

Naval Service

Space-Related Services Include:
Imperial Navy (IN), Colonial Star Patrol (CSP),
System Defense Forces (SDF), the National Aerospace Forces (NAF)
and the State Air Guard (SAG)

While the Imperial Navy and Colonial Star Patrol are universally recognized, world governments may name their forces according to their unique requirements. Therefore, a planet may call its SDF the "Planetary Star Union" or a national government may name its NAF the "Sultan's Royal Space Corps", etc.

NAVAL SERVICE ENTRANCE REQUIREMENTS

(Officers Only)

	IN	CSP	SDF	NAF	SAG
Strength:	8+	7+	7+	6+	6+
Dexterity:	8+	7+	7+	6+	6+
Agility:	8+	7+	7+	6+	6+
Endurance:	8+	7+	7+	6+	6+
Appearance:	6+	6+	6+	6+	6+
Body Mass:	8+	7+	7+	6+	6+
Intelligence:	10+	9+	8+	7+	6+
Charisma:	10+	9+	7+	6+	6+
Determination:	10+	9+	7+	6+	6+
Perception:	10+	9+	7+	6+	6+
Integrity:	10+	9+	7+	6+	6+
Social Status:	10+	9+	7+	6+	6+

COMMISSION PROGRAMS

IMTU the PC always begins as a commissioned officer. Enlisted personnel and warrant officers are NPCs. My rationale is that in any military situation commissioned officers hold the power and authority to make critical decisions. They're also afforded special privileges and benefits not granted to enlisted or

non-commissioned personnel. They almost always have higher levels of educations and receive the most prestigious training and assignments. They're also afforded better social, economic and career opportunities. Here are three of the most common commissioning programs available to naval personnel:

Imperial, Colonial or National Naval Academy Graduate – The PC was appointed as a naval midshipman at one of the many Imperial, Colonial or National Naval Academies within Imperial space. The PC attended for four years and upon graduation received a bachelor degree in naval science or engineering and awarded a regular naval commission as an Ensign (O-01). While most applicants are appointed directly from high school, some may have prior service. Upon graduation they are obligated to their sponsor service for six years.

Graduates receive a Bachelor in Naval Science or Engineering (Choice). Naval Science is geared towards a line officer whereas Naval Engineering is geared towards an engineering officer.

Graduates receive 2 PIPs, SOC +2 and INT +1.

Distinguished Honors Graduates receive choice of Branch assignment: (including Flight School (Navy or Marines), Commando School (Marines Only), Intelligence School (Navy Only) or an Academic Scholarship to Medical (MD), Law (JD), Science (PhD) or Engineering (PhD) School.

Graduates receive initial rank of Ensign (O-01) in a Naval career or Second Lieutenant (O-01) for the Imperial Marines.

Graduates incur a 1.5 year service obligation for each year of their academy education (they can not resign within their first six years on active duty or they have to repay the service for the portion of their education that they still owe: factored at 1.5 million ICr).

ROTC Graduate – The PC attended and graduated with a bachelor degree from an accredited civilian college or university while also attending and successfully completing the Naval ROTC program. They receive a reserve naval commission or Ensign (O-01) for the Navy or Second Lieutenant (O-01) for the Imperial Marines.

Naval Officer Candidate School (NOCS) Graduate – If the PC has already obtained a bachelor degree through an accredited college or university, but did not attend an NROTC program, upon joining the military they may request NOCS. It's a one year course of study leading to a reserve naval commission. If the PC has been awarded a field commission or received a direct commission they automatically attend NOCS.

Graduation	8+	DM+1 if INT 9+
Distinguished Honors Graduate	12+	DM+1 if INT 9+
Skill Rolls	7+	DM+1 if INT 9+

Roll once for graduation. If the PC fails the graduation roll they must go on active duty with the rank of E-06 and within two years may re-apply to graduate (assuming they have made up the needed coursework(a delayed graduation). Whether they pass or fail, roll once for the award of each skill listed below. A roll of a natural 12 results in doubling the specific skill rolled.

For Naval Midshipman the skills include: Leadership, Ship Tactics, Helmsmanship (Starship), Astro-Navigation, Jump Navigation, Keyboarding-OSCA, Astro-Communications, Damage Control, Combat Pistol, Martial Arts, Vacuum Suit-EVA & Medical.

For Marine Cadets the skills include: Leadership, Unit Tactics, Combat Engineering, Wilderness Survival-SERE, Combat Rifle, Combat Pistol, Martial Arts, Land Navigation, Recon-Stealth, BattleDress, Tactical Analysis-Order-of-Battle & Medical.

Due to the intense physical conditioning while at the Academy the PC will receive one point increase in Strength, Dexterity, Agility, Endurance and Body Mass upon a success roll for each of 7+. In summary:

Other Possible Commissioning Programs (See GM)

Field Commission – The PC may receive a field commission for their leadership during a combat operation. This can only be awarded by a flag-rank officer (O-07+) within the PCs direct chain of command and only during combat operations during a time of war. Once commissioned, and if the PC does not already have a college degree, the service can appoint them either to the Imperial Naval Academy (if they meet all the other requirements) or a civilian college with an NROTC program. Roll below only if the PC has no prior college program. If the PC already has a college degree they automatically attend NOCS.

2-8	Civilian College Program with an ROTC Program
10	Imperial Service Academy (Special Appointment)

Direct Commission – While serving on active duty the PC may apply for a reserve naval commission, but only if they have already received a doctorate degree (PhD, MD or JD) from a university or institute of advanced studies and only if they graduated in a career field such as law, medicine, engineering or science, along with obtaining any necessary professional certification (i.e., pass the bar for a lawyer, pass the medical boards for a doctor, etc.). Once commissioned, the PC will automatically attend NOCS.

Special Commission – The Emperor can grant a military commission to anyone, this is usually reserved for the children of the upper nobility. Again, if the PC has not attended college they are automatically appointed to the Naval Academy. If they already have a college degree they automatically attend NOCS. This is considered a reserve naval commission.

Commissioning Roll

2-7	Naval Officer Candidate School (NOCS) Commission
2-6	Regular NOCS
7-9	Field Commission
10-12	Direct Commission (only if PC already has a post-graduate degree.
8-10	Naval ROTC Commission
11-12	Service Academy Commission

NAVAL OFFICER CAREER BRANCHS

Naval Officer Career Branch Assignment (2d6)

(Apply any DMs and PIPs)

PCs who receive the Distinguished Honors Graduate Award from any Imperial military service academy may select their branch and receive it on any roll other than a 2. Imperial Marine Officers do not roll here (See Imperial Marine tables):

2	Gunnery
3	Technical
4	Communications
5	Medical (Non-Physician)
6	Administration
7	Engineering
8	Navigation
9	Flight (StarFighter-Shuttlecraft Pilot)
10	Flight (Starship Helmsman)
11	Intelligence (Analyst)
12	Intelligence (Agent)
13	Criminal Investigations (Agent)

If PC holds a law degree they are automatically assigned to the Naval JAG Branch. If PC holds a medical degree (physician) they are automatically assigned to the Naval Medicine Branch.

Naval Officer Branch Basic Courses

(Apply any DMs and PIPs)

Naval Administration

Administration	Auto
Financial	7+
Procurement	7+
Instruction	7+
Personnel	7+
Liaison	7+

Naval Gunnery

Turret Gunnery	Auto
Fire Control	7+
Ship's Defenses	7+
Naval Ordnance-EOD	7+
FO-FAC	7+
Leadership	7+

Naval Communications

Astro-Communications	Auto
Tactical Communications	7+
Universal Code	7+
Cryptography-Cryptoanalysis	7+
EW-ELINT	7+
Persuasion	7+

Naval Medical^ (Non-Physician)

Medical	Auto
Pharmacy	7+
Cryonics	7+
BioMedical Laboratory	7+
Diagnostics	7+
Surgical	7+

Naval Engineering

Maneuver Drives	Auto
Jump Drives	7+
Anti-Grav Drives	7+
Life Support	7+
Power Plants	7+
Damage Control	7+

Naval Technical

Keyboarding-OSCA	Auto
Programming (LAXX)	7+
Databasing	7+
Networking	7+
Cybertechnure	7+
Leadership	7+

Naval Navigation

Astro-Navigation	Auto
Jump Navigation	7+
Aerial Navigation	7+
Astrometrics-Telemetry	7+
Astro-Communications	7+
Geometrics-Cartography	7+

^ Denotes a Nurse-Practitioner / Physician's Assistant
Physicians are rolled-up under a different Chargen system.

Flight School (StarFighter/Shuttlecraft Pilot Course) **

Piloting (StarFighter-Shuttlecraft)	Auto
StarFighter Tactics	7+
StarFighter Gunnery	7+
Astro-Navigation	7+
Aerial Navigation	7+
VacuumSuit-EVA	7+

Flight School (Starship Pilot Course) ***

Helmsmanship (Starship)	Auto
Piloting (StarFighter-Shuttlecraft)	7+
Ship Tactics	7+
Astro-Navigation	7+
Jump Navigation	7+
Leadership	7+

Naval Intelligence School (Analyst Course)

Psychometrics-Truth Analysis	Auto
Databasing	7+
Academic Research	7+
Forensics	7+
Cryptography-Cryptoanalysis	7+
Persuasion	7+

Naval Intelligence School (Agent Course)

Surveillance-PEST	Auto
Disguise-Wardrobe	7+
Streetwise	7+
Forgery-Identity Design	7+
Intrusion-CounterSecurity	7+
Interrogation	7+

Naval Criminal Investigations School (Agent Course)

Interrogation	Auto
Streetwise	7+
Databasing	7+
Investigation	7+
Biometrics	7+
Forensics-Crime Lab	7+

Naval Officer Branch Advanced Courses

(Apply any DMs and PIPs)

Upon immediate promotion to Lieutenant (O-03)

PC will attend Naval Officer Branch Advanced Course for 1 Year

Naval Administration

Administration	Auto
Financial	7+
Procurement	7+
Instruction	7+
Personnel	7+
Liaison	7+

Naval Gunnery

Turret Gunnery	Auto
Fire Control	7+
Ship's Defenses	7+
Naval Ordnance-EOD	7+
FO-FAC	7+
Leadership	7+

Naval Communications

Astro-Communications	Auto
Tactical Communications	7+
Universal Code	7+
Cryptography-Cryptoanalysis	7+
EW-ELINT	7+
Persuasion	7+

Naval Medical^ (Non-Physician)

Medical	Auto
Pharmacy	7+
Cryonics	7+
Bio-Medical Laboratory	7+
Diagnostics	7+
Surgical	7+

Naval Engineering

Maneuver Drives	Auto
Jump Drives	7+
Anti-Grav Drives	7+
Life Support	7+
Power Plants	7+
Leadership	7+

Naval Technical

Keyboarding-OSCA	Auto
Programming (LAXX)	7+
Databasing	7+
Networking	7+
Cybertechnure	7+
Leadership	7+

Naval Navigation

Astro-Navigation	Auto
Jump Navigation	7+
Aerial Navigation	7+
Astrometrics-Telemetry	7+
Astro-Communications	7+
Geometrics-Cartology	7+

* PC rolls a second time for a skill included on the table or after consulting with the GM rolls for another related skill

** PC trained in the operations of an aero-space maneuver craft (i.e., AeroFighters, StarFighters, Shuttlecraft)

*** PC trained in the operations of a non-atmospheric jump-capable starship

^ Denotes a Nurse-Practitioner / Physician's Assistant
Physicians are rolled-up under a different Chargen system.**Flight School (StarFighter-Shuttlecraft Pilot Course) ****

Piloting (StarFighter-Shuttlecraft)	Auto
StarFighter Tactics	7+
StarFighter Gunnery	7+
Astro-Navigation	7+
Aerial Navigation	7+
Vacuum Suit-EVA	7+

Flight School (Starship Pilot Course) ***

Helmsmanship (Starship)	Auto
Piloting (StarFighter-Shuttlecraft)	7+
Ship Tactics	7+
Astro-Navigation	7+
Jump Navigation	7+
Leadership	7+

Naval Intelligence School (Analyst Course)

Psychometrics-Truth Analysis	Auto
Databasing	7+
Academic Research	7+
Forensics-Crime Lab	7+
Cryptography-Cryptoanalysis	7+
Investigation	7+

Naval Intelligence School (Agent Course)

Surveillance-PEST	Auto
Disguise-Wardrobe	7+
Streetwise	7+
Forgery-Identify Design	7+
Intrusion-CounterSecurity	7+
Interrogation	7+

Naval Criminal Investigations School (Agent Course)

Interrogation	Auto
Streetwise	7+
Databasing	7+
Academic Research	7+
Biometrics-Identity Analysis	7+
Forensics-Crime Lab	7+

* PC rolls a second time for a skill included on the table or after consulting with the GM rolls for another related skill

** PC trained in the operations of an aero-space maneuver craft (i.e., AeroFighters, StarFighters, Shuttlecraft)

*** PC trained in the operations of a non-atmospheric jump-capable starship

Imperial Naval Command & Staff College (INCSC)

(Upon promotion to Commander (O-05) PC will attend NCSC for 1 Year)

Leadership	Auto SL-1
Military Codes	7+
Administration	7+
Ship's Tactics	7+
Procurement	7+
Liaison	7+

Upon graduation the PC receives a Masters of Naval Science Degree, 1 PIP and +1 to Social Status.

If the PC successfully passed all subject skills they may roll for Distinguished Honors Graduate on a roll of 11+.

Imperial Naval War College (INWC)

(Upon promotion to Commodore (O-07) PC will attend for 1 Year)

Liaison	Auto SL-1
Diplomacy	7+
Administration	7+
Fleet Tactics	7+
Procurement	7+
Cultural	7+

Upon graduation the PC receives a Doctorate of Naval Science Degree, 2 PIPs and +1 to Social Status.

If the PC successfully passed all subject skills they may roll for Distinguished Honors Graduate with a roll of 11+.

NAVAL ASSIGNMENTS (2d6)

(Apply DMs and PIPs)

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

The Relationship Between Assignment, Duty Position (Billet) & Rank

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 or within a ground unit of company strength or higher they automatically assume "Command". Naval crewmen and Imperial Marines are referred to as "Crew" or "Marines". Non-Commissioned Officers (NCOs) and Petty Officers (POs) are always considered "Staff", along with the two lowest ranking officers: Ensign or Second Lieutenant (O-01) and Sub-Lieutenant or First Lieutenant (O-02).

If the PC attends a training course (other than the Imperial Naval Academy (INA), Imperial Naval Command & Staff College (INCSC) or Imperial Naval War College (INWC)) their duty position will automatically be "Student". If they're roll the same assignment the next year or two, they are considered to be teaching the course; their status is automatically "Instructor". If they teach at the INA, INCSC or INWC, their status will always be "Professor". The PC can also be detached to Special Assignments which are listed below.

Optional: GM may also determine that the PC falls within a Special Category, which may include: Absence without Leave (AWOL) or Desertion (wanted fugitive); Missing-In-Action (MIA); Prisoner-of-War (POW); Undergoing long-term hospitalization as a Patient; or a convicted Military 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, the PC automatically assumes a Staff position under the Commander, or if the PC's rank is higher than the open 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 (also known as Sub-Sector Headquarters) (Command assumed by Vice Admiral (O-09))
9-10	Naval Depot (also known as Sector Headquarters) (Command assumed by Fleet Admiral (O-10))
11	Naval Quadrant Command Headquarters (Command assumed by High Admiral (O-11))
12	Naval High Command on Capital (Command assumed by Supreme Admiral (O-12))

Fleet (Starship) Assignments (2d6)

(Apply DMs & PIPs)

If the PC last duty was "Fleet" they may elect to stay aboard the same ship (in the same role). Roll 8+ for success. If the PC was promoted this option does not apply. The GM should provide the PC with the name of the ship assigned along with the rank and name of the Captain, along with the location (Planet/Sub-sector) where the ship was operating out during that year.

O-01 Ensign

2	Staff (Navy)	7	Staff (BattleStar)
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)

Special Assignment Roll (2d6)

(Apply DMs & PIPs)

2	Naval Language School
3	Naval Survival School
4	Naval Competitive Team
5	Naval ROTC Advisor (at High School or College)
6	Naval Foreign Officer Exchange Program(with another culture)
7	Naval Academy Faculty (as an Instructor or Professor)
8	Naval Aide de Camp (to Naval Admiral or Marine General)
9	Naval Project Officer (Working with Corporate Firm)
10	Naval Attaché (at Imperial Embassy)
11	Naval Post-Graduate Program(To Civilian University)
12	Attached to Naval Intelligence
13	Admiralty Staff (If Pilot: then Naval Test Pilot School)

Echelon Transfer (2d6)

Changing echelons can be a positive or negative career move. Each year after receiving one's OFR the PC, or their chain of command, may request an echelon change. If the PC is already at the highest echelon level (Imperial) it is a moot point, since there is no higher level. The PC may request an echelon transfer only if they are at a lower level and if they received an excellent OFR and also rolled 11+.

On the other hand should the PC receive a poor fitness rating their commander may request that they be transferred to the next lower echelon. Should this occur the PC may find them self reduced in echelon level on a roll of 4<. If the PC is already at the lowest echelon level (State) it is a moot point, since there is no lower level. The PC may use the skill of Political to offset this roll.

Naval Language School

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

Language	Auto SL-1
Language	(7+)
Language	(7+)
Language	(7+)
Language	(7+)
Linguistics	(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 Naval Language School they concentrate on only one language. Once completed the PC will be proficient in reading, writing, speaking and understanding that 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 needs.

Language Proficiency

SL-1 = Basic
SL-2 = Intermediate
SL-3 = Advanced
SL-4 = Master
SL-5 = Expert

Naval Survival School

Vacuum Suit-EVA	Auto SL-1
Combat Pistol	7+
Wilderness Survival-SERE	7+
Land Navigation	7+
Swimming-Water Survival	7+
Jungle Survival-SERE	7+

Naval Competitive Teams

2	Equestrian Team (Horsemanship)
3	Trap & Skeet Team (Combat Shotgun)
4	Ski Team (Snow Skiing)
5	Racing Team (Vehicle Tactics)
6	Skydiving Team (Skydiving-ParaFoiling)
7	Climbing Team (Mountaineering)
8	Archery Team (Archery (Combat Bow))
9	Pistol Team (Combat Pistol)
10	Rifle Team (Combat Rifle)
11	Fencing Team (Fencing (Combat Sword))
12	Martial Arts Team (Martial Arts)

PC is selected for a Competitive 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). Second assignments denotes the PC is a team coach.

Naval ROTC Advisor

PC is appointed a Naval ROTC Advisor for one year. This could be at a high school, community college, state college or university. NROTC Advisor = 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).

Naval Foreign Officer Exchange Program

PC is appointed to the Naval Foreign Officer Exchange Program for one year. The PC is assigned to live and shadow a foreign allied officer for one year. Automatic SLs in Political and Administration. Once assignment is completed with an average or better fitness rating PC receives choice of next assignment (consult GM).

Naval Project Officer

PC is assigned to a research & development project working closely with a defense contractor (developing a new vehicle, shuttlecraft or starship). Naval Project Officer = Automatic SLs in Administration and Liaison. Once assignment is completed with an average or better OFR PC receives choice of next assignment (consult GM).

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. Automatic SLs in Instruction and Academic Research. Once assignment is completed with an average or better OFR PC receives choice of next assignment (consult GM).

Naval Aide de Camp

(Required to have Most Secret Security Clearance)

PC is appointed as an Aide de Camp to either a Naval or Marine Flag Officer for one year. Automatic SLs in Liaison and Cultural. Once assignment is completed with an average or better OFR PC receives immediate promotion to the next higher rank.

Naval Diplomatic Attaché

(Required to have Most Secret Security Clearance)

PC is appointed as a Naval Diplomatic Attaché at an Imperial Embassy stationed outside the Imperium for one year.

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

Automatic SLs in Associated Language and Diplomacy. Once assignment is completed with an average or better OFR PC receives choice of next assignment (consult GM).

Naval Graduate or Post-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.

Attached to Office of Naval Intelligence (ONI)

(Required to hold Most Secret Security Clearance)

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

Admiralty Staff

(Required to hold Most Secret Security Clearance)

PC is assigned for one year to the Imperial Naval High Staff on Capital. Automatic SLs in Liaison and Grand Tactics.

Naval Test Pilot School

(Only available to Pilots)

Awarded the Naval Test Pilot Wings and assigned for one year to Naval Test Pilot Program. Automatic SLs in Piloting (StarFighter) and Astro Navigation.

FLEET MISSIONS (2d6)

	Mission	Survival	Decoration	Skill
2	Port Duty	Auto	None	Auto
3	Training	3+	12+	7+
4	Maneuvers	4+	11+	7+
5	Reconnaissance	5+	10+	7+
6	Convoy Escort	6+	9+	7+
7	Combat Patrol	Roll below	Roll below	7+
8	Shipboard Disaster	Roll below	Roll below	7+
9	Orbital Blockade	Roll below	Roll below	7+
10	Planetary Siege	Roll below	Roll below	7+
11	Strike	Roll below	Roll below	7+
12	Fleet Engagement	Roll below	Roll below	7+

Threat Faced (2d6)

(Applies only to Combat Missions)

2	Predatory Alien Group or Swarm*
3	Local Armed Citizenry (Civil Riot)
4	Hired Mercenary Unit
5	Regional Warlord or Organized Insurgent Force (Rebels)
6	Criminal Gang (Pirates / Bandits)
7	Zhodani Military Units
8	Rogue Military Units**
9	Sword World Military Unit
10	Vargr Military Units (Various Clans)
11	Darrian Confederation Military Units
12	Aslan Military Units (Various Prides)

* This could be a variety of alien intelligent or semi-intelligent life forms that the Marines call "bugs" which can include giant spiders, scorpions, ants, crabs, lizards, reptiles, replicators, "aliens", "predators", cylons, borg, etc.

** Rogue military units may consist of a planetary government that resides within Imperial space who does not want to interact with the Imperium nor want an Imperial presence on their soil. Such a government may possess critical resources that the Empire (or one of its Mega-Corporations) wants or the rulers are openly hostile to the Emperor or some Imperial faction. In either case the Emperor orders the overthrow of the government and commits the Imperial Marines to occupy the planet and installs a government more friendly to Imperial interests.

Mission Outcome (2d6)

(As Viewed from Imperial Perspective)

(Either Defeat, Draw or Victory)

2-3	Mission ends in decisive military defeat for the Imperium with the PCs unit or ship being captured (Roll on Capture / Escape table below)
4-5	Mission ends in marginal military defeat for the Imperium. PCs unit or ships retreat
6-8	Mission ends in a draw or stalemate with both sides eventually backing off.
9-10	Mission ends in marginal military victory for the Imperium. Enemy units or ships retreat
11-12	Mission ends in decisive military victory for the Imperium with one of more enemy units or ships being captured or destroyed.

PERSONAL SURVIVAL (2d6)

(Applies only to Combat Missions)

DM of +1 for each SL in Vacuum Suit

If assigned to a Battlestar +3 / If assigned to a Fleet Carrier +2 / If assigned to a Cruiser +1

2	PC suffers Massive Life-Threatening Wounds*** (Automatically receives the Imperial Purple Heart Medal)
3-6	PC suffers Non-Life-Threatening Wounds (Automatically receives the Imperial Purple Heart Medal)
7-12	PC escapes injury

*** If PC rolls Massive Life-Threatening Wounds do not roll for Capture / Escape. PC is rescued by team or crewmates and immediately evacuated to the nearest Naval Hospital for treatment. See Medical Treatment below. If PC rolls Non-Life Threatening Wounds they may proceed to roll on the Capture or Escape table below.

Capture or Escape (2d6)

2-4	PC is Captured (becomes a Prisoner of War (POW)) (Automatically receives the Imperial POW Medal)
5-12	PC Escapes & Evades (over time makes it back to friendly lines)

Quality of Treatment as POW (2d6)

2	PC sent to a poorly maintained POW Camp and while there becomes ill due to poor nutrition, insect infestation, communicable disease and lack of proper sanitation. PC also undergoes constant interrogation and some torture. PC rolls 1d6 for number of characteristic points to permanently subtract from character sheet.
3-5	PC sent to a barely adequate POW Camp and while there becomes ill due to poor nutrition, insect infestation, various diseases and lack of proper sanitation. Interrogation and torture are minimal. PC rolls 1d6-2 for number of characteristic points to permanently subtract from character sheet.
6-9	PC sent to moderately well maintained Labor Camp and used as a labor in enemy mines and factories. PC receives passable food and medical treatment. PC rolls 1d6-4 for number of characteristic points to permanently subtract from character sheet.
10-12	PC sent to well maintained Detention Center where they are treated humanely and given good food and medical treatment.

Skills Acquired As a POW (2d6)

(Each year the PC must roll to determine a skill from the table below)

2	Gambling	8	Enemy's Language
3	Combat Knife	9	Enemy's Language
4	Welding-Machine Shop	10	Interrogation
5	Electro-Mechanical	11	Medical
6	Fabrication Shop	12	Leadership
7	Mining-Drilling		

Release, Breakout or Rescue (2d6)

(Roll annually)

2	Conflict ends and the PC is repatriated after 1d6 years
3	Conflict ends and the PC is repatriated after 2d6 months
4-5	Conflict ends and the PC is repatriated after 3d6 weeks
6-8	Conflict ends and the PC is repatriated after 4d6 days
9-10	PC escapes from captivity and manages to return to friendly lines
11	PC rescued by friendly forces
12	PC released under prisoner exchange

Award of the Imperial Prisoner of War (POW) Medal

If the PC spent one day as a POW they are automatically awarded the Imperial POW Medal. Each separate incident warrants the award. For each year as a POW the PC receives a bronze star added to the medal. For each month as a POW the PC also receives all due monthly pay and allowances plus a one time POW monetary bonus of 10,000 ICr

SKILL TABLES

Annual Skill Roll (2d6)
(Apply PIPs and DMs)

Success on 7+

On a Natural-12 roll the PC receives two skill levels in skill. Skill units may be saved and applied towards college semesters (Notify GM).

Command Skills

(Officers Only)

02	Administration
03	Ethical
04	Astronautical Design
05	Military Codes
06	Persuasion
07	Administration
08	TA-OB
09	Leadership
10	Ship Tactics
11	Liaison
12	Choice + PIP

Staff Skills

(Officers & Petty Officers Only)

02	Recruiting
03	Procurement
04	Military Codes
05	Financial
06	Language
07	Administration
08	TA-OB
09	Leadership
10	Ship Tactics
11	Persuasion
12	Choice + PIP

Other Possibilities (To be developed):

Friend Contacts

*Early Career Course**

*Immediate Promotion***

* Only with Excellent ER/FR

** Only with Excellent ER/FR and Victorious Mission Outcome

Petty Officer Skills

(Petty Officers Only)

02	Personnel
03	Instruction
04	Damage Control
05	Leadership
06	Administration
07	CargoMaster
08	Keyboarding-OSCA
09	Land Vehicle (Specify)
10	Exo-Frames
11	Liaison
12	Security-CounterSmuggling

Shipboard Skills

02	Keyboarding-OSCA
03	Damage Control
04	Turret Gunnery
05	CargoMaster
06	Security-CounterSmuggling
07	Flight Mechanics
08	Leadership
09	Gambling
10	Culinary
11	Holography-Photography
12	Liaison

Academic Skills

02	+1 Integrity
03	Language
04	History
05	Cultural
06	Academic Research
07	Databasing
08	+1 Determination
09	+1 Perception
10	+1 Charisma
11	+1 Intelligence
12	+1 Social Status

Survival Skills

02	Medical
03	Damage Control
04	Kayaks-Canoes
05	Ocean Survival-Swimming
06	Vacuum Suit-EVA
07	Desert Survival-SERE
08	Artic Survival-SERE
09	Mountaineering
10	Combat Pistol
11	Wilderness Survival-SERE
12	Land Navigation

Personality Skills

02	Ethical
03	Seduction
04	Instruction
05	Interrogation
06	Streetwise
07	Cultural
08	Acting-Voice
09	Leadership
10	Persuasion
11	Liaison
12	Gambling

Navy Life Skills

(Enlisted Only)

02	Damage Control
03	Life Support
04	Vacuum Suit-EVA
05	Procurement
06	Flight Mechanics
07	Macro Electronics
08	Micro Electronics
09	Carousing
10	Welding-Machine Shop
11	Gambling
12	Seduction

Starport-Planet Skills

02	Seduction
03	Administration
04	Combat Knife
05	Martial Arts
06	Watercraft(Specify)
07	Land Vehicle (Specify)
08	Animal Handling
09	Security-CounterSmuggling
10	Gambling
11	Streetwise
12	Cultural

Athletic Skills

02	+1 Body Mass
03	A-Grav Maneuvers
04	Acrobatics-Gymnastics
05	Martial Arts
06	Grav Vehicle GAO
07	Grav Vehicle ULA
08	+1 Agility
09	+1 Dexterity
10	+1 Endurance
11	+1 Strength
12	+1 Appearance

Technical Skills

02	Flight Mechanics
03	Welding-Machine Shop
04	Architecture-CAD
05	Fabrication Shop
06	Keyboarding-OSCA
07	Holography-Photography
08	Medical
09	Turret Gunnery
10	Robotics-Cybernetics
11	Macro-Electronics
12	Micro-Electronics

Combat Skills

02	Medical
03	Vacuum Suit-EVA
04	Ocean Survival-Swimming
05	Wilderness Survival-SERE
06	Combat Blade
07	Small Arms (Specify)
08	Special Weapons
09	Throwing Weapons
10	Mixed Martial Arts
11	Recon-Stealth
12	Heavy Weapons

Flight Branch Skills (StarFighter)

(Officers Only)

02	Vacuum Suit-EVA
03	Medical
04	StarFighter Gunnery
05	StarFighter Tactics
06	Astro-Navigation
07	Piloting (StarFighters-Shuttlecraft)
08	Aerial Navigation
09	Astro-Communications
10	Keyboarding-OSCA
11	Flight Mechanics
12	UAVs

Communication Branch Skills

(Officers Only)

02	Keyboarding-OSCA
03	Micro-Electronics
04	Macro-Electronics
05	Fire Control
06	Astrometrics-Telemetry
07	Astro-Communications
08	Tactical Communications
09	Cryptography-Cryptanalysis
10	Persuasion
11	Universal Code
12	EW-ELINT

Gunnery Branch Skills

(Officers Only)

02	Keyboarding-OSCA
03	Damage Control
04	Flight Mechanics
05	Naval Ordnance-EOD
06	Turret Gunnery
07	Fire Control
08	Defense Systems
09	FO-FAC
10	Macro-Electronics
11	Tactical Gunnery
12	Leadership

Naval Intelligence Branch Skills

(Officers Only)

02	Biometrics
03	Intrusion-CounterSecurity
04	Claindestine Lab
05	Explosives-Demolition
06	Streetwise
07	Interrogation
08	Surveillance-PEST
09	Pick Pocketing-FX
10	Acting-Voice
11	Disguise-Wardrobe
12	Forgery-Identity Design

Flight Branch Skills (Starship)

(Officers Only)

02	Vacuum Suit-EVA
03	Administration
04	Jump Drives
05	Ship Tactics
06	Astro-Navigation
07	Helmanship (Starships)
08	TA-OB
09	Jump Navigation
10	Astro-Communications
11	Keyboarding-OSCA
12	Fleet Tactics

Engineering Branch Skills

(Officers Only)

02	Keyboarding-OSCA
03	Damage Control
04	Life Support
05	Anti-Grav Drives
06	Maneuver Drives
07	Jump Drives
08	Astronautical Design
09	Power Plants-Generators
10	Robotics-Cybernetics
11	Flight Mechanics
12	Macro-Electronics

Administration Branch Skills

(Officers Only)

02	Keyboarding-OSCA
03	Administration
04	Financial
05	Procurement
06	Para-Legal
07	Persuasion
08	Academic Research
09	Language
10	Ethical
11	Diplomacy
12	Liaison

Medicine Branch Skills

(Officers Only)

02	Physiotherapy
03	Veterinary
04	Pathogenics
05	Cryonics
06	Surgical
07	Medical
08	Xeno-Medical
09	Xeno-Surgical
10	Bionics
11	Bio-Medical Laboratory
12	Diagnostics

JAG Branch Skills

(Officers Only)

02	Keyboarding-OSCA
03	Academic Research
04	Administration
05	Commercial Codes
06	Military Codes
07	Para-Legal
08	Interstellar Codes
09	Criminal Codes
10	Financial
11	Persuasion
12	Liaison

OFFICER FITNESS REPORT (OFR) (2d6)

(Apply DM of +1 for Each SL in Political)

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 OFR. Roll 2d6 below to determine the PCs annual performance review.

Non-Combat Assignment

2-4	=	Poor	-2 from Promotion & Denied Reenlistment Roll
5-11	=	Average	No Effect on Promotion Roll
12	=	Excellent	+2 to Promotion & Reenlistment Roll & Awarded 1 PIP

Combat Assignment

2	=	Poor	-2 from Promotion & Denied Reenlistment Roll
3-9	=	Average	No Effect on Promotion Roll
10-12	=	Excellent	+2 to Promotion & Reenlistment Roll & Awarded 2 PIPs

An "Excellent" confers two PIPs (Political Influence Points) on the PC which can be applied during the character generation process only (excluding rolls for Survival and OFR). In addition, a decoration roll is conducted if the PC was involved in either superior non-combat achievement or combat bravery. An "Average" OFR has no advantages or disadvantages. Receiving a "Poor" report or rating, on the other hand, can have a variety of negative results, not including a negative effect upon the promotion process. A "Poor" ER has four possible negative effects: (1) 2 PIPs 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 under enemy contacts), (3) the PC will stand an Article 32 Investigation that could result in a court marshal, and (4) the PC may be transferred to a lower echelon level.

Unless noted otherwise skill tables are available to all.

AWARDS & DECORATIONS

(Roll only if last OFR was Average or Excellent)
(Excellent Fitness Rating receives DM of +2)

Under Traveller System

US Military Equivalents

Non-Combat Awards

(awarded for merit, service or achievement)

Personal Achievement Award (PAA)*	Service Achievement Medal (SAM)
Superior Performance Medal (SPM)*	Service Commendation Medal (SCM)
Order of Excellence (OOE)*	Meritorious Service Medal (MSM)
First Order of the Empire (FOE)*	Legion of Merit (LOM)

Combat Decorations

(awarded for bravery under fire)

Meritorious Conduct Under Fire	Bronze Star Medal (BSM)
Awarded for heroism under fire	
Grand Cross of Valor (GCV)*	Silver Star Medal (SSM)
Awarded for extraordinary heroism under fire	
Medal for Conspicuous Gallantry	Distinguished Service Cross (DSC)
Awarded for extreme personal gallantry under fire	
Starburst for Extreme Heroism (SHE)	Medal of Honor (MOH)
Awarded for conspicuous gallantry under fire above and beyond call of duty	

Special or Honorary Awards

Capture by the Enemy Medal (CEM)*	Prisoner of War Medal (PWW)
Awarded for capture by the enemy (one medal awarded for each capture)	
Grand Order of Sacrifice (GOS)*	Purple Heart Medal (PHM)
Awarded for combat wounds from enemy fire or injury during combat	
Academic Honors (AH)*	Distinguished Honors Graduate Award (DHGA)*
Awarded for major academic honors (only at degree producing institutions)	

* Created by the author.

Base Award & Decoration Roll (2d6)

4	Service Commendation Medal
6	Bronze Star Medal / Meritorious Service Medal
8	Silver Star Medal / Legion of Merit
10	Distinguished Service Cross / Legion of Merit
12	Medal of Honor**

Example: Rolling 8 results in the award of a Silver Star Medal (for combat), or a Service Commendation Medal (for achievement), but if the PC rolls 11 (3 points higher than required) then the award becomes the Distinguish Service Cross (for combat) and the Meritorious Service Medal (for achievement).

** SHE / MOH is the highest combat decoration awarded by the Imperium and special benefits are provided to the awardees, including an automatic +2 to Social Status and a 5,000 ICr monthly pension for life. When the MOH is worn on the military uniform or the lapel pin placed on civilian clothing military personnel, including officers below flag rank, must render to the PC a hand salute. The Emperor has exempted generals, admirals and nobles from this obligation.

Combat Campaign Ribbons (CCR) & Command Stars (CS)

To receive a Combat Campaign Ribbon the PC must be assigned to a ship or ground unit involved in combat. A CCR is awarded for each annual combat action. It is not necessary for the PC to have received any other awards or decorations in order to receive it. All ranks and command levels are eligible as long as they were present at the location of the battle. Flag officers stationed at a headquarters unit does not qualify.

To receive a Command Star the PC must be the commanding officer of a naval

warship or field unit of company strength or above. Officers commanding divisions or higher are not directly involved with marines or crewmembers, and are considered to be in a headquarters elements far behind the frontlines, and therefore not eligible for CSs. Squad and platoon officers, while called platoon commanders, are in actuality subordinate to the company/troop commanding officer and also are not eligible. In the navy, ship's boats (StarFighters, Shuttlecraft, etc.) pilots are always considered subordinate to a squadron, strike force or flotilla commander, which are considered the first level of "commanding officer" in naval formations. Officers commanding an individual ship actually holds the title of commanding officer or "captain" regardless of their rank. While admirals can command higher formations (fleets and armadas), they are not considered a commanding officer but "fleet commander" and therefore not eligible for CSs.

PROMOTION PROCESS

Qualified candidates for promotion are reviewed by a board of officers using the following criteria: Time-In-Service (TIS), Time-In-Grade (TIG), Last Officer Fitness Report (OFR) DMs, Civilian Education DMs, Military Training DMs, Awards/Decorations/Skill Badge DMs, Skill DMs, Command Assignments, Special Assignments, Security Clearance and Political Influence Points (PIPs). Positive or negative Promotion Points are accumulated and if they're equal to a roll of 10+ (using 2d6) the PC receives promotion to the next higher rank. While promotion is a complex process there are exceptional cases of PCs being promoted without meeting these requirements, such as those placed on the fast track via political connections, extraordinary heroism and battlefield promotions.

Time-In-Service (TIS) & Time-In-Grade (TIG)

Pay Grade*	TIS	TIG	Comments
E-02	1 Year	1 Year	Automatic
E-03	2 Years	1 Year	Automatic
E-04	3 Years	1 Year	Automatic
E-05	4 Years	1 Year	Promotion Board
E-06	8 Years	4 Years	Promotion Board
E-07	12 Years	4 Years	Promotion Board
E-08	16 Years	4 Years	Promotion Board
E-09	20 Years	4 Years	Political Appointment
E-10	24 Years	4 Years	Political Appointment
E-11	28 Years	4 Years	Political Appointment
E-12	32 Years	4 Years	Political Appointment
O-02	2 Years	1 Year	Automatic
O-03	4 Years	2 Years	Automatic
O-04	6 Years	4 Years	Automatic
O-05	8 Years	4 Years	Promotion Board
O-06	12 Years	4 Years	Promotion Board
O-07	16 Years	4 Years	Promotion Board
O-08	20 Years	4 Years	Promotion Board
O-09	24 Years	4 Years	Promotion Board
O-10	28 Years	4 Years	Political Appointment
O-11	32 Years	4 Years	Political Appointment
O-12	36 Years	4 Years	Political Appointment

* Since each military service has different rank titles, pay grades are used for simplification purposes.

Passed Over — If an officer is passed over for promotion three times for the same rank they're given a choice of an immediate honorable discharge, retirement (if they have obtained twenty or more years in service at the time), or they may be allowed to remain in service as a non-commissioned officer or petty officer until they're eligible for retirement. (They retire at the highest rank held while on active duty).

Types of Promotion

Standard Promotion – A PC is promoted using the administrative point-based system above.

Meritorious Promotion – A PC can be promoted to the next higher rank as a result of a specific heroic action during a critical incident. This form of promotion can only be awarded by a Commodore or higher who is in the PCs direct chain of command. The GM should use this feature sparingly.

Apply the following Promotion DMs to the Base Promotion Roll

Fitness Rating DMs

(Written by the PCs Commanding Officer)

Poor	-2
Average	0
Excellent	+2

Civilian Education DMs

Masters Degree	+1
Doctorate Degree	+2
Fellows Degree	+3

Exceptions: Doctorate of Jurisprudence (JD) degree is required for Military Lawyers and Doctorate of Medicine degree (MD) is required for Physicians regardless of Rank. There's a standard practice of automatic appointment of lawyers (having passed the bar exam) and physicians (having passed the medical boards) to enter the service at O-03, and for lawyers or physicians with four or more years of specialized practice to enter at O-04.

Military Training DMs

Not all military schools receive promotion points. Basic training and Advanced Individual Training (AIT) or Officer Candidate Schools do not. Graduates from the following military schools do:

Officers Branch Advanced Course	+1
Naval Command & Staff College	+1
Imperial Naval War College	+2

Commendations & Reprimands DMs

(For each Award)

Letter of Commendation	+1
Letter of Reprimand	-1
Non-Judicial Punishments (Article 15 or Captain's Mast)	-2
Conviction by Summary Court Marshal	-3
Conviction by Special Court Marshals	-4
Conviction by General Court Marshal	-5

Military Assignment DMs

Command Star (PC commanded a unit or ship)	+1
Combat Campaign Ribbon (PC participated in a combat action)	+5
Military or Naval Attaché Assignment	+1
Military or Naval Aide de Camp Assignment	+1
General or Admiralty Staff Assignment	+1
Pilot Wings / Command Pilot Wings	+1 / +2
Intelligence Agent Shield / Senior Agent Shield	+1 / +2
Military or Naval Academy Professor	+1
Military Academy Commandant (Vice Admiral Only)	+2

Civilian Institution Honors Graduate (Magna Cum Laude)	+1
Service Academy Distinguished Graduate Medal (Magna Cum Laude)	+2

Awards & Decoration DMs

(for each award)

Imperial Achievement Medal or Service Achievement Medal	+5
Superior Performance Medal or Service Commendation Medal	+1
Cluster for Extreme Excellence or Meritorious Service Medal	+1.5
First Order of the Empire or Legion of Merit	+2
Meritorious Conduct Under Fire or Bronze Star Medal	+2.5
Grand Cross of Valor or Silver Star Medal	+3
Medal for Conspicuous Gallantry or Distinguished Service Cross	+3.5
Starburst for Extreme Heroism or of Honor	+4
Capture by the Enemy or Prisoner of War Medal	+1
Grand Order of Sacrifice or Purple Heart Medal	+2

Skill DMs

Leadership	+1
Persuasion	+1
Administration	+1
Diplomacy	+1
Cultural	+1
Liaison	+1
Grand Tactics	+1
Unit / Ship Tactics	+1

Source of Commission DMs

Imperial Military Academy Commission	+2
Direct Appointment Commission (Reserve Officer)	0
ROTC Commission (Reserve Officer)	+1
Battlefield Commission (Reserve Officer)	0

Security Clearance DMs

No Clearance	-5
Confidential Clearance	0
Secret Clearance	+3
Most Secret Clearance	+5

Base Promotion Roll (2d6)

(Add & subtract all DMs and PIPs)

7+

If PC rolls a natural 2 they're turned down for promotion. If they roll a natural 12 they receive promotion and receive the command fleet assignment of their choice.

MILITARY RETIREMENT

IMTU retirement is mandatory at 30 years (6.5 terms). Retired status has the following advantages:

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

Special Pay (Monthly)

- For each Purple Heart or POW Medal PC receives 250 ICr
- For each Bronze Star Medal PC receives 250 ICr
- For each Silver Star Medal PC receives 500 ICr
- For each Distinguished Service Medal PC receives 1,000 ICr
- For each Medal of Honor PC receives 2,500 ICr

PC receives Retired Military Identification which allows them use of base exchange services and access to unrestricted areas of any naval installation or base. PC receives free medical services at any naval hospital.

Retirement Ceremony Plus

(to be developed)

- Traditional Departing Gift (generally a chrome pistol)
- One year paid membership in Union or Guild of specialty
- Defense Industry Employment (upper level position)
- Military Consultant (continues working for military as a civilian consultant)
- Civilian Masters License (strings are pulled to obtain this)
- Squireship or Knighthood (consult GM)
- Mercenary Unit License with Special Weapons Permit (OPMA)
- or Surplus Decommissioned Starship
(a 20 to 40 year old J-2/3 starship in the 100-200 dton range)
- Starship Shares
- Combat Implant
- Neural Implant
- PC Connection
- Anagathics
- Pet or Companion

TO BE DEVELOPED

Branch & Special Assignments & Missions

- Intelligence(Analyst)
- Intelligence (Agent)
- Flight (StarFighters-Shuttlecraft Pilot)
- Medicine
- Criminal Investigations
- Judge Advocate General