

Naval Duty Assignments

General Assignments (2d6)

(Apply DMs and PIPs)

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

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 they automatically assume “Command”. The only exception to this rule is if the commanding officer is killed in battle the next highest ranking officer becomes assumes the title of ship commander; otherwise the lowest ranking officers are considered staff. Naval crewmen and marines are generally referred to as “crew” or “marines” respectively. Non-Commissioned Officers (NCOs) and Petty Officers (POs) are always considered as “Staff”.

If the PC attends a training course (other than the Imperial Naval Academy (INA), Imperial Command & Staff College (ICSC) or Imperial War College (IWC)) their duty position automatically becomes “Student”. If they roll the same training school assignment during subsequent years, they are considered to be teaching the course and automatically become an “Instructor”. If they teach at the INA, ICSC or IWC, their status will be “Professor”. The PC can also be detached to Special Assignments which are listed below.

Optional: GM may determine that the PC falls within a category which may include: Absence Without Leave (AWOL) or Desertion (wanted fugitive); Missing-In-Action (MIA); Prisoner-Of-War (POW); Long-Term Medical Patient; or Convicted 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, they automatically assume a Staff position, or if the PC’s rank is higher than the Command slot or billet, then they assume a Staff position at 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 (Sub-Sector Headquarters)
(Command assumed by Vice Admiral (O-09))
- 9-10 Naval Depot (Sector Headquarters)
(Command assumed by Fleet Admiral (O-10))
- 11 Quadrant Command Headquarters
(Command assumed by High Admiral (O-11))
- 12 Naval High Command Staff on Capital
(Command assumed by Supreme Admiral (O-12))

Fleet (Starship) Assignments (2d6)

(Apply DMs & PIPs)

If the PCs last duty was "Fleet" they may elect to stay aboard the same ship (in the same position). Roll 8+ for success. If the PC was promoted during the year this option may not apply. The GM should provide the PC with the name of the ship assigned, the rank and name of the ship's Captain, and the location (Planet / Subsector) where the ship was operating during that year. This will add color to the PCs history.

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)

O-09 Vice Admiral

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

O-10 Fleet Admiral

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

Special Assignments (2d6)

(Apply DMs & PIPs)

2	Language School
3	Survival School
4	Competitive Sports Team
5	NROTC Advisor
6	Foreign Officer Exchange Program
7	Naval Academy Faculty
8	Aide de Camp
9	Project Officer
10	Naval Attaché (Imperial Embassy)
11	Graduate Program
12	Officer of Naval Intelligence
13	Admiralty Staff

Echelon Transfer (2d6)

(Add DMs in Political)

Changing echelons can be either positive or negative. Each year after receiving their fitness rating/efficiency (FR/ER) the PC may request a higher echelon change on a roll of 10+.

On the other hand should the PC receive a poor FR/ER their commander may request that the PC be transferred to the next echelon down on a roll of 2-4. If the PC is already at the lowest echelon level this is a moot point, since there is no level lower.

Language School

(Common language in Traveller is Galanglic)

(Roll a language from the list below)

(As a Foreign Speaker)

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 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

Survival School

Vacuum Suit-EVA	Auto SL-1
Combat Pistol	7+
Wilderness Survival-SERE	7+
Land Navigation	7+
Ocean Survival-Swimming	7+
Recon-Stealth	7+

Competitive Sports 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 Sports 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).

NROTC Advisor

PC is appointed a NROTC Advisor for one year. PC receives automatic SLs in Instruction and Leadership. Once assignment is completed with an average or better fitness rating PC receives choice of next assignment (consult GM).

Foreign Officer Exchange Program

PC is appointed to the 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).

Project Officer

PC is assigned to a research & development project working closely with a defense contractor (developing a new shuttlecraft or StarFighter). PC receives automatic SLs in Administration and Liaison. Once assignment is completed if the PC receives an average or better OFR they get their choice of next assignment.

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. PC receives automatic SLs in Instruction and Academic Research. Once assignment is completed if the PC receives an average or better OFR they get their choice of next assignment.

Aide de Camp

(Required to have Most Secret Security Clearance)

PC is appointed as an Aide de Camp to an Admiral for one year. PC receives automatic SLs in Liaison and Cultural. Once assignment is completed if the PC receives an average or better OFR PC they get immediate promotion to the next higher rank.

Naval Attaché

(Required to have Most Secret Security Clearance)

PC is appointed as a Naval Attaché at an Imperial Embassy stationed outside the Imperium for one year. PC receives automatic SLs in Language and Liaison. Once assignment is completed with an average or better OFR PC receives choice of next assignment.

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

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.

Office of Naval Intelligence (ONI)

(Required to hold Most Secret Security Clearance)

PC is attached to Office of Naval Intelligence (ONI) for one year. PC receives automatic SLs in Interrogation and Surveillance-PEST. Once assignment is completed with an average or better OFR PC receives choice of next assignment. PC may roll 10+ to transfer into ONI permanently thus attending the Naval Intelligence School (Analyst Course).

Admiralty Staff

(Required to hold Most Secret Security Clearance)

PC is assigned for one year to the Imperial Naval High Staff on Capital. PC receives automatic SLs in Liaison and Grand Tactics. Once assignment is completed with an average or better OFR PC receives choice of either next assignment or immediate promotion to next rank.

Army Duty Assignments

General Duty Assignment (2d6)

(Apply DMs and PIPs)

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

The PCs duty position is determined by their assignment and rank. Only officers O-03 and above can be in command of a ground unit. For game purposes if the PC is the senior ranking person within a ground unit of company strength or higher they automatically assume “Command”. The only exception to this rule is if the commanding officer is killed in battle the next highest ranking officer becomes assumes the title of unit commander, otherwise the lowest ranking officers are considered staff. Non-Commissioned Officers (NCOs) are always considered as “Staff”.

If the PC attends a training course (other than the Imperial Military Academy (IMA), Imperial Command & Staff College (ICSC) or Imperial War College (IWC)) their duty position automatically becomes “Student”. If they roll the same training school assignment during subsequent years, they are considered to be teaching the course and automatically become an “Instructor”. If they teach at the IMA, ICSC or IWC, their status will be “Professor”. The PC can also be detached to Special Assignments which are listed below.

Optional: GM may determine that the PC falls within a category which may include: Absence Without Leave (AWOL) or Desertion (wanted fugitive); Missing-In-Action (MIA); Prisoner-Of-War (POW); Long-Term Medical Patient; or Convicted Prisoner serving one or more year in a Military Disciplinary Barracks.

Base Assignments (2d6)

Base Assignment includes assignment to a military 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.

2	None
3-4	Military Site (Command assumed by First Lieutenant (O-02))
5-6	Military Outpost (Command assumed by Major (O-04))
7-8	Military Garrison (Command assumed by Colonel (O-06))
9	Military Base (Command assumed by Major General (O-08))
10	Military District (Command assumed by Lieutenant General (O-09))
11	Sector Command (Command assumed by General (O-10))
12	Military Quadrant (Command assumed by Field Marshal (O-11))
13	Imperial Army Command (Command assumed by Supreme Marshal (O-12))

Unit includes assignment to a specific 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.

Unit 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	Platoon
3-4	Company
5-6	Battalion
7-8	Brigade
9-10	Division
11	Corps
12	Army

Special Assignments (2d6)

(Apply DMs & PIPs)

2	Language School
3	Survival School
4	Competitive Sports Team
5	ROTC Advisor
6	Foreign Officer Exchange Program
7	Military Academy Faculty
8	Aide de Camp
9	Project Officer
10	Military Attaché (Imperial Embassy)
11	Post-Graduate Program
12	Military Intelligence
13	General Staff

Echelon Transfer (2d6)

(Add DMs in Political)

Changing echelons can be either positive or negative. Each year after receiving their fitness rating/efficiency (FR/ER) the PC may request a higher echelon change on a roll of 10+.

On the other hand should the PC receive a poor FR/ER their commander may request that the PC be transferred to the next echelon down on a roll of 2-4. If the PC is already at the lowest echelon level this is a moot point, since there is no level lower.

Language School

(Common language in Traveller is Galanglic)
(Roll a language from the list below)

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Language	(7+)
Language	(7+)
Language	(7+)
Linguistics	(7+)
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Each time the PC attends the Military 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 (Native Speaker)
SL-5 = Expert (Native Speaker)

Survival School

Recon-Stealth	Auto SL-1
Wilderness Survival-SERE	7+
Land Navigation	7+
Ocean Survival-Swimming	7+
Wilderness Tracks & Traps	7+
Automotive Mechanics	7+

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. PC receives automatic SLs in Leadership and “designated specialty” skill related to the team. Once assignment is completed if the PC receives an average or better fitness rating they get their choice of next assignment.

ROTC Advisor

PC is appointed as an ROTC Advisor to a college or university for one year. PC receives automatic SLs in Instruction and Leadership. Once assignment is completed if PC receives an average or better fitness rating they get their choice of next assignment.

Military Foreign Officer Exchange Program

PC is appointed to the Military Foreign Officer Exchange Program for one year. PC receives automatic SLs in Persuasion and Administration. Once assignment is completed if PC receives an average or better fitness rating they get their choice of next assignment.

Military Project Officer

PC is assigned to a research & development project working closely with a defense contractor (developing a new shuttlecraft or StarFighter). PC receives automatic SLs in Administration and Liaison. Once assignment is completed if PC receives an average or better OFR they get their choice of next assignment.

Military Academy Faculty

Only open to Captains (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 Military Academy for one year. PC receives automatic SLs in Instruction and Academic Research. Once assignment is completed if PC receives an average or better OFR they get their choice of next assignment.

Military Aide de Camp

(Required to have Most Secret Security Clearance)

PC is appointed as an Aide de Camp to a Military Flag Officer for one year. PC receives automatic SLs in Liaison and Cultural. Once assignment is completed if PC receives an average or better OFR they get an immediate promotion to the next higher rank.

Military Attaché

(Required to have Most Secret Security Clearance)

PC is appointed as a Military Diplomatic Attaché at an Imperial Embassy stationed outside the Imperium for one year. PC receives automatic SLs in Language and Liaison. Once assignment is completed if PC receives an average or better OFR they get their choice of next assignment.

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

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.

Military Intelligence Branch

(Required to hold Most Secret Security Clearance)

PC is attached to Military Intelligence (MI) for one year. PC receives automatic SLs in Interrogation and Surveillance-PEST. Once assignment is completed with an average or better OFR PC receives choice of next assignment. PC may roll 10+ to permanently transfer into MI and attend the Military Intelligence School (Analyst Course).

General’s Staff

(Required to hold Most Secret Security Clearance)

PC is assigned for one year to the Imperial Military High Staff on Capital. PC receives automatic SLs in Liaison and Grand Tactics. Once assignment is completed with an average or better OFR PC receives choice of either next assignment or immediate promotion to next rank.

Other Army Schools (2d6)

(DD denotes Detached Duty)

Applies to Enlisted or Non-Commissioned Officers:

- Non-Commissioned Officer’s (NCO) Academy (Student)
- Drill Instructors School (Student)
- Explosive Ordnance Disposal (EOD) School (Student)
- Nuclear, Biological & Chemical (NBC) Warfare School (Student)
- Officer Candidate School (OCS) (Student)
- Ranger School (Student)
- A-Grav School (Student)
- Sergeant Major’s (SMG) Academy (Student)

Applies to Commissioned Officers:

- Aviation Flight School (Aircraft / Gravcraft) (Student)
- Civilian University (Student) (Graduate School / Medical School / Law School)
- Military Advisor to Colonial Fleet
- Ranger School (Student)

Imperial Marines 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)

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
7-8	Legion
9-10	Division
11-12	Expeditionary Force