



THE IMPERIAL GUIDE TO STORMTROOPER TACTICS

SECOND EDITION



AN UNOFFICIAL SOURCE BOOK FOR
STAR WARS: EDGE OF THE EMPIRE
AND AGE OF REBELLION

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READ THIS FIRST!

Hello fellow Star War RPG Enthusiast,

I intend for this guide and all my future works to be available to all for free. However! If you like what you see and want to let me know, a \$5 (or more) donation would be extremely appreciated. If you feel so inclined, my PayPal is tcmg98@gmail.com and my Venmo is [@Robin-M-G](#).

You can also contact me at the above email if you have any questions, comments, or cutting remarks. Suggestions for additions or other guides are more than welcome as well. I hope you find this guide useful and entertaining.

Finally, if you've read this far, click on any Triumph  symbols (including this one) you find throughout the guide for a link to my self indulgent references.

Thanks a bunch, and may the Force be with you,
Robin

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This book is dedicated to all those who lost
their lives in the destruction of the Death Star.

You will be avenged.



This book is also dedicated to my friend Briana.

Thanks for the free copies of Fallen Order and
Squadrons. You're the best!

INTRODUCTION

For too long, Imperial tactics have relied on the use of overwhelming force to achieve victory. Unfortunately, the cowardly hit-and-run tactics employed by rebel terrorists in recent years have proven to be highly effective against our standard deployment tactics. Given enough time, an army of 1000 can be whittled away to nothing by the devils of the rebels. This is why we must adapt.

The purpose of this guide is to present Imperial officers with new tools and strategies for both offensive and defensive conflicts against the growing rebel menace. Though Imperial resources may appear limitless, a war of attrition is costly. Effective deployment of troops and supplies will not only assure decisive victory, but ensure peace and prosperity for all Imperial citizens.

UNIT PROFILES

All members of the Imperial armed forces should be familiar with the various infantry units that comprise the Stormtrooper Corps. What follows is a cursory overview and deployment recommendations for the units presented in this guide.

NON-COMMISSIONED OFFICERS

The best commanding officer leads by example; "First one in, last one out" is more than just a catchy slogan.

Regardless of their mission parameters, a squad should always be under the direct supervision of a Stormtrooper Sergeant. A clear chain of command enables a squad to operate at maximum efficiency. Sergeants are easily identified by a white pauldron.

Analysis of after action reports shows that squads which include a Corporal operate 12-16% more effectively than those that don't. Corporals often fill a specialist role within the squad, generally serving as the team medic, designated marksman, infiltrator, or comms officer. This specialist training is supplemented by secondary officer training, enabling Corporals to command and di-

rect Fireteams within the squad. *The proper organization and deployment of fire teams will be explored in later editions of this guide.*

COMBAT MEDIC

Last year, FX-7 medical droids committed 131% fewer medical errors per patient when compared to Stormtrooper Medics. Stormtrooper Medics still outperformed FX-7s on bedside manner, but only by a slim margin.

When it comes to the health of the squad, the Combat Medic is in charge. They are capable of holding their own in a fight, and should be fielded in any situation that calls for prolonged combat.



DESIGNATED MARKSMAN

Imperial Stormtroopers are known throughout the galaxy for their peerless marksmanship, and the Designated Marksman is no exception.

A compromise between the standard Rifleman and the long range Sharpshooter, the Designated Marksman is a welcome addition to any squad. They can provide long range support for teams focused on close quarters combat, or engage adversaries that stray too close to a fortified sniper's nest.

FIELD COMM OPERATOR

Its common knowledge that helmet comms are never as reliable as advertised. When uninterrupted communication is a must, the Field Comm Operator is an platoon's best option.

Offering a warship grade comm-unit in a highly mobile package, an FCO makes effective management of a platoon in the field a possibility. Additionally, the ability to call back to base while deep behind enemy lines is infinitely useful to reconnaissance squads. Only deploy these units inside Imperial facilities when redundancy is necessary.

RIFLEMAN

The face of the Imperial Stormtrooper Corps, the Rifleman is the base upon which all other trooper variants are built.

Riflemen are best suited to close quarters combat scenarios. When deployed en mass, they are capable of overwhelming adversaries through sheer firepower. Their lack of utility is easy overcome by deploying them along side specialized units.

FIRE SUPPORT

Imperial cadets are taught "A big gun doesn't make a big man". A review of academy final examinations found that this concept was not retained by 87% of graduates.

The main purpose of the Fire Support unit is to control the battlefield and slow down advancing or retreating adversaries. They are most effective when deployed against large infantry forces. Fire Support troopers are identified by a black shoulder pauldron.

HEAVY ORDNANCE SPECIALIST

Since the formation of the Galactic Empire, the HOS training program has seen an impressive .04% drop in cadet fatalities. A graduation rate exceeding 35% is expected within the next decade.

The HOS is capable of putting out a lot of damage on a lot of targets. Conservative deployment of the HOS ensures those targets aren't carrying an Imperial banner. The range of the RPS-6 allows this unit to soften up targets before CQC units engage them.

SHARPSHOOTER

An analysis of quarterly performance reviews revealed that Imperial Sharpshooters spend more time servicing their weapons than another unit. That's dedication!

Lightly armored but heavily armed, the Sharpshooter is most effective when deployed to a fortified position. Their role as a spotter is generally only helpful to squads centered around long range engagements.

INFILTRATOR/RECON TEAM

During initial field testing, the "Scout Trooper Scout" unit received overwhelmingly positive reviews in all but one field. Six months and two million credits later, the "Scout Trooper Infiltrator" was deployed.

Infiltrators suffer from the same fragility as Sharpshooters and must rely on hit and fade tactics to stay out of danger. They are most effective when deployed along side other offensive units.

E-WEB TEAM

A recent garrison poll found that "E-Web Gunner" was the most requested squad assignment in the Stormtrooper Corps. The same poll found "E-Web generator technician" was the least sought after.

Ever since the "Night of a Thousand Tears" incident, the E-Web has remained one of the most infamous weapons in the Imperial arsenal. A capable E-WEB team can mount a nigh impenetrable defense. Combine with crowd-control units to keep adversaries in the line of fire.



SQUAD COMPOSITION CONSIDERATIONS

A standard Imperial Stormtrooper squad consists of ten individuals. While the uniformity of a squad composed entirely of Riflemen wielding E-11s looks good in the recruitment holos, a team in the field must be equipped to handle anything. A squad on the offensive should be able to strike swiftly and effectively. Troops defending a strong point must be equipped to repel even the most ferocious attackers. Teams in the field must be versatile, equipped to stand their ground or press the attack at the drop of a hat. Finally, when coordinating multiple squads, the importance of a reliable comm network cannot be overstated.

OFFENSIVE SQUADS

Squads on the offensive often find themselves deep in enemy territory, kilometers from the resources and safety of an Imperial installation. As such, these teams should be capable of gathering intelligence on enemy forces and striking decisively.

Combat Medics, Riflemen, Fire Support, and Infiltrator units are well suited for offensive deployments.

DEFENSIVE SQUADS

Whether it's a fox hole or a battle station, fighting from a defensive position is always tactically advantageous. When maneuverability is not a concern, more focus can be placed on firepower. However it is not enough to simply spray lasers at an attacker. Adversaries must be led to over-commit their forces, only considering retreat after it is no longer a possibility.

Designated Marksmen, Sharpshooters, and E-WEB Teams are well suited for defensive deployments.

VERSATILE SQUADS

A squad's objective may not be as cut and dry as "Attack" or "Defend". Patrolling the perimeter, performing reconnaissance, and transporting prisoners all present unexpected challenges and are prone to a variety of attacks. Teams on these assignments should be equipped to handle light skirmishes of any type.

Designated Marksmen, Riflemen, Fire Support, Recon Teams, and Heavy Ordinance Specialists operate well in these squads.



ADVANCED TACTICS

PREEMPTIVE STRIKES

Preemptive Strikes are free out of turn attacks that are triggered by adversaries. They are mechanically similar to D&D's "Opportunity Attack" and almost identical to XCOM's "Reaction Fire".

A *Preemptive Strike* is rolled exactly like a normal ranged attack, but suffers ■■ on top of any other setbacks/boosts imposed by status effects or environmental factors.

An adversary can only trigger one *Preemptive Strike* on their turn, even if they take multiple actions/maneuvers that would normally draw fire. Events that can trigger a *Preemptive Strike* are outlined in ability descriptions, but they are almost always Attacks or Movement based maneuvers.

When triggered by an attack, the *Preemptive Strike* is rolled first, allowing a trooper to potentially eliminate an adversary before they can deal damage.

When triggered by a Movement maneuver, the two events happen simultaneously (narratively speaking). Mechanically, this allows a trooper to take a shot while an adversary is between cover.

Maneuvers that can trigger a Preemptive

Strike include:

- Standing up from a prone position
- Dropping prone
- Running for cover
- Breaking from cover
- Mounting/dismounting a vehicle or mount
- Any maneuver that causes a character to change range bands.

Only weapons with the "Hip Fire" quality may be used to make Preemptive Strikes. This quality is applied to two classes of weapons:

- Blasters that are light and accurate enough to fired on reflex, such as an E-11 or EE-4
- Heavy repeaters which boast such a high rate of fire that pointing them in the general direction of an adversary may score a hit, such as an E-Web

TROOPER ABILITIES

This section provides an in depth description of the new abilities introduced by this guide. Every entry includes the information required for gameplay, as well as gameplay examples.

PREEMPTIVE STRIKES IN GAMEPLAY

- A group of Riflemen and a Sergeant are facing 3 PC adversaries
- On their turn, the Rifleman group activates **Overwatch** as their action
- The first PC declares an attack against the Sergeant
- Before rolling the PC's attack, the Riflemen fire a **Preemptive Strike** at him, the attack hits and causes the PC to fall unconscious
- Now incapacitated, the PC's attack is never rolled.
- The second PC uses a maneuver to move from short to engaged range with the Riflemen, drawing a **Preemptive Strike**
- The PC then attacks the Riflemen
- Since he already triggered a Preemptive Strike this turn he rolls the attack un-assailed
- The attack damages the Riflemen, ending their **Overwatch**
- The third PC can now move to the unconscious PC and administer a stim-pack without the threat of attack









SQUAD COHESION

Activation: Passive

Unit: Stormtrooper Sergeant


While the Sergeant lives, minion groups within the squad make skill checks as if they contain an additional minion. This does not affect abilities that scale with group size, such as *Bomb Squad* or *Team Lift*.





Example: A group of 2 Riflemen rolls    on Ranged [Heavy] attacks rather than the normal   .

COORDINATE ASSAULT

Activation: Active [Maneuver]

Unit: Stormtrooper Sergeant

Add  to all squadmate attacks until the start of the Sergeant's next turn. Does not apply to *Preemptive Strikes* or the Sergeant's attacks.

Example: A Rifleman rolls    on an attack. He then adds one  to the results, allowing him to activate the critical rating on his E-11.

TRAUMA TEAM

Activation: Passive

Unit: Combat Medic

While the Medic lives, downed squadmates enter a bleed-out state rather than dying outright. Bleeding units die at the end of the Medic's next turn. Critical hits can still kill minions outright.

Example: Three riflemen are downed on an adversary turn. On the Medic's turn, he may stimpack one and perform a Medicine check on another, reviving both and ending his turn. The third minion then dies.

RULE #39

Activation: Passive

Unit: Combat Medic

All healing on squadmates recovers +1 wound. This applies to self healing as well.

Non-squadmate allies may also be treated, but do not benefit from the healing bonus.

Example: The medic applies a stimpack to a downed Rifleman. The minion recovers 6 wounds, rather than the usual 5, bringing them to full health.

GUARDIAN ANGEL

Activation: Passive

Unit: Combat Medic

If the Medic's action this turn is a Medicine check, they may take a free movement maneuver without suffering strain (Which would normally inflict wounds on a rival level NPC). They still may not exceed the two maneuver per turn threshold.

Example: On their turn, the medic performs a Medicine check on an engaged ally, then moves one range band to engage with another ally and administers a stimpack.



ABSOLUTELY CRITICAL

Activation: Active [Action]

Unit: Designated Marksman

Designate a target then make a ranged attack against them, upgrading the difficulty once. If the attack hits, all subsequent squad attacks against the target gain one rank of Vicious.

Example: A vibroknife, which has Vicious 1, adds +20 to critical hit rolls. An E-11 with no Vicious ratings adds +10 to critical hit rolls.

STEADY AIM

Activation: Passive

Unit: Designated Marksman, Sharpshooter

If this unit did not use a maneuver on their last turn (except to Aim), add ■ to their ranged attacks this turn. If the unit took damage between turns, or moves before attacking, the bonus is lost. This bonus stacks with the ■ granted by the Aim maneuver.

Example: A Sharpshooter does not move for 3 turns, but takes damage between turn 2 and 3. They would add a Steady Aim ■ on their second turn attack, but not the third.

SQUADSIGHT

Activation: Passive

Unit: Infiltrator, Recon Team

Squadmates can make ranged attacks 1 band past their weapon range if the target is in short range of this unit. This range bonus does not apply to *Preemptive Strikes*, or thrown weapons.

Example: An Infiltrator is undetected and at short range from an adversary. A Designated Marksman is able to attack the target with their DLT-20A from extreme range rather than long.

AMBUSH

Activation: Passive

Unit: Infiltrator

If this unit fails a Stealth check to remain undetected by an adversary, they can perform a *Preemptive Strike*.

Example: On their turn, an adversary makes a Perception check to detect hidden enemies, discovering an Infiltrator in the bushes

nearby. Before the adversary can react, the Infiltrator takes a *Preemptive Strike*.

DIVERSION

Activation: Passive

Unit: Infiltrator, Recon Team

This unit can downgrade the difficulty of Stealth checks 3 times if the adversary opposing the roll is actively distracted. A nearby explosion (or being hit by an explosion) or the arrival of a reinforcement is usually adequate.

Example: An infiltrator is detected by a group of adversaries. In response, the Infiltrator triggers an LX-2 mine they planted nearby. The explosion damages some of the adversaries and momentarily draws the attention of the others. The Infiltrator makes a Stealth check, opposed by one of the adversary's Vigilance. The difficulty should be ◆◆◆ but the Diversion downgrades the check to ◆◆.

BACK UP, NOW!

Activation: Active [Action]

Unit: Field Comm Operator

This unit attempts to summon Imperial reinforcements by making an Average (◆◆) Computers check. When determining results, ☆ represent magnitude of the reinforcement response and 📡 represent the FCO's ability to relay location info accurately.

This ability is primarily a narrative tool. The final decision on what form the reinforcements take is up to the GM.

Example: A result of ☆📡📡📡 may summon a few Riflemen to the wrong location, delaying their arrival to the fight. A result of ☆☆☆📡📡📡 may summon a heavily armed gunship or provide targeting data for an airstrike/orbital bombardment.

FREEDOM OF SPEECH

Activation: Passive

Unit: Field Comm Operator

Comms in this unit's Squad/Platoon cannot be jammed. Decrypting intercepted transmissions requires a Daunting (◆◆◆◆)



computers check (with proper equipment).

Example: An adversary tunes in on the squad comm channel. It sounds like gibberish, but running it through a decrypt program on their datapad allows them to make a Daunting (◆◆◆◆) Computers check to decipher it.

OVERWATCH

Activation: Active [Action]

Unit: Rifleman

Until the start of their next turn, the Rifleman makes a free *Preemptive Strike* against all adversaries in weapon range that move or attack a squadmate. A result of ☹ or ☹☹☹ on the *Preemptive Strike*, or taking damage, ends Overwatch.

Example: Three adversaries make attacks against a Rifleman group on Overwatch. The first adversary draws a *Preemptive Strike* and then misses their shot. The second adversary draws a *Preemptive Strike* and then lands their shot on the Riflemen, ending the Overwatch (if the attack does not exceed their soak the Overwatch is sustained). The third adversary is free to move or attack without drawing fire.

SUPPRESSING FIRE

Activation: Active [Action]

Unit: Fire Support, E-Web Team

Make an Average (◆◆) Ranged check. Suppress targets in range equal to ☆ until start of next turn. Suppressed targets suffer ■■ on all skill checks, +1 ■ per ☹☹ rolled on the Suppression check. If suppressing multiple targets, they must be within short range of each other. If a suppressed target uses a maneuver to move, the suppressor makes a *Preemptive Strike* against them. A result of ☹ or ☹☹☹ on the *Preemptive Strike*, or taking damage, ends Suppression. Non-suppressed adversaries gain ■ on attacks against the suppressor.

Example: Two adversaries are near a computer console, one is attempting to slice it while the other provides covering fire. A Fire Support unit rolls to suppress the shooter. They roll ☆☆☹☹, meaning both targets will suffer ■■■ on their Ranged and Slicing checks, respectively. A third adversary appears to the side of the fire fight. They add ■ to their attack against the Fire Support group.

BOMB SQUAD

Activation: Passive

Unit: Heavy Ordnance Specialist

For every minion in this group past the first, add ■ to squad thrown explosives. This includes explosives thrown by HOS groups, but does not stack if there is more than one HOS group in a squad.

Example: A squad contains two HOS groups, containing 3 and 2 minions respectively. All explosives thrown by



*CONSTRUCT VS PREPARE

The E-Web cannon has the unique weapon property of **Construct 5**. This quality is mechanically similar to **Prepare**, but calls for the use of Actions rather than Maneuvers.

The rationale behind this is the sheer size and mass of the components that comprise an E-Web: the generator, the tripod, and the cannon itself. Putting together these pieces is more demanding than connecting a sniper barrel to a receiver.

the squad receive ■■■. Alternatively, a squad consisting of 1 Sergeant and a HOS group containing 9 minions would add ■■■■■■■■■■ (that's 8 boosts) to thrown explosives. *This squad composition is not recommended.*

SHOCK ABSORBENT

Activation: Passive

Unit: Heavy Ordnance Specialist

The HOS takes half damage from explosives (rounding up, calculated after soak) and has +3 soak against Blast and Burn damage.

Example: Two HOS groups are engaged with each other. One is hit by a concussion grenade. They soak 5 damage, and reduce the remaining 5 to 3. The other group takes no damage from the Blast 8 quality, having a Blast specific soak of exactly 8.

SPOTTER

Activation: Passive

Unit: Sharpshooter

If there are two or more minions in this group, add ■ to all squad attacks made at Long or Extreme range. This bonus does not apply to *Preemptive Strike* attacks and does not stack if there are two or more Sharpshooter groups in the squad.

Example: A group of 3 Sharpshooters makes a ranged attack from extreme range. They add a ■ for making an Aim maneuver, and a second ■ from the Spotter ability.

LESS IS MORE

Activation: Passive

Unit: Recon Team

Trained as Infiltrators, a Recon Team unit starts with 2 ranks in the stealth skill. Each minion in group past the first lowers the skill by 1. *Squad Cohesion* negates one downgrade.

Example: A Recon group of one (or a group of two under the effect of *Squad Cohesion*) rolls ◆◆◆ on Stealth checks. A group of four (without *Squad Cohesion*) rolls only ◆.

TEAM LIFT

Activation: Passive

Unit: E-Web Team

Each minion in this group past the first lowers the Cumbersome and Construct* qualities of the E-Web by 1, to a minimum of 1.

Example: An E-Web Team of three can construct an E-Web in two turns and operate it without Cumbersome penalties.

HIGH MAINTENANCE

Activation: Passive

Unit: E-Web Team

If only one minion is operating the E-Web, it gains the quality Limited Ammo 1 and loses its Full Auto quality. This means the E-Web cannot provide Suppressing Fire or perform a *Preemptive Strike*.

Explanation: Monitoring the power generator on an E-Web is a full time position. A single unit can operate the weapon, but must constantly check the generator to prevent it from overheating.

ALL HANDS ON DECK

Activation: Passive

Unit: E-Web Team

Minions of any class may temporarily join this group.

Example: An E-Web Team is down to one minion and thus isn't operating at peak efficiency. A Fire Support minion breaks off their group to join the E-Web Team. When the enemy retreats, the Fire Support minion abandons the E-Web and rejoins their group.



THE IMPERIAL ARSENAL

The Imperial Stormtrooper Corps has access to a vast array of arms and armor. All equipment listed below is manufactured for Imperial military use only. Civilians found to be in possession of Imperial arms are to be detained immediately and interrogated about potential rebel connections. The equipment in questions must also be seized, by force if necessary, and thoroughly inspected before re-entering service.

BLASTERS

Ranging from the mighty E-Web to the humble SE-14c, blasters are the most common class of weapon in the Imperial arsenal. Troopers are responsible for the proper maintenance and handling of assigned blasters.

Rule #1 of blaster safety is to always treat it like it is loaded. Unapproved weapon discharges, whether purposeful or accidental, will result in a citation for the offending party.

E-11 BLASTER CARBINE

A rugged and reliable weapon, the E-11 is the standard issue primary weapon in all branches of the Imperial armed forces. Stormtrooper Sergeants are issued an up-graded version.

Skill: Ranged [Heavy]

Damage: 9, Crit: 3

Range: Medium

Qualities: Hip Fire, Stun Setting

DLT-20A DMR

Falling under the "Longblaster" designation, the DLT-20A boasts superior accuracy and firepower than the E-11. The trade off is reduced effectiveness in close quarters engagements.

Skill: Ranged [Heavy]

Damage: 11, Crit: 3

Range: Long

Qualities: Accurate 1, Cumbersome 2, Pierce 1,

Special: Suffer 1 setback on attacks made from short/engaged range

DLT-19 REPEATING BLASTER

A close relative of the DLT-20A, the DLT-19 packs a similar punch but favors an "Accuracy Through Volume" approach.

Skill: Ranged [Heavy]

Damage: 11, Crit: 3

Range: Medium

Qualities: Auto Fire, Hip Fire, Cumbersome 3, Pierce 2



E-11s SNIPER

Built upon the highly successful E-11 Carbine system, the E-11s Sniper offers unparalleled shot consistency at even the most extreme ranges.

Skill: Ranged [Heavy]

Damage: 11, Crit: 3

Range: Extreme

Qualities: Accurate 1, Cumbersome 3, Pierce 2, Slow-Fire 1

Special: Suffer 1 setback on attacks made from short/engaged range

EE-4 SUB-REPEATING BLASTER

The EE-4 is a highly compact blaster that fires in rapid 2-round bursts. It offers rifle level damage in a heavy pistol sized package. Military models utilize "Flash Rounds" which temporarily blind targets.

Skill: Ranged [Light]

Damage: 8, Crit: 3

Range: Medium

Qualities: Hip Fire, Disorient 1, Inaccurate 1

EC-17 "FLASH PISTOL"

Commonly referred to as the "Scout Pistol", the EC-17 is a highly compact hold out blaster. It features a built in high-intensity glow rod, used to "Flash Stun" targets

Skill: Ranged [Light]

Damage: 6, Crit: 4

Range: Short

Qualities: Disorient 1, Stun Setting

SE-14c REPEATING PISTOL

The SE-14c is the standard issue side arm in all branches of the Imperial armed forces. It is highly inadvisable for a trooper to engage in a fire fight wielding solely an SE-14c.

Damage: 6, Crit: 4

Range: Short

Qualities: Auto Fire, Stun Setting

E-WEB HEAVY REPEATING BLASTER

A built in comlink with automatic encryption allows E-Web crews to communicate with each other or a Field Comm Operator in the heat of battle. Since the Class-4T3 genera-

tor that powers the weapon requires fifteen minutes to warm up, most squads keep it in a standby state if combat is expected.

Damage: 16, Crit: 2

Range: Long

Qualities: Auto Fire, Hip Fire, Cumbersome 5, Construct 5, Pierce 4, Vicious 1, Concussive 1

HEAVY ORDNANCE

Matériel and equipment falling under the designation "Heavy Ordnance" should only be handled by certified individuals. Failure to comply to this directive may result in injury, death, or worst of all, a court marshal.

RPS-6 ROCKET LAUNCHER

A DLT-20A may have your name on it, but a RPS-6 is addressed "To Whom it May Concern". Older models were magazine fed, but this feature was removed to reduce weight and make room for an advanced targeting computer.

Skill: Ranged [Gunnery]

Damage: 22, Crit: 2

Range: Long

Qualities: Blast 14, Breach 1, Cumbersome 3, Guided 2, Limited Ammo 1

Special: If attacking a target of silhouette 2 or greater, add 1 additional ■ when performing an Aim maneuver.

LX-2 COMLINK MINE

The LX-2 Comlink Mine is a versatile explosive. It can be triggered by a proximity sensor or remotely detonated through an encrypted comm signal, making it popular amongst Imperial saboteurs.

Skill: Resilience [To resist damage]

Damage: 14, Crit: 2

Range: Triggered at Engaged, Short Range Blast radius

Qualities: Blast 14, Vicious 4

Special: When the mine is triggered Engaged targets roll a Daunting (◆◆◆◆) Resilience check, Short range targets make an Average (◆◆) Resilience Check. Each ▼ inflicts +1 wound, and ☒☒ activates a crit-

ical injury.

Entering engaged range triggers the mine's proximity sensor which emits a soft tone. An Average (◆◆) Perception check can alert a character to the noise, allowing them time to take one maneuver at the cost of 4 strain. If a mine is spotted before being triggered, it can be disarmed with a comm, requiring a Daunting (◆◆◆◆) Computers check. Failing either of these rolls triggers the mine.

FRAGMENTATION GRENADE

Every Stormtrooper Rifleman is issued one low yield Baradium Core Thermal Detonator for use in the field. They are pattern locked and unlabeled to prevent adversaries from using them if they are misplaced.

Skill: Ranged [Light]

Damage: 8, Crit: 4

Range: Short

Qualities: Blast 6, Limited Ammo 1

CONCUSSION GRENADE

Concussion grenades provide superior damage and crowd control over the standard fragmentation grenade. They are reserved for soldiers that have proven themselves in the field.

Skill: Ranged [Light]

Damage: 10, Crit: 5

Range: Short

Qualities: Blast 8, Concussive 2, Disorient 5 Limited Ammo 1

STUN GRENADE

Colloquially known as a "Flash Bang", Stun Grenades are used by support units to disorient and subdue adversaries.

Skill: Ranged [Light]

Damage: 8, Crit: 4

Range: Short

Qualities: Blast 8, Disorient 3, Stun Damage, Limited Ammo 1

THERMAL IMPLODER

Under Imperial law, incendiary explosives are highly illegal. "Imploders" on the other hand were recently approved for military use.

Skill: Ranged [Light]

Damage: 10, Crit: 3

Range: Short

Qualities: Blast 8, Burn 4, Limited Ammo 1

ARMOR AND EQUIPMENT

The laminate plastoid armor worn by every stormtrooper is the galaxy's gold standard in personal protective equipment. It features integrated helmet comms for secure communications with in the squad.

STORMTROOPER ARMOR

Standard Stormtrooper is lightweight and allows for a decent range of motion. It can dissipate low intensity blasts with ease.

Soak: 2



HEAVY STORMTROOPER ARMOR

Sergeants and certain specialist units are issued advanced armor sets that feature reinforced plastoid plates, blast resistant pauldrons and/or kamas.

Soak: 2

Defense: 1

INSULATED STORMTROOPER ARMOR

It's not uncommon for imperial troops to find themselves in hazardous environmental conditions. These suits feature standard plastoid armor plates attached to a body-glove interwoven with Duravlex fibers.

Soak: 2

+3 Blast and Burn specific soak, Ignore fires or rank 3 or lower

SCOUT TROOPER ARMOR

Scouts and snipers utilize extremely lightweight armor that facilitates ease of mobility. This added agility and an advanced helmet sensor package greatly heightens the wearer's reaction time.

Soak: 1

Defense: 1

MILITARY MEDI-PACK

When deployed in the field, Imperial Combat Medics carry a Medi-Pack. This com-

pack hardshell kit contains stimpacks, bacta swabs, and adhesive synth-skin patches featuring the likenesses of animated HoloNet characters.

Qualities: Adds ■ to all medical checks, contains 3 stimpacks

MILITARY COMM-PACK

The Comm-pack serves as a mobile comm relay, enabling unhindered communication between members of a squad or platoon. It has enough power to send transmissions across an entire planet and can connect to the HoloNet to transmit across star systems. It is nearly impossible to jam squad/platoon transmissions without direct access to the Comm-Pack. The system also automatically encrypts all transmissions that pass through it, so only members of the squad/platoon can understand them.

Some FCOs have complained about the weight of the package, but its logistical benefits to a garrison outweigh one trooper's discomfort.

Qualities: Add ■■ to all Comm or Scanner based Computer's checks. Suffer ■ on all athletics checks.

TROOPER DOSSIERS

The next section contains stat blocks for all the troopers outlined in the beginning of this guide. They are presented here with their default load-outs.

As was previously stated, a standard Imperial Stormtrooper squad consists of one Sergeant, one Corporal serving in a specialist role, and 8 enlisted troopers. While this formation is not mandatory, it has proven to provide the best balance of resources and operational effectiveness in the field.

These cards include abridged ability descriptions. They are meant only to serve

as reminders for commanding officers and do not override the descriptions provided above. If info on the card seems to contradict previously outlined info, defer to the Ability Description section.

The same applies to weapon descriptions. Many weapons do not list their Cumbersome quality since the Brawn requirement is met by the trooper.

Special thanks to TheDearth for their excellent form-fillable adversary cards. You can find the link on the Credits page.



STORMTROOPER SERGEANT



3

BRAWN

3

AGILITY

2

INTELLECT

2

CUNNING

3

WILLPOWER

2

PRESENCE

WOUNDS

14

SOAK VALUE

5

M/R DEFENSE

1 | 1

Adversary 1

SKILLS

Athletics 2 (◆◆◆), Discipline 2 (◆◆◆), Leadership 3 (◆◆◆), Melee 2 (◆◆◆), Ranged [Heavy] 2 (◆◆◆), Ranged [Light] 2 (◆◆◆), Resilience 2 (◆◆◆), Vigilance 2 (◆◆◆)

WEAPONS

Superior E-11 (◆◆◆◆) Ranged [Heavy]; Damage 10; Crit 3; Range (Medium); (Accurate 1, Hip Fire, Stun setting)

Concussion Grenade (◆◆◆) Ranged [Light]; Damage 10; Critical 5; Range (Short); (Blast 8, Concussive 2, Disorient 5, Limited Ammo 1)

Vibroknife (◆◆◆) Melee; Damage 4, Crit 2; Range (Engaged); (Vicious 1, Pierce 2)

ABILITIES

Squad Cohesion [Passive] While the Sergeant lives, squad minion groups make skill checks as if they contain an additional minion.

Coordinate Assault [Maneuver] Add 🌀 to all squadmate attacks until the start of the Sergeant's next turn.

GEAR

Utility Belt, Extra Reload, Heavy Stormtrooper Armor (+2 soak, +1 Defense)



STORMTROOPER COMBAT MEDIC



3 BRAWN	3 AGILITY
2 INTELLECT	2 CUNNING
3 WILLPOWER	1 PRESENCE

WOUNDS
10

SOAK VALUE
5

M/R DEFENSE
0 | 0

SKILLS

Athletics 2 (◆◆◆), Discipline 2 (◆◆◆), Melee 1 (◆◆◆), Ranged [Heavy/Light] 2 (◆◆◆), Medicine 2 (◆◆◆)

WEAPONS

EE-4 (◆◆◆) Ranged [Light]; Damage 8, Crit 3; Range (Medium); (Hip Fire, Disorient 1, Inaccurate 1) **Vibroknife** (◆◆◆) Melee; Damage 4, Crit 2; Range (Engaged); (Vicious 1, Pierce 2)

ABILITIES

Trauma Team [Passive] While the Medic lives, downed squadmates enter a short bleed out rather than dying outright.

Rule #39 [Passive] All healing on squadmates (including self) recovers +1 wound.

Guardian Angel [Passive] Gain a free movement maneuver if performing a Medicine check.

GEAR

Military Medi-pack (■ to Medicine checks, 3 Stimpacks) Utility Belt, Extra Reload, Stormtrooper Armor (+2 soak)

STORMTROOPER DESIGNATED MARKSMAN



3 BRAWN	3 AGILITY
2 INTELLECT	2 CUNNING
3 WILLPOWER	1 PRESENCE

SKILLS

Athletics 2 (◆◆◆), Discipline 2 (◆◆◆), Melee 1 (◆◆◆), Ranged [Heavy/Light] 2 (◆◆◆), Perception 2 (◆◆)

WEAPONS

DLT-20A (◆◆◆◆) Ranged [Heavy]; Damage 11; Critical 3; Range (Long); (Accurate 1, Pierce 2) ■ on attacks made from short/engaged range

Vibroknife (◆◆◆) Melee; Damage 4, Crit 2; Range (Engaged); (Vicious 1, Pierce 2)

WOUNDS
10

SOAK VALUE
5

M/R DEFENSE
0 | 0

ABILITIES

Absolutely Critical [Action] Upgrade the difficulty of an attack once, if it hits all subsequent squad attacks against the target gain one rank of Vicious.

Steady Aim [Passive] If the unit did not move last turn, add ◆ to ranged attacks, canceled by taking damage between turns or moving before attacking.

GEAR

Utility Belt, Extra Reload, Stormtrooper Armor (+2 soak)



SCOUT TROOPER INFILTRATOR



3 BRAWN	3 AGILITY
2 INTELLECT	2 CUNNING
3 WILLPOWER	1 PRESENCE

SKILLS

Athletics 2 (◆◆◆), Discipline 2 (◆◆◆), Stealth 2 (◆◆◆), Melee 2 (◆◆◆), Ranged [Heavy/Light] 2 (◆◆◆), Vigilance 2 (◆◆◆)

WEAPONS

EE-4 (◆◆◆) Ranged [Light]; Damage 8, Crit 3, Range (Medium); (Hip Fire, Disorient 1, Inaccurate 1)

Augmented Vibroknife (◆◆◆) Melee; Damage 6, Crit 3, Range (Engaged); (Pierce 2, Vicious 2)

LX-2 Proton Mine Damage 14, Crit 2

WOUNDS
10

SOAK VALUE
4

M/R DEFENSE
1 | 1

ABILITIES

Squadsight [Passive] Squadmates can attack adversaries 1 band past their weapon range if the target is in short range of this unit.

Ambush [Passive] If the Infiltrator is detected he may take a preemptive strike attack against the nearest adversary.

Diversion [Passive] Downgrade the difficulty of Stealth checks 3 times if the Adversary opposing the check is actively distracted.

GEAR

Utility Belt, Extra Reload, Scout trooper Armor (+1 soak, +1 Defense)

STORMTROOPER FIELD COMM OPERATOR



3

BRAWN

3

AGILITY

2

INTELLECT

2

CUNNING

3

WILLPOWER

1

PRESENCE

WOUNDS

10

SOAK VALUE

5

M/R DEFENSE

0 | 0

SKILLS

Athletics 2 (◆◆◆◆◆), Discipline 2 (◆◆◆◆◆), Melee 1 (◆◆◆◆◆), Ranged [Heavy/Light] 2 (◆◆◆◆◆), Computers 2 (◆◆◆◆◆)

WEAPONS

E-11 (◆◆◆◆◆) Ranged [Heavy]; Damage 9, Crit 3; Range (Medium); (Hip Fire, Stun Setting)

Vibroknife (◆◆◆◆◆) Melee; Damage 4, Crit 2; Range (Engaged); (Vicious 1, Pierce 2)

ABILITIES

Backup, now! [Action] Attempt to call for backup by making an Average (◆◆◆◆◆) Computers check.

Freedom of Speech [Passive] While the FCO lives, squad comms can't be jammed. Decrypting squad transmissions requires a Daunting (◆◆◆◆◆) Computers check.

GEAR

Military Compact (◆◆◆◆◆ to com/scanner related computer checks, ◆◆◆◆◆ to Athletic checks) Utility Belt, Extra Reload, Stormtrooper Armor (+2 soak)



STORMTROOPER RIFLEMAN



3 BRAWN	3 AGILITY
2 INTELLECT	2 CUNNING
3 WILLPOWER	1 PRESENCE

SKILLS (GROUP ONLY)

Athletics (◆◆◆), Discipline (◆◆◆),
Melee (◆◆◆), Ranged [Heavy/Light]
(◆◆◆)

WEAPONS

E-11 Carbine Ranged [Heavy]; Damage 9,
Critical 3; Range (Medium); (Stun Setting)

Frag Grenade Ranged [Light]; Damage
8, Crit 4; Range (Short); (Blast 6, Limited
Ammo 1)

Vibroknife Melee; Damage 4, Crit 2; Range
(Engaged); (Vicious 1, Pierce 2)

ABILITIES

Overwatch [Action], until the start of the
next turn, take a Preemptive Strike against
all adversaries in weapon range that move
or attack a squadmate.

A result of ☹ or ☹☹☹ on the attack, or
taking damage ends the Overwatch.

GEAR

Utility Belt, Extra Reload, Stormtrooper
Armor (+2 soak)

WOUNDS
6

SOAK VALUE
5

M/R DEFENSE
0 | 0



STORMTROOPER FIRE SUPPORT



3	3
BRAWN	AGILITY
2	2
INTELLECT	CUNNING
3	1
WILLPOWER	PRESENCE

WOUNDS
8

SOAK VALUE
5

M/R DEFENSE
1 | 1

SKILLS (GROUP ONLY)

Athletics (◆◆◆), Discipline (◆◆◆), Melee (◆◆◆), Ranged [Heavy/Light] (◆◆◆)

WEAPONS

DLT-19 Ranged [Heavy]; Damage 10, Crit 3; Range (Medium); (Auto-Fire, Cumbersome 3, Pierce 2)

Stun Grenade Ranged [Light]; Damage 8, Range (Short); (Blast 8, Disorient 3, Stun Damage, Limited Ammo 1)

ABILITIES

Suppressing Fire [Action] Make an Average ◆◆ Ranged check. Suppress targets equal to ☆ until start of next turn. Suppressed targets suffer ■■ on all checks, +1 ■ per ☹☹ rolled on suppression check. If a suppressed target uses a maneuver to move, the suppressor takes a Preemptive Strike against them. This does not end the suppression. Non-suppressed adversaries gain ■ on attacks against the suppressor. A result of ☹ or ☹☹☹ on the attack, or taking damage ends the Suppression.

GEAR

Utility Belt, Extra Reload, Heavy Stormtrooper Armor (+2 soak, +1 Defense)



STORMTROOPER HEAVY ORDNANCE SPECIALIST



3 BRAWN	3 AGILITY
2 INTELLECT	2 CUNNING
3 WILLPOWER	1 PRESENCE

WOUNDS
6

SOAK VALUE
5

M/R DEFENSE
0 | 0

SKILLS (GROUP ONLY)

Athletics (◆◆◆), Discipline (◆◆◆),
Mechanics (◆◆◆), Melee (◆◆◆),
Ranged [Heavy/Light] (◆◆◆)

WEAPONS

RPS-6 Launcher Ranged [Heavy];
Damage 22, Crit 2, Range (Long) (Blast 14,
Breach 1, Guided 2, Limited Ammo 1) *Aim
maneuver grants* ■■ on silhouette 2 or
larger targets

Thermal Imploder Ranged [Light]; Damage
10, Crit 3; Range (Short); (Blast 8, Burn 4
Limited Ammo 1)

SE-14c Ranged [Light]; Damage 6, Critical
4; Range (Short); (Auto-Fire, Stun Setting)

ABILITIES

Bomb Squad [Passive] For each minion in
this group past the first, add ■ to squad
thrown explosives.

Shock Absorbent [Passive] This units
takes half damage from explosives
(rounding up, calculated after soak) and has
+3 soak against Blast an Burn damage.

GEAR

Utility Belt, Extra Reload, Insulated
Stormtrooper Armor (+2 soak, Ignore fires of
rank 4 or lower)



SCOUT TROOPER SHARPSHOOTER



3 BRAWN	3 AGILITY
2 INTELLECT	2 CUNNING
3 WILLPOWER	1 PRESENCE

WOUNDS
6

SOAK VALUE
4

M/R DEFENSE
1 | 1

SKILLS (GROUP ONLY)

Athletics (◆◆◆), Discipline (◆◆◆), Melee (◆◆◆), Ranged [Heavy/Light] (◆◆◆)

WEAPONS

E-11s Sniper Ranged [Heavy]; Damage 10, Crit 3, Range (Extreme); (Accurate 1, Pierce 3, Slow-Fire 1)

EC-17 Flash Pistol Ranged [Light]; Damage 6, Crit 3, Range (Short) (Disorient 1, Stun Setting)

ABILITIES

Spotter [Passive] If there are two or more minions in this group, add ■ to all squad attacks made at Long or Extreme range

Steady Aim [Passive] If the unit did not move last turn, add ■ to ranged attacks, canceled by taking damage between turns or moving before attacking.

GEAR

Utility Belt, Extra Reload, Scout trooper Armor (+1 soak, 1 Defense)



SCOUT TROOPER RECON TEAM



3 BRAWN	3 AGILITY
2 INTELLECT	2 CUNNING
3 WILLPOWER	1 PRESENCE

WOUNDS
6

SOAK VALUE
4

M/R DEFENSE
1 | 1

SKILLS (GROUP ONLY)

Athletics (◆◆◆), Discipline (◆◆◆◆),
Stealth (◆◆◆◆), Melee (◆◆◆◆), Ranged
[Heavy/Light] (◆◆◆◆)

WEAPONS

EE-4 Carbine Ranged [Light]; Damage 8,
Crit 3, Range (Medium); (Hip Fire,
Disorient 1, Inaccurate 1)

Augmented Vibroknife Melee; Damage 6,
Crit 3, Range (Engaged); (Pierce 2, Vicious
2)

ABILITIES

Squadsight [Passive] Squadmates can
attack adversaries 1 band past their weapon
range if the target is in short range of this
unit. Does not apply to Preemptive Strike
attacks.

Diversion [Passive] Downgrade the
difficulty of Stealth checks 3 times if the
Adversary opposing the check is actively
distracted.

Less Is More [Passive] Start with two ranks
in Stealth, downgrade Stealth once for each
minion in the group past the first. *Squad
Cohesion* negates this once.

GEAR

Utility Belt, Extra Reload, Scout trooper
Armor (+1 soak, +1 Defense)



STORMTROOPER E-WEB TEAM



3 BRAWN	3 AGILITY
2 INTELLECT	2 CUNNING
3 WILLPOWER	1 PRESENCE

WOUNDS
6

SOAK VALUE
5

M/R DEFENSE
0 | 0

SKILLS (GROUP ONLY)

Athletics (◆◆◆), Discipline (◆◆◆), Melee (◆◆◆), Ranged [Heavy/Light/Gunnery] (◆◆◆)

WEAPONS

E-Web Turret Ranged [Gunnery]; Damage 16, Crit 2, Range (Long); (Auto-Fire, Cumbersome 5, Construct 5, Pierce 4, Vicious 1, Concussive)

SE-14c Ranged [Light]; Damage 6; Critical 4; Range (Short); (Auto-Fire, Stun Setting)

ABILITIES

Team Lift Each minion in this group past the first lowers the Cumbersome and Construct qualities of the E-Web by 1, to a minimum of 1.

High Maintenance If only 1 minion is operating the E-Web, it gains the quality Limited Ammo 1

All Hands On Deck Minions of other classes can join this group

Improved Suppressing Fire An E-Web team may perform the Suppressing Fire ability with out drawing ■ on adversary attacks

GEAR

Utility Belt, Extra Reload, Stormtrooper Armor (+2 soak,)



TO DO LIST

IMPERIAL DIVISIONS

ADDITIONAL SECTIONS

- Intro to platoon level troop movements
- Standard base defense layouts
- Intro to Fireteams and bounding overwatch
- Armor Divisions
- Dedicated Scout Trooper section and variants
- Dedicated specialist section

TROOPER VARIANTS

- Incinerator Trooper
- Grenadier Trooper
- Shoretrooper
- Riot Troopers
- Death Trooper
- Purge Trooper
- Imperial Commando

UPCOMING GUIDES/MODULES

- ISB Dossier: The Haxion Brood
- ISB Dossier: The Rebel Alliance
- Red Twin Adventure Module
- Outbound Flight Adventure Module

ONE MORE TIME...

If you enjoyed this guide want to let me know, a \$5 (or more) donation would be extremely appreciated. If you feel so inclined, my PayPal is tcmg98@gmail.com and my Venmo is @Robin-M-G.

As you can see above, I already have plans for additions. If you have any thoughts on these or ideas for others, you can also contact me at that email. In the mean time, I'll be focusing my efforts on the Red Twin Module which will include new locations, weapons, and a playable race.

May the Force be with you, always.
-Robin

Fireteam 5 troops

Led by Team Leader or Corporal

Squad 2 Fireteams, 10 troopers

Led by Sergeant

Platoon 5 Squads, 50 troopers

Led by Sergeant Major or Lieutenant

Company 4 Platoons, 200 troopers

Led by Captain

Battalion 4 Platoons, 800 troops

Led by Major or Marshal Commander

Regiment 4 Battalions, 3,200 troops

Led by Lieutenant Colonel

Legion 4 Regiments, 12,800 troops

Led by High Colonel or Major General

