Marines

Which character type should you play? If you want to be part of an elite fighting force, then the Marines is the answer.

Marine. One who serves in a naval infantry unit. An elite fighter. A commando. A soldier serving aboard a starship.

M A R I N E

MARINES	
To Begin	Str
Risk and Reward	Str C2 C3 Int
Soldier Promotion	C2
	Mod +1 per Rank
Commission	C3
Officer Promotion	Edu
	Mod +1 per Medal
Continue	Str
	Mod +1 per Term

TABLE OF MARINE RANKS						
	Level	Rank	Auto Skill	Level	Rank	Auto Skill
1	Marine1	Private	Fighting	Officer1	2nd Lieutenant	
2	Marine2	Corporal		Officer2	1st Lieutenant	
3	Marine3	Sergeant	Hvy Wpns	Officer3	Captain	
4	Marine4	Staff Sergeant	Gunnery	Officer4*	Force Commander	Pilot
5	Marine5	Master Sergeant		Officer5	Lt Coronel	
6	Marine6	Sergeant Major		Officer6	Coronel	Leader
7				Officer7	General	
*Auto: Command College						

THE MARINE CAREER

The focus of the Marines is keeping the peace and defending the Empire. Each term, he participates in marine operations.

At the beginning, roll 1D (DM+2 if Edu 10+) for Branch. Officers may not change Branch. Enlisted 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 Marine is wounded (hit points = Characteristic - Roll); recovery = 1D (unrecovered injury is permanent) and receives a Wound Badge. Permanent injury of 3+ **requires** disability discharge and awards 2X muster out benefits.

If The Reward Roll Succeeds…

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

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	Mid Psg	Wafer Jack
4	High Psg	C2 +1
5	StarPass	C3 +1
6	Cr 25,000	Life Insurance
7	Cr 30,000	Int +1
8	Retire x2	Knighthood
DM + Officer Rank		

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

BRANCH		
D	Branch	Mod
1	Infantry	1
2	Infantry	1
3	Artillery	0
4	Cavalry	1
5	Protected	2
6	Commando	3
7	Technical	0
8	Medical	0
DM+2 if Edu 10+		

MARINE 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	Insurgency	1	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.

MARINE SKILLS	**Marines are Fighters:** A Marine may always choose Fighting skill instead of using this Table.						
	1 Personal	**2** Academic	**3** Space	**4** Surface	**5** Fighting	**6** Vocation	**7** Avocation	
1	C1 +1	Major*	Zero-G	Driver	Comms	Marine	One Art	1
2	C2 +1	Major*	Vacc Suit	Flyer	Forward Obs	Fighting	One Science	2
3	C3 +1	Minor*	Hi-G	Battle Dress	Recon	Heavy Wpns	One Trade	3
4	C4 +1	Minor*	Starship Skill	Survival	Sapper	Heavy Wpns	Athlete	4
5	C5 +1	One Trade	Gunner	Navigation	Explosives	Battle Dress	Fighting	5
6	C6** +1	One Trade	Sensors	Comms	Stealth	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.								