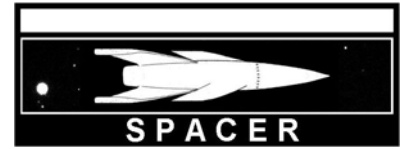


Spacers

Which career should you play? If you want to see new worlds while serving the Empire, then you should be a Spacer.

Spacer. Someone who serves in a navy or works on an armed (star) ship. Naval Officer. Rating. Sailor (archaic).



SPACERS

To Begin	C3
	Mod +2 if Edu 9+
Risk and Reward	Str C2 C3 Int
Rating Promotion	C2
	Mod + Rank
Commission	Int
Officer Promotion	Soc
	Mod +1 per Medal
Continue	Int

SKILL ELIGIBILITY

Per Term	4 skills
When Commissioned	1 skill
When Promoted	1 Skill
Automatic	By Rank

MUSTERING OUT BENEFITS

1D	Money	Benefits
1	Low Psg	Secret
2	StarPass	Wafer Jack
3	Mid Psg	Str +1
4	High Psg	C2 +1
5	Cr 20,000	C3 +1
6	Cr 25,000	Life Insurance
7	Cr 30,000	Ship Share
8	Retire x 2	Knighthood
DM + Officer Rank		

CAREER CHANGE OPTIONS

Citizen, Scholar, Entertainer, Craftsman, Rogue, Noble, Functionary.

subject to eligibility

TABLE OF NAVAL RANKS

	Level	Rank	Auto Skill	Level	Rank	Auto Skill
1	Rating1	Spacehand	Fighting	Officer1	Ensign	Astrogation
2	Rating2	Able Spacehand		Officer2	Sublieutenant	
3	Rating3	PO Second		Officer3	Lieutenant	Engineer
4	Rating4	PO First	Gunnery	Officer4*	Lt Commander	Pilot
5	Rating5	Chief PO	Sensors	Officer5	Commander	
6	Rating6	Master CPO		Officer6	Captain	Leader
7				Officer7	Admiral	

*Auto: Command College

THE NAVAL CAREER

The focus of the Naval career is service: protecting and defending his homeworld and the Empire. Each term, he participates in naval operations.

At Begin, roll 1D (DM+2 if Edu 10+) for Branch. Officers may reroll Branch every Term. Ratings may reroll Branch when promoted.

Every Year, roll 1D (DM+2 if Edu 10+) for the type of Military Operation.

If The Risk Roll Fails...

The Spacer is wounded (hit points = C-R); recovery points = 1D (unrecovered injury is permanent) and receives a Wound Badge. Permanent injury of 3+ points **requires** disability discharge and awards double mustering out benefits.

If The Reward Roll Succeeds...

The spacer receives a Campaign Ribbon (name the campaign involved) and may consult the Medals Table if Battle, Strike, Siege, Patrol, or Mission.

NAVAL BRANCH

D	Officers	Mod	Crew	Mod
1	Line	1	Crew	1
2	Line	1	Crew	1
3	Line	1	Engineering	0
4	Engineering	0	Engineering	0
5	Gunnery	1	Gunnery	1
6	Flight*	2	Gunnery	1
7	Technical	0	Technical	0
8	Medical	0	Medical	0

DM +2 if Edu 10+ *Auto if Pilot

NAVAL OPERATIONS

D	Officers	Mod	Crew	Mod
1	Battle	2	Battle	2
2	Strike	2	Strike	2
3	Siege	0	Siege	0
4	Patrol	1	Patrol	1
5	Mission	3	Shore Duty	0
6	ANM School	-	ANM School	-
7	Shore Duty	0	ANM School	-
8	Shore Duty	0	OCS	-

DM +2 if Edu 10+.

The Mods shown (- for Risk; + for Reward) are required.

SPACER SKILLS

1 Personal	2 Base	3 Patrol	4 Shore	5 Strike	6 Vocation	7 Technical	
1 C1 +1	Major*	Zero-G	Survey	Fighting	Navy	One Art	1
2 C2 +1	Major*	Vacc Suit	Survival	Fighting	Admin	One Science	2
3 C3 +1	Minor*	Pilot	Hostile Env	Flyer	Bureaucrat	One Trade	3
4 C4 +1	Minor*	Starship Skill	Animals	Stealth	Language	Athlete	4
5 C5 +1	One Trade	Gunner	Bureaucrat	Gunnery	Starship Skill	Seafarer	5
6 C6** +1	One Trade	Sensors	Navigation	Sensors	Comms	Gambler	6

*If the character does not have a Major/Minor this benefit is lost. **If the character has C6=Caste, this benefit is lost.

