

Naval Unit Duty Assignments

General Naval Assignments (2d6)

(Apply DMs and PIPs)

- 2-4 Base Assignment (See Base Assignments table below)
- 5-9 Fleet Assignment (See Fleet Assignments table below)
- 10-11 Special Assignment (See Special Assignments table below)
- 12 Echelon Transfer

Relationship Between Duty Position, Assignment & Rank

The PCs duty position is determined by their assignment and rank. Only officers O-03 and above can be in command of a starship or ground unit. For game purposes if the PC is the senior ranking person aboard a naval starship or within a ground unit of company strength or higher they automatically assume “Command”. Naval crewmen and Imperial Marines are referred to as “Crew” or “Marines”. Non-Commissioned Officers (NCOs) and Petty Officers (POs) are always considered “Staff”, along with the two lowest ranking officers: Ensign (O-01) and Sub-Lieutenant (O-02).

If the PC attends a training course (other than the Imperial Naval Academy (INA), Imperial Naval Command & Staff College (INCSC) or Imperial Naval War College (INWC)) their duty position will automatically be “Student”. If they’re roll the same assignment the next year or two, they are considered to be teaching the course; their status is automatically “Instructor”. If they teach at the INA, INCSC or INWC, their status will always be “Professor”. The PC can also be detached to Special Assignments which are listed below.

Optional: GM may also determine that the PC falls within a Special Category, which may include: Absence without Leave (AWOL) or Desertion (wanted fugitive); Missing-In-Action (MIA); Prisoner-of-War (POW); Undergoing long-term hospitalization as a Patient; or a convicted Military Prisoner serving one or more year in a Military Disciplinary Barracks.

Base Assignments (2d6)

This is often considered the dread of any adventuresome or ambitious officer. If the PC is at the required rank to assume command then they become the commander. If not, the PC automatically assumes a Staff position under the Commander, or if the PC’s rank is higher than the open Command slot or billet, then they assume a Staff position with the next higher unit level. Base assignments are always considered non-combat duty with no survival roll.

- 2 Naval Outpost (Command assumed by Lieutenant (O-03))
- 3-4 Naval Station (Command assumed by Commander (O-05))
- 5-6 Naval Starbase (Command assumed by Commodore (O-07))
- 7-8 Naval District (also known as Sub-Sector Headquarters)
(Command assumed by Vice Admiral (O-09))
- 9-10 Naval Depot (also known as Sector Headquarters)
(Command assumed by Fleet Admiral (O-10))
- 11 Naval Quadrant Command Headquarters
(Command assumed by High Admiral (O-11))
- 12 Naval High Command on Capital
(Command assumed by Supreme Admiral (O-12))

Fleet (Starship) Assignments (2d6)
(Apply DMs & PIPs)

If the PC last duty was “Fleet” they may elect to stay aboard the same ship (in the same role). Roll 8+ for success. If the PC was promoted this option does not apply. The GM should provide the PC with the name of the ship assigned along with the rank and name of the Captain, along with the location (Planet/Subsector) where the ship was operating out of at the time.

O-01 Ensign

2	Staff (Navy)	7	Staff (BattleStar or Fleet Carrier)
3	Staff (Fleet)	8	Staff (Cruiser)
4	Staff (Task Force)	9	Staff (Destroyer)
5	Staff (Squadron)	10	Staff (Frigate or SDB)
6	Staff (Fleet Tender)	11	Staff (Frigate or SDB)
		12	Staff (Scout)

O-02 Sub-Lieutenant

2	Staff (Navy)	7	Staff (Cruiser)
3	Staff (Fleet)	8	Staff (Destroyer)
4	Staff (Task Force)	9	Staff (Frigate or SDB)
5	Staff (Squadron)	10	Staff (Frigate or SDB)
6	Staff (BattleStar or Fleet Carrier)	11	Staff (Frigate or SDB)
		12	Command (Scout/Courier)

O-03 Lieutenant

2	Staff (Navy)	7	Staff (Cruiser)
3	Staff (Fleet)	8	Staff (Destroyer)
4	Staff (Task Force)	9	Staff (Destroyer)
5	Staff (Tender)	10	Command (Scout/Courier)
6	Staff (BattleStar or Fleet Carrier)	11	Command (Frigate or SDB)
		12	Command (Frigate or SDB)

O-04 Lieutenant Commander

2	Staff (Navy)	7	Staff (Cruiser)
3	Staff (Fleet)	8	Staff (Naval Starbase)
4	Staff (Task Force)	9	Staff (Naval Depot)
5	Staff (Squadron)	10	Command (Fleet Tender)
6	Staff (BattleStar or Fleet Carrier)	11	Command (Destroyer)
		12	Command (Destroyer)

O-05 Commander

2	Staff (Navy)	7	Staff (Starbase)
3	Staff (Fleet)	8	Staff (Naval Depot)
4	Staff (Task Force)	9	Command (Squadron)
5	Staff (Squadron)	10	Command (Cruiser)
6	Staff (BattleStar or Fleet Carrier)	11	Command (Cruiser)
		12	Command (Naval Station)

O-06 Captain

2	Staff (Navy)	7	Staff (Naval Depot)
3	Staff (Fleet)	8	Command (Flotilla)
4	Staff (Starbase)	9	Command (Flotilla)
5	Staff (Battlestar)	10	Command (Fleet Carrier)
6	Staff (Naval Depot)	11	Command (Fleet Carrier)
		12	Command (Fleet Carrier)

O-07 Commodore

2	Staff (Navy)	7	Staff (Fleet)
3	Staff (Navy)	8	Command (BattleStar)
4	Staff (Fleet)	9	Command (BattleStar)
5	Staff (Fleet)	10	Command (BattleStar)
6	Staff (Fleet)	11	Command (Starbase)
		12	Command (Starbase)

O-08 Rear Admiral

2	Staff (Navy)	7	Staff (Fleet)
3	Staff (Navy)	8	Command (Naval Strike Force)
4	Staff (Navy)	9	Command (Naval Strike Force)
5	Staff (Fleet)	10	Command (Naval Academy)
6	Staff (Fleet)	11	Command (Naval Depot)
		12	Command (Naval Depot)

Special Assignment Roll (2d6)

(Apply DMs & PIPs)

2	Naval Language School
3	Naval Survival School
4	Naval Competitive Team
5	Naval ROTC Advisor
6	Naval Foreign Officer Exchange Program
7	Naval Academy Faculty
8	Naval Aide de Camp
9	Naval Project Officer
10	Naval Attaché (Imperial Embassy)
11	Naval Post-Graduate Program
12	Attached to Naval Intelligence
13	Admiralty Staff
	(If Pilot then Naval Test Pilot School)

Echelon Transfer Roll (2d6)

Changing echelons can be a positive or negative career move. Each year after receiving OFR the PC or their chain of command may request an echelon change. If the PC is already at the highest echelon level (Imperial) it is a moot point, since there is no higher level. The PC may request an echelon transfer only if they are at a lower level and if they received an excellent OFR and also roll 11+.

On the other hand should the PC receive a poor fitness rating their commander may request that the PC be transferred to the next lower echelon. Should this occur the PC may find their self reduced in echelon level on a roll of 4<. If the PC is already at the lowest echelon level (State) it is a moot point, since there is no lower level. The PC may use the skill of Political to offset this roll.

Naval Language School

(Common language in Traveller is Galanglic)

(Roll a language from the list below)

Language	Auto SL-1
Language	(7+)
Language	(7+)
Language	(7+)
Linguistics	(7+)
Elective*	(7+)

Choice of Language (2d6)

2	Aslan (Language: Trokh)
3	Vargr (Language: Gvegh)
4	Darrian (Language: German)
5-8	Vilani (Language: Sylean)
9	Sword Worlds (Language: Russian)
10	Arden (Language: French)
11	Solomani (Language: English)
12	Zhodani (Language: Zdetl)

Each time the PC attends the Naval Language School they concentrate in only one language. Once completed the PC will be proficient in reading, writing, speaking and understanding the language, along with an understanding of the culture of the people using it. Also note that in an Imperium of 11,000 star systems thousands of different languages are spoken. For practical purposes the ones listed above are the most common. The GM may modify this according to their universe.

Language Proficiency

- SL-1 = Basic
- SL-2 = Intermediate
- SL-3 = Advanced
- SL-4 = Master
- SL-5 = Expert

Naval Survival School

Vacuum Suit-EVA	Auto SL-1
Combat Pistol	7+
Wilderness Survival-SERE	7+
Pathfinding	7+
Ocean Survival-Swimming	7+
Elective*	7+

Naval Competitive Teams

2	Equestrian Team (Horsemanship)
3	Trap & Skeet Team (Combat Shotgun)
4	Ski Team (Snow Skiing)
5	Racing Team (High-Performance Vehicle Driving)
6	Skydiving Team (Skydiving)
7	Climbing Team (Climbing-Rappelling)
8	Archery Team (Archery)
9	Pistol Team (Combat Pistol)
10	Rifle Team (Combat Rifle)
11	Fencing Team (Fencing)
12	Martial Arts Team (Martial Arts)

PC is selected for a Competitive Team to represent their service for one year.

Automatic SLs in Leadership and “designated specialty” skill related to the team.

Once assignment is completed with an average or better fitness rating PC receives choice of next assignment (consult GM).

Naval ROTC Advisor

Naval Project Officer

PC is appointed a Naval ROTC Advisor for one year.

PC is assigned to a research & development project working closely with a defense contractor (developing a new shuttlecraft or starfighter).

NROTC Advisor = Automatic SLs in Instruction and Leadership.

Naval Project Officer = Automatic SLs in Administration and Liaison.

Once assignment is completed with an average or better fitness rating PC receives choice of next assignment (consult GM).

Naval Foreign Officer Exchange Program

PC is appointed to the Naval Foreign Officer Exchange Program for one year.

Automatic SLs in Persuasion and Administration.

Once assignment is completed with an average or better fitness rating PC receives choice of next assignment (consult GM).

Naval Project Officer

PC is assigned to a research & development project working closely with a defense contractor (developing a new shuttlecraft or starfighter).

Naval Project Officer = Automatic SLs in Administration and Liaison.

Once assignment is completed with an average or better OFR PC receives choice of next assignment (consult GM).

Naval Academy Faculty

Only open to Lieutenants (O-03) and above. If below this rank PC should re-roll Special Assignment. PC is appointed as either an instructor (rank O-03 or O-04) or professors (rank O-05 or O-06) at the Imperial Naval Academy for one year.

Automatic SLs in Instruction and Research.

Once assignment is completed with an average or better OFR PC receives choice of next assignment (consult GM).

Naval Aide de Camp

(Required to have Most Secret Security Clearance)

PC is appointed as an Aide de Camp to a Naval Flag Officer for one year.

Automatic SLs in Liaison and High Culture.

Once assignment is completed with an average or better OFR PC receives immediate promotion to the next higher rank.

Naval Diplomatic Attaché

(Required to have Most Secret Security Clearance)

PC is appointed as a Naval Diplomatic Attaché at an Imperial Embassy stationed outside the Imperium for one year.

2-3	Zhodani Consulate
4-5	Aslan Hierate
6-7	Vargr Extents
8-9	Sword Worlds
10-11	Darrian Federation
12	Solomani Cofederation

Automatic SLs in Associated Language and Political.

Once assignment is completed with an average or better OFR PC receives choice of next assignment (consult GM).

Naval Graduate or Post-Graduate Program

- 2-3 Business School (for MBA or Doctorate)
- 4-6 Engineering or Science School (for Masters or PhD)
- 7-9 Law School (for JD only)
- 10-12 Medical School (for MD only)

Go to “Higher Education” module and follow the roll-up process.

Attached to Office of Naval Intelligence (ONI) (Required to hold Most Secret Security Clearance)

PC is attached to Office of Naval Intelligence (ONI) for one year.

Automatic SLs in Interrogation and Surveillance.

Once assignment is completed with an average or better OFR PC receives choice of next assignment (consult GM). PC may roll 10+ to transfer into ONI thus attending the Naval Intelligence School (Agent Course).

Admiralty Staff (Required to hold Most Secret Security Clearance)

PC is assigned for one year to the Imperial Naval High Staff on Capital.
Automatic SLs in Liaison and Grand Tactics.

Naval Test Pilot School (Only available to Pilots)

Awarded the Naval Test Pilot Wings and assigned for one year to Naval Test Pilot Program.
Automatic SLs in Piloting (StarFighter) and Astro Navigation.

Specific Assignment

Once assignment is completed with an average or better fitness rating PC receives immediate promotion to the next higher rank plus choice of next assignment (consult GM).

Ground Unit Duty Assignments

Annual Duty Assignment (2d6)

(PIPs can be applied)

- 2-10 General Assignment
- 11+ Special Assignment

General Assignment (2d6)

(PIPs can be applied)

- 2-7 Base (non combat duty)
- 8+ Unit or Ship (possible combat duty)

Base includes assignment to a military or naval base or headquarters. If not in Command, the PC is Staff. If enlisted they are Support. Base assignment is always a non-combat assignment with a survival roll of 3+. Roll only on the non-combat awards table.

Unit or **Ship** includes assignment to a specific starship or ground unit. If not in Command, the PC is Staff. If enlisted they are Support. The mission determines whether the assignment is combat. Roll separately for mission, survival and decoration.

Imperial Army Assignments (2d6)

(GM should provide the PC with the name of the unit assigned, the name of the commanding officer, along with the planet the unit was stationed)
(DM's of +3 for rank O-04. +6 for O-05, +7 for O-06+)

- 2-4 Company (IA/CG/PDF/NA/SM)
- 5-6 Battalion (IA/CG/PDF/NA/SM) (or Squadron*)
- 7-8 Brigade (IA/CG/PDF/NA/SM) (or Group*)
- 9-10 Division (IA/CG/PDF/NA)** (or Wing*)
- 11-12 Corps (IA/CG/PDF/NA)**

* Ship's craft units only (only if PC is a pilot of a starfighter, shuttlecraft, scout-courier, assault lighter, etc.)

** State Militias do not have units larger than brigades. If Division or Corps ignore.

Imperial Marine Assignments (2d6)

(GM should provide the PC with the name of the unit or ship assigned, the name of its commanding officer/captain, along with the planet or star system the unit or ship was operating within during this time)
(DM's of +3 for rank O-04, +6 for O-05, +7 for O-06+)

If the General Assignment above was "Base" the unit is assigned training or garrison duties at a Marine Forward Operating Base, Marine Camp or Naval Star Base. If the assignment was "Ship" the PC is assigned to the Fleet Marine Force performing either as a part of an orbital assault unit, shipboard gunnery or security details.

- 2-4 Company
- 5-6 Battalion (or Squadron*)
- 7-8 Regiment (or Group*)
- 9-10 Division or (Wing*)
- 11-12 Marine Expeditionary Force

* Ship's craft units only (PC is a pilot of a starfighter, shuttlecraft, scout-courier, assault lighter, etc.)

Special Assignments (2d6)

Consult with the GM as to specific position, mission, survival and decoration rolls. If PC is attending a school during this year the position is considered "Student" with a survival roll of 3+ (possible training accident) and no possibility of decoration. If the PC is attending that school a second time they are considered to be the course's Instructor with automatic survival and roll only under non-combat decorations.

Imperial Army Special Assignments (2d6)

(DD denotes Detached Duty)

Applies to Enlisted or Non-Commissioned Officers Only:

- Appointment to Imperial Military Academy (Student)
- Non-Commissioned Officer's (NCO) Academy (Student)
- Drill Instructors School (Student)
- Explosive Ordnance Disposal (EOD) School (Student)
- Chemical, Biological & Radiological (CBR) Warfare School (Student)
- Officer Candidate School (OCS) (Student)
- Ranger School (Student)
- A-Grav School (Student)
- Competitive Team (DD)
- Sergeant Major's (SMG) Academy (Student)
- Cross Training (New Branch Assignment) (Student)

Applies to Commissioned Officers Only:

- Instructor (O-03 and below) or Professor (O-04+) at the Imperial Military Academy
- General's Aide de Camp (DD)
- Foreign Military Officer Exchange Program (DD)
- Imperial Military High Command Staff (on Capital/Core)
- Intelligence School (with reassignment to MI Branch) (Student)
- Flight School (Aircraft / Gravcraft) (Student)
- Civilian University for Advanced Degree (Student)
(Graduate School / Medical School / Law School)
- Military Attaché at Imperial Embassy (DD)
- Assignment to a Competitive Team (DD)
- Military Advisor (DD)

Imperial Marines Special Assignments (2d6)

Applies to Enlisted or Non-Commissioned Officers:

- Appointment to Imperial Naval Academy (Student)
- Officer Candidate School (OCS) (Student)
- Marine Security School (Student)
- Marine Commando School (Student)
- Marine BattleMech School (Student)
- Orbital Glider School (Student)
- Marine General's Aide de Camp (DD)
- Competitive Team (DD)
- Marine Zero-G School (Student)
- Marine Gunnery School (Student)
- Cross Training (New Branch Assignment) (Student)

Applies to Commissioned Officers:

- Marine Flight School (Student)
- Instructor at the Imperial Naval Academy (Instructor)
- Marine General's Aide de Camp (DD)
- Marine Security School (Student)
- Marine Commando School (Student)
- Marine BattleMech School (Student)
- Orbital Glider School (Student)
- Marine Foreign Officer Exchange Program (DD)
- Competitive Team (DD)
- Marine Zero-G School (Student)
- Marine Gunnery School (Student)