

Enlisted Personnel

Enlisted Entrance Requirements

Imperial Army (IA) or Colonial Guard (CG) or Planetary Defense Force (PDF) or National Army (NA) or State Militia (SM)		Imperial Navy (IN) or Colonial Star Patrol (CSP) or System Defense Force (SDF) or National Air Force (NAF) or State Air Guard (SAG)	
Strength	7+	Strength	5+
Dexterity	7+	Dexterity	5+
Agility	7+	Agility	5+
Endurance	7+	Endurance	5+
Body Mass	7+	Body Mass	5+
Appearance	3+	Appearance	4+
Intelligence	5+	Intelligence	7+
Charisma	5+	Charisma	7+
Determination	5+	Determination	7+
Perception	5+	Perception	7+
Integrity	5+	Integrity	7+
Social Status	4+	Social Status	5+
Imperial Marines (IM)		Imperial Scouts (IS)	
Strength	9+	Strength	5+
Dexterity	7+	Dexterity	5+
Agility	7+	Agility	5+
Endurance	9+	Endurance	5+
Body Mass	7+	Body Mass	5+
Appearance	3+	Appearance	3+
Intelligence	7+	Intelligence	7+
Charisma	3+	Charisma	4+
Determination	5+	Determination	5+
Perception	7+	Perception	6+
Integrity	5+	Integrity	4+
Social Status	4+	Integrity	4+

Applicant must meet the basic minimum requirements of the individual service they are entering. Upon enlistment, the PC will attend a two month period of initial training referred to as “basic training” by the IA/CG/PDF/NA/SM, “recruit training” by the IN/CSP/SDF/NAF/SAG and “boot camp” by the IM. All enlisted personnel will begin service as Recruit (E-01).

After completion of initial training the PC will be assigned to Advanced Individual Training (AIT) for the IA/CG/PDF/NA/SM, Alpha School for the IN/CSP/SDF/NAF/SAG or Technical Training for the IM, where they receive intense instruction in a specialty career field for the remainder of the year. Once AIT/Alpha School/Technical School is completed the PC will automatically be promoted to the rank of Private, Crewman or Marine (E-02).

If the PC holds a bachelors degree or higher they may request Officer Candidate School (OCS) or Naval Officer Candidate School (NOCS) which involves one-year of intensive leadership training resulting in a commission of either a second lieutenant or ensign (O-01). Personnel are accepted

into OCS/NOCS from a four-year college or university (having never enrolled in a ROTC program). Another method is a battlefield commission. Those given a battlefield appointment will at the earliest opportunity attend either OCS/NOCS or enroll in college degree program or be selected to a service academy. Should they fail to complete their program they'll be returned to the enlisted ranks, but at one rank above what they were prior to entering the commissioning process. The thinking behind this is that even through the PC did not complete all the training they will have obtained enough leadership skills to be placed into a higher enlisted position. OCS/NOCS is only available to those of rank E-05s and below who are serving on their first four-year term of duty, and with their last efficiency rating/fitness report as average or excellent. OCS or NOCS programs can be applied for only once with acceptance granted on a roll of 7+ (using DMs and PIPs).

Enlisted personnel may also apply for appointment to attend their respective service academies, but only if they're between the age of 18 and 26, have no previous college work, no felony convictions, and their last efficiency rating/fitness report was excellent. They cannot have been married nor fathered or mothered a child. In-service appointment to the academy is granted on a roll of 10+ (using DMs and PIPs). There is only one bite at the apple, if they are rejected they may never reapply.

With promotion to the rank of E-05 enlisted personnel become Non-Commissioned Officers (NCOs) in the Army and Marines, with the title of Sergeant. Navy E-05's and above are referred to as Petty Officers. NCOs and Petty Officers hold supervisory duties. Upon reaching the rank of E-08 and above they are referred to as Senior NCOs or Senior Petty Officers with special privileges.

Reenlistment Roll (2d6)

(Roll 6+ – Efficiency Rating or Fitness Report DM and PIPs)

Upon successfully completing a standard two or four-year tour of duty the PC may roll to reenlist for another term. The military wants to keep highly-trained personnel on active duty, therefore they offer reenlistment bonuses and other incentives. To reenlist the PC's last Efficiency Rating / Fitness Report must be Average or higher. For an Excellent rating the PC receives a +2 DM on the Reenlistment roll.

	Bonus	Incentive
2-4	1d6 x 1,000 ICr per term	Choice of General Assignment (Ship, Unit or Base)
5-7	2d6 x 1,000 ICr per term	Choice of New Branch (with School & Assignment other than Commando, Ranger, Intelligence or Flight)
8-9	3d6 x 1,000 ICr per term	Choice of General Assignment (Ship, Unit or Base)
10-11	4d6 x 1,000 ICr per term	Choice of New Branch (with School & Assignment other than Flight or Intelligence)
12	5d6 x 1,000 ICr per term	Choice of New Branch (with School & Assignment including Flight or Intelligence)
13	6d6 x 1,000 ICr per term	Immediate Promotion to Next Higher Rank and Choice of any General or Special Assignment (See GM)