

Efficiency Report (ER) (Army) Fitness Rating (FR) (Navy & Marines)

In the real world, military personnel are evaluated annually by their commanding officer for their personal and professional conduct and duty performance. This is called an Efficiency Report (ER) by the Imperial Army or an Fitness Rating (FR) by the Imperial Navy and Marines. Roll 2d6 below to determine the PCs annual performance review:

2-4	=	Poor	-2 from Promotion & Denied Reenlistment Roll
5-9	=	Average	No Effect on Promotion Roll
10-12	=	Excellent	+2 to Promotion & Reenlistment Roll & Awarded 1 PIP

An “Excellent” confers two PIPs (Political Influence Points) to the PC which can be applied during the character generation process only (excluding rolls for Survival and ER/FR). An “Average” ER/FR has no advantages or disadvantages. Receiving a “Poor” ER/OR has three negative effects: (1) 2 PIPs previously held are taken away (political allies have abandoned the PC), (2) the PC has made a political enemy of their commanding officer (note their name as a negative contact) and (3) the PC will stand an Article 32 Investigation that could result in a court marshal.

Poor ER /FR (2d6)

- 2 Article 32 Investigation is ordered by the Court Marshal Convening Authority (CMCA) to look into serious incidents of misconduct or criminal behaviors committed by the PC in the performance of their duties. Roll Article 32 Investigation table below.
- 4-9 ER/FR is reviewed by the next higher command authority and is allowed to stand without charges being preferred against the PC.
- 10-12 ER/FR is reviewed by the next higher command authority and changed to “Average”.

Article 32 Investigation (2d6)

- 2 The Article 32 Investigation determined a felony crime occurred and the CMCA has recommended a Court Marshal. Roll below for type of crime and court marshal ordered.
- 4-9 The Article 32 Investigation determined a misdemeanor crime occurred and the CMCA has recommended that an Article 15 (Non-judicial punishment or Captains’ Mast) is appropriate along with a Letter of Reprimand being placed in the PCs military personnel file (negatively affecting future promotions). No other actions are taken and the PC continues their career.
- 10-11 The Article 32 Investigation determined that no crime occurred but the ER/FR stands.
- 12 The Article 32 Investigation determined that no crime occurred and the CMCA has ordered that the ER/FR be changed to “Average”.

If a crime occurred roll 2d6 to determine the level of seriousness: Felony Crime, Misdemeanor Crime or a Minor Violation of Military Regulation. Next, roll 2d6 on the appropriate table for the actual charge. If the crime is determined to be a Felony crime a General Court Marshal will occur, if the crime is a Misdemeanor the CMCA will order a Special Court Marshal. The PC may offer to resign in lieu of Court Marshal and pursue a different (non-military) career path such as Merchant Service or Imperial Scouts. On a roll of 9+ (2d6) the CMCA accepts the PCs resignation for the good of the service. Otherwise, a Court Marshal takes place.

Felony Crime / General Court Marshal (2d6)

- 2 Treason
- 3 Murder / Manslaughter
- 4 Betrayal (Unauthorized Disclosure of Classified Material)
- 5 Espionage (Spying for the Enemy)
- 6 Desertion
- 7 Sabotage (Destruction of Military Equipment to Aid an Enemy)
- 8 Mutiny or Insurrection
- 9 Endangerment of Command
- 10 Aiding & Abetting the Enemy
- 11 Cowardice In the Face of the Enemy
- 12 Assaulting a Superior Officer

Misdemeanor Crime / Special Court Marshal (2d6)

- 2 Misappropriation or Loss of Military Property
- 3 Dueling
- 4 Black Marketeering
- 5 Possession of Contraband
- 6 Dereliction of Duty
- 7 Conduct Unbecoming
- 8 Missing a Military Movement
- 9 Improper or Reckless Operation of a Ship
- 10 Cruelty or Maltreatment
- 11 Abandonment or Unauthorized Destruction of Military Property
- 12 Making a False Official Statement (Perjury) or Obstruction of an Official Investigation

Minor Violation of Military Regulation / Article 15 (2d6)

	Prison Time	Grade Reduction	Fines	Disposition
2	None	Loss of 1 Pay Grade	1d6 x 500 ICr	Letter of Reprimand
3	None	Loss of 1 Pay Grade	1d6 x 100 ICr	Letter of Reprimand
4-12	None	None	None	None

General Court Marshal Sentencing

	Prison Time	Grade Reduction	Fines	Deposition
2	Death Penalty	Loss of All Rank	Loss of All Pay & Benefits	Dishonorable Discharge*
3	Life	Loss of All Rank	Loss of All Pay & Benefits	Dishonorable Discharge*
4	5d6 Years	Loss of All Rank	Loss of All Pay & Benefits	Dishonorable Discharge*
5	4d6 Years	Loss of All Rank	Loss of All Pay & Benefits	Bad Conduct Discharge*
6	3d6 Years	Loss of All Rank	Loss of All Pay & Benefits	Bad Conduct Discharge*
7	2d6 Years	Loss of All Rank	Loss of All Pay & Benefits	Bad Conduct Discharge*
8	1d6 Years	Loss of All Rank	5d6 x 1000 ICr	
9	1 Year	Loss of 2 Pay Grades	4d6 x 1000 ICr	
10	None	Loss of 2 Pay Grades	3d6 x 1000 ICr	
11	None	Loss of 1 Pay Grade	2d6 x 1000 ICr	
12	None	Loss of 1 Pay Grade	1d6 x 1000 ICr	

Special Court Marshal Sentencing

	Prison Time	Grade Reduction	Fines	Disposition
2	2d6 Years	Loss of 2 Pay Grades	2d6 x 1000 ICr	Dishonorable Discharge*
3	1d6 Years	Loss of 1 Pay Grade	4d6 x 100 ICr	Bad Conduct Discharge*
4	1 Year	Loss of 1 Pay Grade	3d6 x 100 ICr	Letter of Reprimand
5	1 Year	Loss of 1 Pay Grade	2d6 x 100 ICr	Letter of Reprimand
6	1 Year	Loss of 1 Pay Grade	1d6 x 100 ICr	Letter of Reprimand
7-12	None	None	None	None

* Social Status is automatically reduced to 3 with a Dishonorable Discharge or 5 with a Bad Conduct Discharge. Automatic Loss of command, security clearance, retirement benefits and the right to receive any Imperial permits or licenses. If the PC is a member of the nobility, the Emperor may revoke their noble rank / title.

Imperial Military Disciplinary Barracks (IMDB)

IMDBs are generally co-located at Naval Depots. The facilities are tightly controlled by Imperial military security forces. They may often consist of their own farms, ranches, mines and factories.

Aside from confinement, upon arrival prisoners are fitted with a neck-locking device. It's a flexible, yet unbreakable necklace containing a short range locator-receiver keyed to each prisoner, which also containing an explosive charge that will detonate if the prisoner moves outside the range of the master transmitter. Tampering with the device will cause it to explode decapitating the wearer. Each prisoner is also tattooed, called "branding", on their upper left arm with the emblem of the IMDB along with a unique identification number on their upper right arm.

While at the IMDB, the PC continues to develop within the game. Each year the following rolls occur: Work Area Assignment, Survival, Personal Conduct, Skill Award, Special Events and Contacts Made.

Work Detail Assignment (2d6)

(Roll once each year)

- 2 Prison Mine/Quarry
- 3 Prison Farm/Ranch
- 4-5 Construction Project
- 6-7 Mechanical Shop
- 8-9 Electronics Shop
- 10-11 Printing Shop
- 12 Computer Lab

Survival Roll (2d6)

(Roll once each year)

- 2 Killed by another inmate or shot while escaping.
Roll Another Character
- 3-6 Suffered Serious Physical Injury in Incident with Guard or Inmate
- 7-12 Survived without injury

Prisoner Conduct (2d6)

(Roll once each year)

- 2-6 Bad Time — Add extra 6 months to sentence
- 7-12 Good Time — Subtract 6 months from sentence

Skill Roll (2d6)

(Roll once each year)

- 7+ Skill Received (or skill unit credit can be applied towards a college degree)

Special Events (2d6)

(Roll once each year)

- 2-3 PC escaped (becomes a fugitive from Imperial justice).
- 4-5 PC is paroled by Imperial Military Parole Board. He or she is on parole for 1d6 years. Restricted to worlds with Imperial parole offices.
- 6-8 Case reviewed by Military Appeals Court and a new sentence is awarded with “time served”.
- 9-10 Case overturned by Military Appeals Court because of questionable court procedures or lack of evidence. Released and reinstated into military service if desired.
- 11-12 Exonerated of crime. PC receives Imperial Pardon. Released and reinstated into military service if desired.

The Imperial Military Justice System

There are no distinctions within the military between high felony, felony and misdemeanor crimes. Once the offense has been investigated by an Article 32 Investigation (usually one officer collecting facts of the case), the charges are presented to the Court Marshal Convening Authority (CMCA) (always the senior officer at the naval installation or military base). If the charges are considered serious the CMCA can order a Summary, Special or General Court Marshal or can refer punishment to the unit commander or the captain of a vessel (also known as an Article 15 or Captain's Mast). A court marshal may result in confinement, fines, loss of privileges, reduction in rank, forfeiture of pay, official letter of reprimand, a bad conduct or dishonorable discharge from the service, or in a worst case scenario, execution by firing squad. Each type of court marshal has different degrees of punitive powers.

General Court Marshal (Panel of Five Military Officers as Jury & Military Judge)

The accused receives military counsel. The maximum punishment it can render is the death penalty, forfeiture of all pay and allowances, reduction to the lowest pay grade, imprisonment for one year to life in prison without parole and issuance of a dishonorable or bad conduct discharge.

Special Court Marshal (Panel of Three Military Officers as Jury & Military Judge)

The accused receives military counsel. The maximum punishment it can render is imprisonment for up to 12 months, forfeiture of two-thirds of pay and allowances for up to 12 months, reduction of up to three pay grades and a bad conduct discharge.

Summary Court Marshal (Single Military Officer)

There is no requirement for the appointment of a defense counsel or prosecution counsel. This court can only render punishment of confinement for up to 30 days, forfeiture of two-thirds pay and allowances for three months and the reduction of one pay grade. This court marshal is rarely used.

Non-Judicial Administrative Punishment (Referred to as an Article 15 or Captains Mast) (Administered by the PC's Unit Commander or Ship's Captain)

Being at war can also impact a verdict. Example: during peacetime the intentional destruction a military property may lead to charges of willful destruction of government property and if convicted the PC may receive "x" number of months or years in the stockade, a loss of one or more ranks and forfeiture of pay and allowances for "x" number of months or years; whereas during a time of war, that very same action may result in a charge of sabotage and if convicted the soldier may receive between five and twenty years in prison, loss of all pay and allowances, demotion to the rank of private and a dishonorable discharge. During time of war a military officer in command has the right to summarily execute any person displaying cowardice in the face of the enemy, or inciting mutiny, retreat or surrender, but this must be witnessed by two other personnel or the officer may face a charge of murder.

Uniquely military crimes such as Desertion, AWOL or Disobeying a Lawful Order have no civilian equivalent. Civilians employed by the military during times of war may also fall under military regulations. When a service member commits a crime off duty and within a civilian community the local authorities generally retain jurisdiction.

The senior military law enforcement officer on a base is referred to as the Provost Marshal. Each service has a form of military police: Military Police Corps for the Army, Security Police for the Scouts and Master-at-Arms for the Navy and Marines. A service member sentenced by a court marshal can spend his or her time in a stockade (for the Army), the brig (for the Navy or Marines) or at an Imperial Military Disciplinary Barracks (IMDB) depending upon the length of sentence and type of crime committed.

The Staff Judge Advocate's Corps consist of military lawyers and judges who act as the prosecution and defense in courts marshal cases, but the lawyers are referred to as the trial and defense counsel. In the military, one can plea guilty or innocent. There is no such thing as justification for one's actions. Mitigating and aggravating circumstances are considered only during sentencing.

Military Crimes

The military has its own system of justice (i.e., the Uniform Code of Military Justice (UCMJ), the Colonial Rules of War or the Imperial Court Marshal Manual). The defendant will be presented with the appropriate charges and specifications listed below:

Desertion (Without authority PC goes absence for one year and one day with the intent to remain away permanently)

Espionage

Treason

Mutiny / Sedition

Forcing a Safeguard / Improper Use of Countersign / Unauthorized Disclosure (releasing a military password, code, counter sign or classified material to an enemy or unauthorized person resulting in compromising the security of a military operation)

Misconduct of a Sentry (i.e., sleeping on guard duty)

Providing Aid & Comfort to the Enemy

Cowardice or Misconduct In the Face of the Enemy

Absent Without Leave (AWOL) or Unauthorized Absence (UA)

Disrespect towards a Superior Officer

Insubordination towards a Noncommissioned Officer

Displaying Contempt towards a Member of the Imperial Government

Disobeying a Lawful Order / Direct Disobedience of an Order (DDO)

Torture, Cruelty or Mistreatment of Prisoners of War

Misconduct as a Prisoner of War

Sabotage / Willful Destruction of Military Property

Dueling, Hazing or Reckless Conduct

Fraudulent Enlistment, Appointment or Separation

Breach of Arrest / Escape from Custody / Criminal Flight to Avoid Prosecution

Unlawful Detention

Making False Official Statements

Breach of Curfew / Breaking a Restriction

Failure to Report for a Military Movement

Black Marketeering (Selling stolen government property)

Impersonating a Commissioned Officer or Imperial Official

Possession of Contraband (War Trophies) / War Looting

Fraternization (Unauthorized Socialization between an Officer and Enlisted)

Endangerment of Command / Unauthorized Surrender of Command

Dereliction of Duty

Abuse of Authority

Conduct Unbecoming an Officer (applies only to Commissioned Officers)

Reporting Unfit for Duty / Malingering / Intentional Injury to Avoid Military Duties

Behavior Detrimental to the Good Order & Discipline of the Service

Unauthorized Wearing of an Insignia, Decoration, Badge, Ribbon or Device Which Was Not Lawfully Awarded

Improper Wearing of a Military Uniform

Intoxication While On Duty

Illegal Carry of a Concealed Firearm
Murder
Manslaughter
Maiming
Arson
Adultery
Bigamy or Polygamy
Burglary
Cruelty or Mistreatment of an Animal
Fraud
Robbery
Larceny / Wrongful Appropriation
Uttering Worthless Checks (Writing Hot Checks)
Dishonorable Failure to Pay Debts
Uttering Disloyal Statements
Wrongful Cohabitation
Wrongful Discharge of a Firearm or a Military Ordinance
Assault
Extortion
Loan Sharking
Inciting Mutiny or Desertion
Public Indecency or Obscenity
Perjury / Obstruction of Justice
Rape / Sexual Assault / Sodomy
Incest / Indecent Conduct with a Child
Unauthorized Abandonment of a Military Weapon / Improper Disposal of Government Property
Wrongful Interference Adversely Affecting an Administrative Proceeding
Wrongful Destruction or Tampering with Official Records (Altering, Concealing, Removing, Mutilating,
Obliterating or Destroying)
Pandering / Prostitution
Breaking a Medical Quarantine
Reckless Endangerment
Use of Provoking Speeches or Gestures
Forgery / Counterfeiting
Improper or Reckless Hazarding (of a Vehicle, Aircraft, Watercraft or Spacecraft)
Thief / Misappropriation of Military Property
Bribery
Violation of a Flag of Truce, Cease Fire or Surrender Agreement
Unlawful Release of a Prisoner / Aiding the Escape of a Prisoner
Desecration of the (National, Planet or Imperial) Flag or Symbol

The Imperial Laws of Warfare

The laws of war define the conduct and responsibilities of belligerent nations, neutral nations and individuals engaged in warfare. The laws are mandatory for nations and planets bound by the appropriate treaties. The Imperium is a signatory to this treaty.

Prohibitions

Belligerents may not attack medical personnel, vehicles or facilities displaying a Red Cross symbol. If captured POWs must receive reasonable, necessary and timely medical treatment.

Belligerents may not fire upon a person or vehicle bearing a white flag of truce nor violate the terms of cease fire or surrender.

Belligerents must accept the surrender of authorized enemy personnel and treat them humanly. (No torture, humiliation or exploitation of POWs)

Belligerents must withhold firing on non-belligerents (No killing of civilians)

Belligerents must prohibit the use of excessively inhumane tactical weapons and weapons of mass destruction.

All belligerents must wear distinctive military uniforms identifying as such. Impersonating a member of the other side by wearing their uniform is forbidden. Spies and terrorists are not protected by the laws of war and they may be subject to civilian law or military tribunal for their acts and in practice may be subjected to summary execution.

Imperial Code of Conduct

I will never surrender of my own free will. If in command, I will never surrender the members of my command while they still have the means to resist.

If I am captured, I will continue to resist by all means available. I will make every effort to escape and aid others to escape. I will accept neither parole nor special favors from the enemy.

If I become a prisoner of war, I will keep faith with my fellow prisoners. I will give no information or take part in any action which might be harmful to my comrades. If I am senior, I will take command. If not, I will obey the lawful orders of those appointed over me, and will back them up in every way.

When questioned, should I become a prisoner of war, I am required to give only name, rank, service number, and date of birth. I will evade answering further questions to the utmost of my ability. I will make no oral or written statements disloyal to my country and its allies or harmful to their cause.