

# Military Retirement

IMTU retirement is mandatory at 40 years (10 terms).

Military retirement has the following advantages:

PC receives a “retired” military identification card which allows them use of post exchange (PX) or base exchange (BX) and access to unrestricted areas of Imperial military or naval installations.

PC also receives free and unlimited medical services at any Imperial military or naval hospital, clinic or dispensary.

## Retirement Pay (Monthly)

At 20 years PC receives 50% of base pay

At 25 years PC receives 62.5% of base pay

At 30 years PC receives 75% of base pay

At 35 years PC receives 87.5% of base pay

At 40 years PC receives 100% of base pay

(See Military Pay & Benefits Module)

For each award of a Purple Heart Medal, POW Medal

or Bronze Star Medal the PC receives 250 ICr Monthly

For each award of the Silver Star Medal the PC receives 500 ICr Monthly

For one-time award of the Distinguished Service Medal the PC receives 1,000 ICr Monthly

For one-time award of the Medal of Honor the PC receives 2,000 ICr Monthly

## Other Retirement Benefits (4d6+ PIPs)

PC receives a formal “Retirement Ceremony” with a party plus:

- 4 Traditional Retirement Gift (generally a ceremonial engraved chrome-plated pistol or sword in a wood case (2,500 ICr value))  
(This alone would normally represent a marginal career with few real friends)
- 5 One-year paid membership in a guild, union or association of choice <sup>1</sup>
- 6 Two Round-trip J-4 High Passage on a Cruise Ship
- 7 Complete Outfitting (Either Naval or Military Package) <sup>2</sup>
- 8 Imperial Diplomatic Passport <sup>3</sup>
- 9 Imperial ShipMaster’s License <sup>4</sup>
- 10 Imperial Concealed Weapons Permit <sup>5</sup>
- 11 Imperial Database Access Card (Unclassified Data Only) <sup>6</sup>
- 12 Mercenary Unit Operating License (with Heavy Weapons Permit) <sup>7</sup>
- 13 Quarter Share in a Surplus Starship\* (Four shares equals one starship)
- 14 One year membership in “Brokers”<sup>8</sup> or “StarFarers”<sup>9</sup>
- 15 Automatic solid career connection with one or more game party members <sup>10</sup>
- 16 Lifetime Membership in Traveller’s Aid Society <sup>11</sup>  
(IMTU it’s called Travellers Corporation, a mega-banking firm which issues personal lines of credit and unique services)
- 17 Imperial Ministerial-Level Contact <sup>12</sup>
- 18 Combat-related Bionic Implant of Choice (See GM) <sup>13</sup>
- 19 Imperial Private Investigators or Bounty Hunters License <sup>14</sup>
- 20 Totally New Identity<sup>15</sup>
- 21 Letter of Marque issued by Sector-level Imperial Noble <sup>16</sup>
- 22 Imperial Weapons Dealer’s License <sup>17</sup>

- 23 Neural-Net Interface Implant (CyberJack) along with a  
fully-loaded state-of-the-art (TL-14) classified mobile Cyberdeck System <sup>18</sup>
- 24 Unique Pet, Servant-Assistant, Bodyguard, Sidekick or Companion of Choice  
(GM will develop as an NPC) <sup>19</sup>
- 25 Psion Drug Dosage (Induces limited psionic abilities to be determined by GM) <sup>20</sup>
- 26 High Level Patron <sup>21</sup>
- 27 Knighthood (with First Citizen Status) <sup>22</sup>

<sup>1</sup> Choose one of the following (normally cost 500 ICrs per year)

Choice of Association, Union or Guild. Recommendations include:

Imperial Mercenary Guild

Imperial Star Guild

<sup>2</sup> Naval Package includes:

Complete customized TL-13 vacuum suit with hard heads-up display helmet, space gloves & boots, utility belt survival pack, manned maneuver backpack system; *or* Mercenary Package which includes customized TL-13 combat environmental suit (with armor) with heads-up display helmet, utility belt survival pack, boots & gloves, combination portable A-grav unit with backpack (weapons not included). (The cost of both would not exceed 15,000 ICrs.)

<sup>3</sup> Normally the PC holds a passport from their declared home world. The Imperial Navy has decided to award the PC with an Imperial Diplomatic Passport which gives many protections. If the PC is detained by local police they must notify the nearest Imperial Embassy. The PC has immunity from prosecution for all crimes (unless the Imperial Ambassador declares the PC *persona non grata* by withdrawing his or her Diplomatic papers).

<sup>4</sup> Imperial ShipMaster's License allows the PC to Master a privately owned starship of unlimited tonnage. The License requires that the PC have a SL-1 in Piloting (Starship). (Normally cost 25,000 per year.)

<sup>5</sup> Imperial Concealed Weapons Permit denotes the PC has received the right to own and carry a concealed pistol for their own protection. (Normally cost 5,000 ICr per year.)

<sup>6</sup> Imperial Database Access Card provides the holder with unlimited data access through unclassified Imperial databases. If the PC held a security clearance they may attempt to access their level of security access. Even if the PC gains security access for their level of clearance that still limits the data to a need-to-know basis. Obviously, sensitive data on undercover law enforcement personnel and ongoing intelligence operations will always be off limits.

<sup>7</sup> Imperial Mercenary Unit Operating License (with Heavy Weapons Permit) PC gains an operating license to a mercenary unit (company sized) along with access to heavy military weaponry up to TL-13 including machine guns, VRF gauss guns, tank canons, howitzers, mortars, rocket launchers, shoulder-launched missiles (ATGMs & SAMs), heavy energy weapons (lasers, plasma & fusion guns, particle accelerators), destructive explosive devices (packaged compounds, mines & grenades), armored vehicles (tanks, APCs, Gunships), personal armor & battledress suits and Electronic Warfare systems (ELINT & ECM)

<sup>8</sup> One year paid membership in "Brokers". Brokers is the largest mercenary ratings & bonding agency within Imperial space. All mercenary companies are members of Brokers. If a client wishes to hire a merc unit they contact Brokers and arraign for an escrow account

to be paid upon completion of the mission. Brokers insures the the mission and regulates the contract. They check to make sure the contract is not only legal but that the Imperial authorities will not object. This is a delicate political arrangement. Brokers also monitors the battlefield situation by placing referees on the scene and arrange for repatriation bonds for any combatants that are captured. Often they represent both sides in a conflict. Once a mission is completed Brokers rates the mercenary unit. (Normal yearly cost of Brokers is 20,000 ICrs with discounts to new units.)

- <sup>9</sup> One year paid membership in “Starfarers”. Starfarers is the largest starship ratings and bonding agency within Imperial space. Independent starships and corporate shipping lines hold membership in Starfarers. Both private clients and the public can access Starfarers online reservation system obtaining detailed information on any listed starship and booking trips. Starfarers can obtain the lowest fares for many clients. On completion on a voyage Starfarers ask each passenger to rate the ship and crew. They provide starship insurance as well as passenger policies in case of an accident or problem. Starfarers offers cargo brokerage services for ship owners as well as insurance of cargoes.
- <sup>10</sup> Automatic career connections with one or more gaming party members. If there are five gaming party members the PC may roll 8+ to receive a career connection, meaning that the PC and the other PC has some assignment or activity in common. They may have served aboard the same starship or were POWs together. In this respect trust is already established.
- <sup>11</sup> Lifetime Membership in Traveller’s Aid Society (IMTU the Travellers Corporation is a mega-banking firm which issues personal lines of credit and other financial services).
- <sup>12</sup> PC develops a ministerial-level contact. This could be a mentor or patron who has taken an active interest in the PCs career. The GM will develop this unidentified NPC and define his or her motivation regarding the PC. GM can use this contacts political influence at strategic times in the character generation process. Once the game begins the contact will be revealed.
- <sup>13</sup> Choice of Combat-related Bionic Implant (See GM)  
Bionic Implants may include: bionic vision, bionic hearing, bionic leg(s), arm(s), hand(s) and other items.
- <sup>14</sup> Imperial Private Investigators or Bounty Hunters License  
PC must choose between licenses. Each automatically includes an Imperial Concealed Weapons Permit and Imperial Database Access Card.

- <sup>15</sup>Totally New Identity (with authentic ID documentation, references, transcripts).  
PCs real identity has been scrubbed from Imperial databases.
- <sup>16</sup>Letter of Marque issued by Sector-level Imperial Noble. PC holds a Letter of Marque from a sector duke. This is a license to privacy in an enemy sector. (Consult GM).
- <sup>17</sup>PC holds an Imperial Heavy Weapons Dealer's License allowing them to purchase and sell TL-13< military weapons and technologies, barring only Class X (WMDs).
- <sup>18</sup>PC receives a Neural Net Interface Implant (CyberJack) along with an Advanced classified TL-13 Cyberdeck System. PC must hold SL-2+ in Keyboarding-OSCA and SL-1 in Networking to properly work it.
- <sup>19</sup>The PC must choose from a unique animal pet, servant-assistant (android, human or alien), bodyguard or personal sidekick. (GM will workup as an NPC)
- <sup>20</sup>The PC was presented with a rare psion inducing drug that once taken brings out or enhances psionic abilities.
- <sup>21</sup>PC receives a high-level patron with a TL-13 starship (GM will determine details).
- <sup>22</sup>Knighthoods are awarded for major acts of valor, achievement or for a lifetime of contributions to the Imperium. Knights are considered "First Citizens". See article on "Knighthood".

### **Complete Outfitting Includes:**

- Combination digital multi-function watch and 20 channel programmable short range (5 kilometer maximum line of sight) FM VHF transceiver with alert mode and digital inertial compass. Com dots or Ear com optional.
- Medical Bracelet monitors all vital signs and can inject up to three doses of drugs manually or automatically if life signs go below set limits. Med dots are placed over heart and other body locations.
- Belt Multiplexer Unit which can boost communicators and medical telemetry over 1,000 kilometers. Battery life of one week of normal wear.
- Ready-to-wear light utility vacuum suit. Functions as a shipboard jumpsuit with attached gloves and an emergency plastic bubble helmet. Belt unit carries up to two hours of oxygen. Suit has built in heating/air conditioning and pressurization, but no armor protection.
- General purpose space boots with pressurization, heating/cooling and electrostatic bonding with ship's floor plates.
- General purpose Heads-Up Display (HUD) Hard Helmet with digital readouts and two additional hours of oxygen and pressurization. Visor has flash suppressor and intercom system.

### **Minimal Personal Possessions**

At the beginning of the game the PC may own the following items (at the very least): a personal weapon of choice (pistol, rifle, shotgun, SMG), a personal blade weapon of choice (dagger, knife, sword, cutlass), a suit of body armor or vacuum skins (standard commercial issue), and any personal wardrobe. If the PC has any wealth he or she may announce that they are upgrading these items. While a PC may have money that does not mean they have an appreciation of the finer things in life. This is where the skill of Cultural applies.