

# Soldiers

Which career should you play? If you want to visit new worlds while serving the Empire, then you should be a Soldier.

**Soldier.** One who serves in an army or fighting force. A fighter. A warrior. Militiaman. Man-at-arms.



SOLDIERS	
To Begin	Str
Risk and Reward	Str C2 C3 Int
Soldier Promotion	C2
	Mod +1 per WB
Commission	C3
Officer Promotion	Soc
	Mod +1 per Medal
Continue	7
	Mod + Terms

TABLE OF ARMY RANKS						
Level	Rank	Auto Skill	Level	Rank	Auto Skill	
1	Soldier1	Private	Fighting	Officer1	2nd Lieutenant	
2	Soldier2	Corporal		Officer2	1st Lieutenant	
3	Soldier3	Sergeant	Hvy Wpns	Officer3	Captain	
4	Soldier4	Staff Sergeant	Gunnery	Officer4*	Major	Flyer
5	Soldier5	Master Sergeant		Officer5	Lt Colonel	
6	Soldier6	Sergeant Major		Officer6	Colonel	Leader
7				Officer7	General	

\* Auto: Command College.

SKILL ELIGIBILITY	
Per Term	4 skills
When Commissioned	1 skill
When Promoted	1 Skill
Automatic	By Rank

MUSTERING OUT BENEFITS		
1D	Money	Benefits
1	Low Psg	Forbidden Knowle
2	Mid Psg	Secret
3	High Psg	Str +1
4	Cr 15,000	Life Insurance
5	StarPass	C5 +1
6	Cr 25,000	Wafer Jack
7	Cr 30,000	Int +1
8	Retire x 2	Knighthood

DM + Officer Rank

CAREER CHANGE OPTIONS	
Citizen, Scholar, Entertainer, Craftsman, Rogue, Noble, Functionary.	
subject to eligibility	

## THE ARMY CAREER

The focus of the Army career is keeping the peace and defending the Empire. Each term, he participates in military operations.

At the beginning, roll 1D (DM+2 if Edu 10+) for Branch. Officers may not change Branch. Soldiers may reroll Branch when promoted.

Every Year, roll 1D (DM+2 if Edu 10+) for the type of Military Operation.

### If The Risk Roll Fails...

The soldier is wounded (hit points = C-R); recovery points = 1D (unrecovered injury is permanent). Permanent injury of 3+ points **requires** disability discharge and awards double mustering out benefits.

### If The Reward Roll Succeeds...

The Soldier receives a Campaign Ribbon (name the campaign involved) and may consult the Medals Table if Battle, Combat, Insurgency, or Mission.

BRANCH		
D	Branch	Mod
1	Infantry	1
2	Infantry	1
3	Artillery	1
4	Cavalry	1
5	Protected	2
6	Commando	2
7	Technical	0
8	Medical	0

DM+2 if Edu 10+

MILITARY OPERATIONS							
D	Inf Art Cav	Mod	Cdo Prot	Mod	Tech Med	Mod	
1	Combat	2	Battle	3	Rear Area	0	
2	Combat	2	Combat	2	Relief	1	
3	Peace Keeper	1	Peace Keeper	1	Peace Keeper	1	
4	Insurgency	1	Insurgency	1	Insurgency	1	
5	Occupation	0	Mission	2	Mission	2	
6	ANM School	-	ANM School	-	ANM School	-	
7	ANM School	-	ANM School	-	ANM School	-	
8	Garrison	0	Garrison	0	Garrison	0	

DM +2 if Edu 10+

The Mods shown (- for Risk; + for Reward) are required.

SOLDIER SKILLS								
	1 Personal	2 Academic	3 Space	4 Surface	5 Conflict	6 Vocation	7 Avocation	
1	C1 +1	Major*	Zero-G	Driver	Fighting	Army	One Art	1
2	C2 +1	Major*	Vacc Suit	Flyer	Fighting	Fighting	One Science	2
3	C3 +1	Minor*	Computer	Vacc Suit	Heavy Wpns	Heavy Wpns	One Trade	3
4	C4 +1	Minor*	Starship Skill	Computer	Sapper	Gunnery	Athlete	4
5	C5 +1	One Trade	Gunner	Soldier Skill	Explosives	Explosives	Fighting	5
6	C6** +1	One Trade	Sensors	Medic	Battle Dress	Battle Dress	Gambler	6

\*If the character does not have a Major/Minor this benefit is lost. \*\*If the character has C6=Caste, this benefit is lost.

