Characters D6 / StormElite Shock Troops

StormElite Shock Troops

SE shock troops are the first StormElite personnel into a combat hot spot. Ruthless and loyal to their Emperor, the StormElite shock troops are one of the most elite fighting forces of the Empire.

Service among the ranks of the shock troops must include a minimal two years combat experience on either the Commonwealth Front or any combat tense Alliance Front. Those who are alive after two years of combat experience are then grouped together and selected by qualities concerning fighting ability, loyality, and psychological endurance.

Shock troop selection is prejudice and entirely Imperialistic. Troops must be humans within the ages of 17 to 27, between 5'10" and 6'2" height, and between 178 to 208 pounds.

Standard uniform for a shock troop includes dot-style camouflage smock, helmet, and trousers, a gray tunic to be worn under the smock, and a light combat pack with combat suspenders.

Type: StormElite Shock Troops
DEXTERITY 3D+1
- Blaster 5D
- Blaster: BlasTech 98k blaster rifle: 5D+2
- Brawling parry 4D+2
- Dodge 5D+2
- Grenade 4D+1
- Melee combat 4D+2

KNOWLEDGE 2D+1
- Survival 3D+1

MECHANICAL 2D+2
PERCEPTION 3D+1
- Sneak 5D+2
- Hide 4D
- Search 4D

STRENGTH 3D+2
- Brawling 5D+1
- Stamina 4D+1

TECHNICAL 2D

Equipment:
BlasTech 98k blaster rifle* (5D+2), two concussion grenades (5D/4D/3D/2D), vibroblade (STR+3D), camouflage smock and trousers (+1D+2 to sneak in appropriate terrain at 20m+), camouflage field helemt (+2D physical/+2 energy),

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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