation 3D+1, Capital Ship Shields 3D+1
Move: 10
Equipment: Blast Helmet (+1D physical, +1 energy), Blaster Pistol (4D),Comlink
Reference: N/A

Naval Trooper (Veteran)

Species: Any
Sex: Any
DEXTERITY 2D+1
PERCEPTION 3D
Blaster 5D+2, Brawling Parry
Command 4D+2, Search 6D

6D+1, Dodge 6D+1, Grenade 5D+2, Melee Combat 6D+1, Melee Parry 6D+1, Running 4D+2
KNOWLEDGE 1D+2
Planetary Systems 4D+1
MECHANICAL 1D+2
Repulsorlift Operation 4D, Capital Ship Shields 4D
STRENGTH 2D+1
Brawling 6D. Stamina 5D
TECHNICAL 1D
First Aid 3D+1, Security 4D
Move: 10
Equipment: Blast Helmet (+1D physical, +1 energy), Blaster Pistol (4D),Comlink
Reference: N/A

Naval Trooper (Elite)

Species: Any
Sex: Any
DEXTERITY 2D+1
Blaster 6D+1, Brawling Parry 7D+1, Dodge 7D+1, Grenade 6D+1, Melee Combat 7D+1, Melee Parry 7D+1, Running 5D+1
KNOWLEDGE 1D+2
Planetary Systems 5D+1
MECHANICAL 1D+2
Repulsorlift Operation 4D+2, Capital Ship Shields 4D+2
PERCEPTION 3D
Command 5D+1, Search 7D
STRENGTH 2D+1
Brawling 7D. Stamina 5D+2
TECHNICAL 1D
First Aid 4D, Security 5D
Move: 10
Equipment: Blast Helmet (+1D physical, +1 energy), Blaster Pistol (4D),Comlink
Reference: N/A

Naval Trooper Squad Leader

Species: Any
Sex: Any
DEXTERITY 2D+1
Blaster 4D, Brawling Parry 4D+1, Dodge 4D+1, Grenade 4D, Melee Combat 4D+1, Melee Parry 4D+1, Running 4D
KNOWLEDGE 1D+2
Planetary Systems 3D+1, Tactics: Navy Troopers 3D
MECHANICAL 1D+2
Repulsorlift Operation 3D+1, Capital Ship Shields 3D+1
PERCEPTION 3D
Command 4D+2, Search 5D
STRENGTH 2D+1
Brawling 5D. Stamina 4D+1
TECHNICAL 1D
First Aid 2D+2, Security 3D
Move: 10
Equipment: Blast Helmet (+1D physical, +1 energy), Blaster Pistol (4D),Comlink
Reference: N/A

Naval Trooper Squad Leader (Veteran)

Species: Any
Sex: Any
DEXTERITY 2D+1
Blaster 4D+2, Brawling Parry 5D+1, Dodge 5D+1, Grenade 4D+2, Melee Combat 5D+1, Melee Parry 5D+1, Running 4D+2
KNOWLEDGE 1D+2
Planetary Systems 4D+1, Tactics: Navy Troopers 4D
MECHANICAL 1D+2
Repulsorlift Operation 4D, Capital Ship Shields 4D
PERCEPTION 3D
Command 5D+2, Search 6D
STRENGTH 2D+1
Brawling 6D. Stamina 5D
TECHNICAL 1D
First Aid 3D+1, Security 4D
Move: 10
Equipment: Blast Helmet (+1D physical, +1 energy), Blaster Pistol (4D),Comlink
Reference: N/A

Naval Trooper Squad Leader (Elite)

Species: Any
Sex: Any
DEXTERITY 2D+1
Blaster 5D+1, Brawling Parry 6D+1, Dodge 6D+1, Grenade 5D+1, Melee Combat 6D+1, Melee Parry 6D+1, Running 5D+1
KNOWLEDGE 1D+2
Planetary Systems 5D+1, Tactics: Navy Troopers 5D
MECHANICAL 1D+2
Repulsorlift Operation 4D+2, Capital Ship Shields 4D+2
PERCEPTION 3D
Command 6D+1, Search 7D
STRENGTH 2D+1
Brawling 7D. Stamina 5D+2
TECHNICAL 1D
First Aid 4D, Security 5D
Move: 10
Equipment: Blast Helmet (+1D physical, +1 energy), Blaster Pistol (4D),Comlink
Reference: N/A

Astrogation Crewman

Species: Any
Sex: Any
DEXTERITY 2D
Blaster 3D, Brawling Parry 3D
KNOWLEDGE 2D
Planetary Systems 3D
MECHANICAL 2D
Astrogation 3D, Repulsorlift Operation 3D
PERCEPTION 2D
STRENGTH 2D
Brawling 3D, Climbing/Lifting 3D
TECHNICAL 2D
Computer Program/Repair 3D
Move: 10
Equipment: Computer Repair Kit, Chronometer Comlink, Datapad, Blaster Pistol (4D)
Reference: N/A

Astrogation Crewman (Veteran)

Species: Any
Sex: Any
DEXTERITY 2D
Blaster 4D+1, Brawling Parry 5D
KNOWLEDGE 2D
Planetary Systems 5D
MECHANICAL 2D
Astrogation 4D+1, Repulsorlift Operation 3D+1
PERCEPTION 2D
STRENGTH 2D
Brawling 5D, Climbing/Lifting 4D+1
TECHNICAL 2D
Computer Program/Repair 4D+1
Move: 10

Equipment: Computer Repair Kit, Chronometer Comlink, Datapad, Blaster Pistol (4D)
Reference: N/A

Communications Crewman

Species: Any
Sex: Any
DEXTERITY 2D
Blaster 3D, Brawling Parry 3D
KNOWLEDGE 2D
Alien Species 3D, Languages 3D
MECHANICAL 2D
Communications 4D, Repulsorlift Operation 3D
PERCEPTION 2D
STRENGTH 2D
Brawling 3D, Climbing/Lifting 3D
TECHNICAL 2D
Computer Program/Repair 3D
Move: 10
Equipment: Computer Repair Kit, Chronometer Comlink, Datapad, Blaster Pistol (4D)
Reference: N/A

Communications Crewman (Veteran)

Species: Any
Sex: Any
DEXTERITY 2D
Blaster 4D+1, Brawling Parry 5D
KNOWLEDGE 2D
Alien Species 5D, Languages 5D
MECHANICAL 2D
Communications 6D, Repulsorlift Operation 3D+2
PERCEPTION 2D
STRENGTH 2D
Brawling 5D, Climbing/Lifting 4D+1
TECHNICAL 2D
Computer Program/Repair 4D+1
Move: 10
Equipment: Computer Repair Kit, Chronometer Comlink, Datapad, Blaster Pistol (4D)
Reference: N/A

Gunner

Species: Any
Sex: Any
DEXTERITY 2D
Blaster 3D+2, Blaster Artillery 4D+2, Dodge 3D+2, Thrown Weapons 3D+2, Vehicle Weapons 4D+2
KNOWLEDGE 1D+2
Planetary Systems 2D+2
MECHANICAL 3D
Capital Ship Gunnery 5D, Capital Ship Shields 4D, Communications 4D, Sensors 4D, Starship Gunnery 4D, Starship Shields 3D+2
PERCEPTION 2D
Bargain 2D+1
STRENGTH 1D+1
Brawling 3D, Climbing/Jumping 2D+1, Lifting 3D+1, Stamina 2D+1
TECHNICAL 2D+1
Capital Starship Weapon Repair 4D+1, Computer Program/ Repair 3D+1, Starship Weapon Repair 4D+1
Move: 10
Equipment: Blaster Pistol (4D), Computerized Gunnery Helmet (+1D to *capital ship gunnery* or *starship gunnery*: Internal Comlink, +1D to sensors), Protective Armor (+2 physical and energy)
Reference: N/A

Gunner (Veteran)

Species: Any
Sex: Any
DEXTERITY 2D
Blaster 5D, Blaster Artillery 6D+2, Dodge 5D, Thrown Weapons 4D+1, Vehicle Weapons 6D+2
KNOWLEDGE 1D+2
Planetary Systems 4D
MECHANICAL 3D
Capital Ship Gunnery 7D, Capital Ship Shields 5D+1, Communications 5D+1, Sensors 5D+1, Starship Gunnery 6D, Starship Shields 5D
PERCEPTION 2D
Bargain 3D
STRENGTH 1D+1
Brawling 5D, Climbing/Jumping 3D+2, Lifting 4D+2, Stamina 3D+2
TECHNICAL 2D+1
Capital Starship Weapon Repair 5D+2, Computer Program/ Repair 4D+2, Starship Weapon Repair 5D+2
Move: 10
Equipment: Blaster Pistol (4D), Computerized Gunnery Helmet (+1D to *capital ship gunnery* or *starship gunnery*: Internal Comlink, +1D to sensors), Protective Armor (+2 physical and energy)
Reference: N/A

Capital Ship Pilot

Species: Any
Sex: Any
DEXTERITY 2D+2
Blaster 4D, Dodge 4D
KNOWLEDGE 3D
Astrogation 3D+2, Planetary Systems 4D
MECHANICAL 3D+2
Capital Ship Piloting 5D
PERCEPTION 3D
Bargain 5D+1
STRENGTH 2D
Brawling 3D+1, Stamina 3D
TECHNICAL 3D
Capital Ship Repair 4D
Move: 10
Equipment: Blaster Pistol (4D), Comlink
Reference: N/A

Capital Ship Pilot (Veteran)

Species: Any
Sex: Any
DEXTERITY 2D+2
Blaster 5D+1, Dodge 6D
KNOWLEDGE 3D
Astrogation 5D, Planetary Systems 6D
MECHANICAL 3D+2
Capital Ship Piloting 7D
PERCEPTION 3D
Bargain 6D
STRENGTH 2D
Brawling 4D+2, Stamina 4D+1
TECHNICAL 3D
Capital Ship Repair 5D+1
Move: 10
Equipment: Blaster Pistol (4D), Comlink
Reference: N/A

Shield Operation Crewman

Species: Any
Sex: Any
DEXTERITY 2D
Blaster 3D
KNOWLEDGE 2D
Planetary Systems 2D+2
MECHANICAL 2D
Capital Ship Shields 4D, Repulsorlift Operation 3D
PERCEPTION 2D
Bargain 3D
STRENGTH 2D
Climbing/Lifting 3D
TECHNICAL 2D
Computer Program/Repair 3D
Move: 10
Equipment: Computer Repair Kit, Chronomiter Comlink, Datapad, Blaster Pistol (4D)
Reference: N/A

Shield Operation Crewman (Veteran)

Species: Any
Sex: Any
DEXTERITY 2D
PERCEPTION 2D
Blaster 4D+1
Bargain 3D
KNOWLEDGE 2D
STRENGTH 2D
Planetary Systems 3D+1
Climbing/Lifting 4D+1
MECHANICAL 2D
TECHNICAL 2D
Capital Ship Shields 6D, Repulsorlift Operation 4D+1
Computer Program/Repair 4D+1
Move: 10
Equipment: Computer Repair Kit, Chronometer Comlink, Datapad, Blaster Pistol (4D)
Reference: N/A

Sensor Operation Crewman

Species: Any
Sex: Any
DEXTERITY 2D
PERCEPTION 2D
Blaster 3D
Search 4D
KNOWLEDGE 2D
STRENGTH 2D
Alien Species 3D, Planetary Systems 3D
Climbing/Lifting 3D
TECHNICAL 2D
MECHANICAL 2D
Computer Program/Repair 3D, Security 3D
Sensors 4D
Move: 10
Equipment: Computer Repair Kit, Comlink, Datapad, Macrobinoculars, Blaster Pistol (4D)
Reference: N/A

Sensor Operation Crewman (Veteran)

Species: Any
Sex: Any
DEXTERITY 2D
PERCEPTION 2D
Blaster 4D+1
Search 6D
KNOWLEDGE 2D
STRENGTH 2D
Alien Species 5D, Planetary Systems 5D
Climbing/Lifting 4D+1
TECHNICAL 2D
MECHANICAL 2D
Computer Program/Repair 4D+1, Security 4D+1
Sensors 6D
Move: 10
Equipment: Computer Repair Kit, Comlink, Datapad, Macrobinoculars, Blaster Pistol (4D)
Reference: N/A

Capital Ship Officer

Species: Any
Sex: Any
DEXTERITY 2D+2
PERCEPTION 3D+1
Blaster 4D, Dodge 4D
Bargain 5D+1, Command 4D+2
KNOWLEDGE 3D
STRENGTH 2D
Bureaucracy 4D, Planetary Systems 3D+2, Tactics: Capital Ships 5D+1, Tactics: Fleets 4D+2
Brawling 3D+1, Stamina 3D+1
TECHNICAL 3D
MECHANICAL 3D+2
Capital Ship Repair 4D
Capital Ship Piloting 4D
Move: 10
Equipment: Blaster Pistol (4D), Comlink
Reference: N/A

Capital Ship Officer (Veteran)

Species: Any
Sex: Any
DEXTERITY 2D+2
PERCEPTION 3D+1
Blaster 5D+1, Dodge 5D+1
Bargain 6D+2, Command 6D+2
KNOWLEDGE 3D
STRENGTH 2D
Bureaucracy 6D, Planetary Systems 5D+2, Tactics: Capital Ships 7D+1, Tactics: Fleets 6D+2
Brawling 4D+2, Stamina 4D+2
TECHNICAL 3D
Capital Ship Repair 5D+1
MECHANICAL 3D+2
Capital Ship Piloting 5D+1
Move: 10
Equipment: Blaster Pistol (4D), Comlink
Reference: N/A

Mon Calamari Crewman

Species: Mon Calamari
Sex: Any
DEXTERITY 2D
PERCEPTION 1D+1
KNOWLEDGE 2D
Command 3D+1
Planetary Systems 3D, Value 3D+2
STRENGTH 2D
TECHNICAL 2D+1
MECHANICAL 2D+1
Capital Ship Repair 4D, Computer Program/Repair 3D+2
Astrogation 4D, Capital Ship Gunnery 3D+2, Capital Ship Piloting 3D+2, Capital Ship Shields 3D+1
Special Abilities
Moist Environments: In moist environments, Mon Calamari receive a +1D bonus for all *Dexterity*, *Perception*, and *Strength* tasks.
Dry Environments: In dry environments, Mon Calamari receive a -1D penalty for all *Dexterity*, *Perception*, and *Strength* tasks.
Amphibious: Mon Calamari can breathe both air and water and can withstand the extreme pressures of the ocean depths.
Move: 10
Equipment: Comlink, Datapad
Reference: Trilogy Sourcebook SE p37

Mon Calamari Crewman (Veteran)

Species: Mon Calamari
Sex: Any
DEXTERITY 2D
PERCEPTION 1D+1
KNOWLEDGE 2D
Command 5D
Planetary Systems 4D+1, Value 4D+1
STRENGTH 2D
TECHNICAL 2D+1
MECHANICAL 2D+1
Capital Ship Repair 5D+1, Computer Program/Repair 5D
Astrogation 5D+1, Capital Ship Gunnery 5D+2, Capital Ship

Piloting 5D+2, Capital Ship
Shields 5D+1
Special Abilities
Moist Environments: In moist environments, Mon Calamari receive a +1D bonus for all *Dexterity*, *Perception*, and *Strength* tasks.
Dry Environments: In dry environments, Mon Calamari receive a -1D penalty for all *Dexterity*, *Perception*, and *Strength* tasks.
Amphibious: Mon Calamari can breathe both air and water and can withstand the extreme pressures of the ocean depths.
Move: 10
Equipment: Comlink, Datapad
Reference: N/A

Stormtroopers

Stormtroopers were the elite soldiers of the Galactic Empire. Like *Imperial*-class Star Destroyers and TIE Fighters, stormtroopers served as ever present reminders of the Emperor's power, extensions of his will, and a method of keeping the Empire's thousands of star systems in line through fear.

Stormtrooper

Species: Human
DEXTERITY 3D
Blaster 4D, Brawling Parry 4D, Dodge 4D
KNOWLEDGE 2D
MECHANICAL 2D
Sex: Male
PERCEPTION 2D
STRENGTH 2D
Brawling 3D
TECHNICAL 2D
Move: 10
Equipment: Stormtrooper Armor (+2D physical, +1D energy, -1D to Dexterity and related skills), Blaster Pistol (4D), Blaster Rifle (5D)
Reference: R&E p208

Stormtrooper (Experienced)

Species: Human
DEXTERITY 3D
Blaster 5D, Brawling Parry 5D, Dodge 5D, Grenade 5D
KNOWLEDGE 2D+1
Survival 3D+1
MECHANICAL 2D+2
Repulsorlift Operation 4D+2
Sex: Male
PERCEPTION 2D+2
Search 4D+2
STRENGTH 3D
Brawling 4D, Stamina 4D
TECHNICAL 2D+1
Demolitions 3D+1
Move: 10
Equipment: Stormtrooper Armor (+2D physical, +1D energy, -1D to Dexterity and related skills), Blaster Pistol (4D), Blaster Rifle (5D)
Reference: Thrawn Trilogy Sourcebook p69

Stormtrooper (Veteran)

Species: Human
DEXTERITY 3D
Blaster 6D, Brawling Parry 6D, Dodge 6D, Grenade 5D+2
KNOWLEDGE 2D+1
Survival 4D
MECHANICAL 2D+2
Repulsorlift Operation 4D+2
Move: 10
Sex: Male
PERCEPTION 2D+2
Search 5D
STRENGTH 3D
Brawling 5D, Stamina 5D
TECHNICAL 2D+1
Armor Repair 2D, Blaster Repair 2D+1, Demolitions 4D+1, Security 2D+2
Equipment: Stormtrooper Armor (+2D physical, +1D energy, -1D to Dexterity and related skills), Blaster Pistol (4D), Blaster Rifle (5D)
Reference: N/A

Stormtrooper (Elite)

Species: Human
DEXTERITY 3D+1
Blaster 7D, Blaster Artillery 4D, Brawling Parry 7D, Dodge 7D, Grenade 6D+1
KNOWLEDGE 2D+1
Survival 5D+1
MECHANICAL 2D+2
Repulsorlift Operation 4D+2
Move: 10
Sex: Male
PERCEPTION 2D+2
Search 6D+1
STRENGTH 3D
Brawling 6D+2, Stamina 6D
TECHNICAL 2D+1
Armor Repair 3D, Blaster Repair 3D+1, Demolitions 5D+2, Security 4D
Equipment: Stormtrooper Armor (+2D physical, +1D energy, -1D to Dexterity and related skills), Blaster Pistol (4D), Blaster Rifle (5D)
Reference: N/A

Stormtrooper Squad Leader

Species: Human
DEXTERITY 3D
Blaster 4D, Brawling Parry 4D, Dodge 4D, Grenade 4D+2
KNOWLEDGE 2D
MECHANICAL 2D
Move: 10
Sex: Male
PERCEPTION 2D
Command 3D
STRENGTH 2D
Brawling 3D
TECHNICAL 2D
Equipment: Stormtrooper Armor (+2D physical, +1D energy, -1D to Dexterity and related skills), Blaster Pistol (4D)
Reference: Death Star: Tech Companion p91

Stormtrooper Squad Leader (Veteran)

Species: Human
DEXTERITY 3D
Blaster 6D+1, Brawling Parry 6D, Dodge 6D+1, Grenade 5D+2
KNOWLEDGE 2D+1
Sex: Male
PERCEPTION 2D+2
Command 4D+2
STRENGTH 3D
Brawling 4D+2
TECHNICAL 2D+1

Survival 4D
MECHANICAL 2D+2 **Move: 10**
Equipment: Stormtrooper Armor (+2D physical, +1D energy, -1D to Dexterity and related skills), Blaster Pistol (4D)
Reference: N/A

Stormtrooper Colonel

Species: Human **Sex:** Male
DEXTERITY 3D **PERCEPTION 3D**
Blaster 5D, Brawling Parry 5D, Dodge 5D Command 5D, Search 4D
KNOWLEDGE 3D **STRENGTH 3D**
Survival 4D Brawling 4D
MECHANICAL 3D **TECHNICAL 3D**
Repulsorlift Operation 4D Security 4D
Move: 10
Equipment: Stormtrooper Armor (+2D physical, +1D energy, -1D to Dexterity and related skills), Blaster Rifle (5D)
Reference: Death Star: Tech Companion p91

Stormtrooper Armor:

- Protection: +2D physical, +1D energy, -1D to *dexterity* & related skills.
- Helmet Comlink.
- MFTAS: +2D to *perception* checks in low visibility situations, +2D to ranged weapon skill uses against targets moving more than 10 per round.
- Climate Control Body Glove.

Aquatic Assault Stormtroopers

Aquatic assault stormtroopers, also known as seatroopers or aquatic troopers, were a specialized branch of the Imperial stormtroopers. They were used by the Galactic Empire to maintain a presence on the many aquatic worlds under its rule.

Seatrooper

Species: Human **Sex:** Male
DEXTERITY 2D **PERCEPTION 2D**
Blaster 4D, Brawling Parry 4D **STRENGTH 2D+2**
KNOWLEDGE 2D Brawling 3D+2, Swimming 4D+2
MECHANICAL 3D **TECHNICAL 2D**
Waveskimmer Operation 3D+ 2
Move: 10 / 12 Swimming
Equipment: Blaster Spear gun (5D), Spear gun (4D), Concussion Grenades, Seatrooper Armor (+1D physical and energy, increases *swimming* skill by +2D
Reference: Imperial Sourcebook p47

Seatrooper (Veteran)

Species: Human **Sex:** Male
DEXTERITY 2D **PERCEPTION 2D**
Blaster 5D+2, Brawling Parry 5D+2 **STRENGTH 2D+2**
Brawling 5D+1, Swimming 6D
KNOWLEDGE 2D **TECHNICAL 2D**
MECHANICAL 3D Demolitions 2D+2
Waveskimmer Operation 5D **Move: 10 / 12 Swimming**
Equipment: Blaster Spear gun (5D), Spear gun (4D), Concussion Grenades, Seatrooper Armor (+1D physical and energy, increases *swimming* skill by +2D
Reference: N/A

Seatrooper Squad Leader

Species: Human **Sex:** Male
DEXTERITY 2D **PERCEPTION 2D**
Blaster 5D+2, Brawling Parry Command 3D

5D+2
KNOWLEDGE 2D
MECHANICAL 3D
Waveskimmer Operation 5D
STRENGTH 2D+2
Brawling 5D+1, Swimming 6D
TECHNICAL 2D
Move: 10 / 12 Swimming
Equipment: Blaster Spear gun (5D), Spear gun (4D), Concussion Grenades, Seatrooper Armor (+1D physical and energy, increases *swimming* skill by +2D
Reference: N/A

SeaTrooper Armor:

- Protection: +1D physical, +1D energy, -1D to *dexterity* & related skills.
- Helmet Comlink.
- Adds +2D to *Swimming* skill checks.
- MFTAS: +2D to *perception* checks in low visibility situations, +2D to ranged weapon skill uses against targets moving more than 10 per round.
- Climate Control Body Glove.
- Utility Belt: High Tension Wire, grappling hooks, blaster power packs, ion flares, rations, spare comlink, water packs, 2 med packs, spare rebreather, bubble tent

Bomb Squad Stormtroopers

Bomb squad stormtroopers, were an elite class of Imperial stormtroopers trained in the activation and deactivation of explosive charges.

BombTrooper

Species: Human
DEXTERITY 3D
Blaster 4D, Brawling Parry 4D, Dodge 4D, Grenade 3D+1
KNOWLEDGE 2D
MECHANICAL 2D
Move: 10
Sex: Male
PERCEPTION 2D
Search 2D+2
STRENGTH 2D
Brawling 3D
TECHNICAL 2D+2
Demolitions 5D, Security 3D+2
Equipment: Bomb Squad Stormtrooper Armor (+3D physical, +1 energy, -1D to Dexterity and related skills), Blaster Pistol (4D), Blaster Rifle (5D), Sniffer (+2D to Search when looking for hazardous chemicals), Bomb Disarming Kit (+2D to *Demolition* checks when attempting to disarm.)
Reference: N/A

Bomb Squad Stormtrooper Armor:

- Protection: +1D physical, +1D energy, -1D to *dexterity* & related skills.
- Helmet Comlink.
- MFTAS: +2D to *perception* checks in low visibility situations, +2D to ranged weapon skill uses against targets moving more than 10 per round.
- Climate Control Body Glove.

Cold Assault Stormtroopers

Snowtroopers, also known as cold assault stormtroopers, were Imperial stormtroopers trained to operate in arctic climates. Some snowtroopers were deployed under Death Squadron's Blizzard Force, as well as other arctic forces.

Snowtrooper

Species: Human
DEXTERITY 2D
Blaster 5D, Blaster Artillery 4D, Brawling Parry 4D, Dodge 3D
KNOWLEDGE 2D
Survival: Arctic 4D
MECHANICAL 2D
Sex: Male
PERCEPTION 2D
Search 3D+1
STRENGTH 3D
Brawling 4D
TECHNICAL 2D
Move: 10
Equipment: Blaster Pistol (4D), Blaster Rifle (5D), Ion Flares, Food & Water packs, Snowtrooper Armor (+1D physical and energy, -1D Dexterity and related *skill* rolls), terrain grip boots (+1D to *climbing*), Survival kit.
Reference: Imperial Sourcebook p47

Snowtrooper (Experienced)

Species: Human
DEXTERITY 2D
Blaster 6D, Blaster Artillery 5D, Brawling Parry 5D, Dodge 4D
KNOWLEDGE 2D
Survival: Arctic 4D+2
MECHANICAL 2D
Sex: Male
PERCEPTION 2D
Search 4D
STRENGTH 3D
Brawling 5D
TECHNICAL 2D
Move: 10
Equipment: Blaster Pistol (4D), Blaster Rifle (5D), Ion Flares, Food & Water packs, Snowtrooper Armor (+1D physical and energy, -1D Dexterity and related *skill* rolls), terrain grip boots (+1D to *climbing*), Survival kit.
Reference: N/A

Snow trooper (Veteran)

Species: Human
DEXTERITY 2D
Blaster 7D, Blaster Artillery 6D, Brawling Parry 6D, Dodge 5D
KNOWLEDGE 2D
Survival: Arctic 5D+1
MECHANICAL 2D
Sex: Male
PERCEPTION 2D
Search 4D+2
STRENGTH 3D
Brawling 6D
TECHNICAL 2D

MECHANICAL 2D Demolitions 2D
Move: 10
Equipment: Blaster Pistol (4D), Blaster Rifle (5D), Ion Flares, Food & Water packs, Snowtrooper Armor (+1D physical and energy, -1D Dexterity and related *skill* rolls), terrain grip boots (+1D to *climbing*), Survival kit.
Reference: N/A

Snowtrooper (Elite)

Species: Human **Sex:** Male
DEXTERITY 2D **PERCEPTION 2D**
Blaster 8D, Blaster Artillery 7D, Brawling Parry 7D, Dodge 6D Search 5D+1
KNOWLEDGE 2D **STRENGTH 3D**
Survival: Arctic 6D Brawling 7D
MECHANICAL 2D **TECHNICAL 2D**
Move: 10 Demolitions 3D+2
Equipment: Blaster Pistol (4D), Blaster Rifle (5D), Ion Flares, Food & Water packs, Snowtrooper Armor (+1D physical and energy, -1D Dexterity and related *skill* rolls), terrain grip boots (+1D to *climbing*), Survival kit.
Reference: N/A

Snowtrooper Squad Leader

Species: Human **Sex:** Male
DEXTERITY 2D **PERCEPTION 2D**
Blaster 6D, Blaster Artillery 5D, Brawling Parry 5D, Dodge 4D Command 3D, Search 4D
KNOWLEDGE 2D **STRENGTH 3D**
Survival: Arctic 4D+2 Brawling 5D
MECHANICAL 2D **TECHNICAL 2D**
Move: 10
Equipment: Blaster Pistol (4D), Blaster Rifle (5D), Ion Flares, Food & Water packs, Snowtrooper Armor (+1D physical and energy, -1D Dexterity and related *skill* rolls), terrain grip boots (+1D to *climbing*), Survival kit.
Reference: N/A

Snowtrooper Squad Leader (Veteran)

Species: Human **Sex:** Male
DEXTERITY 2D **PERCEPTION 2D**
Blaster 7D, Blaster Artillery 6D, Brawling Parry 6D, Dodge 5D Command 4D+2, Search 4D+2
KNOWLEDGE 2D **STRENGTH 3D**
Survival: Arctic 5D+1 Brawling 6D
MECHANICAL 2D **TECHNICAL 2D**
Move: 10 Demolitions 2D
Equipment: Blaster Pistol (4D), Blaster Rifle (5D), Ion Flares, Food & Water packs, Snowtrooper Armor (+1D physical and energy, -1D Dexterity and related *skill* rolls), terrain grip boots (+1D to *climbing*), Survival kit.
Reference: N/A

Snowtrooper Armor:

- Protection: +1D physical, +1D energy, -1D to *dexterity* and related skills.
- Helmet Comlink.
- MFTAS: +2D to *perception* checks in low visibility situations, +2D to ranged weapon skill uses against targets moving more than 10 per round.
- Climate Control Body Glove.
- Utility Belt: High Tension Wire, grappling hooks, blaster power packs, ion flares, rations, spare comlink, water packs, 2 med packs, thermal tent.

DarkTroopers

The dark troopers were advanced battle droids and infantry exoskeletons that featured heavy plating that resembled the armor of a stormtrooper, powerful weapons, and jumppacks for increased flexibility and tactical advantage.

Darktrooper Phase Zero

Species: Human/Cyborg **Sex:** Male
DEXTERITY 3D+1 **PERCEPTION 2D+2**
Blaster 7D, Blaster Artillery 4D, Brawling Parry 7D, Dodge 7D, Grenade 6D Search 6D+1
KNOWLEDGE 2D+1 **STRENGTH 3D+1**
Survival 5D+2 Brawling 6D+2, Stamina 6D
MECHANICAL 2D **TECHNICAL 2D+1**
Repulsorlift Operation 4D Demolitions 5D+2, Security 4D
Move: 10
Special Abilities:
- Low-light vision (can see twice as far as a human in dim light)

Equipment: Darktrooper Armor (+2D physical, +1D energy, -1D to Dexterity and related skills), Blaster Pistol (4D), Blaster Rifle (5D), Helmet Comlink
Reference: N/A

Darktrooper Phase 1

DEXTERITY 3D **PERCEPTION 2D**
Brawling parry 4D, Dodge 4D+2, Melee Parry 4D, Melee Weapons 4D+2 Search 3D+1
KNOWLEDGE 1D **STRENGTH 3D**
Intimidation 3D Brawling 4D, Climbing/jumping 4D+2
MECHANICAL 1D **TECHNICAL 1D**
Special Abilities: **Move:** 12
- Infrared vision (the droid can see in the dark up to 30 meters)
- Magnetic feet (the droid's feet are equipped with electro-magnetic grippers)

Equipment: Comlink, Forearm sword (STR+2D damage), Forearm shield (+1D to the droids *brawling parry* and *melee parry* skills),
Reference: Rebellion Era Sourcebook (pages 104-105)

Darktrooper Phase II

DEXTERITY 3D **PERCEPTION 2D**
Dodge 5D, Missile Weapons 6D+1, Vehicle Blasters 7D Search 4D
KNOWLEDGE 2D **STRENGTH 4D**
Intimidation 5D+2 Brawling 6D+2, Climbing/ Jumping 6D

MECHANICAL 3D **TECHNICAL 1D**
Repulsorlift Operation 5D+1 **Move**: 10 (walking or flying)
Special Abilities:
- Armored shell (+2D to *Strength* when resisting damage, –1D to *Dexterity*)
- Infrared vision (can see in the dark up to 30 meters)
- Magnetic feet (the droid's feet are equipped with electromagnetic grippers)

Equipment: Assault cannon (plasma load damage is 6D, range 3-25/50/200), Comlink, Long-range rockets (fired from assault cannon; range: 10-50/200/800, blast radius: 0-2/4/8/12, damage: 12D/9D/6D/3D), Maneuvering jets (+1D bonus to its *repulsorlift operation* skill), Repulsorlift unit (allows the droid to fly up to an altitude of 100 meters)
Reference: Rebellion Era Sourcebook (pages 104-105)

Darktrooper Phase III

DEXTERITY 2D **PERCEPTION 2D**
Dodge 5D+1, Missile Weapons 7D+1, Vehicle Blasters 7D+2 Search 5D+2, Sneak 3D+2
KNOWLEDGE 2D **STRENGTH 5D**
Intimidation 6D+1 Brawling 9D, Climbing/Jumping 7D+2
MECHANICAL 3D **TECHNICAL 1D**
Repulsorlift Operation 5D+1 Computer Programming/Repair 2D, Demolitions 2D
Move: 10
Special Abilities:
- Armored shell (+3D to *Strength* when resisting damage)
- Infrared vision (can see in the dark up to 30 meters)
- Low-light vision (can see twice as far as a human in dim light)
- Magnetic feet (the droid's feet are equipped with electromagnetic grippers)

Equipment: Assault cannon (plasma load damage is 6D, range 3-25/50/200), Comlink, Long-range rockets (fired from assault cannon; range: 10-50/200/800, blast radius: 0-2/4/8/12, damage: 12D/9D/6D/3D), Seeker missile firing tubes (range: 5-30/100/300, damage: 6D, scale: Speeder)
Notes: The Phase Three Dark Trooper can also be worn as an exo-suit using the *powersuit operation* skill. The operator can take advantage of any of the droid's accessories, but must use his own weapon skills to operate the droid's armament. The operator must use the droid's *Dexterity* and *Strength* scores while using the suit, but any damage that penetrates the suit is applied to the operator's unmodified *Strength* score.
Reference: Rebellion Era Sourcebook (pages 104-105)

EVO Troopers

The EVO Troopers (short for "Environmental") were among the Empire's most specialized stormtroopers. Equipped with heavy enhanced armor with breathing tubes and undergoing special training, EVO troopers were able to survive and operate in the most hazardous of conditions such as extreme heat, acid rivers, and lightning. They were equipped with FA-3 flechette launchers, although some utilized T-21 light repeating blasters. EVO troopers could be encountered wherever extreme environmental battlefield conditions existed and several were posted on the science ship ISS Empirical, Kashyyyk, Felucia, Raxus Prime, and even the unfinished Death Star. The bulk of EVO troopers were selected from groups of stormtroopers who expressed hatred towards non-humans, making them more aggressive toward the alien populace they encountered on harsh worlds.

EVO Trooper

Species: Human **Sex:** Male
DEXTERITY 3D **PERCEPTION 2D+2**
Blaster 5D, Blaster Artillery 4D, Brawling Parry 5D, Dodge 5D, Missile Weapons 5D, Running 2D+2 Search 4D+2
KNOWLEDGE 2D+1 **STRENGTH 3D**
Survival 5D Brawling 4D, Stamina 4D
MECHANICAL 2D+2 **TECHNICAL 2D+1**
Repulsorlift Operation 4D+2 Demolitions 3D+1
Move: 10
Equipment: EVO Stormtrooper Armor (+2D physical, +2D energy, -1D to Dexterity and related skills), Flechette Launcher (6D/5D/3D anti-personnel, 5D/4D/3D speeder scale, anti-vehicle) or T-21 Light Repeater Blaster (6D), Blaster Pistol (4D)
Reference: N/A

EVO Trooper (Veteran)

Species: Human **Sex:** Male
DEXTERITY 3D **PERCEPTION 2D+2**
Blaster 6D+2, Blaster Artillery 5D, Brawling Parry 6D+1, Dodge 6D, Missile Weapons 6D+2, Running 4D Search 5D
KNOWLEDGE 2D+1 **STRENGTH 3D**
Survival 7D Brawling 6D, Stamina 6D
MECHANICAL 2D+2 **TECHNICAL 2D+1**
Repulsorlift Operation 4D+2 Armor Repair 3D, Blaster Repair 3D, Demolitions 5D
Move: 10
Equipment: EVO Stormtrooper Armor (+2D physical, +2D energy, -1D to Dexterity and related skills), Flechette Launcher (6D/5D/3D anti-

personnel, 5D/4D/3D speeder scale, anti-vehicle) or T-21 Light Repeater Blaster (6D), Blaster Pistol (4D)
Reference: N/A

EVO Trooper Squad Leader

Species: Human
Sex: Male
DEXTERITY 3D
Blaster 6D+2, Blaster Artillery 5D, Brawling Parry 6D+1, Dodge 6D, Missile Weapons 6D+2, Running 4D
KNOWLEDGE 2D+1
Survival 7D
MECHANICAL 2D+2
Repulsorlift Operation 4D+2
PERCEPTION 2D+2
Command 4D, Search 5D
STRENGTH 3D
Brawling 6D, Stamina 6D
TECHNICAL 2D+1
Armor Repair 3D, Blaster Repair 3D, Demolitions 5D
Move: 10
Equipment: EVO Stormtrooper Armor (+2D physical, +2D energy, -1D to Dexterity and related skills), Flechette Launcher (6D/5D/3D anti-personnel, 5D/4D/3D speeder scale, anti-vehicle) or T-21 Light Repeater Blaster (6D), Blaster Pistol (4D)
Reference: N/A

EVO Trooper Armor:

- Protection: +2D physical, +2D energy, -1D to *dexterity* and related skills.
- Helmet Comlink.
- MFTAS: +2D to *perception* checks in low visibility situations, +2D to ranged weapon skill uses against targets moving more than 10 per round.
- Climate Control Body Glove.
- Utility Belt: High Tension Wire, grappling hooks, blaster power packs, ion flares, rations, spare comlink, water packs, 2 med packs, survival tent

Hazard Troopers

Hazard troopers wore a very heavy suit of body armor that offered complete immunity to temperature extremes, immunity to acidic damage, as well as invulnerability to small-arms fire. The armor was also a functioning space suit which could keep the wearer alive in a vacuum or underwater environment for up to three days. Hazard trooper armor was lightsaber resistant to a certain degree. Hazard troopers had similarities to Dark troopers in that they were cyborgs, since they had their limbs removed and replaced with mechanical versions of them, though they were biological beings and not droids. Hazard troopers were commonly equipped with either an Imperial heavy repeater or a Stouker concussion rifle, or, less commonly, a Merr-Sonn PLX-2M Portable Missile System. They were relatively slow moving, but had very heavily armored suits to compensate.

Hazard Trooper

Species: Human
Sex: Male
DEXTERITY 3D
Blaster 5D, Blaster Artillery 4D, Brawling Parry 5D, Dodge 4D, Missile Weapons 5D, Running 2D+2
KNOWLEDGE 2D+1
Survival 5D
MECHANICAL 2D+2
PERCEPTION 2D+2
Search 4D+2
STRENGTH 3D
Brawling 4D
TECHNICAL 2D+1
Move: 8
Equipment: Hazard Trooper Armor (+4D physical, +3D energy, -1D to Dexterity and related skills), Heavy Repeater (8D) or Stouker Concussion Rifle (6D/4D/2D)
Reference: N/A

Hazard Trooper (Veteran)

Species: Human
Sex: Male
DEXTERITY 3D
Blaster 7D, Blaster Artillery 6D, Brawling Parry 7D, Dodge 6D, Missile Weapons 7D
KNOWLEDGE 2D+1
Survival 6D
MECHANICAL 2D+2
PERCEPTION 2D+2
Search 5D
STRENGTH 3D
Brawling 6D+2
TECHNICAL 2D+1
Move: 8
Equipment: Hazard Trooper Armor (+4D physical, +3D energy, -1D to Dexterity and related skills), Heavy Repeater (8D) or Stouker Concussion Rifle (6D/4D/2D)
Reference: N/A

Imperial Marines

The Imperial Marines were a specialized branch of the Imperial Stormtrooper Corps that was active during the Galactic Civil War, presumably formed from the clone marines that preceded them within the Grand Army of the Republic. They were Imperial shock troopers used by the Galactic Empire to defend capital ships such as Imperial-class Star Destroyers. They were also used to sabotage or capture Rebel capital ships after being ferried over to them during a space battle.

Imperial Marine

Species: Human
Sex: Male
DEXTERITY 3D
Blaster 4D, Brawling Parry 4D, Dodge 4D
PERCEPTION 2D
Search 3D, Sneak 3D
STRENGTH 2D
Brawling 3D
KNOWLEDGE 2D
MECHANICAL 2D
TECHNICAL 2D
Security 2D+1
Move: 10
Equipment: Imperial Marine Armor (+2D physical, +1D energy, -1D to Dexterity and related skills), Blaster Pistol (4D), Blaster Rifle (5D), MiniMag PTL Missile Launcher (5D)
Reference: N/A

Imperial Marine (Experienced)

Species: Human
Sex: Male
DEXTERITY 3D
Blaster 5D, Brawling Parry 5D, Dodge 5D, Missile Weapons 5D
PERCEPTION 2D
Search 4D, Sneak 4D+1
STRENGTH 2D
Brawling 4D
KNOWLEDGE 2D
MECHANICAL 2D
TECHNICAL 2D
Security 3D+2
Move: 10
Equipment: Imperial Marine Armor (+2D physical, +1D energy, -1D to Dexterity and related skills), Blaster Pistol (4D), Blaster Rifle (5D), MiniMag PTL Missile Launcher (5D)
Reference: N/A

Imperial Marine (Veteran)

Species: Human
Sex: Male
DEXTERITY 3D
Blaster 6D, Brawling Parry 6D, Dodge 6D, Missile Weapons 6D
PERCEPTION 2D
Search 5D+2, Sneak 6D
STRENGTH 2D
Brawling 5D+1
KNOWLEDGE 2D
TECHNICAL 2D
MECHANICAL 2D
Security 5D
Move: 10
Equipment: Imperial Marine Armor (+2D physical, +1D energy, -1D to Dexterity and related skills), Blaster Pistol (4D), Blaster Rifle (5D), MiniMag PTL Missile Launcher (5D)
Reference: N/A

Imperial Marine Squad Leader

Species: Human
Sex: Male
DEXTERITY 3D
Blaster 5D, Brawling Parry 5D, Dodge 5D, Missile Weapons 5D
PERCEPTION 2D
Command 3D, Search 4D, Sneak 4D+1
STRENGTH 2D
Brawling 3D
KNOWLEDGE 2D
MECHANICAL 2D
TECHNICAL 2D
Security 3D+2
Move: 10
Equipment: Imperial Marine Armor (+2D physical, +1D energy, -1D to Dexterity and related skills), Blaster Pistol (4D), Blaster Rifle (5D), MiniMag PTL Missile Launcher (5D)
Reference: N/A

Imperial Marine Armor:

- Protection: +2D physical, +2D energy, -1D to *dexterity* and related skills.
- Helmet Comlink.
- MFTAS: +2D to *perception* checks in low visibility situations, +2D to ranged weapon skill uses against targets moving more than 10 per round.
- Climate Control Body Glove.

ISB Stormtroopers

The Imperial Security Bureau has its own stormtroopers that operated outside the command structure of the Stormtrooper Corps. As they wear identical armor to that of regular stormtroopers, they are sometimes used to infiltrate standard units of stormtroopers to ensure their loyalty and the execution of their orders.

ISB Stormtrooper

Species: Human
Sex: Male
DEXTERITY 3D
Blaster 4D, Brawling Parry 4D, Dodge 4D
PERCEPTION 2D
Hide 2D, Investigation 2D+1, Search 2D+2, Sneak 3D
KNOWLEDGE 2D
Alien Species 2D, Intimidation 2D, Law Enforcement 3D, Willpower 2D+2
STRENGTH 2D
Brawling 3D
TECHNICAL 2D
Security 2D+1
MECHANICAL 2D
Move: 10
Equipment: Stormtrooper Armor (+2D physical, +1D energy, -1D to Dexterity and related skills), Blaster Pistol (4D), Blaster Rifle (5D)
Reference: N/A

ISB Stormtrooper (Veteran)

Species: Human
Sex: Male
DEXTERITY 3D
Blaster 6D, Brawling Parry 6D, Dodge 6D, Grenade 5D+2
PERCEPTION 2D+2
Hide 4D, Investigation 4D+2, Search 5D+2, Sneak 5D+1
KNOWLEDGE 2D+1
Alien Species 3D+1, Intimidation 3D, Law Enforcement 4D, Survival 4D, Willpower 4D
STRENGTH 3D
Brawling 5D
TECHNICAL 2D+1
Security 4D+2
MECHANICAL 2D+2
Repulsorlift Operation 4D+2
Move: 10
Equipment: Stormtrooper Armor (+2D physical, +1D energy, -1D to Dexterity and related skills), Blaster Pistol (4D), Blaster Rifle (5D)
Reference: N/A

Stormtrooper Armor:

- Protection: +2D physical, +1D energy, -1D to *dexterity* & related skills.
- Helmet Comlink.
- MFTAS: +2D to *perception* checks in low visibility situations, +2D to ranged weapon skill uses against targets moving more than 10 per round.
- Climate Control Body Glove.

Jumptroopers

The jumptroopers were an air-to-ground attack unit that was trained to engage airborne, entrenched, or otherwise inaccessible enemies. They were also trained in the use of hit-and-run attacks in which they ambushed the enemy from above. They often provided stormtrooper units with air cover during pitched battles.

JumpTrooper

Species: Human
Sex: Male
DEXTERITY 3D
Blaster 4D, Brawling Parry 4D, Dodge 4D, Grenade 3D+2, Missile Weapons 4D
PERCEPTION 2D
STRENGTH 2D
Brawling 3D
TECHNICAL 2D
KNOWLEDGE 2D
MECHANICAL 2D
Jet Pack Operation 4D
Move: 10
Equipment: JetTrooper Armor (+2D physical, +1D energy, -1D to Dexterity and related skills), Heavy Blaster Rifle (5D+1), Magna Caster (6D/5D/4D), Plasma Caster (5D), Portable Missile Launcher (6D) Frag Grenades (5D/4D/3D/2D), AJP-400 Hush-About personal jet pack
Reference: N/A

JumpTrooper (Veteran)

Species: Human
Sex: Male
DEXTERITY 3D
Blaster 6D, Brawling Parry 6D, Dodge 6D, Grenade 5D+2, Missile Weapons 6D
PERCEPTION 2D+2
Search 5D
STRENGTH 3D
Brawling 5D, Stamina 5D
KNOWLEDGE 2D+1
Survival 4D
TECHNICAL 2D+1
Armor Repair 2D, Blaster Repair 2D+1, Demolitions 3D+1
MECHANICAL 2D+2
Jet Pack Operation 6D+1
Move: 10
Equipment: JetTrooper Armor (+2D physical, +1D energy, -1D to Dexterity and related skills), Heavy Blaster Rifle (5D+1), Magna Caster (6D/5D/4D), Plasma Caster (5D), Portable Missile Launcher (6D) Frag Grenades (5D/4D/3D/2D), AJP-400 Hush-About personal jet pack
Reference: N/A

JumpTrooper Squad Leader

Species: Human
Sex: Male
DEXTERITY 3D
Blaster 6D, Brawling Parry 6D, Dodge 6D, Grenade 5D+2, Missile Weapons 6D
PERCEPTION 2D+2
Command 3D+2, Search 5D
STRENGTH 3D
Brawling 5D, Stamina 5D
KNOWLEDGE 2D+1
Survival 4D, Tactics 3D
TECHNICAL 2D+1
Armor Repair 2D, Blaster Repair 2D+1, Demolitions 3D+1
MECHANICAL 2D+2
Jet Pack Operation 6D+1
Move: 10

Equipment: JetTrooper Armor (+2D physical, +1D energy, -1D to Dexterity and related skills), Heavy Blaster Rifle (5D+1), Magna Caster (6D/5D/4D), Plasma Caster (5D), Portable Missile Launcher (6D) Frag Grenades (5D/4D/3D/2D), AJP-400 Hush-About personal jet pack
Reference: N/A

JumpTrooper Armor:

- Protection: +2D physical, +2D energy, -1D to *dexterity* and related skills.
- Helmet Comlink.
- MFTAS: +2D to *perception* checks in low visibility situations, +2D to ranged weapon skill uses against targets moving more than 10 per round.
- Climate Control Body Glove.
- Utility Belt: High Tension Wire, grappling hooks, blaster power packs, ion flares, rations, spare comlink, water packs, 2 med packs, survival tent

Magma Troopers

Magma troopers were a specialized division of Imperial stormtroopers. They were responsible for quelling revolts and other actions on volcanic mining planets such as Mustafar.

Magma Trooper

Species: Human
Sex: Male
DEXTERITY 3D
Blaster 5D, Brawling Parry 5D, Dodge 5D, Grenade 4D+2
KNOWLEDGE 2D
Survival: Volcano 4D+2
MECHANICAL 2D
PERCEPTION 2D
Search 4D
STRENGTH 2D
Brawling 4D
TECHNICAL 2D
Move: 10
Equipment: Magma Trooper Armor (+2D physical, +2D energy, -1D to Dexterity and related skills), Flame Rifle (5D+1 first round, 4D for next 10 rounds unless extinguished), 4 Frag Grenades (5D/4D/3D/2D)
Reference: N/A

Magma Trooper (Veteran)

Species: Human
Sex: Male
DEXTERITY 3D
Blaster 7D, Brawling Parry 7D, Dodge 7D, Grenade 6D+1
KNOWLEDGE 2D
Survival: Volcano 6D
MECHANICAL 2D
PERCEPTION 2D
Search 5D
STRENGTH 2D
Brawling 5D+1
TECHNICAL 2D
Move: 10
Equipment: Magma Trooper Armor (+2D physical, +2D energy, -1D to Dexterity and related skills), Flame Rifle (5D+1 first round, 4D for next 10 rounds unless extinguished), 4 Frag Grenades (5D/4D/3D/2D)
Reference: N/A

Magma Trooper Armor:

- Protection: +2D physical, +2D energy, -1D to *dexterity* and related skills.
- Helmet Comlink.
- MFTAS: +2D to *perception* checks in low visibility situations, +2D to ranged weapon skill uses against targets moving more than 10 per round.
- Advanced Climate Control Body Glove.
- Utility Belt: High Tension Wire, grappling hooks, blaster power packs, ion flares, rations, spare comlink, water packs, 2 med packs, survival tent

NovaTroopers

Novatroopers were stormtrooper honor guards, who wore distinctive black and gold reinforced stormtrooper armor. As stormtrooper honor guards, Novatroopers were assigned to either historically significant locations such as the Sith burial grounds, or to guard captured enemy starships. Also used as commandos in special missions, such as infiltrating enemy bases, Novatroopers were trained better than most stormtroopers, though their equipment was the same.

NovaTrooper

Species: Human
Sex: Male
DEXTERITY 3D
Blaster 6D, Brawling Parry 6D, Dodge 6D, Grenade 5D+2
PERCEPTION 2D+2
Search 5D
KNOWLEDGE 2D+1
Law Enforcement 2D, Survival 4D
STRENGTH 3D
Brawling 5D, Stamina 5D
MECHANICAL 2D+2
Repulsorlift Operation 4D+2
TECHNICAL 2D+1
Armor Repair 2D, Blaster Repair 2D+1, Demolitions 4D+1, Security 3D+1
Move: 10
Equipment: NovaTrooperArmor (+2D physical, +1D energy, -1D to Dexterity and related skills), Blaster Pistol (4D), Blaster Rifle (5D)
Reference: N/A

NovaTrooper (Veteran)

Species: Human
Sex: Male
DEXTERITY 3D
Blaster 8D, Brawling Parry 8D, Dodge 8D, Grenade 7D+1
PERCEPTION 2D+2
Search 6D+2
KNOWLEDGE 2D+1
Law Enforcement 3D, Survival 5D
STRENGTH 3D
Brawling 7D, Stamina 6D
MECHANICAL 2D+2
Repulsorlift Operation 5D
TECHNICAL 2D+1
Armor Repair 4D, Blaster Repair 4D+1, Demolitions 5D, Security 4D+2
Move: 10
Equipment: NovaTrooper Armor (+2D physical, +1D energy, -1D to Dexterity and related skills), Blaster Pistol (4D), Blaster Rifle (5D)
Reference: N/A

NovaTrooper Squad Leader

Species: Human
Sex: Male
DEXTERITY 3D
Blaster 8D, Brawling Parry 8D, Dodge 8D, Grenade 7D+1
PERCEPTION 2D+2
Command 4D, Search 6D+2
KNOWLEDGE 2D+1
Law Enforcement 4D, Survival 5D
STRENGTH 3D
Brawling 7D, Stamina 6D
MECHANICAL 2D+2
Repulsorlift Operation 5D
TECHNICAL 2D+1
Armor Repair 4D, Blaster Repair 4D+1, Demolitions 5D, Security 4D+2
Move: 10
Equipment: NovaTrooper Armor (+2D physical, +1D energy, -1D to Dexterity and related skills), Blaster Pistol (4D), Blaster Rifle (5D)
Reference: N/A

Radiation Zone Assault Troopers

Radiation zone assault troopers, also known as radiation troopers or simply radtroopers, were elite members of the Imperial Stormtrooper Corps. They were well equipped to operate in one of the deadliest terrain types: heavy radiation zones. While spacetrooper suits were able to provide ample protection against radiation, they were too cumbersome to operate within planetary gravities.

RadTrooper

Species: Human
Sex: Male
DEXTERITY 3D
Blaster 4D, Brawling Parry 4D, Dodge 4D, Grenade 4D, Melee Combat: Force Pike 7D, Melee Combat: Vibroblade 6D+1, Melee Parry 6D+2
PERCEPTION 3D
Hide 4D, Search 4D+2
KNOWLEDGE 3D
Survival: Radiation Zones 6D
STRENGTH 3D+1
Brawling 6D, Stamina 4D+1
MECHANICAL 2D
TECHNICAL 3D
Armor Repair 5D, Blaster Repair 5D, First Aid 3D+2 Demolitions 4D+2
Move: 10
Equipment: Radtrooper Armor (+3D physical, +1D energy, -1D to Dexterity and related skills), Stormtrooper Two Blaster Carbine (6D+2), 2 Concussion Grenades (5D/4D/3D/2D), Vibroblade (STR+3D), Force Pike (STR+4D)
Helmet Comlink, Utility Belt
Reference: N/A

RadTrooper (Veteran)

Species: Human
Sex: Male
DEXTERITY 3D
Blaster 6D, Brawling Parry 6D, Dodge 6D, Grenade 6D, Melee Combat: Force Pike 8D+1, Melee Combat: Vibroblade 7D+2, Melee Parry 8D
PERCEPTION 3D
Hide 6D, Search 6D+2
KNOWLEDGE 3D
Survival: Radiation Zones 7D
STRENGTH 3D+1
Brawling 8D, Stamina 6D+1
MECHANICAL 2D
TECHNICAL 3D
Armor Repair 5D, Blaster Repair 5D, First Aid 4D+1 Demolitions 5D+1
Move: 10
Equipment: Radtrooper Armor (+3D physical, +1D energy, -1D to Dexterity and related skills), Stormtrooper Two Blaster Carbine (6D+2), 2 Concussion Grenades (5D/4D/3D/2D), Vibroblade (STR+3D), Force Pike (STR+4D), Helmet Comlink, Utility Belt
Reference: N/A

RadTrooper Squad Leader

Species: Human **Sex:** Male
DEXTERITY 3D **PERCEPTION 3D**
Blaster 5D, Brawling Parry 5D, Dodge 5D, Grenade 5D, Melee Combat: Force Pike 7D+2, Melee Combat: Vibroblade 7D, Melee Parry 7D+1
Command 3D, Hide 5D, Search 5D+2
STRENGTH 3D+1
Brawling 7D, Stamina 5D+1
TECHNICAL 3D
Armor Repair 5D, Blaster Repair 5D, First Aid 3D+2, Demolitions 4D+2
KNOWLEDGE 3D
Survival: Radiation Zones 6D
MECHANICAL 2D
Move: 10
Equipment: Radtrooper Armor (+3D physical, +1D energy, -1D to Dexterity and related skills), Stormtrooper Two Blaster Carbine (6D+2), 2 Concussion Grenades (5D/4D/3D/2D), Vibroblade (STR+3D), Force Pike (STR+4D)
Helmet Comlink, Utility Belt
Reference: N/A

RadTrooper Armor:

- Protection: +3D physical, +1D energy, -1D to *dexterity* and related skills.
- Helmet Comlink.
- MFTAS: +2D to *perception* checks in low visibility situations, +2D to ranged weapon skill uses against targets moving more than 10 per round.
- Climate Control anti-radiation Body Glove.
- Utility Belt: High Tension Wire, grappling hooks, blaster power packs, ion flares, rations, spare comlink, water packs, 2 med packs, anti-radiation pills, 2 detox hypos, radiation tent, water purifier, spare breathing filters, radiation meter.
- Anti-Radiation coating: protects wearer from heavy radiation.

RiotTrooper

Imperial riot troopers were a type of trooper used by the Galactic Empire. They were armed with electrostaffs made from lightsaber-resistant Cortosis and wore armor similar to that of stormtroopers. They were created by the Empire in response to the birth of the Rebel Alliance, and were trained in the Imperial Academy of Yinchorr. Upon graduating from the Academy, riot troopers were required to swear the Oath of Obedience as a sign of unquestioning loyalty and devotion to Emperor Palpatine and his Galactic Empire until death.

RiotTrooper

Species: Human **Sex:** Male
DEXTERITY 3D **PERCEPTION 2D**
Blaster 4D, Brawling Parry 4D, Dodge 4D, Grenade 3D, Melee Combat 4D, Melee Combat: Electrostaff 5D, Melee Parry 4D+2
STRENGTH 2D
Brawling 4D, Stamina 3D
TECHNICAL 2D
KNOWLEDGE 2D
Intimidation 2D, Law Enforcement 2D+2, Streetwise 2D
MECHANICAL 2D **Move:** 10
Equipment: RiotTrooper Armor (+2D physical, +1D energy, -1D to Dexterity and related skills), Blaster Pistol (4D), Cortosis Electro staff (STR+3D, Max 6D), 2 Stun Grenades (6D/5D/3D/2D Stun), 2 Smoke Grenades (+2 to shooter's blaster difficulty)
Reference: N/A

RiotTrooper Squad Leader

Species: Human **Sex:** Male
DEXTERITY 3D **PERCEPTION 2D**
Blaster 5D, Brawling Parry 5D, Dodge 5D, Grenade 4D, Melee Combat 4D+2, Melee Combat: Electrostaff 6D, Melee Parry 5D+1
Command 4D
STRENGTH 2D
Brawling 5D, Stamina 4D
TECHNICAL 2D
KNOWLEDGE 2D
Intimidation 2D+2, Law Enforcement 4D, Streetwise 3D
MECHANICAL 2D **Move:** 10
Equipment: RiotTrooper Armor (+2D physical, +1D energy, -1D to Dexterity and related skills), Blaster Pistol (4D), Cortosis Electro staff (STR+3D, Max 6D), 2 Stun Grenades (6D/5D/3D/2D Stun), 2 Smoke Grenades (+2 to shooter's blaster difficulty)
Reference: N/A

RiotTrooper Armor:

- Protection: +2D physical, +1D energy, -1D to *dexterity* and related skills.
- Helmet Comlink.

- MFTAS: +2D to *perception* checks in low visibility situations, +2D to ranged weapon skill uses against targets moving more than 10 per round.
- Climate Control Body Glove.

Sandtrooper

A sandtrooper, or desert trooper, was an Imperial stormtrooper equipped with modified armor and equipment to withstand the harsh climates of desert planets like Tatooine.

Sandtrooper

Species: Human
Sex: Male
DEXTERITY 2D
Blaster 4D, Brawling Parry 4D, Dodge 4D, Vehicle Blasters 4D
PERCEPTION 2D
Search 3D+2
STRENGTH 2D
Brawling 3D
KNOWLEDGE 2D
Survival 4D
TECHNICAL 2D
MECHANICAL 2D
Beast Riding 4D+1
Move: 10
Equipment: Heavy Blast Armor (+1D to Strength to resist damage, -1 to Dexterity and all related actions), Blaster Pistol (4D), Heavy Blaster Rifle (6D), Long-range comlink, food/water pack
Reference: Trilogy Sourcebook, SE p55

Sandtrooper (Experienced)

Species: Human
Sex: Male
DEXTERITY 2D
Blaster 5D, Brawling Parry 5D, Dodge 5D, Vehicle Blasters 4D+2
PERCEPTION 2D
Search 4D+2
STRENGTH 2D
Brawling 4D
KNOWLEDGE 2D
Survival 4D
TECHNICAL 2D
MECHANICAL 2D
Beast Riding 5D
Move: 10
Equipment: Heavy Blast Armor (+1D to Strength to resist damage, -1 to Dexterity and all related actions), Blaster Pistol (4D), Heavy Blaster Rifle (6D), Long-range comlink, food/water pack
Reference: N/A

Sandtrooper (Veteran)

Species: Human
Sex: Male
DEXTERITY 2D
Blaster 6D, Brawling Parry 6D, Dodge 6D, Grenade 3D+2, Vehicle Blasters 5D+1
PERCEPTION 2D
Search 5D
STRENGTH 2D
Brawling 5D+1
KNOWLEDGE 2D
Survival 4D
TECHNICAL 2D
MECHANICAL 2D
Beast Riding 5D+2
Move: 10
Equipment: Heavy Blast Armor (+1D to Strength to resist damage, -1 to Dexterity and all related actions), Blaster Pistol (4D), Heavy Blaster Rifle (6D), Long-range comlink, food/water pack
Reference: N/A

Sandtrooper (Elite)

Species: Human
Sex: Male
DEXTERITY 2D
Blaster 7D, Brawling Parry 7D, Dodge 7D, Grenade 5D, Vehicle Blasters 6D
PERCEPTION 2D
Search 5D+2
STRENGTH 2D
Brawling 6D+1
KNOWLEDGE 2D
Survival 5D
TECHNICAL 2D
MECHANICAL 2D
Beast Riding 6D+1
Move: 10
Equipment: Heavy Blast Armor (+1D to Strength to resist damage, -1 to Dexterity and all related actions), Blaster Pistol (4D), Heavy Blaster Rifle (6D), Long-range comlink, food/water pack
Reference: N/A

Sandtrooper Officer

Species: Human
Sex: Male
DEXTERITY 2D
Blaster 4D+2, Brawling Parry 4D, Dodge 5D, Vehicle Blasters 4D
PERCEPTION 2D
Command 4D, Search 3D+2
STRENGTH 2D
Brawling 3D
KNOWLEDGE 2D
Intimidation 5D, Survival 5D
TECHNICAL 2D
MECHANICAL 2D
Beast Riding 4D+1
Move: 10
Equipment: Heavy Blast Armor (+1D to Strength to resist damage, -1 to Dexterity and all related actions), Blaster Pistol (4D), Heavy Blaster Rifle (6D), Long-range comlink, food/water pack
Reference: Trilogy Sourcebook, SE p55

Sandtrooper Officer (Veteran)

Species: Human
Sex: Male
DEXTERITY 2D
Blaster 6D, Brawling Parry 6D, Dodge 6D, Grenade 3D+2, Vehicle Blasters 5D+1
PERCEPTION 2D
Command 5D, Search 5D
STRENGTH 2D
Brawling 5D+1
KNOWLEDGE 2D
Survival 4D
TECHNICAL 2D
MECHANICAL 2D
Beast Riding 5D+2
Move: 10
Equipment: Heavy Blast Armor (+1D to Strength to resist damage, -1 to Dexterity and all related actions), Blaster Pistol (4D), Heavy Blaster Rifle (6D), Long-range comlink, food/water pack
Reference: N/A

Sandtroopter Armor:

- Protection: +1D physical, +1D energy, -1D to *dexterity* and related skills.
- Long Range Helmet Comlink.
- MFTAS: +2D to *perception* checks in low visibility situations, +2D to ranged weapon skill uses against targets moving more than 10 per round.
- Climate Control Body Glove.

- Utility Belt: High Tension Wire, grappling hooks, blaster power packs, ion flares, rations, spare comlink, water packs, 2 med packs, cooling tent

ScoutTroopers

A scout trooper was a member of the Imperial Stormtrooper Corps specially trained for scouting, reconnaissance, combat survival, and most times, sniping.

Scout Trooper

Species: Human
Sex: Male
DEXTERITY 2D
Blaster 4D, Brawling Parry 4D, Dodge 4D
PERCEPTION 2D
STRENGTH 2D
Brawling 3D
KNOWLEDGE 2D
TECHNICAL 2D
MECHANICAL 3D
Repulsorlift Operation: Speeder Bike 3D+2
Move: 10
Equipment: Hold-Out Blaster (3D+2), Scout Armor (+2 physical and energy), Blaster Pistol (4D), Blaster Rifle (5D), Concussion Grenades, Survival Gear
Reference: Imperial Sourcebook p48

Scout Trooper (Experienced)

Species: Human
Sex: Male
DEXTERITY 3D
Blaster 4D, Brawling Parry 4D, Dodge 4D+2, grenade 4D
PERCEPTION 2D
Hide 5D+2. Search 5D+2, Sneak 5D+2
KNOWLEDGE 2D+1
Survival 5D+1
STRENGTH 2D
Brawling 3D+1, Stamina 4D+1
MECHANICAL 3D+1
Repulsorlift Operation: Speeder Bike 4D+2
TECHNICAL 2D+1
Repulsorlift Repair 4D+2, Security 5D+1
Move: 10
Equipment: Hold-Out Blaster (3D+2), Scout Armor (+2 physical and energy), Blaster Pistol (4D), Blaster Rifle (5D), Concussion Grenades, Stun Grenades
Reference: Thrawn Trillogy Sourcebook p71

Scout Trooper (Veteran)

Species: Human
Sex: Male
DEXTERITY 3D
Blaster 5D+2, Brawling Parry 5D+2, Dodge 6D+1, Grenade 5D
PERCEPTION 2D
Hide 6D+1. Search 6D+1, Sneak 6D+2
KNOWLEDGE 2D+1
Survival 6D+1
STRENGTH 2D
Brawling 5D, Stamina 5D
MECHANICAL 3D+1
Repulsorlift Operation: Speeder Bike 5D
TECHNICAL 2D+1
Repulsorlift Repair 4D+2, Security 5D+1
Move: 10
Equipment: Hold-Out Blaster (3D+2), Scout Armor (+2 physical and energy), Blaster Pistol (4D), Blaster Rifle (5D), Concussion Grenades, Stun Grenades
Reference: N/A

Scout Trooper (Elite)

Species: Human
Sex: Male
DEXTERITY 3D
Blaster 6D+2, Brawling Parry 6D+2, Dodge 7D+1, Grenade 6D
PERCEPTION 2D
Hide 7D, Search 7D, Sneak 7D+1
KNOWLEDGE 2D+1
Survival 6D+1
STRENGTH 2D
Brawling 6D, Stamina 5D
MECHANICAL 3D+1
Repulsorlift Operation: Speeder Bike 5D
TECHNICAL 2D+1
Repulsorlift Repair 4D+2, Security 5D+2
Move: 10
Equipment: Hold-Out Blaster (3D+2), Scout Armor (+2 physical and energy), Blaster Pistol (4D), Blaster Rifle (5D), Concussion Grenades, Stun Grenades
Reference: N/A

Scout Trooper: Urban

Species: Human
Sex: Male
DEXTERITY 2D
Blaster 4D, Brawling Parry 4D, Dodge 4D
PERCEPTION 2D
Investigation 3D+1
KNOWLEDGE 2D
Law Enforcement 4D, Streetwise 5D
STRENGTH 2D
Brawling 3D
TECHNICAL 2D
MECHANICAL 3D
Repulsorlift Operation: Speeder Bike 3D+2
Move: 10
Equipment: Hold-Out Blaster (3D+2), Scout Armor (+2 physical and energy), Blaster Pistol (4D)
Reference: Shadows of the Empire Planets Collection p75

Scout Trooper: Urban (Veteran)

Species: Human
Sex: Male
DEXTERITY 2D
Blaster 6D, Brawling Parry 6D, Dodge 6D
PERCEPTION 2D
Investigation 4D+2
KNOWLEDGE 2D
Law Enforcement 5D, Streetwise 6D
STRENGTH 2D
Brawling 5D
TECHNICAL 2D
MECHANICAL 3D
Repulsorlift Operation: Speeder Bike 4D+2
Move: 10
Equipment: Hold-Out Blaster (3D+2), Scout Armor (+2 physical and energy), Blaster Pistol (4D)
Reference: N/A

Scout Trooper Squad Leader: Urban

Species: Human
Sex: Male
DEXTERITY 2D
Blaster 6D, Brawling Parry 6D, Dodge 6D
PERCEPTION 2D
Command 3D, Investigation 4D+2
KNOWLEDGE 2D
Law Enforcement 5D+2, Streetwise 6D
STRENGTH 2D
Brawling 5D
TECHNICAL 2D
MECHANICAL 3D
Repulsorlift Operation: Speeder Bike 4D+2
Move: 10
Equipment: Hold-Out Blaster (3D+2), Scout Armor (+2 physical and energy), Blaster Pistol (4D)
Reference: N/A

ScoutTrooper Armor:

- Protection: +2 Physical, +2D Energy
- Helmet Comlink.
- MFTAS: +2D to *perception* checks in low visibility situations, +2D to ranged weapon skill uses against targets moving more than 10 per round.
- Climate Control Body Glove.
- Utility Belt: High Tension Wire, grappling hooks, blaster power packs, ion flares, rations, spare comlink, water packs, 2 med packs, camo tent, water purifier.

ShadowTroopers

Shadowtroopers were armed with lightsabers powered by synthetic Sith crystals. An Artusian crystal was embedded in the armor's chest plate to enhance the power granted from the valley. Shadow armor also had limited optical stealth capabilities, similar to an Imperial Saboteur, although a translucent bluish silhouette was visible when the trooper moved. Their artificial empowering of the Force enabled them to use the basics of Force Grip and Force lightning, but not to a very high standard, and saber combat was their preferred choice. Unlike the Reborn warriors, shadowtroopers did not taunt their enemies, preferring instead to remain quiet and concentrate on physical combat. The shadowtroopers were competent duelists, possessing more skill than their Reborn counterparts. This allowed them to put up better fights against Jedi.

Shadowtrooper

Species: Human
Sex: Male
DEXTERITY 3D
Blaster 4D, Brawling Parry 5D, Dodge 5D, Lightsaber 5D, Melee Parry 5D
PERCEPTION 2D+2
Hide 5D+1, Search 4D+2, Sneak 5D
KNOWLEDGE 2D+1
Survival 3D+1
STRENGTH 3D
Brawling 4D, Stamina 4D
TECHNICAL 2D+1
Security 1D+1
MECHANICAL 2D+2
Special Abilities:
Force Skills: Control 1D, Sense 1D, Alter 2D
Force Powers:
Alter: Injure/Kill
Control: Control Pain
Sense: Danger Sense
Control & Alter: Force Lightning
Control & Sense: Lightsaber Combat
This Character is Force Sensitive:
Move: 10
Equipment: Shadowtrooper Armor (+1D physical, +3D energy, -1D to Dexterity and related skills), Lightsaber (5D)
Reference: N/A

Shadowtrooper (Veteran)

Species: Human
Sex: Male
DEXTERITY 3D
Blaster 5D, Brawling Parry 6D, Dodge 6D, Lightsaber 6D+2
PERCEPTION 2D+2
Hide 6D+2, Search 5D+2, Sneak 6D+1
KNOWLEDGE 2D+1
Survival 4D
STRENGTH 3D
Brawling 5D, Stamina 5D
MECHANICAL 2D+2
TECHNICAL 2D+1
Lightsaber Repair 2D, Security 2D+2
Special Abilities:
Force Skills: Control 2D, Sense 2D, Alter 3D
Force Powers:
Alter: Injure/Kill
Control: Control Pain
Sense: Danger Sense
Control & Alter: Force Lightning, Feed on Dark Side
Control & Sense: Lightsaber Combat
This Character is Force Sensitive:
Move: 10
Equipment: Shadowtrooper Armor (+1D physical, +3D energy, -1D to Dexterity and related skills), Lightsaber (5D)

Reference: N/A

ShadowTrooper Armor:

- Protection: +1D physical, +3D energy, -1D to *dexterity* and related skills.
- Long Range Helmet Comlink.
- MFTAS: +2D to *perception* checks in low visibility situations, +2D to ranged weapon skill uses against targets moving more than 10 per round.
- Climate Control Body Glove.
- Stealth Optics: +1D to *sneak* and *hide* rolls

ShockTroopers

Imperial shock troopers were trained to fulfill various battlefield roles and carried a wide variety of equipment. Some, equipped with rocket launchers and thermal detonators, acted as anti-vehicle units on the battlefield. Others, equipped with DC-15 blaster rifles and DC-17 hand blasters used by clone troopers during the Clone Wars, acted as security on strategic locations throughout the Empire.

Shocktrooper

Species: Human
Sex: Male
DEXTERITY 3D
Blaster 5D, Brawling Parry 5D, Dodge 5D
PERCEPTION 2D+2
Hide 3D+2 Search 4D+2, Sneak 4D
KNOWLEDGE 2D+1
Survival 3D+1
STRENGTH 3D
Brawling 4D, Stamina 4D
MECHANICAL 2D+2
Repulsorlift Operation 4D+2
TECHNICAL 2D+1
Demolitions 3D
Move: 10
Equipment: Shocktrooper Armor (+3D physical, +2D energy, -1D to Dexterity and related skills), BlasTech DC-15 Blaster Pistol (3D), BlasTech DC-17 Blaster Rifle (5D)
Reference: N/A

Shocktrooper (Veteran)

Species: Human
Sex: Male
DEXTERITY 3D
Blaster 7D, Brawling Parry 7D, Dodge 7D, Grenade 3D+1
PERCEPTION 2D+2
Hide 4D+1, Search 5D+1, Sneak 5D
KNOWLEDGE 2D+1
Survival 4D
STRENGTH 3D
Brawling 6D, Stamina 5D
MECHANICAL 2D+2
Repulsorlift Operation 4D+2
TECHNICAL 2D+1
Demolitions 4D+1, Security 2D+2
Move: 10
Equipment: Shocktrooper Armor (+3D physical, +2D energy, -1D to Dexterity and related skills), BlasTech DC-15 Blaster Pistol (3D), BlasTech DC-17 Blaster Rifle (5D)
Reference: N/A

Heavy Shocktrooper

Species: Human
Sex: Male
DEXTERITY 3D
Blaster 5D, Brawling Parry 5D, Dodge 5D, Grenade 5D, Missile Weapons 5D
PERCEPTION 2D+2
Hide 3D+2, Search 4D+2, Sneak 4D
KNOWLEDGE 2D+1
Survival 3D+1
STRENGTH 3D
Brawling 4D, Stamina 4D
MECHANICAL 2D+2
Repulsorlift Operation 4D+2
TECHNICAL 2D+1
Demolitions 3D
Move: 10
Equipment: Shocktrooper Armor (+3D physical, +2D energy, -1D to Dexterity and related skills), Rocket Launcher (6D), BlasTech DC-15 Blaster Pistol (3D), 4 Thermal Detonators (10D/8D/5D/2D)
Reference: N/A

Heavy Shocktrooper (Veteran)

Species: Human
Sex: Male
DEXTERITY 3D
Blaster 7D, Brawling Parry 7D, Dodge 7D, Grenade 6D+2, Missile Weapons 7D
KNOWLEDGE 2D+1
Survival 4D
MECHANICAL 2D+2
Repulsorlift Operation 4D+2
PERCEPTION 2D+2
Hide 4D+1, Search 5D+1, Sneak 5D
STRENGTH 3D
Brawling 6D, Stamina 5D
TECHNICAL 2D+1
Demolitions 4D+1, Security 2D+2
Move: 10
Equipment: Shocktrooper Armor (+3D physical, +2D energy, -1D to Dexterity and related skills), Rocket Launcher (6D), BlasTech DC-15 Blaster Pistol (3D), 4 Thermal Detonators (10D/8D/5D/2D)
Reference: N/A

Shocktrooper Squad Leader

Species: Human
Sex: Male
DEXTERITY 3D
Blaster 7D, Brawling Parry 7D, Dodge 7D, Grenade 3D+1
KNOWLEDGE 2D+1
Survival 4D
MECHANICAL 2D+2
Repulsorlift Operation 4D+2
PERCEPTION 2D+2
Command 3D+2, Hide 4D+1, Search 5D+1, Sneak 5D
STRENGTH 3D
Brawling 6D, Stamina 5D
TECHNICAL 2D+1
Demolitions 4D+1, Security 3D
Move: 10
Equipment: Shocktrooper Armor (+3D physical, +2D energy, -1D to Dexterity and related skills), BlasTeck DC-15 Blaster Pistol (3D), BlasTech DC-17 Blaster Rifle (5D)
Reference: N/A

Shocktrooper Armor

- Protection: +3D physical, +2D energy, -1D to *dexterity* and related skills.
- Long Range Helmet Comlink.
- MFTAS: +2D to *perception* checks in low visibility situations, +2D to ranged weapon skill uses against targets moving more than 10 per round.
- Climate Control Body Glove.
- Utility Belt: High Tension Wire, grappling hooks, blaster power packs, ion flares, rations, spare comlink, water packs, 2 med packs, survival tent.

Storm Commando

The storm commandos, also known as Imperial commandos or shadow scouts, were elite members of a branch of the Imperial Stormtrooper Corps. One task for storm commandos was to instill uprisings on enemy systems or to subdue insurrections on Imperial-held worlds. They also served as second-wave attackers in the battlefield, tasked with holding territory won by the first wave.

Storm Commando

Species: Human
Sex: Male
DEXTERITY 3D
Blaster 7D, Brawling Parry 5D+2, Dodge 5D+2, Grenade 5D, Melee Combat 5D+2, Melee Parry 5D+2
KNOWLEDGE 3D
Survival 6D
MECHANICAL 2D
Beast Riding 5D, Hover Vehicle Operation 5D+1, Repulsorlift Operation 5D
PERCEPTION 3D
Hide 6D+2, Search 6D+2, Sneak 7D
STRENGTH 3D+1
Brawling 5D
TECHNICAL 3D
Armor Repair 5D, Blaster Repair 5D, First Aid 4D, Demolitions 4D+2, Security 3D+2
Move: 10
Equipment: Stormtrooper One Blaster Carbine (5D+2) (Adds +1D to *Blaster* if retractable stock is used.), Blaster Pistol (4D), Storm Commando Armor (+1D physical and energy)
Reference: Rules of Engagement p102

Storm Commando (Assault)

Species: Human
Sex: Male
DEXTERITY 3D
Blaster 7D, Blaster Artillery 4D+2, Brawling Parry 5D+2, Dodge 5D+2, Grenade 5D, Melee Combat 5D+2, Melee Parry 5D+2, Vehicle Blasters 5D+2
KNOWLEDGE 3D
Survival 6D
MECHANICAL 2D
Beast Riding 5D, Hover Vehicle Operation 5D+1, Repulsorlift Operation 5D
PERCEPTION 3D
Hide 6D+2, Search 6D+2, Sneak 7D
STRENGTH 3D+1
Brawling 5D
TECHNICAL 3D
Armor Repair 5D, Blaster Repair 5D, First Aid 4D, Demolitions 4D+2, Security 3D+2
Move: 10
Equipment: Stormtrooper One Blaster Carbine (5D+2) (Adds +1D to *Blaster* if retractable stock is used.), Blaster Pistol (4D), 2 Concussion Grenades (5D), Storm Commando Armor (+1D physical and energy)
Reference: Rules of Engagement p102

Storm Commando (Saboteur)

Species: Human
Sex: Male
DEXTERITY 3D
PERCEPTION 3D

Blaster 7D, Brawling Parry 5D+2, Dodge 5D+2, Grenade 5D, Melee Combat 5D+2, Melee Parry 5D+2

KNOWLEDGE 3D

Streetwise 5D, Survival 6D

MECHANICAL 2D

Beast Riding 5D, Hover Vehicle Operation 5D+1, Repulsorlift Operation 5D

Hide 8D+2, Search 6D+2, Sneak 9D

STRENGTH 3D+1

Brawling 5D

TECHNICAL 3D

Armor Repair 5D, Blaster Repair 5D, First Aid 4D, Demolitions 6D+2, Security 5D+2

Move: 10

Equipment: Stormtrooper One Blaster Carbine (5D+2) (Adds +1D to *Blaster* if retractable stock is used.), Blaster Pistol (4D), 9 Cubes Detonite, Storm Commando Armor (+1D physical and energy)

Reference: Rules of Engagement p102

Storm Commando (Tech)

Species: Human

Sex: Male

DEXTERITY 3D

Blaster 7D, Brawling Parry 5D+2, Dodge 5D+2, Grenade 5D, Melee Combat 5D+2, Melee Parry 5D+2

KNOWLEDGE 3D

Survival 6D

MECHANICAL 2D

Beast Riding 5D, Hover Vehicle Operation 5D+1, Repulsorlift Operation 6D

Move: 10

PERCEPTION 3D

Hide 6D+2, Search 6D+2, Sneak 7D

STRENGTH 3D+1

Brawling 5D

TECHNICAL 3D

Armor Repair 5D, Blaster Repair 5D, Computer Program/Repair 6D, Droid Programming 5D, Droid Repair 6D, First Aid 4D, Demolitions 4D+2, Repulsorlift Repair 4D, Security 3D+2

Equipment: Stormtrooper One Blaster Carbine (5D+2) (Adds +1D to *Blaster* if retractable stock is used.), Blaster Pistol (4D), Storm Commando Armor (+1D physical and energy), Computer Probes, Tool Kit.

Reference: Rules of Engagement p102

Storm Commando Armor:

- Protection: +1D physical, +1D energy.
- Helmet Comlink.
- MFTAS: +3D to *perception* checks in low visibility situations, +2D to ranged weapon skill uses against targets moving more than 10 per round.
- Climate Control Body Glove.
- Viewplate: Microbinocular imaging set (100-250/500/1000 range) with UV night vision (See MFTAS above)
- Stealth Coating: Hides wearer from sensor scans, +1D to *hide* and *search.*
- Utility Belt: High Tension Wire, grappling hooks, blaster power packs, ion flares, rations, spare comlink, water packs, 2 med packs, additional supply pouches.

SwampTroopers

Trained to operate for extended periods in marshy environments, these specialized soldiers were deployed to dense, swamp theaters and wore upgraded, green armor that allowed for easier operations in humid and poisonous environments. While training aided the swamp troopers in navigating the swamps, a sealed suit and body glove, custom rebreather, emergency flotation package, and enhanced viewfinder provided a greater chance of survival in the often dangerous swamps in which they operated. Each swamptroopers was armed with the Golan Arms FC-1 flechette launcher, except for the squad leaders, who carried Imperial Heavy Repeaters.

Swamptrooper

Species: Human

Sex: Male

DEXTERITY 3D

Blaster 4D, Brawling Parry 4D+1, Dodge 4D, Missile Weapons: Flechette Launcher 5D

KNOWLEDGE 2D+1

Survival: Swamps 4D

MECHANICAL 2D

PERCEPTION 2D

Search 3D+1, Sneak 3D+1

STRENGTH 3D

Brawling 3D+2, Stamina 4D

TECHNICAL 2D

Move: 10

Equipment: Flechette Launcher (6D), Swamptrooper Armor (+2 physical, +2 energy), Rebreather system (One hour air supply), Camouflage (+2 *to sneak* in swampy environments), Helmet Comlink, Sealed Body Glove, Multi-Frequency Targeting Acquisition System (+2D to *Perception* checks in low visibility situations, +2D to ranged weapons used against targets moving more than 10 per round, polarized lense prevents flash blinding), Utility Belt, Survival Gear.

Reference: Rebellion Era Campaign Guide p124

Swamp trooper (Veteran)

Species: Human

Sex: Male

DEXTERITY 3D

Blaster 5D+1, Brawling Parry 5D+2, Dodge 5D+1, Missile Weapons: Flechette Launcher 6D

KNOWLEDGE 2D+1

Survival: Swamps 5D+2

MECHANICAL 2D

PERCEPTION 2D

Search 4D+2, Sneak 4D+2

STRENGTH 3D

Brawling 4D+2, Stamina 4D+2

TECHNICAL 2D

Move: 10

Equipment: Flechette Launcher (6D), Swamptrooper Armor (+2 physical, +2 energy), Rebreather system (One hour air supply), Camouflage (+2 *to sneak* in swampy environments), Helmet Comlink, Sealed Body Glove, Multi-Frequency Targeting Acquisition System (+2D to *Perception* checks in low visibility situations, +2D to ranged weapons used against targets moving more than 10 per round, polarized lense prevents flash blinding), Utility Belt, Survival Gear.

Reference: N/A

Swamptrooper Squad Leader

Species: Human

Sex: Male

DEXTERITY 3D

Blaster 5D+1, Brawling Parry 5D+2, Dodge 5D+1, Missile

PERCEPTION 2D

Command 3D, Search 4D+2, Sneak 4D+2

Weapons: Flechette Launcher 6D

KNOWLEDGE 2D+1
Survival: Swamps 5D+2

MECHANICAL 2D

STRENGTH 3D
Brawling 4D+2, Stamina 4D+2

TECHNICAL 2D

Move: 10

Equipment: Repeating Blaster (7D), Swamptrooper Armor (+2 physical, +2 energy), Rebreather system (One hour air supply), Camouflage (+2 *to sneak* in swampy environments), Helmet Comlink, Sealed Body Glove, Multi-Frequency Targeting Acquisition System (+2D to *Perception* checks in low visibility situations, +2D to ranged weapons used against targets moving more than 10 per round, polarized lense prevents flash blinding), Utility Belt, Survival Gear.
Reference: N/A

SwampTrooper Armor:

- Protection: +1D physical and +1D energy, -1D Dexterity and related skills.
- Helmet comlink.
- Climate controlled body glove
- Breath Mask
- Viewplate: Telescopic sight (moves target up one range level or gives +1D to Perception-based skills) with infrared vision, allowing full vision up to 100 meters regardless of light.
- Utility Belt: High-tension wire, spare blaster power packs, ion flares, concentrated rations, spare comlink, water packs, 2 medpacs, two spare grappling hook.

Zero-G Assault Stormtroopers

The Zero-G assault stormtroopers, commonly known as spacetroopers, were members of a specialized branch of the Imperial Stormtrooper Corps equipped and trained to capture enemy vessels intact. Their loyalty and skill were second only to that of the Emperor's Royal Guards.

Zero-G Assault Stormtrooper

Species: Human
Sex: Male
DEXTERITY 3D
Blaster 4D, Brawling Parry 5D, Dodge 4D, Grenade 5D, Missile Weapons 5D
PERCEPTION 2D+2
Search 5D+2
STRENGTH 2D
Brawling 3D, Stamina 4D
KNOWLEDGE 2D
Survival 5D+1
TECHNICAL 2D
Demolitions 3D+1, Security 4D+1, Powersuit Repair 4D+1
MECHANICAL 3D
Astrogation 4D+2, Powersuit Operation: Spacetrooper Armor 6D, Repulsorlift Operation 5D+2, Space Transports 5D+2, Starship Gunnery 4D, Starship Gunnery: Proton Torpedo Launcher 5D+2
Move: 11
Equipment: Spacetrooper Armor
Reference: Imperial Sourcebook p48

Zero-G Assault Storm trooper (Veteran)

Species: Human
Sex: Male
DEXTERITY 3D
Blaster 5D, Brawling Parry 5D, Dodge 4D, Grenade 5D, Missile Weapons 5D+1
PERCEPTION 2D+2
Search 5D+2
STRENGTH 2D
Brawling 4D, Stamina 5D
KNOWLEDGE 2D
Survival 5D+1
TECHNICAL 2D
Capital Ship Repair 3D+1, Demolitions 3D+1, Security 4D+1, Powersuit Repair 4D+1
MECHANICAL 3D
Astrogation 4D+2, Powersuit Operation: Spacetrooper Armor 6D, Repulsorlift Operation 5D+2, Space Transports 5D+2, Starship Gunnery 5D+2, Starship Gunnery: Proton Torpedo Launcher 5D+2
Move: 11
Equipment: Spacetrooper Armor
Reference: Thrawn Trilogy Sourcebook p70

SpaceTrooper Armor:

Weapons:
Grenade Launcher
Scale: Character
Skill: missile weapons
Range: 5-50/100/200 (space: 0/1/2)
Game Notes: Fires concussion grenades and gas/stun grenades.
Concussion Grenades
Ammo: 30

Blast Radius: 0-2/4/6/10
Damage: 5D/4D/3D/2D

Gas/Stun Grenades
Ammo: 30
Blast Radius: 0-2/4/6/8
Damage: 5D/4D/3D/2D (stun),

Mini-Proton Torpedo Launcher
Scale: Character
Skill: Starship gunnery
Range: 25-100/300/700 (space: 1/3/7)
Ammo: 6
Damage: 6D

Blaster Cannon
Scale: Character
Skill: Blaster
Range: 10-50/100/150
Damage: 6D

Laser Cutters
Scale: Starfighter
Skill: Blaster
Range: 0.3 meters
Damage: 3D

Game Notes:

- *Basic Suit:* Four hours of power and 10 hours of oxygen. Has a Space Move of 1; in normal gravity, Move is only 8.
- *Armor Protection:* +4D physical, +3D energy to resist damage, reduces *Dexterity* and related skills by -1D.
- *Magnetic couplers:* Allow adherence to any metal surface.
- *Internal Environment:* Climate-controlled powersuit allows operation in uncomfortably cold or warm climates.
- *MFTAS:* Multi-Frequency Targeting Acquisition System; adds +2D to *Perception* checks in low-visibility situations, +2D to ranged weapon skill uses against targets moving more than 10 meters per round; polarized lenses prevent flash-blinding.

Imperial Army Trooper

Species: Human
Sex: Male
DEXTERITY 3D
Blaster 4D+1, Dodge 4D+1, Grenade 3D+2, Vehicle Blaster 3D+2
PERCEPTION 2D
STRENGTH 3D+1
Brawling 4D+1
TECHNICAL 1D
KNOWLEDGE 1D+1
Survival 2D+1
MECHANICAL 1D+1
Repulsorlift Operation 2D+1
Move: 10
Equipment: Blaster Rifle (5D), Field Armor & Helmet (+1D physical +2 energy) Grenades (5D), Helmet Comlink, Survival Gear, Utility Belt w/Supplies.
Reference: R&E p209

Imperial Army Trooper (Experienced)

Species: Human
Sex: Male
DEXTERITY 3D
Blaster 5D+1, Dodge 5D+1, Grenade 4D+1, Vehicle Blaster 4D+1
PERCEPTION 2D
STRENGTH 3D+1
Brawling 5D+1
TECHNICAL 1D
KNOWLEDGE 1D+1
Survival 3D
MECHANICAL 1D+1
Repulsorlift Operation 3D
Move: 10
Equipment: Blaster Rifle (5D), Field Armor & Helmet (+1D physical +2 energy) Grenades (5D), Helmet Comlink, Survival Gear, Utility Belt w/Supplies.
Reference: N/A

Imperial Army Trooper (Veteran)

Species: Human
Sex: Male
DEXTERITY 3D
Blaster 6D+1, Dodge 6D+1, Grenade 5D, Vehicle Blaster 5D
PERCEPTION 2D
STRENGTH 3D+1
Brawling 6D+1
TECHNICAL 1D
KNOWLEDGE 1D+1
Survival 3D+2
MECHANICAL 1D+1
Repulsorlift Operation 3D+2
Move: 10
Equipment: Blaster Rifle (5D), Field Armor & Helmet (+1D physical +2 energy) Grenades (5D), Helmet Comlink, Survival Gear, Utility Belt w/Supplies.
Reference: N/A

Imperial Army Trooper (Elite)

Species: Human
Sex: Male
DEXTERITY 3D
Blaster 7D+1, Dodge 7D+1, Grenade 5D+2, Vehicle Blaster 5D+2
PERCEPTION 2D
STRENGTH 3D+1
Brawling 7D+1
TECHNICAL 1D
KNOWLEDGE 1D+1
Survival 4D+1
MECHANICAL 1D+1
Repulsorlift Operation 4D+1
Move: 10
Equipment: Blaster Rifle (5D), Field Armor & Helmet (+1D physical +2 energy) Grenades (5D), Helmet Comlink, Survival Gear, Utility Belt w/Supplies.

Reference: N/A

Imperial Army Soldier (Besh Squad)

Species: Human
Sex: Male
DEXTERITY 3D
Blaster 4D+1, Dodge 5D, Grenade 3D+2, Vehicle Blaster 3D+2
PERCEPTION 3D
STRENGTH 3D+1
Brawling 4D+2, Stamina 4D+1
TECHNICAL 2D+2
KNOWLEDGE 3D
Survival 3D+1, Survival: Mountainous Terrain 5D
MECHANICAL 3D
Repulsorlift Operation 3D+2, Walker Operation: AT-ST 4D
Move: 10
Equipment: Blaster Rifle (5D), Field Armor & Helmet (+1D physical +2 energy) Grenades (5D), Helmet Comlink, Survival Gear, Utility Belt w/Supplies.
Reference: Hideouts & Strongholds p78

Imperial Army Squad Leader

Species: Human
Sex: Male
DEXTERITY 3D
Blaster 5D+1, Dodge 5D+1, Grenade 4D+1, Vehicle Blaster 4D+1
PERCEPTION 2D
Command 4D
STRENGTH 3D+1
Brawling 5D+1
KNOWLEDGE 1D+1
Survival 3D
TECHNICAL 1D
MECHANICAL 1D+1
Repulsorlift Operation 3D
Move: 10
Equipment: Blaster Rifle (5D), Field Armor & Helmet (+1D physical +2 energy) Grenades (5D), Helmet Comlink, Survival Gear, Utility Belt w/Supplies.
Reference: N/A

Imperial Army Squad Leader (Veteran)

Species: Human
Sex: Male
DEXTERITY 3D
Blaster 6D+1, Dodge 6D+1, Grenade 5D, Vehicle Blaster 5D
PERCEPTION 2D
Command 5D
STRENGTH 3D+1
Brawling 6D+1
KNOWLEDGE 1D+1
Survival 3D+2
TECHNICAL 1D
MECHANICAL 1D+1
Repulsorlift Operation 3D+2
Move: 10
Equipment: Blaster Rifle (5D), Field Armor & Helmet (+1D physical +2 energy) Grenades (5D), Helmet Comlink, Survival Gear, Utility Belt w/Supplies.
Reference: N/A

Imperial Army Squad Leader (Elite)

Species: Human
Sex: Male
DEXTERITY 3D
Blaster 7D+1, Dodge 7D+1, Grenade 5D+2, Vehicle Blaster 5D+2
PERCEPTION 2D
Command 6D
STRENGTH 3D+1
Brawling 7D+1
KNOWLEDGE 1D+1
Survival 4D+1
TECHNICAL 1D
MECHANICAL 1D+1
Repulsorlift Operation 4D+1
Move: 10
Equipment: Blaster Rifle (5D), Field Armor & Helmet (+1D physical +2 energy) Grenades (5D), Helmet Comlink, Survival Gear, Utility Belt w/Supplies.
Reference: N/A

Imperial Army Scout

Species: Human
Sex: Male
DEXTERITY 3D
Blaster 4D+1, Dodge 4D+1, Grenade 3D+2, Vehicle Blaster 3D+2
PERCEPTION 2D
Hide 3D, Search 3D, Sneak 3D
STRENGTH 3D+1
Brawling 4D+1
KNOWLEDGE 1D+1
Survival 3D
TECHNICAL 1D
MECHANICAL 1D+1
Beast Riding 2D+1, Repulsorlift Operation 3D+1
Move: 10
Equipment: Blaster Rifle (5D), Field Armor & Helmet (+1D physical +2 energy) Grenades (5D), Helmet Comlink, Survival Gear, Utility Belt w/Supplies.
Reference: N/A

Imperial Army Scout (Experienced)

Species: Human
Sex: Male
DEXTERITY 3D
Blaster 5D+1, Dodge 5D+1, Grenade 4D+1, Vehicle Blaster 4D+1
PERCEPTION 2D
Hide 3D+2, Search 3D+2, Sneak 3D+2
STRENGTH 3D+1
Brawling 5D+1
KNOWLEDGE 1D+1
Survival 4D
TECHNICAL 1D
MECHANICAL 1D+1
Beast Riding 3D, Repulsorlift Operation 4D+1
Move: 10
Equipment: Blaster Rifle (5D), Field Armor & Helmet (+1D physical +2 energy) Grenades (5D), Helmet Comlink, Survival Gear, Utility Belt w/Supplies.
Reference: N/A

Imperial Army Scout (Veteran)

Species: Human
Sex: Male
DEXTERITY 3D
PERCEPTION 2D

Blaster 6D+1, Dodge 6D+1, Grenade 5D, Vehicle Blaster 5D
KNOWLEDGE 1D+1
Survival 5D
MECHANICAL 1D+1
Beast Riding 3D+2, Repulsorlift Operation 5D+1
Hide 4D+1, Search 4D+1, Sneak 4D+1
STRENGTH 3D+1
Brawling 6D+1
TECHNICAL 1D
Move: 10
Equipment: Blaster Rifle (5D), Field Armor & Helmet (+1D physical +2 energy) Grenades (5D), Helmet Comlink, Survival Gear, Utility Belt w/Supplies.
Reference: N/A

Imperial Army Scout (Elite)

Species: Human
Sex: Male
DEXTERITY 3D
Blaster 7D+1, Dodge 7D+1, Grenade 5D+2, Vehicle Blaster 5D+2
KNOWLEDGE 1D+1
Survival 6D
MECHANICAL 1D+1
Beast Riding 4D+1, Repulsorlift Operation 6D+1
PERCEPTION 2D
Hide 5D, Search 5D, Sneak 5D
STRENGTH 3D+1
Brawling 7D+1
TECHNICAL 1D
Move: 10
Equipment: Blaster Rifle (5D), Field Armor & Helmet (+1D physical +2 energy) Grenades (5D), Helmet Comlink, Survival Gear, Utility Belt w/Supplies.
Reference: N/A

Imperial Army Demolitions Trooper

Species: Human
Sex: Male
DEXTERITY 3D
Blaster 4D+1, Dodge 4D+1, Grenade 3D+2, Vehicle Blaster 3D+2
KNOWLEDGE 1D+1
Survival 2D+1
MECHANICAL 1D+1
Repulsorlift Operation 2D+1
PERCEPTION 2D
Hide 3D, Sneak 3D+1
STRENGTH 3D+1
Brawling 4D+1
TECHNICAL 1D
Demolitions 4D, Security 2D+2
Move: 10
Equipment: Blaster Rifle (5D), Field Armor & Helmet (+1D physical +2 energy) Grenades (5D), Helmet Comlink, Survival Gear, Utility Belt w/Supplies, Detonite.
Reference: N/A

Imperial Army Demolitions Trooper (Experienced)

Species: Human
Sex: Male
DEXTERITY 3D
Blaster 5D+1, Dodge 5D+1, Grenade 4D+1, Vehicle Blaster 4D+1
KNOWLEDGE 1D+1
Survival 3D
MECHANICAL 1D+1
Repulsorlift Operation 3D
PERCEPTION 2D
Hide 3D+2, Sneak 4D
STRENGTH 3D+1
Brawling 5D+1
TECHNICAL 1D
Demolitions 5D, Security 3D+1
Move: 10
Equipment: Blaster Rifle (5D), Field Armor & Helmet (+1D physical +2 energy) Grenades (5D), Helmet Comlink, Survival Gear, Utility Belt w/Supplies, Detonite
Reference: N/A

Imperial Army Demolitions Trooper (Veteran)

Species: Human
Sex: Male
DEXTERITY 3D
Blaster 6D+1, Dodge 6D+1, Grenade 5D, Vehicle Blaster 5D
KNOWLEDGE 1D+1
Survival 3D+2
MECHANICAL 1D+1
Repulsorlift Operation 3D+2
PERCEPTION 2D
Hide 4D+1, Sneak 4D+2
STRENGTH 3D+1
Brawling 6D+1
TECHNICAL 1D
Demolitions 6D, Security 4D
Move: 10
Equipment: Blaster Rifle (5D), Field Armor & Helmet (+1D physical +2 energy) Grenades (5D), Helmet Comlink, Survival Gear, Utility Belt w/Supplies, Detonite.
Reference: N/A

Imperial Army Demolitions Trooper (Elite)

Species: Human
Sex: Male
DEXTERITY 3D
Blaster 7D+1, Dodge 7D+1, Grenade 5D+2, Vehicle Blaster 5D+2
KNOWLEDGE 1D+1
Survival 4D+1
MECHANICAL 1D+1
Repulsorlift Operation 4D+1
PERCEPTION 2D
Hide 5D, Sneak 5D+1
STRENGTH 3D+1
Brawling 7D+1
TECHNICAL 1D
Demolitions 7D, Security 4D+2
Move: 10
Equipment: Blaster Rifle (5D), Field Armor & Helmet (+1D physical +2 energy) Grenades (5D), Helmet Comlink, Survival Gear, Utility Belt w/Supplies, Detonite.
Reference: N/A

Imperial Army Assault Trooper

Species: Human
Sex: Male
DEXTERITY 3D
Blaster 4D+1, Blaster Artillery 4D+2, Dodge 4D+1, Grenade 3D+2, Missile Weapons 4D+1, Vehicle Blaster 4D+1
KNOWLEDGE 1D+1
Survival 2D+1
MECHANICAL 1D+1
PERCEPTION 2D
Search 3D
STRENGTH 3D+1
Brawling 4D+1
TECHNICAL 1D

Repulsorlift Operation 2D+1 **Move:** 10

Equipment: Blaster Pistol (4D), Field Armor & Helmet (+1D physical +2 energy) Grenades (5D), Helmet Comlink, Survival Gear, Utility Belt w/Supplies. Heavy Weapon (Varies by mission.)

Reference: N/A

Imperial Army Assault Trooper (Experienced)

Species: Human **Sex:** Male

DEXTERITY 3D **PERCEPTION 2D**

Blaster 5D+1, Blaster Artillery 5D+2, Dodge 5D+1, Grenade 4D+1, Missile Weapons 5D+1, Vehicle Blaster 5D

Search 4D

STRENGTH 3D+1

Brawling 5D+1

TECHNICAL 1D

KNOWLEDGE 1D+1

Survival 3D

MECHANICAL 1D+1

Repulsorlift Operation 3D **Move:** 10

Equipment: Blaster Pistol (4D), Field Armor & Helmet (+1D physical +2 energy) Grenades (5D), Helmet Comlink, Survival Gear, Utility Belt w/Supplies. Heavy Weapon (Varies by mission.)

Reference: N/A

Imperial Army Assault Trooper (Veteran)

Species: Human **Sex:** Male

DEXTERITY 3D **PERCEPTION 2D**

Blaster 6D+1, Blaster Artillery 6D+2, Dodge 6D+1, Grenade 5D, Missile Weapons 6D+1, Vehicle Blaster 5D+2

Search 5D

STRENGTH 3D+1

Brawling 6D+1

TECHNICAL 1D

KNOWLEDGE 1D+1

Survival 3D+2

MECHANICAL 1D+1

Repulsorlift Operation 3D+2 **Move:** 10

Equipment: Blaster Pistol (4D), Field Armor & Helmet (+1D physical +2 energy) Grenades (5D), Helmet Comlink, Survival Gear, Utility Belt w/Supplies. Heavy Weapon (Varies by mission.)

Reference: N/A

Imperial Army Assault Trooper (Elite)

Species: Human **Sex:** Male

DEXTERITY 3D **PERCEPTION 2D**

Blaster 7D+1, Blaster Artillery 7D+2, Dodge 7D+1, Grenade 5D+2, Missile Weapons 7D+1, Vehicle Blaster 6D+1

Search 6D

STRENGTH 3D+1

Brawling 7D+1

TECHNICAL 1D

KNOWLEDGE 1D+1

Survival 4D+1

MECHANICAL 1D+1

Repulsorlift Operation 4D+1 **Move:** 10

Equipment: Blaster Pistol (4D), Field Armor & Helmet (+1D physical +2 energy) Grenades (5D), Helmet Comlink, Survival Gear, Utility Belt w/Supplies. Heavy Weapon (Varies by mission.)

Reference: N/A

Imperial Army Sharpshooter

Species: Human **Sex:** Male

DEXTERITY 2D+2 **PERCEPTION 2D+1**

Blaster 5D+2, Blaster: Blaster Rifle 7D+1, Blaster: Repeating Blaster 6D+2, Blaster Artillery 4D+2, Brawling Parry 3D+2, Dodge 4D+1, Grenade 3D+2, Melee Combat 3D+2, Melee Parry 3D+2, Running 3D+2, Vehicle Blaster 5D+2

Command 3D+1, Hide 3D+1, Search 3D+1, Sneak 3D+1

STRENGTH 1D+1

Brawling 3D+1, Climbing/ Jumping 2D+1, Stamina 3D+1

TECHNICAL 1D

Armor Repair 2D, Blaster Repair 2D, First Aid 2D+2, Ground Vehicle Repair 2D, Hover Vehicle Repair 2D, Repulsorlift Repair 2D

KNOWLEDGE 1D

Intimidation 3D, Streetwise 2D, Survival 3D

MECHANICAL 3D+2

Communications 4D+2, Ground Vehicle Operation 5D+2, Hover Vehicle Operation 4D+2, Repulsorlift Operation 4D+2 **Move:** 10

Equipment: Blaster Rifle (5D), Field Armor & Helmet (+1D physical +2 energy) 3 Grenades (5D), Helmet Comlink, Survival Gear, Utility Belt w/Supplies.

Reference: Rules of Engagement p96

Imperial Army Sharpshooter (Veteran)

Species: Human **Sex:** Male

DEXTERITY 2D+2 **PERCEPTION 2D+1**

Blaster 7D+2, Blaster: Blaster Rifle 9D+1, Blaster: Repeating Blaster 8D+2, Blaster Artillery 6D+2, Brawling Parry 4D+1, Dodge 6D+1, Grenade 5D, Melee Combat 4D+1, Melee Parry 4D+1, Running 5D, Vehicle Blaster 7D

Command 3D+1, Hide 5D+1, Search 5D+1, Sneak 5D+1

STRENGTH 1D+1

Brawling 4D, Climbing/Jumping 3D+2, Stamina 4D

TECHNICAL 1D

Armor Repair 3D, Blaster Repair 3D, First Aid 4D, Ground Vehicle Repair 2D+2, Hover Vehicle Repair 2D+2, Repulsorlift Repair 2D+2

KNOWLEDGE 1D

Intimidation 4D, Streetwise 3D, Survival 4D+1

MECHANICAL 3D+2

Communications 4D+2, Ground Vehicle Operation 5D+2, Hover Vehicle Operation 4D+2, Repulsorlift Operation 4D+2 **Move:** 10

Equipment: Blaster Rifle (5D), Field Armor & Helmet (+1D physical +2 energy) 3 Grenades (5D), Helmet Comlink, Survival Gear, Utility Belt w/Supplies.

Reference: N/A

Special Missions Engineer

Species: Human **Sex:** Male

DEXTERITY 2D **PERCEPTION 2D+1**

Blasters 5D, Brawling Parry 3D+2, Dodge 4D+2, Grenade 4D+2, Melee Combat 3D+2, Melee Parry 3D+2, Running

Command 3D+1, Hide 3D+1, Search 3D+1, Sneak 3D+1

STRENGTH 1D+1

Brawling 3D+1, Climbing/

3D+2, Vehicle Blasters 5D+2
KNOWLEDGE 1D+1
Streetwise 2D, Survival 3D
MECHANICAL 1D
Communications 2D+2, Ground Vehicle Operation 2D+2, Hover Vehicle Operation 2D+2, Repulsorlift Operation 2D+2
Jumping 2D+1, Stamina 3D+1
TECHNICAL 3D+2
Armor Repair 4D, Blaster Repair 5D, Demolitions 5D+2, First Aid 4D, Ground Vehicle Repair 5D+2, Hover Vehicle Repair 5D+2, Repulsorlift Repair 5D+2
Move: 10

Equipment: Blaster Pistol (4D+2), Field Armor & Helmet (+1D physical +2 energy) Grenades (5D), Detonite, Helmet Comlink, Survival Gear, Utility Belt w/Supplies, Toolkit
Reference: Rules of Engagement p96

Special Missions Engineer (Veteran)

Species: Human
Sex: Male
DEXTERITY 2D
Blasters 6D+1, Brawling Parry 5D, Dodge 6D, Grenade 6D, Melee Combat 5D, Melee Parry 5D, Running 5D, Vehicle Blasters 7D
KNOWLEDGE 1D+1
Streetwise 3D+1, Survival 4D+1
MECHANICAL 1D
Communications 3D+1, Ground Vehicle Operation 4D+2, Hover Vehicle Operation 4D+2, Repulsorlift Operation 4D+2
PERCEPTION 2D+1
Command 4D, Hide 5D+1, Search 5D+1, Sneak 5D+1
STRENGTH 1D+1
Brawling 4D+2, Climbing/Jumping 3D, Stamina 4D
TECHNICAL 3D+2
Armor Repair 6D, Blaster Repair 7D, Demolitions 7D+2, First Aid 5D+1, Ground Vehicle Repair 7D+2, Hover Vehicle Repair 7D+2, Repulsorlift Repair 7D+2
Move: 10

Equipment: Blaster Pistol (4D+2), Field Armor & Helmet (+1D physical +2 energy) Grenades (5D), Detonite, Helmet Comlink, Survival Gear, Utility Belt w/Supplies, Toolkit
Reference: N/A

Imperial Army Commando

Species: Human
Sex: Male
DEXTERITY 3D+1
Blaster 6D+1, Brawling Parry 5D+2, Dodge 6D+1, Grenade 5D+2, Melee Combat 5D, Melee Parry 5D
KNOWLEDGE 2D+1
Survival 4D+1
MECHANICAL 2D
Beast Riding 4D, Hover Vehicle Operation 4D+1, Repulsorlift Operation 4D+1
PERCEPTION 3D
Hide 5D+1, Search 5D+1, Sneak 5D+2
STRENGTH 3D+1
Brawling 5D
TECHNICAL 2D
Armor Repair 4D, Blaster Repair 4D, First Aid 4D, Demolitions 4D+1, Security 3D+2
Move: 10

Equipment: Blaster Rifle (5D), Blaster Pistol (4D), Imperial Commando Armor & Helmet (+1D physical +1D energy) Concussion Grenades (5D), Combat Knife (STR+1D+2), Helmet Comlink, Survival Gear, Utility Belt w/Supplies.
Reference: N/A

Imperial Army Commando (Assault)

Species: Human
Sex: Male
DEXTERITY 3D
Blaster 6D+1, Blaster Artillery 4D+1, Brawling Parry 5D+2, Dodge 6D+1, Grenade 5D+2, Melee Combat 5D, Melee Parry 5D, Vehicle Blasters 5D+1
KNOWLEDGE 2D+1
Survival 4D+1
MECHANICAL 2D
Beast Riding 4D, Hover Vehicle Operation 4D+1, Repulsorlift Operation 4D+1
PERCEPTION 3D
Hide 5D+1, Search 5D+1, Sneak 5D+2
STRENGTH 3D
Brawling 5D
TECHNICAL 2D
Armor Repair 4D, Blaster Repair 4D, First Aid 4D, Demolitions 4D+1, Security 3D+2
Move: 10

Equipment: Blaster Rifle (5D), Blaster Pistol (4D), Imperial Commando Armor & Helmet (+1D physical +1D energy) Concussion Grenades (5D), Combat Knife (STR+1D+2), Helmet Comlink, Survival Gear, Utility Belt w/Supplies. Heavy Weapon (Varies by Mission)
Reference: N/A

Imperial Army Commando (Saboteur)

Species: Human
Sex: Male
DEXTERITY 3D+1
Blaster 6D+1, Brawling Parry 5D+2, Dodge 6D+1, Grenade 5D+2, Melee Combat 5D, Melee Parry 5D
KNOWLEDGE 2D+1
Streetwise 4D+2, Survival 4D+1
MECHANICAL 2D
Beast Riding 4D, Hover Vehicle Operation 4D+1, Repulsorlift Operation 4D+1
PERCEPTION 3D
Hide 7D+1, Search 7D+1, Sneak 7D+2
STRENGTH 3D+1
Brawling 5D
TECHNICAL 2D
Armor Repair 4D, Blaster Repair 4D, First Aid 4D, Demolitions 6D+1, Security 3D+2
Move: 10

Equipment: Blaster Rifle (5D), Blaster Pistol (4D), Imperial Commando Armor & Helmet (+1D physical +1D energy) Concussion Grenades (5D), Combat Knife (STR+1D+2), Helmet Comlink, Survival Gear, Utility Belt w/Supplies, Detonite.
Reference: N/A

Imperial Army Commando (Tech)

Species: Human
Sex: Male
DEXTERITY 3D+1
Blaster 6D+1, Brawling Parry 5D+2, Dodge 6D+1, Grenade 5D+2, Melee Combat 5D, Melee Parry 5D
KNOWLEDGE 2D+1
Survival 4D+1
MECHANICAL 2D
Beast Riding 4D, Hover Vehicle Operation 4D+1, Repulsorlift Operation 5D+1
Move: 10
PERCEPTION 3D
Hide 5D+1, Search 5D+1, Sneak 5D+2
STRENGTH 3D+1
Brawling 5D
TECHNICAL 2D
Armor Repair 4D, Blaster Repair 4D, Computer Program/Repair 5D, First Aid 4D, Demolitions 4D+1, Droid Programming 4D+1 Droid Repair 5D, Repulsorlift Repair 4D, Security 3D+2

Equipment: Blaster Rifle (5D), Blaster Pistol (4D), Imperial Commando Armor & Helmet (+1D physical +1D energy) Concussion Grenades (5D), Combat Knife (STR+1D+2), Helmet Comlink, Survival Gear, Utility Belt w/Supplies, Communication Equipment, Tool Kit.
Reference: N/A

Imperial Ground Vehicle Pilot

Species: Human
Sex: Male
DEXTERITY 2D+1
Blaster 4D+1, Vehicle Blasters 4D+2
PERCEPTION 2D
Command 3D
STRENGTH 2D
Stamina 3D
KNOWLEDGE 1D
MECHANICAL 3D
Ground Vehicle Operation 5D, Hover Vehicle Operation 5D
TECHNICAL 1D
Ground Vehicle Repair 4D, Hover Vehicle Repair 4D
Move: 10
Equipment: Blaster Pistol (4D+2), Battle Armor w/Internal Comlink (+1D energy & physical, head and chest, -2 to Dexterity and all related actions.)
Reference: N/A

Ground Vehicle Pilot (Experienced)

Species: Human
Sex: Male
DEXTERITY 2D+1
Blaster 4D+2, Vehicle Blasters 5D
PERCEPTION 2D
Command 3D+2
STRENGTH 2D
Stamina 3D
KNOWLEDGE 1D
MECHANICAL 3D
Ground Vehicle Operation 6D, Hover Vehicle Operation 6D
TECHNICAL 1D
Ground Vehicle Repair 4D+2, Hover Vehicle Repair 4D+2
Move: 10
Equipment: Blaster Pistol (4D+2), Battle Armor w/Internal Comlink (+1D energy & physical, head and chest, -2 to Dexterity and all related actions.)
Reference: N/A

Ground Vehicle Pilot (Veteran)

Species: Human
Sex: Male
DEXTERITY 2D+1
Blaster 5D, Vehicle Blasters 5D+1
PERCEPTION 2D
Command 4D+1
STRENGTH 2D
Stamina 3D
KNOWLEDGE 1D
MECHANICAL 3D
Ground Vehicle Operations 7D, Hover Vehicle Operation 7D
TECHNICAL 1D
Ground Vehicle Repair 5D+1, Hover Vehicle Repair 5D+1
Move: 10
Equipment: Blaster Pistol (4D+2), Battle Armor w/Internal Comlink (+1D energy & physical, head and chest, -2 to Dexterity and all related actions.)
Reference: N/A

Ground Vehicle Pilot (Elite)

Species: Human
Sex: Male
DEXTERITY 2D+1
Blaster 5D+1, Vehicle Blasters 5D+2
PERCEPTION 2D
Command 5D
STRENGTH 2D
Stamina 3D
KNOWLEDGE 1D
MECHANICAL 3D
Ground Vehicle Operation 8D, Hover Vehicle Operation 8D
TECHNICAL 1D
Ground Vehicle Repair 6D, Hover Vehicle Repair 6D
Move: 10
Equipment: Blaster Pistol (4D+2), Battle Armor w/Internal Comlink (+1D energy & physical, head and chest, -2 to Dexterity and all related actions.)
Reference: N/A

Ground Vehicle Gunner

Species: Human
Sex: Male
DEXTERITY 3D+1
Blaster 4D+1, Vehicle Blasters 6D
PERCEPTION 1D+2
STRENGTH 2D
Stamina 3D
KNOWLEDGE 1D
MECHANICAL 2D+1
Ground Vehicle Operation 3D+1, Hover Vehicle Operation 3D+1
TECHNICAL 1D
Ground Vehicle Repair 3D, Hover Vehicle Repair 3D
Move: 10
Equipment: Blaster Pistol (4D+2), Battle Armor w/Internal Comlink (+1D energy & physical, head and chest, -2 to Dexterity and all related actions.)
Reference: N/A

Ground Vehicle Gunner (Experienced)

Species: Human
Sex: Male
DEXTERITY 3D+1
Blaster 4D+2, Vehicle Blasters 7D
PERCEPTION 1D+2
STRENGTH 2D
Stamina 3D
KNOWLEDGE 1D
MECHANICAL 2D+1
Ground Vehicle Operation 3D+2, Hover Vehicle Operation 3D+2
TECHNICAL 1D
Ground Vehicle Repair 4D, Hover Vehicle Repair 4D
Move: 10
Equipment: Blaster Pistol (4D+2), Battle Armor w/Internal Comlink (+1D energy & physical, head and chest, -2 to Dexterity and all related actions.)
Reference: N/A

Ground Vehicle Gunner (Veteran)

Species: Human
Sex: Male
DEXTERITY 3D+1
Blaster 5D, Vehicle Blasters 8D
PERCEPTION 1D+2
STRENGTH 2D
Stamina 3D
KNOWLEDGE 1D
MECHANICAL 2D+1
Ground Vehicle Operation 4D, Hover Vehicle Operation 4D
TECHNICAL 1D
Ground Vehicle Repair 5D, Hover Vehicle Repair 5D
Move: 10

Equipment: Blaster Pistol (4D+2), Battle Armor w/Internal Comlink (+1D energy & physical, head and chest, -2 to Dexterity and all related actions.)
Reference: N/A

Ground Vehicle Gunner (ELITE)

Species: Human
DEXTERITY 3D+1
Blaster 5D+1, Vehicle Blasters 9D
KNOWLEDGE 1D
MECHANICAL 2D+1
Ground Vehicle Operation 4D+1, Hover Vehicle Operation 4D+1
Sex: Male
PERCEPTION 1D+2
STRENGTH 2D
Stamina 3D
TECHNICAL 1D
Ground Vehicle Repair 6D, Hover Vehicle Repair 6D
Move: 10
Equipment: Blaster Pistol (4D+2), Battle Armor w/Internal Comlink (+1D energy & physical, head and chest, -2 to Dexterity and all related actions.)
Reference: N/A

Imperial Repulsorlift Pilot

Species: Human
DEXTERITY 2D+1
Blaster 4D+1, Vehicle Blasters 4D+2
KNOWLEDGE 1D
MECHANICAL 3D
Repulsorlift Operation 5D+2
Sex: Male
PERCEPTION 2D
Command 3D
STRENGTH 2D
Stamina 3D
TECHNICAL 1D
Repulsorlift Repair 4D
Move: 10
Equipment: Blaster Pistol (4D+2), Battle Armor w/Internal Comlink (+1D energy & physical, head and chest, -2 to Dexterity and all related actions.)
Reference: N/A

Repulsorlift Pilot (Experienced)

Species: Human
DEXTERITY 2D+1
Blaster 4D+2, Vehicle Blasters 5D
KNOWLEDGE 1D
MECHANICAL 3D
Repulsorlift Operation 6D+2
Sex: Male
PERCEPTION 2D
Command 3D+2
STRENGTH 2D
Stamina 3D
TECHNICAL 1D
Repulsorlift Repair 4D+1
Move: 10
Equipment: Blaster Pistol (4D+2), Battle Armor w/Internal Comlink (+1D energy & physical, head and chest, -2 to Dexterity and all related actions.)
Reference: N/A

Repulsorlift Pilot (Veteran)

Species: Human
DEXTERITY 2D+1
Blaster 5D, Vehicle Blasters 5D+1
KNOWLEDGE 1D
MECHANICAL 3D
Repulsorlift Operation 6D, Walker Operation 7D+2
Sex: Male
PERCEPTION 2D
Command 4D+1
STRENGTH 2D
Stamina 3D
TECHNICAL 1D
Walker Repair 4D+2
Move: 10
Equipment: Blaster Pistol (4D+2), Battle Armor w/Internal Comlink (+1D energy & physical, head and chest, -2 to Dexterity and all related actions.)
Reference: N/A

Repulsorlift Pilot (Elite)

Species: Human
DEXTERITY 2D+1
Blaster 5D+1, Vehicle Blasters 5D+2
KNOWLEDGE 1D
MECHANICAL 3D
Repulsorlift Operation 8D+2
Sex: Male
PERCEPTION 2D
Command 5D
STRENGTH 2D
Stamina 3D
TECHNICAL 1D
Repulsorlift Repair 5D
Move: 10
Equipment: Blaster Pistol (4D+2), Battle Armor w/Internal Comlink (+1D energy & physical, head and chest, -2 to Dexterity and all related actions.)
Reference: N/A

Repulsorlift Gunner

Species: Human
DEXTERITY 3D+1
Blaster 4D+1, Vehicle Blasters 6D
KNOWLEDGE 1D
MECHANICAL 2D+1
Repulsorlift Operation 3D+2
Sex: Male
PERCEPTION 1D+2
STRENGTH 2D
Stamina 3D
TECHNICAL 1D
Repulsorlift Repair 3D+2
Move: 10
Equipment: Blaster Pistol (4D+2), Battle Armor w/Internal Comlink (+1D energy & physical, head and chest, -2 to Dexterity and all related actions.)
Reference: N/A

Repulsorlift Gunner (Experienced)

Species: Human
DEXTERITY 3D+1
Blaster 4D+2, Vehicle Blasters 7D
KNOWLEDGE 1D
MECHANICAL 2D+1
Repulsorlift Operation 4D
Sex: Male
PERCEPTION 1D+2
STRENGTH 2D
Stamina 3D
TECHNICAL 1D
Repulsorlift Repair 4D+2
Move: 10
Equipment: Blaster Pistol (4D+2), Battle Armor w/Internal Comlink (+1D energy & physical, head and chest, -2 to Dexterity and all related actions.)
Reference: N/A

Repulsorlift Gunner (Veteran)

Species: Human
DEXTERITY 3D+1
Sex: Male
PERCEPTION 1D+2

Blaster 5D, Vehicle Blasters 8D
KNOWLEDGE 1D
MECHANICAL 2D+1
Repulsorlift Operation 4D+1
STRENGTH 2D
Stamina 3D
TECHNICAL 1D
Repulsorlift Repair 5D+2
Move: 10
Equipment: Blaster Pistol (4D+2), Battle Armor w/Internal Comlink (+1D energy & physical, head and chest, -2 to Dexterity and all related actions.)
Reference: N/A

Repulsorlift Gunner (Veteran)

Species: Human
DEXTERITY 3D+1
Blaster 5D+1, Vehicle Blasters 9D
KNOWLEDGE 1D
MECHANICAL 2D+1
Repulsorlift Operation 4D+2
Sex: Male
PERCEPTION 1D+2
STRENGTH 2D
Stamina 3D
TECHNICAL 1D
Repulsorlift Repair 6D+2
Move: 10
Equipment: Blaster Pistol (4D+2), Battle Armor w/Internal Comlink (+1D energy & physical, head and chest, -2 to Dexterity and all related actions.)
Reference: N/A

Imperial Walker Pilot

Species: Human
DEXTERITY 2D+1
Blaster 4D+1, Vehicle Blasters 4D+2
KNOWLEDGE 1D
MECHANICAL 3D
Repulsorlift Operation 4D+2, Walker Operation 5D+2
Sex: Male
PERCEPTION 2D
Command 3D
STRENGTH 2D
Stamina 3D
TECHNICAL 1D
Walker Repair 4D
Move: 10
Equipment: Blaster Pistol (4D+2), Battle Armor w/Internal Comlink (+1D energy & physical, head and chest, -2 to Dexterity and all related actions.)
Reference: N/A

Walker Pilot (Experienced)

Species: Human
DEXTERITY 2D+1
Blaster 4D+2, Vehicle Blasters 5D
KNOWLEDGE 1D
MECHANICAL 3D
Repulsorlift Operation 5D+1, Walker Operation 6D+2
Sex: Male
PERCEPTION 2D
Command 3D+2
STRENGTH 2D
Stamina 3D
TECHNICAL 1D
Walker Repair 4D+1
Move: 10
Equipment: Blaster Pistol (4D+2), Battle Armor w/Internal Comlink (+1D energy & physical, head and chest, -2 to Dexterity and all related actions.)
Reference: N/A

Walker Pilot (Veteran)

Species: Human
DEXTERITY 2D+1
Blaster 5D, Vehicle Blasters 5D+1
KNOWLEDGE 1D
MECHANICAL 3D
Repulsorlift Operation 6D, Walker Operation 7D+2
Sex: Male
PERCEPTION 2D
Command 4D+1
STRENGTH 2D
Stamina 3D
TECHNICAL 1D
Walker Repair 4D+2
Move: 10
Equipment: Blaster Pistol (4D+2), Battle Armor w/Internal Comlink (+1D energy & physical, head and chest, -2 to Dexterity and all related actions.)
Reference: N/A

Walker Pilot (Elite)

Species: Human
DEXTERITY 2D+1
Blaster 5D+1, Vehicle Blasters 5D+2
KNOWLEDGE 1D
MECHANICAL 3D
Repulsorlift Operation 6D+2, Walker Operation 8D+2
Sex: Male
PERCEPTION 2D
Command 5D
STRENGTH 2D
Stamina 3D
TECHNICAL 1D
Walker Repair 5D
Move: 10
Equipment: Blaster Pistol (4D+2), Battle Armor w/Internal Comlink (+1D energy & physical, head and chest, -2 to Dexterity and all related actions.)
Reference: N/A

Walker Gunner

Species: Human
DEXTERITY 3D+1
Blaster 4D+1, Vehicle Blasters 6D
KNOWLEDGE 1D
MECHANICAL 2D+1
Walker Operation 3D+2
Sex: Male
PERCEPTION 1D+2
STRENGTH 2D
Stamina 3D
TECHNICAL 1D
Walker Repair 3D+2
Move: 10
Equipment: Blaster Pistol (4D+2), Battle Armor w/Internal Comlink (+1D energy & physical, head and chest, -2 to Dexterity and all related actions.)
Reference: N/A

Walker Gunner (Experienced)

Species: Human
DEXTERITY 3D+1
Blaster 4D+2, Vehicle Blasters 7D
KNOWLEDGE 1D
MECHANICAL 2D+1
Walker Operation 4D
Sex: Male
PERCEPTION 1D+2
STRENGTH 2D
Stamina 3D
TECHNICAL 1D
Walker Repair 4D+2
Move: 10
Equipment: Blaster Pistol (4D+2), Battle Armor w/Internal Comlink (+1D energy & physical, head and chest, -2 to Dexterity and all related actions.)
Reference: N/A

Walker Gunner (Veteran)

Species: Human
DEXTERITY 3D+1
Blaster 5D, Vehicle Blasters 8D
KNOWLEDGE 1D
MECHANICAL 2D+1
Walker Operation 4D+1
Sex: Male
PERCEPTION 1D+2
STRENGTH 2D
Stamina 3D
TECHNICAL 1D
Walker Repair 5D+2
Move: 10

Equipment: Blaster Pistol (4D+2), Battle Armor w/Internal Comlink (+1D energy & physical, head and chest, -2 to Dexterity and all related actions.)
Reference: N/A

Walker Gunner (ELITE)

Species: Human
DEXTERITY 3D+1
Blaster 5D+1, Vehicle Blasters 9D
KNOWLEDGE 1D
MECHANICAL 2D+1
Walker Operation 4D+2
Sex: Male
PERCEPTION 1D+2
STRENGTH 2D
Stamina 3D
TECHNICAL 1D
Walker Repair 6D+2
Move: 10
Equipment: Blaster Pistol (4D+2), Battle Armor w/Internal Comlink (+1D energy & physical, head and chest, -2 to Dexterity and all related actions.)
Reference: N/A

Imperial Armor Squad Leader

Species: Human
DEXTERITY 2D
Blaster 5D, Dodge 5D, Vehicle Blaster 4D+2
KNOWLEDGE 3D
Survival 3D+2, Tactics: Ground Assault 4D
MECHANICAL 1D+1
Repulsorlift Operation 3D, Walker Operation 5D
Sex: Male
PERCEPTION 3D
Command 4D, Search 4D+1
STRENGTH 2D
Brawling 5D+1
TECHNICAL 2D
Repulsorlift Repair 2D+1, Walker Repair 3D
Move: 10
Equipment: Blaster Rifle (5D), Field Armor & Helmet (+1D physical +2 energy) Grenades (5D), Helmet Comlink, Survival Gear, Utility Belt w/Supplies.
Reference: N/A

Imperial Armor Squad Leader (Veteran)

Species: Human
DEXTERITY 2D
Blaster 6D, Dodge 6D, Vehicle Blaster 5D+2
KNOWLEDGE 1D+1
Survival 3D+2, Tactics: Ground Assault 5D
MECHANICAL 1D+1
Repulsorlift Operation 4D, Walker Operation 6D
Sex: Male
PERCEPTION 2D
Command 5D, Search 5D+1
STRENGTH 3D+1
Brawling 6D+1
TECHNICAL 1D
Repulsorlift Repair 3D, Walker Repair 3D+2
Move: 10
Equipment: Blaster Rifle (5D), Field Armor & Helmet (+1D physical +2 energy) Grenades (5D), Helmet Comlink, Survival Gear, Utility Belt w/Supplies.
Reference: N/A

Imperial Armor Squad Leader (Elite)

Species: Human
DEXTERITY 3D
Blaster 7D, Dodge 7D, Vehicle Blaster 6D+2
KNOWLEDGE 1D+1
Survival 4D+1, Tactics: Ground Assault 6D
MECHANICAL 1D+1
Repulsorlift Operation 6D, Walker Operation 7D
Sex: Male
PERCEPTION 2D
Command 6D, Search 6D+1
STRENGTH 3D+1
Brawling 7D+1
TECHNICAL 1D
Repulsorlift Repair 3D+2, Walker Repair 4D+1
Move: 10
Equipment: Blaster Rifle (5D), Field Armor & Helmet (+1D physical +2 energy) Grenades (5D), Helmet Comlink, Survival Gear, Utility Belt w/Supplies.
Reference: N/A

Imperial Fighter Pilot (Novice)

Species: Human
DEXTERITY 3D+1
Blaster 3D+2, Dodge 3D+2
KNOWLEDGE 2D
Planetary Systems 2D+1
MECHANICAL 4D
Sensors 4D+1, Starfighter Piloting 4D+2, Starship Gunnery 4D
Sex: Male
PERCEPTION 3D
Search 4D
STRENGTH 3D
Stamina 3D+2
TECHNICAL 2D
Computer Program/Repair 3D, Starfighter Repair 3D
Move: 10
Equipment: Nav Computer linkup Helmet (comlink, +1D to sensors.), High gravity stress flight suit w/life support equipment, one week emergency rations, Blaster Pistol (4D), Survival Gear
Reference: N/A

Imperial Fighter Pilot (Standard)

Species: Human
DEXTERITY 3D+1
Blaster 4D+1, Dodge 4D+1
KNOWLEDGE 2D
Planetary Systems 3D
MECHANICAL 4D
Sensors 4D+2, Starfighter Piloting 6D, Starship Gunnery 5D
Sex: Male
PERCEPTION 3D
Command 4D, Search 4D
STRENGTH 3D
Stamina 4D
TECHNICAL 2D
Computer Program/Repair 3D+1, Starfighter Repair 5D
Move: 10
Equipment: Nav Computer linkup Helmet (comlink, +1D to sensors.), High gravity stress flight suit w/life support equipment, one week emergency rations, Blaster Pistol (4D), Survival Gear
Reference: R&E p209

Imperial Fighter Pilot (Experienced)

Species: Human
DEXTERITY 3D+1
Blaster 4D+2, Dodge 4D+2
KNOWLEDGE 2D
Planetary Systems 3D+2
MECHANICAL 4D
Sensors 5D+2, Starfighter Piloting 7D, Starship Gunnery 6D
Sex: Male
PERCEPTION 3D
Command 4D+2, Search 5D
STRENGTH 3D
Stamina 4D
TECHNICAL 2D
Computer Program/Repair 4D+1, Starfighter Repair 6D
Move: 10
Equipment: Nav Computer linkup Helmet (comlink, +1D to sensors.), High gravity stress flight suit w/life support equipment, one week emergency rations, Blaster Pistol (4D), Survival Gear
Reference: N/A

Imperial Fighter Pilot (Veteran)

Species: Human
DEXTERITY 3D+1
Blaster 5D+1, Dodge 5D+1
KNOWLEDGE 2D
Planetary Systems 5D
MECHANICAL 4D
Sensors 6D+2, Starfighter Piloting 8D, Starship Gunnery 7D
Sex: Male
PERCEPTION 3D
Command 5D, Search 6D
STRENGTH 3D
Stamina 4D+1
TECHNICAL 2D
Computer Program/Repair 5D+1, First Aid 2D, Starfighter Repair 6D+1
Move: 10
Equipment: Nav Computer linkup Helmet (comlink, +1D to sensors.), High gravity stress flight suit w/life support equipment, one week emergency rations, Blaster Pistol (4D), Survival Gear
Reference: N/A

Imperial Fighter Pilot (Elite)

Species: Human
DEXTERITY 3D+1
Blaster 6D, Dodge 6D
KNOWLEDGE 2D
Planetary Systems 6D
MECHANICAL 4D
Sensors 7D+2, Starfighter Piloting 8D+2, Starship Gunnery 7D+2
Sex: Male
PERCEPTION 3D
Command 5D+1, Search 7D
STRENGTH 3D
Stamina 4D+2
TECHNICAL 2D
Computer Program/Repair 6D, First Aid 4D, Starfighter Repair 7D
Move: 10
Equipment: Nav Computer linkup Helmet (comlink, +1D to sensors.), High gravity stress flight suit w/life support equipment, one week emergency rations, Blaster Pistol (4D), Survival Gear
Reference: N/A

Imperial Fighter Pilot, Squadron Leader

Species: Human
DEXTERITY 3D+1
Blaster 4D+2, Dodge 4D+2
KNOWLEDGE 2D
Planetary Systems 3D+2, Tactics 2D+1
MECHANICAL 4D
Sensors 5D+1, Starfighter Piloting 7D+1, Starship Gunnery 6D+1
Sex: Male
PERCEPTION 3D
Command 4D+2, Search 4D+2
STRENGTH 3D
Stamina 4D+1
TECHNICAL 2D
Computer Program/Repair 4D+1, Starfighter Repair 6D
Move: 10
Equipment: Nav Computer linkup Helmet (comlink, +1D to sensors.), High gravity stress flight suit w/life support equipment, one week emergency rations, Blaster Pistol (4D), Survival Gear
Reference: N/A

Imperial Fighter Pilot, Squadron Leader (Veteran)

Species: Human
DEXTERITY 3D+1
Blaster 5D+1, Dodge 5D+1
KNOWLEDGE 2D
Planetary Systems 5D, Tactics 3D+2
MECHANICAL 4D
Sensors 6D+2, Starfighter Piloting 8D+1, Starship Gunnery 7D+1
Sex: Male
PERCEPTION 3D
Command 5D+2, Search 6D
STRENGTH 3D
Stamina 4D+2
TECHNICAL 2D
Computer Program/Repair 5D+1, First Aid 2D, Starfighter Repair 6D+1
Move: 10
Equipment: Nav Computer linkup Helmet (comlink, +1D to sensors.), High gravity stress flight suit w/life support equipment, one week emergency rations, Blaster Pistol (4D), Survival Gear
Reference: N/A

Imperial Fighter Pilot, Squadron Leader (Elite)

Species: Human
DEXTERITY 3D+1
Blaster 6D, Dodge 6D
KNOWLEDGE 2D
Planetary Systems 6D, Tactics 5D
MECHANICAL 4D
Sensors 7D+2, Starfighter Piloting 9D, Starship Gunnery 8D
Sex: Male
PERCEPTION 3D
Command 6D+1, Search 7D
STRENGTH 3D
Stamina 5D
TECHNICAL 2D
Computer Program/Repair 6D, First Aid 4D, Starfighter Repair 7D
Move: 10
Equipment: Nav Computer linkup Helmet (comlink, +1D to sensors.), High gravity stress flight suit w/life support equipment, one week emergency rations, Blaster Pistol (4D), Survival Gear
Reference: N/A

Imperial Shuttle Pilot

Species: Human
Sex: Male
DEXTERITY 3D+1
Blaster 4D+1, Dodge 4D+1
PERCEPTION 3D
Command 4D, Search 4D
KNOWLEDGE 2D
Planetary Systems 3D
STRENGTH 3D
Stamina 4D
MECHANICAL 4D
Astrogation 4D+1, Space Transports 5D, Starship Gunnery 5D, Starship Shields 4D+2
TECHNICAL 2D
Computer Programming/Repair 3D+1, Space Transport Repair 5D
Move: 10
Equipment: Blaster Pistol (4D), Flight Suit, Comlink, Survival Gear
Reference: Supernova p19

Imperial Shuttle Pilot (Experienced)

Species: Human
Sex: Male
DEXTERITY 3D+1
Blaster 4D+2, Dodge 4D+2
PERCEPTION 3D
Command 4D+1, Search 4D+2
KNOWLEDGE 2D
Planetary Systems 4D
STRENGTH 3D
Stamina 4D
MECHANICAL 4D
Astrogation 5D+1, Space Transports 6D, Starship Gunnery 5D+2, Starship Shields 5D+1
TECHNICAL 2D
Computer Programming/Repair 4D, Space Transport Repair 5D+2
Move: 10
Equipment: Blaster Pistol (4D), Flight Suit, Comlink, Survival Gear
Reference: N/A

Imperial Shuttle Pilot (Veteran)

Species: Human
Sex: Male
DEXTERITY 3D+1
Blaster 5D, Dodge 5D
PERCEPTION 3D
Command 4D+2, Search 5D+1
KNOWLEDGE 2D
Planetary Systems 5D
STRENGTH 3D
Stamina 4D
MECHANICAL 4D
Astrogation 6D, Space Transports 7D, Starship Gunnery 6D+1, Starship Shields 6D
TECHNICAL 2D
Computer Programming/Repair 4D+2, Space Transport Repair 6D+1
Move: 10
Equipment: Blaster Pistol (4D), Flight Suit, Comlink, Survival Gear
Reference: N/A

Imperial Shuttle Pilot (Elite)

Species: Human
Sex: Male
DEXTERITY 3D+1
Blaster 5D+1, Dodge 5D+1
PERCEPTION 3D
Command 5D, Search 6D
KNOWLEDGE 2D
Planetary Systems 6D
STRENGTH 3D
Stamina 4D
MECHANICAL 4D
Astrogation 6D+2, Space Transports 8D, Starship Gunnery 7D, Starship Shields 6D+2
TECHNICAL 2D
Computer Programming/Repair 5D+1, Space Transport Repair 7D
Move: 10
Equipment: Blaster Pistol (4D), Flight Suit, Comlink, Survival Gear
Reference: N/A

Imperial Colonel

Species: Human
Sex: Male
DEXTERITY 2D
Blaster 3D, Melee Combat 3D
PERCEPTION 4D
Bargain 4D+1, Command 5D, Con 4D+1
KNOWLEDGE 4D
Bureaucracy 5D, Languages 5D
STRENGTH 2D
Stamina 3D
MECHANICAL 3D
Astrogation 4D, Space Transports 4D
TECHNICAL 3D
Computer Program/Repair 3D+1, Security 4D
Move: 10
Equipment: Rank Cylinder Code Key, Comlink, Datapad, Blaster Pistol (4D)
Reference: Death Star p90

Imperial Major

Species: Human
Sex: Male
DEXTERITY 2D
Blaster 3D+1, Melee Combat 3D+1
PERCEPTION 4D
Bargain 4D+1, Command 4D+1
KNOWLEDGE 4D
Alien Species 4D+1, Bureaucracy 4D+1, Planetary Systems 5D
STRENGTH 2D
Brawling 3D, Stamina 3D
MECHANICAL 3D
Astrogation 4D+1, Space Transports 3D+2, Starship Shields 4D
TECHNICAL 3D
Computer Program/Repair 3D+1, Space Transports Repair 3D+2, Security 4D
Move: 10
Equipment: Rank Cylinder Code Key, Comlink, Datapad, Blaster Pistol (4D)
Reference: Death Star p91

Imperial Captain

Species: Human
Sex: Male
DEXTERITY 2D+2
Blaster 4D+2, Dodge 3D+2, Grenade 3D+2
PERCEPTION 3D+1
Command 5D+1
KNOWLEDGE 3D
Bureaucracy 4D
STRENGTH 2D+1
Brawling 3D+1
MECHANICAL 3D+2
Astrogation 4D+1, Space Transports 4D
TECHNICAL 3D
Security 4D
Move: 10
Equipment: Rank Cylinder Code Key, Comlink, Datapad, Blaster Pistol (4D)
Reference: Death Star p91

Imperial Lieutenant

Species: Human
Sex: Male
DEXTERITY 2D+2
Blaster 4D+2, Dodge 4D
PERCEPTION 3D+1
Bargain 5D+1, Command 4D+1, Sneak 4D
KNOWLEDGE 3D
Bureaucracy 4D, Planetary Systems 3D+1
STRENGTH 2D+1
Brawling 3D+2, Stamina 3D+1
MECHANICAL 3D+2
Space Transports 4D
TECHNICAL 3D
Space Transports Repair 4D+1
Move: 10
Equipment: Rank Cylinder Code Key, Comlink, Datapad, Blaster Pistol (4D)
Reference: Death Star p91

Imperial Pilot

Species: Human
Sex: Male
DEXTERITY 2D+1
Blaster 3D+1, Dodge 3D+1
PERCEPTION 2D
Hide 3D, Investigation 3D, Sneak 3D
KNOWLEDGE 1D+1
Planetary Systems 2D+1, Survival 2D+1
STRENGTH 2D
Climbing/Jumping 3D, Stamina

MECHANICAL 3D
Astrogation 4D, Capital Ship Gunnery 4D, Capital Ship Piloting 5D, Capital Ship Shields 4D, Communications 3D+1, Sensors 3D+1, Space Transports 4D
TECHNICAL 1D+1
Capital Ship Repair 3D+1, Capital Ship Weapons Repair 2D+1, Computer Program/ Repair 2D+1
Move: 10
Equipment: Blaster Pistol (4D), Flight Suit, Navigational Computer Linkup Helmet (Internal Comlink, +1D to sensors), survival Gear
Reference: R&E p209

Capital Ship Pilot

Species: Human
Sex: Male
DEXTERITY 2D+1
Blaster 3D+1, Dodge 3D+1
KNOWLEDGE 1D+1
Planetary Systems 2D+2, Survival 2D
MECHANICAL 3D
Astrogation 3D+2, Capital Ship Gunnery 3D+1, Capital Ship Piloting 5D, Capital Ship Shields 3D+1, Communications 3D+1, Sensors 3D+1
PERCEPTION 2D
Hide 3D, Investigation 3D, Sneak 3D
STRENGTH 2D
Climbing/Jumping 3D, Stamina 3D+1
TECHNICAL 1D+1
Capital Ship Repair 3D+2, Capital Ship Weapons Repair 2D+1, Computer Program/ Repair 2D+1
Move: 10
Equipment: Blaster Pistol (4D), Flight Suit, Navigational Computer Linkup Helmet (Internal Comlink, +1D to sensors), survival Gear
Reference: N/A

Capital Ship Pilot (Veteran)

Species: Human
Sex: Male
DEXTERITY 2D+1
Blaster 3D+1, Dodge 3D+1
KNOWLEDGE 1D+1
Planetary Systems 4D, Survival 2D+1
MECHANICAL 3D
Astrogation 4D, Capital Ship Gunnery 4D, Capital Ship Piloting 7D, Capital Ship Shields 4D, Communications 3D+2, Sensors 3D+2
Perceptio n: 2D
Hide 4D, Investigation 4D, Sneak 4D
STRENGTH 2D
Climbing/Jumping 3D, Stamina 3D+1
TECHNICAL 1D+1
Capital Ship Repair 5D, Capital Ship Weapons Repair 3D, Computer Program/Repair 3D+1
Move: 10
Equipment: Blaster Pistol (4D), Flight Suit, Navigational Computer Linkup Helmet (Internal Comlink, +1D to sensors), survival Gear
Reference: N/A

Astrogation Crewman

Species: Human
Sex: Male
DEXTERITY 2D
Blaster 3D
KNOWLEDGE 2D
Planetary Systems 3D
MECHANICAL 2D
Astrogation 4D, Repulsorlift Operation 3D
PERCEPTION 2D
STRENGTH 2D
Climbing/Lifting 3D
TECHNICAL 2D
Computer Program/Repair 3D
Move: 10
Equipment: Computer Repair Kit, Chronometer Comlink, Datapad, Blaster Pistol (4D)
Reference: N/A

Astrogation Crewman (Veteran)

Species: Human
Sex: Male
DEXTERITY 2D
Blaster 3D
KNOWLEDGE 2D
Planetary Systems 5D
MECHANICAL 2D
Astrogation 6D, Repulsorlift Operation 4D+1
PERCEPTION 2D
STRENGTH 2D
Climbing/Lifting 3D
TECHNICAL 2D
Computer Program/Repair 4D
Move: 10
Equipment: Computer Repair Kit, Chronometer Comlink, Datapad, Blaster Pistol (4D)
Reference: N/A

Communications Crewman

Species: Human
Sex: Male
DEXTERITY 2D
Blaster 3D
KNOWLEDGE 2D
Alien Species 3D, Languages 3D
MECHANICAL 2D
Communications 4D, Repulsorlift Operation 3D
PERCEPTION 2D
STRENGTH 2D
Climbing/Lifting 3D
TECHNICAL 2D
Computer Program/Repair 3D
Move: 10
Equipment: Computer Repair Kit, Chronometer Comlink, Datapad, Blaster Pistol (4D)
Reference: N/A

Communications Crewman (Veteran)

Species: Human
Sex: Male
DEXTERITY 2D
Blaster 3D
KNOWLEDGE 2D
Alien Species 4D+2, Languages 4D+2
MECHANICAL 2D
Communications 6D, Repulsorlift Operation 4D+1
PERCEPTION 2D
STRENGTH 2D
Climbing/Lifting 3D
TECHNICAL 2D
Computer Program/Repair 4D
Move: 10
Equipment: Computer Repair Kit, Chronometer Comlink, Datapad, Blaster Pistol (4D)
Reference: N/A

Imperial Gunner

Species: Human
Sex: Male
DEXTERITY 2D+2
Blaster 3D+2, Blaster Artillery 4D+2, Dodge 3D+2, Thrown Weapons 3D+2, Vehicle Weapons 4D+2
KNOWLEDGE 1D+1
Value 2D+1
MECHANICAL 3D
PERCEPTION 1D+1
Bargain 2D+1, Con 2D+2
STRENGTH 1D+1
Climbing/Jumping 2D+1, Lifting 3D+1, Stamina 2D+1
TECHNICAL 2D+1
Capital Starship Weapon Repair 4D+1, Computer Program/

Capital Ship Gunnery 5D, Capital Ship Shields 4D, Communications 4D, Sensors 4D, Starship Gunnery 4D, Starship Shields 3D+2

TECHNICAL 2D+1
Capital Starship Weapon Repair 3D+1, Starship Weapon Repair 4D+1

Move: 10

Equipment: Blaster Pistol (4D), Computerized Gunnery Helmet (+1D to *capital ship gunnery* or *starship gunnery*: Internal Comlink, +1D to sensors), Protective Armor (+2 physical and energy)
Reference: Imperial Sourcebook p43

Imperial Gunner (Veteran)

Species: Human
Sex: Male
DEXTERITY 2D+2
Blaster 4D+2, Blaster Artillery 6D, Dodge 4D+2, Thrown Weapons 4D+2, Vehicle Weapons 6D
PERCEPTION 1D+1
Bargain 2D+2, Con 3D
STRENGTH 1D+1
Climbing/Jumping 2D+1, Lifting 3D+1, Stamina 2D+1
KNOWLEDGE 1D+1
Value 3D
TECHNICAL 2D+1
Capital Starship Weapon Repair 5D+2, Computer Program/ Repair 5D, Starship Weapon Repair 5D+2
MECHANICAL 3D
Capital Ship Gunnery 7D, Capital Ship Shields 5D, Communications 4D+2, Sensors 4D+2, Starship Gunnery 6D, Starship Shields 4D+2
Move: 10
Equipment: Blaster Pistol (4D), Computerized Gunnery Helmet (+1D to *capital ship gunnery* or *starship gunnery*: Internal Comlink, +1D to sensors), Protective Armor (+2 physical and energy)
Reference: N/A

Shield Operation Crewman

Species: Human
Sex: Male
DEXTERITY 2D
Blaster 3D
PERCEPTION 2D
Con 3D
KNOWLEDGE 2D
STRENGTH 2D
Climbing/Lifting 3D
MECHANICAL 2D
Capital Ship Shields 4D, Repulsorlift Operation 3D
TECHNICAL 2D
Computer Program/Repair 3D
Move: 10
Equipment: Computer Repair Kit, Chronometer Comlink, Datapad, Blaster Pistol (4D)
Reference: Death Star p91

Shield Operation Crewman (Veteran)

Species: Human
Sex: Male
DEXTERITY 2D
Blaster 3D
PERCEPTION 2D
Con 4D+2
KNOWLEDGE 2D
STRENGTH 2D
Climbing/Lifting 3D
MECHANICAL 2D
Capital Ship Shields 6D, Repulsorlift Operation 4D+1
TECHNICAL 2D
Computer Program/Repair 4D
Move: 10
Equipment: Computer Repair Kit, Chronometer Comlink, Datapad, Blaster Pistol (4D)
Reference: N/A

Sensor Operation Crewman

Species: Human
Sex: Male
DEXTERITY 2D
Melee Combat 3D, Melee Parry 3D
PERCEPTION 2D
Search 4D
KNOWLEDGE 2D
Alien Species 3D
STRENGTH 2D
Climbing/Lifting 3D
MECHANICAL 2D
Sensors 4D
TECHNICAL 2D
Computer Program/Repair 3D, Security 3D
Move: 10
Equipment: Computer Repair Kit, Comlink, Datapad, Macrobinoculars, Force Pike (STR+2D)
Reference: Death Star p91

Sensor Operation Crewman (Veteran)

Species: Human
Sex: Male
DEXTERITY 2D
Melee Combat 4D+1, Melee Parry 4D+1
PERCEPTION 2D
Search 6D
KNOWLEDGE 2D
Alien Species 4D+2
STRENGTH 2D
Climbing/Lifting 3D
MECHANICAL 2D
Sensors 6D
TECHNICAL 2D
Computer Program/Repair 4D, Security 4D+1
Move: 10
Equipment: Computer Repair Kit, Comlink, Datapad, Macrobinoculars, Force Pike (STR+2D)
Reference: N/A

Imperial Star Destroyer Officer

Species: Human
Sex: Male
DEXTERITY 2D+2
Blaster 4D+2, Dodge 4D
PERCEPTION 3D+1
Bargain 5D+1, Command 4D+1
KNOWLEDGE 3D
Bureaucracy 4D, Planetary Systems 3D+1, Tactics: Capital Ships 5D, Tactics: Fleets 4D
STRENGTH 2D+1
Brawling 3D+2, Stamina 3D+1
TECHNICAL 3D
Capital Ship Repair 4D+1
MECHANICAL 3D+2
Capital Ship Piloting 4D
Move: 10
Equipment: Blaster Pistol (4D), Comlink,
Reference: Galaxy Guide 3 p47

Imperial Star Destroyer Officer (Veteran)

Species: Human
Sex: Male
DEXTERITY 2D+2
Blaster 5D+1, Dodge 4D+2
PERCEPTION 3D+1
Bargain 6D, Command 6D+1
KNOWLEDGE 3D
Bureaucracy 6D, Planetary Systems 4D+2, Tactics: Capital Ships 6D+1, Tactics: Fleets 5D+1
STRENGTH 2D+1
Brawling 4D+1, Stamina 3D+1
TECHNICAL 3D
Capital Ship Repair 5D
MECHANICAL 3D+2
Capital Ship Piloting 5D+1
Move: 10
Equipment: Blaster Pistol (4D), Comlink.
Reference: N/A

DEATH STAR CREWMEN

Bridge Pit Crewman

Species: Human
Sex: Male
DEXTERITY 2D
Blaster 2D+1, Dodge 3D
PERCEPTION 2D
STRENGTH 2D
Stamina 3D
KNOWLEDGE 2D
Alien Species 3D, Bureaucracy 3D, Languages 3D, Planetary Systems 3D, Value 3D
TECHNICAL 2D
Capital Ship Repair 3D, Computer Program/Repair 3D, Security 3D
MECHANICAL 2D
Astrogation 3D, Battle Station Piloting: Death Star 5D, Capital Ship Gunnery 3D, Capital Ship Shields 3D
Move: 10
Equipment: Comlink, Chronometer, Pocket Computer
Reference: Death Star p91

Bridge Pit Crewman (Veteran)

Species: Human
Sex: Male
DEXTERITY 2D
Blaster 3D+2, Dodge 4D+1
PERCEPTION 2D
STRENGTH 2D
Stamina 3D
KNOWLEDGE 2D
Alien Species 5D, Bureaucracy 5D, Languages 5D+1, Planetary Systems 5D, Value 4D
TECHNICAL 2D
Capital Ship Repair 4D, Computer Program/Repair 4D, Security 4D
MECHANICAL 2D
Astrogation 5D, Battle Station Piloting: Death Star 7D, Capital Ship Gunnery 5D+1, Capital Ship Shields 5D
Move: 10
Equipment: Comlink, Chronometer, Pocket Computer
Reference: N/A

Death Star Gunner

Species: Human
Sex: Male
DEXTERITY 2D+2
Blaster 3D+2, Blaster Artillery 4D+2, Vehicle Blasters 4D+2
PERCEPTION 1D+1
STRENGTH 1D+1
TECHNICAL 2D
Capital Starship Weapon Repair 4D
KNOWLEDGE 1D+1
MECHANICAL 3D
Capital Ship Gunnery 5D, Capital Ship Shields 4D
Move: 10
Equipment: Navigation Computer Linkup Helmet (+2D fire control, capital ship weapons only.), Blaster Pistol (4D), Protective Armor (+1D physical, +2 energy.), Tool Kit.
Reference: Death Star p92

Death Star Gunner (Veteran)

Species: Human
Sex: Male
DEXTERITY 2D+2
Blaster 5D, Blaster Artillery 6D, Vehicle Blasters 6D
PERCEPTION 1D+1
STRENGTH 1D+1
TECHNICAL 2D
Capital Starship Weapon Repair 5D
KNOWLEDGE 1D+1
MECHANICAL 3D
Capital Ship Gunnery 7D, Capital Ship Shields 6D
Move: 10
Equipment: Navigation Computer Linkup Helmet (+2D fire control, capital ship weapons only.), Blaster Pistol (4D), Protective Armor (+1D physical, +2 energy.), Tool Kit.
Reference: N/A

Death Star Trooper

Species: Human
Sex: Male
DEXTERITY 3D+1
Blaster 4D, Blaster: Blaster Pistol 5D+1, Blaster Artillery 4D+2, Dodge 4D+1, Grenade 4D+1, Vehicle Blasters 4D+2
PERCEPTION 4D
Command 5D, Search 5D+2
STRENGTH 3D+2
Brawling 5D+2
TECHNICAL 2D
KNOWLEDGE 2D+1
Streetwise 3D+1
MECHANICAL 2D+2
Move: 10
Equipment: Blaster Pistol (4D), Blaster Rifle (5D), Grenades (5D), Comlink, Blast Helmet (+1D physical, +1 energy)
Reference: Death Star p92

Death Star Trooper (Veteran)

Species: Human
Sex: Male
DEXTERITY 3D+1
Blaster 5D, Blaster: Blaster Pistol 6D+1, Blaster Artillery 5D+2, Dodge 5D+1, Grenade 5D+1, Vehicle Blasters 5D+2
PERCEPTION 4D
Command 5D+1, Search 6D+1
STRENGTH 3D+2
Brawling 6D
TECHNICAL 2D
KNOWLEDGE 2D+1
Streetwise 4D
MECHANICAL 2D+2
Move: 10
Equipment: Blaster Pistol (4D), Blaster Rifle (5D), Grenades (5D), Comlink, Blast Helmet (+1D physical, +1 energy)
Reference: N/A

Death Star Trooper (Elite)

Species: Human
Sex: Male
DEXTERITY 3D+1
Blaster 6D, Blaster: Blaster Pistol 7D+1, Blaster Artillery 6D+2, Dodge 6D+1, Grenade 6D+1, Vehicle Blasters 6D+2
PERCEPTION 4D
Command 5D+2, Search 7D
STRENGTH 3D+2
Brawling 6D+2
TECHNICAL 2D
KNOWLEDGE 2D+1
Streetwise 4D+2
MECHANICAL 2D+2
Move: 10
Equipment: Blaster Pistol (4D), Blaster Rifle (5D), Grenades (5D), Comlink, Blast Helmet (+1D physical, +1 energy)
Reference: N/A

Death Star Trooper: Command Sector

Species: Human
Sex: Male
DEXTERITY 3D+1
PERCEPTION 4D

Blaster 5D, Blaster: Blaster Pistol 7D+1, Blaster Artillery 4D+2, Dodge 6D+1, Grenade 4D+1, Vehicle Blasters 4D+2
KNOWLEDGE 2D+1
Streetwise 3D+1
MECHANICAL 2D+2
Command 5D, Search 5D+2
STRENGTH 3D+2
Brawling 5D+2
TECHNICAL 2D
Demolition 3D
Move: 10
Equipment: Blaster Pistol (4D), Blaster Rifle (5D), Grenades (5D), Comlink, Blast Helmet (+1D physical, +1 energy)
Reference: Death Star p92

Death Star Trooper: Command Sector (Veteran)

Species: Human
Sex: Male
DEXTERITY 3D+1
Blaster 6D, Blaster: Blaster Pistol 8D+1, Blaster Artillery 5D+2, Dodge 7D+1, Grenade 5D, Vehicle Blasters 5D+2
KNOWLEDGE 2D+1
Streetwise 4D
MECHANICAL 2D+2
PERCEPTION 4D
Command 5D+1, Search 6D+1
STRENGTH 3D+2
Brawling 6D
TECHNICAL 2D
Demolition 4D
Move: 10
Equipment: Blaster Pistol (4D), Blaster Rifle (5D), Grenades (5D), Comlink, Blast Helmet (+1D physical, +1 energy)
Reference: N/A

Death Star Trooper: Command Sector (Elite)

Species: Human
Sex: Male
DEXTERITY 3D+1
Blaster 7D, Blaster: Blaster Pistol 9D, Blaster Artillery 6D+2, Dodge 8D+1, Grenade 5D+2, Vehicle Blasters 6D+2
KNOWLEDGE 2D+1
Streetwise 4D+2
MECHANICAL 2D+2
PERCEPTION 4D
Command 5D+2, Search 7D
STRENGTH 3D+2
Brawling 6D+2
TECHNICAL 2D
Demolition 4D+2
Move: 10
Equipment: Blaster Pistol (4D), Blaster Rifle (5D), Grenades (5D), Comlink, Blast Helmet (+1D physical, +1 energy)
Reference: N/A

Death Star Trooper Squad Leader

Species: Human
Sex: Male
DEXTERITY 3D+1
Blaster 4D, Blaster: Blaster Pistol 5D+1, Dodge 4D+1, Grenade 4D+1
KNOWLEDGE 2D+1
Streetwise 3D+1
MECHANICAL 2D+2
PERCEPTION 4D
Command 6D, Search 4D+2
STRENGTH 3D+2
Brawling 5D+2
TECHNICAL 2D
Demolition 3D
Move: 10
Equipment: Blaster Pistol (4D), Blaster Rifle (5D), Grenades (5D), Comlink, Blast Helmet (+1D physical, +1 energy), Utility Belt w/supplies
Reference: Death Star p92

Death Star Squad Leader (Veteran)

Species: Human
Sex: Male
DEXTERITY 3D+1
Blaster 5D, Blaster: Blaster Pistol 6D+1, Dodge 5D+1, Grenade 5D+1
KNOWLEDGE 2D+1
Streetwise 4D
MECHANICAL 2D+2
PERCEPTION 4D
Command 7D, Search 5D+1
STRENGTH 3D+2
Brawling 6D
TECHNICAL 2D
Demolition 4D
Move: 10
Equipment: Blaster Pistol (4D), Blaster Rifle (5D), Grenades (5D), Comlink, Blast Helmet (+1D physical, +1 energy), Utility Belt w/supplies
Reference: N/A

Death Star Squad Leader (Elite)

Species: Human
Sex: Male
DEXTERITY 3D+1
Blaster 6D, Blaster: Blaster Pistol 7D+1, Dodge 6D+1, Grenade 6D+1
KNOWLEDGE 2D+1
Streetwise 4D+2
MECHANICAL 2D+2
PERCEPTION 4D
Command 8D, Search 6D
STRENGTH 3D+2
Brawling 6D+2
TECHNICAL 2D
Demolition 5D
Move: 10
Equipment: Blaster Pistol (4D), Blaster Rifle (5D), Grenades (5D), Comlink, Blast Helmet (+1D physical, +1 energy), Utility Belt w/supplies
Reference: N/A

Death Star Officer

Species: Human
Sex: Male
DEXTERITY 2D+2
Blaster 4D+2, Dodge 3D+2
KNOWLEDGE 3D
Bureaucracy 4D, Intimidation 4D, Tactics: Fleets 5D
MECHANICAL 3D+2
PERCEPTION 3D+1
Command 5D+1
STRENGTH 2D+1
Brawling 3D+1
TECHNICAL 3D
Security 4D
Move: 10
Equipment: Blaster Pistol (4D), Comlink, Rank Command Cylinder
Reference: Trilogy Sourcebook SE p53

Death Star Officer (Veteran)

Species: Human
Sex: Male
DEXTERITY 2D+2
Blaster 5D+2, Dodge 4D+2
KNOWLEDGE 3D
Bureaucracy 6D, Intimidation 5D+1, Tactics: Fleets 7D
MECHANICAL 3D+2
PERCEPTION 3D+1
Command 7D+2
STRENGTH 2D+1
Brawling 4D+1
TECHNICAL 3D
Security 5D+1
Move: 10
Equipment: Blaster Pistol (4D), Comlink, Rank Command Cylinder
Reference: N/A

Naval Troopers

Imperial Naval Trooper

Species: Human
Sex: Male
DEXTERITY 2D+1
Blaster 3D+1, Blaster: Blaster Rifle 4D+2, Brawling Parry 3D+1, Dodge 3D+1, Grenade 3D+1, Melee Combat 3D+1, Melee Parry 3D+1, Running 3D+2
KNOWLEDGE 1D+1
Intimidation 2D+1, Streetwise 2D+1
PERCEPTION 3D
Command 4D, Search 4D
STRENGTH 2D+2
Brawling 4D+2. Stamina 3D+2
TECHNICAL 1D
Security 2D

MECHANICAL 1D+2
Repulsorlift Operation 2D+2, Capital Ship Shields 2D+2
Move: 10
Equipment: Blast Helmet (+1D physical, +1 energy), Blaster Pistol (4D), Comlink
Reference: R&E p209

Imperial Naval Trooper (Experienced)

Species: Human
Sex: Male
DEXTERITY 2D+1
Blaster 4D+1, Blaster: Blaster Rifle 5D+2, Brawling Parry 4D+1, Dodge 4D+1, Grenade 4D, Melee Combat 4D+1, Melee Parry 4D+1, Running 4D
KNOWLEDGE 1D+1
Intimidation 2D+2, Streetwise 2D+2
MECHANICAL 1D+2
Repulsorlift Operation 3D+2, Capital Ship Shields 3D+1
PERCEPTION 3D
Command 4D+1, Search 4D+2
STRENGTH 2D+2
Brawling 5D+1. Stamina 4D
TECHNICAL 1D
Security 3D
Move: 10
Equipment: Blast Helmet (+1D physical, +1 energy), Blaster Pistol (4D), Comlink
Reference: N/A

Imperial Naval Trooper (Veteran)

Species: Human
Sex: Male
DEXTERITY 2D+1
Blaster 5D+1, Blaster: Blaster Rifle 6D+2, Brawling Parry 5D+1, Dodge 5D+1, Grenade 4D+2, Melee Combat 5D+1, Melee Parry 5D+1, Running 4D+1
KNOWLEDGE 1D+1
Intimidation 3D, Streetwise 3D
MECHANICAL 1D+2
Repulsorlift Operation 4D+2, Capital Ship Shields 4D
PERCEPTION 3D
Command 4D+2, Search 5D+1
STRENGTH 2D+2
Brawling 6D. Stamina 4D+1
TECHNICAL 1D
Security 4D
Move: 10
Equipment: Blast Helmet (+1D physical, +1 energy), Blaster Pistol (4D), Comlink
Reference: N/A

Imperial Naval Trooper (Elite)

Species: Human
Sex: Male
DEXTERITY 2D+1
Blaster 6D+1, Blaster: Blaster Rifle 7D+2, Brawling Parry 6D+1, Dodge 6D+1, Grenade 5D+1, Melee Combat 6D+1, Melee Parry 6D+1, Running 4D+2
KNOWLEDGE 1D+1
Intimidation 3D+1, Streetwise 3D+1
MECHANICAL 1D+2
Repulsorlift Operation 5D+2, Capital Ship Shields 4D+2
PERCEPTION 3D
Command 5D, Search 6D
STRENGTH 2D+2
Brawling 6D+2. Stamina 4D+2
TECHNICAL 1D
Security 5D
Move: 10
Equipment: Blast Helmet (+1D physical, +1 energy), Blaster Pistol (4D), Comlink
Reference: N/A

Imperial Naval Trooper Squad Leader

Species: Human
Sex: Male
DEXTERITY 2D+1
Blaster 4D+1, Blaster: Blaster Rifle 5D+2, Brawling Parry 4D+1, Dodge 4D+1, Grenade 4D, Melee Combat 4D+1, Melee Parry 4D+1, Running 4D
KNOWLEDGE 1D+1
Intimidation 2D+2, Streetwise 2D+2
MECHANICAL 1D+2
Repulsorlift Operation 3D+2, Capital Ship Shields 3D+1
PERCEPTION 3D
Command 5D+1, Search 4D+2
STRENGTH 2D+2
Brawling 5D+2. Stamina 4D
TECHNICAL 1D
Security 3D
Move: 10
Equipment: Blast Helmet (+1D physical, +1 energy), Blaster Pistol (4D), Comlink
Reference: N/A

Imperial Naval Trooper Squad Leader (Veteran)

Species: Human
Sex: Male
DEXTERITY 2D+1
Blaster 5D+1, Blaster: Blaster Rifle 6D+2, Brawling Parry 5D+1, Dodge 5D+1, Grenade 4D+2, Melee Combat 5D+1, Melee Parry 5D+1, Running 4D+1
KNOWLEDGE 1D+1
Intimidation 3D, Streetwise 3D
MECHANICAL 1D+2
Repulsorlift Operation 4D+2, Capital Ship Shields 4D
PERCEPTION 3D
Command 6+2, Search 5D+1
STRENGTH 2D+2
Brawling 6D. Stamina 4D+1
TECHNICAL 1D
Security 4D
Move: 10
Equipment: Blast Helmet (+1D physical, +1 energy), Blaster Pistol (4D), Comlink
Reference: N/A

Imperial Naval Trooper Squad Leader (Elite)

Species: Human
Sex: Male
DEXTERITY 2D+1
Blaster 6D+1, Blaster: Blaster Rifle 7D+2, Brawling Parry 6D+1, Dodge 6D+1, Grenade 5D+1, Melee Combat 6D+1, Melee Parry 6D+1, Running 4D+2
KNOWLEDGE 1D+1
Intimidation 3D+1, Streetwise 3D+1
MECHANICAL 1D+2
PERCEPTION 3D
Command 7D+1, Search 6D
STRENGTH 2D+2
Brawling 6D+2. Stamina 4D+2
TECHNICAL 1D
Security 5D

Repulsorlift Operation 5D+2,
Capital Ship Shields 4D+2 **Move:** 10
Equipment: Blast Helmet (+1D physical, +1 energy), Blaster Pistol (4D), Comlink
Reference: N/A

Imperial Marines

The Imperial Marines were a specialized branch of the Imperial Stormtrooper Corps that was active during the Galactic Civil War, presumably formed from the clone marines that preceded them within the Grand Army of the Republic. They were Imperial shock troopers used by the Galactic Empire to defend capital ships such as Imperial-class Star Destroyers. They were also used to sabotage or capture Rebel capital ships after being ferried over to them during a space battle.

Imperial Marine

Species: Human **Sex:** Male
DEXTERITY 3D **PERCEPTION 2D**
Blaster 4D, Brawling Parry 4D, Dodge 4D Search 3D, Sneak 3D
KNOWLEDGE 2D **STRENGTH 2D**
Brawling 3D
MECHANICAL 2D **TECHNICAL 2D**
Move: 10 Security 2D+1
Equipment: Imperial Marine Armor (+2D physical, +1D energy, -1D to Dexterity and related skills), Blaster Pistol (4D), Blaster Rifle (5D), MiniMag PTL Missile Launcher (5D)
Reference: N/A

Imperial Marine (Experienced)

Species: Human **Sex:** Male
DEXTERITY 3D **PERCEPTION 2D**
Blaster 5D, Brawling Parry 5D, Dodge 5D, Missile Weapons 5D Search 4D, Sneak 4D+1
KNOWLEDGE 2D **STRENGTH 2D**
Brawling 4D
MECHANICAL 2D **TECHNICAL 2D**
Move: 10 Security 3D+2
Equipment: Imperial Marine Armor (+2D physical, +1D energy, -1D to Dexterity and related skills), Blaster Pistol (4D), Blaster Rifle (5D), MiniMag PTL Missile Launcher (5D)
Reference: N/A

Imperial Marine (Veteran)

Species: Human **Sex:** Male
DEXTERITY 3D **PERCEPTION 2D**
Blaster 6D, Brawling Parry 6D, Dodge 6D, Missile Weapons 6D Search 5D+2, Sneak 6D
KNOWLEDGE 2D **STRENGTH 2D**
Brawling 5D+1
MECHANICAL 2D **TECHNICAL 2D**
Security 5D
Move: 10
Equipment: Imperial Marine Armor (+2D physical, +1D energy, -1D to Dexterity and related skills), Blaster Pistol (4D), Blaster Rifle (5D), MiniMag PTL Missile Launcher (5D)
Reference: N/A

Imperial Marine Squad Leader

Species: Human **Sex:** Male
DEXTERITY 3D **PERCEPTION 2D**
Blaster 5D, Brawling Parry 5D, Dodge 5D, Missile Weapons 5D Command 3D, Search 4D, Sneak 4D+1
KNOWLEDGE 2D **STRENGTH 2D**
Brawling 3D
MECHANICAL 2D **TECHNICAL 2D**
Move: 10 Security 3D+2
Equipment: Imperial Marine Armor (+2D physical, +1D energy, -1D to Dexterity and related skills), Blaster Pistol (4D), Blaster Rifle (5D), MiniMag PTL Missile Launcher (5D)
Reference: N/A

Imperial Marine Armor:

- Protection: +2D physical, +2D energy, -1D to *dexterity* and related skills.
- Helmet Comlink.
- MFTAS: +2D to *perception* checks in low visibility situations, +2D to ranged weapon skill uses against targets moving more than 10 per round.
- Climate Control Body Glove.

Imperial Navy Commando

Navy commandos were lightly armored soldiers that were trained for patrol, guard and monitor duty. They were typically stationed at key Imperial facilities where they provided accurate covering fire for other units. Naval commandos wore roughly the same uniform as the Stormtroopers, though elements of the design were similar to that of the Scout troopers: their black body suit partially revealed and little leg armor shared the resemblance to the Scout troopers' own outfit. The Navy Commandos appeared to have temperature-controlled chestplates similar to that of Snowtroopers on their backplates, making them among the Empire's environmentally-specialized

divisions of troopers. The helmets had wider visors than those of the Stormtrooper variant, similar to that of the Scout trooper, with comlink antennas attached to the right side of the helmet.

Imperial Navy Commando

Species: Human
Sex: Male
DEXTERITY 3D
Blaster 6D, Brawling Parry 6D, Dodge 6D, Grenade 5D+2
PERCEPTION 2D
Hide 5D+2, Search 5D+2, Sneak 6D
KNOWLEDGE 2D
Survival 3D
STRENGTH 2D
Brawling 5D+1
MECHANICAL 2D
TECHNICAL 2D
Demolitions 4D, Security 5D
Move: 10
Equipment: Imperial Navy Commando Armor (+2D physical, +1D energy), Blaster Pistol (4D), Blaster Rifle (5D), Grenade (5D)
Reference: N/A

Imperial Navy Commando (Veteran)

Species: Human
Sex: Male
DEXTERITY 3D
Blaster 7D, Brawling Parry 7D, Dodge 7D, Grenade 6D+1
PERCEPTION 2D
Hide 6D+2, Search 6D+2, Sneak 7D
KNOWLEDGE 2D
Survival 4D
STRENGTH 2D
Brawling 6D+1
MECHANICAL 2D
TECHNICAL 2D
Demolitions 5D, Security 6D
Move: 10
Equipment: Imperial Navy Commando Armor (+2D physical, +1D energy), Blaster Pistol (4D), Blaster Rifle (5D), Grenade (5D)
Reference: N/A

Imperial Navy Commando (Veteran)

Species: Human
Sex: Male
DEXTERITY 3D
Blaster 8D, Brawling Parry 8D, Dodge 8D, Grenade 7D
PERCEPTION 2D
Hide 7D+2, Search 7D+2, Sneak 8D
KNOWLEDGE 2D
Survival 5D
STRENGTH 2D
Brawling 7D+1
MECHANICAL 2D
TECHNICAL 2D
Demolitions 6D, Security 7D
Move: 10
Equipment: Imperial Navy Commando Armor (+2D physical, +1D energy), Blaster Pistol (4D), Blaster Rifle (5D), Grenade (5D)
Reference: N/A

Imperial Navy Commando Armor:

- Protection: +2D physical, +2D energy.
- Helmet Comlink.
- MFTAS: +2D to *perception* checks in low visibility situations, +2D to ranged weapon skill uses against targets moving more than 10 per round.
- Climate Control Body Glove.

Naval Special Forces Trooper

The Special Navy Force troopers were the elite forces of the Imperial Navy that were incredibly secret; both the Alliance to Restore the Republic and even the majority of the Imperial Navy didn't know of their existence. The group reportedly had only about 700 men in service. The successful project was a joint operation between the Ubiqtorate of the Imperial Intelligence and the Imperial Navy to create mobile infantry that did not require the use of the Imperial Army. The navy's aim was to eliminate their dependency on the army to establish beachheads on targeted planets, as the SpecNav Force troopers would be the first on the battlefield and serve as an advance force. The Ubiqtorate aim was to have troopers with special training necessary to allow them to be assigned on a wide variety of missions. These elite troopers were trained at D8-Red Base base in the Ringali Nebula. They were typically organized into squads of ten. These troops were hazardous, in addition to be deceptively quiet, crafty, and skilled. They were apparently trained in some form of hand-to-hand combat in addition to other weaponry, such as Blasters and Grenades.

SpecNav Trooper

Species: Human
Sex: Male
DEXTERITY 3D
Blaster 6D+2, Brawling Parry 5D, Dodge 5D+2, Grenade 5D, Melee Combat 5D+2, Melee Parry 5D+2
PERCEPTION 3D
Con 5D, Search 6D, Sneak 5D+2
KNOWLEDGE 3D
Alien Species 4D, Planetary Systems 5D, Streetwise 5D, Survival 5D
STRENGTH 3D+1
Brawling 5D+1, Brawling: Martial Arts 7D
MECHANICAL 2D+2
Astrogation 4D+2, Beast Riding 3D, Capital Ship Gunnery 4D+2, Capital Ship Piloting 4D+2, Capital Ship Shields 4D+2, Hover Vehicle Operation 5D+1, Repulsorlift Operation 5D, Space Transports 5D, Starfighter Piloting 6D, Starship Gunnery 5D, Starship Shields 5D
TECHNICAL 3D
Blaster Repair 4D, Computer Program/ Repair 6D, Demolitions 6D, First Aid 6D, Security 5D
Special Abilities:
Blindfighting: If the trooper makes a Very Difficult Brawling: Martial Arts roll - and is within striking distance of the target - the trooper can ignore the effects of blindness.
Instant Knockdown: If the trooper makes a successful Moderate Brawling: Martial Arts roll - and the attack is not dodged or parried – the target is immediately knocked to the ground.
Multiple Strikes: The trooper can make a second attack with no multiple action penalties if he makes a Moderate Brawling: Martial Arts roll. The second attack inflicts 3D damage.
Silent Strike: Providing the trooper can sneak up on an opponent, the trooper can instantly kill or render a target unconscious. A successful Difficult Brawling: Martial Arts roll indicates that the target is neutralized.
Zero-G Combat Training: +1D to dodge rolls in zero-g.
Move: 10
Equipment: Varies
Reference: The Far Orbit Project p79

SpecNav Trooper (Saboteur)

Species: Human
Sex: Male
DEXTERITY 3D
Blaster 6D+2, Brawling Parry 5D, Dodge 5D+2, Grenade 5D, Melee Combat 5D+2, Melee Parry 5D+2
PERCEPTION 3D
Con 5D, Hide 4D, Search 6D, Sneak 6D+2
KNOWLEDGE 3D
Alien Species 4D, Planetary Systems 5D, Streetwise 7D, Survival 5D
STRENGTH 3D+1
Brawling 5D+1, Brawling: Martial Arts 7D
MECHANICAL 2D+2
Astrogation 4D+2, Beast Riding 3D, Capital Ship Gunnery 4D+2, Capital Ship Piloting 4D+2, Capital Ship Shields 4D+2, Hover Vehicle Operation 5D+1, Repulsorlift Operation 5D, Space Transports 5D, Starfighter Piloting 6D, Starship Gunnery 5D, Starship Shields 5D
TECHNICAL 3D
Blaster Repair 4D, Computer Program/Repair 8D, Demolitions 8D, First Aid 6D, Security 7D

Special Abilities:
Blindfighting: If the trooper makes a Very Difficult Brawling: Martial Arts roll - and is within striking distance of the target - the trooper can ignore the effects of blindness.
Instant Knockdown: If the trooper makes a successful Moderate Brawling: Martial Arts roll - and the attack is not dodged or parried – the target is immediately knocked to the ground.
Multiple Strikes: The trooper can make a second attack with no multiple action penalties if he makes a Moderate Brawling: Martial Arts roll. The second attack inflicts 3D damage.
Silent Strike: Providing the trooper can sneak up on an opponent, the trooper can instantly kill or render a target unconscious. A successful Difficult Brawling: Martial Arts roll indicates that the target is neutralized.
Zero-G Combat Training: +1D to dodge rolls in zero-g.
Move: 10
Equipment: Varies
Reference: The Far Orbit Project p79

SpecNav Trooper (Tech)

Species: Human
Sex: Male
DEXTERITY 3D
Blaster 6D+2, Brawling Parry 5D, Dodge 5D+2, Grenade 5D, Melee Combat 5D+2, Melee Parry 5D+2
PERCEPTION 3D
Con 5D, Search 6D, Sneak 5D+2
KNOWLEDGE 3D
Alien Species 4D, Planetary Systems 5D, Streetwise 5D, Survival 5D
STRENGTH 3D+1
Brawling 5D+1, Brawling: Martial Arts 7D
MECHANICAL 2D+2
Astrogation 4D+2, Beast Riding 3D, Capital Ship Gunnery 4D+2, Capital Ship Piloting 4D+2, Capital Ship Shields 4D+2, Hover Vehicle Operation 5D+1, Repulsorlift Operation 6D, Space Transports 5D, Starfighter Piloting 6D, Starship Gunnery 5D, Starship Shields 5D
TECHNICAL 3D
Armor Repair 4D, Blaster Repair 5D, Computer Program/Repair 6D, Demolitions 6D, Droid Program 4D, Droid Repair 4D, First Aid 7D, Security 5D, Space Transports Repair 4D, Starfighter Repair 4D, Walker Repair 4D

Special Abilities:
Blindfighting: If the trooper makes a Very Difficult Brawling: Martial Arts roll - and is within striking distance of the target - the trooper can ignore the effects of blindness.
Instant Knockdown: If the trooper makes a successful Moderate Brawling: Martial Arts roll - and the attack is not dodged or parried – the target is immediately knocked to the ground.
Multiple Strikes: The trooper can make a second attack with no multiple action penalties if he makes a Moderate Brawling: Martial Arts roll. The second attack inflicts 3D damage.
Silent Strike: Providing the trooper can sneak up on an opponent, the trooper can instantly kill or render a target unconscious. A successful Difficult Brawling: Martial Arts roll indicates that the target is neutralized.
Zero-G Combat Training: +1D to dodge rolls in zero-g.
Move: 10
Equipment: Varies
Reference: The Far Orbit Project p79

SpecNav Trooper (Assault)

Species: Human
DEXTERITY 3D
Blaster 8D+2, Blaster Artillery 5D, Brawling Parry 7D, Dodge 5D+2, Grenade 7D, Melee Combat 7D+2, Melee Parry 7D+2, Vehicle Blasters 5D
KNOWLEDGE 3D
Alien Species 4D, Planetary Systems 5D, Streetwise 5D, Survival 5D
MECHANICAL 2D+2
Astrogation 4D+2, Beast Riding 3D, Capital Ship Gunnery 4D+2, Capital Ship Piloting 4D+2, Capital Ship Shields 4D+2, Hover Vehicle Operation 5D+1, Repulsorlift Operation 5D, Space Transports 5D, Starfighter Piloting 6D, Starship Gunnery 5D, Starship Shields 5D
Sex: Male
PERCEPTION 3D
Con 5D, Search 6D, Sneak 5D+2
STRENGTH 3D+1
Brawling 5D+1, Brawling: Martial Arts 7D
TECHNICAL 3D
Blaster Repair 4D, Computer Program/Repair 6D, Demolitions 6D, First Aid 6D, Security 5D
Special Abilities:
Blindfighting: If the trooper makes a Very Difficult Brawling: Martial Arts roll - and is within striking distance of the target - the trooper can ignore the effects of blindness.
Instant Knockdown: If the trooper makes a successful Moderate Brawling: Martial Arts roll - and the attack is not dodged or parried – the target is immediately knocked to the ground.
Multiple Strikes: The trooper can make a second attack with no multiple action penalties if he makes a Moderate Brawling: Martial Arts roll. The second attack inflicts 3D damage.
Silent Strike: Providing the trooper can sneak up on an opponent, the trooper can instantly kill or render a target unconscious. A successful Difficult Brawling: Martial Arts roll indicates that the target is neutralized.
Zero-G Combat Training: +1D to dodge rolls in zero-g.
Move: 10
Equipment: Varies
Reference: The Far Orbit Project p79

SpecNav Trooper (Covert)

Species: Human
DEXTERITY 3D
Blaster 6D+2, Brawling Parry 5D, Dodge 5D+2, Grenade 5D, Melee Combat 5D+2, Melee Parry 5D+2
KNOWLEDGE 3D
Alien Species 4D, Command 4D, Planetary Systems 5D, Streetwise 6D, Survival 5D
MECHANICAL 2D+2
Astrogation 4D+2, Beast Riding 3D, Capital Ship Gunnery 4D+2, Capital Ship Piloting 4D+2, Capital Ship Shields 4D+2, Hover Vehicle Operation 5D+1, Repulsorlift Operation 5D, Space Transports 5D, Starfighter Piloting 6D, Starship Gunnery 5D, Starship Shields 5D
Sex: Male
PERCEPTION 3D
Bargain 4D, Con 6D, Hide 4D, Search 7D, Sneak 6D+2
STRENGTH 3D+1
Brawling 5D+1, Brawling: Martial Arts 7D
TECHNICAL 3D
Blaster Repair 4D, Computer Program/Repair 7D, Demolitions 6D, First Aid 6D, Security 6D
Special Abilities:
Blindfighting: If the trooper makes a Very Difficult Brawling: Martial Arts roll - and is within striking distance of the target - the trooper can ignore the effects of blindness.
Instant Knockdown: If the trooper makes a successful Moderate Brawling: Martial Arts roll - and the attack is not dodged or parried – the target is immediately knocked to the ground.
Multiple Strikes: The trooper can make a second attack with no multiple action penalties if he makes a Moderate Brawling: Martial Arts roll. The second attack inflicts 3D damage.
Silent Strike: Providing the trooper can sneak up on an opponent, the trooper can instantly kill or render a target unconscious. A successful Difficult Brawling: Martial Arts roll indicates that the target is neutralized.
Zero-G Combat Training: +1D to dodge rolls in zero-g.
Move: 10
Equipment: Varies
Reference: The Far Orbit Project p79

ISB Enforcement Officer

Species: Human
Sex: Male
DEXTERITY 3D+2
Blaster 4D+2, Blaster: Blaster Rifle 4D+2, Dodge 4D, Melee Combat 4D, Melee Parry 4D
PERCEPTION 3D+2
Search 4D,
STRENGTH 3D+2
Brawling 4D
KNOWLEDGE 2D
Bureaucracy 2D+1
TECHNICAL 3D
Security 3D+1
MECHANICAL 3D
Move: 10
Equipment: Blaster Pistol (4D), Blaster Rifle (5D), Knife (Str+2), Body Armor (+1D+1 physical, +2 energy), Protective Helmet (+1D physical, +1 energy), 2 grenades (5D), Retractable Billy Club (Str +1D), Comlink, Wrist Manacles (STR 6D to break)
Reference: N/A

ISB Enforcement Officer (Experienced)

Species: Human
Sex: Male
DEXTERITY 3D+2
Blaster 5D+2, Blaster: Blaster Rifle 6D+2, Dodge 4D+2, Grenade 4D, Melee Combat 4D+2, Melee Parry 4D+1
PERCEPTION 3D+2
Search 4D+2
STRENGTH 3D+2
Brawling 5D
KNOWLEDGE 2D
Bureaucracy 3D, Streetwise 2D+2
TECHNICAL 3D
Demolitions 3D+2, First Aid 3D+2, Security 4D
MECHANICAL 3D
Repulsorlift Operation 3D+1
Move: 10
Equipment: Blaster Pistol (4D), Blaster Rifle (5D), Knife (Str+2), Body Armor (+1D+1 physical, +2 energy), Protective Helmet (+1D physical, +1 energy), 2 grenades (5D), Retractable Billy Club (Str +1D), Comlink, Wrist Manacles (STR 6D to break)
Reference: Supernova p9

ISB Enforcement Officer (Veteran)

Species: Human
Sex: Male
DEXTERITY 3D+2
Blaster 6D+2, Blaster: Blaster Rifle 7D+2, Dodge 5D+2, Grenade 5D, Melee Combat 5D+2, Melee Parry 5D+1
PERCEPTION 3D+2
Command 4D, Search 5D+2
STRENGTH 3D+2
Brawling 6D
TECHNICAL 3D
Demolitions 4D+1, First Aid 4D+1, Security 5D
KNOWLEDGE 2D
Bureaucracy 4D, Streetwise 3D+2
MECHANICAL 3D
Repulsorlift Operation 4D
Move: 10
Equipment: Blaster Pistol (4D), Blaster Rifle (5D), Knife (Str+2), Body Armor (+1D+1 physical, +2 energy), Protective Helmet (+1D physical, +1 energy), 2 grenades (5D), Retractable Billy Club (Str +1D), Comlink, Wrist Manacles (STR 6D to break)
Reference: N/A

ISB Enforcement Officer (Elite)

Species: Human
Sex: Male
DEXTERITY 3D+2
Blaster 7D+2, Blaster: Blaster Rifle 8D+2, Dodge 6D+2, Grenade 5D+2, Melee Combat 6D+2, Melee Parry 6D+1
PERCEPTION 3D+2
Command 4D+2, Search 6D+2
STRENGTH 3D+2
Brawling 6D
TECHNICAL 3D
Demolitions 5D, First Aid 5D, Security 6D
KNOWLEDGE 2D
Bureaucracy 5D, Streetwise 4D+2
MECHANICAL 3D
Repulsorlift Operation 4D+2
Move: 10
Equipment: Blaster Pistol (4D), Blaster Rifle (5D), Knife (Str+2), Body Armor (+1D+1 physical, +2 energy), Protective Helmet (+1D physical, +1 energy), 2 grenades (5D), Retractable Billy Club (Str +1D), Comlink, Wrist Manacles (STR 6D to break)
Reference: N/A

ISB Investigator

Species: Human
Sex: Male
DEXTERITY 3D+2
Blaster 4D+2, Blaster: Blaster Rifle 4D+2, Dodge 4D, Melee Combat 4D, Melee Parry 4D
PERCEPTION 3D+2
Bargain 4D, Command 4D, Investigation 4D+2, Search 4D
STRENGTH 3D+2
Brawling 4D
KNOWLEDGE 2D
Alien Species 2D+1, Bureaucracy 3D, Intimidation 2D+1, Languages 2D+1, Law Enforcement 3D, Streetwise 3D
TECHNICAL 3D
Security 3D+1
MECHANICAL 3D
Move: 10
Equipment: Blaster Pistol (4D), Blaster Rifle (5D), Knife (Str+2), Body Armor (+1D+1 physical, +2 energy), Protective Helmet (+1D physical, +1 energy), 2 grenades (5D), Retractable Billy Club (Str +1D), Comlink, Wrist Manacles (STR 6D to break)
Reference: N/A

ISB Investigator (Experienced)

Species: Human
Sex: Male
DEXTERITY 3D+2
Blaster 5D+2, Blaster: Blaster Rifle 6D+2, Dodge 4D+2, Grenade 4D, Melee Combat 4D+2, Melee Parry 4D+1
PERCEPTION 3D+2
Bargain 4D+2, Command 4D+2, Investigation 5D+2, Search 5D
STRENGTH 3D+2
Brawling 5D

KNOWLEDGE 2D
Alien Species 3D, Bureaucracy 3D+2, Intimidation 3D, Languages 3D, Law Enforcement 4D, Streetwise 3D+2

TECHNICAL 3D
Demolitions 3D+2, First Aid 3D+2, Security 4D

MECHANICAL 3D
Repulsorlift Operation 3D+1

Move: 10

Equipment: Blaster Pistol (4D), Blaster Rifle (5D), Knife (Str+2), Body Armor (+1D+1 physical, +2 energy), Protective Helmet (+1D physical, +1 energy), 2 grenades (5D), Retractable Billy Club (Str +1D), Comlink, Wrist Manacles (STR 6D to break)

Reference: N/A

ISB Investigator (Veteran)

Species: Human

Sex: Male

DEXTERITY 3D+2
Blaster 6D+2, Blaster: Blaster Rifle 7D+2, Dodge 5D+2, Grenade 5D, Melee Combat 5D+2, Melee Parry 5D+1

PERCEPTION 3D+2
Bargain 5D+1, Command 5D+1, Investigation 6D+2, Search 6D

STRENGTH 3D+2
Brawling 6D

KNOWLEDGE 2D
Alien Species 3D+2, Bureaucracy 4D+1, Intimidation 3D+2, Languages 3D+2, Law Enforcement 5D, Streetwise 4D+1

TECHNICAL 3D
Demolitions 4D+1, First Aid 4D+1, Security 5D

MECHANICAL 3D
Repulsorlift Operation 4D

Move: 10

Equipment: Blaster Pistol (4D), Blaster Rifle (5D), Knife (Str+2), Body Armor (+1D+1 physical, +2 energy), Protective Helmet (+1D physical, +1 energy), 2 grenades (5D), Retractable Billy Club (Str +1D), Comlink, Wrist Manacles (STR 6D to break)

Reference: N/A

ISB Investigator (Elite)

Species: Human

Sex: Male

DEXTERITY 3D+2
Blaster 7D+2, Blaster: Blaster Rifle 8D+2, Dodge 6D+2, Grenade 5D+2, Melee Combat 6D+2, Melee Parry 6D+1

PERCEPTION 3D+2
Bargain 6D, Command 6D, Investigation 7D+2, Search 7D

STRENGTH 3D+2
Brawling 6D

KNOWLEDGE 2D
Alien Species 4D+1, Bureaucracy 5D, Intimidation 4D+1, Languages 4D+1, Law Enforcement 6D, Streetwise 5D

TECHNICAL 3D
Demolitions 5D, First Aid 5D, Security 6D

MECHANICAL 3D
Repulsorlift Operation 4D+2

Move: 10

Equipment: Blaster Pistol (4D), Blaster Rifle (5D), Knife (Str+2), Body Armor (+1D+1 physical, +2 energy), Protective Helmet (+1D physical, +1 energy), 2 grenades (5D), Retractable Billy Club (Str +1D), Comlink, Wrist Manacles (STR 6D to break)

Reference: N/A

Intelligence Team Member

Species: Human

Sex: Male

DEXTERITY 3D+1
Archaic Guns 3D+2, Blaster 5D+2, Blaster Artillery 5D, Brawling Parry 6D, Dodge 6D, Firearms 6D+1, Grenade 5D, Melee Combat 5D, Melee Parry 5D, Missile Weapons 5D, Thrown Weapons 6D, Vehicle Weapons 5D+2

PERCEPTION 4D
Bargain 4D+2, Command 5D, Con 5D, Forgery 4D+1, Search 6D, Sneak 6D

STRENGTH 3D+2
Brawling 5D, Climbing/Jumping 4D+2, Lifting 4D+2, Stamina 6D, Swimming 4D

KNOWLEDGE 3D
Alien Species 5D, Intimidation 5D+2, Languages 6D+1*, Law Enforcement 6D, Planetary Systems 6D*, Streetwise 6D+2, Survival 6D+2*

TECHNICAL 3D
Computer Program/Repair 5D, First Aid 5D, Security 7D*, Walker Repair 5D

MECHANICAL 3D
Astrogation 4D+2, Beast Riding 5D, Communications 4D, Repulsorlift Operation 6D, Space Transports 5D, Starfighter Piloting 4D, Swoop Operation 5D, Walker Operation 5D

Move: 10

Special Abilities:
*Some Skills have been artificially enhanced by specialized training and mnemiotic drugs.

Equipment: Blaster Pistol (4D+1), Encrypted Comlink, Fake Ids.

Reference: Thrawn Trilogy Sourcebook p76

Intelligence Team Member (Communications)

Species: Human

Sex: Male

DEXTERITY 3D+1
Archaic Guns 3D+2, Blaster 5D+2, Blaster Artillery 5D, Brawling Parry 6D, Dodge 6D, Firearms 6D+1, Grenade 5D, Melee Combat 5D, Melee Parry 5D, Missile Weapons 5D, Thrown Weapons 6D, Vehicle Weapons 5D+2

PERCEPTION 4D
Bargain 4D+2, Command 5D, Con 5D, Forgery 4D+1, Search 6D, Sneak 6D

STRENGTH 3D+2
Brawling 5D, Climbing/Jumping 4D+2, Lifting 4D+2, Stamina 6D, Swimming 4D

KNOWLEDGE 3D
Alien Species 5D, Intimidation 5D+2, Languages 6D+1*, Law Enforcement 6D, Planetary Systems 6D*, Streetwise

TECHNICAL 3D
Computer Program/Repair 5D, First Aid 5D, Security 7D*, Walker Repair 5D

6D+2, Survival 6D+2*

MECHANICAL 3D

Astrogation 4D+2, Beast Riding 5D, Communications 9D, Repulsorlift Operation 6D, Space Transports 5D, Starfighter Piloting 4D, Swoop Operation 5D, Walker Operation 5D **Move:** 10

Special Abilities:

*Some Skills have been artificially enhanced by specialized training and mnemiotic drugs.

Equipment: Blaster Pistol (4D+1), Encrypted Comlink, Fake Ids.

Reference: Thrawn Trilogy Sourcebook p76

Intelligence Team Member (Heavy Weapons)

Species: Human **Sex:** Male

DEXTERITY 3D+1

Archaic Guns 3D+2, Blaster 5D+2, Blaster: Heavy Blaster 10D, Blaster: Blaster Rifle 10D, Blaster Artillery 10D, Brawling Parry 6D, Dodge 6D, Firearms 6D+1, Grenade 5D, Melee Combat 5D, Melee Parry 5D, Missile Weapons 9D, Thrown Weapons 6D, Vehicle Weapons 5D+2

KNOWLEDGE 3D

Alien Species 5D, Intimidation 5D+2, Languages 6D+1*, Law Enforcement 6D, Planetary Systems 6D*, Streetwise 6D+2, Survival 6D+2*

MECHANICAL 3D

Astrogation 4D+2, Beast Riding 5D, Communications 4D, Repulsorlift Operation 6D, Space Transports 5D, Starfighter Piloting 4D, Swoop Operation 5D, Walker Operation 5D **Move:** 10

PERCEPTION 4D

Bargain 4D+2, Command 5D, Con 5D, Forgery 4D+1, Search 6D, Sneak 6D

STRENGTH 3D+2

Brawling 5D, Climbing/Jumping 4D+2, Lifting 4D+2, Stamina 6D, Swimming 4D

TECHNICAL 3D

Computer Program/Repair 5D, First Aid 5D, Security 7D*, Walker Repair 5D

Special Abilities:

*Some Skills have been artificially enhanced by specialized training and mnemiotic drugs.

Equipment: Blaster Rifle (5D), Blaster Pistol (4D+1), Encrypted Comlink, Fake Ids.

Reference: Thrawn Trilogy Sourcebook p76

Intelligence Team Member (Scout)

Species: Human **Sex:** Male

DEXTERITY 3D+1

Archaic Guns 3D+2, Blaster 5D+2, Blaster Artillery 5D, Brawling Parry 6D, Dodge 6D, Firearms 6D+1, Grenade 5D, Melee Combat 5D, Melee Parry 5D, Missile Weapons 5D, Thrown Weapons 6D, Vehicle Weapons 5D+2

KNOWLEDGE 3D

Alien Species 5D, Intimidation 5D+2, Languages 6D+1*, Law Enforcement 6D, Planetary Systems 6D*, Streetwise 6D+2, Survival 6D+2*

MECHANICAL 3D

Astrogation 4D+2, Beast Riding 5D, Communications 4D, Repulsorlift Operation 6D, Space Transports 5D, Starfighter Piloting 4D, Swoop Operation 5D, Walker Operation 5D **Move:** 10

PERCEPTION 4D

Bargain 4D+2, Command 5D, Con 5D, Forgery 4D+1, Search 10D, Search: Tracking 10D+1, Sneak 10D

STRENGTH 3D+2

Brawling 5D, Climbing/Jumping 4D+2, Lifting 4D+2, Stamina 6D, Swimming 4D

TECHNICAL 3D

Computer Program/Repair 5D, First Aid 5D, Security 7D*, Walker Repair 5D

Special Abilities:

*Some Skills have been artificially enhanced by specialized training and mnemiotic drugs.

Equipment: Blaster Pistol (4D+1), Encrypted Comlink, Fake Ids.

Reference: Thrawn Trilogy Sourcebook p76

ISB Field Coordinator

Species: Human **Sex:** Male

DEXTERITY 3D+2

Blaster 5D+2, Blaster: Blaster Rifle 6D+2, Dodge 4D+2, Grenade 4D, Melee Combat 4D+2, Melee Parry 4D+1

KNOWLEDGE 2D

Bureaucracy 4D, Law Enforcement 3D, Streetwise 2D+2

MECHANICAL 3D

Repulsorlift Operation 3D+1 **Move:** 10

PERCEPTION 3D+2

Command 4D+2, Search 4D+2

STRENGTH 3D+2

Brawling 5D

TECHNICAL 3D

Demolitions 3D+2, First Aid 3D+2, Security 4D

Equipment: Blaster Pistol (4D), Blaster Rifle (5D), Knife (Str+2), Body Armor (+1D+1 physical, +2 energy), Protective Helmet (+1D physical, +1 energy), 2 grenades (5D), Retractable Billy Club (Str +1D), Comlink, Wrist Manacles (STR 6D to break)

Reference: N/A

ISB Field Coordinator (Veteran)

Species: Human **Sex:** Male

DEXTERITY 3D+2

Blaster 6D+2, Blaster: Blaster Rifle 7D+2, Dodge 5D+2, Grenade 5D, Melee Combat 5D+2, Melee Parry 5D+1

KNOWLEDGE 2D

Bureaucracy 5D, Law Enforcement 4D, Streetwise 3D+2

MECHANICAL 3D

Repulsorlift Operation 4D **Move:** 10

PERCEPTION 3D+2

Command 5D+2, Search 5D+2

STRENGTH 3D+2

Brawling 6D

TECHNICAL 3D

Demolitions 4D+1, First Aid 4D+1, Security 5D

Equipment: Blaster Pistol (4D), Blaster Rifle (5D), Knife (Str+2), Body Armor (+1D+1 physical, +2 energy), Protective Helmet (+1D physical, +1 energy), 2 grenades (5D), Retractable Billy Club (Str +1D), Comlink, Wrist Manacles (STR 6D to break)

Reference: N/A

ISB Field Coordinator (Elite)

Species: Human **Sex:** Male

DEXTERITY 3D+2

Blaster 7D+2, Blaster: Blaster Rifle 8D+2, Dodge 6D+2, Grenade 5D+2, Melee Combat 6D+2, Melee Parry 6D+1

KNOWLEDGE 2D

Bureaucracy 6D, Law Enforcement 5D, Streetwise 4D+2

PERCEPTION 3D+2

Command 6D+2, Search 6D+2

STRENGTH 3D+2

Brawling 6D

TECHNICAL 3D

Demolitions 5D, First Aid 5D, Security 6D

MECHANICAL 3D
Repulsorlift Operation 4D+2 **Move:** 10
Equipment: Blaster Pistol (4D), Blaster Rifle (5D), Knife (Str+2), Body Armor (+1D+1 physical, +2 energy), Protective Helmet (+1D physical, +1 energy), 2 grenades (5D), Retractable Billy Club (Str +1D), Comlink, Wrist Manacles (STR 6D to break)
Reference: N/A

ISB Technician

Species: Human **Sex:** Male
DEXTERITY 3D+2
Blaster 4D+2, Blaster: Blaster Rifle 4D+2, Dodge 4D, Melee Combat 4D, Melee Parry 4D
KNOWLEDGE 2D
Bureaucracy 2D+1
MECHANICAL 3D
PERCEPTION 3D+2
Search 4D,
STRENGTH 3D+2
Brawling 4D
TECHNICAL 3D
Armor Repair 3D+2, Blaster Repair 4D, Computer Program/ Repair 4D, Droid Repair 4D, Engineering 3D+2, Firearm Repair 3D+2, Security 3D+1
Move: 10
Equipment: Blaster Pistol (4D), Toolkit, Comlink
Reference: N/A

ISB Technician (Experienced)

Species: Human **Sex:** Male
DEXTERITY 3D+2
Blaster 5D+2, Blaster: Blaster Rifle 6D+2, Dodge 4D+2, Grenade 4D, Melee Combat 4D+2, Melee Parry 4D+1
KNOWLEDGE 2D
Bureaucracy 3D, Streetwise 2D+2
MECHANICAL 3D
Repulsorlift Operation 3D+1
PERCEPTION 3D+2
Search 4D+2
STRENGTH 3D+2
Brawling 5D
TECHNICAL 3D
Armor Repair 4D+2, Blaster Repair 5D, Computer Program/ Repair 5D, Droid Repair 5D, Engineering 4D+2, Firearm Repair 4D+2, Security 4D+1
Move: 10
Equipment: Blaster Pistol (4D), Toolkit, Comlink
Reference: N/A

ISB Technician (Veteran)

Species: Human **Sex:** Male
DEXTERITY 3D+2
Blaster 6D+2, Blaster: Blaster Rifle 7D+2, Dodge 5D+2, Grenade 5D, Melee Combat 5D+2, Melee Parry 5D+1
KNOWLEDGE 2D
Bureaucracy 4D, Streetwise 3D+2
MECHANICAL 3D
Repulsorlift Operation 4D
PERCEPTION 3D+2
Search 5D+2
STRENGTH 3D+2
Brawling 5D
TECHNICAL 3D
Armor Repair 5D+2, Blaster Repair 6D, Computer Program/ Repair 6D, Droid Repair 6D, Engineering 5D+2, Firearm Repair 5D+2, Security 5D+1
Move: 10
Equipment: Blaster Pistol (4D), Toolkit, Comlink
Reference: N/A

ISB Technician (Elite)

Species: Human **Sex:** Male
DEXTERITY 3D+2
Blaster 7D+2, Blaster: Blaster Rifle 8D+2, Dodge 6D+2, Grenade 5D+2, Melee Combat 6D+2, Melee Parry 6D+1
KNOWLEDGE 2D
Bureaucracy 5D, Streetwise 4D+2
MECHANICAL 3D
Repulsorlift Operation 4D+2
PERCEPTION 3D+2
Command 4D+2, Search 6D+2
STRENGTH 3D+2
Brawling 6D
TECHNICAL 3D
Armor Repair 6D+2, Blaster Repair 7D, Computer Program/ Repair 7D, Droid Repair 7D, Engineering 6D+2, Firearm Repair 6D+2, Security 6D+1
Move: 10
Equipment: Blaster Pistol (4D), Toolkit, Comlink
Reference: N/A

ISB Security Guard

Species: Human **Sex:** Male
DEXTERITY 2D
Blaster 4D+1, Blaster: Blaster Rifle 5D+1, Brawling Parry 4D, Dodge 3D, Melee Combat 3D+2, Melee Parry 4D
KNOWLEDGE 2D
Alien Species 3D, Bureaucracy 3D, Streetwise 3D+1
MECHANICAL 2D
PERCEPTION 2D
Bargain 3D+2, Command 3D+2, Con 3D+1, Hide 3D, Search 3D+1, Sneak 3D
STRENGTH 2D
Brawling 4D
TECHNICAL 2D
Security 4D
Move: 10
Equipment: Body armor (+1D physical, +1 energy), Helmet (+2 physical, +1 energy), Blaster Rifle (5D), Blaster Pistol (4D), Force Truncheon (Str + 2D), Comlink, Wrist Restraints X 2 (Str 6D)
Reference: Supernova p20

ISB Security Guard (Experienced)

Species: Human **Sex:** Male
DEXTERITY 2D
Blaster 5D+1, Blaster: Blaster Rifle 6D+1, Brawling Parry 5D, Dodge 4D, Melee Combat 4D+2, Melee Parry 5D
KNOWLEDGE 2D
Alien Species 3D+2, Bureaucracy 3D+2, Streetwise 4D
MECHANICAL 2D
PERCEPTION 2D
Bargain 4D, Command 4D, Con 3D+2, Hide 4D, Search 4D+1, Sneak 4D
STRENGTH 2D
Brawling 5D
TECHNICAL 2D
Security 5D
Move: 10
Equipment: Body armor (+1D physical, +1 energy), Helmet (+2 physical, +1 energy), Blaster Rifle (5D), Blaster Pistol (4D), Force Truncheon (Str + 2D), Comlink, Wrist Restraints X 2 (Str 6D)
Reference: N/A

ISB Security Guard (Veteran)

Species: Human
Sex: Male
DEXTERITY 2D
Blaster 6D+1, Blaster: Blaster Rifle 7D+1, Brawling Parry 6D, Dodge 5D, Melee Combat 5D+2, Melee Parry 6D
KNOWLEDGE 2D
Alien Species 4D+1, Bureaucracy 4D+1, Streetwise 4D+2
MECHANICAL 2D
PERCEPTION 2D
Bargain 4D+1, Command 4D+1, Con 4D, Hide 5D, Search 5D+1, Sneak 5D
STRENGTH 2D
Brawling 6D
TECHNICAL 2D
Security 6D
Move: 10
Equipment: Body armor (+1D physical, +1 energy), Helmet (+2 physical, +1 energy), Blaster Rifle (5D), Blaster Pistol (4D), Force Truncheon (Str + 2D), Comlink, Wrist Restraints X 2 (Str 6D)
Reference: N/A

ISB Security Guard (Elite)

Species: Human
Sex: Male
DEXTERITY 2D
Blaster 7D+1, Blaster: Blaster Rifle 8D+1, Brawling Parry 7D, Dodge 6D, Melee Combat 6D+2, Melee Parry 7D
KNOWLEDGE 2D
Alien Species 5D, Bureaucracy 5D, Streetwise 5D+1
MECHANICAL 2D
PERCEPTION 2D
Bargain 4D+2, Command 4D+2, Con 4D+1, Hide 6D, Search 6D+1, Sneak 6D
STRENGTH 2D
Brawling 7D
TECHNICAL 2D
Security 7D
Move: 10
Equipment: Body armor (+1D physical, +1 energy), Helmet (+2 physical, +1 energy), Blaster Rifle (5D), Blaster Pistol (4D), Force Truncheon (Str + 2D), Comlink, Wrist Restraints X 2 (Str 6D)
Reference: N/A

ISB Solo Agent

Species: Human
Sex: Male
DEXTERITY 3D+1
Archaic Guns 4D+2, Blaster 6D+2, Blaster Artillery 5D+1, Brawling Parry 6D+1, Dodge 7D+1, Firearms 6D+1, Grenade 5D+1, Melee Combat 6D+1, Melee Parry 6D+1, Missile Weapons 5D+2, Pick Pocket 5D+2, Thrown Weapons 6D, Vehicle Weapons 5D+2
KNOWLEDGE 3D
Alien Species 5D, Bureaucracy 6D, Business 5D+2, Cultures 6D*, Intimidation 5D+2, Languages 7D*, Law Enforcement 6D, Planetary Systems 7D*, Streetwise 6D+2, Survival 6D+2*
MECHANICAL 3D
Archaic Starship Piloting 3D+1, Astrogation 5D+2, Beast Riding 6D, Communications 5D, Ground Vehicle Operation 4D+2, Hover Vehicle Operation 4D+2, Repulsorlift Operation 7D, Space Transports 5D+2, Starfighter Piloting 3D+2, Swoop Operation 5D, Walker Operation 6D+2
PERCEPTION 4D
Bargain 4D+2, Command 5D, Con 5D, Forgery 5D, Hide 6D+2, Persuasion 6D+1, Search 6D, Sneak 6D
STRENGTH 3D+2
Brawling 5D, Climbing/Jumping 4D+2, Lifting 4D+2, Stamina 6D, Swimming 4D
TECHNICAL 3D
Computer Program/Repair 6D, First Aid 6D, Ground Vehicle Repair 6D, Hover Vehicle Repair 6D, Security 7D*, Walker Repair 5D
Move: 10
Special Abilities:
*Some Skills have been artificially enhanced by specialized training and mnemiotic drugs.
Equipment: Blaster Pistol (4D+1), Encrypted Comlink, Fake Ids.
Reference: Thrawn Trilogy Sourcebook p76

ISB Solo Agent (Veteran)

Species: Human **Sex:** Male

DEXTERITY 3D+1
Archaic Guns 5D+1, Blaster 7D+1, Blaster Artillery 6D, Brawling Parry 7D, Dodge 8D, Firearms 7D, Grenade 6D, Melee Combat 7D, Melee Parry 7D, Missile Weapons 6D+1, Pick Pocket 6D+2, Thrown Weapons 6D+2, Vehicle Weapons 6D+1

PERCEPTION 4D
Bargain 5D+2, Command 6D, Con 6D, Forgery 6D, Hide 7D+2, Persuasion 7D+1, Search 7D, Sneak 7D

STRENGTH 3D+2
Brawling 5D+2, Climbing/ Jumping 5D+1, Lifting 5D+1, Stamina 6D+2, Swimming 4D+2

KNOWLEDGE 3D
Alien Species 5D, Bureaucracy 7D, Business 6D+2, Cultures 7D*, Intimidation 6D+2, Languages 8D*, Law Enforcement 7D, Planetary Systems 7D+2*, Streetwise 7D+2, Survival 7D+2*

TECHNICAL 3D
Computer Program/Repair 6D+2, First Aid 6D+2, Ground Vehicle Repair 6D+2, Hover Vehicle Repair 6D+2, Security 8D*, Walker Repair 5D+2

MECHANICAL 3D
Archaic Starship Piloting 4D, Astrogation 6D+1, Beast Riding 6D+2, Communications 5D+2, Ground Vehicle Operation 5D+1, Hover Vehicle Operation 5D+1, Repulsorlift Operation 7D+2, Space Transports 6D+1, Starfighter Piloting 4D+1, Swoop Operation 5D+2, Walker Operation 7D+1 **Move:** 10

Special Abilities:
*Some Skills have been artificially enhanced by specialized training and mnemiotic drugs.

Equipment: Blaster Pistol (4D+1), Encrypted Comlink, Fake Ids.
Reference: N/A

ISB Solo Agent (Elite)

Species: Human **Sex:** Male

DEXTERITY 3D+1
Archaic Guns 6D, Blaster 8D, Blaster Artillery 6D+2, Brawling Parry 7D+2, Dodge 8D+2, Firearms 7D+2, Grenade 6D+2, Melee Combat 7D+2. Melee Parry 7D+2, Missile Weapons 7D, Pick Pocket 7D+1, Thrown Weapons 7D+1, Vehicle Weapons 7D

PERCEPTION 4D
Bargain 6D+2, Command 7D, Con 7D, Forgery 7D, Hide 8D+2, Persuasion 8D+1, Search 8D, Sneak 8D

STRENGTH 3D+2
Brawling 6D+1, Climbing/ Jumping 6D, Lifting 6D, Stamina 7D+1, Swimming 5D+1

KNOWLEDGE 3D
Alien Species 6D, Bureaucracy 8D, Business 7D+2, Cultures 8D*, Intimidation 7D+2, Languages 9D*, Law Enforcement 8D, Planetary Systems 8D+2*, Streetwise 8D+2, Survival 8D+2*

TECHNICAL 3D
Computer Program/Repair 7D+1, First Aid 7D+1, Ground Vehicle Repair 7D+1, Hover Vehicle Repair 7D+1, Security 9D*, Walker Repair 6D+1

MECHANICAL 3D
Archaic Starship Piloting 4D+2, Astrogation 7D, Beast Riding 7D+1, Communications 6D+1, Ground Vehicle Operation 6D, Hover Vehicle Operation 6D, Repulsorlift Operation 8D+1, Space Transports 7D, Starfighter Piloting 5D, Swoop Operation 6D+1, Walker Operation 8D **Move:** 10

Special Abilities:
*Some Skills have been artificially enhanced by specialized training and mnemiotic drugs.

Equipment: Blaster Pistol (4D+1), Encrypted Comlink, Fake Ids.
Reference: N/A

ISB Assassin

Species: Human **Sex:** Male

DEXTERITY 3D+2
Blaster 4D+2, Blaster: Blaster Rifle 4D+2, Blindfighting 4D, Dodge 4D, Firearms 4D+2, Melee Combat 4D, Melee Parry 4D

PERCEPTION 3D+2
Con 4D, Hide 5D, Search 5D, Sneak 5D+1

STRENGTH 3D+2
Brawling 4D, Climbing/Jumping 4D+2, Stamina 4D+1

KNOWLEDGE 2D
Biochemicals: Poisons 3D+1, Bureaucracy 2D+1, Streetwise 4D, Survival 3D

TECHNICAL 3D
Demolitions 4D, First Aid 3D+2, Security 4D+2

MECHANICAL 3D
Repulsorlift Operation 4D **Move:** 10

Equipment: Stealth Armor (+1D physical, +1D energy, adds +1D to Hide and Sneak rolls), Survival Gear, Assortment of weapons (Varies by agent and mission)
Reference: N/A

ISB Assassin (Veteran)

Species: Human
Sex: Male
DEXTERITY 3D+2
Blaster 5D+2, Blaster: Blaster Rifle 5D+2, Blindfighting 5D, Dodge 5D, Firearms 5D+2, Melee Combat 5D, Melee Parry 5D
PERCEPTION 3D+2
Con 4D+2, Hide 6D, Search 6D, Sneak 6D+1
STRENGTH 3D+2
Brawling 5D, Climbing/Jumping 5D+1, Stamina 5D
KNOWLEDGE 2D
Biochemicals: Poisons 4D+1, Bureaucracy 2D+1, Streetwise 4D+2, Survival 3D+2
TECHNICAL 3D
Demolitions 5D, First Aid 4D, Security 5D+2
MECHANICAL 3D
Repulsorlift Operation 4D+2
Move: 10
Equipment: Stealth Armor (+1D physical, +1D energy, adds +1D to Hide and Sneak rolls), Survival Gear, Assortment of weapons (Varies by agent and mission)
Reference: N/A

ISB Assassin (Elite)

Species: Human
Sex: Male
DEXTERITY 3D+2
Blaster 6D+2, Blaster: Blaster Rifle 6D+2, Blindfighting 6D, Dodge 6D, Firearms 6D+2, Melee Combat 6D, Melee Parry 6D
PERCEPTION 3D+2
Con 5D+1 Hide 7D, Search 7D, Sneak 7D+1
STRENGTH 3D+2
Brawling 6D, Climbing/Jumping 6D, Stamina 5D+2
KNOWLEDGE 2D
Biochemicals: Poisons 5D+1, Bureaucracy 2D+1, Streetwise 5D+1, Survival 4D+1
TECHNICAL 3D
Demolitions 6D, First Aid 4D+2, Security 6D+2
MECHANICAL 3D
Repulsorlift Operation 5D+1
Move: 10
Equipment: Stealth Armor (+1D physical, +1D energy, adds +1D to Hide and Sneak rolls), Survival Gear, Assortment of weapons (Varies by agent and mission).
Reference: N/A

ISB Re-Educator

Species: Human
Sex: Male
DEXTERITY 3D+2
Blaster 4D+2, Blaster: Blaster Rifle 4D+2, Dodge 4D, Melee Combat 4D, Melee Parry 4D
PERCEPTION 3D+2
Con 4D+2, Persuasion 4D+2, Search 4D
STRENGTH 2D+2
Brawling 4D
KNOWLEDGE 2D
Brainwashing 3D+2, Bureaucracy 3D, Intimidation 3D, Law Enforcement: Empire 3D+2, Scholar 3D+1, Streetwise 3D, Willpower 3D+1
TECHNICAL 3D
Security 3D+1
MECHANICAL 2D
Move: 10
Equipment: Stun Baton (STR+2D+2 Stun), Comlink, Datapad
Reference: N/A

ISB Re-Educator (Experienced)

Species: Human
Sex: Male
DEXTERITY 3D+2
Blaster 5D, Blaster: Blaster Rifle 5D, Dodge 4D+1, Melee Combat 4D+2, Melee Parry 4D+2
PERCEPTION 3D+2
Con 5D+2, Persuasion 5D+2, Search 4D+2
STRENGTH 2D+2
Brawling 4D+1
KNOWLEDGE 2D
Brainwashing 4D+2, Bureaucracy 3D+2, Intimidation 4D, Law Enforcement: Empire 4D+2, Scholar 4D, Streetwise 3D+2, Willpower 4D
TECHNICAL 3D
Security 4D
MECHANICAL 2D
Move: 10
Equipment: Stun Baton (STR+2D+2 Stun), Comlink, Datapad
Reference: N/A

ISB Re-Educator (Veteran)

Species: Human
Sex: Male
DEXTERITY 3D+2
Blaster 5D+1, Blaster: Blaster Rifle 5D+1, Dodge 4D+2, Melee Combat 5D+1, Melee Parry 5D+1
PERCEPTION 3D+2
Con 6D+2, Persuasion 6D+2, Search 5D+1
STRENGTH 2D+2
Brawling 4D+2
KNOWLEDGE 2D
Brainwashing 5D+2, Bureaucracy 4D+1, Intimidation 5D, Law Enforcement: Empire 5D+2, Scholar 4D+2, Streetwise 4D+1, Willpower 4D+2
TECHNICAL 3D
Security 4D+2
MECHANICAL 2D
Move: 10
Equipment: Stun Baton (STR+2D+2 Stun), Comlink, Datapad
Reference: N/A

ISB Re-Educator (Elite)

Species: Human
Sex: Male
DEXTERITY 3D+2
Blaster 5D+2, Blaster: Blaster Rifle 5D+2, Dodge 5D, Melee Combat 6D, Melee Parry 6D
PERCEPTION 3D+2
Con 7D+2, Persuasion 7D+2, Search 6D
STRENGTH 2D+2
Brawling 5D
KNOWLEDGE 2D
Brainwashing 6D+2, Bureaucracy 5D, Intimidation 6D, Law Enforcement: Empire 6D+2, Scholar 5D+1, Streetwise 5D, Willpower 5D+1
TECHNICAL 3D
Security 5D+1
MECHANICAL 2D
Move: 10
Equipment: Stun Baton (STR+2D+2 Stun), Comlink, Datapad
Reference: N/A

ISB Interrogator

Species: Human
Sex: Male
DEXTERITY 3D+2
Blaster 4D+2, Brawling Parry 4D+2, Dodge 4D+2, Interrogation Devices 4D+1, Melee Combat 4D+2, Melee Parry 4D+1
PERCEPTION 3D+2
Bargain 4D, Con 4D+2, Persuasion 4D+2, Search 4D+1
STRENGTH 3D+2
Brawling 4D+1, Stamina 4D+2
TECHNICAL 3D
First Aid 4D, Security 3D+2
KNOWLEDGE 2D
Bureaucracy 3D, Intimidation: Interrogation 4D, Law Enforcement 3D, Scholar 3D, Streetwise 2D+2, Willpower 4D
MECHANICAL 3D
Move: 10
Equipment: Blaster Pistol (4D), Knife (Str+2), Torture Kit (Adds +2D to Interrogation Devices checks), Comlink, Datapad
Reference: N/A

ISB Interrogator (Veteran)

Species: Human
Sex: Male
DEXTERITY 3D+2
Blaster 5D, Brawling Parry 5D+1, Dodge 5D+1, Interrogation Devices 5D+1, Melee Combat 5D+1, Melee Parry 5D+1
PERCEPTION 3D+2
Bargain 5D, Con 5D+2, Persuasion 5D+2, Search 5D
STRENGTH 3D+2
Brawling 5D, Stamina 5D+1
KNOWLEDGE 2D
Bureaucracy 3D+2, Intimidation: Interrogation 5D, Law Enforcement 4D, Scholar 3D+2, Streetwise 3D+1, Willpower 5D
TECHNICAL 3D
First Aid 5D, Security 4D
MECHANICAL 3D
Move: 10
Equipment: Blaster Pistol (4D), Knife (Str+2), Torture Kit (Adds +2D to Interrogation Devices checks), Comlink, Datapad
Reference: N/A

ISB Interrogator (Elite)

Species: Human
Sex: Male
DEXTERITY 3D+2
Blaster 5D+1, Brawling Parry 6D, Dodge 6D, Interrogation Devices 6D+1, Melee Combat 6D, Melee Parry 6D
PERCEPTION 3D+2
Bargain 6D, Con 6D+2, Persuasion 6D+2, Search 5D+2
STRENGTH 3D+2
Brawling 5D+2, Stamina 6D
KNOWLEDGE 2D
Bureaucracy 4D+1, Intimidation: Interrogation 6D, Law Enforcement 5D, Scholar 4D+1, Streetwise 4D, Willpower 6D
TECHNICAL 3D
First Aid 6D, Security 4D+1
MECHANICAL 3D
Move: 10
Equipment: Blaster Pistol (4D), Knife (Str+2), Torture Kit (Adds +2D to Interrogation Devices checks), Comlink, Datapad
Reference: N/A

ISB Undercover Agent

Species: Human
Sex: Male
DEXTERITY 3D+1
Blaster 4D+2, Blaster: Blaster Rifle 4D+2, Dodge 4D, Melee Combat 4D, Melee Parry 4D
PERCEPTION 3D+2
Bargain 4D, Con 4D+2, Hide 4D+2, Persuasion 4D, Search 4D+2, Sneak 4D+1
KNOWLEDGE 2D
Bureaucracy 2D+1, Streetwise 3D
STRENGTH 3D
Brawling 4D
MECHANICAL 3D
TECHNICAL 2D+1
Security 3D+1
Move: 10
Equipment: Blaster Pistol (4D), Encrypted Comlink, Encrypted Datapad
Reference: N/A

ISB Undercover Agent (Experienced)

Species: Human
Sex: Male
DEXTERITY 3D+1
Blaster 5D, Blaster: Blaster Rifle 5D, Dodge 4D+2, Melee Combat 4D+1, Melee Parry 4D+1
PERCEPTION 3D+2
Bargain 4D+2, Con 5D+2, Hide 5D+2, Persuasion 4D+2, Search 5D+2, Sneak 5D+1
KNOWLEDGE 2D
Bureaucracy 3D, Streetwise 4D
STRENGTH 3D
Brawling 4D+1
MECHANICAL 3D
TECHNICAL 2D+1
Security 4D+1
Move: 10
Equipment: Blaster Pistol (4D), Encrypted Comlink, Encrypted Datapad
Reference: N/A

ISB Undercover Agent (Veteran)

Species: Human
Sex: Male
DEXTERITY 3D+1
Blaster 5D+1, Blaster: Blaster Rifle 5D+1, Dodge 5D+1, Melee Combat 4D+2, Melee Parry 4D+2
PERCEPTION 3D+2
Bargain 5D+1, Con 6D+2, Hide 6D+2, Persuasion 5D+1, Search 6D+2, Sneak 6D+1
KNOWLEDGE 2D
Bureaucracy 3D+2, Streetwise 5D
STRENGTH 3D
Brawling 4D+2
MECHANICAL 3D
TECHNICAL 2D+1
Security 5D+1
Move: 10
Equipment: Blaster Pistol (4D), Encrypted Comlink, Encrypted Datapad
Reference: N/A

ISB Undercover Agent (Veteran)

Species: Human
Sex: Male
DEXTERITY 3D+1
Blaster 5D+2, Blaster: Blaster Rifle 5D+2, Dodge 6D, Melee Combat 5D, Melee Parry 5D
PERCEPTION 3D+2
Bargain 6D, Con 7D+2, Hide 7D+2, Persuasion 6D, Search 7D+2, Sneak 7D+1
KNOWLEDGE 2D
Bureaucracy 4D+1, Streetwise 6D
STRENGTH 3D
Brawling 5D
MECHANICAL 3D
TECHNICAL 2D+1
Security 6D+1
Move: 10
Equipment: Blaster Pistol (4D), Encrypted Comlink, Encrypted Datapad
Reference: N/A

ISB Office Personnel

Species: Human
DEXTERITY 2D
KNOWLEDGE 2D
Alien Species 2D+1, Bureaucracy 2D+1, Law Enforcement 3D
MECHANICAL 2D
Move: 10
Equipment: Comlink, Datapad
Reference: N/A

Sex: Male
PERCEPTION 3D
Investigation 4D+2
STRENGTH 2D
TECHNICAL 2D
Computer Program/Repair 3D+2

ISB Office Personnel (Veteran)

Species: Human
DEXTERITY 2D
KNOWLEDGE 2D
Alien Species 3D+2, Bureaucracy 3D+2, Law Enforcement 5D
MECHANICAL 2D
Move: 10
Equipment: Comlink, Datapad
Reference: N/A

Sex: Male
PERCEPTION 3D
Investigation 6D+2
STRENGTH 2D
TECHNICAL 2D
Computer Program/Repair 5D+2

ISB Office Personnel (System Analyst)

Species: Human
DEXTERITY 2D
KNOWLEDGE 2D
Alien Species 3D+2, Bureaucracy 3D+2, Law Enforcement 5D
MECHANICAL 2D
Move: 10
Equipment: Comlink, Datapad
Reference: N/A

Sex: Male
PERCEPTION 3D
Investigation 8D+2
STRENGTH 2D
TECHNICAL 2D
Computer Program/Repair 7D+2, Encryption 6D

ISB Office Personnel (Data Consultant)

Species: Human
DEXTERITY 2D
KNOWLEDGE 2D
Alien Species 5D, Bureaucracy 3D+2, Cultures 4D, Languages 4D, Law Enforcement 5D
MECHANICAL 2D
Communications 4D
Equipment: Comlink, Datapad
Reference: N/A

Sex: Male
PERCEPTION 3D
Investigation 6D+2, Search 4D
STRENGTH 2D
TECHNICAL 2D
Computer Program/Repair 5D+2
Move: 10

ISB Office Personnel (Legal Analyst)

Species: Human
DEXTERITY 2D
KNOWLEDGE 2D
Alien Species 3D+2, Bureaucracy 5D, Law Enforcement 7D
MECHANICAL 2D
Move: 10
Equipment: Comlink, Datapad
Reference: N/A

Sex: Male
PERCEPTION 3D
Investigation 6D+2, Search 5D
STRENGTH 2D
TECHNICAL 2D
Computer Program/Repair 5D+2

ISB Office Personnel (Document Authentication)

Species: Human
DEXTERITY 2D
KNOWLEDGE 2D
Alien Species 3D+2, Bureaucracy 4D+2, Law Enforcement 5D
MECHANICAL 2D
Move: 10
Equipment: Comlink, Datapad
Reference: N/A

Sex: Male
PERCEPTION 3D
Investigation 6D+2, Forgery 7D
STRENGTH 2D
TECHNICAL 2D
Computer Program/Repair 6D+2

ISB Internal Affairs

Species: Human
DEXTERITY 3D+2
Blaster 4D+2, Blaster: Blaster Rifle 4D+2, Dodge 4D, Melee Combat 4D, Melee Parry 4D, Pick Pocket 5D
KNOWLEDGE 2D+2
Bureaucracy 3D+2, Intimidation: Imperial Personnel 4D, Law Enforcement: Empire 4D, Willpower 4D
MECHANICAL 3D
Communications 4D, Sensors 4D
Equipment: Blaster Pistol (4D), Internal Affairs Badge, Encrypted Comlink, Encrypted Datapad, Code Slicer (Provides +1D security bonus when trying to bypass or break through security measures.)
Reference: N/A

Sex: Male
PERCEPTION 3D+2
Command 4D, Con 4D, Hide 4D+1, Investigation 5D, Persuasion 4D+2, Search 4D+2, Sneak 4D+2
STRENGTH 3D
Brawling 4D
TECHNICAL 3D
Encryption 4D, Security 4D
Move: 10

ISB Internal Affairs (Experienced)

Species: Human
DEXTERITY 3D+2
Blaster 5D, Blaster: Blaster

Sex: Male
PERCEPTION 3D+2
Command 5D, Con 5D, Hide

Rifle 5D, Dodge 4D+1, Melee Combat 4D+1, Melee Parry 4D+1, Pick Pocket 6D

KNOWLEDGE 2D+2
Bureaucracy 4D+2, Intimidation: Imperial Personnel 5D, Law Enforcement: Empire 5D, Willpower 5D

MECHANICAL 3D
Communications 5D, Sensors 5D

STRENGTH 3D
Brawling 4D+1

TECHNICAL 3D
Encryption 5D, Security 5D

Move: 10

Equipment: Blaster Pistol (4D), Internal Affairs Badge, Encrypted Comlink, Encrypted Datapad, Code Slicer (Provides +1D security bonus when trying to bypass or break through security measures.)

Reference: N/A

ISB Internal Affairs (Veteran)

Species: Human
Sex: Male

DEXTERITY 3D+2
Blaster 5D+1, Blaster: Blaster Rifle 5D+1, Dodge 4D+2, Melee Combat 4D+2, Melee Parry 4D+2, Pick Pocket 7D

PERCEPTION 3D+2
Command 6D, Con 6D, Hide 6D+1, Investigation 7D, Persuasion 6D+2, Search 6D+2, Sneak 6D+2

KNOWLEDGE 2D+2
Bureaucracy 5D+2, Intimidation: Imperial Personnel 6D, Law Enforcement: Empire 6D, Willpower 6D

STRENGTH 3D
Brawling 4D+2

MECHANICAL 3D
Communications 6D, Sensors 6D

TECHNICAL 3D
Encryption 6D, Security 6D

Move: 10

Equipment: Blaster Pistol (4D), Internal Affairs Badge, Encrypted Comlink, Encrypted Datapad, Code Slicer (Provides +1D security bonus when trying to bypass or break through security measures.)

Reference: N/A

ISB Internal Affairs (Elite)

Species: Human
Sex: Male

DEXTERITY 3D+2
Blaster 5D+2, Blaster: Blaster Rifle 5D+2, Dodge 5D, Melee Combat 5D, Melee Parry 5D, Pick Pocket 8D

PERCEPTION 3D+2
Command 7D, Con 7D, Hide 7D+1, Investigation 8D, Persuasion 7D+2, Search 7D+2, Sneak 7D+2

KNOWLEDGE 2D+2
Bureaucracy 6D+2, Intimidation: Imperial Personnel 7D, Law Enforcement: Empire 7D, Willpower 7D

STRENGTH 3D
Brawling 5D

MECHANICAL 3D
Communications 7D, Sensors 7D

TECHNICAL 3D
Encryption 7D, Security 7D

Move: 10

Equipment: Blaster Pistol (4D), Internal Affairs Badge, Encrypted Comlink, Encrypted Datapad, Code Slicer (Provides +1D security bonus when trying to bypass or break through security measures.)

Reference: N/A

CompForce Trooper

Species: Human
Sex: Male

DEXTERITY 2D+2
Blaster 3D, Dodge 3D+2

PERCEPTION 2D
Search 3D, Sneak 3D

KNOWLEDGE 2D+2
Survival 3D

STRENGTH 2D

MECHANICAL 1D+2

TECHNICAL 1D

Move: 10

Equipment: Blaster Rifle (5D), Partial Armor (+2 energy, +1D physical), Three Grenades (5D), Knife (STR+1D)

Reference: Rules of Engagement p97

CompForce Trooper (Experienced)

Species: Human
Sex: Male

DEXTERITY 2D+2
Blaster 4D, Dodge 4D+2

PERCEPTION 2D
Search 4D, Sneak 4D

KNOWLEDGE 2D+2
Survival 3D+2

STRENGTH 2D

MECHANICAL 1D+2

TECHNICAL 1D

Move: 10

Equipment: Blaster Rifle (5D), Partial Armor (+2 energy, +1D physical), Three Grenades (5D), Knife (STR+1D)

Reference: N/A

CompForce Trooper (Veteran)

Species: Human
Sex: Male

DEXTERITY 2D+2
Blaster 5D, Dodge 5D+2

PERCEPTION 2D
Search 5D, Sneak 5D

KNOWLEDGE 2D+2
Survival 4D+1

STRENGTH 2D

MECHANICAL 1D+2

TECHNICAL 1D

Move: 10

Equipment: Blaster Rifle (5D), Partial Armor (+2 energy, +1D physical), Three Grenades (5D), Knife (STR+1D)

Reference: N/A

CompForce Trooper (Elite)

Species: Human
Sex: Male

DEXTERITY 2D+2
Blaster 6D, Dodge 6D+2

PERCEPTION 2D
Search 6D, Sneak 6D

KNOWLEDGE 2D+2
Survival 5D

STRENGTH 2D

MECHANICAL 1D+2

TECHNICAL 1D

Move: 10

Equipment: Blaster Rifle (5D), Partial Armor (+2 energy, +1D physical), Three Grenades (5D), Knife (STR+1D)

Reference: N/A

CompForce Assault Trooper

Species: Human
Sex: Male

DEXTERITY 3D+2
Blaster 4D+1, Blaster Artillery 4D, Dodge 4D+1, Grenade 4D, Missile Weapons 4D, Vehicle Blasters 4D

PERCEPTION 3D
Search 4D, Sneak 4D

KNOWLEDGE 3D+2
Survival 4D

STRENGTH 3D

MECHANICAL 2D+2

TECHNICAL 2D
Demolitions 3D

Repulsorlift Operation 3D+1 **Move:** 10
Equipment: Blaster Rifle (5D), Heavy Blaster Pistol (5D), Partial Armor (+1D energy, +2D physical), Three Grenades (5D), Knife (STR+1D)
Reference: N/A

CompForce Assault Trooper (Experienced)

Species: Human **Sex:** Male
DEXTERITY 3D+2 **PERCEPTION 3D**
Blaster 5D+1, Blaster Artillery 5D, Dodge 5D+1, Grenade 5D, Missile Weapons 5D, Vehicle Blasters 5D
Search 5D, Sneak 5D
STRENGTH 3D
TECHNICAL 2D
Demolitions 3D+2
KNOWLEDGE 3D+2
Survival 4D+1
MECHANICAL 2D+2
Repulsorlift Operation 4D **Move:** 10
Equipment: Blaster Rifle (5D), Heavy Blaster Pistol (5D), Partial Armor (+1D energy, +2D physical), Three Grenades (5D), Knife (STR+1D)
Reference: N/A

CompForce Assault Trooper (Veteran)

Species: Human **Sex:** Male
DEXTERITY 3D+2 **PERCEPTION 3D**
Blaster 6D+1, Blaster Artillery 6D, Dodge 6D+1, Grenade 6D, Missile Weapons 6D, Vehicle Blasters 6D
Search 6D, Sneak 6D
STRENGTH 3D
TECHNICAL 2D
Demolitions 4D+1
KNOWLEDGE 3D+2
Survival 4D+2
MECHANICAL 2D+2
Repulsorlift Operation 4D+2 **Move:** 10
Equipment: Blaster Rifle (5D), Heavy Blaster Pistol (5D), Partial Armor (+1D energy, +2D physical), Three Grenades (5D), Knife (STR+1D)
Reference: N/A

CompForce Assault Trooper (Elite)

Species: Human **Sex:** Male
DEXTERITY 3D+2 **PERCEPTION 3D**
Blaster 7D+1, Blaster Artillery 7D, Dodge 7D+1, Grenade 7D, Missile Weapons 7D, Vehicle Blasters 7D
Search 7D, Sneak 7D
STRENGTH 3D
TECHNICAL 2D
Demolitions 5D
KNOWLEDGE 3D+2
Survival 4D+2
MECHANICAL 2D+2
Repulsorlift Operation 5D+1 **Move:** 10
Equipment: Blaster Rifle (5D), Heavy Blaster Pistol (5D), Partial Armor (+1D energy, +2D physical), Three Grenades (5D), Knife (STR+1D)
Reference: N/A

CompForce Observer

Species: Human **Sex:** Male
DEXTERITY 2D+2 **PERCEPTION 2D**
Blaster 3D, Dodge 3D+2, Pickpocket 3D
Hide 3D, Investigation 2D+2, Search 3D, Sneak 3D
KNOWLEDGE 2D+2 **STRENGTH 2D**
Alien Species 3D, Languages 3D, Survival 3D, Streetwise 3D
TECHNICAL 1D
MECHANICAL 1D+2
Repulsorlift Operation 2D+2, Sensors 2D+2 **Move:** 10
Equipment: Blaster Pistol (4D), Knife (STR+1D), Handheld Sensor, Comlink, Datapad
Reference: N/A

CompForce Observer (Experienced)

Species: Human **Sex:** Male
DEXTERITY 2D+2 **PERCEPTION 2D**
Blaster 3D+1, Dodge 4D, Pickpocket 3D+2
Hide 4D, Investigation 3D+2, Search 4D, Sneak 4D
KNOWLEDGE 2D+2 **STRENGTH 2D**
Alien Species 4D, Languages 4D, Survival 3D+1, Streetwise 3D+2
TECHNICAL 1D
MECHANICAL 1D+2
Repulsorlift Operation 3D, Sensors 3D+1 **Move:** 10
Equipment: Blaster Pistol (4D), Knife (STR+1D), Handheld Sensor, Comlink, Datapad
Reference: N/A

CompForce Observer (Veteran)

Species: Human **Sex:** Male
DEXTERITY 2D+2 **PERCEPTION 2D**
Blaster 3D+2, Dodge 4D+1, Pickpocket 4D+1
Hide 5D, Investigation 4D+2, Search 5D, Sneak 5D
KNOWLEDGE 2D+2 **STRENGTH 2D**
Alien Species 5D, Languages 5D, Survival 3D+2, Streetwise 4D+1
TECHNICAL 1D
MECHANICAL 1D+2
Repulsorlift Operation 3D+1, Sensors 4D **Move:** 10
Equipment: Blaster Pistol (4D), Knife (STR+1D), Handheld Sensor, Comlink, Datapad
Reference: N/A

CompForce Observer (Elite)

Species: Human
Sex: Male
DEXTERITY 2D+2
Blaster 4D, Dodge 4D+2, Pickpocket 5D
PERCEPTION 2D
Hide 6D, Investigation 5D+2, Search 6D, Sneak 6D
KNOWLEDGE 2D+2
Alien Species 6D, Languages 6D, Survival 4D, Streetwise 5D
STRENGTH 2D
TECHNICAL 1D
MECHANICAL 1D+2
Repulsorlift Operation 3D+2, Sensors 4D+2
Move: 10
Equipment: Blaster Pistol (4D), Knife (STR+1D), Handheld Sensor, Comlink, Datapad
Reference: N/A

CompForce Trooper Squad Leader

Species: Human
Sex: Male
DEXTERITY 3D
Blaster 4D, Dodge 4D+2
PERCEPTION 2D+2
Command 3D, Search 4D, Sneak 4D
KNOWLEDGE 3D
Survival 3D+2
STRENGTH 2D
MECHANICAL 1D+2
TECHNICAL 1D
Move: 10
Equipment: Blaster Rifle (5D), Partial Armor (+2 energy, +1D physical), Three Grenades (5D), Knife (STR+1D), Comlink
Reference: N/A

CompForce Trooper Squad Leader (Veteran)

Species: Human
Sex: Male
DEXTERITY 3D
Blaster 5D, Dodge 5D+2
PERCEPTION 2D+2
Command 4D, Search 5D, Sneak 5D
KNOWLEDGE 3D
Survival 4D+1
STRENGTH 2D
MECHANICAL 1D+2
TECHNICAL 1D
Move: 10
Equipment: Blaster Rifle (5D), Partial Armor (+2 energy, +1D physical), Three Grenades (5D), Knife (STR+1D), Comlink
Reference: N/A

CompForce Trooper Squad Leader (Elite)

Species: Human
Sex: Male
DEXTERITY 3D
Blaster 6D, Dodge 6D+2
PERCEPTION 2D+2
Command 5D, Search 6D, Sneak 6D
KNOWLEDGE 3D
Survival 5D
STRENGTH 2D
MECHANICAL 1D+2
TECHNICAL 1D
Move: 10
Equipment: Blaster Rifle (5D), Partial Armor (+2 energy, +1D physical), Three Grenades (5D), Knife (STR+1D), Comlink
Reference: N/A

Royal Guard

Species: Human
Sex: Male
DEXTERITY 5D
Blaster 7D, Blaster Artillery 6D, Brawling Parry 6D, Dodge 7D, Melee Combat 6D, Melee Combat: Force Pike 8D+2, Melee Parry 5D
PERCEPTION 2D+2
Bargain 3D+2, Command 5D+2, Hide 6D+2, Search 6D+2, Sneak 6D+2
STRENGTH 3D
Brawling 6D, Climbing/Jumping 6D, Lifting 5D, Stamina 6D
KNOWLEDGE 2D+1
Streetwise 3D+1, Survival 6D
TECHNICAL 2D+1
Demolition 5D+1, First Aid 3D, Security 4D+1
MECHANICAL 2D+2
Move: 10
Equipment: Heavy Blaster Pistol (5D), Armor (+2D physical, +1D energy, -1D Dexterity), Force Pike (STR+3D)
Reference: Imperial Sourcebook p12

Royal Guard (Experienced)

Species: Human
Sex: Male
DEXTERITY 5D
Blaster 8D, Blaster Artillery 7D, Brawling Parry 7D, Dodge 8D, Melee Combat 7D, Melee Combat: Force Pike 9D+2, Melee Parry 6D
PERCEPTION 2D+2
Bargain 3D+2, Command 5D+2, Hide 7D, Search 7D, Sneak 7D
STRENGTH 3D
Brawling 7D, Climbing/Jumping 6D+2, Lifting 5D+1, Stamina 6D+1
KNOWLEDGE 2D+1
Streetwise 3D+2, Survival 6D
TECHNICAL 2D+1
Demolition 5D+2, First Aid 3D, Security 5D
MECHANICAL 2D+2
Move: 10
Equipment: Heavy Blaster Pistol (5D), Armor (+2D physical, +1D energy, -1D Dexterity), Force Pike (STR+3D)
Reference: N/A

Royal Guard (Veteran)

Species: Human
Sex: Male
DEXTERITY 5D
Blaster 9D, Blaster Artillery 8D, Brawling Parry 8D, Dodge 9D, Melee Combat 8D, Melee Combat: Force Pike 10D+2, Melee Parry 7D
PERCEPTION 2D+2
Bargain 3D+2, Command 5D+2, Hide 7D+1, Search 7D+1, Sneak 7D+1
STRENGTH 3D
Brawling 8D, Climbing/Jumping 7D+1, Lifting 5D+2, Stamina 6D+2
KNOWLEDGE 2D+1
Streetwise 4D, Survival 6D
TECHNICAL 2D+1
Demolition 6D, First Aid 3D, Security 5D+2
MECHANICAL 2D+2
Move: 10
Equipment: Heavy Blaster Pistol (5D), Armor (+2D physical, +1D energy, -1D Dexterity), Force Pike (STR+3D)
Reference: N/A

Royal Guard (Elite)

Species: Human
Sex: Male
DEXTERITY 5D
Blaster 10D, Blaster Artillery
PERCEPTION 2D+2
Bargain 3D+2, Command 5D+2,

9D, Brawling Parry 9D, Dodge 10D, Melee Combat 9D, Melee Combat: Force Pike 11D+2, Melee Parry 8D

KNOWLEDGE 2D+1

Streetwise 4D+1, Survival 6D

MECHANICAL 2D+2

Hide 8D, Search 8D, Sneak 8D

STRENGTH 3D

Brawling 9D, Climbing/Jumping 8D, Lifting 6D, Stamina 7D

TECHNICAL 2D+1

Demolition 6D+1, First Aid 3D, Security 6D+1

Move: 10

Equipment: Heavy Blaster Pistol (5D), Armor (+2D physical, +1D energy, -1D Dexterity), Force Pike (STR+3D)

Reference: N/A

Royal Guard Armor

- *Armor Protection:* +2D physical, +1D energy, -1D *Dexterity* and related skills.
- *Comlink:* Tongue-activated top-security scrambler helmet comlink.
- *Sealed Body Glove:* Climate controlled body glove and breath mask allows operation in extremely cold or warm climates and toxic-air environments.
- *MFTAS:* Multi-Frequency Targeting Acquisition System; adds +3D to *Perception* and search checks in low-visibility situations, +2D to ranged weapon skill uses against targets moving more than 10 meters per round; polarized lenses prevent flash-blinding.
- *Utility Belt:* High-tension wire, grappling hooks, spare blaster power packs, ion flares, concentrated rations, spare comlink, water packs, 2 medpacs.

Dungeoneer

Species: Human

Sex: Male

DEXTERITY 3D

Blaster 5D, Brawling Parry 4D, Dodge 5D, Melee Combat 7D+2, Melee Parry 4D+1

KNOWLEDGE 2D

Intimidation 6D+2, Law Enforcement 5D

MECHANICAL 4D

Beast Riding 4D+1, Repulsorlift Operation 6D

PERCEPTION 3D

Command 6D+2, Con 3D, Search 4D+1, Sneak 4D

STRENGTH 3D

Brawling 4D, Climbing/Jumping 4D+2, Lifting 4D, Stamina 4D

TECHNICAL 3D

Computer Program/Repair 4D, Demolition 6D, First Aid 4D+2, Security 5D+1

Move: 10

Equipment: Dungeoneer Armor (Light Duty. +1D to all attacks), Dungeoneer Armor (Heavy Duty. +3D physical, +2D energy) Blaster Rifle (5D), Stun Pistol (5D Stun), Glop Grenade (3 Meter radius, holds target with Strength 6D.), Buzz Knuck (STR+1D, 6D stun), Power Sword (STR+3D), Neurinic Whip (STR+1D, 4D damage (stun or normal) for five rounds), 24 Wristbinders, Stun Baton (STR+1D, 5D Stun)

Reference: Dark Empire Sourcebook p42

Dungeoneer (Veteran)

Species: Human

Sex: Male

DEXTERITY 3D

Blaster 6D, Brawling Parry 5D+1, Dodge 6D+1, Melee Combat 9D+2, Melee Parry 6D+1

KNOWLEDGE 2D

Intimidation 8D+2, Law Enforcement 7D

MECHANICAL 4D

Beast Riding 5D, Repulsorlift Operation 6D

PERCEPTION 3D

Command 8D, Con 4D+1, Search 5D+2, Sneak 5D+1

STRENGTH 3D

Brawling 5D+1, Climbing/Jumping 5D+1, Lifting 5D+1, Stamina 6D

TECHNICAL 3D

Computer Program/Repair 5D+1, Demolition 6D+2, First Aid 5D+1, Security 6D+2

Move: 10

Equipment: Dungeoneer Armor (Light Duty. +1D to all attacks), Dungeoneer Armor (Heavy Duty. +3D physical, +2D energy) Blaster Rifle (5D), Stun Pistol (5D Stun), Glop Grenade (3 Meter radius, holds target with Strength 6D.), Buzz Knuck (STR+1D, 6D stun), Power Sword (STR+3D), Neurinic Whip (STR+1D, 4D damage (stun or normal) for five rounds), 24 Wristbinders, Stun Baton (STR+1D, 5D Stun)

Reference: N/A

Dungeoneer Armor

Light duty (+1D to all attacks, breath filters) or heavy duty (+3D to physical, +2D to energy, internal comlink with life function information and continuous broadcast of audio and video pickups, motion sensor with 10 meter range (+1D to *search*), independent air supply).

Both armor types feature a unique buckle feature on the armor fasteners, requiring an electronic key to remove the armor.

Coruscant Guard

Species: Human

Sex: Male

DEXTERITY 2D

Blaster 5D+2, Brawling Parry 5D, Dodge 5D+1, Melee Combat 4D+2, Melee Parry 4D+2

KNOWLEDGE 2D

Law Enforcement 4D

MECHANICAL 2D

PERCEPTION 2D

Investigation 5D, Search 4D+2

STRENGTH 2D

Brawling 4D

TECHNICAL 2D

First Aid 3D+2, Security 4D

Move: 10

Equipment: Blaster Rifle (5D), Coruscant Guard Armor (+2D physical, +1D energy, -1D to Dexterity and related skills. Optic Sensors - can see in darkness with no penalty), Taser Staff (5D stun or regular)

Reference: Shadows of the Empire Sourcebook p113

Coruscant Guard (Experienced)

Species: Human

Sex: Male

DEXTERITY 2D

Blaster 6D+1, Brawling Parry 6D, Dodge 6D+1, Melee

PERCEPTION 2D

Investigation 5D+2, Search 5D+2

Combat 5D+2, Melee Parry 5D+2
KNOWLEDGE 2D
Law Enforcement 4D+2
MECHANICAL 2D
STRENGTH 2D
Brawling 5D
TECHNICAL 2D
First Aid 4D, Security 4D+2
Move: 10
Equipment: Blaster Rifle (5D), Coruscant Guard Armor (+2D physical, +1D energy, -1D to Dexterity and related skills. Optic Sensors - can see in darkness with no penalty), Taser Staff (5D stun or regular)
Reference: N/A

Coruscant Guard (Veteran)

Species: Human
Sex: Male
DEXTERITY 2D
Blaster 7D, Brawling Parry 7D, Dodge 7D+1, Melee Combat 6D+2, Melee Parry 6D+2
KNOWLEDGE 2D
Law Enforcement 5D+1
MECHANICAL 2D
Percep tion: 2D
Investigation 6D+1, Search 6D+2
STRENGTH 2D
Brawling 6D
TECHNICAL 2D
First Aid 4D+1, Security 5D+1
Move: 10
Equipment: Blaster Rifle (5D), Coruscant Guard Armor (+2D physical, +1D energy, -1D to Dexterity and related skills. Optic Sensors - can see in darkness with no penalty), Taser Staff (5D stun or regular)
Reference: N/A

Coruscant Guard (Elite)

Species: Human
Sex: Male
DEXTERITY 2D
Blaster 7D+2, Brawling Parry 8D, Dodge 8D+1, Melee Combat 7D+2, Melee Parry 7D+2
KNOWLEDGE 2D
Law Enforcement 6D
MECHANICAL 2D
PERCEPTION 2D
Investigation 7D, Search 7D+2
STRENGTH 2D
Brawling 7D
TECHNICAL 2D
First Aid 4D+2, Security 6D
Move: 10
Equipment: Blaster Rifle (5D), Coruscant Guard Armor (+2D physical, +1D energy, -1D to Dexterity and related skills. Optic Sensors - can see in darkness with no penalty), Taser Staff (5D stun or regular)
Reference: N/A

Coruscant Guard Armor

- *Basic Suit:* Provides +2D physical, +1D energy, -1D *Dexterity* and related skills.
- *Optic Sensors:* Allows user to operate in complete darkness with no penalty.
- *Filter:* Self-sealing filter system screens out all dangerous particulates. Unlike stormtrooper armor, this armor lacks an oxygen supply; there must be a potentially breathable (but polluted) atmosphere to filter or the user will suffocate.
- *Comlink Scrambler:* Comlink is linked to other Coruscant Guard units and Coruscant Guard command, allowing units to disperse yet still be in full communication. Optional tracking beacon software adds a tracking beacon to that unit commander knows positions of other troops at all times; unit commander's helmet has verbally activated internal "heads-up display" to show trooper positions.
- *Climate Control Body Glove:* Allows user to operate comfortably in exceptionally hot or cold climates for periods of up to several hours.

Detention Area Guard

Species: Human
Sex: Male
DEXTERITY 2D
Blaster 3D, Brawling Parry 2D+2, Melee Combat 3D, Melee Parry 2D+2,
KNOWLEDGE 2D
Alien Species 3D, Streetwise 3D
MECHANICAL 2D
PERCEPTION 2D
Bargain 3D, Con 3D, Command 2D+ 2, Search 3D
STRENGTH 2D
Brawling 3D
TECHNICAL 2D
Security 3D
Move: 10
Equipment: Blaster rifle (5D), Blaster pistol (4D), Blast Helmet, Force pike (STR+2D), Comlink, Code key cylinder.
Source: Death Star Technical Companion p92

Detention Area Guard (Experienced)

Species: Human
Sex: Male
DEXTERITY 2D
Blaster 3D+2, Brawling Parry 3D+2, Melee Combat 4D, Melee Parry 3D+2
KNOWLEDGE 2D
Alien Species 3D+2, Streetwise 3D+2
MECHANICAL 2D
PERCEPTION 2D
Bargain 4D, Con 4D, Command 3D+1, Search 4D
STRENGTH 2D
Brawling 4D
TECHNICAL 2D
Security 4D
Move: 10
Equipment: Blaster rifle (5D), Blaster pistol (4D), Blast Helmet, Force pike (STR+2D), Comlink, Code key cylinder.
Source: N/A

Detention Area Guard (Veteran)

Species: Human
Sex: Male
DEXTERITY 2D
Blaster 4D+1, Brawling Parry 4D+2, Melee Combat 5D, Melee Parry 4D+2
KNOWLEDGE 2D
Alien Species 4D+1, Streetwise 4D+1
PERCEPTION 2D
Bargain 5D, Con 5D, Command 4D, Search 5D
STRENGTH 2D
Brawling 5D
TECHNICAL 2D
Security 5D

MECHANICAL 2D **Move:** 10
Equipment: Blaster rifle (5D), Blaster pistol (4D), Blast Helmet, Force pike (STR+2D), Comlink, Code key cylinder.
Source: N/A

Detention Area Guard (Elite)

Species: Human **Sex:** Male
DEXTERITY 2D
Blaster 5D, Brawling Parry 5D+2, Melee Combat 6D, Melee Parry 5D+2
KNOWLEDGE 2D
Alien Species 5D, Streetwise 5D
MECHANICAL 2D
PERCEPTION 2D
Bargain 6D, Con 6D, Command 4D+2, Search 6D
STRENGTH 2D
Brawling 6D
TECHNICAL 2D
Security 6D
Move: 10
Equipment: Blaster rifle (5D), Blaster pistol (4D), Blast Helmet, Force pike (STR+2D), Comlink, Code key cylinder.
Source: N/A

Security Guard

Species: Human **Sex:** Male
DEXTERITY 2D
Blaster 4D, Brawling Parry 4D, Dodge 3D, Melee Combat 3D+2, Melee Parry 4D
KNOWLEDGE 2D
Alien Species 3D, Bureaucracy 3D, Streetwise 3D
MECHANICAL 2D
PERCEPTION 2D
Bargain 3D+2, Command 3D+2, Con 3D+1, Sneak 3D, Search 3D+1
STRENGTH 2D
Brawling 3D+2
TECHNICAL 2D
Security 3D
Move: 10
Equipment: E-11 blaster rifle (5D), DH-17 blaster pistol (4D), Imperial Field Armor and Helmet (+1D Physical, +2 Energy), Force pike (STR+2D), Comlink, Code key cylinder.
Source: Death Star Technical Companion p92

Security Guard (Experienced)

Species: Human **Sex:** Male
DEXTERITY 2D
Blaster 5D, Brawling Parry 5D, Dodge 4D, Melee Combat 4D+2, Melee Parry 5D
KNOWLEDGE 2D
Alien Species 3D+1, Bureaucracy 3D+1, Streetwise 3D+1
MECHANICAL 2D
PERCEPTION 2D
Bargain 4D, Command 4D, Con 3D+2, Sneak 3D+2, Search 4D
STRENGTH 2D
Brawling 4D+2
TECHNICAL 2D
Security 4D
Move: 10
Equipment: E-11 blaster rifle (5D), DH-17 blaster pistol (4D), Imperial Field Armor and Helmet (+1D Physical, +2 Energy), Force pike (STR+2D), Comlink, Code key cylinder.
Source: N/A

Security Guard (Veteran)

Species: Human **Sex:** Male
DEXTERITY 2D
Blaster 6D, Brawling Parry 6D, Dodge 5D, Melee Combat 5D+2, Melee Parry 6D
KNOWLEDGE 2D
Alien Species 3D+2, Bureaucracy 3D+2, Streetwise 3D+2
MECHANICAL 2D
PERCEPTION 2D
Bargain 4D+1, Command 4D+1, Con 4D, Sneak 4D+1, Search 4D+2
STRENGTH 2D
Brawling 5D+2
TECHNICAL 2D
Security 5D
Move: 10
Equipment: E-11 blaster rifle (5D), DH-17 blaster pistol (4D), Imperial Field Armor and Helmet (+1D Physical, +2 Energy), Force pike (STR+2D), Comlink, Code key cylinder.
Source: N/A

Security Guard (Elite)

Species: Human **Sex:** Male
DEXTERITY 2D
Blaster 7D, Brawling Parry 7D, Dodge 6D, Melee Combat 6D+2, Melee Parry 7D
KNOWLEDGE 2D
Alien species 4D, Bureaucracy 4D, Streetwise 4D
MECHANICAL 2D
PERCEPTION 2D
Bargain 4D+2, Command 4D+2, Con 4D+1, Sneak 5D, Search 5D+1
STRENGTH 2D
Brawling 6D+2
TECHNICAL 2D
Security 6D
Move: 10
Equipment: E-11 blaster rifle (5D), DH-17 blaster pistol (4D), Imperial Field Armor and Helmet (+1D Physical, +2 Energy), Force pike (STR+2D), Comlink, Code key cylinder.
Source: N/A

Imperial Knight

Species: Human **Sex:** Male
DEXTERITY 3D+2
Blaster 6D, Blaster Artillery 5D+1, Brawling Parry 5D+2, Dodge 6D, Lightsaber 6D+2, Melee Combat 5D+2, Melee Parry 5D+2, Vehicle Blasters 5D+1
KNOWLEDGE 3D
Bureaucracy 4D, Streetwise 3D+2, Survival 4D+1
MECHANICAL 2D+1
Beast Riding 3D+1, Repulsorlift Operation 3D+2
PERCEPTION 3D+2
Bargain 4D, Command 4D, Hide 4D+2, Search 5D, Sneak 4D+2
STRENGTH 3D
Brawling 5D+1, Climbing/ Jumping 4D+2, Lifting 4D, Stamina 5D
TECHNICAL 2D+1
First Aid 3D+2, Security 4D
Move: 10
Special Abilities:
This Character is Force Sensitive.
Alter 2D, Control 3D, Sense 2D
Sense: Life Detection, Magnify Senses
Control: Absorb/Dissipate Energy, Control Pain, Remain Conscious
Alter: Telekinesis
Control & Sense: Lightsaber Combat
Control, Sense & Alter: Affect Mind
Equipment: Imperial Knight Armor (+2D physical, +1D to energy (+2D against light saber) -1D to all Dexterity related rolls), Imperial Cortosis Gauntlet (+1D to resist damage. If a light saber touches the gauntlet, it is deactivated.
*Though the strike still deals normal damage) and remains inoperative for 2 minutes.), Lightsaber (5D)

Reference: N/A

Imperial Knight (Experienced)

Species: Human
Sex: Male
DEXTERITY 3D+2
Blaster 7D, Blaster Artillery 6D+1, Brawling Parry 6D+2, Dodge 7D, Lightsaber 7D+2, Melee Combat 6D+2, Melee Parry 6D+2, Vehicle Blasters 6D
KNOWLEDGE 3D
Bureaucracy 4D+2, Streetwise 4D+1, Survival 5D
MECHANICAL 2D+1
Beast Riding 4D, Repulsorlift Operation 4D+1
PERCEPTION 3D+2
Bargain 5D, Command 4D+2, Hide 5D+2, Search 5D, Sneak 5D+2
STRENGTH 3D
Brawling 6D+1, Climbing/ Jumping 5D+2, Lifting 4D+2, Stamina 5D+2
TECHNICAL 2D+1
First Aid 4D, Security 4D+2
Move: 10
Special Abilities:
This Character is Force Sensitive.
Alter 3D+2, Control 4D+2, Sense 3D+2
Sense: Life Detection, Magnify Senses
Control: Absorb/Dissipate Energy, Control Pain, Remain Conscious
Alter: Telekinesis
Control & Sense: Lightsaber Combat
Control, Sense & Alter: Affect Mind
Equipment: Imperial Knight Armor (+2D physical, +1D to energy (+2D against light saber) -1D to all Dexterity related rolls), Imperial Cortosis Gauntlet (+1D to resist damage. If a light saber touches the gauntlet, it is deactivated
*Though the strike still deals normal damage) and remains inoperative for 2 minutes.), Lightsaber (5D)
Reference: N/A

Imperial Knight (Veteran)

Species: Human
Sex: Male
DEXTERITY 3D+2
Blaster 8D, Blaster Artillery 7D+1, Brawling Parry 7D+2, Dodge 8D, Lightsaber 8D+2, Melee Combat 7D+2, Melee Parry 7D+2, Vehicle Blasters 6D+2
KNOWLEDGE 3D
Bureaucracy 6D, Streetwise 5D, Survival 5D+2
MECHANICAL 2D+1
Beast Riding 4D+2, Repulsorlift Operation 5D
PERCEPTION 3D+2
Bargain 6D, Command 5D+1, Hide 6D+2, Search 6D, Sneak 6D+2
STRENGTH 3D
Brawling 7D+1, Climbing/ Jumping 6D+2, Lifting 5D+1, Stamina 6D+1
TECHNICAL 2D+1
First Aid 4D+1, Security 5D
Move: 10
Special Abilities:
This Character is Force Sensitive.
Alter 5D+1, Control 6D+1, Sense 5D+1
Sense: Life Detection, Magnify Senses
Control: Absorb/Dissipate Energy, Control Pain, Remain Conscious
Alter: Telekinesis
Control & Sense: Lightsaber Combat
Control, Sense & Alter: Affect Mind
Equipment: Imperial Knight Armor (+2D physical, +1D to energy (+2D against light saber) -1D to all Dexterity related rolls), Imperial Cortosis Gauntlet (+1D to resist damage. If a light saber touches the gauntlet, it is deactivated
*Though the strike still deals normal damage) and remains inoperative for 2 minutes.), Lightsaber (5D)
Reference: N/A

Imperial Knight (Elite)

Species: Human
Sex: Male
DEXTERITY 3D+2
Blaster 9D, Blaster Artillery 8D+1, Brawling Parry 8D+2, Dodge 9D, Lightsaber 9D+2, Melee Combat 8D+2, Melee Parry 8D+2, Vehicle Blasters 7D+2
KNOWLEDGE 3D
Bureaucracy 7D, Streetwise 5D+2, Survival 6D+1
MECHANICAL 2D+1
Beast Riding 5D+1, Repulsorlift Operation 5D+2
PERCEPTION 3D+2
Bargain 7D, Command 6D, Hide 7D+2, Search 7D, Sneak 7D+2
STRENGTH 3D
Brawling 8D+1, Climbing/ Jumping 7D+2, Lifting 6D, Stamina 7D
TECHNICAL 2D+1
First Aid 4D+1, Security 5D+2
Move: 10
Special Abilities:
This Character is Force Sensitive.
Alter 7D, Control 8D, Sense 7D
Sense: Life Detection, Magnify Senses
Control: Absorb/Dissipate Energy, Control Pain, Remain Conscious
Alter: Telekinesis
Control & Sense: Lightsaber Combat
Control, Sense & Alter: Affect Mind
Equipment: Imperial Knight Armor (+2D physical, +1D to energy (+2D against light saber) -1D to all Dexterity related rolls), Imperial Cortosis Gauntlet (+1D to resist damage. If a light saber touches the gauntlet, it is deactivated
*Though the strike still deals normal damage) and remains inoperative for 2 minutes.), Lightsaber (5D)
Reference: N/A

Imperial Knight Cortosis Gauntlet

Grants +1D to resist damage (+3D against Lightsabers). If a lightsaber blade touches the cortosis gauntlet, it is deactivated (though the strike still deals normal damage) and remains inoperative for 1D rounds.

Imperial Knight Armor

Adds +2D to resist physical damage and +1D to resist energy damage (+2D against lightsaber damage), -1D to all *Dexterity* rolls.

Imperial Sovereign Protector

Species: Human
Sex: Male
DEXTERITY 5D
Archaic Guns 8D, Blaster 9D, Blaster Artillery 6D+2, Bows 6D, Brawling Parry 7D+2, Dodge 8D, Melee Combat 6D+2, Melee Parry 6D, Missile Weapons 7D, Thrown Weapons 6D+1, Vehicle Blasters 6D+1
KNOWLEDGE 4D
Intimidation 6D+1, Law Enforcement 5D+2, Scholar: Dark Side Lore 5D, Streetwise 5D, Survival 7D, Willpower 5D+2
MECHANICAL 3D+2
Perce ption: 4D+1
Command 5D, Search 6D, Sneak 5D
STRENGTH 3D
Brawling 6D, Climbing/Jumping 7D, Lifting 4D, Stamina 6D
TECHNICAL 3D
Demolition 5D, Security 7D

Beast Riding 5D **Move:** 11

Special Abilities

This character is Force sensitive.

Alter 1D, Control 2D, Sense 1D

Control: Remain Conscious, Resist Stun

Sense: Combat Sense, Danger Sense, Life Detection, Life Sense, Sense Force

Alter: Injure/Kill

Equipment: Force Pike (STR+3D), Battle Armor (+3D physical, +2D energy. Sensor suite adds +1D to Search or Perception.)

Reference: Dark Empire Sourcebook p67

Sovereign Protector (Experienced)

Species: Human **Sex:** Male

DEXTERITY 5D

Archaic Guns 9D, Blaster 10D, Blaster Artillery 7D+2, Bows 7D, Brawling Parry 8D+2, Dodge 9D, Melee Combat 7D+2, Melee Parry 7D, Missile Weapons 8D, Thrown Weapons 7D+1, Vehicle Blasters 7D+1

KNOWLEDGE 4D

Intimidation 7D, Law Enforcement 6D+1, Scholar: Dark Side Lore 6D, Streetwise 5D+1, Survival 7D+1 , Willpower 6D+1

MECHANICAL 3D+2

Beast Riding 5D+1 **Move:** 11

PERCEPTION 4D+1

Command 5D+1, Search 7D, Sneak 6D

STRENGTH 3D

Brawling 7D, Climbing/Jumping 7D+2, Lifting 4D+2, Stamina 6D+2

TECHNICAL 3D

Demolition 5D+2, Security 7D+2

Special Abilities

This character is Force sensitive.

Alter 2D, Control 3D, Sense 2D

Control: Remain Conscious, Resist Stun

Sense: Combat Sense, Danger Sense, Life Detection, Life Sense, Sense Force

Alter: Injure/Kill

Equipment: Force Pike (STR+3D), Battle Armor (+3D physical, +2D energy. Sensor suite adds +1D to Search or Perception.)

Reference: N/A

Sovereign Protector (Veteran)

Species: Human **Sex:** Male

DEXTERITY 5D

Archaic Guns 10D, Blaster 11D, Blaster Artillery 8D+2, Bows 8D, Brawling Parry 9D+2, Dodge 10D, Melee Combat 8D+2, Melee Parry 8D, Missile Weapons 9D, Thrown Weapons 8D+1, Vehicle Blasters 8D+1

KNOWLEDGE 4D

Intimidation 7D+2, Law Enforcement 7D, Scholar: Dark Side Lore 7D, Streetwise 5D+2, Survival 7D+2, Willpower 7D

MECHANICAL 3D+2

Beast Riding 5D+2 **Move:** 11

PERCEPTION 4D+1

Command 5D+2, Search 8D, Sneak 7D

STRENGTH 3D

Brawling 8D, Climbing/Jumping 8D+1, Lifting 5D+1, Stamina 7D+1

TECHNICAL 3D

Demolition 6D+1, Security 8D+1

Special Abilities

This character is Force sensitive.

Alter 3D, Control 4D, Sense 3D

Control: Remain Conscious, Resist Stun

Sense: Combat Sense, Danger Sense, Life Detection, Life Sense, Sense Force

Alter: Injure/Kill

Equipment: Force Pike (STR+3D), Battle Armor (+3D physical, +2D energy. Sensor suite adds +1D to Search or Perception.)

Reference: N/A

Sovereign Protector (elite)

Species: Human **Sex:** Male

DEXTERITY 5D

Archaic Guns 11D, Blaster 12D, Blaster Artillery 9D+2, Bows 9D, Brawling Parry 10D+2, Dodge 11D, Melee Combat 9D+2, Melee Parry 9D, Missile Weapons 10D, Thrown Weapons 9D+1, Vehicle Blasters 9D+1

KNOWLEDGE 4D

Intimidation 8D+1, Law Enforcement 7D+2, Scholar: Dark Side Lore 8D, Streetwise 6D, Survival 8D, Willpower 7D+2

MECHANICAL 3D+2

Beast Riding 6D

PERCEPTION 4D+1

Command 6D, Search 9D, Sneak 8D

STRENGTH 3D

Brawling 9D, Climbing/Jumping 9D, Lifting 6D, Stamina 8D

TECHNICAL 3D

Demolition 7D, Security 9D

Move: 11

Special Abilities

This character is Force sensitive.

Alter 4D, Control 5D, Sense 4D

Control: Remain Conscious, Resist Stun

Sense: Combat Sense, Danger Sense, Life Detection, Life Sense, Sense Force

Alter: Injure/Kill

Equipment: Force Pike (STR+3D), Battle Armor (+3D physical, +2D energy. Sensor suite adds +1D to Search or Perception.)

Reference: N/A

Dark Side Adept

Species: Human **Sex:** Any

DEXTERITY 3D

Dodge 4D, Lightsaber 5D+2, Melee Combat 5D+1, Melee Parry 5D

PERCEPTION 3D+1

Command 4D, Persuasion 4D

STRENGTH 2D+2

TECHNICAL 2D+1

KNOWLEDGE 3D+2 Security 3D+2
Bureaucracy 5D+2, Cultures 5D, Languages 6D, Planetary Systems 4D+2, Scholar: Dark Side Lore 5D
MECHANICAL 2D **Move:** 10
Special Abilities
This Character is Force sensitive
Alter 6D, Control 6D, Sense 4D
Alter: Telekinesis
Control: Accelerate Healing, Control Pain
Sense: Danger Sense, Life Detection, Life Sense
Control & Alter: Inflict Pain
Control & Sense: Lightsaber Combat
Control, Sense & Alter: Affect Mind
*Dark Side Adepts *may* possess a wide range of additional Force powers.
Equipment: Lightsaber (5D), Robes, Additional gear varies.
Reference: N/A

Dark Side Adept (Experienced)

Species: Human **Sex:** Any
DEXTERITY 3D **PERCEPTION 3D+1**
Dodge 5D, Lightsaber 6D+2, Melee Combat 6D+1, Melee Parry 6D
Command 4D+1, Persuasion 5D
STRENGTH 2D+2
TECHNICAL 2D+1
KNOWLEDGE 3D+2 Security 4D+1
Bureaucracy 6D+2, Cultures 5D+2, Languages 6D+2, Planetary Systems 5D+1, Scholar: Dark Side Lore 6D
MECHANICAL 2D **Move:** 10
Special Abilities
This Character is Force sensitive
Alter 7D, Control 7D, Sense 5D
Alter: Telekinesis
Control: Accelerate Healing, Control Pain
Sense: Danger Sense, Life Detection, Life Sense
Control & Alter: Inflict Pain
Control & Sense: Lightsaber Combat
Control, Sense & Alter: Affect Mind
*Dark Side Adepts *may* possess a wide range of additional Force powers.
Equipment: Lightsaber (5D), Robes, Additional gear varies.
Reference: N/A

Dark Side Adept (Veteran)

Species: Human **Sex:** Any
DEXTERITY 3D **PERCEPTION 3D+1**
Dodge 6D, Lightsaber 7D+2, Melee Combat 7D+1, Melee Parry 7D
Command 4D+2, Persuasion 6D
STRENGTH 2D+2
TECHNICAL 2D+1
KNOWLEDGE 3D+2 Security 5D
Bureaucracy 7D+2, Cultures 6D+1, Languages 7D+1, Planetary Systems 6D, Scholar: Dark Side Lore 7D
MECHANICAL 2D **Move:** 10
Special Abilities
This Character is Force sensitive
Alter 8D, Control 8D, Sense 6D
Alter: Telekinesis
Control: Accelerate Healing, Control Pain
Sense: Danger Sense, Life Detection, Life Sense
Control & Alter: Inflict Pain
Control & Sense: Lightsaber Combat
Control, Sense & Alter: Affect Mind
*Dark Side Adepts *may* possess a wide range of additional Force powers.
Equipment: Lightsaber (5D), Robes, Additional gear varies.
Reference: N/A

Dark Side Adept (Elite)

Species: Human **Sex:** Any
DEXTERITY 3D **PERCEPTION 3D+1**
Dodge 7D, Lightsaber 7D+2, Melee Combat 8D+1, Melee Parry 8D
Command 5D, Persuasion 7D
STRENGTH 2D+2
TECHNICAL 2D+1
KNOWLEDGE 3D+2 Security 5D+2
Bureaucracy 8D+2, Cultures 7D, Languages 8D, Planetary Systems 6D+2, Scholar: Dark Side Lore 8D
MECHANICAL 2D **Move:** 10
Special Abilities
This Character is Force sensitive
Alter 9D, Control 9D, Sense 7D
Alter: Telekinesis
Control: Accelerate Healing, Control Pain
Sense: Danger Sense, Life Detection, Life Sense
Control & Alter: Inflict Pain
Control & Sense: Lightsaber Combat
Control, Sense & Alter: Affect Mind
*Dark Side Adepts *may* possess a wide range of additional Force powers.
Equipment: Lightsaber (5D), Robes, Additional gear varies.
Reference: N/A

Imperial Sentinel

Species: Unknown **Sex:** Unknown
DEXTERITY 5D **PERCEPTION 2D**
Blaster 6D, Brawling Parry 8D, Dodge 7D, Melee Combat 8D, Melee Parry 8D
Search 5D, Sneak 4D
STRENGTH 5D
Brawling 6D, Climbing/Jumping 8D, Lifting 9D, Stamina 8D
KNOWLEDGE 0D
MECHANICAL 0D **TECHNICAL 0D**
Beast Riding 4D
Security 4D
Move: 11

Special Abilities

Imperial Sentinels are completely dependent upon Adepts for will. They have no ability to think for themselves - they can only do what they are told. It is believed that Dark Side Adepts can perceive what the Sentinel's perceive, thus allowing them to maintain complete control, but this rumor has never been verified.

Equipment: Battle Armor (+2D physical, +1D energy, -1D to Dexterity and related skills), Force axe (STR+3D+2)

Reference: Dark Empire Sourcebook p68

Imperial Sentinel (Veteran)

Species: Unknown

Sex: Unknown

DEXTERITY 5D

Blaster 8D, Brawling Parry 10D, Dodge 9D, Melee Combat 10D, Melee Parry 10D

KNOWLEDGE 0D

MECHANICAL 0D

Beast Riding 5D

PERCEPTION 2D

Search 7D, Sneak 5D

STRENGTH 5D

Brawling 8D, Climbing/Jumping 10D, Lifting 11D, Stamina 10D

TECHNICAL 0D

Security 5D

Move: 11

Special Abilities

Imperial Sentinels are completely dependent upon Adepts for will. They have no ability to think for themselves - they can only do what they are told. It is believed that Dark Side Adepts can perceive what the Sentinel's perceive, thus allowing them to maintain complete control, but this rumor has never been verified.

Equipment: Battle Armor (+2D physical, +1D energy, -1D to Dexterity and related skills), Force axe (STR+3D+2)

Reference: N/A

Shadow Guard

Species: Human

Sex: Male

DEXTERITY 5D

Blaster 7D, Blaster Artillery 6D, Brawling Parry 6D, Dodge 7D, Lightsaber: Lightsaber Pike 8D+2, Melee Combat 6D, Melee Parry 5D

KNOWLEDGE 2D+1

Streetwise 3D+1, Survival 6D

MECHANICAL 2D+2

PERCEPTION 2D+2

Bargain 3D+2, Command 5D+2, Hide 6D+2, Search 6D+2, Sneak 6D+2

STRENGTH 3D

Brawling 6D, Climbing/Jumping 6D, Lifting 5D, Stamina 6D

TECHNICAL 2D+1

Demolition 5D+1, First Aid 3D, Security 4D+1

Move: 10

Special Abilities

This Character is Force sensitive

Alter 4D, Control 3D, Sense 3D

Alter: Injure/Kill, Telekinesis

Control: Accelerate healing, Control Pain, Remain Conscious

Sense: Life Detection, Life Sense

Control & Alter: Force Lightning

Control & Sense: Lightsaber Combat

Control, Sense & Alter: Affect Mind, Create Force Storm

Equipment: Heavy Blaster Pistol (5D), Armor (+2D physical, +1D energy, -1D Dexterity), Lightsaber Pike (5D), Utility Belt

Reference: N/A

Shadow Guard (Experienced)

Species: Human

Sex: Male

DEXTERITY 5D

Blaster 8D, Blaster Artillery 7D, Brawling Parry 7D, Dodge 8D, Lightsaber: Lightsaber Pike 9D+2, Melee Combat 7D, Melee Parry 6D

KNOWLEDGE 2D+1

Streetwise 3D+2, Survival 6D

MECHANICAL 2D+2

PERCEPTION 2D+2

Bargain 3D+2, Command 5D+2, Hide 7D, Search 7D, Sneak 7D

STRENGTH 3D

Brawling 7D, Climbing/Jumping 6D+2, Lifting 5D+1, Stamina 6D+1

TECHNICAL 2D+1

Demolition 5D+2, First Aid 3D, Security 5D

Move: 10

Special Abilities

This Character is Force sensitive

Alter 4D, Control 3D, Sense 3D

Alter: Injure/Kill, Telekinesis

Control: Accelerate healing, Control Pain, Remain Conscious

Sense: Life Detection, Life Sense

Control & Alter: Force Lightning

Control & Sense: Lightsaber Combat

Control, Sense & Alter: Affect Mind, Create Force Storm

Equipment: Heavy Blaster Pistol (5D), Armor (+2D physical, +1D energy, -1D Dexterity), Lightsaber Pike (5D), Utility Belt

Reference: N/A

Shadow Guard (Veteran)

Species: Human

Sex: Male

DEXTERITY 5D

Blaster 9D, Blaster Artillery 8D, Brawling Parry 8D, Dodge 9D, Lightsaber: Lightsaber Pike 10D+2, Melee Combat 8D, Melee Parry 7D

KNOWLEDGE 2D+1

Streetwise 4D, Survival 6D

MECHANICAL 2D+2

PERCEPTION 2D+2

Bargain 3D+2, Command 5D+2, Hide 7D+1, Search 7D+1, Sneak 7D+1

STRENGTH 3D

Brawling 8D, Climbing/Jumping 7D+1, Lifting 5D+2, Stamina 6D+2

TECHNICAL 2D+1

Demolition 6D, First Aid 3D, Security 5D+2

Move: 10

Special Abilities

This Character is Force sensitive
Alter 4D, Control 3D, Sense 3D
Alter: Injure/Kill, Telekinesis
Control: Accelerate healing, Control Pain, Remain Conscious
Sense: Life Detection, Life Sense
Control & Alter: Force Lightning
Control & Sense: Lightsaber Combat
Control, Sense & Alter: Affect Mind, Create Force Storm

Equipment: Heavy Blaster Pistol (5D), Armor (+2D physical, +1D energy, -1D Dexterity), Lightsaber Pike (5D), Utility Belt

Reference: N/A

Shadow Guard (Elite)

Species: Human **Sex:** Male

DEXTERITY 5D
Blaster 10D, Blaster Artillery 9D, Brawling Parry 9D, Dodge 10D, Lightsaber: Lightsaber Pike 11D+2, Melee Combat 9D, Melee Parry 8D

KNOWLEDGE 2D+1
Streetwise 4D+1, Survival 6D

MECHANICAL 2D+2

PERCEPTION 2D+2
Bargain 3D+2, Command 5D+2, Hide 8D, Search 8D, Sneak 8D

STRENGTH 3D
Brawling 9D, Climbing/Jumping 8D, Lifting 6D, Stamina 7D

TECHNICAL 2D+1
Demolition 6D+1, First Aid 3D, Security 6D+1

Move: 10

Special Abilities

This Character is Force sensitive
Alter 4D, Control 3D, Sense 3D
Alter: Injure/Kill, Telekinesis
Control: Accelerate healing, Control Pain, Remain Conscious
Sense: Life Detection, Life Sense
Control & Alter: Force Lightning
Control & Sense: Lightsaber Combat
Control, Sense & Alter: Affect Mind, Create Force Storm

Equipment: Heavy Blaster Pistol (5D), Armor (+2D physical, +1D energy, -1D Dexterity), Lightsaber Pike (5D), Utility Belt

Reference: N/A

Shadow Guard Armor

- *Armor Protection:* +2D physical, +1D energy, -1D *Dexterity* and related skills.
- *Comlink:* Tongue-activated top-security scrambler helmet comlink.
- *Sealed Body Glove:* Climate controlled body glove and breath mask allows operation in extremely cold or warm climates and toxic-air environments.
- *MFTAS:* Multi-Frequency Targeting Acquisition System; adds +3D to *Perception* and search checks in low-visibility situations, +2D to ranged weapon skill uses against targets moving more than 10 meters per round; polarized lenses prevent flash-blinding.
- *Utility Belt:* High-tension wire, grappling hooks, spare blaster power packs, ion flares, concentrated rations, spare comlink, water packs, 2 medpacs.

Senate Guard

Species: Any, Usually Human **Sex:** Any

DEXTERITY 3D+2
Blaster 5D, Blaster: Ceremonial Rifle 6D+1, Brawling Parry 5D, Dodge 5D, Melee Combat 5D+1, Melee Parry 5D

KNOWLEDGE 2D+1
Alien Species 3D+2, Bureaucracy 3D+1, Law Enforcement 3D, Streetwise 3D

MECHANICAL 2D

PERCEPTION 3D
Bargain 4D, Command 3D+2, Hide 4D, Sneak 4D, Search 4D+1

STRENGTH 2D
Brawling: Hajkata Martial Arts 6D

TECHNICAL 2D
Security 4D

Move: 10

Equipment: Ceremonial Rifle (5D Stun), Senate Guard Armor (+2D physical, +1D energy)

Source: N/A

Senate Guard (Experienced)

Species: Any, Usually Human **Sex:** Any

DEXTERITY 3D+2
Blaster 6D, Blaster: Ceremonial Rifle 7D+1, Brawling Parry 6D, Dodge 6D, Melee Combat 6D+1, Melee Parry 6D

KNOWLEDGE 2D+1
Alien Species 4D+1, Bureaucracy 4D, Law Enforcement 4D, Streetwise 3D+2

MECHANICAL 2D

PERCEPTION 3D
Bargain 5D, Command 4D, Hide 5D, Sneak 5D, Search 5D+1

STRENGTH 2D
Brawling: Hajkata Martial Arts 7D

TECHNICAL 2D
Security 4D+2

Move: 10

Equipment: Ceremonial Rifle (5D Stun), Senate Guard Armor (+2D physical, +1D energy)

Source: N/A

Senate Guard (Veteran)

Species: Any, Usually Human **Sex:** Any

DEXTERITY 3D+2
Blaster 7D, Blaster: Ceremonial Rifle 8D+1, Brawling Parry 7D, Dodge 7D, Melee Combat 7D+1, Melee Parry 7D

KNOWLEDGE 2D+1
Alien Species 5D, Bureaucracy 4D+2, Law Enforcement 5D, Streetwise 4D+1

MECHANICAL 2D

PERCEPTION 3D
Bargain 6D, Command 4D+1, Hide 6D, Sneak 6D, Search 6D+1

STRENGTH 2D
Brawling: Hajkata Martial Arts 8D

TECHNICAL 2D
Security 5D+1

Move: 10

Equipment: Ceremonial Rifle (5D Stun), Senate Guard Armor (+2D physical, +1D energy)

Source: N/A

Senate Guard (Elite)

Species: Any, Usually Human
Sex: Any
DEXTERITY 3D+2
Blaster 8D, Blaster: Ceremonial Rifle 9D+1, Brawling Parry 8D, Dodge 8D, Melee Combat 8D+1, Melee Parry 8D
KNOWLEDGE 2D+1
Alien Species 5D+2, Bureaucracy 5D+1, Law Enforcement 6D, Streetwise 5D
MECHANICAL 2D
PERCEPTION 3D
Bargain 7D, Command 4D+2, Hide 7D, Sneak 7D, Search 7D+1
STRENGTH 2D
Brawling: Hajkata Martial Arts 9D
TECHNICAL 2D
Security 6D
Move: 10
Equipment: Ceremonial Rifle (5D Stun), Senate Guard Armor (+2D physical, +1D energy)
Source: N/A

Military Cook

Species: Human
Sex: Male
DEXTERITY 2D+1
Blaster 3D+1, Brawling Parry 3D+1, Dodge 3D+1, Running 3D+2
KNOWLEDGE 1D+1
Culinary Arts 5D, Intimidation 2D+1, Streetwise 2D+1
MECHANICAL 1D+2
Repulsorlift Operation 2D+2
PERCEPTION 3D
Command 4D, Con 4D
STRENGTH 2D+2
Brawling 4D. Stamina 3D
TECHNICAL 1D
First Aid 2D
Move: 10
Equipment: Blaster Pistol (4D), Comlink
Reference: N/A

Military Cook (Veteran)

Species: Human
Sex: Male
DEXTERITY 2D+1
Blaster 3D+1, Brawling Parry 4D, Dodge 4D, Running 4D+1
KNOWLEDGE 1D+1
Culinary Arts 7D, Intimidation 3D, Streetwise 2D+1
MECHANICAL 1D+2
Repulsorlift Operation 3D+2
PERCEPTION 3D
Command 6D, Con 5D+1
STRENGTH 2D+2
Brawling 4D+2. Stamina 3D+2
TECHNICAL 1D
First Aid 3D
Move: 10
Equipment: Blaster Pistol (4D), Comlink
Reference: N/A

Imperial Medic

Species: Human
Sex: Male
DEXTERITY 2D+2
Dodge 4D+2
KNOWLEDGE 1D
Alien species 4D, Cultures 3D, Languages 3D, Survival 3D+1, Value 3D+2
MECHANICAL 1D
Repulsorlift operation 3D+1, Space transports 2D+1
PERCEPTION 2D+1
Bargain 4D, Command 3D, Gambling 4D
STRENGTH 2D
Lifting 2D+2, Stamina 3D
TECHNICAL 3D
First Aid 5D, Medicine (A) 2D+2
Move: 10
Equipment: Stun truncheon (3D stun), Medical kit, Medpac, Comlink
Source: Death Star Technical Companion p92

Imperial Medic (Experienced)

Species: Human
Sex: Male
DEXTERITY 2D+2
Dodge 5D+1
KNOWLEDGE 1D
Alien species 4D+2, Cultures 3D+1, Languages 3D+1, Survival 3D+2, Value 4D
MECHANICAL 1D
Repulsorlift operation 3D+1, Space transports 2D+1
PERCEPTION 2D+1
Bargain 4D+2, Command 3D+1, Gambling 4D
STRENGTH 2D
Lifting 3D, Stamina 3D+2
TECHNICAL 3D
First Aid 6D+1, Medicine (A) 4D
Move: 10
Equipment: Stun truncheon (3D stun), Medical kit, Medpac, Comlink
Source: N/A

Imperial Medic (Veteran)

Species: Human
Sex: Male
DEXTERITY 2D+2
Dodge 6D
KNOWLEDGE 1D
Alien species 6D+1, Cultures 3D+2, Languages 3D+2, Survival 4D, Value 4D+1
MECHANICAL 1D
Repulsorlift operation 3D+1, Space transports 2D+1
PERCEPTION 2D+1
Bargain 5D+1, Command 3D+2, Gambling 4D
STRENGTH 2D
Lifting 3D+1, Stamina 4D+1
TECHNICAL 3D
First Aid 7D+2, Medicine (A) 5D+1
Move: 10
Equipment: Stun truncheon (3D stun), Medical kit, Medpac, Comlink
Source: N/A

Imperial Medic (Elite)

Species: Human
Sex: Male
DEXTERITY 2D+2
Dodge 6D+2
KNOWLEDGE 1D
Alien species 7D, Cultures 4D, Languages 4D, Survival 4D+1, Value 4D+2
MECHANICAL 1D
Repulsorlift operation 3D+1, Space transports 2D+1
PERCEPTION 2D+1
Bargain 6D, Command 4D, Gambling 4D
STRENGTH 2D
Lifting 3D+2, Stamina 5D
TECHNICAL 3D
First Aid 9D, Medicine (A) 6D+2
Move: 10
Equipment: Stun truncheon (3D stun), Medical kit, Medpac, Comlink
Source: N/A

Service Technician

Species: Human
Sex: Male
DEXTERITY 2D
Blaster 3D, Dodge 3D, Melee Combat 2D+2, Melee Parry 2D+2
KNOWLEDGE 2D
Value 4D
PERCEPTION 2D
Gambling 3D, Search 3D
STRENGTH 2D
Climbing/Jumping 3D, Lifting 2D+2
TECHNICAL 2D

MECHANICAL 2D
Battle Station Repair 7D+2, Computer Programming/Repair 4D, Droid Programming 4D, Droid Repair 5D, Space Transports Repair 4D, Systems Diagnosis 8D

Move: 10
Equipment: Stun truncheon (3D stun), Tool kit, Comlink
Source: Death Star Technical Companion p92

Service Technician (Veteran)

Species: Human
Sex: Male
DEXTERITY 2D
Blaster 4D, Dodge 4D, Melee Combat 3D+2, Melee Parry 3D+2
KNOWLEDGE 2D
Value 6D
MECHANICAL 2D
PERCEPTION 2D
Gambling 4D, Search 5D
STRENGTH 2D
Climbing/Jumping 5D, Lifting 4D+2
TECHNICAL 2D
Battle Station Repair 9D+2, Computer Programming/Repair 6D, Droid Programming 6D, Droid Repair 7D, Space Transports Repair 6D, Systems Diagnosis 10D

Move: 10
Equipment: Stun truncheon (3D stun), Tool kit, Comlink
Source: N/A

Imperial Engineer

Species: Human
Sex: Male
DEXTERITY 3D
Blaster 4D, Dodge 4D
KNOWLEDGE 3D
Value 5D
MECHANICAL 3D
Capital Ship Shields 3D+2
PERCEPTION 3D
Con 3D+2, Gambling 3D+1, Search 4D
STRENGTH 3D
Brawling 3D+2
TECHNICAL 3D
Battle Station Engineering (A) 2D, Battle Station Repair 9D+1, Capital Ship Engineering (A) 4D+2, Capital Ship Repair 5D, Computer Programming/Repair 5D, Droid Programming 5D, Droid Repair 6D+2, Systems Diagnosis 7D+1

Move: 10
Equipment: Blaster pistol (4D), Tool kit, Comlink, Protective suit
Source: Death Star Technical Companion p93

Imperial Engineer (Veteran)

Species: Human
Sex: Male
DEXTERITY 3D
Blaster 5D, Dodge 5D
KNOWLEDGE 3D
Value 5D
MECHANICAL 3D
Capital Ship Shields 4D+1
PERCEPTION 3D
Con 4D, Gambling 3D+1, Search 5D+1
STRENGTH 3D
Brawling 4D+1
TECHNICAL 3D
Battle Station Engineering (A) 4D, Battle Station Repair 10D+1, Capital Ship Engineering (A) 6D+2, Capital Ship Repair 7D, Computer Programming/ Repair 7D, Droid Programming 7D, Droid Repair 8D+2, Systems Diagnosis 9D+1

Move: 10
Equipment: Blaster pistol (4D), Tool kit, Comlink, Protective suit
Source: N/A

Imperial Mechanic

Species: Human
Sex: Male
DEXTERITY 2D
Blaster 3D, Dodge 3D, Melee Combat 2D+2, Melee Parry 2D+2
KNOWLEDGE 2D
Value 4D
MECHANICAL 2D
PERCEPTION 2D
Gambling 3D, Search 3D
STRENGTH 2D
Climbing/Jumping 3D, Lifting 2D+2
TECHNICAL 2D
Armor Repair 5D, Battle Station Repair 4D+2, Blaster Repair 5D, Capital Ship Repair 4D+2, Capital Ship Weapon Repair 4D+2, Ground Vehicle Repair 4D+1, Hover Vehicle Repair 4D+1, Repulsorlift Repair 5D, Space Transports Repair 5D, Starfighter Repair 5D, Starship Weapon Repair 4D+2, Systems Diagnosis 8D, Walker Repair 5D

Move: 10
Equipment: Blaster Pistol (4D), Tool kit, Comlink
Source: N/A

Imperial Mechanic (Veteran)

Species: Human
Sex: Male
DEXTERITY 2D
Blaster 3D, Dodge 4D, Melee Combat 3D+2, Melee Parry 3D+2
KNOWLEDGE 2D
Value 4D
MECHANICAL 2D
PERCEPTION 2D
Gambling 3D, Search 5D
STRENGTH 2D
Climbing/Jumping 4D, Lifting 4D+2
TECHNICAL 2D
Armor Repair 7D, Battle Station Repair 6D+2, Blaster Repair 7D, Capital Ship Repair 6D+2, Capital Ship Weapon Repair 6D+2, Ground Vehicle Repair 6D+1, Hover Vehicle Repair

6D+1, Repulsorlift Repair 7D, Space Transports Repair 7D, Starfighter Repair 7D, Starship Weapon Repair 6D+2, Systems Diagnosis 10D, Walker Repair 7D

Move: 10
Equipment: Blaster Pistol (4D), Tool kit, Comlink
Source: N/A

Imperial Advisor

Species: Human
DEXTERITY 2D
KNOWLEDGE 3D
Alien Species 3D+2, Bureaucracy 4D+2, Cultures 3D+2, Intimidation 4D, Languages 4D, Scholar 4D
MECHANICAL 1D+1
Sex: Male
PERCEPTION 2D
Bargain 3D+2, Command 3D, Con 3D+1, Persuasion 3D+1
STRENGTH 2D
TECHNICAL 1D+2
Move: 10
Equipment: Hold-out Blaster (3D), Traditional Planetary Garb
Reference: N/A

Imperial Advisor (Experienced)

Species: Human
DEXTERITY 2D
KNOWLEDGE 3D
Alien Species 4D+2, Bureaucracy 5D+2, Cultures 4D+2, Intimidation 4D+2, Languages 5D, Scholar 5D
MECHANICAL 1D+1
Sex: Male
PERCEPTION 2D
Bargain 4D+2, Command 3D+2, Con 4D+1, Persuasion 4D+1
STRENGTH 2D
TECHNICAL 1D+2
Move: 10
Equipment: Hold-out Blaster (3D), Traditional Planetary Garb
Reference: N/A

Imperial Advisor (Veteran)

Species: Human
DEXTERITY 2D
KNOWLEDGE 3D
Alien Species 5D+2, Bureaucracy 6D+2, Cultures 5D+2, Intimidation 5D+1, Languages 6D, Scholar 6D
MECHANICAL 1D+1
Sex: Male
PERCEPTION 2D
Bargain 5D+2, Command 4D+1, Con 5D+1, Persuasion 5D+1
STRENGTH 2D
TECHNICAL 1D+2
Move: 10
Equipment: Hold-out Blaster (3D), Traditional Planetary Garb
Reference: N/A

Imperial Advisor (Elite)

Species: Human
DEXTERITY 2D
KNOWLEDGE 3D
Alien Species 6D+2, Bureaucracy 7D+2, Cultures 6D+2, Intimidation 6D, Languages 7D, Scholar 7D
MECHANICAL 1D+1
Sex: Male
PERCEPTION 2D
Bargain 6D+2, Command 5D, Con 6D+1, Persuasion 6D+1
STRENGTH 2D
TECHNICAL 1D+2
Move: 10
Equipment: Hold-out Blaster (3D), Traditional Planetary Garb
Reference: N/A

Flight Coordinator

Species: Human
DEXTERITY 2D
Blaster 3D, Dodge 3D
KNOWLEDGE 2D
Bureaucracy 3D, Planetary Systems 3D, Traffic Control Procedure 4D+2
MECHANICAL 3D
Astrogation 3D+1, Communications 4D, Sensors 4D
Sex: Male
PERCEPTION 3D
Command 4D, Persuasion 4D
STRENGTH 2D
TECHNICAL 2D
Move: 10
Equipment: Blaster Pistol (4D), Datapad
Reference: N/A

Flight Coordinator (Veteran)

Species: Human
DEXTERITY 2D
Blaster 4D, Dodge 4D
KNOWLEDGE 2D
Bureaucracy 5D, Planetary Systems 4D+1, Traffic Control Procedure 6D+2
MECHANICAL 3D
Astrogation 5D, Communications 6D, Sensors 6D
Sex: Male
PERCEPTION 3D
Command 5D, Persuasion 6D
STRENGTH 2D
TECHNICAL 2D
Move: 10
Equipment: Blaster Pistol (4D), Datapad
Reference: N/A

Imperial Quartermaster

Species: Human
DEXTERITY 2D+1
Blaster 3D+1, Brawling Parry 3D, Dodge 3D+1, Pick Pocket 4D
KNOWLEDGE 3D
Alien Species 4D, Bureaucracy 5D+2, Business 5D, Intimidation 4D, Languages 4D+1, Streetwise 5D+1, Value 5D, Willpower 5D
MECHANICAL 2D
Repulsorlift Operation 3D
Sex: Male
PERCEPTION 3D+1
Bargain 5D+1, Con 5D+2, Forgery 4D+1, Gambling 4D+2, Hide 5D+1, Investigation 5D, Persuasion 6D, Search 5D
STRENGTH 2D
Brawling 3D
TECHNICAL 2D
Computer Program/Repair 3D+2
Move: 10
Equipment: Blaster Pistol (4D), Comlink, Datapad & Datachips
Reference: N/A

Imperial Quartermaster (Veteran)

Species: Human
DEXTERITY 2D+1
Blaster 4D+1, Brawling Parry 4D, Dodge 4D+2, Pick Pocket
Sex: Male
PERCEPTION 3D+1
Bargain 7D+1, Con 7D+2, Forgery 5D+2, Gambling 5D+1,

5D+1
KNOWLEDGE 3D
Alien Species 4D+2, Bureaucracy 7D+2, Business 6D+1, Intimidation 5D+1, Languages 5D, Streetwise 7D+1, Value 7D, Willpower 6D+1
MECHANICAL 2D
Repulsorlift Operation 4D+1
Hide 7D+1, Investigation 7D, Persuasion 8D, Search 7D
STRENGTH 2D
Brawling 4D
TECHNICAL 2D
Computer Program/Repair 5D
Move: 10
Equipment: Blaster Pistol (4D), Comlink, Datapad & Datachips
Reference: N/A

Primitive Militiaman (Green)

Species: Any
Sex: Any
DEXTERITY 2D
Bows 3D, Brawling Parry 3D, Dodge 3D, Melee Combat 2D+2, Melee Parry 2D+2, Thrown Weapons 3D
KNOWLEDGE 2D
Survival 3D
MECHANICAL 2D
Beast Riding 2D+2
PERCEPTION 2D
Bargain 2D+2, Hide 2D+1, Search 3D, Sneak 2D+1
STRENGTH 2D
Climbing/Jumping 3D, Stamina 3D, Swimming 2D+2
TECHNICAL 2D
First Aid 2D+1, Primitive Construction 2D+2
Move: 10
Equipment: Choose up to two: Axe (STR+2D, Max 5D, Bow (2D+2), Sling (2D+1), Spear (STR+1D+1), Sword (STR+2D, Max 4D)
Reference: N/A

Primitive Militiaman

Species: Any
Sex: Any
DEXTERITY 2D
Bows 3D+2, Brawling Parry 3D+2, Dodge 3D+2, Melee Combat 3D+1, Melee Parry 3D+1, Thrown Weapons 3D+2
KNOWLEDGE 2D
Survival 3D+1
MECHANICAL 2D
Beast Riding 3D
PERCEPTION 2D
Bargain 3D, Hide 2D+2, Search 3D+2, Sneak 2D+2
STRENGTH 2D
Climbing/Jumping 3D+2, Stamina 3D+1, Swimming 2D+2
TECHNICAL 2D
First Aid 2D+2, Primitive Construction 3D
Move: 10
Equipment: Choose up to two: Axe (STR+2D, Max 5D, Bow (2D+2), Sling (2D+1), Spear (STR+1D+1), Sword (STR+2D, Max 4D)
Reference: N/A

Primitive Militiaman (Experienced)

Species: Any
Sex: Any
DEXTERITY 2D
Bows 4D+1, Brawling Parry 4D+1, Dodge 4D+1, Melee Combat 4D, Melee Parry 4D, Thrown Weapons 4D+1
KNOWLEDGE 2D
Survival 3D+2
MECHANICAL 2D
Beast Riding 3D+1
PERCEPTION 2D
Bargain 3D+1, Hide 3D, Search 4D+1, Sneak 3D
STRENGTH 2D
Climbing/Jumping 4D+1, Stamina 3D+2, Swimming 2D+2
TECHNICAL 2D
First Aid 3D, Primitive Construction 3D+1
Move: 10
Equipment: Choose up to two: Axe (STR+2D, Max 5D, Bow (2D+2), Sling (2D+1), Spear (STR+1D+1), Sword (STR+2D, Max 4D)
Reference: N/A

Primitive Militiaman (Veteran)

Species: Any
Sex: Any
DEXTERITY 2D
Bows 5D, Brawling Parry 5D, Dodge 5D, Melee Combat 4D+2, Melee Parry 4D+2, Thrown Weapons 5D
KNOWLEDGE 2D
Survival 4D
MECHANICAL 2D
Beast Riding 3D+2
PERCEPTION 2D
Bargain 3D+2, Hide 3D+1, Search 5D, Sneak 3D+1
STRENGTH 2D
Climbing/Jumping 5D, Stamina 4D, Swimming 2D+2
TECHNICAL 2D
First Aid 3D+1, Primitive Construction 3D+2
Move: 10
Equipment: Choose up to two: Axe (STR+2D, Max 5D, Bow (2D+2), Sling (2D+1), Spear (STR+1D+1), Sword (STR+2D, Max 4D)
Reference: N/A

Archaic Militiaman (Green)

Species: Any
Sex: Any
DEXTERITY 2D
Brawling Parry 3D, Dodge 3D, Firearms 3D, Melee Combat 2D+2, Melee Parry 2D+2
KNOWLEDGE 2D
Survival 3D
MECHANICAL 2D
Beast Riding 2D+2, Ground Vehicle Operation 2D+2
PERCEPTION 2D
Bargain 2D+2, Hide 2D+1, Search 3D, Sneak 2D+1
STRENGTH 2D
Climbing/Jumping 3D, Stamina 3D, Swimming 2D+2
TECHNICAL 2D
First Aid 2D+1 Ground Vehicle Repair 2D+1
Move: 10
Equipment: Pistol (3D, ammo 8), Rifle (4D, ammo 12)
Reference: N/A

Archaic Militiaman

Species: Any
Sex: Any
DEXTERITY 2D
Brawling Parry 3D+2, Dodge 3D+2, Firearms 3D+2, Melee Combat 3D+1, Melee Parry 3D+1
KNOWLEDGE 2D
Survival 3D+1
MECHANICAL 2D
Beast Riding 3D, Ground
PERCEPTION 2D
Bargain 3D, Hide 2D+2, Search 3D+2, Sneak 2D+2
STRENGTH 2D
Climbing/Jumping 3D+2, Stamina 3D+1, Swimming 2D+2
TECHNICAL 2D
First Aid 2D+2 Ground Vehicle Repair 2D+2

Vehicle Operation 3D **Move:** 10
Equipment: Pistol (3D, ammo 8), Rifle (4D, ammo 12)
Reference: N/A

Archaic Militiaman (Experienced)

Species: Any **Sex:** Any
DEXTERITY 2D **PERCEPTION 2D**
Brawling Parry 4D+1, Dodge 4D+1, Firearms 4D+1, Melee Combat 4D, Melee Parry 4D — Bargain 3D+1, Hide 3D, Search 4D+1, Sneak 3D
KNOWLEDGE 2D **STRENGTH 2D**
Survival 3D+2 — Climbing/Jumping 4D+1, Stamina 3D+2, Swimming 3D
MECHANICAL 2D **TECHNICAL 2D**
Beast Riding 3D+1, Ground Vehicle Operation 3D+1 — First Aid 3D Ground Vehicle Repair 3D
Move: 10
Equipment: Pistol (3D, ammo 8), Rifle (4D, ammo 12)
Reference: N/A

Archaic Militiaman (Veteran)

Species: Any **Sex:** Any
DEXTERITY 2D **PERCEPTION 2D**
Brawling Parry 5D, Dodge 5D, Firearms 5D, Melee Combat 4D+2, Melee Parry 4D+2 — Bargain 3D+2, Hide 3D+1, Search 5D, Sneak 3D+1
KNOWLEDGE 2D **STRENGTH 2D**
Survival 4D — Climbing/Jumping 5D, Stamina 4D, Swimming 3D
MECHANICAL 2D **TECHNICAL 2D**
Beast Riding 3D+2, Ground Vehicle Operation 3D+2 — First Aid 3D+1 Ground Vehicle Repair 3D+1
Move: 10
Equipment: Pistol (3D, ammo 8), Rifle (4D, ammo 12)
Reference: N/A

Simple Militiaman (Green)

Species: Any **Sex:** Any
DEXTERITY 2D **PERCEPTION 2D**
Blasters 3D, Brawling Parry 3D, Dodge 3D, Melee Combat 2D+2, Melee Parry 2D+2 — Bargain 2D+2, Hide 2D+1, Search 3D, Sneak 2D+1
KNOWLEDGE 2D **STRENGTH 2D**
Survival 3D — Climbing/Jumping 3D, Stamina 3D, Swimming 2D+2
MECHANICAL 2D **TECHNICAL 2D**
Beast Riding 2D+2, Ground Vehicle Operation 2D+2, Hover Vehicle Operation 2D+2 — First Aid 2D+1, Ground Vehicle Repair 2D+1, Hover Vehicle Repair 2D+1
Move: 10
Equipment: Choose one: Hold-out Blaster (3D), Sporting Blaster (3D+1), Primitive Blaster 3D
Reference: N/A

Simple Militiaman

Species: Any **Sex:** Any
DEXTERITY 2D **PERCEPTION 2D**
Blasters 3D+2, Brawling Parry 3D+2, Dodge 3D+2, Melee Combat 3D+1, Melee Parry 3D+1 — Bargain 3D, Hide 2D+2, Search 3D+2, Sneak 2D+2
KNOWLEDGE 2D **STRENGTH 2D**
Survival 3D+1 — Climbing/Jumping 3D+2, Stamina 3D+1, Swimming 2D+2
MECHANICAL 2D **TECHNICAL 2D**
Beast Riding 2D+2, Ground Vehicle Operation 3D, Hover Vehicle Operation 3D — First Aid 2D+2, Ground Vehicle Repair 2D+2, Hover Vehicle Repair 2D+2
Move: 10
Equipment: Choose one: Hold-out Blaster (3D), Sporting Blaster (3D+1), Primitive Blaster 3D
Reference: N/A

Simple Militiaman (Experienced)

Species: Any **Sex:** Any
DEXTERITY 2D **PERCEPTION 2D**
Blasters 4D+1, Brawling Parry 4D+1, Dodge 4D+1, Melee Combat 4D, Melee Parry 4D — Bargain 3D+1, Hide 3D, Search 4D+1, Sneak 3D
KNOWLEDGE 2D **STRENGTH 2D**
Survival 3D+2 — Climbing/Jumping 4D+1, Stamina 3D+2, Swimming 2D+2
MECHANICAL 2D **TECHNICAL 2D**
Beast Riding 2D+2, Ground Vehicle Operation 3D+1, Hover Vehicle Operation 3D+1 — First Aid 3D, Ground Vehicle Repair 3D, Hover Vehicle Repair 3D
Move: 10
Equipment: Choose one: Hold-out Blaster (3D), Sporting Blaster (3D+1), Primitive Blaster 3D
Reference: N/A

Simple Militiaman (Veteran)

Species: Any **Sex:** Any
DEXTERITY 2D **PERCEPTION 2D**
Blasters 5D, Brawling Parry 5D, Dodge 5D, Melee Combat 4D+2, Melee Parry 4D+2 — Bargain 3D+2, Hide 3D+1, Search 5D, Sneak 3D+1
KNOWLEDGE 2D **STRENGTH 2D**
Survival 4D — Climbing/Jumping 5D, Stamina 4D, Swimming 2D+2
MECHANICAL 2D **TECHNICAL 2D**
Beast Riding 2D+2, Ground Vehicle Operation 3D+2, Hover Vehicle Operation — First Aid 3D+1, Ground Vehicle Repair 3D+1, Hover Vehicle Repair 3D+1

3D+2
Move: 10
Equipment: Choose one: Hold-out Blaster (3D), Sporting Blaster (3D+1), Primitive Blaster 3D
Reference: N/A

Organized Militiaman (Green)

Species: Any
Sex: Any
DEXTERITY 2D
Blasters 3D, Brawling Parry 3D, Dodge 3D, Melee Combat 2D+2, Melee Parry 2D+2
PERCEPTION 2D
Bargain 2D+2, Hide 2D+1, Search 3D, Sneak 2D+1
KNOWLEDGE 2D
Survival 3D
STRENGTH 2D
Climbing/Jumping 3D, Stamina 3D, Swimming 2D+2
MECHANICAL 2D
Beast Riding 2D+2, Repulsorlift Operation 3D
TECHNICAL 2D
First Aid 2D+1, Repulsorlift Repair 2D+1
Move: 10
Equipment: Blast Vest (+1D physical, +1 energy), Choose one: Blaster Pistol (4D), Blaster Rifle (5D)
Reference: N/A

Organized Militiaman

Species: Any
Sex: Any
DEXTERITY 2D
Blasters 3D+2, Brawling Parry 3D+2 Dodge 3D+2, Melee Combat 3D+1, Melee Parry 3D+1
PERCEPTION 2D
Bargain 3D, Hide 2D+2, Search 3D+2, Sneak 2D+2
KNOWLEDGE 2D
Survival 3D+1
STRENGTH 2D
Climbing/Jumping 3D+2, Stamina 3D+1, Swimming 2D+2
MECHANICAL 2D
Beast Riding 2D+2, Repulsorlift Operation 3D+1
TECHNICAL 2D
First Aid 2D+2, Repulsorlift Repair 2D+2
Move: 10
Equipment: Blast Vest (+1D physical, +1 energy), Choose one: Blaster Pistol (4D), Blaster Rifle (5D)
Reference: N/A

Organized Militiaman (Experienced)

Species: Any
Sex: Any
DEXTERITY 2D
Blasters 4D+1, Brawling Parry 4D+1 Dodge 4D+1, Melee Combat 4D, Melee Parry 4D
PERCEPTION 2D
Bargain 3D+1, Hide 3D, Search 4D+1, Sneak 3D
KNOWLEDGE 2D
Survival 3D+2
STRENGTH 2D
Climbing/Jumping 4D+1, Stamina 3D+2, Swimming 2D+2
MECHANICAL 2D
Beast Riding 2D+2, Repulsorlift Operation 3D+2
TECHNICAL 2D
First Aid 3D, Repulsorlift Repair 3D
Move: 10
Equipment: Blast Vest (+1D physical, +1 energy), Choose one: Blaster Pistol (4D), Blaster Rifle (5D)
Reference: N/A

Organized Militiaman (Veteran)

Species: Any
Sex: Any
DEXTERITY 2D
Blasters 5D, Brawling Parry 5D, Dodge 5D, Melee Combat 4D+2, Melee Parry 4D+2
PERCEPTION 2D
Bargain 3D+2, Hide 3D+1, Search 5D, Sneak 3D+1
KNOWLEDGE 2D
Survival 4D
STRENGTH 2D
Climbing/Jumping 5D, Stamina 4D, Swimming 2D+2
MECHANICAL 2D
Beast Riding 2D+2, Repulsorlift Operation 4D
TECHNICAL 2D
First Aid 3D+1, Repulsorlift Repair 3D+1
Move: 10
Equipment: Blast Vest (+1D physical, +1 energy), Choose one: Blaster Pistol (4D), Blaster Rifle (5D)
Reference: N/A

Professional Militiaman (Green)

Species: Any
Sex: Any
DEXTERITY 2D
Blasters 3D+2, Brawling Parry 3D+2, Dodge 3D+2, Melee Combat 3D, Melee Parry 3D
PERCEPTION 2D
Bargain 2D+2, Command 2D+1, Hide 2D+1, Search 3D, Sneak 2D+1
KNOWLEDGE 2D
Survival 3D
STRENGTH 2D
Climbing/Jumping 3D, Stamina 3D, Swimming 2D+2
MECHANICAL 2D
Repulsorlift Operation 3D
TECHNICAL 2D
First Aid 2D+1, Repulsorlift Repair 2D+1
Move: 10
Equipment: Combat Armor (+2D physical, +1D energy), Blaster Pistol (4D), Blaster Rifle (5D)
Reference: N/A

Professional Militiaman

Species: Any
Sex: Any
DEXTERITY 2D
Blasters 4D+2, Brawling Parry 4D+2, Dodge 4D+2, Melee Combat 4D, Melee Parry 4D
PERCEPTION 2D
Bargain 3D, Command 3D, Hide 3D+1, Search 4D, Sneak 3D+1
KNOWLEDGE 2D
Survival 3D+2
STRENGTH 2D
Climbing/Jumping 4D, Stamina 4D, Swimming 2D+2
MECHANICAL 2D
Repulsorlift Operation 3D+2
TECHNICAL 2D
First Aid 3D, Repulsorlift Repair 3D
Move: 10
Equipment: Combat Armor (+2D physical, +1D energy), Blaster Pistol (4D), Blaster Rifle (5D)
Reference: N/A

Professional Militiaman (Experienced)

Species: Any
DEXTERITY 2D
Blasters 5D+2, Brawling Parry 5D+2, Dodge 5D+2, Melee Combat 5D, Melee Parry 5D
KNOWLEDGE 2D
Survival 4D+1
MECHANICAL 2D
Repulsorlift Operation 4D+1
Move: 10
Sex: Any
PERCEPTION 2D
Bargain 3D+1, Command 3D+2, Hide 4D+1, Search 5D, Sneak 4D+1
STRENGTH 2D
Climbing/Jumping 5D, Stamina 5D, Swimming 2D+2
TECHNICAL 2D
First Aid 3D+2, Repulsorlift Repair 3D+2
Equipment: Combat Armor (+2D physical, +1D energy), Blaster Pistol (4D) ,Blaster Rifle (5D)
Reference: N/A

Professional Militiaman (Veteran)

Species: Any
DEXTERITY 2D
Blasters 6D+2, Brawling Parry 6D+2, Dodge 6D+2, Melee Combat 6D, Melee Parry 6D
KNOWLEDGE 2D
Survival 5D
MECHANICAL 2D
Repulsorlift Operation 5D
Move: 10
Sex: Any
PERCEPTION 2D
Bargain 3D+2, Command 4D+1, Hide 5D+1, Search 6D, Sneak 5D+1
STRENGTH 2D
Climbing/Jumping 6D, Stamina 6D, Swimming 2D+2
TECHNICAL 2D
First Aid 4D+1, Repulsorlift Repair 4D
Equipment: Combat Armor (+2D physical, +1D energy), Blaster Pistol (4D) ,Blaster Rifle (5D)
Reference: N/A

Mercenary Trooper

Species: Any
DEXTERITY 2D
Blaster 3D, Dodge 3D, Grenade 2D+1, Vehicle Blaster 2D+2
KNOWLEDGE 2D
Survival 2D+1
MECHANICAL 2D
Repulsorlift Operation 2D+1
Move: 10
Sex: Any
PERCEPTION 2D
STRENGTH 2D
Brawling 3D
TECHNICAL 2D
Equipment: Blaster Rifle (5D), Field Armor & Helmet (+1D physical +2 energy) Grenades (5D), Helmet Comlink, Survival Gear, Utility Belt w/Supplies.
Reference: N/A

Mercenary Trooper (Experienced)

Species: Any
DEXTERITY 2D
Blaster 4D, Dodge 4D, Grenade 3D, Vehicle Blaster 3D+1
KNOWLEDGE 2D
Survival 2D+2
MECHANICAL 2D
Repulsorlift Operation 2D+2
Move: 10
Sex: Any
PERCEPTION 2D
STRENGTH 2D
Brawling 4D
TECHNICAL 2D
Equipment: Blaster Rifle (5D), Field Armor & Helmet (+1D physical +2 energy) Grenades (5D), Helmet Comlink, Survival Gear, Utility Belt w/Supplies.
Reference: N/A

Mercenary Trooper (Veteran)

Species: Any
DEXTERITY 2D
Blaster 5D, Dodge 5D, Grenade 3D+2, Vehicle Blaster 4D
KNOWLEDGE 2D
Survival 2D+2
MECHANICAL 2D
Repulsorlift Operation 3D
Move: 10
Sex: Any
PERCEPTION 2D
STRENGTH 2D
Brawling 5D
TECHNICAL 2D
Equipment: Blaster Rifle (5D), Field Armor & Helmet (+1D physical +2 energy) Grenades (5D), Helmet Comlink, Survival Gear, Utility Belt w/Supplies.
Reference: N/A

Mercenary Trooper (Elite)

Species: Any
DEXTERITY 2D
Blaster 6D, Dodge 6D, Grenade 4D+1, Vehicle Blaster 4D+2
KNOWLEDGE 2D
Survival 3D
MECHANICAL 2D
Repulsorlift Operation 3D+1
Move: 10
Sex: Any
PERCEPTION 2D
STRENGTH 2D
Brawling 6D
TECHNICAL 2D
Equipment: Blaster Rifle (5D), Field Armor & Helmet (+1D physical +2 energy) Grenades (5D), Helmet Comlink, Survival Gear, Utility Belt w/Supplies.
Reference: N/A

Mercenary Squad Leader

Species: Any
DEXTERITY 2D
Blaster 4D, Dodge 4D, Grenade 3D, Vehicle Blaster 3D+1
KNOWLEDGE 2D
Survival 2D+2, Tactics: Squads 3D
MECHANICAL 2D
Repulsorlift Operation 2D+2
Sex: Any
PERCEPTION 2D
Command 3D
STRENGTH 2D
Brawling 4D
TECHNICAL 2D
Move: 10
Equipment: Blaster Rifle (5D), Field Armor & Helmet (+1D physical +2 energy) Grenades (5D), Helmet Comlink, Survival Gear, Utility Belt w/Supplies.
Reference: N/A

Mercenary Squad Leader (Veteran)

Species: Any
DEXTERITY 2D
Blaster 5D, Dodge 5D, Grenade 3D+2, Vehicle Blaster 4D
KNOWLEDGE 2D
Survival 2D+2, Tactics: Squads 3D+2
MECHANICAL 2D
Repulsorlift Operation 3D
Sex: Any
PERCEPTION 2D
Command 4D
STRENGTH 2D
Brawling 5D
TECHNICAL 2D
Move: 10
Equipment: Blaster Rifle (5D), Field Armor & Helmet (+1D physical +2 energy) Grenades (5D), Helmet Comlink, Survival Gear, Utility Belt w/Supplies.
Reference: N/A

Mercenary Squad Leader (Elite)

Species: Any
DEXTERITY 2D
Blaster 6D, Dodge 6D, Grenade 4D+1, Vehicle Blaster 4D+2
KNOWLEDGE 2D
Survival 3D, Tactics: Squads 4D+1
MECHANICAL 2D
Repulsorlift Operation 3D+1
Sex: Any
PERCEPTION 2D
Command 5D
STRENGTH 2D
Brawling 6D
TECHNICAL 2D
Move: 10
Equipment: Blaster Rifle (5D), Field Armor & Helmet (+1D physical +2 energy) Grenades (5D), Helmet Comlink, Survival Gear, Utility Belt w/Supplies.
Reference: N/A

Mercenary Scout

Species: Any
DEXTERITY 2D
Blaster 3D, Dodge 3D, Grenade 2D+1, Vehicle Blaster 2D+2
KNOWLEDGE 2D
Cultures 3D, Languages 3D, Planetary Systens 3D, Survival 3D
MECHANICAL 2D
Beast Riding 2D+2, Repulsorlift Operation 3D
Sex: Any
PERCEPTION 2D
Hide 3D+1, Search 3D+1, Sneak 3D+1
STRENGTH 2D
Brawling 3D
TECHNICAL 2D
Move: 10
Equipment: Blaster Rifle (5D), Field Armor & Helmet (+1D physical +2 energy) Grenades (5D), Helmet Comlink, Survival Gear, Utility Belt w/Supplies.
Reference: N/A

Mercenary Scout (Experienced)

Species: Any
DEXTERITY 2D
Blaster 4D, Dodge 4D, Grenade 3D, Vehicle Blaster 3D+1
KNOWLEDGE 2D
Cultures 3D+2, Languages 3D+2, Planetary Systems 3D+2, Survival 3D+2
MECHANICAL 2D
Beast Riding 3D+2, Repulsorlift Operation 4D
Sex: Any
PERCEPTION 2D
Hide 4D+1, Search 4D+1, Sneak 4D+1
STRENGTH 2D
Brawling 4D
TECHNICAL 2D
Move: 10
Equipment: Blaster Rifle (5D), Field Armor & Helmet (+1D physical +2 energy) Grenades (5D), Helmet Comlink, Survival Gear, Utility Belt w/Supplies.
Reference: N/A

Mercenary Scout (Veteran)

Species: Any
DEXTERITY 2D
Blaster 5D, Dodge 5D, Grenade 3D+2, Vehicle Blaster 4D
KNOWLEDGE 2D
Cultures 4D+1, Languages 4D+1, Planetary Systems 4D+1, Survival 4D+1
MECHANICAL 2D
Beast Riding 4D+2, Repulsorlift Operation 5D
Sex: Any
PERCEPTION 2D
Hide 5D+1, Search 5D+1, Sneak 5D+1
STRENGTH 2D
Brawling 5D
TECHNICAL 2D
Move: 10
Equipment: Blaster Rifle (5D), Field Armor & Helmet (+1D physical +2 energy) Grenades (5D), Helmet Comlink, Survival Gear, Utility Belt w/Supplies.
Reference: N/A

Mercenary Scout (Elire)