

Military Service

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At age 18 most established and recognized national and planetary governments require that their citizens between the ages of 18 to 32 serve up to two years on active duty in one of their military or naval services. While the Imperium does not operate a draft, individuals living or travelling within Imperial borders are subject to planetary drafts and therefore must carry their home world passport with them detailing their current military status. They're also required to keep their draft status current then traveling off-world; some governments have been known to impress off-worlders into their militaries.

Draft deferments are granted to full-time college students. Special exemptions are also granted to those holding noble titles (or the sons, daughters of the nobility). The Imperial Moot passed a law protecting all noble children from any draft, but this does not prevent a noble or their kin from volunteering for military or naval service. In fact, many non-inheriting sons and daughters join the armed services to make their mark on society.

If not attending college full time most national and planetary drafts allow the PC four weeks to either enlist in a service of their choice, request an educational deferment, request an vital civilian employment deferment, or be inducted into the draft lottery. Graduates from a service academy or ROTC/NROTC program are automatically contracted to their respective service upon graduation.

If the PC does not enlist prior to receiving their draft notice, the PC will be accepted into the national or planetary draft. Once the PC has been assigned they must roll their Military Occupational Specialty (MOS) or Naval Rating. Often drafts draw in many more personnel than the nation or planet may need. Draftees with higher characteristics and skill sets may be transferred into one of the other echelons of services. This can be the result of a request by the PC or one from the military or naval organization. Echelon transfer can often be used as a way to gain or lose a PC from a national or planetary service pool. Keep in mind that the echelon at the bottom (the state) generally receives the least sophisticated of personnel offering fewer career opportunities and lower access to the action. Moving upwards to the colonial or Imperial forces will often enhance career possibilities and exposure to the action.

PCs within my game universe may enter into the military after completing a four year college degree program and receive their commissions on a voluntary basis, some may roll below to determine which echelon and service they will enter. MOS's apply only to enlisted personnel of the Army or Marines. Naval forces use the term Ratings for its enlisted personnel. Officers from any service receive an Officer Specialty (OS) under their respective Corps or Branch. Roll below for the echelons and then the specific service.

Echelon of Government

Echelon denotes levels of government (i.e., Imperial, Colonial, Planetary, National or State)

- 2 State Service* (Specify Name of State, Nation and Planet – See GM)
- 3-5 National Service** (Specify Name of Nation and Planet – See GM)
- 6-8 Planetary / System Service*** (Specify Name of Planet – See GM)
- 9-10 Colonial Service ****
- 11-12 Imperial Service *****

The Military Services

- * State Service
 - 2-9 State Militia (SM)
 - 10-12 State Air Guard (SAG)
- **National Service
 - 2-9 National Army (NA)
 - 10-12 National Aerospace Force (NAF)
- *** Planetary / System Service
 - 2-9 Planetary Defense Force (PDF)
 - 10-12 System Defense Force (SDF)
- ****Colonial Service
 - 2-9 Colonial Guard (CG)
 - 10-12 Colonial Star Patrol (CSP)
- *****Imperial Service
 - 2-6 Imperial Army (IA)
 - 7-9 Imperial Marines (IM)
 - 10-12 Imperial Navy (IN)

State Militia (SM) or **State Air Guard (SAG)** denotes units that are used primarily by their state governors for disaster rescue and recovery, auxiliary law enforcement roles (during riots and other civil disturbance), wilderness fire fighting brigades, and occasionally they may be nationalized for actual military missions. While most personnel assigned are weekend warriors, the PC will be considered to be a full-time cadre member. Being the lowest rung on the military ladder these forces often receives older TL equipment. Air units are mostly composed of transports and support aircraft squadrons.

National Army (NA) or **National Aerospace Force (NAF)** denotes a national military force. These units vary from third rate militaries with obsolete equipment and poor training to first rate forces that receive the finest equipment and best training their governments can buy; of course this is limited to the national TL. Air units normally do not have orbital capabilities. Normally this would include the oceanic forces, but I do not address that.

Planetary Defense Force (PDF) denotes planetary ground and atmospheric / orbital combat and support craft. This could include a United Nation style fighting force made up of multi-national elements. PDF's often man large underground deep site lasers, PAWS and meson weapons and surface-to-air or surface-to-orbit missile batteries. The aerospace forces have orbital reach and can be assigned to starbases.

System Defense Forces (SDF) denotes orbital and deep-space combat and support capabilities protecting a single planet or an entire solar system (including moons and gas giants). SDF's often operate out of an orbital starbase supporting squadrons of starfighters, scout-couriers, system defense boats (SDBs), frigates and destroyers; the wealthier planets may sometimes possess cruisers and even fleet carriers. They may also maintain an orbital defense network/grid (referred to as a constellation) of space-borne satellites or weapons platforms equipped with laser arrays, meson weapons, rail guns, PAWS cannons and ship-killing interceptor missiles. Some SDFs maintain underwater bases supporting squadrons of system defense boats. Generally they do not possess jump-capable starships since their missions are limited to system defense.

Colonial Guard (CG) denotes ground forces organized into frontier armies comprised of combat units under the Colonial banner. Colonial units defend key planets within a subsector. During times of war they may become imperialized, operating along side of Imperial forces.

Colonial Star Patrol (CSP) often referred to as the Colonial Fleet, the CSP builds and mans many types of starships whose mission is to protect a group of planets or a critical subsector. All Imperial Battletenders and BattleRiders were transferred to the CSP when the Imperial Navy discontinued building and operating them years before (they are TL-11 ships). They also supply the Imperial forces with many of their logistical support vessels such as troop transports, tankers, freighters, tenders and special support ships. The Imperial Navy prides itself on maintaining a state-of-the-art battle fleet and only after several tech levels of difference will they relegate older ships to the Colonial Fleet. The CSP occasionally operates state-of-the-art starships, but far fewer than the Imperial Navy.

By Imperial decree different echelons are restricted to building warships up to a maximum of 25,000 dTons. Governments get around this decree by building larger warships and contracting them out to the Colonial Fleet for up to three months each year. The remaining nine months they are allowed to operate as commercial vessels. The Colonial Fleet retains the right to recall any such contracted starship to active duty if a war is declared. These vessels are considered the Colonial Fleet Reserve.

Merchant ships under 1,000 dTons are restricted in the types of weaponry they may carry unless they have contracted their ships in support of the Colonial Fleet for three months per year. For this they are paid an amount equal to their last nine months average profit and do not pay any taxes while on active duty. Another major advantage is that they are outfitted with Class II weapons and ordnance, at Imperial Navy cost, as well as receiving free annual maintenance and fuel. This works out well for many merchant owners, but only if their entire crew signs on to this arrangement. Each crew member must sign the limited contract to serve and receive a security screening and clearance. While on active duty their captain receives a special commission with the rank of Lieutenant Commander and their crews receive the rank befitting their education and skills. While on active duty they operate under CSP rules and regulations.

Imperial Army (IA) denotes ground forces sporting TL-13+ equipment and the best training available.

Imperial Navy (IN) denotes naval forces using TL-13+ starships and the best training available.

Imperial Marines (IM) denotes an elite orbital reentry and planetary assault forces under the control of the Imperial Navy.

Notes:

The Imperial Scout Service is normally not considered a military service, but during times of war become an auxiliary of the Imperial Navy.

MegaTraveller describes an organization called the Close Orbit & Aerospace Control Command (COACC). This loosely defines the various planetary aerial, orbital and system defense forces IMTU.

While some national and planetary governments maintain oceanic navies, underwater fleets of submarines, coastal forces and even merchant marine fleets, but they are not addressed here.