Players should enhance the histories of their characters by creating the names of their service units and any battle or campaigns in which they served. Nobles should create the name of any intrigues in which they are involved.

<City>   City name.
<Gas Giant>   Gas Giant Name.
<Letters>   Any two or three alphabetics.
<Number 1-digit>   1-digit Number.
<Number 2-digit>   2-digit Number.
<Number 3-digit>   3-digit Number.
<Number 4-digit>   4-digit Number.
<Province>   Province name.
<Satellite>   Satellite Name.
<Star>   Star Name.
<Surname>   Personal Surname.
<World>   World Name.
<Element>   Chemical Element Name

ROLL TWICE
When using a twice: once on each column, to create the appropriate descriptor.
Army / Navy / Marines. Create a military unit name (appropriate for his branch assignment) for an Army or Marine character. A reservist should create a separate Reserve unit.
Create a naval unit name for a Navy character. A reservist should create a separate Reserve unit.
Create one Battle name for each Service Ribbon.
Nobles. Create a name for each Intrigue for a Noble.

Army or Marine Units

Flux	Designation	Type
-5	Joint	Lift Infantry Regiment
-4	<Province>	Grav Tank Regiment
-3	<City>	Ortillery Regiment
-2	<Number 1-digit>	Artillery Regiment
-1	<Number 3-digit>	Lift Cavalry Squadron
0	<Number 4-digit>	Armored Infantry Regiment
+1	<World>	PKF [Peace Keeping Force]
+2	<Number 2-digit>	Admin Battalion
+3	<City>	Support Battalion
+4	<Province>	Transportation Battalion
+5	Special	Rifle Battalion

Navy Units

Flux	Designation	Type
-5	<Number 1-digit> Joint	Battle Squadron
-4	<Star>	Fleet Headquarters
-3	<World>	Cruiser Squadron
-2	<Number 1-digit>	Escort Squadron
-1	<Number 3-digit>	System Defense Wing
0	<Number 4-digit>	Ortillery Squadron
+1	<Number 2-digit> Reserve	Fighter Wing
+2	<Number 2-digit>	Attack Squadron
+3	<City>	Defense Squadron
+4	<Province>	Support Squadron
+5	Special	Long Range Squadron

Army or Marine Service Battles

Flux	Name	Location
-5	The Campaign (on/in)	<World>
-4	The Bloody Campaign (on/in)	<City>
-3	The Retreat from	<Province>
-2	The Assault (on/in)	<World>
-1	The Defense of	<Star>
0	The Trench War at	<Province>
+1	The Undeclared War at	<World>
+2	The Guerrilla Operations (on/in)	<City>
+3	The Mistake at	<Gas Giant>
+4	The Final Victory at	<World>
+5	The Battle of	<City>

Navy Service Battles

Flux	Name	Location
-5	The Scrubbing of <World>	<World>
-4	The Bombardments at	<Star>
-3	The Ortillery Campaign at	<Satellite>
-2	The Skirmishes at	<Gas Giant>
-1	The Pursuits at	<Star>
0	The Battle of	<Satellite>
+1	The Relief of	<World>
+2	The Quarantine of	<Star>
+3	The Siege of	<Satellite>
+4	The Disaster at	<World>
+5	The Sieges of	<Gas Giant>

Merchant Companies

Flux	Designation	Type
-5	< > Express	<Surname>
-4	< > Factors	<World>
-3	<World>-<World> Lines	<Satellite>
-2	< > Agency	<Star>
-1	< > Lines	<Letters>
0	< > Shipping	<Surname>
+1	< > Transporters	<World>
+2	< > Lines	<Satellite>
+3	<Surname> and Sibs	<Star>
+4	< > Trading	<Letters>
+5	< > Orbital Express	<Surname>

Noble Intrigues

Flux	Event	Descriptor
-5	The < > Affair	<Element>
-4	The < > Scandal	<World>
-3	The < > Ring	<Satellite>
-2	The Judgment Against <Surname>	<Star>
-1	The Exile to <World>	<Letters>
0	The < > Commission	<Surname>
+1	<Surname>'s Palace	<World>
+2	<Surname>'s Return	<Satellite>
+3	<Surname>'s Misconduct	<Star>
+4	<Surname>'s Secret Exile	<Letters>
+5	The Assassination of <Surname>	<Surname>