

The Mandalorian war machine

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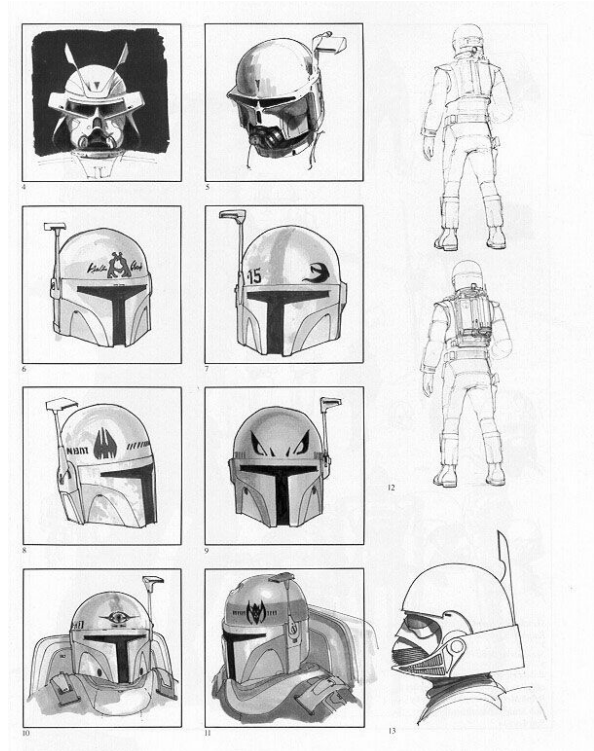
"The Mandalorians' actions throughout history are not easily forgotten by their victims. For a long time they were the third, unpredictable, side of the largest conflicts in Republic history, the other two being the Jedi and Sith of course. The Mandalorians have allied themselves with the Sith on many occasions, but it would be misguided to see them as lackeys of them, or believe that they share the same goals. Perhaps their methods coincide on many occasions – hence their alliances – but where the Sith seek power and domination in the hands of themselves, the Mandalorians seek conflict, strength and honour. They initialised assimilation of others into their own – superior? – culture.

The Mandalorians – Mando'ade in their own language – of old differs from the modern Mando'ade. Where the old were a brutal lot, seeking conflict, conquest and spreading chaos of war, the modern Mando'ade are no longer an organised army as such, working towards conquest. Almost eight hundred years ago, after yet another war with the Republic, the old ways gave way to new ideas within the Mando'ade culture. A pacifist faction within the Mando'ade culture appeared, and the most savage and brutal who did not denounce the old ways were banished from Mando'ade and other worlds within the sector. The banished Mando'ade continued their warrior ways, organised more like mercenaries or terrorists than some official Mandalorian army. Some sixty years ago, a second schism took place within the ranks of the "traditionalist" Mando'ade. Their Mand'alor – that is chieftain of sorts – reformed their warrior ways, not towards pacifism, but decided that his warriors should – if they still desired to fight – perform this function as honourable mercenaries, well paid mercenaries – apparently this Mand'alor disliked what his fellow warriors had become, oddly enough. Not all took well to this change of heart, these misfits formed a faction, which took the name Death Watch and became a source of much bloodshed amongst the Mando'ade in the years to come..."
-Tyur Eysha, Mentor at the Catharese Institution for Reacquisition of Cultural Artefacts

The Mandalorians have been around for most of galactic history. They have performed genocides and other terrible misdeeds. In more recent times their actions are less galactic spanning, as they went from conquerors to mercenaries and bounty hunters. They are largely feared and mistrusted, a fact the Mandalorians exploit to the fullest, and work hard to maintain.

Within the Mandalorian culture three main factions exists. The pacifist New Mandalorians, the Mandalorian Protectors (or True Mandalorians, followers of the *Supercommando codex*) and the Death Watch. This document contains NPC stats for both the Death Watch and Protectors, usable with the Edge of the Empire roleplaying game.

Additionally it contains some Mandalorian inspired gear and weapons, plus four starships known to be made by – and used by – Mandalorian mercenaries; be they Mandalorian Protectors or the Death Watch.



Mandalorian Protectors

Protector trooper [Minion]

Brawn: 3

Agility: 3

Intellect: 2

Cunning: 2

Willpower: 2

Presence: 2

Skills (group only): Athletics, Brawl, Cool, Discipline, Ranged (heavy), Ranged (light)

Talents: Jury Rigged (Blaster carbine; 1 lower critical rating)

Soak/Defence: 4/1

Thresholds: Wounds: 7

Abilities: Removes up to 2 setback dice to all perception, vigilance and combat checks due to darkness, smoke or other environmental effects.

Equipment: Light Battle Armour (Soak 1; Defence 1; attachment: Enhanced Optics suite; can be sealed like heavy battle armour), Blaster carbine, 2 Gauntlet knuckles, 2 extra reloads, rocket jet pack.

Protector elite rifleman [Henchman]

Brawn: 3

Agility: 4

Intellect: 2

Cunning: 2

Willpower: 2

Presence: 2

Skills: Athletics 2, Brawl 3, Cool 2, Discipline 2, Leadership 1, Melee 1, Perception 1, Pilot (planet) 1, Ranged (heavy) 3, Vigilance 1.

Talents: Adversary 1, Jury Rigged (Blaster rifle; 1 lower critical rating), precise aim 1, enduring 1.

Soak/Defence: 5/1

Thresholds: Wounds: 15

Abilities: Tactical Directions (see stormtrooper sergeant, affects Protector troopers), removes up to 2 setback dice to all perception, vigilance and combat checks due to darkness, smoke or other environmental effects.

Equipment: Light Battle Armour (Soak 1; Defence 1; attachment: Enhanced Optics suite; can be sealed like heavy battle armour), Blaster rifle, 2 Gauntlet knuckles, 2 extra reloads, rocket jet pack, net.

Protector elite pistoleer [Henchman]

Brawn: 3

Agility: 4

Intellect: 2

Cunning: 2

Willpower: 2

Presence: 2

Skills: Athletics 2, Brawl 3, Cool 2, Discipline 2, Leadership 1, Melee 1, Perception 1, Pilot (planet) 1, Ranged (light) 3, Vigilance 1.

Talents: Adversary 1, Jury Rigged (Heavy blaster pistol; 1 lower critical rating), point blank shot 1, enduring 1.

Soak/Defence: 5/1

Thresholds: Wounds: 15

Abilities: Tactical Directions (see stormtrooper sergeant, affects Protector troopers), removes up to 2 setback dice to all perception, vigilance and combat checks due to darkness, smoke or other environmental effects.

Equipment: Light Battle Armour (Soak 1; Defence 1; attachment: Enhanced Optics suite; can be sealed like heavy battle armour), 2 Heavy blaster pistol, 2 Gauntlet knuckles, 2 extra reloads, rocket jet pack, bola.

Protector Champion [Nemesis]

Brawn: 4

Agility: 5

Intellect: 3

Cunning: 3

Willpower: 3

Presence: 2

Skills: Athletics 3, Brawl 4, Cool 3, Discipline 3, Leadership 3, Melee 2, Perception 2, Pilot (planet) 3, Ranged (heavy) 3, Ranged (light) 4, Vigilance 2.

Talents: Adversary 2, Jury Rigged 2 (Heavy blaster pistol; 1 lower critical rating; Armour: increased ranged defence), point blank shot, precise aim 2, enduring 1.

Soak/Defence: 8/1 [melee]; 2 [ranged]

Thresholds: Wounds: 16 Strain: 14

Abilities: Tactical Directions (see stormtrooper sergeant, affects Protector trooper), removes up to 2 setback dice to all perception, vigilance and combat checks due to darkness, smoke or other environmental effects.

Equipment: Heavy Battle Armour (Soak 2; Defence 1; attachment: Enhanced Optics suite, Superior Quality), Blaster rifle, 2 Heavy blaster pistols (main is jury rigged), Gauntlet knuckles, 2 Gauntlet vibro-knives, 2 extra reloads, rocket jet pack, bola.



Death Watch

Death watch trooper [Minion]

Brawn: 3

Agility: 3

Intellect: 2

Cunning: 2

Willpower: 2

Presence: 2

Skills (group only): Athletics, Cool, Discipline, Melee, Ranged (heavy), Ranged (light)

Talents: Jury Rigged (armour; ranged defence)

Soak/Defence: 4/1 [melee]; 2 [ranged].

Thresholds: Wounds: 7

Abilities: Removes up to 2 setback dice to all perception, vigilance and combat checks due to darkness, smoke or other environmental effects.

Equipment: Light Battle Armour (Soak 1; Defence 1; attachment: Enhanced Optics suite; can be sealed like heavy battle armour), Blaster carbine or Blaster pistol, gauntlet vibro-knife, 2 extra reloads, rocket jet pack.

Death watch elite rifleman [Henchman]

Brawn: 3

Agility: 4

Intellect: 2

Cunning: 2

Willpower: 2

Presence: 2

Skills: Athletics 2, Brawl 1, Cool 2, Discipline 2, Leadership 1, Melee 3, Perception 1, Pilot (planet) 1 Ranged (heavy) 3, Vigilance 1.

Talents: Adversary 1, Jury Rigged (armour; ranged defence), true aim 1, enduring 1.

Soak/Defence: 5/1 [melee]; 2 [ranged].

Thresholds: Wounds: 15

Abilities: Tactical Directions (see stormtrooper sergeant, affects Death watch troopers), removes up to 2 setback dice to all perception, vigilance and combat checks due to darkness, smoke or other environmental effects.

Equipment: Light Battle Armour (Soak 1; Defence 1; attachment: Enhanced Optics suite; can be sealed like heavy battle armour), Blaster rifle, gauntlet vibro-knife, vibrosword, 2 extra reloads, rocket jet pack, net.

Death watch pistoleer [Henchman]

Brawn: 3

Agility: 4

Intellect: 2

Cunning: 2

Willpower: 2

Presence: 2

Skills: Athletics 2, Brawl 1, Cool 2, Discipline 2, Leadership 1, Melee 3, Perception 1, Pilot (planet) 1, Ranged (light) 3, Vigilance 1.

Talents: Adversary 1, Jury Rigged (armour; ranged defence), point blank shot, enduring 1.

Soak/Defence: 5/1 [melee]; 2 [ranged].

Thresholds: Wounds: 15

Abilities: Tactical Directions (see stormtrooper sergeant, affects Death watch troopers), removes up to 2 setback dice to all perception, vigilance and combat checks due to darkness, smoke or other environmental effects.

Equipment: Light Battle Armour (Soak 1; Defence 1; attachment: Enhanced Optics suite; can be sealed like heavy battle armour), 2 Heavy blaster pistols, gauntlet vibro-knife, vibrosword, 2 extra reloads, rocket jet pack, bola.

Death watch Champion [Nemesis]

Brawn: 4

Agility: 5

Intellect: 3

Cunning: 3

Willpower: 3

Presence: 2

Skills: Athletics 3, Brawl 2, Cool 3, Discipline 3, Leadership 3, Melee 4, Perception 2, Pilot (planet) 3, Ranged (heavy) 3, Ranged (light) 4, Vigilance 2.

Talents: Adversary 2, Jury Rigged 2 (Heavy blaster pistol: 1 lower critical rating; Armour: increased ranged defence), true aim 2, point blank shot, enduring 2.

Soak/Defence: 8/1 [melee]; 2 [ranged]

Thresholds: Wounds: 16 Strain: 14

Abilities: Tactical Directions (see stormtrooper sergeant, affects Death Watch trooper), removes up to 2 setback dice to all perception, vigilance and combat checks due to darkness, smoke or other environmental effects.

Equipment: Heavy Battle Armour (Soak 2; Defence 1; attachment: Enhanced Optics suite; can be sealed like heavy battle armour), 2 Heavy blaster pistols (main is jury rigged), Vibro-sword (Superior Quality), 2 gauntlet vibro-knives, vibro-sword, 2 extra reloads, rocket jet pack, bola.



Gear and vehicles

Gauntlet knuckles

Skill: Brawl

Damage: +1

Critical: 4

Range: Engaged

Encumbrance: 1

Hard points: 0

Price: 75

Rarity: 2

Qualities: Disorient 3

Notes: These knuckles function like ordinary knuckles, except they cannot be hidden as they are attached to gloves or gauntlets, usually part of the wearer's armour. The wearer is therefore always considered armed with these, and cannot be disarmed.

Gauntlet vibro-knife

Skill: Melee

Damage: +1

Critical: 3

Range: Engaged

Encumbrance: 1

Hard points: 1

Price: 275

Rarity: 4

Qualities: Pierce 2, Vicious 1

Notes: This gauntlet contains a spring loaded vibro-knife. The wearer is therefore always considered armed with these, and cannot be disarmed. Requires a manoeuvre to readied, as with any weapons.

Rocket Jet pack

Skill: Ranged (heavy)

Damage: 8

Critical: 4

Range: Medium

Encumbrance: 3

Hard points: 0

Price: 6,500

Rarity: 8, R

Qualities: Blast 6, Limited ammo 1, Guided 2

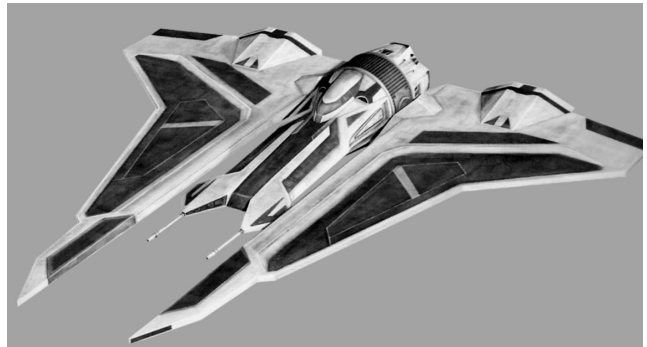
Notes: Function like a normal jet pack for purposes of flying.

Kom'rk-class fighter/transport

Hull Type: Transport

Ship Class: Kom'rk-class

Manufacturer: MandalMotors



Hyperdrive: Primary: Class 2, Backup: Class 12

Navicomputer: Yes

Ship's Complement: 4

Passenger Capacity: 24

Encumbrance Capacity: 40 encumbrance (20 metric tons)

Consumables: 1 Months

Cost: Not readily available for sale

Silhouette: 4 (68,1 meters long)

Sensor Range: Short

Speed: 4

Handling: +1

Defence (shield): 2/1

Armour: 4

Hull Integrity: 24

Strain Threshold: 17

Customization Hard Points: 3

Weapons:

Two double medium laser cannons

Fire Arc: 1 forward; 1 aft.

Range: Close

Damage: 6

Critical: 3

Qualities: Linked 1

Credits:

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Thanks for input and inspiration from d20radio forum users, in particular DarthGM and Donovan Morningfire.

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