Characters D6 / StormElite Desert Operation

StormElite Desert Operation Soldiers

Deserts contain many vital resources for both corporations and militas, with the most abundant and important being oil. Without oil, machines are virtually useless, as crude oil makes the fuels needed to power these modern military neccessities.

The StormElite values desert terrain enough to create a special branch of service for it. Desert operation soldiers know their importance in the SE, and for the Empire as well. Nearly 35% of the oil the Empire produces comes from deserts that have been fought over with by SE desert troops.

Desert soldiers were choosen, much like mountain troops, for their qualifications of physical fitness, intelligence, and adaptability to climate extremes. With relatively light gear, they complete missions that occur in the hottest, most unsuitable fighting terrains in the galaxy.

The most memorable desert operation group was Desert Corps, led by the legendary Legion General Alwen Kowell. Their stellar performance in the Commonwealth Sector led them to be acknowledged by Palpatine himself. Kowell's Desert Corps captured the Scornian Desert, which eventually put out an impressive 10% of all the oil in the Empire's reach.

The typical uniform for a StormElite desert operation soldier includes khaki shorts, short-sleeved khaki shirt with SE insignia above the right pocket, and either a pith helmet (nicknamed "safari" helmets) or tan baseball-style cap with the desert operations insignia (a palm tree with the Imperial Emblem in front of it) on the front.

Type: StormElite Desert Operations Soldier
DEXTERITY 3D+1
Blaster 4D+1
Blaster: BlasTech 34 MT rifle 5D
Dodge: 3D+2
KNOWLEDGE 2D+2
Survival: desert/arid terrain 4D
MECHANICAL 2D
PERCEPTION 3D
Sneak 3D+2
Sneak: desert/arid terrain 4D+2
STRENGTH 3D
TECHNICAL 2D+2

Blaster repair: BlasTech 34 MT rifle 3D

Equipment:
BlasTech 34 Mountain Troop rifle (5D), two concussion grenades (5D/4D/3D/2D), 250m syntherope, light combat pack, thirty days concentrated rations, pith helmet (+2 physical/+0 energy), utility belt with optional combat suspenders

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