Characters D6 / Boss, Clone Commando Serg



CHARACTER NAME - Boss
TEMPLATE TYPE - Clone Commando
RANK - Sergeant
SPECIES - Human/Mandalorian (Clone)
GENDER - Male
AGE -
Move: 10
Size: 1.83 meters tall
Force Sensitive: No
HOMEWORLD - Kamino

Dex: 3D
- Armor Weapons: 6D
- Blaster: 7D+1
- Dodge: 6D
- Brawling Parry: 6D+2
- Grenade: 5D
- Missile Weapons: 5D
- Vehicle Blasters: 6D

Know: 3D
- Intimidation: 6D
- Survival: 5D
- Streetwise: 4D+2
- Willpower: 6D
- Value: 5D+1
- Tactics: 6D
- Tactics; Clone Commandos: 6D+1

Mech: 3D
- Jet Pack Operation: 5D+2
- Repulsorlift Operation: 5D
- Starship Gunnery: 6D
- Walker Operation: 4D+2
- Space Transports: 5D
- Astrogation: 4D+2

Perc: 3D
- Command: 5D+2
- Command; CloneTroopers: 6D
- Command: CloneCommandos 6D+1
- Hide: 5D+2
- Search: 7D
- Sneak: 5D+1

Investigation: 6D+2

Str: 3D
Brawling: 6D
Climbing/Jumping: 6D+2
Stamina: 6D
Swimming: 5D
Lifting: 5D+1

Tech: 3D
Armor Repair: 5D
Blaster Repair: 5D+1
Computer Programming/Repair: 6D
Demolitions: 6D
Security: 7D
First Aid: 6D
First Aid; Clone Commandos: 5D+2

Equipment: BlasTech DC-17m Blaster Rifle (5D+2)
DC-15s Blaster Pistol 5D

Katarn Class Armour (+2D+2 Physical, +1D+2 Energy, -0D+2 Dexterity)

Charcter Bio - RC-01/138, also known as Delta-38, RC-1138 and Boss, was a clone commando in the Grand Army of the Republic during the Clone Wars and Imperial Commando Special Unit of the Imperial Army. He was nicknamed Boss by his fellow clones, and was the field commander of Delta Squad. He was the rank of sergeant.

Boss started off exactly the same as his commando brethren. As his training progressed, he consistently ranked highest in his squad for accuracy and all-around fighting ability. He even managed to break Sergeant Walon Vau's arm in training. It was because of these qualities that Vau appointed him as the leader of Delta Squad. Despite Boss being trained by Walon Vau, he inherited the accent and speech patterns distinctive to regular clone troopers, Concord Dawn natives, and Jango Fett himself.

Boss took command of Delta Squad in the opening stages of the Battle of Geonosis. The group was flown in separately in gunships where Boss immediately set about turning a platoon of droids into scrap metal. Boss met up with his demolitions expert Scorch and the two set about rendezvousing with Fixer and then Sev.

During the closing hours of the battle, the squad was instrumental in ensuring victory for the Republic by eliminating Geonosian lieutenant Sun Fac, destroying an underground jamming device and disabling a droid factory.

After the squad disabled the underground droid factory, the commandos were instructed to retrieve the launch codes from a disabled Confederate Core Ship and to destroy it. On their way to the core ship, the Deltas destroyed an anti aircraft bunker. The squad continued their advancement toward the core ship.

Once inside, the squad split up so they could disable certain functions, with Boss tasked with infiltrating the super battle droid storage racks and disabling most of the stored battle droids. He then continued to rendezvous with the squad so they could retrieve the core ship's launch codes. As they progressed, the ship was sustaining massive damage due to the squad's actions, and was on the verge of destruction. The squad barely managed to retrieve the codes and escape through an LAAT/i. The success of the Deltas was later noticed by an important individual.

After victory was assured on Geonosis, the Deltas were deployed across the galaxy. Boss and his commandos became veterans of many engagements. Midway through the war, Delta Squad was tasked with investigating the assault ship Prosecutor, the squad's first base of operations, which had reappeared in the Chaykin Cluster after vanishing while defending Republic trade routes near Corellia two weeks prior.

The squad entered separate parts of the ship, each having been tasked with retrieving the flight data from the ship's data cores. Boss entered through the torpedo bay tasked with retrieving the flight recorder data from the aft data core. While on his way, Scorch was ambushed by scavenger droids and incapacitated. Boss also encountered significant amounts of these droids after witnessing one kill a surviving clone trooper.

RC-1138 leading his men.Boss encountered several Trandoshans and realized that a small army of them were responsible for the taking of the ship. He managed to get to an overlook position where he could maintain a visual on Sev, who was slicing the datacore's access terminal. After retrieving some of the data, he was ambushed by a scavenger droid, which he destroyed, but was incapacitated by a Trandoshan slaver. Shortly afterward, Boss fell under attack by the Trandoshans, but managed to escape.

Boss retrieved the data from the aft data core, and finished slicing the data from the port core, hoping to gain insight as to how the Trandoshans had managed to take over the ship. Afterward he fought his way to the rendezvous point where he was to meet Fixer. After killing a Trandoshan elite he came to the rendezvous point and was surprised by the site of a battle droid dispenser at the meeting place. After joining with Fixer, the two commandos rescued Sev, who had resisted interrogation. The three then proceed to the detention block to rescue Scorch, who had sliced the core and managed to hide it from the interrogators.

The commandos fought their way to the bridge and destroyed a jamming device that prevented them from communicating with their advisor. The advisor revealed that the Trandoshans planned on selling the ship to the Trade Federation so they could buy battle droids to help them capture Wookiees for the slave trade. He instructed them to destroy the Trandoshan dropship in hangar A, which they managed using Trandoshan rocket turrets. Afterward, a Droid Control Ship arrived, intending to purchase the ship from the now-dead Trandoshans. The squad was forced to fight off droid boarders and disable the hangar force field regulators in the remaining hangars.

Now unable to capture the Prosecutor, the Droid Control Ship opened fire. While the adviser scanned the system for any Republic assistance, Delta Squad fought their way to one of the gunnery stations to return fire. With the help of the

Arrestor, the Deltas were able to repel the boarders and destroy the droid control ship.

Immediately following this mission, Delta were called to assist Omega Squad, who were trapped on a freighter they were investigating. After the rescue, Delta and Omega were placed under the command of Kal Skirata for his undercover mission to locate terrorist cells on Coruscant. Despite rivalry between the two squads, made worse by the arrival of Walon Vau, the commandos were able to root out and destroy a cell of Jabiimi terrorists.

After Coruscant, the squad was sent to Skuumaa ahead of the main Republic assault force in order to sabotage strategic targets and "prepare the battlefield".

Delta's next big assignment was to hunt down the renegade Kaminoan Ko Sai, who was the head cloning scientist on Kamino who had disappeared around the Battle of Kamino. Boss and his team lead by Jedi General Jusik tracked Ko Sai to the paradise world of Dorumaa where they found the detonated remains of Ko Sai's refuge. However, Jusik was actually also working for Kal Skirata, who had tracked down Ko Sai first and was using her to find a way to stop the clones' increased rate of aging. The Deltas spent many months digging away at the ruins of the underwater research facility. When Skirata showed up with the remains of Ko Sai, Boss went with his story and told General Arligan Zey that the remains of Ko Sai were found buried in the rubble.

When Mauja Clans on the planet raided GAR supply convoys, Omega Squad was tasked with a Seek and Destroy mission. The target was Jolluc, the Mauja leader. After Jolluc's death, Delta Squad was deployed for assistance. After fighting under heavy resistance, General Etain Tur-Mukan recommended that GAR troops be removed, and that the Mauja Clans would be equal trouble for the Separatists. Delta Squad was vital to the removal of troops and took no casualties during the battle.

In the final stages of the war, Boss led the Deltas into combat on Kashyyyk, first to rescue the Wookiee commander Tarfful and escort him back to the Wookiee. After landing via LAAT/i, the squad proceeded to a Trandoshan prison compound, where the Trandoshans held Tarfful, as well as numerous other Wookiees. The squad infiltrated the compound after killing the patrols and guards outside, but were ambushed and forced to flee further into the compound. The squad found Tarfful, with the help of some captured Wookiees, but General Grievous was interrogating him at the time. Grievous fled after being spotted, but left two IG-100 Magna Guards to kill Tarfful and the Deltas. Delta-38 and his squad destroyed the droids while ensuring the survival of Tarfful. After the rescue, Boss received orders to sabotage the compound. The squad destroyed the landing pad on an upper level, destroying a Trandoshan dropship in the process, rappelling to the lower levels and destroying another landing pad before they were extracted.

Their transport brought the squad to Kachirho where the Separatist army was making its primary advance. Boss and his squad had to detonate the bridge on which the Separatists were making their advance by placing a charge on the central span of expansion joints, thus causing it to collapse. The squad fought its way to the bridge and planted the charge. The detonation of the charge failed, however, and with no charges that could detonate the bridge the squad

instead relied on a Wookiee rocket launcher, which they used to destroy the fuel pipeline beneath the bridge. Afterwards they rendezvoused with Tarfful and secured vital munitions for the Wookiee defense. While securing the munitions, the squad fell under the fire of a joint force of droids, Trandoshans, and Geonosians, but defeated this opposition.

Afterwards, Tarfful instructed an elite bodyguard of his to escort the squad to an elevator that would take them to the level where they could man four rocket turrets and cause intense damage to a Separatist cruiser that was attempting to land on the tree they were in. Unfortunately, the escort died almost instantly due to enemy firing, so Boss and the squad had to get there on their own. When the Separatist cruiser started drawing too much power from the cities main power generators, preventing the cities defenses from firing, the squad was forced to activate backup generators. After their ascent to the upper levels, they proceeded to four rocket turrets, leaving one member of the squad to man each one. With the combined firepower of each turret, they demolished the Cruiser, and attempted to regroup at 38's position. Unfortunately, Sev, the squad's marksman, didn't make it to 38's position, and went missing in action. Only a direct order from Jedi Master Yoda convinced him to leave without Sev. Despite the loss of their comrade, the Deltas boarded a gunship and were sent back into combat.

Boss was a natural leader and tough soldier. He rarely spoke, save to give orders to his squad. Despite training under another instructor, he picked up Jango Fett's Concord Dawn accent.

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