Characters D6 / StormElite Mountain Troop

StormElite Mountain Troop

Modern-day ground combat includes a wide span of unusual and unsuitable terrains for fighting. One of the hardest terrains for an army to cope with is mountains and rock terrains, and that's why the StormElite created the Mountainous-Terrain Operation Trooper, or Mountain Troop.

Trained specifically in climbing and jumping techniques, the average Mountain Troop is usually only sent into a mountainous terrain combat zone with light gear. The reason for this is the fact that the soldier needs to carry rope, a harness and numerous tools that are used for digging and/or climbing, such as a vibro-pick.

StormElite mountain troops usually work in small, 12-man squads that a spread out thinly across vast mountain areas. They are trained in close quarters situations as well as long-range combat. Mountain Troopers are experts at camouflage, and are extraordinary when on the defensive.

The standard-issued StormElite mountain troop uniform includes a long-sleeved shirt, available in both tropical/summer and snow/winter variants. Long pants are worn, and are available also with the patterns above. The SE Shock Troop smock is optional, however is usually only worn in cold winter conditions.

A harness with a small combat pack replaces the combat suspenders of SE soldiers, and the pack is usually used to hold the 750 meter roll of synterope with piton that was issued for the mountain troops.

Usually mountain troops are issued the BlasTech 34 Mountain Troop rifle, but some division on remote, mountainous-terrain planets still operate using the 98k blaster rifle.

Type: Mountainous-Terrain Operation Trooper
DEXTERITY 3D+1
- Blaster 4D+2
- Blaster: BlasTech 34 Mountain Troop Rifle 5D
- Dodge 5D+1
- Grenade 3D+2

KNOWLEDGE 2D+2
- Survival 3D+2
- Survival: Mountain Terrain 5D

MECHANICAL 2D
PERCEPTION 3D+1
- Hide 3D+1

Sneak 4D+2
Sneak: Mountain Enviroment 5D+1
STRENGTH 3D+2
Brawling 4D+2
Climbing/Jumping 5D
Climbing/Jumping: Climbing 5D+2
TECHNICAL 2D

Equipment: BlasTech 34 MT rifle (5D) or BlasTech 98k blaster rifle (5D+2), two fragmentation grenades (5D/4D/3D/2D), vibroblade (3D), climbing syntherope (750 meters; +2D to climbing when attached to climbing harness), climbing harness, tropical style field helmet (+1D physical/+2 energy), utility belt

---

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.