Characters D6 / Imperial Intelligence Black O

Imperial Intelligence Black Operatives

Within the Galactic Empire most forces are considered conventional and generally operate within the set juristictions of the Imperial High Command. A few secretive units within Imperial Intelligence, however, work in the shawdows of the Empire and are directly attached to Emperor Palpatine's security advisor. These units are disclosed to only the highest-ranking intelligence officers.

Emperor Palpatine's security advisor is usually a high-positioned Imperial Intelligence officer that has the authority to use whatever force is neccessary to maintain stability within the Empire. This includes both external and internal threats. When a situation is deemed a direct threat to the Galactic Empire, and other methods of resolving it are either too risky or too broad, the security advisor can personally requistion a special actions unit.

Recruitment for these operations is highly specialized, and prospects are hand-selected by the commander of the task force. Command of the unit is selected by Ubiqtorate, which keeps constant files on officers with stellar combat records. Most of the men selected are recent graduates of elite units within the Empire, including the Imperial Army's Deipvek Sniper Training Facility and the Stormtrooper Corps' training regime. Men are selected for their loyalty and combat abilities, including knowledge of discretionary warfare and unconventional techniques.

The covert task force consists of approximately ten men, who all are elite-calibre soldiers. After their selection they are sent to a secretive training facility where they are briefed and trained extensively on their current mission and its requirements. Once the training is complete, soldiers are shipped out and deployed to their planetary drop-zones by special dropships designed for covert action. Once the insertion team is on their planet of operations, they are basically on their own.

Some operations are more easily defined than others, such as the assassination of a Rebel leader or the rescue of a group of officers. More often, however, the task force's orders are very basic, allowing the unit to take their own course of action in accomplishing their objectives. They are silent warriors, and operate without support from outside units. Once all the objectives have been completed the team is extracted, often times without the enemy knowing anybody was ever there.

All of the unit's actions are completely secret, with only the security advisor, Ubiqtorate, and the task force knowing of the team's exsistence. If, during the course of the operation, the unit's secrecy is compromised, all communications to the unit are cut and the unit is susequently abandoned. While the Imperial High Command condones covert activites, their effect is extreme in most cases. Every day, somewhere in the vast galaxy, an Imperial Intelligence black operation is underway.

Type: Typical Imperial Intelligence black operative
DEXTERITY 4D
- Blaster 7D
- Blaster artillery 5D
- Firearms 7D+1
- Firearms: submachine gun 8D
- Dodge 6D+2
- Grenade 6D+1
- Melee combat 6D
- Melee parry 5D+2
- Vehicle blasters 5D
- Missile weapons 5D+1
- Running 6D

KNOWLEDGE 3D
- Alien species 4D+2
- Law enforcement 6D+1
- Streetwise 5D
- Languages 4D
- Tactics: discretionary warfare 5D
- Survival 6D+2
- Survival: wilderness 7D+2
- Intimidation 5D
- Willpower 4D
- Willpower: vs. anti-Imperial propaganda 7D

MECHANICAL 2D+2
- Repulsorlift operation 4D+2
- Communications 5D+2
- Sensors 5D+2

PERCEPTION 4D
- Hide 6D+1
- Search 7D+1
- Sneak 7D+1

STRENGTH 3D
- Brawling 5D+2
- Climbinb/jumping 5D
- Stamina 6D+2
- Swimming 5D+2

TECHNICAL 3D+1
- Blaster repair 4D
- Firearm repair 5D+1
- Demolitions 5D+2
- First aid 4D
- Computer programming/repair 4D+2

Security 6D

Move: 11
Character Points: 8-24
Force Points: 1-2
Dark Side Points: 1

Equipment:
VerdanTech MP5SD3 silenced submachine gun (4D+2/5D+2), Adelphi SB-70 silenced pistol (4D+2), two concussive stun blast grenades (5D stun), combat vibroblade (Str+2D), night-vision/thermal imaging goggles (negate all smoke and darkness penalties in night or darkened conditions; +1D to Search at medium and long ranges), headset comlink system (features highly-encrypted channels; 5 km range), camouflage fatigues, face paint, and boonie hat, 'guilee'-suit (+2D to Sneak in highly-foliated terrains at 15m+). Other equipment varies depending on the mission.

Game Notes:
Each task force unit has at least one man equipped with a Remington 7mm Magnum silenced sniper rifle (6D+1; features sighting macroscope, providing +2D+2 to Firearms and reduction of range by one level for one round of aiming; requires a Moderate Sensors roll to use). This man does not carry the standard MP5SD3 or the grenades.

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