



Characters D6 / StormElite Armored Vehicle

StormElite Armored Vehicle Crewman

A modern fighting elite without armor is bound to be depleted quickly. Such famous fighting elites as RanCorp and MetaCorp function well because of their use of armor and mechanized infantry, and the SE's goal in modeling itself like the infamous corporate militias is becoming a reality with Imperial armor.

Armored fighting forces of the StormElite are trained and experienced superior to that of any other armored force in the Imperial arsenal. Millions of credits are spent each year in making sure SE troops have the repulsortanks and crews needed to conquer their enemies.

The 5th SE Repulsor Division and Repulsor Lehr divisions are some of the most highly decorated armored forces in the Empire. Repulsor Lehr, under the command of Captain Paul von Mantuefull, fought against Rebel forces that were threatening in the Chandrilan System. Mantuefull and Repulsor Lehr repelled nearly two-hundred Rebel attacks, successfully halting a Rebel drive towards Coruscant.

The 5th SE Repulsor Division, comprised of the much accredited 18th SE Volunteer Repulsor Regiment, went three hundred miles in two days during the opening weeks of the Commonwealth Sector War. Virtually unstoppable, the 5th SE Repulsor Division was credited with close to 750 Commonwealth repulsortank kills by the end of the conflict in +11.

Standard uniform for an armored vehicle crewman includes a field-gray undershirt with black tie, black pants, a black over-pulling tunic (with death head collar patches on both sides), and a black beret with a white Imperial emblem.

Type: Typical StormElite Armored Vehicle Crewman

DEXTERITY 2D+2

Blaster 3D+2

Missile weapons 4D+1

Vehicle blasters 5D

Vehicle firearms 4D+1

KNOWLEDGE 2D+1

Tactics: repulsortanks 4D+2 (Tank commanders only)

MECHANICAL 3D+1

Repulsorlift operation 5D+2

Ground vehicle operation 4D+1

PERCEPTION 3D+2

Hide 4D

Search 4D+2

STRENGTH 2D

TECHNICAL 2D+2

Ground vehicle repair 3D+2

Repulsorlift repair 5D

Equipment:

Blaster pistol (4D), vehicle repair kit (+1D to repulsorlift repair when used), headset comlink, utility belt (combat suspenders optional, and are used to carry extra equipment).

Page designed in Notepad, Logo`s done in Personal Paint on the Commodore Amiga

All text and stats by Craig Marx, HTML and logos done by FreddyB

Images stolen from an unknown website at some remote time in the past.

Any complaints, writs for copyright abuse, etc should be addressed to the Webmaster [FreddyB](#).