

Star Wars: Death Troopers Gauntlet V 1.0 By Atma-Stand/Wandering Shadow



Forward

"They woke up... they just, just... eat."

It's the waning days of the Battle of Endor. The Imperial Navy and Rebel Alliance Fleet have been hammering each other relentlessly, and there have been pitched battles on Endor between Imperial and Rebel Alliance ground forces. But hey, for the Galactic Empire, things are looking up. Word from high command states that Lord Vader just captured one the highest ranked officers in the Rebel Alliance and was bringing him to Emperor himself. That was... until it arrived. A short time ago, the Imperial Star Destroyer, The Vector, transitioned into the system drawing away Lord Vader and a detachment of Imperial Storm Troopers. It should have been easy enough for them, but communications cut out after they arrived. That's where you come in, you're a nameless Storm Trooper who was sent in to investigate The Vector.

As this is a Gauntlet, you will be stripped of all Non-Body Mod Perks, Items, and Powers. You will begin with **+0 Trooper Points**.

The Derelict

According to reports, The Vector had been considered lost some years ago, and only a few short hours ago did it reappear over Endor. As we stated earlier, Lord Vader took a detachment of your fellow Storm Troopers to investigate the seemingly derelict Star Destroyer. However, all communications have since ceased. That's when Imperial High Command sent you and your droid to investigate and re-establish contact.

As your ship winds its way around The Vector, you see signs of intense fighting as there are TIE fighters and X-wings are partially embedded in the hull, evidence of interior explosions that have left gaping rents in the hull, and seemingly no visible activity from the Bridge. Entering the main hangar, you find yourself already in hot water as a damaged Imperial transport you realize belongs to Lord Vader collapses due to damage of unknown origin. This in turn causes your ship extensive damage. Your droid mentions that repairs will take some time and that you should seek Lord Vader. While the hangar was clear, the hallways were not. Storm Trooper and Rebel Alliance bodies litter the hallways and as you proceed further, you notice a Storm Trooper standing alone in a hallway. Covered in blood and twitching, they slowly turn to face you, and you see that there's not much left of them. They approach, try to claw at you, and in response, you fire your blaster. As the sound reverberates through the halls, you can hear a low roar emanating all around you, and the bodies begin to twitch.

The Outpost

You managed to escape The Vector by the skin of your teeth. However, in doing so, your ship was damaged. While difficult to keep control of, you managed to reduce its descent to a point where you were able to land on Endor. While the landing was more of a crash and your droid suffered catastrophic damage, you survived relatively unscathed. However, you were possibly in enemy territory, and with the potential for the Blackwing Virus reaching this planet, you needed to find shelter fast. After being directed to a possible base, you came upon a sight that confirmed your worst fears. In a clearing, you spied a lone Scout Trooper and before you were able to call out to them, they raised their blaster to the side of their head and...

They killed themselves right in front of you. Before the horror of the act could set in, the bodies around the Scout Trooper begin to move. Standing now, the undead Storm and Scout Troopers fell upon the still warm corpse. Running away from the carnage, you spy the silent gazes of the planet's indigenous species watching you with cold hunger. Without realizing it, you misstep, causing you to fall off a ledge. Regaining your bearings quickly, you spy off in the distance a communications tower and the now the reanimated corpses of your fellow Storm Troopers shambling towards you.

Objectives

The following two sections contain various objectives required in each portion of this Gauntlet. Only one of these objectives needs to be completed to move on to the next portion, but with each objective completed, you may receive their corresponding Reward Perk

The Derelict Objectives

- **Objective 1 - A Desperate Escape** – As the halls of The Vector become more and more filled with the shambling dead, you realize that you do not have enough ammunition to destroy them all. Realizing that discretion is the better part of valor and hearing the familiar yet diseased sound of mechanized breathing behind you, you must escape through the halls of The Vector and back to the main hangar bay to a working ship.
- **Objective 2 - An Important Broadcast** – The Galactic Empire must be warned of the ensuing threat aboard The Vector. Your task is as follows, make your way to the bridge of The Vector and reach out to as many ships as you can of what occurred here. It won't be easy, but they must be warned.
- **Objective 3 - An Overloaded Reactor** – The threat of the infected cannot be allowed to leave The Vector and so faced with no other option, you decided that the best bet would be the overloading of The Vector's reactor core. Make your way to engineering and disable the reactor's safety measures. You won't have a lot of time to escape but at least The Vector's threat is finished.

The Outpost Objectives

- **Objective 1 - A Walk in The Woods** – Due to the damage your TIE fighter received during your flight from The Vector, you were forced to make a crash landing of the forested moon of Endor. Alone, save for a grievously damaged droid, you become aware of a Rebel Alliance Base not too far from your landing. It may not be exactly what you're looking for, but shelter from the elements and the infected beats anything else.
- **Objective 2 - A Functional Restoration** – Upon entering the Rebel Alliance Base located at coordinate 535, you found what could only be described as a bloodbath. Imperial and Rebel bodies were scattered everywhere and as you proceeded through the base, you quickly began to realize that not all of them were dead. Unfortunately, the main path is impassable due to a high-pressure steam leak. To pass it, you need to seal that leak before the dead overwhelm you.
- **Objective 3 - A Return to The Void** – You have repaired the steam leak, and unfortunately discovered that the nearest inhabited planet, Kef-Bir, is falling to the outbreak itself. According to your KS droid, there's a ship capable of hyperspace travel in the hangar of the base. The mission is simple, get to that ship and get off of Endor with your life.

Perks

- **Basic Training (FREE)** – You are now a fully-fledged Imperial Storm Trooper. This means that you have received intensive and grueling training in multiple environmental conditions, with various types of standard Imperial arms and equipment, as well as training with Imperial Light Armored Vehicles such as the AT-ST's. This also gives you a great degree of mental discipline, allowing you to maintain your calm in dire situations.
- **Aerosolized Immunity (FREE)** – The Blackwing Virus has two primary methods of infection, but the most immediately threatening is the airborne variant. This variant can penetrate most, if not all biohazardous protective suits and filters. Now, there is a small portion of the galactic population that is immune to this variant, and you are one of them. This, however, does not protect you against the bloodborne variant of the Blackwing virus.
- **Cross Discipline Training (-100 TP)** – Standard Imperial Storm Trooper training encompasses many fields, though piloting is a bit of a weak link. Perhaps you were part of a specialized program because you now experience behind the controls of TIE Fighters. In addition, you also have experience with other Light Imperial star-craft that can be commonly found in Star Destroyer hangar bays. You're no ace, but you're more competent than your fellow bucket heads. Post-Gauntlet, this training can be applied to a Jump's standard military air/star-craft.
- **Near-Human (-100 TP)** – The Empire is unfortunately rather human-centric despite the possibility of greatly expanding their numbers. You happen to be one of the near-human alien species that have made it into the Storm Troopers. This allows you access to minor physical boons and abilities that are not found with baseline humans.
- **Toggle Helmet (-200 TP)** – The Storm Trooper helmets are rather infamous for their impact on the wearer's ability to accurately sight a target. With a thought, you may technically banish any helmet you wear, while still benefiting from the protection and any displays present if you had been wearing it.
- **Combat Engineer (-200 TP)** – An interesting and insidious aspect of Storm Trooper training was having trainees serve alongside other branches of the Imperial Army to further their indoctrination. While that aspect of the training can neatly be shoved far away from you, what won't be is the potential for training with Imperial combat engineers. This additional training has made you into something of a gearhead when it comes to operating and repairing both military and civilian equipment. Useful, but even more essential now.

- **Imperial Sharpshooter (-400 TP)** – It seemed that during your time as a Storm Trooper, you were noted for accuracy and inducted into a Sharpshooter squad for a period. During this time, you received additional training in precision rifles and demolitions. As such your accuracy has greatly increased beyond the average 77% hit rate of standard Storm Troopers, so much so that you could snipe a womprat while driving around in a T-16 or hit a small but volatile explosive target in a moving starship with a worn cyczer rifle.
- **Saber Guard (-400 TP)** – It seems that during your training, you were found to be Force-Sensitive. You were powerful enough to be noticed, but not to be inducted into the Acolyte program. Instead, you were inducted into the Saber Program to be trained as a Saber Guard. Saber Guards are specialized Storm Troopers who serve as bodyguards for more important force-sensitive members of the empire. As such your Force abilities are quite limited, being able to only erect Force Barriers and being able to throw and call-back melee weapons. More importantly, you have received appreciable training with lightsabers, making you a fearsome threat on the battlefield. Even still, that may not carry you far in this new nightmare.
- **True Immunity (-600 TP)** – Earlier, it was mentioned that you are immune to the airborne variant of the Blackwing Virus. This remains true, however perhaps it was a quirk in your genetics or perhaps you received an experimental shot during your most recent medical check-up, but even if you were bitten multiple times, or exposed by other means, the Blackwing Virus would not find purchase within you. Post-Gauntlet, you will find that you are immune to all supernatural viruses that create a zombification effect.
- **Death Trooper (-600 TP)** – You're no average Storm Trooper. You've proven yourself to be inducted into the elite of the elite, The Death Troopers. This elite unit has far stricter physical and mental requirements than most other Imperial Army groups due to an exhaustive battery of physical and mental tests. Furthermore, all members of Death Troopers are given a series of classified and extensive surgical enhancements that drastically increase their, and by extension your, physical and mental capabilities far beyond peak human levels.

Items

- **Basic Storm Trooper Armor (FREE)** – Comprising of eighteen overlapping plastoid plates and synth-leather boots, this is the standard armor for Imperial Storm Troopers. This armor's main purpose is to protect the wearer from glancing and low-powered blaster bolts. This armor is not all that effective in close-quarters combat situations but also comes with an Imperial-issue Storm Trooper belt. This belt contains room for

additional power and tibana gas packs, an ascension cable, thermal detonators, and one meal's worth of energy rations. That may be useful in normal circumstances, but not against the teeth and claws of the infected.

- Should you take the perk "Saber Guard," then this armor will change to reflect that new status. This new armor is noticeably different from your previous set and has the added benefit of being lightsaber-resistant.
- **DH-17 Pistol (FREE)** – Found upon the torn remains of a Rebel Alliance soldier, this blaster pistol is commonly used by Rebel Alliance forces. Reasonably accurate, it comes with a 500-shot capacity per power cell. However, if switched to automatic, this magazine can drain in 20 seconds.
- **DD3-R1 (FREE, -100 TP To Keep)** – A KX series security droid you were assigned when you were sent to investigate what happened to the Imperial detachment sent to The Vector. While surprisingly unhelpful in a fight, DD3-R1 can link with your helmet and armor to see your surroundings, and remotely access computers and terminals. It can also excellently map out routes that suit your needs and adjust those routes if necessary.
- **Long Range Comms (-100 TP)** – An upgrade to your helmet's comms device. This upgrade increases the range and strength of outgoing and incoming signals. Perfect for trying to reach other survivors and keep in contact with your KX security droid.
- **E-11 Medium Blaster Rifle (-200 TP)** – A standard blaster rifle of the Imperial Military. This is a highly versatile rifle that combines long-range and high power, with a compact design. Its capacity is 200 shots per standard power cell or 500 shots per standard plasma pack.
- **Thermal Detonators (-200 TP)** – A pair of thermal detonators that can easily fit into the palm of your hand. These devices contain a highly unstable compound that when detonated, can make a 6.5 foot/2-meter hole in pure permacite. For context, permacite is a material commonly used for Rebel Alliance Heavy Weapons and Anti-Air/Atmospheric Cannon armor plating.
- **D72W Oppressor Flamethrower (-400 TP)** – A portable flamethrower utilized by the Imperial Incinerator Troopers. How you came across it is a mystery, but it works very well in crowd control. Fuel canisters are not common, so consider your resources before engulfing the dead in flames.

- **Lightsaber (-400 TP)** – Prior to being assigned to this sector, you had the rare chance of getting your hands on a real lightsaber. Though somewhat worn from wear and tear, this saber has been a great boon to your service to the empire.
 - The crystal of this lightsaber can be a choice between Blue, Green, or Red.
 - The hilt of this lightsaber can be any type, provided that it is a single-bladed lightsaber.
- **Death Trooper Armor (-600 TP)** – A set of armor supplied only to those of the Death Troopers. This superior version of the standard Storm Trooper armor is worn over an environmentally sealed bodysuit and is covered in reflec, a type of spray-based polymer that interferes with electromagnetic signals. In addition, this armor is far more modular allowing for personalized placement of tools and equipment.
- **TIE/LN Fighter (-600 TP)** – The mass-produced model of the Imperial starfighter is an extremely maneuverable ship equipped with a powerful pair of L-S1 Laser cannons. They are relatively easy to pilot but lack a hyperdrive system, shielding, and life support. That's true for normal TIE/LN fighters. Yours seems to have been modified to include life support at the very least.

Companions

- **Nameless Storm Trooper (-200 TP)** – Death Troopers and Death Troopers: The Outpost follows the events witnessed by a nameless Storm Trooper serving during the battle of Endor. With this option, you can recruit this Nameless Storm Trooper to aid you. This companion option is very customizable when it comes to their appearance under their armor they come with the following Perks and Items.
 - Perks
 - Basic Training
 - Aerosolized Immunity
 - Cross-Discipline Training
 - Imperial Sharpshooter
 - Items
 - Basic Storm Trooper Armor
 - DD3-R1
 - Long Range Comms
 - E-11 Medium Blaster Rifle

Drawbacks

- **Unfortunate Run Cycle (+100 TP)** – The ability to run is very important in life and while this ability has not been functionally affected, the form of your running has. Your running form is incredibly awkward, and you will always experience a degree of annoyance over it.
- **Stilted Delivery (+100 TP)** – The Death Troopers games are indie titles and so, access to VA's may not have been easy. As such, your voice and that of nearly anyone you will encounter talks in a stilted manner. While this may not seem to be a problem, certain words and inflections may make following conversations and expositions more difficult to follow and understand than they must be.
- **Reduced Mag Size (+200 TP)** – Normal magazines capacities for standard issue Rebel Alliance and Imperial firearms are roughly 200 to 500 shots per magazine. Now that has been greatly reduced to more current day standards. Pistols will be capped at roughly 12 shots per magazine and rifles such as the E-11 will have a capacity of 30 shots.
- **Check The *Blank* (+200 TP)** – During the events of The Outpost, the door code for the Rebel Alliance base in sector 535 can be found on a downed AT-ST some distance away. This trend seems to continue throughout your brief stay here as door codes, key codes, and other important items will be found in locations where you have already visited forcing you to backtrack to retrieve them.
- **Auditory Tricks (+400 TP)** – Noise is a big part of this Gauntlet and a growl of an infected could be legitimately next to you or behind a sealed door. Because of this, you will have a difficult time knowing just where the infected are unless you see them. Trust your ears but trust your eyes more.
- **Bears With Sharp Sticks (+400 TP)** – When the outbreaks occurred during the battle of Endor, it was no surprise that the native population of Ewoks was infected. Unlike infected humans, infected Ewoks have maintained some degree of intelligence and will often pursue uninfected Rebel Alliance and Imperial forces in a pack-style hunt.
- **Storm Trooper Accuracy (+600 TP)** – There's a common reputation that Storm Troopers can't aim worth a damn. Now this is mostly a fallacy, as accuracy ratings are dependent on unit training and assignments. For you though, this is completely true. How you made it this far with your lack of skill behind a blaster is beyond me, so we suggest that you stick to Close Quarters Combat for the duration of this Gauntlet.
- **No End In Sight (+600 TP)** – An Imperial Star Destroyer has a company of roughly 10,000 Storm Troopers. There were multiple Star Destroyers present for the Battle of

Endor, and it is safe to assume that similar Rebel Alliance ships have a similar company count. This is all without taking into consideration the personnel on Endor, Kef-Bir, and the Death Star II. The point is that there are far more undead than you can possibly destroy, and they will never truly cease coming after you. Better find a star craft quick Jumper, time is against you.

Perk Rewards

So, you've completed at least one objective per section of this Gauntlet. Depending on which objectives you have completed, you may select the corresponding perk as a Reward.

The Derelict Rewards

- **Objective 1 Reward – Desperate Escape** – When the odds are as massively against you as this, escape is the only option. You now have a sense of the best path to reach your desired escape. This will manifest as a vague but comforting sense of which pathways or activities will lead you to safety. Please be aware though, that this effect only manifests when the odds are stacked against you in the most extreme of ways.
- **Objective 2 – Reward – The Silence Must Be Heard** – You broadcast your message, maybe even called out your superiors in a pique of rage, and surprisingly they listened. You'll find that when spreading warnings of biological threats and potential means of treating and or combatting them, people in authority are surprisingly receptive to your words. They may still take umbrage based on how you delivered your statements though.
- **Objective 3 – Reward – Cinders and Stardust** – Your actions aboard The Vector led to its destruction and more importantly, the destruction of the original production materials behind the Blackwing Virus. Now you'll find that when you initiate a quarantine procedure through appropriately explosive and destructive means, it works. No hidden remains to restart the nightmare, no escaping infected or samples. When you initiate a quarantine in such a way, it stays that way.

The Outpost Rewards

- **Objective 1 Reward – Impact Compensation** – Crash landing in any situation is never a good thing, as the range of your injuries can sustain, go from light scratches to various shades of violent death. You now have the uncanny ability to survive any and all vehicular crashes, land safely outside of that vehicle, and awaken shortly thereafter none the worse for wear.

- **Objective 2 Reward – Force of Luck** – In the cramped hallways of the fallen Rebel Alliance base, there was no small chance that an infected could have sneaked up on you. That could have easily meant a quick or protracted death. But, like a certain young Jedi from several millennia prior, you have a bizarre form of luck. This luck doesn't give any advantages, but rather evens the playing field, giving you the means to either live or die based solely on your personal decisions.
- **Objective 3 Reward – Silencing The Song** – Perhaps it was the trauma you experienced or perhaps it was something else. Regardless, you are now a Void in the Force, a being that the Force, and by extension, the Blackwing Virus, cannot predict, sense, affect, or influence. More importantly, you can now selectively choose to affect the Force connections of those around you, blocking their connections for as long as they are within your presence. While it may cause confusion in the living and will be more difficult to perform the more powerful the Force User, for Blackwing and viruses like it, this blocking of connection will throw them into mindless chaos.
 - Should you take the Perk, "Saber Guard" then your connection to Force is altered significantly. No longer will you be subject to the polarizing extremes of the Light and Dark Side. You may instead utilize both halves without suffering any mental, spiritual, or physical consequences.

Item Rewards

All Items purchased within this Gauntlet will receive the basic Reward package. These items can be imported into future items of similar categories and either keep their appearance, blend their appearance, or have their appearance overridden by the item they are imported into. As a bonus, for completing this harrowing Gauntlet, you will find a futuristic cooler containing an endless supply of **Cerveza Cristal!**

- Weapons cannot be broken, nor do they require maintenance. Ammunition for these weapons will become infinite.
 - In the case of blasters, they can work in any environment regardless of atmospheric differences or environmental issues.
 - The Lightsaber will receive a waterproofing upgrade to its inner systems.
- Armor and accessories with self-repair within a day should they be damaged.
- The ship will constantly be fueled, and self-repair within a day should it receive damage.
- **Storm Trooper Armor** – For completing this harrowing experience, your basic set of Storm Trooper armor has been upgraded with the following effect. It has truly become seal proof, meaning that when worn any and all biohazardous materials cannot affect you.

- **DD3-R1** – For being by your side in such an experience, your droid has become extremely modular and is able to incorporate weapons of various types from blasters to flamethrowers into its body without altering its physical profile.
- **DH-17 Blaster Pistol** – Whether it's a simple slip and fall, or failed attack from an infected Storm Trooper, blaster pistols have a tendency of being lost in this setting. So, your pistol now has the ability to be summoned directly to your hand whenever you desire it, no matter the distance between you and it.
- **Long Range Comms** – Your communications suite has been upgraded, allowing for not only even greater ranges of communication but also allowing you the capacity to intercept communications from designated enemy signals.
- **E-11 Medium Blaster Rifle** – The E-11 Medium Blaster Rifle is a good service weapon, but it can be made even better. Your magazine now contains an add-on for miniature concussion missiles. When fired, these missiles are strong enough to destroy the strongest of personal shields, and that is not even going into what these missiles can do to non-shielded enemies.
- **Thermal Detonators** – Thermal Detonators can be set for various timers through the press of a button. Now there is an additional button on it which allows you to turn the outer casing into an adhesive substance, which further allows you to place these thermal detonators as traps or stick them against enemies.
- **D72W Oppressor Flamethrower** – This flamethrower now has a new mixture to its fuel. This new mixture gives the flames produced by the Oppressor the ability to work in environments without oxygen.
- **Lightsaber** – A common tactic used by force-users is to use The Force to pull their lightsabers to them in times of need. An altered version of this ability has been given to this weapon and not only can you summon this lightsaber to you at any time, but due to being fiat-backed, the blade produced by this lightsaber cannot harm you or those whom you bequeath this weapon to.
- **Death Trooper Armor** – The Death Trooper army is known for being a superior version of the Storm Trooper armor, but it can be better. This armor has been upgraded with parts that belonged to the Phase Zero Storm Trooper armor. These parts add an exoskeleton which increases the physical capabilities of the wearer.

- **TIE/LN Fighter** – The TIE/LN Fighter is known for lacking some pretty key and critical components such as a hyperdrive engine, life support, and shielding. Well, now functional and miniaturized versions of these essential star-faring devices have been added to this fighter. More importantly, you'll find that any upgrades given to this fighter are miniaturized so as to maintain the fighter's maneuverability.

Changelog and Notes

- **5/9/2024 – Version .9 Created**

- Items

- The Lightsaber

- The crystal was originally just going to be red, but then I remembered a comic that had a Storm Trooper wielding a green bladed lightsaber and thought that was kinda cool.
 - The lightsaber hilt can be the types found in the original trilogy, prequel trilogy, or a variant like a knightlier hilt containing an all-metal cross guard or a katana-based version considering the various influences present among the Jedi and Sith.

- **5/11/2024 – Version 1.0 Created**

- Thanks

- Thanks to Volatile Supernova, Felie Duran, and the Anonymous users for their suggestions and comments.

- **6/17/2024**

- **Cerveza Cristal!** Added
 - Minor grammatical fixes.