Characters D6 / Mandalorian Supercommand

Mandalorian Supercommandos, or Mando Ori'ramikade in Mando'a were elite Mandalorian soldiers that followed the Supercommando Codex, as written by Jaster Mereel.
In 60 BBY Mandalore Jaster Mereel issued his Supercommando Codex. Jaster's men served as mercenaries and warriors for hire, but their primary goal was to hunt the Death Watch. During the Mandalorian Civil War, the Supercommandos loyal to Mereel's True Mandalorian faction were eliminated to the last man at the 34 BBY Battle of Galidraan.
Decades later, during the Clone Wars, Mandalore the Resurrector trained two hundred and fourteen new recruits as Supercommandos, although by the end of the war all but three (Mandalore, Fenn Shysa, and Tobbi Dala) were dead. It is unknown if Shysa's later Mandalorian Protectors used the term.
By the time of the Second Galactic Civil War in 40 ABY, Mandalore Boba Fett had a total of one hundred Supercommandos to call on including Fett's granddaughter Mirta Gev, her fianc? Ghes Orade, Orade's adoptive father Novoc Vevut, Baltan Carid, Ram Zerimar and Goran Beviin.
During the Second Battle of Fondor, Fett led a group of fifty Supercommandos allied with Admiral Natasi Daala aboard the Imperial Star Destroyer Bloodfin to retake the ship from forces loyal to the Moffs attempting to join forces with Darth Caedus. The Commandos succeeded, although they were forced to allow Sith apprentice Tahiri Veila to escape with aid from Caedus due to Fett's orders that only Jaina Solo could confront her brother.

DEXTERITY: 3D+1
- Armor Weapons 5D+1
- Blaster: 7D
- Brawling Parry 6D
- Dodge 8D+1
- Flamethrower 5D+2
- Grenade 6D
- Mandalorian Saber 5D+2
- Melee Parry 7D
- Melee Combat 6D
- Missile Weapons 7D
- Vehicle Blasters 6D+2

PERCEPTION: 3D
- Bargain: 5D
- Command: 6D+2
- Con: 6D
- Forgery: 4D+2
- Gambling: 5D
- Hide: 6D
- Investigation: 6D
- Persuasion: 5D+2
- Search: 6D+2
- Sneak: 5D

KNOWLEDGE: 3D+2

Alien Species: 4D+1
Bureaucracy: 5D
Cultures: 5D
Intimidation: 6D+2
Languages: 5D+2
Planetary Systems: 5D
Streetwise: 7D
Survival: 6D+2
Value: 6D
Willpower: 7D+1

STRENGTH: 4D
Brawling: 6D+2
Climbing/Jumping: 5D
Lifting: 5D+1
Stamina: 6D+1
Swimming: 4D+2

MECHANICAL: 2D+2
Astrogation: 6D+1
Beast Riding: 4D+1
Capital Ship Piloting: 5D+2
Capital Ship Gunnery 5D
Communications: 5D+2
Jet Pack Operation: 7D
Powersuit Operation 5D+1
Repulsorlift Operation: 6D
Space Transports: 6D+2
Starship Gunnery: 6D
Starship Shields: 5D+1
Sensors: 5D

TECHNICAL: 2D
Armor Repair: 7D
Blaster Repair: 7D+1
Computer Programming/Repair: 5D+2
Demolition: 7D
Droid Programming: 3D+1
Explosives: 6D
First Aid: 6D+2
Security: 7D+1
Space Transport Repair: 7D+1

Weapons: Mandalorian Assault Blaster M-9 6D
Mandalorian Radiation Disruptor Pistol M-2 5D
Mandalorian Saber STR+3D

Equipment: Mandalorian Heavy "Commando" Armour
Model: Mandalorian Heavy Battle Armour
Type: Personal Battle Armour
Game Effects:
Basic Suit:
+4D Physical
+3D Energy

+1D Strength (used for physical activity, not for resisting damage.)
No DEX penalties

Wrist Lasers:
Skill: Armour Weapons
Ammo: Powered from armour power supply
Range: 3-5/25/50m
Damage: 5D

Flame Projector:
Skill: Armour Weapons
Ammo: 20
Range: 1m diameter 1-5m long
Damage: 5D

Grenade Launcher:
Skill: Missile Weapons
Ammo: 4
Fire Rate: 1/2
Range: 1-50/200/300
Damage: Varies

Jetpack:
Allows 70m horizontal or 50m vertical jumps.
Has 10 charges, may expend one charge every other round.

Turbo-Projected Grapple:
Uses either a physical or magnetic grapple.
0-3/10/20m range.
Mounted on the right arm.
Missile Weapons skill.

Winch:
Attached to grapple, has 100kg capacity (wearer and his equipment).

IR/motion Sensor:
+1D PERC in darkness and/or against moving targets, ahead and to both sides.

Sensor Pod:
+2D Search, 25-100m

Macrobinoculars:
+3D Search, 100-500m

Sound Sensor:
+1D PERC in quite situations only.

Broadband Antenna:
Can intercept and decode most communications frequencies. Can patch into shipboard and vehicular communications systems.

Environmental Filter:
Filters out most harmful particles from the air or seal with two hours of air.

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