Characters D6 / StormElite Repulsor-Grenadi

StormElite Repulsor-Grenadiers

Repulsor-grenadier refers to the Imperial StormElite's mechanized infantry. Simply, specialized tank-support troops of the SE.

These tank-support soldiers are brought into combat zones first in order to clear the area of anti-tank traps and infantry. Such vehicles as the Romulus armored personnel carrier and Cougar medium repulsortank support these troops during their ever important missions.

Repulsor-grenadiers operate separate of regular soldiers and shock troops, but their role in the StormElite probably differs the most. Repulsor-grenadiers assist every branch of the SE, due in part to the fact that every branch of the StormElite operates with armor.

The standard uniform for a repulsor-grenadier include an early war camouflage pullover, gray field tunic and trousers, field helmet, and light backpack with combat suspenders.

Type: StormElite Repulsor-Grenadier
DEXTERITY 3D
- Blaster 4D+1
- Blaster: BlasTech 98k blaster rifle 5D
- Dodge 4D
- Missile weapons 3D+2

KNOWLEDGE 2D
MECHANICAL 2D+2
PERCEPTION 2D+2
- Sneak 4D
- Search 4D+2

STRENGTH 3D
- Brawling 4D
- Stamina 3D+2

TECHNICAL 2D+2
- Demolitions 3D+2

Equipment:
BlasTech 98k blaster rifle* (5D+2) OR BlasTech E-11 blaster rifle (5D), two concussion grenades (5D/4D/3D/2D), field helmet (+2D physical/+2 energy), stormtrooper style utility belt with combat suspenders.

* Early and remote operation divisions may operate still using the BlasTech 98a blaster rifle (5D+2, but with blast bolt restriction).
Later war (years +10 through +18) divisions may operate using the BlasTech

35/A blaster rifle (5D; three shot burst: 5D+2).

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