Characters D6 / Corporate Soldiers

Corporate Soldiers

Corporate soldiers are typically found only in the larger so-called "super corporations" that often times dominate entire worlds. Corporate soldiers can be used for everything from general security duties all the way up to actual military-oriented combat scenarios.

Most corporations deploy fleets of starships - ranging from light freighters all the way up to frigates and bulk cruisers - and crew them with their own employees and soldiers. The soldiers are usually placed on ship to defend against pirate boardings as well as to board vessels belonging to rival corporations.

There have been a few instances of corporate soldiers waging in lengthy ground warfare - one such instance was the MetaCorp versus Kashan Systems conflict on Palan which lasted for several years - but this is highly uncommon as such violent outbreaks usually bring the attention of either the Empire or the New Republic (depending upon where the conflict is taking place).

Specific training and equipment varies from corporation to corporation for any number of reasons. Just remember that where ever you find a corporate owned vessel or complex you will most likely find corporate soldiers there as well to defend it.

Type: Typical corporate soldier
DEXTERITY: 3D
- Blaster: 4D
- Dodge: 4D
- Melee combat: 4D
- Melee parry: 4D

KNOWLEDGE: 1D
- Business: 2D
- Survival: 2D

MECHANICAL: 2D
PERCEPTION: 2D
STRENGTH: 2D
- Brawling: 3D

TECHNICAL: 1D
- First aid: 2D
- Security: 2D

Move: 10
Character Points: 0-2

Equipment (typical):
blast armor (+1D+1/+1D (head and torso); +2/+1 (arms and legs), blaster pistol (4D), blaster rifle (5D) or blaster carbine (5D)

Type: Typical veteran corporate soldier
DEXTERITY: 3D
- Blaster: 5D
- Brawling parry: 4D
- Dodge: 4D+2
- Grenade: 4D
- Melee combat: 4D+2
- Melee parry: 4D

KNOWLEDGE: 1D
- Business: 3D
- Intimidation: 2D
- Survival: 3D
- Streetwise: 2D
- Tactics: 2D

MECHANICAL: 2D
- Repulsorlift operation: 3D

PERCEPTION: 2D
- Command: 2D+2
- Hide: 2D+2
- Sneak: 2D+1
- Search: 3D

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

TECHNICAL: 1D
- Blaster reapir: 2D
- Demolition: 2D
- First aid: 2D
- Security: 2D+1

Move: 10
Dark Side Points: 0-1
Character Points: 1-4

Equipment (typical):
blast armor (+1D+1/+1D (head and torso); +2/+1 (arms and legs), blaster pistol (4D), blaster rifle (5D) or blaster carbine (5D)

Type: Typical elite corporate soldier
DEXTERITY: 3D+1
- Blaster: 6D
- Blaster artillery: 4D
- Brawling parry: 5D
- Dodge: 6D
- Grenade: 4D+2
- Melee combat: 5D
- Melee parry: 5D

Missle weapons: 4D
Vehicle blasters: 4D
KNOWLEDGE: 2D
Business: 4D
Intimidation: 3D
Survival: 4D
Streetwise: 3D+2
MECHANICAL: 2D+1
Ground vehicle operation: 3D
Repulsorlift operation: 4D
PERCEPTION: 2D+2
Command: 4D
Hide: 4D
Search: 4D
Sneak: 4D
STRENGTH: 3D
Brawling: 5D
Stamina: 4D
TECHNICAL: 2D
Armor repair: 2D+2
Blaster repair: 3D
Demolition: 4D
First aid: 4D
Security: 4D

Move: 10
Force Points: 0-1
Dark Side Points: 0-2
Character Points: 5-10

Equipment (typical):
blast armor (+1D+1/+1D (head and torso); +2/+1 (arms and legs), blaster pistol (4D), blaster rifle (5D) or blaster carbine (5D)

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