Characters D6 / Grand Admiral Thrawn Divisi

"Grand Admiral Thrawn" Division Soldiers

The "Grand Admiral Thrawn" Divison was created after the Battle of Yavin by the Imperial Navy. Being a dedicated ground engagement force for the Navy, the "Grand Admiral Thrawn" Divison was highly regarded as one of the best divisons of the Galactic Civil War.

There really was no reason for the Imperial Navy to have a dedicated ground engagement force, other than the fact that this was Grand Admiral Thrawn's personal undertaking. The "Grand Admiral Thrawn" Divison was one of the only divisions that both Stormtroopers and StormElite shock troops were more-or-less promoted to, because of the division's elite status.

The divison was always well equipped, and had a favorite status within the Imperial Armed Forces due to the high political status of Grand Admiral Thrawn. And also, becasue the divison performed so well in combat meant that keeping the divison well supplied would only benefit the Empire.

The only thing limitng the "Grand Admiral Thrawn" Divison's success was a complex chain of command, as they fell under both Imperial Navy and StormElite juristiction. However, this was a minor problem for the divison, with their excellant combat record showing this.

The "Grand Admiral Thrawn" Divison fought on the Commonwealth Front, where it was the only non-StormElite Imperial division present. The combat experience it learned during the bitter Commonwealth fighting led it gain elite status towards the end of the Galactic Civil War, when the division fought on in the Core Worlds, in attempts to defend Coruscant from Rebel invaders. The "Grand Admiral Thrawn" Divison fought until the bitter end, and of course fought during the Thrawn Era Campaign after the Battle of Endor.

The typical uniform for "Grand Admiral Thrawn" Divison soldiers includes a dark-blue Imperial Navy tunic, camouflage trousers, pullover StormElite-style camouflage smock, and scaled-down camouflage field helmet with white Imperial Emblem insignia on the left side.

Type: (Imperial Navy) "Grand Admiral Thrawn" Divison Soldier
DEXTERITY 3D+2
Blaster 5D+2
Blaster: BlasTech 98k blaster rifle 6D
Dodge 5D+2

Grenade 4D
KNOWLEDGE 3D
Survival 3D+2
Willpower: Vs. Anti-Imperial Propaganda 4D+2
MECHANICAL 2D
PERCEPTION 3D+2
Sneak 5D+2
Sneak: Urban 6D
Search 4D+2
STRENGTH 3D+2
Brawling 5D+2
Stamina 4D+2
TECHNICAL 2D

Equipment:
BlasTech 98k blaster rifle (5D+2) OR BlasTech E-11 blaster rifle (5D), two concussion grenades(5D/4D/3D/2D), vibroknife (STR+3D), camouflage smock and trousers (+1D+2 to sneak in appropriate terrain at 20m+), camouflage field helmet (+2D physical/+2 energy), combat suspenders with utility belt.

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