Soldaten der Imperialen Armee

Das Imperium hat ein Bataillon (150 Soldaten) auf Vohai angelandet (getarnt als Frachtcrews) um den Rebellenabschaum am Boden gefangen zu nehmen. Aus diesem Grund ist diese Einheit mit besonderem Geräten ausgestattet. Zu dieser Gruppe gehören auch 5 Geheimdienstleute des ISB, welche über den wahren Status von Kim Attar unterrichtet sind und seine wahre Identität kennen.

Standard Imperial Army Trooper (142 +4 Truppführer):

Dexterity 3D
Blaster 4D+2, Blaster: Blaster Rifle 6D+1, Blaster Artillery 4D+2, Dodge 5D+1, Grenade 5D+2, Melee Combat 5D, Melee Parry 4D+2, Brawling Parry 4D+2

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

Strength 3D+1
Brawling 4D+1, Stamina 5D

Equipment: Blastech E-11(5D - Range 3-30/100/300), Field Armor and Helmet (+1D physical , +2 energy), 3 C-16 Frag Grenades (5D/4D/3D/2D – Range 0-2/4/6/10), comlink, survival gear

Standard Imperial Army Assault Trooper (4 Mann):

Dexterity 2D+2
Blaster 4D+2, Blaster: Heavy Blaster Pistol 5D+2, Blaster Artillery 4D+2, Dodge 4D, Grenade 4D+2, Melee Combat 4D, Melee Parry 4D, Brawling Parry 4D, Vehicle Blaster 5D, Missile Weapons 4D+2

Perception 3D
Command 3D, Hide 3D+2, Search 3D+2, Sneak 3D

Mechanical 3D+2
Walker Operations 5D+2

Strength 2D+1
Brawling 3D+1,

Equipment: Merr-Sonn Flash 4 (4D+2 –Range 3-7/25/50), Field Armor and Helmet (+1D physical , +2 energy), comlink, survival gear

Standard Imperial Intelligence Team Member (4 Mann):

Dexterity 3D+1
Blaster 5D+2, Dodge 6D, Firearms 6D+1, Melee Combat 5D, Melee Parry 5D, Missile Weapons 5D, Thrown Weapons 5D+1, Brawling Parry 6D, Vehicle Blasters 5D

Perception 4D
Command 5D, Con 5D, Search 6D, Sneak 6D, Hide 5D+1

Strength 3D+2
Brawling 6D+1

Technical 3D
Computer programming/repair 6D, Security 7D

Equipment: Blaster Pistol (4D+1), encrypted Comlink, Blast Vest (+1D physical, +1 energy), 3 Throwing Knives (STR +1D)

Imperial Agent Holom Fingal:

Dexterity 3D+1
Blaster 6D+2, Dodge7D, Firearms 6D+1, Melee Combat 6D, Melee Parry 6D, Missile Weapons 5D, Thrown Weapons 5D+1, Brawling Parry 6D, Vehicle Blasters 5D+2

Perception 4D
Command 6D+1, Con 5D, Search 6D+2, Sneak 6D+2, Hide 6D+1

Strength 3D+2
Brawling 6D+1

Technical 3D
Computer programming/repair 6D, Security 7D

Equipment: Blaster Pistol (4D+2), encrypted Comlink, Blast Vest (+1D physical, +1 energy), 3 Throwing Knives (STR +1D)

AT-ST (2 Stück):

Type: Medium walker
Scale: Walker
Length: 6.4 meters long, 8.6 meters tall
Skill: Walker operation: AT-ST
Crew: 2, skeleton: 1/+15
Cargo Capacity: 200 kilograms
Cover: Full
Cost: Not available for sale
Maneuverability: 1D
Move: 30; 90 kmh
Body Strength: 3D
Weapons:
Twin Blaster Cannon
Fire Arc: Front
Crew: 1 (pilot)
Skill: Vehicle blasters
Fire Control: 1D
Range: 50-200/1/2 Km
Damage: 4D
Twin Light Blaster Cannon
Fire Arc: Front
Crew: 1 (co-pilot)
Skill: Vehicle blasters
Fire Control: 1D
Range: 50-300/500/1 Km
Damage: 2D
Concussion Grenade Launcher
Fire Arc: Front
Crew: 1 (co-pilot)
Skill: Missile weapons: grenade launcher
Fire Control: 1D
Range: 10-50/100/200
Damage: 3D

Craft: Aratech 109-Z Armored Cargo Hover
Type: Heavy hover vehicle
Scale: Speeder
Length: 12 meters
Skill: Hover vehicle operation: 109-Z
Crew: 2 (1 can coordinate)
Passengers: 20
Cargo Capacity: 4 metric tons
Cover: Full
Altitude Range: Ground level-1 meter
Cost: 47,000 credits (Military)
Maneuverability: 1D
Move: 42; 120 kmh
Body Strength: 2D+2
Weapons:
Laser Cannon
Fire Arc: Front
Crew: 1 (co-pilot)
Skill: Vehicle blasters
Range: 3-50/100/200
Damage: 4D

Anti-Infantry Missile Launcher (5x)
Model: Merr-Sonn LX-80
Type: Anti-infantry missile emplacement
Scale: Character
Skill: Missile weapons: missiles
Ammo: 80 (permanent missile rack)
Cost: 75,000 (launcher, new), 20,000 (launcher, used), 200 ("dumb" rocket), 600 ("smart" GAM rocket), 1,000 ("savant" rocket)
Availability: R
Body: 3D
Range: 100-500/3/10 km
Damage: 6D

Anti-Vehicle Missile Launcher(5x)
Model: Merr-Sonn MX-10
Type: Anti-vehicle missile emplacement
Scale: Speeder
Skill: Missile weapons: missiles
Ammo: 10 (permanent missile rack)
Cost: 20,000 (launcher, new), 8,000 (launcher, used), 500 ("dumb" rocket), 1,000 ("smart" GAM rocket), 2,000 ("savant" rocket)
Availability: R, X
Body: 3D
Range: 100-500/3/10 km
Damage: 6D