Characters D6 / StormElite Soldier

StormElite Soldier

StormElite soldiers are basic infantry that aid the more numerous shock troops during attacks and counter-attacks. SE soldiers fight ruthlessly and never question orders, no matter how outrageous they may seem.

Soldiers of the SE fight among many different kinds of terrains, against many diverse enemies. The most famed infantry division among the StormElite is the SE Sixth Infantrie Division, who fought from the very beginning of the Commonwealth Sector War against the cold-hardened forces of the Commonwealth Army.

The SE Sixth Infantrie Division fought their way into the heavily defended city of Astenda on the planet of Drakosia, and was surrounded by two army strength repulsortank divisions. For six weeks, the entrapped Sixth Infantrie Division fought against an enemy who had a much superior three to one advantage. The division eventually broke out of the pocket, and out of a 20,000 man division, 186 men returned home alive after the Battle of Astenda.

Uniforms for StormElite soldiers include field gray tunic and trousers, camouflage pullover garment, a light combat pack with combat suspenders, and either a field helmet or baseball-style Death's Head insignia field cap.

Type: StormElite Soldier
DEXTERITY 3D
- Blaster 4D+2
- Dodge 4D+2
- Grenade 3D+2

KNOWLEDGE 2D
MECHANICAL 2D+1
- Repulsorlift operation 3D+2

PERCEPTION 3D
- Search 3D+2
- Sneak 4D+2

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

TECHNICAL 2D

Equipment:
BlasTech 98k blaster rifle* (5D+2) OR BlasTech E-11 blaster rifle (5D), two fragmentation grenades (5D/4D/3D/2D), vibroblade (3D), 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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