

Soldiers

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

Soldier. One who serves in an army or fighting force. A fighter. A warrior. Militiaman. Man-at-arms.



SOLDIERS

To Begin	Str
Risk and Reward	Str C2 C3 Int
Soldier Promotion	C2
	Mod +1 per WB
Commission	C3
Officer Promotion	Soc
	Mod +1 per Medal
Continue	7
	Mod + Terms

TABLE OF ARMY RANKS

	Level	Rank	Auto Skill	Level	Rank	Auto Skill
1	Soldier1	Private	Fighting	Officer1	2nd Lieutenant	
2	Soldier2	Corporal		Officer2	1st Lieutenant	
3	Soldier3	Sergeant	Hvy Wpns	Officer3	Captain	
4	Soldier4	Staff Sergeant	Gunnery	Officer4*	Major	Flyer
5	Soldier5	Master Sergeant		Officer5	Lt Colonel	
6	Soldier6	Sergeant Major		Officer6	Colonel	Leader
7				Officer7	General	
* Auto: Command College.						

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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	Forbidden Knowle
2	Mid Psg	Secret
3	High Psg	Str +1
4	Cr 15,000	Life Insurance
5	StarPass	C5 +1
6	Cr 25,000	Wafer Jack
7	Cr 30,000	Int +1
8	Retire x 2	Knighthood
DM + Officer Rank		

CAREER CHANGE OPTIONS

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

subject to eligibility

THE ARMY CAREER

The focus of the Army career is keeping the peace and defending the Empire. Each term, he participates in military operations.

At the beginning, roll 1D (DM+2 if Edu 10+) for Branch. Officers may not change Branch. Soldiers 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 soldier is wounded (hit points = C-R); recovery points = 1D (unrecovered injury is permanent). Permanent injury of 3+ points **requires** disability discharge and awards double mustering out benefits.

If The Reward Roll Succeeds...

The Soldier receives a Campaign Ribbon (name the campaign involved) and may consult the Medals Table if Battle, Combat, Insurgency, or Mission.

BRANCH

D	Branch	Mod
1	Infantry	1
2	Infantry	1
3	Artillery	1
4	Cavalry	1
5	Protected	2
6	Commando	2
7	Technical	0
8	Medical	0
DM+2 if Edu 10+		

MILITARY OPERATIONS

D	Inf Art Cav	Mod	Cdo Prot	Mod	Tech Med	Mod
1	Combat	2	Battle	3	Rear Area	0
2	Combat	2	Combat	2	Relief	1
3	Peace Keeper	1	Peace Keeper	1	Peace Keeper	1
4	Insurgency	1	Insurgency	1	Insurgency	1
5	Occupation	0	Mission	2	Mission	2
6	ANM School	-	ANM School	-	ANM School	-
7	ANM School	-	ANM School	-	ANM School	-
8	Garrison	0	Garrison	0	Garrison	0
DM +2 if Edu 10+						

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

SOLDIER SKILLS

	1 Personal	2 Academic	3 Space	4 Surface	5 Conflict	6 Vocation	7 Avocation	
1	C1 +1	Major*	Zero-G	Driver	Fighting	Army	One Art	1
2	C2 +1	Major*	Vacc Suit	Flyer	Fighting	Fighting	One Science	2
3	C3 +1	Minor*	Computer	Vacc Suit	Heavy Wpns	Heavy Wpns	One Trade	3
4	C4 +1	Minor*	Starship Skill	Computer	Sapper	Gunnery	Athlete	4
5	C5 +1	One Trade	Gunner	Soldier Skill	Explosives	Explosives	Fighting	5
6	C6** +1	One Trade	Sensors	Medic	Battle Dress	Battle Dress	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.

