Characters D6 / StormElite Foreign Volunteer

StormElite Foreign Volunteer Soldiers

One year prior the Battle of Yavin, the StormElite was set aside by Moff Adrian Kr?el as an Imperial military elite for ethnic Core World humans alone. Yet, when the premise and elite status of the StormElite fell apart after the Battle of Endor, the SE unlocked it's racial gates and accepted non-ethnic humans into the StormElite.

Most volunteer units were used to fight partisans towards the end of the Galactic Civil War, when the true Empire was retreating backwards in attemps to defend Coruscant from the New Republic. The foreign volunteers fought on planets with little to sometimes no chance of survival, but died knowing they were helping a cause they supported.

Outlaying areas that became part of the SE Foreign Volunteer organization were used as front-line soldiers until the eventual destruction of the StormElite in +18. In total, 23 divisions saw combat out of the foreign volunteers, most of which being volunteer repulsor grenadier units that assisted ethnic-human SE repulsor divisions in the Commonwealth Sector.

In reality, foreign volunteer units were second-rate fighters when compared to the ethnic-humans of the regular StormElite. Abandoned by an Empire they swore to defend, they were eventually killed off in large numbers either in battle, or executed as war crimes violators at the hands of the New Republic.

Uniforms for an SE foreign volunteer soldier are very diverse, due to the vast amounts of terrain that the foreign volunteers operated among. Typically, a field gray tunic, trousers, helmet and pullover camouflage garment are issued to the volunteer soldier. Collar patches differed from the regular StormElite, as Kr?el didn't think the "lesser humans" deserved the 'SE' insignia on their tunic. The Imperial Emblem was used on volunteer units collar patches instead.

Type: Typical StormElite Foreign Volunteer Soldier
DEXTERITY 2D+2
- Blaster 4D
- Blaster: BlasTech 98k blaster rifle 4D+2
- Grenade 3D+1

KNOWLEDGE 2D
- Willpower: vs. Anti-Imperial propaganda 3D+2

MECHANICAL 2D
PERCEPTION 2D+2
- Search 3D+2
- Sneak 3D+2

STRENGTH 3D+1
- Brawling 3D+2

TECHNICAL 2D

Equipment:
BlasTech 98a blaster rifle (5D+2)*, three fragmentation grenades (5D/4D/3D/2D), vibroblade (STR+3D), comlink, field helmet (+2D physical/+2 energy), stormtrooper style utility belt with combat suspenders.

* For foreign volunteers, 98Ks arrived later on in the war to foreign units. 98As were used instead, because they were cheaper than the more expensive, later generation 98k.

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