

Imperial Classes

Storm trooper

The mainstay of the Imperial Storm trooper Corps, the storm troopers are a sign of the Empire. Answerable directly to Emperor Palpatine, these elite troops enforce his will across the galaxy. They wear distinct white armor, which protects them from harsh environments, projectile and impact weapons, for very short times even total vacuum conditions and glancing blaster bolts.

Armed with:

- Stun baton

- Se-14r Repeating Pistol



Main Weapon Customization:

-1 E11



-2 DLT20a Sniper



-3 Flechette (CQB weapon)



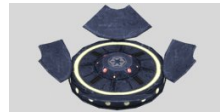
-Thermal Detonator



-Smoke Grenade



-Homing Beacon (Sort Range UAV, Sticks to walls/Vehicles)



-Mk4 droid (Medium range UAV pulse, Squad Bonus 3 required)



-Macro Binoculars(right mouse to zoom)



Heavy Weapons Specialist HWS

The Imperial Heavy Weapons Specialist is trained to use repeating blaster rifles and handheld mortars to lay down suppressive fire on enemy positions, or take out an enemy vehicle with the Minimag proton torpedo launcher, thus serving a vital role in the Storm trooper Corps.

-Stun baton

-Se-14r Repeating Pistol

Main Weapon Customization:

-1 T21



-2 Krupx Minimag Proton Torpedo Launcher (AV weapon)



-3 Packered Mortar Gun (Splash Weapon)



-Electrostatic Charge Detonator (EMP)



-Anti-vehicle mine



-Portable Shield Generator (projects against projectiles)



-IT-O droid (Tracks down enemy targets and kills them.)



Used to guard positions/possible enemy routes,

Squad Bonus 3 required)

Imperial Medic

The medic is a lifesaving component of the Storm trooper Corps, taking care of injuries and bringing soldiers back from near death.

- Stun baton

-Se-14r Repeating Pistol

Main Weapon Customization:

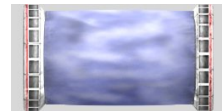
-1 E11 Carbine



-2 DLT19



-Bacta Canister (Heal)



-HRV-2 Defibrillator (Revive)



-Biotic grenade (Area Effect Damage)



-Mobile Medical droid (Heal, Squad Bonus 3 required)



Support

The Imperial Support troopers supply vital ammo with the EWEB generator and are also experts at disabling enemy vehicles with the DEMP2 and destroying them with the Detpack. They can also help defend a position by placing proximity mines around the perimeter, as well as repair vehicles.

-Stun Baton

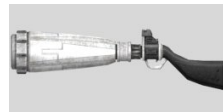
-Se-14r Repeating Pistol

Main Weapon Customization:

-1 MG15



-2 DEMP2 (EMP)



-EWEB Generator (Re-arm, E-web/handheld weapons)



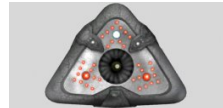
-Fusion Cutter (Repair)



-Detpack (Timed 10 Second Grenade, Sticks to walls/Vehicles)



-Proximity Mine



-R5 droid (Repairs/re-arms, Squad Bonus 3 required)



Imperial Officer

The Imperial Officers are selected out of the best candidates to the Imperial Academy. Trained in both combat as well as military tactics, they are the centerpiece controlling the Imperial war machine. The lower Officers command squads, as well as mount the squad's EWEB, if supplied with one. In case there is need for reinforcements, the Officer can call them in via the Spawn Beacon.

No customization available. Only Squad leaders can choose this kit.

-Stun baton

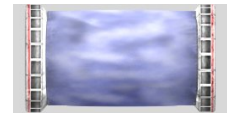


-EWEB (Deployable, Heavy gun, Squad bonus 3 required)

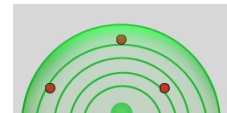


-DL-44 Pistol

-Bacta Canister (Heal)



-Sensor ping (Wide Range UAV, Squad bonus, 3 required)



-Electro Binoculars



-Ammo box (Re-arms handheld weaponry only)



-Spawn beacon (Squad Bonus, 4 required)



Imperial Weapons

E-11 Blaster Rifle

A BlasTech military blaster weapon used by Imperial Storm troopers, the E-11 is strong, reliable, and easy to use. This weapon is the backbone of the Imperial forces infantry armament, and was sold exclusively to Imperial forces during the Galactic Civil War, and was later only acquired by the Rebellion through illegal channels. Able to perform decently at all ranges the E-11 is both feared and prized the galaxy over.

- Used by Imperial Storm troopers

- Semi or full automatic

- Blaster Rifle

DLT-20A Sniper rifle

Storm troopers showing exceptional skill in marksmanship are trained to use the DLT20a. This heavy weapon from Blastech is similar in design to the A280, and is equipped with a rangefinder and electronic sight. It was also used by the bounty hunter IG-88. High accuracy and it's semi-automatic firing make this weapon ideal for sniping and assassination purposes.

- Used by Imperial Stormtroopers

- Semi-automatic only

- Sniper rifle

- Has a Stabilizer function similar to BF2142's Stabilizer unlock (simulates Holding your breath)

E-11 Carbine

The E11 Carbine is , as the name implies, a carbine version of the trademark E11 blaster rifle. Lighter, shorter and sporting a higher ROF than it's cousin, but with a shorter range, it was usually used by non direct combat personnel such as medics, or in the tight quarters of a starship.

- Used by Imperial Medics

- Semi or Full Automatic

- Iron sights

T21 Light Repeating Blaster

Able to lay down a continuous blast of supporting fire for the troops, the T21 dominates the battlefield. It is one of the heaviest rifles carried by a single soldier, and has a higher range and ROF than the E11. Popular across the galaxy, but mainly used by the Imperial Storm trooper Corps.

- Repeating blaster

- Used by Imperial Heavy Weapons Specialist

- Iron sights

DLT-19 Heavy Blaster Rifle

The DLT-19 heavy blaster rifle is less common than the E-11, usually carried by the Imperial Medics. A cousin to the DLT-20a, the DLT-19 fires a single strong blaster bolt at a very low rate of fire.

- Used by Imperial Medics

- Single shot, especially useful at long range

Sorosuub Q-2s5 holdout blaster

This pistol is a standard-issue semi automatic sidearm used by Imperial forces. Although the DL-44 is much stronger this lightweight weapon is carried as a last resort weapon, hardly being any hassle when not used.

- Used by Imperial Scout Troopers

- Scoped

- Semi automatic

DL-44 blaster

This scoped sidearm is used across the galaxy, and many Imperial Officers choose these blasters for their armor penetration and impact. Although not as accurate as an E-11 or as strong as the Flechette launcher, it is compact and useful for defending oneself.

- Used by Imperial Officers

- Scoped

- Semi automatic

Se-14r

The Se-14r is a standard-issue Imperial sidearm. It is heavier and more powerful than the scout pistol but doesn't come close to a carbine.

- Used by enlisted members of the Imperial forces

- Semi-automatic

MG-15

This light blaster rifle is used by Imperial Support troopers. It is an all-round rifle features a scope and is able to perform at all ranges.

- Used by Imperial Support

- Scoped

- Semi automatic burst fire and full automatic.

Flechette launcher

The Flechette launcher is used by Imperial Storm troopers as an anti-personnel weapon. It is useful at close range; firings hundreds of razor-sharp flechettes in a wide spread each shot.

- Used by Imperial Storm troopers

- Effective at close range

Destructive Electromagnetic Pulse 2 Gun

The DEMP2 fires an electromagnetic pulse capable of overloading electrical circuits, disabling vehicles and frying a droids circuits. It is also capable of overloading an organics nervous system, which leads to death by suffocation.

- Used by Imperial Support

- Best against vehicles and droids, also works on organics.

Packered Mortar gun

A hand-held mortar used by Heavy Weapons Specialists across the galaxy, this gun is particularly useful for assaulting fortified positions and bombarding enemy troop concentrations from a distance because it fires in an arc. The shells fired are less powerful than thermal detonators, but the risk of premature detonation is negligible.

- Universally used by HWS

- Fires in an arc

Krupx MiniMag Proton Torpedo Launcher

The PTL fires a smaller fire and forget version of the proton torpedoes used in craft such as the X-Wing and Y-Wing, especially useful against enemy vehicles. It also has a scope.

- Used by Imperial HWS

- Scoped

- Especially useful against vehicles

E-WEB Heavy Repeating Blaster

One of the most powerful repeating blasters in the Imperial arsenal, this heavy weapon requires an external generator carried by a Support trooper to fire more than a few shots. Once deployed the E-WEB is able to lay down almost continuous suppressive fire on enemy positions.

- Must be deployed.

- Carrier by Imperial Officer

- Cannot be picked up once deployed.

Kit Items

HRV-2 Defibrillator

Universal among medics across the galaxy, the semi-automated external defibrillator is used to stop ventricular fibrillation or ventricular tachycardia in a fallen soldier's hearth, returning it to the normal sinus rhythm. The defib is put onto a soldier's chest and activated to use, after which it will automatically recharge. If used on a healthy person, this device can also invoke the symptoms it cures, effectively acting as a highly advanced melee weapon.

- Universally used by medics

- Used on fallen soldiers

Fusion Cutter

The Fusion Cutter is a handheld multipurpose device utilized by Support personnel across the galaxy to repair all kinds of mechanical devices. Hold it next to the part it is to be utilized on and it will do its job.

- Universally used by support personnel

- Used to repair vehicles, droids and other machinery.

Electrostatic Charge Detonator

The ECD releases an electromagnetic pulse in its immediate vicinity, disabling electronic circuits such as those found in vehicles and droids

- Universally used by HWS

- Disrupts vehicles and droids

Bacta Canister

This canister holds bacta, a synthetic healing fluid used across the galaxy. Bacta is effective against nearly all internal and external injuries, with a multitude of methods to apply.

- Hold near organics or deploy to heal.

Spawn Beacon

Officers can utilize the spawn beacon to call in reinforcements, thus it is vital they not be destroyed when in place.

- Used by Officer

- Reinforcements can be deployed to the beacon's location

Portable Shield Generator

The PSG generates a shield impenetrable by blaster fire and projectiles from both sides. It is a vital element in infantry combat providing cover on open terrain and other places where there is ample cover from the environment.

- Universally deployed by HWS

- Impenetrable from both sides

Homing Beacon

The homing beacon can be stickled to enemy vehicles, alerting allies to their type and position.

- Universally used.

Imperial Thermal Detonator

Every storm trooper is issued with a cylindrical thermal detonator usually hung on the back of their waist belts. It has a moderate explosive range is especially useful for taking out enemies who are close together or behind obstacles.

- Used by Imperial Storm troopers

- Explosive

Biotic Grenade

The biotic grenade unleashes a green cloud of deadly toxic smoke. It is especially useful for attacking shielded positions as the smoke passes around the shield.

- Used by Imperial Medics

- Releases toxic smoke

Detpack

The detpack is a timed explosive usually used to destroy enemy barricades, such as doors, or vehicles.

- Used by Imperial Support

- Timed explosive

Sensor ping

The sensor ping device automatically detects the radio signature of enemy vehicles and the heartbeat of any enemies in its radius.

- Used by Imperial Officer

- Detects enemy soldiers and vehicles

EWEB Generator

A powerful generator, this device can recharge both handheld weapon's cells and power the mighty EWEB repeating blaster.

- Used by Imperial Support

- Must be deployed

- Can be Re-Deployed

Smoke Grenade

The smoke grenade releases a cloud of white, harmless smoke when detonated. Useful for providing cover in open fields or to obstruct view in corridors, this grenade is an essential piece of any storm trooper's equipment.

- Used by Imperial Storm trooper

- Releases cloud of harmless smoke

Anti-vehicle mine

This mine, when deployed, detects vehicles passing over it, exploding to damage their low-armored underbelly.

- Used by Imperial HWS

- Effective against vehicles

Imperial Droids

MK4 Sentry droid

These slim and lightweight droids pack advanced sensor technology revealing enemy vehicles and soldiers in a radius around them.

- Used by Imperial Storm troopers

- Reveals enemies in radius

IT-O

An adapted medical droid designed by the Imperial Security Bureau, the IT-O can be deployed, after which it will automatically seek out enemies and kill them with their lethal injection.

- Used by Imperial HWS

- Kills enemies

MED

The medical droid follows the medic it belongs to around, and automatically heals allies in its radius.

R5

A low cost droid launched by Industrial Automation after their highly successful R2 series, this droid is especially suited for repairing vehicles.

- Used by Imperial Support

- Repairs Vehicles, and Re-arms players

Probe Droid

- Only available for Imperials on certain maps.

- Launched from an imperial facility

Imperial Vehicles

74-Z SPEEDER BIKE

Soaring at amazing speeds the on reconnaissance and patrol duties, the Imperial speeder bike is a slim, single-person repulsorlift conveyance. The lightweight bike can attain speeds in excess of 500 kilometers per hour. Quartets of small directional steering vanes on twin outriggings afford the speeder its maneuverability. The speeder bike is sparsely armed with single light blaster cannon. Although a second person can fit on the back of the speeder safety regulations on most civilized worlds strictly forbid this.

-Used by Galactic Empire

- Single laser cannon

All Terrain –Scout Transport AT-ST

While not as imposing as its larger AT-AT Walker cousin, the two legged AT-ST, or Scout Walker performs very effectively in its own role as a reconnaissance and patrol vehicle. The two-man craft is lightly armed with chin-mounted laser cannons, and side-mounted weapon pods, one usually sporting a laser cannon, the other a concussion grenade launcher, and is highly efficient at mopping up infantry targets. Although decently armored, there AT-ST has weak spots on its rear exhausts and neck joint.

-Used by Galactic Empire

-Twin laser cannon, 1 light blaster cannon , 1 concussion grenade launcher

Imperial Star fighters

Tie Fighter

The TIE (Twin Ion Engine) Star fighter is the backbone of the Imperial space fleet. This single-seater short-range vessel lacks a hyper drive, and as such requires deployment from launch bases and capital ships. It features two fire-linked laser cannons under the cockpit. Though speedy and maneuverable, the lack shields makes them fragile compared to an X-Wing.

-Used by Galactic Empire

-Twin Laser Cannon

-Space Superiority Starfighter

TIE Bomber

Siemar Fleet Systems' engineers added a dedicated craft to the TIE series, to deliver explosive payloads through bombardment. For its increased power requirements, the bomber boasts elongated panels with greater surface areas than the standard star fighter. It has twin cylindrical hulls between its panels. The starboard cylinder houses the pilot, while the port pod contains the fighter's Universal Warhead Launcher.

-Used by Galactic Empire

-Laser Cannons

-Proton Bombs, Proton torpedoes, Ion blast Missiles (Map Dependant)

TIE Interceptor

The TIE Interceptor is an improved version of the standard TIE fighter. Surpassed only by the A-Wing, this star fighter is one of the fastest in the galaxy. Equipped with four laser cannons it sacrifices shielding, hyper drive and survivability for raw speed and firepower.

-Used by Galactic Empire

-4 Laser cannons