STAR WARS

THE ROLEPLAYING GAME

Net.Guide To Stormtroopers

Written and Developed by
JIM WILLIAMS

STAR WARS

Net.Guide To Stormtroopers

CREDITS

Written & Developed By:
Jim "Jim Williams" Williams

PDF Layout & Design:
Khairul Hisham

Artwork:
Bob Rodgers, Jude Simon, Khairul Hisham

Playtesters:
Kim "Ardet Solaris" Salemi, Mickey "Osira Novan" Quinn, David "Jaryl Idlewise" Jarrell, and Scott "Oskan Blinth" Mickelson. Without them, it wouldn't be worth the effort.

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DISCLAIMER

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Stormtroopers are the highly trained, elite shocktroops of the Empire. While only a small number have the independent will and destiny to be Soldiers, the Thug class fails to capture the high motivation and deadly skill of these unstoppable, merciless warriors for the Empire. While widely despised in later years for their policies and practices, historians and military leaders alike have had favorable analyses for the fighting capability of the Imperial stormtrooper.

Requirements

To qualify, the character must fulfill the following criteria:
Feats: Weapon Group Proficiency (blaster pistol, blaster rifle, and simple weapons), Armor proficiency (light and medium).
Special: Must be Human and Thug (1st level only) and trained at a campaign-specific stormtrooper reeducation institute (or clonetrooper if campaign-appropriate). Cannot be any higher than 1st level.

Game Rule Information

Vitality: the Stormtrooper receives no vitality.

Class Skills

The Stormtrooper's class skills are:
Command (Cha), Intimidate (Cha), Knowledge (Int), Pilot (Dex), Profession (Wis).
Skill points at each level: 2 + INT modifier (includes Human bonus)

Class Features

Starting feats

Stormtrooper Immunities SQ (bribes, blackmail attempts, seduction attempts)
Infamy (only while in armor)
Weapon Group Proficiency (heavy weapons)

Bonus feat

At 2nd level, and every even-numbered level thereafter, stormtroopers receive a bonus feat from the following list: Armor Familiarity, Dodge, Great Fortitude, Point Blank Shot, Precise Shot, Toughness, and Weapon Focus.

Run (limited)

At 7th level, The Stormtrooper's Speed is 10 meters when wearing his armor due to long experience in wearing it in the field and in battle.

Increased Cooperation

Due to their training, internal comlinks, and rigid adherence to command, stormtroopers can increase the number of coordinating attackers from 6 to 7 for a maximum bonus of +6 to one attack roll.

Note: Stormtrooper armor is medium armor, not powered, for the entries below.

Level	BAB	Fort	Ref	Will	Special	Def	Rep
1	+1	+1	+0	+0	Starting feats	+1	+0
2	+2	+1	+1	+0	Bonus feat	+1	+0
3	+3	+2	+1	+0	Increased Cooperation	+2	+0
4	+4	+2	+1	+1	Bonus feat	+2	+0
5	+5	+3	+2	+1		+3	+0
6	+6	+3	+2	+1	Bonus feat	+3	+0
7	+7	+4	+2	+2	Run (limited)	+4	+1
8	+8	+4	+3	+2	Bonus feat	+4	+1
9	+9	+5	+3	+2		+5	+1
10	+10	+5	+3	+3	Bonus feat	+5	+2

Note: The stats below account for the stormtrooper's armor and feats that would affect performance at all times.

The typical stormtrooper is a dangerous foe and not to be underestimated. Although lacking the flexibility to perform most duties, the stormtrooper fresh out of drop camp excels at carrying out a frontal assault. While stormtrooper casualties may be high, stormtroopers' opponents usually value their lives more than victory and break in the face of the stormtroopers' sustained attack.

Stormtrooper Male Human Thug 1/Stormtrooper 3; Init +0; Defense 13 (+3 class); Spd 8m; VP/WP -/15; Atk +5 melee (1d3+1, unarmed) or +5 or +1/+1 ranged (3d8/19-20 or DC 18 stun, blaster rifle); SQ DR 5 armor, Immunities, Increased Cooperation; SV Fort +5/+7(against hostile environments); Ref +1, Will +0; SZ M; FP 0; DSP 1; Rep +3*; STR 12, DEX 11, CON 12, INT 10, WIS 10, CHA 10; Challenge Code B.
Equipment: Stormtrooper armor, blaster rifle, 3 grenades (2 frag, 1 stun), utility belt.
Skills: Climb +1, Command +2, Diplomacy -4, Gather Information +4, Hide -2, Intimidate +4/+7*, Jump +1, Knowledge (military) +4, Listen +2, Move Silently -2, Profession (stormtrooper) +4, Spot +2.
Feats: Armor Proficiency (light, medium), Infamy, Toughness, Weapon Focus (blaster rifle), Weapon Group Proficiencies (blaster pistols, blaster rifles, heavy weapons, simple weapons).

The stormtrooper below is a survivor of several deployments and light-fights. Darth Vader had a squad of these stormtroopers on Bespin to cut off any escape attempt by Han Solo during his arrest.

Veteran Stormtrooper Male Human Thug 1/Stormtrooper 7; Init +1 (+1 Dex); Defense 16 (+5 class, +1 Dex); Spd 10m; VP/WP -/15; Atk +9/+4 melee (1d3+1, unarmed) or +9/+4 or +5/+5/+0 ranged (3d8/19-20 or DC 18 stun, blaster rifle); SQ DR 5 armor, Immunities, Increased Cooperation, Run (limited); SV Fort +9/+11(against hostile environments); Ref +3, Will +2; SZ M; FP 0; DSP 3; Rep +4*;
STR 12, DEX 12, CON 12, INT 10, WIS 10, CHA 10; Challenge Code C.
Equipment: Stormtrooper armor, blaster rifle, 3 grenades (2 frag, 1 stun), utility belt.
Skills: Climb +1, Command +4, Diplomacy -4, Gather Information +4, Hide -2, Intimidate +5/+9*, Jump +1, Knowledge (military) +6, Listen +2, Move Silently -2, Profession (stormtrooper) +5, Spot +2.
Feats: Armor Proficiency (light, medium), Great Fortitude, Infamy, Point Blank Shot, Toughness, Weapon Focus (blaster rifle, grenade), Weapon Group Proficiencies (blaster pistols, blaster rifles, heavy weapons, simple weapons).

The stormtrooper below is an example of the typical trooper on garrison at Endor or grouped together by a Grand Admiral for specific operation not quite requiring the expertise of a Storm Commando platoon.

Elite Stormtrooper Male Human Thug 1/Stormtrooper 10; Init +1 (+1 Dex); Defense 16 (+5 class, +1 Dex); Spd 10m; VP/WP -/18; Atk +12/+7 melee (1d3+1, unarmed) or +12/+7 or +8/+8/+3/-2 ranged (3d8/19-20 or DC 18 stun, blaster rifle); SQ DR 5 armor, Immunities, Increased Cooperation, Run (limited); SV Fort +9/+11(against hostile environments); Ref +3, Will +3; SZ M; FP 0; DSP 4; Rep +5*; STR 12, DEX 12, CON 12, INT 10, WIS 10, CHA 10; Challenge Code D.
Equipment: Stormtrooper armor, blaster rifle, 3 grenades (2 frag, 1 stun), utility belt.
Skills: Climb +2, Command +6, Diplomacy -5, Gather Information +5, Hide -2, Intimidate +6/+11*, Jump +2, Knowledge (military) +8, Listen +2, Move Silently -2, Profession (stormtrooper) +8, Spot +2.
Feats: Armor Familiarity, Armor Proficiency (light, medium), Dodge, Great Fortitude, Infamy, Point Blank Shot, Toughness (X2), Weapon Focus (blaster rifle, grenade), Weapon Group Proficiencies (blaster pistols, blaster rifles, heavy weapons, simple weapons).

IMPERIAL SNOWTROOPERS

Cold Assault Stormtroopers, or snowtroopers, are able to operate in extremely low temperatures (-100 degrees Imperial). Depending on the size of a particular stormtrooper unit, snowtroopers may pull double duty as a sandtrooper and simply change armor as needed or be part of a dedicated Cold Assault Stormtrooper Legion. Like sandtroopers, snowtroopers are culled from the ranks of experienced stormtroopers and given additional training to facilitate operations in extreme environments.

Snowtrooper Male Human Thug 1/Stormtrooper 5; Init +0; Defense 14 (+4 class); Spd 8m; VP/WP -/15; Atk +7/+2 melee (1d3+1, unarmed) or +7/+2 or +3/+3/-2 ranged (3d8/19-20 or DC 18 stun, blaster rifle); SQ DR 5 armor, Immunities, Increased Cooperation; SV Fort +6/+8(against hostile environments)/+12(cold temperatures); Ref +2, Will +1; SZ M; FP 0; DSP 2; Rep +3*; STR 12, DEX 11, CON 12, INT 10, WIS 10, CHA 10; Challenge Code C.

Equipment: Stormtrooper armor with terrain grip boots and detachable snowshoes, blaster rifle, 3 grenades (2 frag, 1 stun), utility belt.

Skills: Climb +1, Command +4, Diplomacy -3, Gather Information +3, Hide -2, Intimidate +6/+9*, Jump +1, Knowledge (military) +4, Listen +2, Move Silently -2, Profession (stormtrooper) +4, Spot +2, Survival +3.

Feats: Armor Proficiency (light, medium), Infamy, Point Blank Shot, Skill Emphasis (Survival), Toughness, Weapon Focus (blaster rifle), Weapon Group Proficiencies (blaster pistols, blaster rifles, heavy weapons, simple weapons).

IMPERIAL SANDTROOPERS
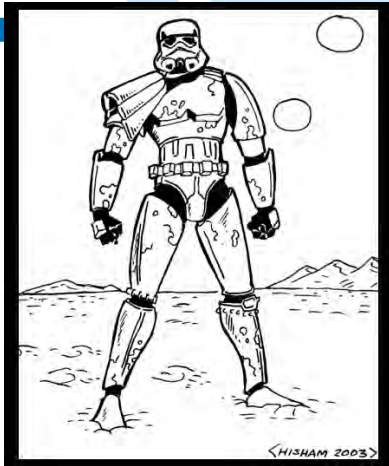
The designation "sandtrooper", and even the official title "Desert Assault Stormtrooper", is actually a slight misnomer as the sandtrooper is used in any environment that is hot, including overly humid or tropical planets. A typical sandtrooper is more experienced than a line stormtrooper as he has been specifically singled out after some field experience. Additional training to endure extreme temperature conditions coupled with a specially modified body glove allow the sandtrooper to operate in extremely hot environments.

Sandtrooper Male Human Thug 1/Stormtrooper 5; Init +0; Defense 14 (+4 class); Spd 8m; VP/WP -/15; Atk +7/+2 melee (1d3+1, unarmed) or +7/+2 or +3/+3/-2 ranged (3d8/19-20 or DC 18 stun, blaster rifle); SQ DR 5 armor, Immunities, Increased Cooperation; SV Fort +6/+8(against hostile environments)/+12(hot temperatures); Ref +2, Will +1; SZ M; FP 0; DSP 2; Rep +3*; STR 12, DEX 11, CON 12, INT 10, WIS 10, CHA 10; Challenge Code C.

Equipment: Sandtrooper armor, blaster rifle, 3 grenades (2 frag, 1 stun), utility belt.

Skills: Climb +1, Command +4, Diplomacy -3, Gather Information +3, Hide -2, Intimidate +6/+9*, Jump +1, Knowledge (military) +4, Listen +2, Move Silently -2, Profession (stormtrooper) +4, Spot +2, Survival +3.

Feats: Armor Proficiency (light, medium), Infamy, Point Blank Shot, Skill Emphasis (Survival), Toughness, Weapon Focus (blaster rifle), Weapon Group Proficiencies (blaster pistols, blaster rifles, heavy weapons, simple weapons).
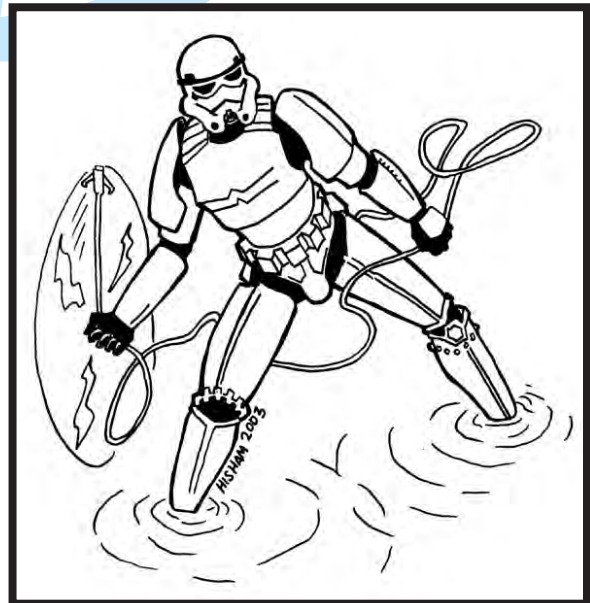
IMPERIAL SCOUTTROOPERS

While stormtrooper units have always carried the distinction of keeping themselves free of logistical and support units, even legions need a branch dedicated to reconnaissance and patrol. Scouttroopers typically ride speeder bikes to fulfill their mission objectives.


Scouttrooper Male Human Thug 1/Stormtrooper 3; Init +1; Defense 14 (+3 class, +1 Dex); Spd 8m; VP/WP -/11; Atk +5 melee (1d3+1, unarmed) or +5 or +1/+1 ranged (3d6/20 or DC 15 stun, blaster pistol); SQ DR 3 armor, Immunities, Increased Cooperation; SV Fort +4/+6(against hostile environments); Ref +2, Will +0; SZ M; FP 0; DSP 1; Rep +3*; STR 12, DEX 12, CON 11, INT 10, WIS 10, CHA 10; Challenge Code B.

Equipment: Scouttrooper armor (see below), blaster pistol, 3 grenades (2 frag, 1 stun), utility belt.

Skills: Climb +1, Diplomacy -3, Gather Information +3, Intimidate +4/+7*, Hide -1, Jump +1, Knowledge (military) +4, Listen +2, Move Silently -1, Pilot +7, Profession (stormtrooper) +2, Spot +5.

Feats: Armor Familarity, Armor Proficiency (light and medium), Infamy, Skill Emphasis (Spot), Weapon Group Proficiencies (blaster pistols, blaster rifles, heavy weapons, simple weapons).

Scouttrooper on Aratech 74-Z speeder bike

Speed: 150 meters; **Defense:** 12* (-1 Size, +3 armor); **Initiative:** +0 (-1 Size, +1 crew); **Maneuver:** +6 (-1 Size, +7 crew); **Hull points:** 22 (DR 5); **Max Velocity:** 360km/h (6 sq./action).

Weapon: Laser cannon; **Fire Arc:** Front; **Attack bonus:** +8 or +4/+4[multifire] (-1 Size, +5 crew, +4 fire control); **Damage:** 4d8; **Range Increment:** 20 m

* Provides no cover to pilot or passenger.

Scouttrooper Armor

Armor Type: Medium armor	**Proficiency:** Medium
Cost: 6,000	**DR:** 3
Maximum Dex Bonus: +2	**Armor Check Penalty:** -2
Speed: 8m	**Weight:** 6kg
Availability: Restricted	**Era:** Rebellion primarily

Scouttrooper armor has built-in macrobinoculars (-1 to Spot check every 10 meters) with thermal (IR) and starlight (UV) vision equivalent to Low-light vision and Darkvision.

Terrain-guidance Sensor Array adds +2 to Pilot checks.

Scouttrooper armor also protects against hostile environments and adds +2 to Spot and Listen checks as per stormtrooper armor.

Zero-G Assault Stormtroopers are used to conduct hostile boarding actions during space battles. Despite their heavy armor and firepower, Spacetroopers often take enormous casualties and are only used in extreme situations.

Spacetrooper Male Human Thug 1/Stormtrooper 6; Init +0; Defense 14 (+4 class); Spd 30m/4m (walking); VP/WP -/15; SQ DR 15 armor, Immunities, Increased Cooperation; SV Fort +6/+12(against hostile environments); Ref +2, Will +1; SZ M; FP 0; DSP 1; Rep +3*; STR 12, DEX 11, CON 12, INT 10, WIS 10, CHA 10; Challenge Code F.

Equipment: Spacetrooper armor (see below).

Skills: Command +2, Intimidate +5/+8*, Knowledge (military) +4, Listen +2, Pilot +6, Profession (stormtrooper) +4, Spot +2.

Feats: Armor Proficiency (light, medium, powered, heavy), Infamy, Point Blank Shot, Toughness, Weapon Focus (blaster rifle), Weapon Group Proficiencies (blaster pistols, blaster rifles, heavy weapons, simple weapons), Zero-G Operations.

Spacetrooper in armor (Personal scale/vehicle scale)

Type: Powered heavy armor
Size: Large (-1)/Fine (+8) **Defense:** 11/19 (includes +3 armor)
Initiative: -1/+7 **Speed:** 30m/1 (Docking)
Maneuver: +5/+13 **DR:** 15

Weapon: Grenade Launcher; **Damage:** per grenade; **Attack Bonus:** +6; **Range increment:** 50 meters. Carries 10 fragmentation, stun, agent T-238, Fex M-3, or smoke grenades depending on the spacetrooper's mission parameters.
Weapon: Blaster Cannon; **Damage:** 4d8; **Critical:** 19-20; **Attack Bonus:** +8 or +2/+2/+2/-3 (+2 fire-control); **Range increment:** 40 meters.
Weapon: Boarding Torch; **Damage:** 2d8, attacks DR/Hardness first; **Critical:** 20; **Attack Bonus:** +7; **Range increment:** n/a.
Weapon: Mini-proton torpedo launcher (4 torpedoes); **Fire Arc:** Front; **Damage:** 10d6+6; **Critical:** 20; **Attack Bonus:** +7/+15; **Range Modifiers:** PB +0, S -2, M/L n/a; **Range Increment:** 50 meters.

Miscellaneous: Spacetrooper armor comes equipped with activated magnetic attachments on feet and hands to allow gripping to the surface of a starship. The "Break DC" for the attachment that needs to be exceeded by a Pilot (counts as a Stunt), Move Object, or STR check is 30. +2 is added to the DC for each attachment point after the first.

Note: The grenade launcher, blaster cannon, and boarding torch are personal-scale weapons with the exception that the boarding torch can reduce the DR or Hardness of any scale vehicle or starship, but only in a localized area. The mini-proton torpedo launcher is primarily a weapon used for space combat, but both attack modifiers are given along with a range increment if used in personal combat. The torpedo explodes with a blast radius of 15 meters and requires a DC 25 Reflex saving throw to take ½ damage. The torpedoes are a direct-fire weapon and do not have to, nor are they capable of "locking-on". The mini-proton torpedo launcher can affect both character scale and starship scale targets. As personal armor, Spacetrooper armor has a Max Dex bonus of -1.

Aquatic Assault Troopers are tasked with enforcing the Emperor's will on the multitude of planets that have vast oceans and even underwater civilizations. Their specially modified blaster rifle is carried in the event they perform amphibious operations that allow it to be used.

Seatrooper Male Human Thug 1/Stormtrooper 5; Init +0; Defense 14 (+4 class); Spd 8m; VP/WP -/15; Atk +7/+2 melee (1d3+1, unarmed) or +7/+2 or +3/+3/-2 (3d8/19-20 or DC 15 stun, blaster rifle or +7 (2d6/20, speargun); SQ DR 5 armor, Immunities, Increased Cooperation; SV Fort +6/+8(against hostile environments); Ref +2, Will +1; SZ M; FP 0; DSP 1; Rep +3*; STR 12, DEX 11, CON 12, INT 10, WIS 10, CHA 10; Challenge Code C.

Equipment: Seatrooper armor with detachable fins, blaster rifle/speargun with 50 bolts, utility belt.

Skills: Climb +0, Command +2, Diplomacy -3, Gather Information +3, Hide -2, Intimidate +4/+7*, Jump +0, Knowledge (military) +5, Listen +2, Move Silently -2, Profession (stormtrooper) +5, Spot +2, Swim +6.

Feats: Armor Proficiency (light, medium), Infamy, Point Blank Shot, Skill Emphasis (Swim), Toughness, Weapon Focus (blaster rifle), Weapon Group Proficiencies (blaster pistols, blaster rifles, heavy weapons, simple weapons).

Seatrooper Armor

Armor Type: Medium armor
Cost: 6,000
Maximum Dex Bonus: +2
Speed: 8m
Availability: Restricted
Proficiency: Medium
DR: 3
Armor Check Penalty: -2
Weight: 6kg
Era: Rebellion primarily

Seatrooper armor is SCUBA-capable with an emergency rebreather (see Aquata Breather, pg. 140 RCRB); +4 to Swim checks and +1m to Speed when Swimming (3m for move action, 5m for full-round action).

Blaster speargun

Weapon type: Blaster/speargun
Proficiency Group: Blaster rifle
Damage: 3d8/2d6
Range Increment: 30m/6m
Fort DC: 15
Multifire/Autofire: M/one-shot
Hardness: 4
WP: 8
Availability: Restricted
Cost: 1,000
Critical: 19-20/20
Weight: 5kg
Type: Energy/Piercing
Size: Large
Break DC: 18
Era: Rebellion
Special: The blaster rifle does not function underwater, so the Seatrooper must reload the speargun for each shot.

IMPERIAL ROYAL GUARDSMAN

These dangerous men were bodyguards for the Emperor himself. When not acting in that capacity, Emperor Palpatine sent them on specific missions to enforce his will or protect his assets.

Requirements

To qualify, the character must fulfill the following criteria:
Base Attack Bonus: +4
Skills: Intimidate 8 ranks, Spot 4 ranks, Sense Motive 4 ranks, and Treat Injury 4 ranks.
Feats: Improved Initiative and Immunities.
Special: Must have served as an Imperial stormtrooper, have 3 DSPs and be a Bodyguard 1st level or higher..

Game Rule Information

Vitality: the Royal Guardsman gains 1d10 + CON modifier vitality points per level.

Class Skills

The Royal Guardsman's class skills are as follows:
Climb (Str), Intimidate (Cha), Jump (Str), Knowledge (Int), Listen (Wis), Profession (Wis), R/W Language, Search (Int), Sense Motive (Wis), Speak language, Spot (Wis), and Treat Injury (Wis).

Skill points at each level: 4 + INT modifier

Class Features

Starting feats

The Royal Guardsman receives the following starting feats:
Echani
Exotic Weapon Proficiency (force pike).
Additionally, the Royal Guardsman is considered to have Two-Weapon Fighting and Ambidexterity when using a force pike or unarmed.

Precise Shot

At 2nd level, The Royal Guardsman receives the Precise Shot feat.

Imperial Guard

At 3rd level, the fanatical devotion of the Royal Guardsman allows him to fight to the death and ignore the consequences of his Wounds until he reaches -10 Wounds and dies. To use this ability, the Royal Guardsman must be in sight of the Emperor.

Equipment: Force Pike

The force pike in the hands of a Royal Guardsman is a far deadlier weapon due to their special training with it. A Royal Guardsman, or anyone who learns the Exotic Weapon Proficiency feat (force pike), is capable of using it as a double weapon. The second weapon is considered off-hand, light, and does 1d6 damage with a critical threat of 20.

Level	BAB	Fort	Ref	Will	Special	Def	Rep
1	+1	+1	+1	+0	Starting feats	+1	+0
2	+2	+2	+2	+0	Precise Shot	+1	+0
3	+3	+2	+2	+1	Imperial Guard	+2	+0

Royal Guardsman Male Human Soldier 4, Bodyguard 1, Royal Guardsman 3, Elite Trooper 2; Init +7 (+3 Dex, +4 feat); Defense 22 (+9 class, +3 Dex); Spd 10m; VP/WP 80/15; Atk +13/+8 or +11/+11/+6 (1d4+3/20, unarmed) or +14/+9 (2d8+4/20 or DC 15 stun, force pike) or +12/+12/+7 (2d8+4, 1d6+4, 2d8+4/20 or DC 15 stun, force pike) melee, +13/+8 ranged; SQ DR 6 armor, Two-Weapon Fighting (with force pike or unarmed only), Harm's Way, Run (limited), Infamy, Imperial Guard; SV Fort +12/+14(against hostile environments); Ref +10, Will +4; SZ M; FP 1; DSP 6; Rep +6*; STR 16, DEX 16, CON 15, INT 10, WIS 10, CHA 12; Challenge Code G.
Equipment: Stormtrooper armor, blaster rifle, 3 grenades (2 frag, 1 stun), utility belt.

Skills: Climb +5, Demolitions +1, Diplomacy -6, Gather Information +6, Hide +7, Intimidate +9/+15*, Jump +6, Knowledge (tactics) +7, Knowledge (military) +7, Listen +5, Move Silently +7, Profession (stormtrooper) +7, Search +4, Sense Motive +5, Spot +7, Treat Injury +4.
Feats: Ambidexterity, Armor Familiarity, Armor Proficiency (light, medium, heavy), Combat Reflexes, Dodge, Echani, Exotic Weapon Proficiency (force pike), Immunities, Improved Initiative, Martial Arts, Point Blank Shot, Precise Shot, Weapon Focus (force pike), Weapon Group Proficiencies (blaster pistols, blaster rifles, heavy weapons, simple weapons, vibro weapons).

IMPERIAL ROYAL GUARDSMAN

Guardsman Armor

Armor Type: Medium armor
Cost: 10,000
Maximum Dex Bonus: +2
Speed: 8m
Availability: Restricted
Proficiency: Medium
DR: 6
Armor Check Penalty: -2
Weight: 16kg
Era: RotE, Rebellion
This armor cannot be customized or personalized. +2 equipment bonus to Spot and Listen checks. +2 to Fortitude saving throws against hostile environment.

IMPERIAL STORM COMMANDO

Only slightly less deadly than the Royal Guardsman is the dreaded Storm Commando---the only branch of stormtroopers trained for special operations work. Every single Storm Commando is a deadly trooper in his own right and truly a cut above his stormtrooper brethren. The highest honor is to be selected for Royal Guardsman training; running a slight second is selection for the Storm Commando corps.

Storm Commando Male Human Soldier 4, Scoundrel 3, Infiltrator 3; Init +3 (+3 Dex); Defense 20 (+7 class, +3 Dex); Spd 10m; VP/WP 65/15; Atk +10/+5 (1d6+2/20, unarmed) melee or +11/+6 or +7/+7/+2 (3d8/19-20 or DC 18 stun, blaster rifle) ranged; SQ DR 3 armor, Precise Attack +1, Lucky (1/day), Advanced Preparations#, Skill Mastery, Covert Movement (full speed), Sneak Attack +1d6, Infamy, Run (limited); SV Fort +9/+11(against hostile environments); Ref +10, Will +4; SZ M; FP 1; DSP 5; Rep +6*; STR 14, DEX 16, CON 15, INT 10, WIS 10, CHA 10; Challenge Code F. (# For stats on Advanced Preparations, see Prowler Archetype in *Hero's Guide*)
Equipment: Storm Commando armor, blaster rifle, blaster pistol, 6 grenades (4 frag, 1 stun, 1 smoke), utility belt.

Skills: Balance +7, Climb +5, Computer Use +2, Demolitions +6, Disable Device +4, Hide +11, Intimidate +11*, Jump +4, Knowledge (military) +6, Knowledge (tactics) +6, Listen +6, Move Silently +11, Pilot +8, Profession (stormtrooper) +5, Spot +9.
Feats: Armor Proficiency (light, medium), Immunities, K'tara, Martial Arts, Point Blank Shot, Power Attack, Precise Shot, Stealthy, Weapon Group Proficiencies (blaster pistols, blaster rifles, heavy weapons, simple weapons, vibro weapons).

Storm Commando Armor

Armor Type: Medium armor	**Proficiency:** Medium
Cost: 12,000	**DR:** 3
Maximum Dex Bonus: +3	**Armor Check Penalty:** -2
Speed: 10m	**Weight:** 5kg
Availability: Restricted	**Era:** RotE, Rebellion

This armor cannot be customized or personalized. The armor provides a +5 equipment bonus to Hide checks and a +4 equipment bonus to Spot and Listen checks.

Stormtroopers are often led by the most implacable of military leaders…fellow stormtroopers trained to maximize the strengths of a stormtrooper and disregard the weaknesses. Only veteran stormtroopers are sent for additional command instruction.

Requirements

To qualify, the character must fulfill the following criteria:
Skills: 6 ranks in Command.
Special: Must be a 4th level Stormtrooper.

Game Rule Information

Vitality: the Stormtrooper Officer receives 1d10 + CON modifier/level.

Class Skills

The Stormtrooper Officer's class skills are:
Command (Cha), Intimidate (Cha), Knowledge (Int), Pilot (Dex), Profession (Wis), Spot (Wis).
Skill points at each level: 5 + INT modifier (includes Human bonus)

Class Features

Leadership

As per Officer class in RCRB.

Run (limited)

At 3rd level, The Stormtrooper Officer's Speed is 10 meters when wearing his armor due to long experience in wearing it in the field and in battle.

Bonus feat

At 4th and 8th level stormtroopers receive a bonus feat from the following list: Frightful Presence, Quickness, Rugged, Skill Emphasis (Command), Toughness, Weapon Focus.

Tactics

As per Officer class in RCRB.

Fanaticism

Stormtrooper Officers can inspire other stormtroopers into a fanatical burst of zeal to accomplish a mission objective. All stormtroopers in LOS of the Officer can reduce his Defense by 1 for a +1 to all attack rolls.

Improved Tactics

As per Officer class in RCRB.

Imperial Guard

As per Royal Guardsman SQ.

Level	BAB	Fort	Ref	Will	Special	Def	Rep
1	+1	+1	+1	+1	Leadership	+1	+1
2	+2	+2	+2	+1		+1	+1
3	+3	+2	+2	+1	Run (limited)	+2	+1
4	+4	+2	+2	+1	Bonus feat	+2	+2
5	+5	+3	+3	+2	Tactics	+3	+2
6	+6	+3	+3	+2		+3	+2
7	+7	+4	+4	+2	Fanaticism	+4	+3
8	+8	+4	+4	+2	Bonus feat	+4	+3
9	+9	+4	+4	+3	Improved Tactics	+5	+3
10	+10	+5	+5	+3	Imperial Guard	+5	+4

The company-grade stormtrooper officer below would be found commanding a company or special detachment.

Stormtrooper Officer Male Human Thug 1/Stormtrooper 6/Officer 1; Init +1 (+1 Dex); Defense 16 (+5 class, +1 Dex); Spd 8m; VP/WP 11/15; Atk +9/+4 melee (1d3+1, unarmed) or +9/+4 or +5/+5/+0 ranged (3d8/19-20 or DC 18 stun, blaster rifle); SQ DR 5 armor, Immunities, Increased Cooperation, Leadership; SV Fort +7/+9(against hostile environments); Ref +4, Will +2; SZ M; FP 0; DSP 3; Rep +4*; STR 12, DEX 12, CON 12, INT 12, WIS 10, CHA 12; Challenge Code C.
Equipment: Stormtrooper armor, blaster rifle, 3 grenades (2 frag, 1 stun), utility belt.
Skills: Climb +1, Command +9*, Diplomacy -3, Gather Information +5, Hide -2, Intimidate +5/+9*, Jump +1, Knowledge (tactics) +8, Knowledge (military) +8, Listen +2, Move Silently -2, Profession (stormtrooper) +8, Search +2, Spot +4.
Feats: Armor Proficiency (light, medium), Dodge, Great Fortitude, Infamy, Point Blank Shot, Toughness, Weapon Focus (blaster rifle), Weapon Group Proficiencies (blaster pistols, blaster rifles, heavy weapons, simple weapons).

The next level of Stormtrooper Officer is the deadly, experienced Battalion Commander. Hardened by years of fighting, this veteran soldier is primed to carry out any mission the Emperor orders…or lead his men to the death in the attempt.

Battalion Commander Male Human Thug 1/Stormtrooper 6/Officer 5; Init +1 (+1 Dex); Defense 18 (+7 class, +1 Dex); Spd 8m; VP/WP 37/19; Atk +13/+8/+3 melee (1d3+1, unarmed) or +13/+8/+3 or +9/+9/+4/-1 ranged (3d8/19-20 or DC 18 stun, blaster rifle); SQ DR 5 armor, Immunities, Increased Cooperation, Leadership, Requisition Supplies, Run (limited), Tactics; SV Fort +9/+11(against hostile environments); Ref +6, Will +3; SZ M; FP 0; DSP 7; Rep +5*; STR 12, DEX 12, CON 13, INT 10, WIS 10, CHA 12; Challenge Code E.
Equipment: Stormtrooper armor, blaster rifle, 3 grenades (2 frag, 1 stun), utility belt.
Skills: Climb +1, Command +13*, Diplomacy -4, Gather Information +6, Hide -2, Intimidate +9/+14*, Jump +1, Knowledge (tactics) +11, Knowledge (military) +12, Listen +2, Move Silently -2, Profession (stormtrooper) +12, Search +2, Spot +8.
Feats: Armor Proficiency (light, medium), Dodge, Great Fortitude, Infamy, Point Blank Shot, Skill Emphasis (Command), Toughness (X2), Weapon Focus (blaster rifle, grenade), Weapon Group Proficiencies (blaster pistols, blaster rifles, heavy weapons, simple weapons).

At the top of the Stormtrooper chain-of-command is the Legion Commander. This individual is rarely encountered in the field; anyone unfortunate enough to be in the path of a Legion Commander is unlikely to survive the experience.

Legion Commander Male Human Thug 1/Stormtrooper 6/Officer 9; Init +1 (+1 Dex); Defense 21 (+10 class, +1 Dex); Spd 8m; VP/WP 75/20; Atk +13/+8/+3 melee (1d3+1, unarmed) or +13/+8/+3 or +9/+9/+4/-1 ranged (3d8/19-20 or DC 18 stun, blaster rifle); SQ DR 5 armor, Immunities, Increased Cooperation, Leadership, Run (limited), Fanaticism, Improved Tactics; SV Fort +11/+13(against hostile environments); Ref +7, Will +4; SZ M; FP 0; DSP 9; Rep +6*; STR 12, DEX 12, CON 14, INT 12, WIS 10, CHA 12; Challenge Code E.
Equipment: Stormtrooper armor, blaster rifle, 3 grenades (2 frag, 1 stun), utility belt.
Skills: Climb +1, Command +16*, Diplomacy -5, Gather Information +7, Hide -2, Intimidate +11/+17*, Jump +1, Knowledge (tactics) +14, Knowledge (military) +15, Listen +2, Move Silently -2, Profession (stormtrooper) +15, Search +2, Sense Motive +2, Spot +10.
Feats: Armor Proficiency (light, medium), Dodge, Great Fortitude, Heroic Surge, Infamy, Point Blank Shot, Quickness, Skill Emphasis (Command), Toughness (X2), Weapon Focus (blaster rifle, hand grenade), Weapon Group Proficiencies (blaster pistols, blaster rifles, heavy weapons, simple weapons).

Chain of Command

Stormtroopers cause interesting discrepancies in the chain-of-command when operating with other Imperial units. In general, stormtroopers take orders from officers appointed over them whether they are Imperial Navy or Army. However, it is widely understood that stormtroopers will act in the name and interests of the Empire. Stormtroopers are a part of every garrison on capital ships, bases, and planets. One reason is to give a planetary governor or ship captain the ability to call upon the stormtroopers' unique and awesome fighting abilities. The other reason is to have loyal troops in place to stop defections and mutinies. When necessary, stormtroopers will, and have been known to, turn their weapons on Army troopers and Navy personnel.

Stormtrooper tactics

Stormtroopers typically advance on their target, under cover if appropriate, and fire once per round. If defenders protect their objective under cover, stormtroopers will advance and maneuver to minimize the cover effect. Grenades are excellent once in range and will be used ruthlessly. As the stormtroopers advance, they will coordinate their fire on individuals behind cover.

Stormtroopers call for reinforcements in emergency situations. However, in the case of a deliberate assault, stormtrooper units that bog down and stop advancing are almost never reinforced. The theory is called *Advance, Paralyze, and Destroy*, or *APD*. Stormtrooper units that advance are reinforced, those that are stopped short are tasked to hold in place or advance as best as possible and pin down defenders. The goal is for a stormtrooper unit to advance past the defender's lines. Follow-on units move into the breach and aid the first battalion in engaging reserves. When enemy reserves are routed, more stormtrooper battalions are funneled into the widening breach to overrun the defender's rear areas.

While *APD* has sometimes led to stunning victories against stormtrooper units that are outflanked by daring commanders, even these victories have resulted in casualties few commanders can accept. The stormtroopers do not care about casualties; neither do their officers. A stormtrooper thrust that is cut-off by a counterattack against the base of its formation merely drives on with little or no morale impact. A Rebel officer once noted, "A surrounded stormtrooper battalion has simply been put in a position where it can advance in any direction to engage the enemy."

In personal combat against opponents proving impossible to hit, even with Increased Cooperation, stormtroopers are likely to switch to Multifire and shoot individually. The hail of blaster fire will hopefully produce a smattering of automatic hits…even against Jedi Masters.

Boarding Operations

Spacetroopers typically fire two grenades into the breach (after depressurization). Since spacetroopers are in sealed suits, they have no reason not to blast through bulkheads, doors and compartments, exposing more and more of the boarded ship to vacuum.

The primary target for most spacetrooper boarding actions is the engine compartment in order to cut power to the ship's drives and weapons.

The Assault Shuttle is used to transport spacetroopers into range of their designated target. If it is able to, the Assault Shuttle will conduct any necessary suppression fire, particularly against point-defense cannons, which can easily target spacetroopers.

Order of Battle

Stormtroopers operate in *squads* of eight with one trooper carrying a light repeating blaster during assault operations. Four squads constitute a *platoon* with a veteran stormtrooper commanding. Six platoons constitute a *company* with a Stormtrooper Officer in command. Four companies make a *battalion* with a Battalion Commander in charge. Note that a battalion is the minimum, but standard, stormtrooper force assigned to an Imperial Garrison. A Battalion Commander typically has a special-missions group (platoon-size) in reserve consisting of veteran squad members led by an elite stormtrooper. Nine battalions are grouped into a Legion, which with ad hoc additions to its fighting complement forms the basis for a stormtrooper unit based on an *Imperial*-class Star Destroyer. The ad hoc additions typically are:

1) Spacetrooper platoon; 2) one company of Desert Assault Troopers; one company of Cold Assault Troopers; one company of Aquatic Assault Troopers, a Storm Commando squad (or possibly platoon); and a battalion of Scouttroopers.

Ships

F7 "Landing Brick" Drop Ship can be found at:
http://conversions.swrpgnetwork.com/entry.php?s=&id=689
MT/191 Drop Ship can be found at:
http://conversions.swrpgnetwork.com/entry.php?s=&id=695
Troop Pod can be found at:
http://conversions.swrpgnetwork.com/entry.php?s=&id=657
TIE Shuttle can be found at:
http://conversions.swrpgnetwork.com/entry.php?s=&id=648
The Assault Shuttle can be found in *Starships of the Galaxy,* page 78.

MISCELLANEOUS

WEAPONS

BlasTech E-11 Blaster Rifle

The ubiquitous E-11 carbine/rifle is often carried by stormtroopers. And rightly so, for it is a rugged weapon and an excellent choice for a soldier. The collapsible stock allows the weapon to be utilized several ways.

· Stock collapsed, one-handed use: Considered a Medium weapon, range increment 20 meters.
· Stock extended: Considered a two-handed ranged weapon, range increment increased to 30 meters.
· Stock collapsed, two-handed use: Considered a two-handed weapon, range increment 25 meters.

Grenades

Stormtroopers carry grenades like other soldiers, but they are never used in the movies. GMs are advised to adopt a policy regarding grenade use that fits their campaign. If the PCs rarely take advantage of using grenades, then GMs should consider following their lead. An exception would be to purposely challenge a character or when the tactical situation demands the use of one or more grenades. If the GM is running for players who take advantage of grenades, the following tips may come of use:

· Stormtroopers who are able to make a Reflex saving throw to take ½ damage (whether due to level or cover) are likely to only take 2 or 3 wound points of damage from a grenade.
· Stormtroopers typically carry the Merr-Sonn C-22 frag-mentation grenade and C-10 stun grenade from the *Arms and Equipment Guide.*
· Force-users, if prepared with a ready action, can simply drop grenades back in the laps of those who throw them. If unprepared, even a vaunted Jedi with an activated lightsaber is going to have a big surprise when multiple grenades land in his 10 Defense square.
· Bear in mind that stun grenades sent in first to soften up (stun or knockout) defenders make follow-up blaster shots more likely to hit. If following *Jedi Counseling* advice to ignore automatic stun results, GMs should understand that stormtroopers would not consciously factor in the possibility that targets may have exceptional Fortitude saving throws.
· **Optional rule:** Contrary to popular belief, grenades are not weapons used singly to incapacitate large numbers of people unless used in very confined spaces. If a grenade is used in any area larger than its blast radius, the Reflex saving throw DC to take half damage is 10 and 15 to take no damage. In an enclosed area, a Reflex saving throw DC 15 to take half damage and DC 20 means no damage is taken from the grenade.

SKILLS

Command (Cha) New skill

This skill is cultivated by members of organization that have authority to lead and order others. While many mundane situations do not call for a Command check, when a situation turns extremely deadly, this skill becomes very useful. This skill quite simply allows the PC using Command to compel another character or characters to do something they would not normally do. A prerequisite situation is required in that the PC issuing orders has to be part of a command structure over the individuals being ordered. If not, the PC must use Diplomacy to persuade or Intimidate to bully the individual(s).

Check: The PC makes a Command check and compares the result to the Difficulty Check table below. Modifiers to the situation should be applied.

DC 15
Individuals will follow reasonable requests if they have no stake in a situation or the order is reasonable. Example: People will "move along" at the order of a law enforcement officer; pinned down soldiers will return fire from behind cover if ordered by a superior officer or NCO.

DC 20
Individuals will comply with orders they are mildly opposed to. Example: People will "move along" at the order of a law enforcement officer after witnesses have seen something controversial (but situation is not out of hand yet); soldiers will hold a position under intense fire if casualties are light.

DC 25
Individuals with comply with orders they are opposed to or perceive as dangerous. Example: One or two individuals will cease fighting or some other minor criminal activity (like brawling); soldiers will hold an untenable position as long as the PC giving orders remains with them and active.

DC 30
Individuals will comply with orders that are dangerous. Example: A small crowd of angry protesters will disperse; soldiers will attack/counterattack at risky odds. Additionally, a character that is *Exhausted* can function for a number of rounds equal to his or her Will saving throw modifier +2.

DC 35
Individuals will comply with orders that are very dangerous. Example: Bayonet charge across open terrain against a foe with numerical superiority and dangerous firepower; ordering your element to "stay on target" during the Death Star trench run with Darth Vader on your tail. *Panicked* or *Cowering* characters will begin acting normally.

Command Skill, Continued from page 13

Modifier

synergy bonus suggestions: +2 for 5 ranks in Intimidate or Profession (anything applicable).

+5 if the situation is of some importance to the individuals being ordered.

+10 if the situation is of extreme importance to the individuals being ordered.

-5 if the PC giving orders is only tenuously recognized as an authority figure.

+2 to +5 if the Commander has led the individuals in combat, bonus depending on length of time together.

Reputation bonus applies if applicable whether Famous or Infamous.

Radtroopers
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FREQUENTLY ASKED QUESTIONS

Frequently Asked Questions

1. Why didn't you just make the Stormtroopers into Soldiers?

2. What do I do if a player wants to make an ex-stormtrooper character? Do they have to have levels in the Stormtrooper class?

3. Where are the radiation-zone troopers or "radtroopers"?

4. Why do you have stormtrooper armor as Medium instead of Powered?

5. What is in a utility belt?

1. Making the Stormtroopers into Soldiers would have made the stormtroopers far too dangerous. It is better to reserve the heroic classes for notable beings in the galaxy or for a particularly dangerous stormtrooper encountered by players. Rank and file stormtroopers would not go down as readily as they do in the movies if they had vitality. On the other hand, I created the Stormtrooper prestige class to emphasize that they are extremely dangerous in their own right. They are far more capable than typical Thugs (soldiers, security troops, gang members, etc.). "Only Imperial stormtroopers are so precise".

2. No, an ex-stormtrooper player-character does not have to be a Stormtrooper by class. If a player wishes to be an ex-stormtrooper, assume the Stormtrooper SQs are removed when the character breaks from the ranks. If you are running a campaign where the players are currently running stormtroopers, then the character must take the Immunities SQ as a feat at 1st level. The character then receives the Run (limited) and Infamy (only while in armor SQ) when their Hero levels match the appropriate Stormtrooper level. However, the character does not receive the Increased Cooperation SQ due to a more finely developed streak of independence.

3. Radiation-zone troopers can be portrayed by taking the statistics for sandtroopers or snowtroopers as this is merely another specialization related to working in hostile environments. Their armor would be rated to protect up to Level V radiation. Replace the feat Weapon Focus (blaster rifles) with Weapon Group Proficiency (vibro weapons) if you follow prior WEG material that radiation zones interfere with the proper functioning of blasters.

4. The armor never seemed powered to me, and it was requiring a lot of feats to gain something with very little benefit. Although the Armor Check Penalty is only -2 (too low, but that's another matter), it is a rather unremarkable set of armor as compared to Fett's or even the WEG version. In any event, if you wish for the armor to be powered, simply give the Stormtrooper another starting feat: Armor Proficiency (powered). This will restrict player-characters that wish to steal the armor or are stormtroopers by background.

5. Utility belts contain certain specialized equipment depending on the specific duties of the stormtrooper. For example, an Aquatic Assault Stormtrooper will certainly have a spare rebreather, and snowtroopers will have a collapsible thermal tent to offset long-term exposure. All utility belts come equipped with the following items as a standard load:

· High-tension wire; 20 meter length (1)
· Grappling hooks (four)
· Spare blaster packs (one for green troops, up to four for veterans)
· Ion flares (4)
· Concentrated rations (squeeze paste, generally two days worth)
· Spare comlink
· Canteen and universal purification tablets (four days worth)
· Medical kit (1)
· Medpac (1)