

Training Schools

Sequence of Enlisted Training

Army Basic Training (IA/CG/PDF/NA/SM), Naval Recruit Training (IN/CSP/SDF/NAF/SAG) or Marine Boot Camp (IM)	(E-01)
Army Advanced Individual Training (IA/CG/PDF/NA/SM), Naval Alpha School (IN/CSP/SDF/NAF/SAG) or Marine Technical School (IM)	(E-01)
Army Non-Commissioned Officers (NCO) Academy (IA/CG/PDF/NA/SM), or Navy Petty Officers Academy (IN/CSP/SDF/NAF/SAG) or Marine Primary Leadership Academy (IM)	(E-05)
Sergeant Majors Academy (IA /IM/CG/PDF/NA/SM) or Master Chief Petty Officers Academy (IN/CSP/SDF/NAF/SAG)	(E-08)

Pre-Commissioning Programs

Imperial Military Academies (Imperial Naval Academy, Imperial Military Academy, Imperial Scout Academy, Imperial Merchant Academy, Imperial Academy of Justice, Imperial Academy of Security)	(Cadet or Midshipman)
Senior Military Academies	(Cadet)
Officer Candidate School (OCS / NOCS)	(Candidate)
Reserve Officer Training School (ROTC & NROTC)	(Cadet)

Sequence of Officer Training*

Officer Branch Basic Course (All)	(O-01)
Officer Branch Advanced Course (All)	(O-03)
Joint Command & Staff College (All)	(O-05)
Imperial Army War College (IA/CG/PDF/NA/SM) or Imperial Naval War College (IN/IM/CSP/SDF/NAF/SAG)	(O-07)

* Basic Training & AIT/Alpha/Technical Schools are completed in the first year for enlisted personnel. Officers who have been commissioned as the result of a battlefield or direct commission must attend OCS and then Officer Branch Basic Course. Service Academy or ROTC/NROTC graduates must attend Officer Branch Basic Course to obtain their Officer Specialty (OS) training.

Basic Training (2d6)

At the end of basic training (here after referred to as either Army Basic Training, Naval Recruit Training or Marine Boot Camp) the PC must roll 3+ to continue on active duty. A roll of 2 results in a general discharge from that service. The PC is considered as unsuitable for military service as the result of disciplinary problems, discovery of a physical or emotional disability or some other issues not specified. If released from the military the PC is still eligible to join the Imperial Scouts, one of the many law enforcement agencies or the merchant service.

Upon completion of basic training the PC is automatically promoted to the rank of Private or Crewman (E-02). They will then be assigned to Advanced Individual Training (AIT) for IA/CG/PDF/NA or Alpha School for IN/CSP/SDF/NAF/SAG or Technical School for IM to receive intensive instruction in a specialty career field referred to as a Military Occupational Specialty (MOS) for enlisted and Officer Specialty for commissioned officers.

Enlisted Training Schools

Army Basic Training (IA/CG/PDF/NA) & Marine Boot Camp (IM)

Roll 7+ (+DMs) for the following skills:
Combat Rifle, Mixed Martial Arts, Medical, Land Navigation, Recon-Stealth, Security-CounterSmuggling
plus Strength +1 and Endurance +1

Naval Recruit Training (IN/CSP/SDF/NAF)

Roll 7+ (+DMs) for the following skills:
Combat Pistol, Mixed Martial Arts, Medical, Vacuum Suit-EVA, Damage Control, Zero-G Craft
plus Strength +1 and Endurance +1

Officer Training Schools

If the PC holds a bachelors degree or higher from an accredited college or university they may request Officer Candidate School (OCS for IA/CG/PDF/NA) or Naval Officer Candidate School (NOCS for IN/IM/CSP/SDF/NAF) which involves one-year of intensive leadership training resulting in a commission of second lieutenant or ensign (O-01). Personnel are accepted into OCS/NOCS in several ways: directly from a college program (without graduation from an ROTC/NROTC program), or from a battlefield commission (if in enlisted ranks). If they fail to complete OCS/NOCS they will be returned to the enlisted ranks and automatically promoted to one rank above what they were prior to attendance. The thinking behind this is that even through the PC did not complete all the training they will have obtained advanced leadership skills to be placed in such a position. OCS/NOCS is normally available to E-04 and below who are serving during their first four years of active duty, and their last efficiency rating was excellent. This program can only be applied for once with acceptance granted on a roll of 8+ (using DMs and PIPs).

Officer Candidate School (OCS) (IA/IM/CG/PDF/NA/SM)

Roll 7+ (+DMs) for the following skills:
Leadership, Administration, Military Codes, Tactical Analysis-Order of Battle, Unit Tactics,
Land Navigation
plus Strength +1 and Endurance +1

Naval Officer Candidate School (NOCS) (IN/CSP)

Roll 7+ (+DMs) for the following skills:
Leadership, Administration, Military Codes, Tactical Analysis-Order of Battle, Ship Tactics,
Damage Control
plus Strength +1 and Endurance +1

Specialty Training (2d6)

Career specialty courses provide specific skills. Roll 7+ for each skill listed under the training school. If the PC successfully rolls every skill they automatically receive one PIP for class honor student.

Infantry School (IA/IM/CG/PDF/NA/SM) (Enlisted & Officers)

Roll 7+ (+DMs) for the following skills:
Recon-Stealth, Land Navigation, Combat Rifle, Machine Guns, Grenade Launchers, Tactical Communications
Plus Strength +1 & Endurance +1

Armor School (IA/IM/CG/PDF/NA/SM) (Enlisted & Officers)

Roll 7+ (+DMs) for the following skills:
Grav Vehicles (GAO) (or Tracked Vehicles at TL-10<), Land Navigation, Tactical Gunnery, Machine Guns, Tactical Missiles, Tactical Communications

BattleMech School (IM) (Enlisted & Officers)

Roll 7+ (+DMs) for the following skills:
BattleMechs, Tactical Gunnery, Land Navigation, Electro-Mechanical, Macro-Electronics, Tactical Communications

Signal School (IA/IM/CG/PDF/NA/SM) (Enlisted & Officers)

Roll 7+ (+DMs) for the following skills:
Tactical Communications, EW-ELINT, Macro-Electronics, Broadcast Communications, Cryptography-Cryptanalysis, Universal Code

Naval Communications School (IN/CSP/SDF/NAF) (Enlisted & Officers)

Roll 7+ (+DMs) for the following skills:
Astro-Communications, EW-ELINT, Macro-Electronics, Cryptography-Cryptanalysis, Tactical Communications, Keyboarding-OSCA

Cyber-Systems School (All) (Enlisted & Officers)

Roll 7+ (+DMs) for the following skills:
Keyboarding-OSCA, Programming (LAXX), Networking, Databasing, Cybertechnure, Academic (Libraries & Archives)

Executive Security Course (IM) (Enlisted & Officers)

(Covert Couriers & Embassy Guards)

Roll 7+ (+DMs) for the following skills:
Security-CounterSmuggling, Combat Pistol, Combat Shotgun, Combat SMG, Martial Arts, Biometrics-Identity Analysis
Plus Dexterity +1 & Agility +1

Ranger School (IA/CG/PDF/NA) (Enlisted & Officers)

Commando School (IM) (Enlisted & Officers)

(Two Year Program)

Roll 7+ (+DMs) for the following skills:

Ocean Survival-Swimming, Scuba Diving-Marine Environments, Mountaineering, Sky Diving-MFF, Combat Rifle, Combat SMG, Martial Arts, Land Navigation, Wilderness Survival-SERE, Recon-Stealth, Combat Knife, Explosives-Demolition
Plus Strength +1, Dexterity +1, Agility +1, Endurance +1

Airborne School (NA/PDF) (Enlisted & Officers)

Roll 7+ (+DMs) for the following skills:

Skydiving-MFF, Land Navigation, Unit Tactics, Hanglider-UltraLights, A-Grav Maneuver, Tactical Communication
Plus Endurance +1

Maneuverable Orbital Insertion Capsule (MOIC) School (IM) (Enlisted & Officers)

Roll 7+ (+DMs) for the following skills:

PodDiving-MOICs, A-Grav Combat, GravCraft-GAO, BattleDress, Energy Weapons, Tactical Missiles
Plus Endurance +1

Para-Medic School (All) (Enlisted Only)

Roll 7+ (+DMs) for the following skills:

Medical, Surgical, Pharmacy, Diagnostics, Bio-Medical Laboratory, Bionics, Cryonics

Sniper School (IA/IM/CG/PDF/NA) (Enlisted Only)

Roll 7+ (+DMs) for the following skills:

Combat Rifle, Combat Rifle, Armorer-Gunsmith, Land Navigation, Wilderness Survival-SERE, Recon-Stealth
Plus Dexterity +1

Combat Engineering School (IA/IM/CG/PDF/NA/SM) (Enlisted & Officers)

Roll 7+ (+DMs) for the following skills:

Combat Engineering, Explosives-Demolitions, Welding-Machine Shop, Mining-Drilling, Automotive Mechanics, Heavy Vehicles

Flight School (AeroFighter Pilot) (IA/IM/CG/PDF/NA/SAG) (Officers Only)

Roll 7+ (+DMs) for the following skills:

Piloting (AeroFighter), Piloting (Turbojet Aircraft), Aerial Navigation, Fighter Tactics, Fighter Gunnery, Vacuum Suit-EVA
Plus Endurance +1

Naval Flight School (StarFighter Pilot) (IN/IM/CSP/SDF/NAF) (Officers Only)

Roll 7+ (+DMs) for the following skills:
Piloting (StarFighters), Piloting (Zero-G Craft), Astro-Navigation, Vacuum Suit-EVA, Fighter Tactics, Fighter Gunnery
Plus Endurance +1

Naval Engineering School (IN/CSP/SDF/NAF) (Enlisted & Officers)

Roll 7+ (+DMs) for the following skills:
Jump Drives, Maneuver Drives, Power Plants, Anti-Grav Drives, Life Support, Damage Control

Intelligence School (Analyst) (All) (Enlisted & Officers)

Roll 7+ (+DMs) for the following skills:
Academic Research, Interrogation, Databasing, Keyboarding-OSCA, Networking, Subject Matter Expert (Specify)

Intelligence School (Agent) (All) (Enlisted & Officers)

(Two Year Program)

Roll 7+ (+DMs) for the following skills:
Surveillance-PEST, Forgery-Counterfeiting, Biometrics-Identity Analysis, Acting-Voice, Disguise-Wardrobe, Streetwise, Interrogation, Intrusion-CounterSecurity, Explosives-Demolition, Combat Pistol, Martial Arts, Locks & Safes

Military Police School (IA/IM/CG/PDF/NA/SM) (Enlisted & Officers)

Marine Master-At-Arms School (IM) (Enlisted & Officers)

Roll 7+ (+DMs) for the following skills:
Security-CounterSmuggling, Combat Pistol, Combat Shotgun, Martial Arts, Tactical Communications, Medical
Plus Strength +1

Criminal Investigations School (IA/IM/CG/PDF/NA) (Enlisted & Officers)

Roll 7+ (+DMs) for the following skills:
Surveillance-PEST, Interrogation, Criminal Forensics, Military Codes, Biometrics-Identity Analysis, Databasing

Naval Gunnery School (IN/CSP/SDF/NAF) (Enlisted & Officers)

Roll 7+ (+DMs) for the following skills:
Fire Control, Turret Gunnery, Defense Systems, Naval Ordnance-EOD, Damage Control, FO-FAC

Starship Operations School (IN/CSP/SDF) {Officers Only}

Roll 7+ (+DMs) for the following skills:
Helmsmanship, Astro-Navigation, Jump Navigation, Astrometrics, Geometrics, Astro-Communications

Administration School (All) (Enlisted & Officers)

Roll 7+ (+DMs) for the following skills:

Administration, Accounting, Keyboarding-OSCA, Personnel, Procurement, Para-Legal

Quartermaster School (All) (Enlisted & Officers)

Roll 7+ (+DMs) for the following skills:

Procurement, Administration, Cargo Appraisal-Market Analysis, Keyboarding-OSCA, Commercial Codes, Financial

Maintenance School (Electro-Mechanical) (All) (Enlisted & Officers)

Flight Mechanics, Welding-Machine Shop, Fabrication Shop, Drafting-CAD, Robotics-Cybernetics, Macro-Electronics

Maintenance School (Electronics) (All) (Enlisted & Officers)

Roll 7+ (+DMs) for the following skills:

Macro-Electronics, Micro-Electronics, Robotics-Cybernetics, Keyboarding-OSCA, Programming (LAXX), Cybertechnure

Ordnance School (All) (Enlisted & Officers)

Roll 7+ (+DMs) for the following skills:

Explosives-Demolitions, Macro-Electronics, Tactical Ordnance-EOD, Armorer-Gunsmith, NBC Weapons, Flight Mechanics

Drill Instructor School (All except SM) (Enlisted Only)

Roll 7+ (+DMs) for the following skills:

Instruction, Administration, Persuasion, Leadership, Personnel, Savoir Faire (Military)

Language School (All) (Enlisted & Officers)

Roll 7+ (+DMs) for the following skills:

GM will specify a Language and then roll four times, Liaison, Lip Reading-Sign Language

Test Pilot School (Flight Branch Officers Only)

Roll 7+ (+DMs) for the following skills:

Piloting (StarFighter), Pilot (AeroFighter), Aerial Navigation, Astro-Navigation Vacuum Suit-EVA, Flight Mechanics

NCO Professional Development Programs

Non-Commissioned Officers (NCO) Academy (IA/CG/PDF/NA/SM) (E-05)

Petty Officers Academy (POA) (IN/CSP/SDF/NAF/SAG) (E-05)

Roll 7+ (+DMs) for the following skills:

Leadership, Administration, Instruction, Personnel, Keyboarding-OSCA, Unit or Ship Tactics

Sergeant Majors Academy (IA/IM/CG/PDF/NA/SM) (E-07)

Master Chief Petty Officers Academy (IN/CSP/SDF/NAF/SAG) (E-07)

Roll 7+ (+DMs) for the following skills:

Leadership, Administration, Liaison, Persuasion, Tactical Analysis-Order of Battle, Grand or Fleet Tactics

Officer Professional Development Programs

Officer Branch Advanced Course (All) (O-03)

Roll 7+ (+DMs) for the following skills:

Leadership, Ship or Unit Tactics, Tactical Analysis-Order of Battle, Administration, and two skills that are specific to the officers specialty.

Command & General Staff College (All) (O-05)

Roll 7+ (+DMs) for the following skills:

Leadership, Grand or Fleet Tactics, Tactical Analysis-Order of Battle, Liaison, Administration, Persuasion

Imperial Army War College (IA/IM/CG/PDF/NA) (O-07)

Roll 7+ (+DMs) for the following skills:

Liaison, Grand Tactics, Tactical Analysis-Order of Battle, Persuasion, Administration, Cultural

Imperial Naval War College (IN/CSP/SDF/NAF) (O-07)

Roll 7+ (+DMs) for the following skills:

Liaison, Fleet Tactics, Tactical Analysis-Order of Battle, Persuasion, Administration, Cultural

Informal Skill Training

Formal training program, such as those listed above, are only one method of skill development. If the PC consults with the GM they may attempt an informal training for many skills that are provided as long as there is an instructor available.

IMTU, I distinguish between physical (manual) skills such as combat pistol, vehicle driving, gunnery or animal riding, versus intellectual (academic) skills such as navigation, programming, medical or electronics. If a skill is mostly physical Dexterity is its DM. If a skill is mostly intellectual it uses Intelligence as its DM for success. For those skills that are relatively equal in their physical versus intellectual requirements, such as piloting and engineering, I rule as more intellectual. A PC may train in only one skill at a time.

Determine the skill and the level the PC needs to reach using the table below. From the base number of hours determine minus 5 hours for each skill level of "Instruction" of the trainer, minus 10 hours for each DM of the students intelligence if the skill is intellectual, or 5 hours for each DM of the students dexterity if the skill is physical.

Once the student has officially completed the required number of remaining study hours a performance exam will be administered by the instructor. Using the PCs intelligence or dexterity DMs roll 7+ for success. If successful, the PC receives the next skill level. If unsuccessful, the student may continue to study for 25 additional hours and then take the test.

Length of Informal Training

Skill Level	Hours Needed
1	50
2	100
3	150
4	200
5	250

DMs

If PC has Intelligence or Dexterity of:

2	=	-5
3	=	-4
4	=	-3
5	=	-2
6	=	-1
7	=	0
8	=	+1
9	=	+2
10	=	+3
11	=	+4
12	=	+5