

AIR FORCE CHARACTERS

ARMY CHARACTERS

CIVILIAN CHARACTERS

CRIMINAL CHARACTERS

EASTERN BLOC CHARACTERS

LAW ENFORCEMENT CHARACTERS

MARINE CHARACTERS

NAVAL CHARACTERS

NEW SKILLS

SKILL CLUSTERS

WESTERN CHARACTERS

BASIC TRAINING--WESTERN AIR FORCES

Prerequisites: None

Basic Training Skills:

Autogun: 1	Ground Vehicle (Wheeled): 1	Small Arms (Rifle): 1	Swimming: 1
Unarmed Martial Arts: 1			

Special: Characters with Intelligence and Education of 7+ may enter OCS. If they do, they receive a level 1 Leadership skill, are commissioned at the grade of O1, and conduct their next term normally. OCS must be taken before the character reaches the grade of E8.

Careers: No Armor, Artillery (except for Air Defense), Engineer--Combat, or Special Forces careers are available. No Infantry careers are possible with the exception of Infantry--Defender. Special Operations are replaced with the Air Commando/ARRS career. Military Police are called Security Police in the US Air Force and many western Air Forces, but are not otherwise changed. The Fighter/Attack Pilot, Bomber Pilot, and Transport Pilot careers are added to the Aviation--Officer set of careers. Air Force Combat Controller Teams (CCT) are developed as per Army Infantry--Pathfinders, but no previous terms in any other professions need be served. For the Air Force FALO (Forward Air Liaison Officer) career, use the Army Artillery--Fire Support Team career; however, add Pilot: 1 to the first term career skills and Aircraft to the subsequent term skills; a prior term as a Aviation--Fighter/Attack Pilot or Aviation--Helicopter Pilot must be served.

AVIATION--OFFICER--BOMBER PILOT

Prerequisites: Agility 6+, and OCS, ROTC, or Military Academy.

First Term Skills:

Aircraft Mechanic: 2	Autogun: 2	Computer: 5	Electronics: 3
Forward Observer: 2	Guided Weapon: 5	Leadership: 1	Meteorology: 3
Navigation: 4	Observation: 3	Parachute: 2	Pilot (Fixed Wing): 4
Pilot (Jet): 2	Pilot (Multiengine): 4	Survival: 1	

Subsequent Term Skills:

Determination	Explore	Forward Observer	Guided Weapon
Gun Combat	Heavy Weapon	Perception	Personal Transport
Physical Sciences	Pilot	Technician	

Promotion: 6+ on 1d10; DM +1 if Intelligence 7+ and/or graduate of Military Academy.

Contacts: Two per term, military or specialist (Pilot). Roll 7+ on 1d10 for the contact to be foreign.

AVIATION--OFFICER--FIGHTER/ATTACK PILOT

Prerequisites: Agility 6+, and OCS, ROTC, or Military Academy.

First Term Skill Adds:

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Aircraft Mechanic: 2	Autogun: 4	Computer: 4	Electronics: 2
Forward Observer: 2	Guided Weapon: 4	Leadership: 1	Meteorology: 2
Navigation: 4	Observation: 2	Parachute: 2	Pilot (Fixed Wing): 4
Pilot (Jet): 4	Survival: 1		

Subsequent Term Skills:

Aircraft	Explore	Determination	Forward Observer
Guided Weapon	Gun Combat	Heavy Weapon	Perception
Personal Transport	Physical Science	Technician	Vehicle

Promotion: 6+ on 1d10; DM +1 if Intelligence 7+ and/or graduate of Military Academy.

Contacts: Two per term, military or specialist (Pilot). Roll 7+ on 1d10 for the contact to be foreign.

AVIATION--OFFICER--WEATHER RECONNAISSANCE

Prerequisites: Agility 5+, and OCS, ROTC or Military Academy, or direct commission.

First Term Skill Adds:

Aircraft Mechanic: 2	Computer: 6	Electronics: 5	Guided Weapon: 1
Leadership: 1	Meteorology: 6	Navigation: 6	Observation: 3
Parachute: 1	Pilot (Fixed Wing): 5	Pilot (Jet): 2	Pilot (Multiengine): 5
Physics: 2	Survival: 1	Willpower: 2	

Subsequent Term Skills:

Aircraft	Explore	Determination	Guided Weapon
Perception	Personal Transport	Physical Science	Technician
Vehicle			

Promotion: 6+ on 1d10; DM +1 if Intelligence 7+ and/or graduate of Military Academy.

Contacts: Two per term, military or specialist (Pilot or Meteorologist). Roll 7+ on 1d10 for the contact to be foreign.

AVIATION--OFFICER--TRANSPORT PILOT

Prerequisites: Agility 5+, and OCS, ROTC, or Military Academy, or direct commission.

First Term Skill Adds:

Aircraft Mechanic: 2	Autogun: 2	Computer: 5	Electronics: 3
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Forward Observer: 1	Guided Weapon: 2	Leadership: 1	Meteorology: 4
Navigation: 5	Observation: 2	Parachute: 1	Pilot (Fixed Wing): 4
Pilot (Jet): 2	Pilot (Multiengine): 4	Survival: 1	

Subsequent Term Skills:

Aircraft	Explore	Determination	Forward Observer
Guided Weapon	Gun Combat	Heavy Weapon	Perception
Personal Transport	Physical Science	Technician	Vehicle

Promotion: 6+ on 1d10; DM +1 if Intelligence 7+ and/or Military Academy graduate.

Contacts: Three per term, military, government, or specialist (Pilot). On a 1d10 roll of 6+, the contact is foreign.

INFANTRY--DEFENDER--ENLISTED OR OFFICER

Prerequisites: Strength + Agility + Constitution: 11+

First Term Skill Adds:

Autogun: 2	Forward Observer: 2	Grenade Launcher: 2	Ground Vehicle (Wheeled): 1
Observation: 3	Small Arms (Pistol): 3	Small Arms (Rifle): 2	Tac Missile: 1
Thrown Weapon: 1	Tracking: 2	Unarmed Martial Arts: 1	

Subsequent Term Skills:

Acrobat	Determination	Explore	Forward Observer
Gun Combat	Heavy Weapon	Melee	Perception
Personal Transport	Vehicle	Vessel Use (Boat)	

Promotion: 6+ on 1d10; DM +1 if Intelligence 7+ and/or Military Academy graduate.

Contacts: Two per term, military or general civilian. Roll 7+ on 1d10 for the contact to be foreign.

SPECIAL OPERATIONS (ARRS OR AIR COMMANDO)--ENLISTED

Prerequisites: Strength + Constitution + Agility: 15+.

First Term Skill Adds:

Aircraft Mechanic: 2	Autogun: 3	Climbing: 2	Demolitions: 2
Electronics: 2	Grenade Launcher: 2	Medical (Trauma): 4	Observation: 4
Parachute: 4	Scuba: 2	Small Arms (Pistol): 3	Small Arms (Rifle): 3

Stealth: 4	Survival: 4	Tac Missile: 1	Tracking: 4
Vessel Use (Boat): 2			

Subsequent Term Skills:

Acrobat	Aircraft	Artillery	Determination
Explore	Gun Combat	Heavy Weapons	Medical
Perception	Personal Transport	Technician	Vehicle
Vessel			

Promotion: 6+ on 1d10; DM +1 if Intelligence 7+.

Contacts: Two per term, military. On a 1d10 roll of 8+, the contact is foreign.

SPECIAL OPERATIONS (ARRS OR AIR COMMANDO)--OFFICER

Prerequisites: Strength + Constitution + Agility: 15+; OCS, ROTC, or Military Academy.

First Term Skill Adds:

Aircraft Mechanic: 3	Autogun: 3	Climbing: 2	Computer: 3
Demolitions: 1	Electronics: 2	Grenade Launcher: 2	Guided Weapon: 3
Medical (Trauma): 3	Navigation: 4	Observation: 4	Parachute: 4
Pilot (Fixed or Rotary Wing): 4	Pilot (Jet or Multiengine): 3	Scuba: 2	Small Arms (Pistol): 3
Small Arms (Rifle): 2	Stealth: 4	Survival: 4	Tac Missile: 1
Tracking: 4	Vessel Use (Boat): 2		

Subsequent Term Skills:

Acrobat	Aircraft	Artillery	Determination
Explore	Guided Weapon	Gun Combat	Heavy Weapons
Medical	Perception	Personal Transport	Technician
Vehicle	Vessel		

Promotion: 6+ on 1d10; DM +1 if Intelligence 7+.

Contacts: Two per term, military or government. On a 1d10 roll of 7+, the contact is foreign.

BASIC TRAINING (WESTERN-ALIGNED ARMIES)

Prerequisites: None

Skill Adds:

Armed Martial Arts: 1	Autogun: 1	Grenade Launcher: 1	Ground Vehicle (Wheeled): 1
Ground Vehicle (Tracked): 1	Small Arms (Rifle): 2	Swimming: 1	Tac Missile: 1
Thrown Weapon: 1	Unarmed Martial Arts: 1		
Climbing: 2 (Norway only)	Snow Skiing: 2 (Norway only)	Unarmed Martial Arts: 2 (Turkey, UK, Israel only)	Small Arms (Pistol): 2 (Israel only)

Special: Characters with Intelligence and Education of 7+ may enter Officer Candidate School. If so, they receive a level 1 Leadership skill, and are commissioned at the end of basic training at the grade of O1. OCS may be taken at any time before the character reaches E8.

ARMOR--CAVALRY SCOUT--ENLISTED

Prerequisites: None

First Term Skill Adds:

Autogun: 3	Ground Vehicle (Motorcycle): 2	Ground Vehicle (Tracked): 2	Ground Vehicle (Wheeled): 2
Heavy Gun: 2	Mechanic: 2	Observation: 3	Small Arms (Pistol): 1
Small Arms (Rifle): 1	Tracking: 1		

Subsequent Skill Adds:

Acrobat	Explore	Ground Vehicle	Gun Combat
Heavy Gun	Heavy Weapons	Melee	Parachute
Perception	Technician		

Promotion: 6+ on 1d10; DM +1 if Intelligence 7+.

Contacts: One per term, military. Roll an 8+ on 1d10 for the contact to be foreign.

ARMOR--CAVALRY SCOUT--OFFICER

Prerequisites: National Military Academy, ROTC, or OCS.

First Term Skill Adds:

Autogun: 2	Forward Observer: 1	Ground Vehicle (Tracked): 1	Ground Vehicle (Wheeled): 1
Heavy Gun: 1	Leadership: 1	Navigation: 3	Observation: 3
Persuasion: 1	Small Arms (Pistol): 1	Small Arms (Rifle): 1	Tracking: 1

Subsequent Term Skills:

Acrobat	Explore	Forward Observer	Ground Vehicle
Gun Combat	Heavy Gun	Heavy Weapons	Interaction
Leadership	Melee	Parachute	Perception
Persuasion	Technician		

Promotion: 6+ on 1d10; DM +1 if Intelligence 7+ and/or graduate of Military Academy.

Contacts: Two per term, military. Roll a 7+ on 1d10 for the contact to be foreign.

ARMOR--TANK CREWMAN--ENLISTED

Prerequisites: None

First Term Skill Adds:

Autogun: 2	Ground Vehicle (Tracked): 3	Heavy Gun: 3	Mechanic: 2
Observation: 1	Small Arms (Pistol): 1		

Subsequent Term Skills:

Acrobat	Explore	Ground Vehicle	Gun Combat
Heavy Gun	Heavy Weapons	Melee	Parachute
Perception	Technician	Vessel Use (Hovercraft)	

Promotion: 6+ on 1d10; DM +1 if Intelligence 7+.

Contacts: One per term, military. Roll an 8+ on 1d10 for the contact to be foreign.

ARMOR--TANK CREWMAN--OFFICER

Prerequisites: National Military Academy, ROTC, or OCS.

First Term Skill Adds:

Autogun: 1	Ground Tactics: 2	Ground Vehicle (Tracked): 1	Heavy Gun: 1
Leadership: 1	Navigation: 2	Observation: 1	Persuasion: 1
Small Arms (Pistol): 1			

Subsequent Term Skills:

Acrobat	Explore	Ground Vehicle	Gun Combat
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Heavy Gun	Heavy Weapons	Interaction	Leadership
Melee	Parachute	Perception	Persuasion
Technician			

Promotion: 6+ on 1d10; DM +1 if Intelligence 7+ and/or graduate of Military Academy.

Contacts: Two per term, military. Roll a 7+ on 1d10 for the contact to be foreign.

ARTILLERY--AIR DEFENSE CREWMAN--ENLISTED AND OFFICER

Prerequisites: Agility 5+; for officer, Military Academy, ROTC, or OCS

First Term Skill Adds:

Autogun: 4	Computer: 2	Electronics: 2	Ground Vehicle (Tracked): 2
Ground Vehicle (Wheeled): 1	Heavy Gun: 3	Observation: 4	Tac Missile: 4

Subsequent Term Skills:

Computer	Ground Vehicle	Gun Combat	Heavy Gun
Heavy Weapons	Leadership	Observation	Parachute
Persuasion	Technician		

Promotion: 6+ on 1d10; DM +1 if Intelligence 7+ and/or Military Academy graduate.

Contacts: One per term is enlisted, two per term if officer, military. Roll 8+ on 1d10 for the contact to be foreign.

ARTILLERY--CANNON CREWMAN--ENLISTED

Prerequisites: Strength 5+

First Term Skill Adds:

Autogun: 1	Computer: 1	Ground Vehicle (Tracked): 2	Ground Vehicle (Wheeled): 1
Heavy Artillery: 3	Mechanic: 2		

Subsequent Term Skills:

Artillery	Ground Vehicle	Gun Combat	Heavy Weapons
Observation	Parachute	Technician	Warhead

Promotion: 6+ on 1d10; DM +1 if Intelligence 7+.

Contacts: One per term, military. Roll 8+ on 1d10 for the contact to be foreign.

ARTILLERY--CANNON CREWMAN--OFFICER

Prerequisites: Intelligence 5+; and National Military Academy, ROTC, or OCS.

First Term Skill Adds:

Autogun: 1	Computer: 2	Forward Observer: 2	Heavy Artillery: 2
Navigation: 2			

Subsequent Term Skills:

Artillery	Ground Vehicle	Gun Combat	Heavy Weapons
Interaction	Leadership	Observation	Parachute
Persuasion	Technician	Warhead	

Promotion: 6+ on 1d10; DM +1 if Intelligence 7+ and/or Military Academy graduate.

Contacts: Two per term, military. Roll 7+ on 1d10 for the contact to be foreign.

ARTILLERY--FIRE SUPPORT TEAM--ENLISTED AND OFFICER

Prerequisites: Intelligence 5+; for officer, National Military Academy, ROTC, or OCS.

First Term Skill Adds:

Autogun: 1	Computer: 3	Forward Observer: 4	Ground Vehicle (Tracked): 1
Ground Vehicle (Wheeled): 1	Navigation: 2	Observation: 3	Small Arms (Pistol): 1
Small Arms (Rifle): 1			

Subsequent Term Skills:

Acrobat	Artillery	Explore	Ground Vehicle
Gun Combat	Heavy Weapons	Interaction	Leadership
Observation	Parachute	Persuasion	Technician

Promotion: 6+ on 1d10; DM +1 if Intelligence and/or Military Academy graduate.

Contacts: Two per term, military or partisan. Roll 7+ on 1d10 for the contact to be foreign. (The GM should consider raising this possibility if the contact is a partisan and the character is in a foreign land.)

AVIATION--ENLISTED

Prerequisites: None

First Term Skill Adds:

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Aircraft Mechanic: 4	Computer: 2	Electronics: 3	Mechanic: 1
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Subsequent Term Skills:

Aircraft	Explore	Gun Combat	Scrounging
Technician	Vehicle		

Promotion: 6+ on 1d10; DM +1 if Intelligence 7+.

Contacts: One per term, military or specialist (in one of the above skills). Roll 9+ on 1d10 for the contact to be foreign.

AVIATION--OFFICER OR WARRANT OFFICER

Prerequisites: Intelligence 5+; for officer, Military Academy, OCS, or ROTC. For Warrant Officer, Warrant Officer's Flight Training (equivalent to Technical School, add Leadership: 1)

First Term Skill Adds:

Aircraft Mechanic: 1	Autogun: 4	Computer: 2	Electronics: 1
Forward Observer: 1	Leadership: 1	Meteorology: 1	Navigation: 4
Observation: 2	Pilot (Rotary Wing): 4	Survival: 1	Tac Missile: 4

Subsequent Term Skills:

Aircraft	Explore	Determination	Forward Observer
Gun Combat	Heavy Weapon	Perception	Personal Transport
Physical Science	Technician	Vehicle	

Promotion: 6+ on 1d10; DM +1 if Intelligence 7+ and/or if graduate of Military Academy.

Contacts: Two per term, military. On a roll of 7+ on 1d10, the contact is foreign.

DRILL SERGEANT -- ENLISTED ONLY

Prerequisites: Strength + Constitution + Intelligence 15+, Leadership 2+, Rank E5 though E7.

First Term Skill Adds:

Act/Bluff: 2	Instruction: 3	Leadership: 3	Medical (Trauma Aid): 1
Observation: 2	Persuasion: 3	Psychology: 2	Recruiting: 1
Stealth: 2	Willpower: 2		

Subsequent Term Skills: None; see below.

Promotion: 5+ on 1d10; DM +1 if Intelligence 7+ or Leadership 8+.

Contacts: Two per term, military. Foreign contacts are normally not made during a drill sergeant tour, though exceptions may be

made by the GM.

Special: The drill sergeant career may be chosen for one term only. The character may instead choose to be an Airborne Instructor; in this case, add Parachute: 2 to the first term skills, and allow foreign contacts on a 5+.

ENGINEER--COMBAT--ENLISTED

Prerequisites: None

First Term Skill Adds:

Autogun: 1	Combat Engineer: 4	Construction: 2	Excavation: 3
Grenade Launcher: 1	Ground Vehicle (Tracked): 1	Scrounging: 2	

Subsequent Term Skills:

Engineer	Explore	Ground Vehicle	Gun Combat
Heavy Gun	Heavy Weapon	Perception	Personal Transport
Technician	Vessel Use		

Promotion: 6+ on 1d10; DM +1 if Intelligence 7+.

Contacts: One per term, military or specialist (Combat Engineer). Roll 8+ on 1d10 for the contact to be foreign.

Special: The character receives a demolitions kit as part of basic equipment.

ENGINEER--COMBAT--OFFICER

Prerequisites: OCS, ROTC, or National Military Academy.

First Term Skill Adds:

Autogun: 1	Combat Engineer: 2	Construction: 2	Excavation: 2
Grenade Launcher: 1	Ground Vehicle (Tracked): 1	Leadership: 1	Navigation: 1
Persuasion: 1	Scrounging: 2		

Subsequent Term Skills:

Engineer	Explore	Ground Vehicle	Gun Combat
Heavy Gun	Heavy Weapon	Leadership	Perception
Personal Transport	Persuasion	Technician	Vessel Use

Promotion: 6+ on 1d10; DM +1 if Intelligence 7+ and/or graduate of Military Academy.

Contacts: Two per term, military or specialist (Combat Engineer). Roll 7+ on 1d10 for the contact to be foreign.

Special: The character receives a demolitions kit as a part of basic equipment.

ENGINEER--CONSTRUCTION--ENLISTED

Prerequisites: None

First Term Skill Adds:

Autogun: 1	Construction: 4	Demolitions: 2	Excavation: 2
Ground Vehicle (Tracked): 3	Ground Vehicle (Wheeled): 2	Mechanic: 2	Observation: 1
Scrounging: 2			

Subsequent Term Skills:

Engineer	Explore	Gun Combat	Heavy Weapon
Perception	Personal Transport	Technician	Vehicle
Vessel			

Promotion: 6+ on 1d10; DM +1 if Intelligence 7+.

Contacts: One per term, military or specialist (Combat, Construction or Civil Engineer). Roll 8+ on 1d10 for the contact to be foreign.

ENGINEER--CONSTRUCTION--OFFICER

Prerequisites: Construction or Civil Engineer 2+; OCS, ROTC, or National Military Academy.

First Term Skill Adds:

Autogun: 1	Civil Engineer: 4	Construction: 3	Demolitions: 2
Excavation: 1	Ground Vehicle (Tracked): 1	Ground Vehicle (Wheeled): 1	Leadership: 1
Mechanic: 1	Navigation: 1	Observation: 2	Persuasion: 1
Scrounging: 3			

Subsequent Term Skills:

Engineer	Explore	Gun Combat	Heavy Weapon
Leadership	Perception	Personal Transport	Technician
Vehicle	Vessel		

Promotion: 6+ on 1d10; DM +1 if Intelligence 7+ and/or Military Academy graduate.

Contacts: Two per term, government, military, or specialist (Combat, Construction, or Civil Engineer). Roll 8+ on 1d10 for the contact to be foreign.

INFANTRY--ENLISTED

Prerequisites: Strength or Constitution 4+

First Term Skill Adds:

Autogun: 2	Grenade Launcher: 1	Ground Vehicle (Tracked): 1	Navigation: 1
Observation: 1	Small Arms (Rifle): 2	Survival: 1	Unarmed Martial Arts: 1

Subsequent Term Skills:

Demolitions	Explore	Forward Observer	Ground Vehicle
Gun Combat	Heavy Weapon	Leadership	Melee
Perception	Personal Transport	Stealth	Thrown Weapon
Vessel Use (Boat)			

Promotion: 6+ on 1d10; DM +1 if Intelligence 7+.

Contacts: One per term, military. Roll 8+ on 1d10 for the contact to be foreign.

INFANTRY--OFFICER

Prerequisites: Strength or Constitution 4+; OCS, military academy, or ROTC.

First Term Skill Adds:

Autogun: 1	Grenade Launcher: 1	Leadership: 1	Navigation: 2
Observation: 1	Persuasion: 1	Small Arms (Rifle): 1	Survival: 1
Unarmed Martial Arts: 1			

Subsequent Term Skills:

Demolitions	Explore	Forward Observer	Ground Vehicle
Gun Combat	Heavy Weapon	Leadership	Melee
Perception	Personal Transport	Persuasion	Stealth
Thrown Weapon	Vessel Use (Boat)		

Promotion: 6+ on 1d10; DM +1 if Intelligence 7+ and/or if graduate of military academy.

Contacts: Two per term, military. Roll 7+ on 1d10 for the contact to be foreign.

INFANTRY--AIRBORNE--ENLISTED

Prerequisites: Strength + Constitution + Agility: 15+.

First Term Skill Adds:

Autogun: 2	Forward Observer: 1	Grenade Launcher: 1	Navigation: 2
Long Distance Marching: 1	Observation: 1	Parachute: 4	Small Arms (Rifle): 2
Survival: 1	Unarmed Martial Arts: 1	Willpower: 1	

Subsequent Term Skills:

Demolitions	Explore	Forward Observer	Ground Vehicle
Gun Combat	Heavy Weapon	Leadership	Melee
Perception	Personal Transport	Persuasion	Stealth
Thrown Weapon	Vessel Use	Willpower	

Promotion: 6+ on 1d10; DM +1 if Intelligence 7+.

Contacts: One per term, military. Roll 8+ on 1d10 for the contact to be foreign.

INFANTRY--AIRBORNE--OFFICER

Prerequisites: Strength + Constitution + Agility: 14+; OCS, ROTC, or Military Academy.

First Term Skill Adds:

Autogun: 1	Forward Observer: 2	Grenade Launcher: 1	Navigation: 3
Leadership: 1	Long Distance Marching: 1	Observation: 1	Parachute: 4
Persuasion: 1	Small Arms (Rifle): 1	Survival: 1	Unarmed Martial Arts: 1
Willpower: 1			

Subsequent Term Skills:

Demolitions	Explore	Forward Observer	Ground Vehicle
Gun Combat	Heavy Weapon	Leadership	Melee
Perception	Personal Transport	Persuasion	Stealth
Thrown Weapon	Vessel Use (Boat)		

Promotion: 6+ on 1d10; DM +1 if Intelligence 7+ and/or military academy graduate.

Contacts: One per term, military. Roll 7+ on 1d10 for the contact to be foreign.

INFANTRY--MOUNTAIN--ENLISTED

Prerequisites: Strength + Agility: 10+

First Term Skill Adds:

Autogun: 2	Climbing: 4	Ground Vehicle (Tracked): 1	Grenade Launcher: 1
Long Distance Marching: 1	Navigation: 1	Observation: 2	Small Arms (Rifle): 2
Snow Skiing: 3	Survival: 2	Willpower: 1	

Subsequent Term Skills:

Demolitions	Explore	Forward Observer	Ground Vehicle
Gun Combat	Heavy Weapon	Leadership	Melee
Perception	Personal Transport	Persuasion	Stealth
Thrown Weapon	Willpower		

Promotion: 6+ on 1d10; DM +1 if Intelligence 7+.

Contacts: One per term, military or specialist (Climbing). Roll 8+ on 1d10 for the contact to be foreign.

INFANTRY--MOUNTAIN--OFFICER

Prerequisites: Strength + Agility: 10+; OCS, ROTC, or Military Academy.

First Term Skill Adds:

Autogun: 1	Climbing: 4	Forward Observer: 1	Grenade Launcher: 1
Leadership: 1	Long Distance Marching: 1	Navigation: 2	Observation: 1
Persuasion: 1	Small Arms (Rifle): 1	Snow Skiing: 3	Survival: 1
Willpower: 1			

Subsequent Term Skills:

Demolitions	Explore	Forward Observer	Ground Vehicle
Gun Combat	Heavy Weapon	Leadership	Melee
Perception	Personal Transport	Persuasion	Stealth
Thrown Weapon	Willpower		

Promotion: 6+ on 1d10; DM +1 if Intelligence 7+, and/or if graduate of Military Academy.

Contacts: Two per term, military or specialist (Climbing). Roll 7+ on 1d10 for the contact to be foreign.

INFANTRY--PATHFINDER--ENLISTED

Prerequisites: Strength + Constitution + Agility: 15+; one term as airborne infantryman, ranger, or Special Forces.

First Term Skill Adds:

Climbing: 2	Combat Engineer: 3	Forward Observer: 2	Navigation: 3
Observation: 3	Parachute: 1	Small Arms (Pistol): 1	Small Arms (Rifle): 1
Stealth: 2	Thrown Weapon: 2	Willpower: 2	

Subsequent Term Skills:

Acrobat	Determination	Engineer	Explore
Forward Observer	Gun Combat	Heavy Weapon	Melee
Perception	Personal Transport	Persuasion	

Promotion: 6+ on 1d10; DM +1 if Intelligence 7+.

Contacts: One per term, military. Roll 8+ on 1d10 for the contact to be foreign.

INFANTRY--PATHFINDER--OFFICER

Prerequisites: Strength + Constitution + Agility: 15+; one term as airborne infantryman, ranger, or Special Forces; OCS, ROTC, or military academy.

First Term Skills:

Climbing: 2	Combat Engineer: 2	Forward Observer: 3	Leadership: 1
Navigation: 4	Observation: 2	Parachute: 1	Persuasion: 1
Small Arms (Pistol): 1	Small Arms (Rifle): 1	Stealth: 1	Thrown Weapon: 1
Willpower: 2			

Subsequent Term Skills:

Acrobat	Determination	Engineer	Explore
Forward Observer	Gun Combat	Heavy Weapon	Melee
Perception	Personal Transport	Persuasion	

Promotion: 6+ on 1d10; DM +1 if Intelligence 7+ or graduate of Military Academy.

Contacts: Two per term, military. Roll 7+ on 1d10 for the contact to be foreign.

INFANTRY--RANGER--ENLISTED

Prerequisites: Strength + Constitution + Agility: 17+.

First Term Skills:

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Armed Martial Arts: 2	Autogun: 2	Climbing: 4	Combat Engineer: 2
Forward Observer: 1	Grenade Launcher: 2	Long Distance Marching: 3	Navigation: 3
Observation: 3	Parachute: 4	Small Arms (Pistol): 2	Small Arms (Rifle): 2
Stealth: 3	Survival: 4	Swimming: 3	Thrown Weapon: 1
Unarmed Martial Arts: 1	Vessel Use (Boat): 2	Willpower: 3	

Subsequent Term Skills:

Acrobat	Determination	Engineer	Explore
Forward Observer	Gun Combat	Heavy Weapon	Melee
Perception	Personal Transport	Persuasion	Vessel Use (Boat)

Promotion: 6+ on 1d10; DM +1 if Intelligence 7+.

Contacts: One per term, military. Roll 8+ on 1d10 for the contact to be foreign.

INFANTRY--RANGER--OFFICER

Prerequisites: Strength + Constitution + Agility: 16+; OCS, ROTC, or Military Academy.

First Term Skill Adds:

Armed Martial Arts: 2	Autogun: 1	Climbing: 4	Combat Engineer: 1
Forward Observer: 2	Grenade Launcher: 1	Leadership: 1	Long Distance Marching: 3
Navigation: 4	Observation: 2	Parachute: 4	Persuasion: 1
Small Arms (Pistol): 1	Small Arms (Rifle): 1	Stealth: 3	Survival: 3
Swimming: 3	Thrown Weapon: 1	Unarmed Martial Arts: 1	Vessel Use (Boat): 1
Willpower: 3			

Subsequent Term Skills:

Acrobat	Determination	Engineer	Explore
Forward Observer	Gun Combat	Heavy Weapon	Melee
Perception	Personal Transport	Persuasion	Vehicle
Vessel Use (Boat)			

Promotion: 6+ on 1d10; DM +1 if Intelligence 7+ and/or Military Academy graduate.

Contacts: Two per term, military. Roll 7+ on 1d10 for the contact to be foreign.

INFANTRY--SNIPER--ENLISTED ONLY

Prerequisites: Strength + Constitution + Agility: 15+; one term as infantry (any) or cavalry scout; Small Arms (Rifle): 4+.

First Term Skill Adds:

Forward Observer: 2	Navigation: 4	Observation: 5	Small Arms (Rifle): 4
Sniping: 4	Stealth: 5	Survival: 3	Tracking: 2
Willpower: 3			

Subsequent Term Skills:

Acrobat	Determination	Explore	Gun Combat
Heavy Weapons	Melee	Perception	Sniping

Promotion: 6+ on 1d10; DM +1 if Intelligence 7+.

Contacts: One per term, military. Roll 8+ on 1d10 for the contact to be foreign.

INTELLIGENCE--ENLISTED AND OFFICER

Prerequisites: Intelligence 7+; for officer, OCS, ROTC, or Military Academy.

First Term Skill Adds:

Act/Bluff: 2	Computer: 3	Cryptography: 3	Interrogation: 4
Language: 5	Observation: 1	Persuasion: 2	

Subsequent Term Skills:

Acrobat	Charm	Crime	Disguise
Gun Combat	Interaction	Melee	Perception
Vice			

Promotion: 6+ on 1d10; DM +1 if Intelligence 7+ and/or Military Academy graduate.

Contacts: One per term (two if officer); roll 7+ on 1d10 for the contact to be foreign.

MEDICAL CORPS--ENLISTED (MEDIC)

Prerequisites: Education 5+.

First Term Skill Adds:

Biology: 1	Computer: 1	Ground Vehicle (Tracked): 1	Ground Vehicle (Wheeled): 2
Medical (Diagnosis): 1	Medical (Trauma): 3	Observation: 1	Small Arms (Pistol): 1

Subsequent Term Skills:

Computer	Explore	Gun Combat	Medical
Perception	Physical Sciences	Vehicle	

Promotion: 6+ on 1d10; DM +1 if Intelligence 7+.

Contacts: One per term, military or specialist (Medical); roll 8+ on 1d10 for the contact to be foreign.

MEDICAL CORPS--OFFICER--DOCTOR

Prerequisites: Medical school, and OCS, ROTC, or direct commission.

First Term Skill Adds:

Biology: 1	Chemistry: 1	Leadership: 1	Medical (Diagnosis): 2
Medical (Surgery): 3	Medical (Trauma): 1	Observation: 2	Persuasion: 1
Small Arms (Pistol): 1			

Subsequent Term Skills:

Computer	Explore	Gun Combat	Leadership
Medical	Perception	Physical Sciences	Vehicle

Promotion: 6+ on 1d10; DM +1 if Intelligence 7+.

Contacts: Two per term, military or specialist (Medical). Roll 7+ on 1d10 for the contact to be foreign.

MEDICAL CORPS--OFFICER OR WARRANT OFFICER--NURSE OR PHYSICIAN'S ASSISTANT

Prerequisites: Undergraduate degree, Medical 3+; and OCS, ROTC, Military Academy, or direct commission.

First Term Skill Adds:

Biology: 1	Chemistry: 1	Medical (Diagnosis): 2	Medical (Trauma): 3
Observation: 1	Persuasion: 1	Small Arms (Pistol): 1	

Subsequent Term Skills:

Computer	Explore	Gun Combat	Leadership
Medical	Perception	Physical Sciences	Vehicle

Promotion: 6+ on 1d10; DM +1 if Intelligence 7+ or Military Academy graduate.

Contacts: Two per term, military or specialist (Medical). Roll 7+ on 1d10 for the contact to be foreign.

MILITARY POLICE--ENLISTED

Prerequisites: Strength + Agility + Intelligence: 12+

First Term Skill Adds:

Autogun: 2	Grenade Launcher: 1	Ground Vehicle (Wheeled): 2	Interrogation: 2
Observation: 2	Small Arms (Pistol): 4	Small Arms (Rifle): 1	Stalking: 2
Tracking: 2	Unarmed Martial Arts: 3		

Subsequent Term Skills:

Acrobat	Determination	Gun Combat	Heavy Weapon
Interaction	Melee	Perception	Sniping
Technician	Vehicle		

Promotion: 6+ on 1d10; DM +1 if Intelligence of 7+.

Contacts: One per term, civilian police, criminal, or military. Roll 8+ on 1d10 for the contact to be foreign.

MILITARY POLICE--OFFICER

Prerequisites: Strength + Agility + Intelligence: 11+; OCS, ROTC, or Military Academy graduate.

First Term Skill Adds:

Autogun: 1	Grenade Launcher: 1	Ground Vehicle (Wheeled): 1	Interrogation: 3
Leadership: 1	Navigation: 1	Observation: 2	Persuasion: 1
Small Arms (Pistol): 3	Stalking: 2	Tracking: 2	Unarmed Martial Arts: 2

Subsequent Term Skills:

Acrobat	Determination	Gun Combat	Heavy Weapon
Interaction	Melee	Perception	Technician
Vehicle			

Promotion: 6+ on 1d10; DM +1 if Intelligence of 7+ and/or graduate of Military Academy.

Contacts: Two per term; civilian police, criminal, or military. Roll 7+ on 1d10 for the contact to be foreign.

MILITARY POLICE--CRIMINAL INVESTIGATION DIVISION--ENLISTED OR OFFICER

Prerequisites: Strength + Intelligence: 10+; (for officer) OCS, ROTC, or Military Academy graduate.

First Term Skill Adds:

Act/Bluff: 2	Disguise: 4	Interrogation: 4	Leadership: 1
Small Arms (Pistol): 4	Observation: 2	Persuasion: 3	Stalking: 3
Tracking: 2	Streetwise: 3	Unarmed Martial Arts: 3	

Subsequent Term Skills:

Acrobat	Charm	Crime	Determination
Disguise	Gun Combat	Heavy Weapon	Interaction
Melee	Perception	Technician	Vehicle
Vice			

Promotion: 6+ on 1d10; DM +1 if Intelligence 7+ and/or Military Academy graduate.

Contacts: Two per term; civilian/national police, criminal, or military. Roll 7+ on 1d10 for the contact to be foreign.

Special: CID agents usually do not wear uniforms, but do receive them as part of basic issue.

SPECIAL FORCES--ENLISTED AND OFFICER

Prerequisites: Strength + Constitution + Agility: 18+, Language 2+, and (for officer) OCS, ROTC, or Military Academy graduate; and one term in any other MOS.

First Term Skill Adds:

Armed Martial Arts: 2	Climbing: 2	Combat Engineer: 2	Forward Observer: 2
Ground Tactics: 2	Instruction: 2	Language: 4	Leadership: 2
Long Distance Marching: 3	Navigation: 3	Observation: 3	Parachute: 4
Small Arms (Pistol): 3	Small Arms (Rifle): 2	Stealth: 2	Survival: 4
Swimming: 2	Thrown Weapon: 1	Vessel Use (Boat): 2	Unarmed Martial Arts: 2
Willpower: 2			

Communications Specialist:

Computer: 4	Electronics: 4		
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Engineer Specialist:

Combat Engineer: 2	Construction: 1	Excavation: 1	Warhead: 1
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Intelligence Specialist:

Disguise: 4	Forgery: 4	Interrogation: 4	Language: 2
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Medical Specialist:

Medical (Diagnosis): 2	Medical (Surgery): 2	Medical (Trauma): 4	Observation: 2
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Weapons Specialist:

Autogun: 3	Grenade Launcher: 4	Instruction: 2	Small Arms (Pistol): 1
Small Arms (Rifle): 1	Tac Missile: 2		

Secondary Term Skills:

Acrobat	Artillery	Determination	Disguise
Engineer	Explore	Gun Combat	Heavy Weapon
Interaction	Medical	Melee	Perception
Personal Transport	Sniping	Technician	Vehicle
Vessel			

Promotion: 6+ on 1d10 (7+ for officer); DM +1 if intelligence 7+.

Contacts: Two per term, military or intelligence community. Roll 6+ on 1d10 for the contact to be foreign.

SPECIAL OPERATIONS (DELTA)--ENLISTED AND OFFICER

Prerequisites: One term in rangers, Special Forces, or special operations in any branch.

First Term Skill Adds:

Armed Martial Arts: 2	Autogun: 1	Observation: 2	Parachute: 1
Small Arms (Pistol): 2	Small Arms (Rifle): 2	Stealth: 1	Unarmed Martial Arts: 2

Subsequent Term Skills:

Acrobat	Artillery	Crime	Determination
Gun Combat	Heavy Gun	Heavy Weapon	Interaction
Medical	Melee	Perception	Personal Transport
Sniping	Vehicle	Vessel	Vice

Promotion: 6+ on 1d10 (7+ for officers); DM +1 if Intelligence 7+.

Contacts: Two per term, military or intelligence community. Roll 7+ on 1d10 for the contact to be foreign.

SUPPORT SERVICES--ENLISTED

Prerequisites: None

First Term Skill Adds: Skill levels equal to Intelligence, Education, or Charisma (whichever is highest), chosen from from the following:

Bargain	Business	Carpenter	Cartography
Chemistry	Computer	Electronics	Forgery
Ground Vehicle (Tracked)	Ground Vehicle (Wheeled)	Gunsmith	Machinist
Mechanic	Metallurgy	Scrounging	Small Arms (Rifle)
Small Arms (Pistol)	Vessel Use (Boat)	Vessel Use (Hovercraft)	

Secondary Term Skills:

Explore	Gun Combat	Heavy Weapons	Interaction
Parachute	Physical Science	Technician	Vehicle
Vessel			

Promotion: 6+ on 1d10; DM +1 if Intelligence 7+.

Contacts: One per term, military. Roll 8+ on 1d10 for the contact to be foreign.

SUPPORT SERVICES--OFFICER

Prerequisites: OCS, ROTC, or Military Academy.

First Term Skill Adds: Leadership: 1 and Persuasion: 2, plus skill levels equal to Intelligence, Education, or Charisma (whichever is highest), chosen from the following:

Bargain	Business	Carpenter	Cartography
Chemistry	Computer	Electronics	Forgery
Ground Vehicle (Tracked)	Ground Vehicle (Wheeled)	Gunsmith	Leadership
Machinist	Mechanic	Metallurgy	Persuasion
Scrounging	Small Arms (Rifle)	Small Arms (Pistol)	Vessel Use (Boat)
Vessel Use (Hovercraft)			

Secondary Term Skills:

Explore	Gun Combat	Heavy Weapons	Interaction
Leadership	Persuasion	Parachute	Physical Science

Technician	Vehicle	Vessel	
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Promotion: 6+ on 1d10; DM +1 if Intelligence 7+ and/or Military Academy graduate.

Contacts: Two per term, military. Roll 7+ on 1d10 for the contact to be foreign.

AIR TRAFFIC CONTROLLER

Prerequisites: Intelligence + Agility 9+

First Term Skill Adds:

Blind Fighting: 1	Cartography: 2	Computer: 3	Electronics: 1
Instruction: 2	Language: 4	Luck: 2	Meteorology: 2
Navigation: 4	Observation: 4	Persuasion: 2	Willpower: 3

Subsequent Term Skills:

Aircraft	Charm	Determination	Explore
Forgery	Interaction	Meteorology	Perception
Social Sciences	Technician		

Promotion: 6+ on 1d10; DM +1 if Intelligence or Observation 7+.

Contacts: Two per term, pilot, air traffic controller, technician, or government. Roll 9+ for contact to be foreign.

Special: On a roll of 10 on 1d10, the contact is someone the character talked down or otherwise saved from a sticky situation. This contact will be fanatically loyal, and may possibly be recognized only by voice.

At the end of each term spent as an air traffic controller, the character must roll a d10. A roll of 10 means that the character must leave this profession for at least one term due to burnout, and are considered to be under psychiatric care while in their new profession. Add medical to possible contacts under their new profession. Military air traffic controllers are not under the kind of psychological stress as their civilian counterparts, and do not have to make this roll.

ARCHAEOLOGIST

Prerequisite: Ph.D. with specialty in History, Biology, Cartography, Farming, Language, or Geology.

First Term Skill Adds: One of the skills listed above at level 5 and:

Carpenter: 2	Chemistry: 2	Climbing: 2	Computer: 3
Excavation: 4	Ground Vehicle (Wheeled): 1	Mechanic: 1	Navigation: 2
Observation: 4			

Subsequent Term Skills:

Acrobat	Artisan	Charm	Determination
Engineer	Explore	Fine Arts	Interaction
Perception	Physical Sciences	Social Sciences	Technician
Vehicle			

Promotion: 7+ on 1d10; DM +1 if Intelligence 7+.

Contacts: Two per term, education, professor, or specialist in one of the skills listed under first term skills above.

On a roll of 5+ on 1d10, the contact is foreign.

ASTRONAUT

Prerequisites: Constitution + Agility 10+, Master's Degree

First Term Skill Adds:

Biology: 2	Chemistry: 2	Computer: 4	Electronics: 2
Instruction: 2	Metallurgy: 2	Navigation: 4	Observation: 3
Physics: 2	Pilot (Jet): 4	Pilot (Multiengine): 4	Pilot (Spacecraft): 4

Subsequent Term Skills:

Aircraft	Determination	Explore	Interaction
Perception	Physical Science	Social Science	Technician

Promotion: 8+ on 1d10; DM +1 if Intelligence 8+.

Contacts: Three per term, pilot, astronaut, or scientist. Roll 5+ on 1d10 for the contact to be foreign.

ATHLETE

Prerequisite: Strength + Constitution + Agility 15+

First Term Skill Adds: Levels equal to the character's Strength, Constitution, or Agility (whichever is higher) in the following:

Acrobatics	Animal Training and Handling	Archery	Climbing
Early Firearms	Jumping	Long Distance Marching	Navigation
Parachuting	Riding	Rope Use	Small Arms (Pistol)
Small Arms (Rifle)	Sniping	Snow Skiing	Survival
Swimming	Thrown Weapon	Unarmed Martial Arts	

Subsequent Term Skills:

Acrobat	Animal Training and Handling	Archaic Weapons	Explore
Gun Combat	Melee	Personal Transport	Riding
Sniping			

Promotion: 7+ on 1d10; DM +1 if Strength, Constitution, or Agility is 9+

Contacts: Two per term, government, law enforcement, or specialist (Athlete). Roll 7+ on 1d10 for the contact to be foreign.

Special: Professional athletes are allowed two secondary activities per term. Roll once per term vs. Strength, Constitution, or Agility (whichever is higher) on 1d10 to avoid a debilitating injury, which causes the athlete to leave this career.

ATTORNEY

Prerequisite: Law School

First Term Skill Adds:

Act/Bluff: 1	Admin/Legal: 3	Interrogation: 3	Persuasion: 2
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Subsequent Term Skills:

Act/Bluff	Charm	Crime	Computer
Interrogation	Intrusion	Leadership	Observation
Persuasion	Psychology	Streetwise	

Promotion: 7+, DM +1 if Education 7+.

Contacts: One per term, government or criminal. On a 8+ (1d10), the contact is foreign.

Special: Two secondary activities are allowed per term.

BODYGUARD

Prerequisite: Strength + Intelligence 13+.

First Term Skill Adds:

Act/Bluff: 2	Armed Martial Arts: 3	Ground Vehicle (Motorcycle): 1	Ground Vehicle (Wheeled): 4
Observation: 4	Persuasion: 2	Small Arms (Pistol): 3	Small Arms (Rifle): 3
Stealth: 2	Streetwise: 2	Unarmed Martial Arts: 3	

Subsequent Term Skills:

Acrobat	Charm	Determination	Gun Combat
Heavy Weapons	Medical	Melee	Perception
Vehicle	Vessel		

Promotion: 6+ on 1D10; DM +1 if Observation skill score 7+.

Contacts: Two per term, government, business, medical, or entertainment. Roll 8+ on 1D10 for the contact to be foreign.

Special: Roll initiative as if regular military combat arms. Add one to initiative score if more than one term is served.

BOUNTY HUNTER

Prerequisites: Strength + Intelligence 12+

First Term Skill Adds:

Act/Bluff: 3	Admin/Legal: 2	Armed Martial Arts: 2	Bribery: 1
Ground Vehicle (Wheeled): 3	Interrogation: 3	Intrusion: 2	Observation: 3
Persuasion: 1	Small Arms (Pistol): 2	Small Arms (Rifle): 1	Stalking: 3

Stealth: 3	Streetwise: 2	Tracking: 1	Unarmed Martial Arts: 3
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Subsequent Term Skills:

Acrobat	Crime	Determination	Economics
Gun Combat	Interaction	Melee	Perception
Vice	Vehicle		

Promotion: 6+ on 1d10; DM +1 if Intelligence 7+ or Streetwise skill 5+.

Contacts: Two per term, law enforcement or criminal. Roll 10 on 1d10 for the contact to be foreign.

CIVIL ENGINEER

Prerequisite: Master's Degree, Construction or Civil Engineer 3+

First Term Skill Adds:

Computer: 1	Civil Engineer: 2	Construction: 2	Demolitions: 1
Excavation: 2	Geology: 2	Ground Vehicle (Tracked): 1	Metallurgy: 1

Subsequent Term Skills:

Bargain	Business	Climbing	Engineer
Instruction	Metallurgy	Navigation	Observation
Physical Sciences	Scrounging	Scuba	Technician
Vehicle	Vessel		

Promotion: 7+ (1d10), DM +1 if Education 6+.

Contacts: One per term, government or business. On a roll of 10 (1d10), the contact is foreign.

Special: In the event of war, the character will be directly commissioned into the engineers at the grade of O2.

COMMERCIAL PILOT

Prerequisite: Technical school, Pilot skill of 3+ (either fixed wing or rotary wing).

First Term Skill Adds:

Aircraft Mechanic: 2	Computer: 2	Navigation: 4	Observation: 2
Pilot: 4			

Subsequent Term Skills:

Act/Bluff	Leadership	Navigation	Observation
Parachute	Pilot	Technician	

Promotion: 6+ (1d10), DM +1 if Agility 6+.

Contacts: One per term, specialist (Pilot). On a d10 roll of 10, the contact is foreign.

Special: Upon the outbreak of war, the character will receive a direct commission at the grade of O1. He will be assigned to one of the armed forces to fly helicopters or transport aircraft.

COMPUTER OPERATOR/PROGRAMMER

Prerequisites: Technical school or undergraduate degree, Computer 3+.

First Term Skill Adds:

Bargain: 1	Computer: 5	Electronics: 2	
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Subsequent Term Skills:

Bargain	Cryptography	Instruction	Scrounging
Technician			

Promotion: 7+ (1d10), DM +1 if Intelligence 7+

Contacts: This may, at the GM's option, represent a person met on the Internet, in a chat room, a BBS, or a network. The character may know this person only through electronic communication, and it is highly likely they have never laid eyes on each other. One per term, specialist (Computer) or specialist (Electronics). On a 1d10 roll of 8+, the contact is foreign.

CONSTRUCTION WORKER

Prerequisite: Strength 4+

First Term Skill Adds:

Carpenter: 1	Climbing: 3	Construction: 3	Excavation: 3
Ground Vehicle (Tracked): 3	Ground Vehicle (Wheeled): 1	Jumping: 1	

Subsequent Term Skills:

Acrobat	Carpenter	Construction	Demolitions
Excavation	Rope Use	Scrounging	Technician

Promotion: 7+ (1d10), DM +1 if Constitution 7+.

Contacts: One per term, specialist (Construction Worker or Civil Engineer). On a 1d10 roll of 10, the contact is foreign.

CONSTRUCTION WORKER - HIGH STEEL

Prerequisite: Strength 4+, Agility 4+

First Term Skill Adds:

Acrobat: 1	Carpenter: 1	Climbing: 5	Construction: 3
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Excavation: 2	Jumping: 3	Metallurgy: 1	Mechanic: 1
Observation: 2	Rope Use: 2	Willpower: 3	

Subsequent Term Skills:

Acrobat	Carpenter	Construction	Demolitions
Excavation	Rope Use	Scrounging	Technician

Promotion: 7+ (1d10), DM +1 if Constitution 7+.

Contacts: One per term, specialist (Construction Worker or Civil Engineer). On a 1d10 roll of 8+, the contact is foreign.

EDUCATION--GRADUATE UNIVERSITY

Prerequisite: Undergraduate degree, Education 6+, Intelligence 7+

First Term Skill Adds: Four levels in one of the following skills:

Biology	Business	Chemistry	Civil Engineer
Computer	Construction	Excavation	Geology
Instruction	Leadership	Metallurgy	Meteorology
Persuasion	Physics	Psychology	Veterinarian

Then choose two more skill levels in a different skill.

Contacts: One per term, either academic or government.

Special: First term in this profession grants a Master's Degree. Second and subsequent terms in this profession provide Ph.D.s. If Veterinarian is chosen as the primary skill, and taken to a Ph.D., the degree granted is a DVM (Doctor of Veterinary Medicine).

EDUCATION--LAW SCHOOL

Prerequisite: Undergraduate degree, Education 5+, Intelligence 5+

First Term Skill Adds:

Admin/Legal: 2	Interrogation: 2	Observation: 2	Persuasion: 2
Psychology: 2			

Contacts: One per term, academic or government. 9+ (1d10), contact is foreign.

EDUCATION--MEDICAL SCHOOL

Prerequisite: Undergraduate degree, Education 5+, Intelligence 6+, Biology 3+, Chemistry 2+.

First Term Skill Adds:

Biology: 3	Computer: 1	Medical: 6	Observation: 1
Psychology: 2			

Contacts: One medical. On 8+ (1d10), the contact is foreign.

Special: Psychiatrists may swap their Medical and Psychology skill levels.

EDUCATION--NATIONAL MILITARY ACADEMY

Prerequisite: Education 6+

Restrictions: This profession may be taken for one term only. Subsequent two terms must be as an active duty military officer. Maximum skill level in any one skill is 3.

First Term Skill Adds: Skill levels equal to Education ability score in any of the following skills:

Act/Bluff	Construction	Civil Engineer	Combat Engineer
Computer	Grenade Launcher	Instruction	Leadership
Persuasion	Riding	Small Arms (Pistol)	Small Arms (Rifle)
Tac Missile			

Contacts: Two military. 10+ (1d10), the contact is foreign.

EDUCATION--TECHNICAL SCHOOL

Prerequisite: None

Restrictions: None

First Term Skill Adds: Six skill levels from any of the following:

Aircraft Mechanic	Computer	Construction	Demolitions
Electronics	Ground Vehicle (Tracked)	Gunsmith	Machinist
Mechanic	Medical	Pilot	Rector Operations
Veterinarian			

Contacts: One specialist (skill level 8) in one area listed above.

EDUCATION--UNDERGRADUATE UNIVERSITY

Prerequisite: Education 5+

Restrictions: Maximum skill level in any one skill is 3.

First Term Skill Adds: Skills levels equal to Education ability score in any of the following skills:

Biology	Business	Chemistry	Construction
Computer	Disguise	Excavation	Farming
Geology	Instruction	Language	Metallurgy
Meteorology	Persuasion	Physics	Psychology

Contacts: One, either academic or journalist.

Special: The player may choose to have his character attend AROTC, AFROTC, NROTC, or NROTC (Marine Officer). If so, use two skill levels and choose Leadership: 2. Next tour must be as a military officer or reserve officer.

ENTERTAINER

Prerequisites: Charisma 8+.

First Term Skill Adds:

Act/Bluff: 3	Disguise: 3	Observation: 1	Persuasion: 2
Psychology: 1	Unarmed Martial Arts: 1		

Subsequent Term Skills:

Acrobat	Charm	Fine Arts	Gun Combat
Language	Medical	Melee	Observation
Parachute	Psychology	Riding	Streetwise
Swimming	Vehicle	Vessel	

Promotion: 6+ (1d10), DM +1 if Intelligence 7+.

Contacts: One per term. If a 1d10 roll is 8+, the contact is government; otherwise, the contact is in entertainment. If it is in entertainment, it is foreign on a 1d10 roll of 8+.

Special: At the GM's option, random NPCs may recognize the character as a favorite TV, music, or movie star.

ENTERTAINER--STUNT PERSON

Prerequisites: Strength + Constitution + Dexterity: 12+

First Term Skill Adds:

Acrobatics: 3	Act/Bluff: 1	Armed Martial Arts: 3	Autogun: 1
Climbing: 3	Disguise: 1	Early Firearms: 1	Grenade Launcher: 1
Ground Vehicle (Wheeled): 3	Jumping: 3	Small Arms (Pistol): 2	Small Arms (Rifle): 2
Swimming: 2	Thrown Weapon: 2	Unarmed Martial Arts: 3	

Subsequent Term Skills:

Acrobat	Aircraft	Animal Handling	Archaic Weapon
Artillery	Charm	Determination	Engineer
Gun Combat	Heavy Weapon	Melee	Perception
Personal Transport	Technician	Vehicle	Vessel

Promotion: 7+ on 1d10, DM if STR, CON, or DEX is 7+.

Contacts: Two per term, entertainment or military. The contact is foreign on a 1d10 roll of 7+.

Special: At the end of each term, the character must roll 1d10 vs. STR, CON, or DEX (whichever is higher) to avoid an injury that ends his career as a stunt person.

ENTREPRENEUR/BIG BUSINESS

Prerequisites: Intelligence + Charisma 10+.

First Term Skill Adds:

Admin/Legal: 4	Bargain: 4	Bribery: 1	Business: 5
Computer: 2	Leadership: 3	Persuasion: 2	Psychology: 2
Recruiting: 1	Research: 3	Scrounging: 2	Willpower: 1

Subsequent Term Skills:

Charm	Determination	Economics	Interaction
Social Sciences	Technician		

Promotion: 7+ on 1D10; DM +1 if Intelligence 8+.

Contacts: 3 per term, government or business. Roll 7+ on 1D10 for the contact to be foreign.

Special: Roll Easy: Intelligence each term. Success means that the character accumulates double the normal amount of money that term. Failure means that the character accumulates the normal amount of money. Catastrophic failure means the character accumulates no money and must leave the Entrepreneur career forever. Outstanding success means that the character gets 1D100 times the normal amount of money that term. Two secondary activities are allowed per term.

FACTORY WORKER

Prerequisites: None

First Term Skill Adds:

Computer: 1	Electronics: 4	Machinist: 4	Mechanic: 2
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Subsequent Term Skills:

Business	Gunsmith	Warhead	Technician
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Promotion: 7+ (1d10), DM +1 if Constitution 6+.

Contacts: One per term, business. On a 1d10 roll of 10, the contact is foreign.

Special: Two secondary activities are allowed per term.

FARMER

Prerequisites: None

First Term Skill Adds:

Animal Training and Handling: 2	Biology: 2	Carpenter: 1	Computer: 1
Farming: 4	Mechanic: 1	Observation: 1	Small Arms (Rifle): 1

Subsequent Term Skills:

Animal Training and Handling	Biology	Carpenter	Computer
Farming	Mechanic	Meteorology	Perception
Riding	Scrounging	Survival	Tracking
Vehicle	Veterinarian		

Promotion: 7+ (1d10), DM +1 if Constitution 6+.

Contacts: One per term, a specialist in one of the above skills. On a roll of 10 on a 1d10, the contact is foreign.

FIREFIGHTER

Prerequisites: Strength + Agility: 12+

First Term Skill Adds:

Armed Martial Arts: 1	Blind Fighting: 2	Carpenter: 1	Climbing: 3
Escape Skill: 1	Excavation: 2	Firefighting: 5	Ground Vehicle (Wheeled): 1
Jumping: 3	Mechanic: 1	Medical (Trauma): 1	Rope Use: 3
Slow Respiration: 1	Thrown Weapon: 3	Willpower: 3	

Subsequent Term Skills:

Acrobat	Determination	Engineer	Melee
Medical	Perception	Personal transport	Slow Respiration
Technician	Vehicle	Vessel	

Promotion: 7+ on 1d10; DM +1 if Intelligence 7+.

Contacts: One per term, police, paramedic, or firefighter. On a roll of 9+ on 1d10, the contact is foreign.

GOVERNMENT AGENT--ASSASSIN

Prerequisites: Undergraduate degree or one term in military as infantry or special operations; Strength + Intelligence of 14+

First Term Skill Adds:

Armed Martial Arts: 3	Autogun: 4	Blind Fighting: 2	Combat Engineer: 2
Early Firearms: 1	Grenade Launcher: 4	Small Arms (Pistol): 4	Small Arms (Rifle): 4
Sniping: 4	Stalking: 2	Tac Missile: 2	Thrown Weapon: 3
Tracking: 2	Unarmed Martial Arts: 3		

Subsequent Term Skills:

Acrobat	Blind Fighting	Disguise	Engineer

Explore	Gun Combat	Heavy Weapons	Intrusion
Melee	Perception	Personal Transport	Sniping

Promotion: 7+ on 1d10; DM +1 if Intelligence 7+.

Contacts: One per term, intelligence community or military. On a 1d10 roll of 8+, the contact is foreign.

Special: The character will not be drafted in the event of war; instead, the character continues as an intelligence agent. Add two to initiative score.

GOVERNMENT AGENT--NUCLEAR EMERGENCY SEARCH TEAM (NEST)

Prerequisites: Undergraduate degree; Physics or Reactor Operations 3+; Intelligence 6+

First Term Skill Adds:

Computer: 4	Cryptography: 2	Demolitions: 4	Electronics: 4
Interrogation: 1	Observation: 4	Physics: 3	Reactor Operations: 4
Small Arms (Pistol): 3	Stalking: 4	Tracking: 4	Unarmed Martial Arts: 2
Warhead: 4			

Subsequent Term Skills:

Crime	Disguise	Engineer	Gun Combat
Language	Perception	Physical Science	Reactor Operations
Technician			

Promotion: 7+ on 1d10; DM +1 if Intelligence 7+.

Contacts: One per term, intelligence community or criminal. On a 1d10 roll of 6+, the contact is foreign.

Special: The character will not be drafted in the event of war; instead, the character continues as a government agent.

GOVERNMENT AGENT--OPERATIVE

Prerequisites: Undergraduate degree, Intelligence 6+, Charisma 6+

First Term Skill Adds:

Armed Martial Arts: 1	Demolitions: 2	Disguise: 4	Escape Skill: 3
Interrogation: 4	Intrusion: 3	Language: 3	Observation: 4
Parachute: 2	Small Arms (Pistol): 4	Small Arms (Rifle): 2	Stalking: 3
Tracking: 2	Unarmed Martial Arts: 4		

Subsequent Term Skills:

Acrobat	Charm	Combat Engineer	Crime
Disguise	Escape Skill	Forgery	Gun Combat

Heavy Weapons	Interaction	Medical	Melee
Perception	Personal Transport	Technician	

Promotion: 7+ on 1d10; DM +1 if Intelligence 7+.

Contacts: One per term, government or intelligence community. On a 1d10 roll of 8+, the contact is foreign.

Special: The character will not be drafted in the event of war; instead, the character continues as a government agent.

GOVERNMENT AGENT--TECHNICIAN

Prerequisites: Undergraduate degree or technical school, Intelligence + Education 14+

First Term Skill Adds:

Aircraft Mechanic: 2	Biology: 1	Carpenter: 1	Chemistry: 3
Combat Engineer: 2	Computer: 4	Construction: 2	Electronics: 4
Geology: 2	Gunsmith: 4	Machinist: 1	Mechanic: 3
Metallurgy: 2	Physics: 2		

Subsequent Term Skills:

Disguise	Engineer	Gun Combat	Language
Medical	Melee	Perception	Physical Science
Reactor Operations	Technician		

Promotion: 7+ on 1d10; DM +1 If Intelligence 7+

Contacts: One per term government or specialist (8+ in one of the skills listed above). On a 1d10 roll of 8+, the contact is foreign.

Special: The character will not be drafted in the event of war; instead, the character continues as a government agent.

HOLISTIC HEALER

Prerequisites: Intelligence + Education: 11+

First Term Skill Adds:

Animal Training/Handling: 2	Biology: 4	Chemistry: 4	Climbing: 1
Farming: 3	Geology: 2	Instruction: 1	Medical (Diagnosis): 4
Medical (Trauma): 1	Research: 3	Scrounging: 2	Survival: 4
Veterinarian: 1			

Subsequent Term Skills:

Animal Handling	Charm	Climbing	Economics
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Language	Medical	Perception	Physical Science
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Promotion: 8+ on 1D10; DM +1 if Education 7+.

Contacts: Two per term, medical or holistic healer. On a 1D10 roll of 7+, the contact is foreign.

Special: Two secondary activities are allowed per term.

HOMELESS PERSON

Prerequisites: None

First Term Skill Adds:

Act/Bluff: 2	Armed Martial Arts: 1	Bargain: 2	Climbing: 1
Medical (Trauma Aid): 1	Persuasion: 3	Scrounging: 4	Stealth: 2
Streetwise: 3	Survival: 2	Unarmed Martial Arts: 1	Willpower: 2

Subsequent Term Skills:

Acrobat	Charm	Crime	Explore
Interaction	Melee	Perception	Vice

Promotion: Not Applicable

Contacts: Two per term, criminal or law enforcement. Roll 10 on 1d10 for the contact to be foreign.

Special: The character is allowed two secondary activities per term. Characters who enter the military during the war term from the homeless person career get only half the normal starting funds.

HUNTER/HUNTING OR FISHING GUIDE

Prerequisites: Constitution 6+.

First Term Skill Adds:

Archery: 1	Biology: 1	Climbing: 2	Early Firearms: 1
Instruction: 1	Long Distance Marching: 2	Medical (Trauma): 1	Navigation: 2
Observation: 4	Small Arms (Pistol): 2	Small Arms (Rifle): 4	Sniping: 3
Stealth: 4	Survival: 4	Swimming: 2	Tracking: 4
Vessel Use (Boat): 2			

Subsequent Term Skills

Acrobat	Archaic Weapons	Determination	Explore
Gun Combat	Interaction	Perception	Personal Transport
Physical Science	Sniping	Vehicle	Vessel

Promotion: 8+ on 1D10; DM +1 if Intelligence 7+.

Contacts: Two per term, any possible. On a 1d10 roll of 7+, the contact is foreign.

IDLE RICH

Prerequisites: Charisma 8+.

First Term Skill Adds:

Computer: 1	Ground Vehicle (Wheeled): 2	Language: 1	Riding: 2
Snow Skiing: 2	Swimming: 1	Vessel Use (Boat): 2	

Subsequent Term Skills:

Charm	Computer	Gun Combat	Instruction
Interaction	Personal Transport	Riding	Vehicle
Vessel			

Promotion: 7+ on 1d10; DM +1 if Intelligence 7+.

Contacts: One per term, wealthy or government. On a 6+ on 1d10, the contact is foreign.

Special: Double the money available to the character unless he or she enters the military in their final term. Two secondary activities may be taken per term.

JOURNALIST

Prerequisite: Undergraduate degree or Charisma 7+.

First Term Skill Adds:

Act/Bluff: 3	Computer: 2	Electronics: 2	Interrogation: 3
Intrusion: 1	Observation: 3	Persuasion: 2	Psychology: 1
Streetwise: 1			

Subsequent Term Skills:

Acrobat	Charm	Computer	Crime
Disguise	Ground Vehicle (Wheeled)	Interaction	Perception
Psychology			

Promotion: 6+ on 1d10. DM +1 if Education 7+

Contacts: Two per term, government or law enforcement. Roll 7+ on 1d10 for the contact to be foreign.

LIFEGUARD, PROFESSIONAL

Notes: This is not the teenaged lifeguard at your local pool. These are the professional lifeguards that patrol major rivers, lakes, and ocean beaches, as immortalized in the *Baywatch* series, often employed by the county or state.

Prerequisites: Str 3+, Con 5+, Swimming 1+

First Term Skills Adds:

Medical (Trauma Aid): 2	Meteorology: 1	Observation: 4	Rope Use: 2
Scuba: 1	Swimming: 4	Vessel Use (Boat): 3	Willpower: 1

Subsequent Term Skills:

Charm	Determination	Explore	Interaction
Medical (Trauma Aid)	Medical (Diagnosis)	Perception	Scuba
Vessel Use (Boat)			

Promotion: 7+ on 1d10; DM +1 if Int or Swimming 7+.

Contacts: 1 per term, any possible, but normally lifeguard, law enforcement, or medical. Roll 8+ on 1d10 for the contact to be foreign.

Special: If the GM chooses the "any possible" option for contacts, the contact may be one whom the character saved the life of the NPC or family member or significant other. In this case, the contact will be fanatically loyal to the PC.

MANAGER

Prerequisite: Undergraduate degree.

First Term Skill Adds:

Act/Bluff: 3	Business: 2	Computer: 2	Leadership: 3
Observation: 1	Persuasion: 3	Willpower: 1	

Subsequent Term Skills:

Charm	Business	Determination	Interaction
Perception	Technician		

The player may also choose 2 skill levels from any other skill.

Promotion: 7+ on 1d10. DM +1 if Education 6+

Contacts: One per term, business or government. Roll 8+ on 1d10 for the contact to be foreign.

MECHANIC

Prerequisite: None

First Term Skill Adds:

Computer: 1	Electronics: 2	Machinist: 1	Mechanic or Aircraft Mechanic: 4
Metallurgy: 1	Scrounging: 1		

Subsequent Term Skills:

Business	Intrusion	Metallurgy	Scrounging
Technician	Vehicle		

Promotion: 7+ on 1d10; DM +1 if Charisma 6+.

Contacts: One per term, a specialist (skill level 8+) in one of the above skills. Roll a 10 on 1d10 for the contact to be foreign.

MEDICAL DOCTOR

Prerequisite: Medical school.

First Term Skill Adds:

Biology: 1	Chemistry: 1	Computer: 1	Medical: 2
Observation: 1	Persuasion: 1	Psychology: 1	

Subsequent Term Skills:

Computer	Instruction	Leadership	Medical
Observation	Persuasion	Physical Science	Psychology
Scrounging			

Promotion: 6+ on 1d10; DM +1 if Education 7+.

Contacts: One per term, medical. On a 1d10 roll of 10, the contact is foreign.

Special: The first term is internship and residency. No secondary activity is allowed during this time. For each additional career period, however, doctors are allowed two secondary activities per term after the first. At the time when war finally breaks out, any characters that are or previously have been medical doctors will receive a direct commission at the grade of O3 in the medical corps.

MERCHANT MARINE

Prerequisites: None

First Term Skill Adds: The character chooses skill levels equal to his Strength, Constitution, Education, or Intelligence; whichever is greater, in any of the following:

Bargain	Business	Computer	Electronics
Leadership	Machinist	Mechanic	Metallurgy
Meteorology	Navigation	Persuasion	Rope Use
Scrounging	Scuba	Ship Helm Operations	Streetwise
Swimming	Vessel Use (Boat)	Vessel Use (Hovercraft)	Vessel Use (Ship)

Subsequent Term Skills:

Determination	Economics	Explore	Helm Operations
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Interaction	Personal Transport	Physical Science	Technician
Vessel			

Promotion: 7+ on 1D10; DM +1 if Intelligence 7+.

Contacts: Three per term, naval, merchant marine, or government. Roll 7+ on 1D10 for the contact to be foreign.

Special: When war breaks out, the character is not drafted, but is assigned to a ship taking wartime supplies to foreign ports. The character may enlist if desired, even to the point of converting to an equivalent rank in his country's naval forces.

MILITIA/IRREGULAR FORCES

Prerequisites: One term in any other profession, including military.

First Term Skill Adds:

Autogun: 1	Grenade Launcher: 1	Long Distance Marching: 1	Small Arms (Pistol): 1
Small Arms (Rifle): 1	Thrown Weapon: 1	Unarmed Martial Arts: 1	

Subsequent Term Skills:

Acrobat	Crime	Engineer	Explore
Gun Combat	Heavy Weapon	Interaction	Melee
Perception	Personal Transport	Vehicle	Vice

Promotion: 7+ on 1d10; DM +1 if Intelligence 7+.

Contacts: Three per term, military, criminal, intelligence community. Roll 9+ for the contact to be foreign.

Special: Three secondary activities are allowed per term. This represents the large amount of oddball skills the partisan learns.

MINER

Prerequisites: Strength + Constitution 9+.

First Term Skill Adds:

Blind Fighting: 2	Climbing: 2	Construction: 1	Demolitions: 2
Excavation: 4	Geology: 1	Mechanic: 1	Medical (Trauma): 2
Slow Respiration: 2			

Subsequent Term Skills:

Acrobat	Engineer	Perception	Technician
Vehicle			

Promotion: 7+ on 1D10; DM +1 if Intelligence 7+.

Contacts: One per term, technical or miner. Roll 10 on 1D10 for the contact to be foreign.

OFFICE/CLERICAL WORKER

Prerequisites: Intelligence 4+

First Term Skill Adds:

Admin/Legal: 3	Bargain: 2	Business: 1	Computer: 2
Forgery: 1	Persuasion: 2	Research: 1	

Subsequent Term Skills:

Charm	Economics	Forgery	Interaction
Vice			

Promotion: 8+ on 1D10; DM +1 if Intelligence 7+.

Contacts: One per term, business, technical, or government. Roll 10 on 1D10 for the contact to be foreign.

Special: Two secondary activities are allowed per term.

PARAMEDIC

Prerequisites: Technical School, Medical (Trauma) 2+

First Term Skill Adds:

Biology: 1	Computer: 1	Ground Vehicle (Wheeled): 3	Medical (Diagnosis): 1
Medical (Trauma): 2	Scrounging: 1		

Subsequent Term Skills:

Act/Bluff	Biology	Climbing	Computer
Ground Vehicle (Wheeled)	Instruction	Interaction	Medical (Trauma)
Small Arms (Pistol)	Unarmed Martial Arts		

Promotion: 6+ on 1d10; DM +1 if Education 7+

Contacts: One per term, medical or law enforcement. On a 1d10 roll of 10, the contact is foreign.

POLITICIAN

Prerequisites: Charisma 8+.

First Term Skill Adds:

Act/Bluff: 2	Business: 2	Leadership: 3	Persuasion: 4
Willpower: 1			

Subsequent Term Skills:

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Business	Charm	Determination	Economics
Interaction	Observation		

Promotion: 6+ on 1d10; DM +1 if Charisma 9+.

Contacts: Three per term, journalism, government, or military. Roll 7+ on 1d10 for a contact to be foreign.

Special: When war breaks out, the character will not be drafted while the character is a politician. Former politicians may be drafted.

PRIEST

Prerequisites: Charisma 4+, Undergraduate degree

First Term Skill Adds:

Act/Bluff: 3	Admin/Legal: 2	Bargain: 2	Instruction: 3
Language: 2	Leadership: 4	Music: 1	Persuasion: 3
Psychology: 2	Song: 1	Willpower: 3	

Subsequent Term Skills:

Animal Handling	Artisan	Charm	Determination
Economics	Explore	Interaction	Personal Transport
Physical Science	Social Science	Technician	Vehicle

Promotion: 8+ on 1d10, DM+1 if Charisma 7+.

Contacts: Two per term, religious, government, or law enforcement. Roll 7+ for the contact to be foreign.

Special: Two secondary activities are allowed per term. The priest cannot take weapon skills except as background skills. If the priest leaves his vocation, he may take weapons skills as is normal for his new profession. At the GMs discretion, the priest may not be allowed to use weapons. (Most religions forbid their priests from using weapons).

PRIVATE INVESTIGATOR

Prerequisites: Intelligence 5+, Charisma 5+

First Term Skill Adds:

Act/Bluff: 3	Disguise: 3	Interrogation: 2	Observation: 3
Persuasion: 2	Small Arms (Pistol): 2	Stalking: 3	

Subsequent Term Skills:

Acrobat	Charm	Crime	Determination
Disguise	Escape Skill	Ground Vehicle (Motorcycle)	Ground Vehicle (Wheeled)
Interaction	Perception	Streetwise	Vice

Promotion: 6+ on 1d10; DM +1 if Constitution 7+

Contacts: Two per term -- criminal, law enforcement, or government. Roll 9+ on a 1d10 for the contact to be foreign.

PROFESSOR

Prerequisites: Ph.D. (see Graduate University)

First Term Skill Adds:

Instruction: 4	Language: 2	Persuasion: 1	
Specialty: 2 (two levels in the character's specialty from the graduate university).			

Subsequent Term Skills:

Charm	Interaction	Leadership	Observation
Specialty (a level in the character's specialty skill)			

Promotion: 7+ on 1d10; DM +1 if Education 7+.

Contacts: Two per term, academic or government. On a roll of 7+ on 1d10, a contact is foreign.

Special: Professors may have two secondary activities per term.

RANCHER

Prerequisites: None

First Term Skill Adds:

Animal Training/Handling: 4	Biology: 2	Business: 1	Genetics: 1
Ground Vehicle (Motorcycle): 1	Ground Vehicle (Wheeled): 3	Mechanic: 1	Observation: 2
Riding: 3	Rope Use: 3	Small Arms (Pistol): 1	Small Arms (Rifle): 2
Tracking: 2	Veterinarian: 3		

Subsequent Term Skills:

Animal Handling	Artisan	Economics	Explore
Gun Combat	Interaction	Medical	Vehicle

Promotion: 8+ on 1D10; DM +1 if Animal Training/Handling skill 7+.

Contacts: One per term, rancher, hunter, or business. Roll 10 on 1D10 for the contact to be foreign.

REGISTERED NURSE

Prerequisites: Education 5+

First Term Skill Adds:

Biology: 2	Chemistry: 2	Computer: 1	Medical (Diagnosis): 3
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Medical (Trauma): 2	Persuasion: 2	Psychology: 1	Scrounging: 1
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Subsequent Term Skills:

Charm	Computer	Instruction	Medical
Persuasion	Physical Science	Psychology	Scrounging

Promotion: 6+ on 1d10; DM +1 if Education 7+.

Contacts: Two per term, business or medical. On a 9+ on 1d10, the contact is foreign.

Special: The first term is a combination of medical training and university classes. No secondary activity is allowed during this time. For each additional career period, nurses are allowed two secondary activities. When war breaks out, the character will be directly commissioned into the medical corps at the grade of O2.

SCIENTIST

Prerequisites: Master's Degree

First Term Skill Adds: Levels equal to sum of Education and Intelligence in any of the following:

Biology	Chemistry	Computer	Electronics
Farming	Genetics	Geology	Instruction
Language	Machinist	Mechanic	Metallurgy
Meteorology	Observation	Physics	Reactor Operations
Recruiting	Research	Scrounging	

Subsequent Term Skills:

Animal Handling	Artisan	Economics	Engineer
Interaction	Medical	Observation	Physical Science
Technician	Vehicle	Vessel	

Promotion: 7+ on 1d10; DM +1 if Education or Intelligence 9+.

Contacts: Two per term, scientist, government, or business. On a 6+ on 1d10, the contact is foreign.

Special: Two secondary activities are allowed per term.

SURVIVALIST

Prerequisites: None

First Term Skill Adds:

Act/Bluff: 1	Archery: 1	Armed Martial Arts: 1	Biology: 2
Climbing: 1	Construction: 1	Demolitions: 1	Early Firearms: 1
Farming: 2	Forgery: 1	Grenade Launcher: 1	Ground Vehicle (Motorcycle): 1

Ground Vehicle (Snowmobile): 1	Ground Vehicle (Wheeled): 2	Long Distance Marching: 1	Medical (Trauma): 1
Mechanic: 2	NBC Specialist: 1	Observation: 2	Scrounging: 2
Small Arms (Pistol): 2	Small Arms (Rifle): 2	Snow Skiing: 2	Survival: 4
Thrown Weapon: 1	Tracking: 1	Unarmed Martial Arts: 2	Vessel Use (Boat): 1
Veterinarian: 2			

Subsequent Term Skills:

Acrobat	Animal Handling	Archaic Weapons	Artisan
Charm	Engineer	Explore	Gun Combat
Heavy Weapons	Interaction	Perception	Personal Transport
Vehicle	Vessel		

Promotion: 8+ on 1D10; DM +1 if Intelligence 7+.

Contacts: One per term, specialist, criminal, or hunter. Roll 9+ on 1D10 for the contact to be foreign.

TRUCK DRIVER

Prerequisites: Agility 4+.

First Term Skill Adds:

Carousing: 2	Ground Vehicle (Wheeled): 4	Mechanic: 2	Navigation: 2
Observation: 2			

Subsequent Term Skills:

Charm	Ground Vehicle (Wheeled)	Mechanic	Melee
Navigation	Observation	Small Arms (Pistol)	Small Arms (Rifle)

Promotion: 6+ on 1d10; DM +1 if Constitution 7+.

Contacts: One per term, specialist (Mechanic) or law enforcement.

Special: Truck drivers are allowed two secondary activities per term.

VETERINARIAN

Prerequisite: DVM (See Graduate University)

First Term Skill Adds:

Animal Training and Handling: 3	Biology: 3	Chemistry: 2	Computer: 1
Farming: 1	Observation: 2	Riding: 1	Veterinarian: 3

Subsequent Term Skills:

Act/Bluff	Animal Handling	Computer	Farming
Navigation	Perception	Physical Science	Riding
Stalking	Tracking	Veterinarian	

Promotion: 6+ on 1d10; DM +1 if Education 7+.

Contacts: Two per term, either veterinarian, medical, or law enforcement. On a 10 on 1d10, the contact is foreign.

WILDERNESS TRACKER/SEARCH SPECIALIST

Prerequisites: Strength + Constitution + Intelligence 12+

First Term Skill Adds:

Biology: 1	Climbing: 3	Ground Vehicle: 1	Jumping: 2
Long Distance Marching: 3	Medical (Trauma Aid): 3	Meteorology: 1	Navigation: 4
Observation: 4	Persuasion: 1	Psychology: 2	Research: 1
Rope Use: 3	Slow Respiration: 2	Survival: 4	Swimming: 2
Tracking/Stalking: One at 4, the other at 2	Vessel Use (Boat): 1	Willpower: 2	

Subsequent Term Skills:

Acrobat	Animal Handling (Dog or Pack Animal)	Charm	Determination
Explore	Interaction	Medical	Perception
Personal Transport	Physical Science	Vehicle	Vessel

Promotion: 8+ on 1D10; DM +1 if Intelligence 7+ or Observation, Tracking, or Stalking 8+.

Contacts: Two per term, any possible, but probably law enforcement, medical, hunter, or survivalist. Roll 8+ on 1D10 for the contact to be foreign.

Special: On a 10 on 1d10, the contact is someone or the loved one of someone whose life the tracker has saved. The contact in this case will have fanatical loyalty to the tracker.

CRIMINAL

Prerequisites: Agility 5+

First Term Skill Adds:

Armed Martial Arts: 2	Forgery: 1	Ground Vehicle (Motorcycle): 1	Ground Vehicle (Wheeled): 2
Intrusion: 4	Pickpocket: 2	Small Arms (Pistol): 2	Stealth: 2
Streetwise: 4	Unarmed Martial Arts: 2		

Subsequent Term Skills:

Act/Bluff	Charm	Combat Engineer	Crime
Disguise	Escape Skill	Gun Combat	Language
Melee	Scrounging	Stalking	Stealth
Streetwise	Technician	Thrown Weapon	Vehicle

Promotion: 7+ (1d10), DM +1 if Intelligence 7+.

Contacts: One per term, criminal or law enforcement. Contact is foreign on a 1d10 roll of 10.

Special: If more than one term is served, add one to initiative. Roll once per term vs. Intelligence to avoid capture. If captured, the next career choice must be prison. If war breaks out in the same term the character is caught, the character is drafted instead of going to prison.

CRIMINAL--BLACK MARKETEER

Prerequisites: Intelligence + Charisma 10+

First Term Skill Adds:

Act/Bluff: 2	Admin/Legal: 4	Bargain: 2	Bribery: 4
Business: 2	Carousing: 2	Disguise: 2	Forgery: 3
Language: 2	Observation: 2	Persuasion: 3	Recruiting: 1
Scrounging: 4	Streetwise: 2		

Subsequent Term Skills:

Charm	Crime	Determination	Economics
Gun Combat	Interaction	Social Sciences	Vice

Promotion: 7+ on 1D10; DM +1 in Intelligence 7+.

Contacts: Two per term, government, criminal, or law enforcement; roll 7+ on 1D10 for the contact to be foreign.

Special: If more than one term is served, add one to initiative. Roll once per term vs. Intelligence to avoid capture. If captured, the next career choice must be prison. If war breaks out in the same term the character is caught, the character is drafted instead of going to prison. Roll vs. Intelligence to determine accumulated money for that term. If successful, the character has triple normal money. If failure, the character has half normal money. In the case of catastrophic failure, the character has no money. In the case of outstanding success, the character has 1D100 times normal money.

CRIMINAL--ORGANIZED CRIME

Prerequisites: Intelligence: 7+

First Term Skill Adds:

Act/Bluff: 4	Admin/Legal: 3	Armed Martial Arts: 2	Bargain: 2
Bribery: 4	Business: 3	Forgery: 2	Interrogation: 2
Intrusion: 2	Language: 2	Persuasion: 2	Small Arms (Pistol): 2
Small Arms (Rifle): 1	Streetwise: 4	Unarmed Martial Arts: 2	

Subsequent Term Skills:

Charm	Crime	Determination	Economics
Gun Combat	Interaction	Language	Melee
Perception	Vehicle	Vice	

Promotion: 7+ on 1D10; DM +1 on Intelligence 7+.

Contacts: Two per term, government, criminal, or law enforcement. Contact is foreign on a 1D10 roll of 8+.

Special: If more than one term is served, add one to initiative. Roll once per term vs. intelligence to avoid capture. If captured, the next career choice must be prison. If war breaks out the same term the character is caught, the character is drafted instead of going to prison. If captured in other than a war term, roll vs. charisma. If successful, the character is placed in the Federal Witness Protection Program; he must start a new career, which cannot be criminal. After a new term in this new career, he may again pick up the criminal path if he so desires.

CRIMINAL--PIMP

Prerequisites: None

First Term Skill Adds:

Act/Bluff: 4	Admin/Legal: 2	Armed Martial Arts: 2	Bargain: 2
Bribery: 3	Business: 2	Carousing: 2	Forgery: 2
Ground Vehicle (Wheeled): 1	Persuasion: 2	Recruiting: 4	Small Arms (Pistol): 1
Streetwise: 2			

Subsequent Term Skills:

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Charm	Crime	Determination	Economics
Gun Combat	Interaction	Melee	Vice
Vehicle			

Promotion: 8+ on 1D10; DM +1 if Intelligence 7+.

Contacts: Two per term, government, criminal, or law enforcement. Contact is foreign on a 1D10 roll of 8+.

Special: Roll once per term vs. intelligence to avoid capture. If captured, the next career choice must be prison. If war breaks out the same term, the character is drafted instead of going to prison. If war breaks out while in this career and the character is not in prison, the character starts with \$100 x (1D10 x [Charisma + Persuasion]) for that term, plus any other amounts for any possible previous careers.

CRIMINAL--PROSTITUTE

Prerequisites: Charisma 6+

First Term Skill Adds:

Act/Bluff: 3	Bargain: 3	Carousing: 4	Dance: 1
Disguise: 2	Escape Skill: 1	Persuasion: 4	Stealth: 2
Streetwise: 2	Willpower: 1		

Subsequent Term Skills:

Charm	Crime	Determination	Economics
Fine Arts	Interaction	Melee	Vice

Promotion: 9+ on 1D10; DM +1 if Intelligence 7+.

Contacts: Three per term, any possible. Contact is foreign on a 1D10 roll of 8+.

Special: This criminal career is not subject to prison time, unlike other criminal careers. The character will be caught by police on a regular basis, but these stays are in local jails for relatively short periods of time each. If war breaks out while in this career, the character starts with \$100 x (1D10 x [Charisma + Persuasion]) for that term, plus any other amounts for any possible previous careers.

CRIMINAL--SOCIOPATH

Prerequisites: Intelligence 7+

First Term Skill Adds:

Act/Bluff: 4	Armed Martial Arts: 4	Disguise: 2	Intrusion: 1
Observation: 2	Persuasion: 3	Psychology: 4	Stalking: 3
Stealth: 3	Streetwise: 3	Tracking: 1	Unarmed Martial Arts: 4

Subsequent Term Skills:

Acrobat	Charm	Crime	Determination
Gun Combat	Interaction	Melee	Perception
Social Science	Vice		

Promotion: Not Applicable

Contacts: One per term, any possible. Contact is foreign on a 1d10 roll of 10.

Special: If more than one term is served, add one to initiative. Roll once per term vs. Intelligence to avoid capture. If captured, the next career choice must be prison. The character remains in prison until the war term, when he escapes in the confusion of the war.

CRIMINAL--TERRORIST

Prerequisites: Strength + Intelligence 12+

First Term Skill Adds:

Act/Bluff: 3	Armed Martial Arts: 2	Autogun: 2	Bribery: 2
Chemistry: 1	Computer: 1	Demolitions: 3	Disguise: 4
Electronics: 1	Forgery: 2	Grenade Launcher: 2	Gunsmith: 1
Mechanic: 1	Mortar: 1	Observation: 3	Scrounging: 1
Small Arms (Pistol): 2	Small Arms (Rifle): 3	Stalking: 1	Stealth: 4
Thrown Weapon: 2	Tracking: 1	Unarmed Martial Arts: 2	Willpower: 3

Subsequent Term Skills:

Acrobat	Charm	Crime	Determination
Engineer	Explore	Gun Combat	Heavy Weapons
Interaction	Melee	Perception	Physical Science
Technician	Vice	Vehicle	

Promotion: 6+ on 1D10; DM +1 if intelligence 8+.

Contacts: Two per term, military, government, law enforcement, or criminal. Roll 6+ on 1D10 for the contact to be foreign.

Special: Two secondary activities allowed per term. Roll once per term vs. intelligence to avoid capture. If captured, the next term must be prison. If in prison, roll once per term vs. intelligence. If successful, the character escapes, is busted out by comrades, or is bargained out as the result of a terrorist action. Otherwise, the character remains in prison until war breaks out, when he escapes in the confusion of the war, and may take up any profession he chooses.

PRISON

Prerequisites: Forced due to capture while engaged in criminal activity.

First Term Skill Adds: None

Subsequent Term Skills:

Act/Bluff	Bargain	Crime	Disguise
Interaction	Machinist	Melee	Perception
Scrounging			

Promotion: None

Contacts: Two per term, criminal.

Special: Released after one term, unless a sociopath.

EASTERN ARMY BASIC TRAINING

Prerequisites: None

Basic Training Skills:

Armed Martial Arts: 1	Autogun: 1	Grenade Launcher: 1	Small Arms (Rifle): 1
Swimming: 1	Tac Missile: 1	Thrown Weapon: 1	
Czechoslovakia, Poland, Former Soviet Republics, North Korea, Poland, Romania -- Language: 4			
Finland -- Language: 4, Snow Skiing: 2		Former Yugoslavian Republics -- Language: 8	

Special: Characters with Intelligence and Education of 7+ may enter Officer Candidate School. If so, they receive a level 1 Leadership skill, and are commissioned at the end of basic training at the grade of O1. OCS may be taken at any time before the character reaches E8.

ALBANIA

Careers: All careers are the same as US except for the following:

- 1) There is no mountain infantry, but Climbing should be added to the subsequent term skill list for infantry.
- 2) There are no Airborne Infantry, Ranger, Special Forces, Special Operations, Naval Aviator, SEAL, or any Marine careers.
- 3) Add Heavy Gun skill to the subsequent term skill listings for Infantry and Artillery careers.

BULGARIA

Careers: All careers are the same as western careers except for the following:

- 1) There are no Rangers, Special Forces, Special Operations, Naval Aviator, or any Marine careers.
- 2) Add Heavy Gun skill to the subsequent term skill listings for Infantry and Artillery careers.

CZECHOSLOVAKIA

Careers: All careers are the same as western careers except for the following:

- 1) Infantry are called Motor Rifles.
- 2) All Airborne troops are from the 22nd Airborne Regiment. Special Forces are from the Special Battalion of the 22nd Airborne Regiment, and are developed as per Spetsnaz.
- 3) There are no equivalents to Mountain Infantry, Rangers, Special Operations, or any Marine careers.
- 4) The Navy is a small riverine patrol force on the Danube River. There are no Naval Aviators, SEALs, or Pararescue.
- 5) Add Heavy Gun skill to the subsequent term skill listings of the Infantry and Artillery careers.

FINLAND

Careers: All careers are the same as western careers except for the following:

- 1) Rangers are called *Sissi*, and add Snow Skiing: 2 to their first term skills.
- 2) The equivalent to Force Recon are the Marine Commandos.
- 3) There are no Mountain, Airborne, Special Forces, Special Operations, Scout/Sniper, Naval Aviators, SEALs, Marine Infantry, or Marine Scout/Sniper careers.

FORMER YUGOSLAVIA

Careers: Same as western careers, except for the following:

- 1) Airborne troops are called Paratroopers.
- 2) Marine Infantry are called Naval Infantry.
- 3) There are no equivalents to Rangers, Special Forces, Special Operations, Pararescue, Naval Aviators, SEAL, Marine Force Recon, or Scout/Sniper careers.
- 4) Add Heavy Gun to the subsequent term skills for the Infantry and Artillery careers.

HUNGARY

Careers: All careers are the same as western careers except for the following:

- 1) The Navy is a small riverine patrol force on the Danube River. There are no Naval Aviator, Pararescue, or SEAL careers.
- 2) There are no equivalents to Mountain Infantry, Ranger, Special Forces, Special Operations, or any Marine careers.

3) Add Heavy Gun skill to the subsequent term skill listings of the Infantry and Artillery careers.

LITHUANIA

Careers: All careers are the same as western careers, except for the following:

- 1) Marine infantry are called Naval Infantry.
- 2) There are no Airborne, Mountain Infantry, Special Forces, Special Operations, Naval Aviators, SEALs, Marine Force Recon, or Marine Scout/Sniper careers.
- 3) Add Heavy Gun to the list of subsequent term skills for Infantry and Artillery careers.

NORTH KOREA

Careers: All careers are the same as western careers, except for the following:

- 1) Rangers are the Special Operations Corps.
- 2) All Aviation careers use Pilot: 4 in their primary Pilot cascade.
- 3) There are no Naval Aviators, Special Forces, Special Operations, Mountain, Airborne, SEALs, or any Marine careers.

POLAND

Careers: All careers are the same as western careers, except the following:

- 1) All Airborne troops are part of the 6th Pomeranian (*Pomorska*) Air Assault Division.
- 2) One battalion of the 6th *Pomorska* AAD is a special operations battalion. They are developed as per Spetsnaz. Their black berets instead of the red berets worn by regular Airborne troops can distinguish them.
- 3) One overstrength squad of the special operations battalion is a counterterrorist unit. They are developed as per Special Operations--Delta.
- 4) All fixed wing aviators use Pilot: 4 instead in their primary cascade skill.
- 5) Marine Infantry is a combat arm of the Army, and all Marines are from the 7th *Luzycka* Naval Assault Division.
- 6) There is one brigade of Mountain troops, the *Brigada Podhalanska* (Highland Brigade).
- 7) There are no equivalents to Rangers, Force Recon, Marine Scout/Snipers, SEALs, or other Special Operations.
- 8) Add Heavy Gun skill to the subsequent term skills of the Infantry and Artillery careers.

ROMANIA

Careers: All careers are as per their western counterparts, except for the following:

- 1) All Airborne troops are from the 161st Parachute Regiment.
- 2) There is a single battalion of Marines, which are called Naval Infantry.
- 3) There are no equivalents to Scout/Snipers, Rangers, Special Forces, Special Operations, Force Recon, or Naval Aviators.
- 4) Add Heavy Gun skill to the subsequent term skills list for Infantry and Artillery careers.

SOVIET UNION

Careers: All careers are as their western counterparts except for the following:

- 1) Infantrymen are called Motor Rifles.
- 2) Rangers are called *Reydoviki*.
- 3) Airborne troops are called *Vozdushno-Desantnaya Voyska* (VDV), or *desantniki* for short.
- 4) Special Forces are called *Voyska Specialnoye Naznachenia*, or *Spetsnaz* for short. They are developed differently than western Special Forces (see below).
- 5) Marines are called *Morskaya Pyekhota* (Naval Infantry). They add Vessel and Heavy Gun to subsequent term skill listings. There are no equivalents to Marine Scout/Snipers or Force Recon.
- 6) Navy SEALs are called Naval Spetsnaz.
- 7) Naval Aviation uses the Air Force development tables.
- 8) Army Aviation is called *Frontovaya Aviatsiya* (Frontal Aviation), and is part of a separate branch of the service, along with certain attack aircraft assets.
- 9) There are small teams known as Alpha Teams within Spetsnaz. They use the Special Operations--Delta tables for development.
- 10) There is no equivalent to Air Force special operations.
- 11) Add Heavy Gun to the subsequent term skill listings for Infantry and Artillery careers.
- 12) Intelligence is the *Glavnoe Razvedyvetelnoe Upravlenie* (GRU). Spetsnaz and Alpha Teams are under their direct control.

SPETSNAZ--ENLISTED AND OFFICER

Prerequisites: Strength + Constitution + Agility: 18+; for officer, ROTC, OCS, or Military Academy.

First Term Skill Adds:

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Act/Bluff: 3	Armed Martial Arts: 4	Autogun: 1	Carousing: 4
Combat Engineer: 3	Disguise: 3	Grenade Launcher: 1	Interrogation: 4
Intrusion: 2	Language: 8	Navigation: 3	Observation: 3
Parachute: 4	Small Arms (Pistol): 2	Small Arms (Rifle): 2	Stealth: 3
Survival: 3	Tac Missile: 1	Thrown Weapon: 2	Unarmed Martial Arts: 3
Warhead: 3	Willpower: 4		

Army:

Parachute: 2	Small Arms (Rifle): 1		
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Naval:

Scuba: 4	Small Arms (Pistol): 2	Swimming: 5	
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Subsequent Term Skills:

Acrobat	Artillery	Determination	Engineer
Explore	Gun Combat	Heavy Gun	Heavy Weapon
Interaction	Medical	Melee	Perception
Personal Transport	Sniping	Technician	Vehicle
Vessel	Vice		

Promotion: 6+ on 1d10; DM +1 if Intelligence 7+.

Contacts: Two per term, military or intelligence community. Roll 6+ on 1d10 for the contact to be foreign.

FEDERAL LAW ENFORCEMENT--AGENT

Prerequisites: Law school or graduate degree; no prison record.

First Term Skill Adds:

Computer: 1	Disguise: 3	Interrogation: 4	Observation: 2
Small Arms (Pistol): 4	Unarmed Martial Arts: 3		

Subsequent Term Skills:

Blind Fighting	Crime	Determination	Ground Vehicle (Wheeled)
Gun Combat	Interaction	Language	Melee
Perception	Stealth	Technician	Vehicle

Promotion: 7+ (1d10); DM +1 of Intelligence 7+.

Contacts: One per term, government or criminal. On a 1d10 roll of 8+, this contact is foreign.

Special: If more than one term is served, add +1 to initiative.

FEDERAL LAW ENFORCEMENT--PROFILER

Prerequisites: Bachelor's Degree, Psychology 2+, Intelligence 7+.

First Term Skill Adds:

Computer: 3	Interrogation: 5	Language: 2	Observation: 4
Psychology: 4	Research: 4	Small Arms (Pistol): 3	Unarmed Martial Arts: 1

Subsequent Term Skills:

Charm	Crime	Determination	Explore
Gun Combat	Perception	Physical Science	Social Science
Technician	Vice		

Promotion: 7+ on 1d10; DM +1 if Intelligence 9+.

Contacts: One per term, government, law enforcement, or criminal. On a 1d10 roll of 8+, this contact is foreign.

FEDERAL LAW ENFORCEMENT--SPECIAL REACTION TEAM

Prerequisites: One term as a federal law enforcement agent.

First Term Skill Adds:

Acrobatics: 4	Armed Martial Arts: 2	Blind Fighting: 2	Grenade Launcher: 4
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Interrogation: 1	Medical (Trauma): 3	Observation: 4	Small Arms (Pistol): 3
Small Arms (Rifle): 3	Stalking: 4	Tracking: 4	Unarmed Martial Arts: 4

Subsequent Term Skills:

Acrobat	Blind Fighting	Computer	Determination
Electronics	Gun Combat	Heavy Weapon	Interaction
Intrusion	Language	Medical	Melee
Perception	Rope Use	Sniping	Vehicle

Promotion: 7+ on 1d10; DM +1 if Intelligence 7+

Contacts: One per term, government or law enforcement. On a 1d10 roll of 8+, this contact is foreign.

Special: If more than one term is served in this profession, add +1 to Initiative. This is above the +1 that may have been earned if more than one term was served before this as a Federal Law Enforcement Agent.

FEDERAL LAW ENFORCEMENT--DRUG ENFORCEMENT AGENT

Prerequisites: One term in any state, federal, or local law enforcement career.

First Term Skill Adds:

Act/Bluff: 3	Blind Fighting: 1	Chemistry: 2	Computer: 1
Disguise: 4	Escape Skill: 2	Forgery: 2	Interrogation: 2
Intrusion: 2	Observation: 3	Small Arms (Pistol): 2	Small Arms (Rifle): 2
Stalking: 3	Stealth: 4	Streetwise: 4	Tracking: 1

Subsequent Term Skills:

Acrobat	Animal Training/Handling	Charm	Chemistry
Crime	Gun Combat	Interaction	Melee
Perception	Vehicle	Vice	Vessel

Promotion: 7+ on 1D10; DM +1 if Intelligence 7+.

Contacts: Two per term, government, law enforcement, or criminal. On a 1D10 roll of 6+, the contact is foreign.

STATE/LOCAL/FEDERAL LAW ENFORCEMENT--POLICE ACADEMY TRAINING

Prerequisites: No prison record

First Term Skill Adds:

Act/Bluff: 1	Armed Martial Arts: 1	Ground Vehicle (Motorcycle):	Ground Vehicle (Wheeled): 2
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		2	
Observation: 2	Small Arms (Pistol): 1	Small Arms (Rifle): 1	

Special: Characters with Intelligence 7+ are eligible to become a plain-clothes officer. If so, they receive a level 1 Leadership skill, and are commissioned as Detectives (or the equivalent rank), and then conduct their first term normally.

STATE/LOCAL LAW ENFORCEMENT--AVIATION ARM

Prerequisites: Agility 6+, Intelligence 7+.

First Term Skill Adds:

Aircraft Mechanic: 2	Navigation: 2	Observation: 3	Pilot (Rotary Wing): 4
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Subsequent Term Skills:

Aircraft Mechanic	Computer	Determination	Ground Vehicle (Wheeled)
Gun Combat	Interaction	Melee	Navigation
Perception	Pilot	Stealth	

Promotion: 6+ on 1d10; DM +1 if Agility 8+.

Contacts: Two per term, specialist (Pilot) or law enforcement. On a 1d10 roll of 10, the contact is foreign.

STATE/LOCAL LAW ENFORCEMENT--BOMB SQUAD

Prerequisites: None

First Term Skill Adds:

Computer: 1	Demolitions: 4	Electronics: 3	Observation: 3
Small Arms (Pistol): 1			

Subsequent Term Skills:

Chemistry	Computer	Demolitions	Ground Vehicle (Wheeled)
Gun Combat	Interaction	Melee	Perception
Stealth			

Promotion: 6+ on 1d10; DM +1 if Constitution 7+.

Contacts: One per term, law enforcement, criminal, or business. On a 1d10 roll of 10, the contact is foreign.

STATE/LOCAL LAW ENFORCEMENT--CORRECTIONS OFFICER

Prerequisites: Strength 4+.

First Term Skill Adds:

Act/Bluff: 3	Armed Martial Arts: 3	Interrogation: 4	Observation: 2
Persuasion: 2	Small Arms (Pistol): 2	Small Arms (Rifle): 2	Thrown Weapon: 1
Unarmed Martial Arts: 3			

Subsequent Term Skills:

Charm	Computer	Determination	Gun Combat
Interaction	Melee	Perception	Stealth

Promotion: 6+ on 1d10; DM +1 if Strength 7+.

Contacts: Two per term, law enforcement or criminal. No foreign contacts are possible except in a federal prison. If so, roll 9+ on 1d10 for a contact to be foreign.

STATE/LOCAL/FEDERAL LAW ENFORCEMENT -- FORENSICS SPECIALIST

Prerequisites: Education + Intelligence: 12+, Undergraduate degree

First Term Skill Adds:

Biology: 3	Chemistry: 3	Computer: 3	Electronics: 2
Genetics: 3	Gunsmith: 1	Interrogation: 3	Language: 2
Medical (Diagnosis): 1	Metallurgy: 2	Observation: 2	Physics: 1
Research: 4	Small Arms (Pistol): 1		

Subsequent Term Skills:

Charm	Crime	Gun Combat	Interaction
Perception	Physical Science	Social Science	Technician

Promotion: 7+ on 1d10; DM +1 if the character has at least a Master's Degree with specialty in a physical science.

Contacts: Two per term, law enforcement, scientist, or medical. Roll 8+ on 1d10 for the contact to be foreign.

Special: Characters with a medical degree in this profession are called coroners, and are superior in rank to those without a medical degree. Forensics specialists do not normally attend police academy training, and, in most jurisdictions, do not have arrest authority.

STATE/LOCAL LAW ENFORCEMENT--HARBOR PATROL

Prerequisites: Swimming 1+

First Term Skill Adds:

Armed Martial Arts: 1	Observation: 3	Small Arms (Pistol): 2	Small Arms (Rifle): 2
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Swimming: 3	Unarmed Martial Arts: 1	Vessel Use (Boat): 4	
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Subsequent Term Skills:

Charm	Computer	Ground Vehicle (Wheeled)	Gun Combat
Interaction	Mechanic	Melee	Perception
Swimming	Vessel		

Promotion: 6+ on 1d10; DM +1 if Constitution 7+.

Contacts: One per term, criminal or law enforcement. On a 1d10 roll of 8+, the contact is foreign.

STATE/LOCAL/FEDERAL LAW ENFORCEMENT--HOSTAGE NEGOTIATOR

Prerequisites: 1 term in any law enforcement career; Charisma 7+.

First Term Skill Adds:

Act/Bluff: 4	Bargain: 4	Bribery: 3	Interrogation: 2
Language: 4	Observation: 2	Persuasion: 4	Psychology: 2
Willpower: 2			

Subsequent Term Skills:

Charm	Determination	Gun Combat	Interaction
Perception	Vice		

Promotion: 6+ on 1D10; DM +1 if Intelligence 7+.

Contacts: One per term, law enforcement or criminal. On a roll of 9+ on 1D10, the contact is foreign.

STATE/LOCAL LAW ENFORCEMENT--PLAIN-CLOTHES OFFICER

Prerequisites: Intelligence 5+ and two terms as a uniformed officer.

First Term Skill Adds:

Act/Bluff: 3	Interrogation: 3	Observation: 2	Persuasion: 2
Small Arms (Pistol): 2	Streetwise: 2	Stalking: 3	Tracking: 1

Subsequent Term Skills:

Charm	Crime	Determination	Ground Vehicle (Wheeled)
Gun Combat	Perception	Stealth	Vice

Promotion: 6+ on 1d10; DM +1 if Intelligence 7+

Contacts: Two per term, law enforcement or criminal. On a 1d10 roll of 9+, the contact is foreign.

Special: If more than one term is served, add +1 to Initiative.

STATE/LOCAL LAW ENFORCEMENT--RIOT POLICE

Prerequisites: Strength 5+.

First Term Skill Adds:

Act/Bluff: 2	Armed Martial Arts: 4	Grenade Launcher: 2	Observation: 2
Small Arms (Pistol): 1	Small Arms (Rifle): 2	Streetwise: 2	Thrown Weapon: 3
Unarmed Martial Arts: 3			

Subsequent Term Skills:

Computer	Determination	Gun Combat	Heavy Weapon
Interaction	Melee	Perception	Thrown Weapon
Vehicle			

Promotion: 6+ on 1d10; DM +1 if Strength 8+.

Contacts: One law enforcement contact per term. On a roll of 10 on a 1d10, the contact is foreign.

Special: If more than one term is served, add one to initiative.

STATE/LOCAL LAW ENFORCEMENT--SWAT/SRT

Prerequisites: Strength + Agility 13+

First Term Skill Adds:

Act/Bluff: 1	Armed Martial Arts: 2	Climbing: 3	Grenade Launcher: 2
Observation: 3	Psychology: 1	Small Arms (Pistol): 4	Small Arms (Rifle): 4
Stalking: 1	Thrown Weapon: 3	Tracking: 2	Unarmed Martial Arts: 4

Subsequent Term Skills:

Acrobat	Computer	Determination	Gun Combat
Heavy Weapons	Interaction	Melee	Perception
Sniping	Vehicle		

Promotion: 6+ on 1d10; DM +1 if Intelligence 7+.

Contacts: Two per term, military, law enforcement, or criminal. On a 1d10 roll of 10, the contact is foreign.

Special: If more than one term is served, add one to initiative. If more than three terms are served, add two to initiative. Initiative is rolled as per regular military.

STATE/LOCAL LAW ENFORCEMENT--UNIFORMED OFFICER

Prerequisites: None

First Term Skill Adds:

Act/Bluff: 2	Armed Martial Arts: 2	Ground Vehicle (Motorcycle): 1	Ground Vehicle (Wheeled): 2
Observation: 2	Psychology: 1	Small Arms (Pistol): 3	Stalking: 1
Streetwise: 1			

Subsequent Term Skills:

Charm	Climbing	Determination	Ground Vehicle (Motorcycle)
Ground Vehicle (Wheeled)	Interaction	Melee	Perception
Small Arms (Pistol)	Small Arms (Rifle)	Stealth	

Promotion: 6+ on 1d10; DM +1 if Intelligence 7+.

Contacts: One per term, law enforcement or criminal. On a roll of 10 on a 1d10, the contact is foreign.

Special: If more then one term is served, add one to initiative.

BASIC TRAINING--WESTERN MARINE CORPS

Prerequisites: Strength + Agility + Constitution: 15+; no prison record.

Skill Adds:

Armed Martial Arts: 1	Autogun: 1	Grenade Launcher: 1	Ground Vehicle (Wheeled): 1
Ground Vehicle (Tracked): 1	Small Arms (Rifle): 3	Swimming: 2	Tac Missile: 1
Thrown Weapon: 1	Unarmed Martial Arts: 1	Willpower: 1	

Careers: Available careers are the same as the Army, except that no ranger, special forces, airborne, intelligence, or medical careers exist. Sniper careers are replaced with the marine version and pilot careers are supplemented with the fighter/attack pilot career. For the FALO (Forward Air Liaison Officer) career, use the Army Artillery--Fire Support Team career development; add Pilot: 1 to the first term skills and Aircraft to the subsequent term skills; one prior term as Aviation--Fighter/Attack Pilot or Aviation--Helicopter Pilot must be served. Use the Special Operations--Delta career; this represents FAST (Fleet Antiterrorism Security Team); one term as a Scout/Sniper or in Force Recon must be served prior to taking up this career.

Special: Characters with Intelligence and Education of 7+ may enter Officer Candidate School. If so, they receive a level 1 Leadership skill, and are commissioned at the end of basic training at the grade of O1. OCS may be taken at any time before the character reaches E8.

Add the following careers:

AVIATION--OFFICER--FIGHTER OR ATTACK PILOT

Prerequisites: Agility 8+, and OCS, ROTC, or Military Academy.

First Term Skill Adds:

Aircraft Mechanic: 1	Autogun: 4	Computer: 4	Electronics: 1
Forward Observer: 1	Guided Weapon: 4	Leadership: 1	Meteorology: 1
Navigation: 4	Observation: 2	Parachute: 1	Pilot (Fixed Wing): 6
Pilot (Jet): 6	Survival: 1		

Subsequent Term Skills:

Aircraft	Explore	Determination	Forward Observer
Guided Weapon	Gun Combat	Heavy Weapon	Perception
Personal Transport	Physical Science	Technician	Vehicle

Promotion: 6+ on 1d10; DM +1 if Intelligence 7+ and/or graduate of Military Academy.

Contacts: Three per term, military or specialist (Pilot). Roll 7+ on 1d10 for the contact to be foreign.

EMBASSY GUARD—OFFICER OR ENLISTED

Prerequisites: Strength + Intelligence + Charisma 18+; rank at least E4; one prior term in any MOS; height at least 178 cm

(male), 168 cm (female), and weight at least 73 kg (male), 58 kg (female); for officer, OCS, ROTC, or Military Academy.

Note: For countries that have Marines, embassy guard duties are normally done by them. In other countries, the embassy guard duties may be done by members of the Army or by Government Agents.

First Term Skill Adds:

Act/Bluff: 4	Armed Martial Arts: 2	Autogun: 1	Carousing: 1
Computer: 1	Grenade Launcher: 2	Ground Vehicle (Wheeled): 3	Interrogation: 2
Language: 4	Leadership: 3	Observation: 3	Psychology: 1
Research: 1	Small Arms (Pistol): 3	Small Arms (Rifle): 3	Tactics (Ground): 1
Unarmed Martial Arts: 3	Willpower: 2		

Subsequent Term Skills:

Charm	Determination	Economics	Explore
Gun Combat	Heavy Weapons	Interaction	Melee
Perception	Social Science	Tactics	Vehicle
Vice			

Promotion: 5+ if E4; otherwise: 7+ on 1D10; DM +1 if Intelligence 7+ and/or graduate of Military Academy.

Contacts: Three per term, any possible. Roll 5+ on 1d10 for the contact to be foreign.

INFANTRY--FORCE RECON--ENLISTED

Prerequisites: Strength + Constitution + Agility: 17+

First Term Skill Adds:

Armed Martial Arts: 2	Autogun: 1	Climbing: 2	Combat Engineer: 2
Forward Observer: 3	Grenade Launcher: 1	Long Distance Marching: 2	Navigation: 4
Observation: 4	Parachute: 3	Scuba: 3	Small Arms (Pistol): 3
Small Arms (Rifle): 1	Stealth: 4	Survival: 3	Swimming: 4
Unarmed Martial Arts: 1	Vessel Use (Boat): 3	Willpower: 2	

Subsequent Term Skills:

Acrobat	Determination	Explore	Forward Observer
Gun Combat	Heavy Weapon	Melee	Perception
Personal Transport	Vehicle	Vessel	

Promotion: 6+ on 1d10; DM +1 if Intelligence 7+.

Contacts: One per term, military. Roll 8+ on 1d10 for the contact to be foreign.

INFANTRY--FORCE RECON--OFFICER

Prerequisites: Strength + Constitution + Agility: 17+.

First Term Skill Adds:

Armed Martial Arts: 2	Autogun: 1	Climbing: 2	Combat Engineer: 1
Forward Observer: 3	Grenade Launcher: 1	Leadership: 2	Long Distance Marching: 2
Navigation: 4	Observation: 4	Parachute: 3	Scuba: 3
Small Arms (Pistol): 2	Small Arms (Rifle): 1	Stealth: 4	Survival: 3
Unarmed Martial Arts: 1	Vessel Use (Boat): 3	Willpower: 2	

Subsequent Term Skills:

Acrobat	Determination	Explore	Forward Observer
Gun Combat	Heavy Weapon	Interaction	Melee
Perception	Personal Transport	Vehicle	Vessel

Promotion: 6+ on 1d10; DM +1 if Intelligence 7+ and/or graduate of Military Academy.

Contacts: One per term, military. Roll 7+ on 1d10 for the contact to be foreign.

INFANTRY--SCOUT/SNIPER--ENLISTED ONLY

Prerequisites: Strength + Agility + Constitution: 19+

First Term Skill Adds:

Combat Engineer: 2	Forward Observer: 2	Navigation: 4	Observation: 5
Small Arms (Rifle): 5	Sniping: 5	Stalking: 2	Stealth: 5
Survival: 3	Tracking: 4	Willpower: 3	

Subsequent Term Skills:

Acrobat	Determination	Explore	Forward Observer
Gun Combat	Heavy Weapon	Melee	Perception
Personal Transport	Sniping	Vehicle	Vessel

Promotion: 6+ on 1d10; DM +1 if Intelligence 7+.

Contacts: One per term, military. Roll 8+ on 1d10 for the contact to be foreign.

BASIC TRAINING--WESTERN NAVY

Prerequisites: None

Basic Training Skill Adds:

Autogun: 1	Small Arms (Rifle): 1	Swimming: 1	Unarmed Martial Arts: 1
Vessel Use (Boat): 1			

Special: Characters with Intelligence and Education of 7+ may enter OCS. If they do so, they receive a level 1 Leadership skill, are commissioned at the grade of O1, and then conduct that term normally for their MOS. OCS must be taken before the character reaches E8.

Careers: There are none of the following careers in the navy: Armor, Artillery, Engineer--Combat, Infantry, Military Police, Special Forces. The Marine Aviation (Fighter/Attack Pilot) is used for Navy Fighter/Attack Pilots as well. For Navy helicopter pilots, add Guided Weapon and Torpedo as a Subsequent Term Skill. For Medical Corps--Enlisted, use the Corpsman career. In place of the Support career, use the Surface Warfare career. In place of Engineer--Construction, use the Seabee career. In place of Special Forces, use the SEAL Career. Use the Special Operations--Delta career; this represents Seal Team Six, a counterterrorist unit. For the Aviation--FALO (Forward Air Liaison Officer) career, use the Army Artillery--Fire Support Team career; however, add Pilot: 1 to the First Term Skills list and Aircraft to the Subsequent Term Skills list; one prior term as Aviation--Fighter/Attack Pilot or Aviation--Helicopter Pilot must be served.

AVIATION--ENLISTED--ANTISUBMARINE AIRCRAFT CREWMAN

Prerequisites: Strength 4+, Intelligence + Education: 10+

First Term Skill Adds:

Aircraft Mechanic: 3	Blind Fighting: 2	Computer: 5	Electronics: 3
Guided Weapon: 4	Meteorology: 2	Navigation: 3	Observation: 4
Survival: 1	Torpedo: 4		

Subsequent Term Skills:

Aircraft	Determination	Explore	Guided Weapon
Gun Combat	Perception	Personal Transport	Physical Science
Technician	Torpedo		

Promotion: 6+ on 1d10; DM +1 if Intelligence 7+.

Contacts: One per term, military. Roll 8+ on 1d10 for the contact to be foreign.

AVIATION--OFFICER--ANTISUBMARINE AIRCRAFT CREWMAN

Prerequisites: Agility 6+, Intelligence + Education: 10+; ROTC, OCS, or Military Academy.

First Term Skill Adds:

Aircraft Mechanic: 2	Blind Fighting: 1	Computer: 5	Electronics: 2
Guided Weapon: 5	Leadership: 1	Meteorology: 3	Navigation: 4
Observation: 4	Pilot (Fixed Wing): 5	Pilot (Jet): 2	Pilot (Multiengine): 5
Survival: 1	Torpedo: 5		

Subsequent Term Skills:

Aircraft	Determination	Explore	Guided Weapon

Gun Combat	Perception	Personal Transport	Physical Science
Technician	Torpedo		

Promotion: 6+ on 1d10; DM +1 if Intelligence 7+ and/or graduate of Military Academy.

Contacts: Two per term, military or specialist (Pilot). Roll 7+ on 1d10 for the contact to be foreign.

MEDICAL CORPS--ENLISTED (CORPSMAN)

Prerequisites: Education 5+.

First Term Skill Adds:

Biology: 1	Computer: 1	Medical (Diagnosis): 2	Medical (Trauma): 5
Observation: 2	Small Arms (Pistol): 1	Small Arms (Rifle): 1	

Subsequent Term Skills:

Computer	Explore	Gun Combat	Medical
Perception	Personal Transport	Physical Science	Vehicle
Vessel			

Promotion: 6+ on 1d10; DM +1 if Intelligence 7+.

Contacts: One per term, military or specialist (Medical). Roll 8+ on 1d10 for the contact to be foreign.

PARARESCUE--ENLISTED

Prerequisites: Strength + Constitution + Agility: 12+.

First Term Skill Adds:

Autogun: 2	Climbing: 2	Medical (Trauma): 2	Observation: 3
Parachute: 3	Scuba: 2	Small Arms (Pistol): 3	Stealth: 2
Swimming: 4			

Subsequent Term Skills:

Acrobat	Determination	Explore	Gun Combat
Heavy Weapon	Medical	Melee	Perception
Personal Transport			

Promotion: 6+ on 1d10; DM +1 if Intelligence 7+.

Contacts: One per term, military. Roll 8+ on 1d10 for the contact to be foreign.

PARARESCUE--OFFICER

Prerequisites: Strength + Constitution + Agility: 12+; OCS, ROTC, or Military Academy Graduate.

First Term Skill Adds:

Autogun: 1	Climbing: 2	Leadership: 1	Medical (Trauma): 2
Navigation: 3	Observation: 3	Parachute: 3	Scuba: 2

Small Arms (Pistol): 2	Stealth: 2	Swimming: 4	
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Subsequent Term Skills:

Acrobat	Determination	Explore	Gun Combat
Heavy Weapon	Medical	Melee	Perception
Personal Transport			

Promotion: 6+ on 1d10; DM +1 if Intelligence 7+ and/or Military Academy graduate.

Contacts: Two per term, military. Roll 7+ on 1d10 for the contact to be foreign.

REACTOR OPERATOR--ENLISTED AND OFFICER

Prerequisites: Intelligence + Education: 13+; for officers, OCS, ROTC, or Military Academy.

First Term Skill Adds:

Chemistry: 2	Computer: 3	Electronics: 3	Mechanic: 1
Metallurgy: 2	Physics: 1	Reactor Operator: 4	

Subsequent Term Skills:

Gun Combat	Perception	Personal Transport	Physical Science
Reactor Operator	Technician		

Promotion: 6+ on 1d10; DM +1 if Intelligence 7+ and/or Military Academy graduate.

Contacts: Two per term, military or specialist (Physics or Reactor Operator). Roll 8+ on 1d10 for the contact to be foreign.

SEABEES (CONSTRUCTION BATTALIONS)--ENLISTED

Prerequisites: None

First Term Skill Adds:

Autogun: 1	Construction: 4	Demolitions: 3	Excavation: 4
Ground Vehicle (Tracked): 3	Ground Vehicle (Wheeled): 2	Mechanic: 2	Observation: 1
Scrounging: 2	Small Arms (Pistol): 1	Small Arms (Rifle): 1	

Subsequent Term Skills:

Engineer	Explore	Gun Combat	Heavy Weapon
Perception	Personal Transport	Technician	Vehicle
Vessel			

Promotion: 6+ on 1d10; DM +1 if Intelligence 7+.

Contacts: One per term, military or specialist (Combat, Construction, or Civil Engineer). Roll 8+ on 1d10 for the contact to be foreign.

SEABEES (CONSTRUCTION BATTALIONS)--OFFICER

Prerequisites: Construction or Civil Engineer 2+; OCS, ROTC, or Military Academy.

First Term Skill Adds:

Autogun: 1	Civil Engineer: 4	Construction: 3	Demolitions: 2
Excavation: 2	Ground Vehicle (Tracked): 1	Ground Vehicle (Wheeled): 1	Leadership: 1
Mechanic: 1	Observation: 2	Persuasion: 1	Scrounging: 3
Small Arms (Pistol): 1			

Subsequent Term Skills:

Determination	Engineer	Explore	Gun Combat
Heavy Weapon	Perception	Personal Transport	Technician
Vehicle	Vessel		

Promotion: 6+ on 1d10; DM +1 if Intelligence 7+ and/or Military Academy graduate.

Contacts: Two per term, military or specialist (Combat, Construction, or Civil Engineer). Roll 8+ on 1d10 for the contact to be foreign.

SEAL--ENLISTED AND OFFICER

Prerequisite: Strength + Constitution + Agility: 15+; for officer, OCS, ROTC, or Military Academy graduate.

First Term Skill Adds:

Armed Martial Arts: 4	Autogun: 2	Combat Engineer: 5	Forward Observer: 1
Grenade Launcher: 2	Navigation: 4	Observation: 4	Parachute: 4
Scuba: 6	Small Arms (Pistol): 4	Small Arms (Rifle): 3	Stealth: 3
Survival: 2	Swimming: 6	Thrown Weapon: 1	Vessel Use (Boat): 4
Unarmed Martial Arts: 5	Warhead: 4	Willpower: 5	

Subsequent Term Skills:

Acrobat	Determination	Engineer	Explore
Gun Combat	Heavy Weapon	Medical	Melee
Perception	Personal Transport	Sniping	Technician
Vehicle	Vessel		

Promotion: 7+ on 1d10; DM +1 if Intelligence 7+.

Contacts: One per term if enlisted, two per term if officer; military or intelligence community. Roll 7+ on 1d10 for the contact to be foreign.

SUBMARINE BRANCH--ENLISTED

Prerequisites: Intelligence + Education: 11+

First Term Skill Adds: Number of levels equal to the character's Intelligence or Education (whichever is higher) in any of the following:

Bargain	Chemistry	Computer	Electronics
Guided Weapon	Machinist	Mechanic	Metallurgy
Meteorology	Navigation	Rope Use	Scrounging
Scuba	Small Arms (Pistol)	Stealth	Submarine Helm Operations

Swimming	Torpedo	Vessel Use (Boat)	Vessel Use (Ship)
Warhead			

Subsequent Term Skills:

Acrobat	Bargain	Determination	Explore
Guided Weapon	Gun Combat	Helm Operations	Interaction
Missile/SLBM	Personal Transport	Physical Science	Reactor Operations
Technician	Torpedo	Vessel	

Promotion: 6+ on 1d10; DM +1 if Intelligence 7+.

Contacts: One per term, military. Roll 9+ on 1d10 for the contact to be foreign.

SUBMARINE BRANCH--OFFICER

Prerequisites: Intelligence + Education: 11+; OCS, ROTC, or Military Academy.

First Term Skill Adds: Leadership: 1 and Navigation: 2, plus skill levels equivalent to the character's Intelligence or Education in any of the following:

Bargain	Chemistry	Computer	Electronics
Guided Weapon	Leadership	Machinist	Mechanic
Metallurgy	Meteorology	Missile/SLBM	Navigation
Small Arms (Pistol)	Stealth	Submarine Helm Operations	Swimming
Torpedo	Vessel Use (Boat)	Vessel Use (Ship)	Warhead

Subsequent Term Skills:

Acrobat	Bargain	Determination	Explore
Guided Weapon	Gun Combat	Helm Operations	Interaction
Missile/SLBM	Personal Transport	Physical Science	Reactor Operations
Technician	Torpedo	Vessel	

Promotion: 6+ on 1d10; DM +1 if Intelligence 7+ and/or Military Academy graduate.

Contacts: Two per term, military. Roll 8+ on 1d10 for the contact to be foreign.

SURFACE WARFARE--ENLISTED

Prerequisites: None

First Term Skill Adds: Number of levels equal to the character's highest attribute in any number of the following:

Autogun	Bargain	Chemistry	Computer
Electronics	Grenade Launcher	Ground Vehicle (Wheeled)	Guided Weapon
Gunsmith	Heavy Artillery	Heavy Gun	Machinist
Mechanic	Metallurgy	Meteorology	Navigation
Rope Use	Scrounging	Scuba	Small Arms (Pistol)

Swimming	Tac Missile	Torpedo	Vessel Use (Boat)
Vessel Use (Hovercraft)	Vessel Use (Ship)	Warhead	

Subsequent Term Skills:

Artillery	Determination	Explore	Guided Weapon
Gun Combat	Heavy Gun	Heavy Weapon	Helm Operations
Interaction	Personal Transport	Physical Science	Technician
Torpedo	Vehicle	Vessel	

Promotion: 6+ on 1d10; DM +1 if Intelligence 7+.

Contacts: One per term, military. Roll 8+ on 1d10 for the contact to be foreign.

SURFACE WARFARE--OFFICER

Prerequisites: OCS, ROTC, or Military Academy.

First Term Skill Adds: Leadership: 1 and Navigation: 2, plus skill levels equal to the character's highest attribute in any of the following:

Autogun	Bargain	Chemistry	Computer
Electronics	Forward Observer	Grenade Launcher	Guided Weapon
Gunsmith	Heavy Artillery	Heavy Gun	Leadership
Machinist	Mechanic	Metallurgy	Meteorology
Missile/SLBM	Navigation	Persuasion	Scrounging
Scuba	Ship Helm Operations	Small Arms (Pistol)	Swimming
Tac Missile	Torpedo	Vessel Use (Boat)	Vessel Use (Hovercraft)
Vessel Use (Ship)	Warhead		

Subsequent Term Skills:

Artillery	Determination	Explore	Guided Weapon
Gun Combat	Heavy Gun	Heavy Weapon	Helm Operations
Interaction	Missile/SLBM	Personal Transport	Physical Science
Technician	Torpedo	Vessel	

Promotion: 6+ on 1d10; DM +1 if Intelligence 7+ and/or Military Academy graduate.

Contacts: Two per term, military. Roll 7+ on 1d10 for the contact to be foreign.

NEW SKILLS

Acrobatics: This skill makes the character more adept at grappling and avoiding diving blows, as well as recovering from falls. An Average roll will allow the character a one-step favorable shift to Unarmed Martial Arts when attempting to grapple an opponent, while a Difficult roll will allow the character a one-step favorable modification when to escape an enemy's grapple or avoid a diving blow. An Impossible roll allows a two-step favorable modification. A successful Formidable roll allows a one-step favorable modification in general Armed or Unarmed Martial Arts rolls.

Other possible uses include as a modifier to Dance; to avoid injury from a bad jump using the Jumping proficiency (allow a Difficult: Acrobatics roll to avoid injury), or to avoid injury during a botched PLF (Parachute Landing Fall) (allow a Formidable: Acrobatics roll to avoid injury under such circumstances). Acrobatics is an Agility-based skill.

Act/Bluff: Closely allied with Disguise, Act/Bluff is the ability to convincingly pretend you are something you are not. For actors, it means portraying a fictitious character, of course, but it also covers such things as effectively pretending you are holding a winning hand at poker or convincing voters that you will fulfill your campaign promises. This skill is also useful for making your way through checkpoints, spying, etc. Difficulty roles will depend on the complexity of the role and the other skills the character possesses, such as Language, Disguise, Leadership, Persuasion, Streetwise, etc. Act/Bluff is a Charisma-based skill.

Admin/Legal: The character with this skill has experience with the workings of government, bureaucracy, and the legal system. An Average skill roll will allow the character to discern the basic laws and procedures of everyday life in a community after two hours interacting with the populace. Most paper work can be successfully done with an Easy roll, more complex paperwork, such as tax returns, may take anything from Easy (1040EZ) to Formidable (tax paperwork for a major corporation). A Difficult roll will allow the character to step into a new settlement and avoid police harassment (this may be increased in difficulty for towns with draconian or arbitrary laws, and may be decreased as the character gains familiarity with the settlement).

In places where anyone cares about rank, the character may increase his chances of being promoted at the appropriate time by one step with a Difficult roll, or two steps with an Impossible roll.

A character who also has the Forgery skill may increase the effectiveness of his forged papers with this skill: one level with an Average roll, two levels with a Formidable roll, and three levels with an Impossible roll or Outstanding Success.

Catastrophic Failure with this skill could lead to anything from botched paperwork to arrest and imprisonment (or worse).

The controlling attribute for Admin/Legal is Education.

Animal Training and Handling: The character may train one type of animal per three levels of the skill possessed (skill level + Education score). Skills are Easy to teach to animals if four weeks are spent on each trick, Average if three weeks are spent, Difficult if two weeks are spent, Formidable if two weeks are spent, and Impossible if one week is spent. At the GM's option, the difficulty can be modified for the animal's intelligence is higher or lower than average. Most wild animals can't be trained without considerable difficulty and reinforcement; wild animals should take four times as long to train. Outstanding Success allows the handler to train the animal in half the time, or teach one additional trick in the normal amount of time. Normal failure means the animal does not grasp the concept of the task; the handler may try another task roll at one difficulty level better in another week. Catastrophic Failure means the handler will never be able to teach the animal that particular trick; however, another character with this skill may try to teach the animal the same trick.

The controlling attribute for Animal Training and Handling is Education.

Archaic Artillery: This is treated just as Heavy Artillery skill, but it is used only for the old style black powder and cannonball artillery popular in the 19th century. Think American Civil War.

Bribery: The character with this skill has the experience with bribing petty and not-so-petty officials in order to circumvent regulations and laws. Minor officials may generally be bribed to ignore local laws and regulations on an Easy to Difficult roll, depending on the bribe given. If the first offer is refused, a second offer may be made, with double the value of goods or services, at the same difficulty level. More important officials will require more difficult rolls and higher amounts of bribes. What bribes will cause a positive reaction is highly subjective and varies with the official being bribed. Other skills may be modifiers to the difficulty level, most notably Persuasion and Carousing. Bribery is a Charisma-based skill.

Carousing: This is the skill that social butterflies have. They are able to make friends and acquaintances easily, skillfully join conversations and make witty remarks, and generally blend into any social situations. A successful Easy: Carousing roll can turn persons encountered in a "Friendly and Curious" manner (see p. 167 of the *Twilight: 2000 Version 2.2* rules) into trusted allies who will do favors. Average: Carousing will turn an "Open to Contact" encounter into "Friendly and Curious;" Difficult: Carousing will turn "Neutral" into "Open to Contact," a Formidable check will turn "Suspicious" into "Neutral," etc. Characters with this skill may attempt greater encounter shifts; i.e., the character may attempt to turn "Neutral" into "Friendly and Curious" with a Formidable roll. In order to use this skill, the character must interact, and preferably, converse in the same language as the persons encountered. Adjustments may be made for bribery, but threats don't work in conjunction with this skill; in fact, they hinder it. If the character can speak only a language in the same group, increase the difficulty by one step; if they cannot speak the language or a related language at all, increase the difficulty by two steps. Carousing is a Charisma-based skill.

Carpenter: Basic items (simple furniture, simple woodwork, basic housing) may be done without plans by a carpenter with an Average: Carpentry check. Fancy furniture requires plans (Average: Carpentry) or may be done without plans (Difficult: Carpentry). More complicated items absolutely require plans and should be graded by the GM on difficulty; something like a catapult might require a Formidable: Carpentry check, while a crossbow would require a Difficult: Carpentry check. For most carpentry activities, at least basic tools are required; for some tasks, power tools may be required or speed the job considerably. The controlling attribute for Carpentry is Strength.

Cartography: While anyone may draw a simple route sketch, the character with Cartography skill may make detailed maps that can be followed by anyone and used to plan timetables and in precise land navigation. Most simple maps (such as a street with addresses and accurate sizing of houses) are Easy. An entire village may be drawn with an Average roll, towns may be drawn with a Difficult roll, cities with a Formidable roll, and major cities with an Impossible roll. (Alternatively, the task of large areas may be broken into smaller tasks, each with a lesser difficulty roll). Open areas may be drawn in a similar fashion, but the difficulty of the area to be mapped depends upon the size and the amount of landmarks. Obviously, a trackless desert or dense jungle will be Impossible (or even worse), while an open area with numerous hills, valleys, buildings, roads and glens will be much easier (perhaps Average-Easy). Remember, in warfare, accurate intelligence data is life.

The controlling attribute for Cartography is Education.

Cryptography: The character with this ability has the ability to devise and break codes. Simple codes can be made on an Easy: Cryptography roll, and broken on an Average roll; something like a CEOI allows a Difficult: Cryptography roll, with a Formidable toll to break. Other codes are correspondingly more difficult to make and break. Radio scrambler codes typically take a computer and a Formidable roll to break, while the hopset of a frequency-hopping radio requires at least an Impossible roll, is not worse. Cryptography is an Intelligence-based roll.

Dance: Dance has very few game applications by itself, though it may modify a variety of skills, including Carousing, Streetwise, Disguise, and possibly others. Two possible skill modifications are Unarmed Martial Arts and Armed Martial Arts; for every 5 levels of Dance skill, allow a DM of +1 per 5 points of the Dance skill score (modified by Agility, rounding down) to both of these skills. Dance is an Agility-based skill.

Escape Skill: This skill's controlling attribute is Agility. It allows a character to slip out of bonds and bindings. Some difficulty ratings of typical bindings are: string (Easy), cord or rope (Average), handcuffs, rawhide, or plastic quick-ties (Difficult), shackles (Formidable), and straitjackets (Impossible). Success with other types of binding materials may be extrapolated from this information. When using a combination of binding materials, add together the difficulty levels; thus, if the character is bound with handcuffs and a straitjacket, the difficulty should be something like Extremely Impossible (one-sixteenth normal chances). Escape skill does not grant the ability to pick locks, even on handcuffs and shackles; for that, you need Intrusion skill. Escape skill merely allows one to slip out of bonds by manipulation of joints and muscles, and, to a certain extent by loosening bonds such as knots.

Time required to execute this skill is typically 3d6 phases per difficulty level. Chance for success may be increased by one level per extra 3d6 phases spent preparing for the escape attempt.

Genetics: Used in conjunction with farming, this skill allows a one step favorable shift in the difficulty level of farming for every growing season of study. Used in conjunction with raising animals, it allows the same shift for items such as meat production on farmed animals or milk production. This skill may also be used for breeding purposes to help eliminate genetic diseases or to breed animals with certain desired characteristics, such as breeds of dogs. A scarier aspect of this skill would be eugenics, breeding humans with certain desired characteristics. Use of this skill takes years sometimes, and a lot of patience. Genetics is an Education-based skill.

Ground Vehicle (Snowmobile): As it sounds, this is the skill required to operate a snowmobile. It is not the skill required to operate over-the-snow vehicles such as the BV-206 (*NATO Combat Vehicles Guide*); the skill required for vehicles like that is Ground Vehicle (Tracked). Ground Vehicle (Snowmobile) is otherwise treated the same as other Ground Vehicle skills.

Jeweler: A character with skill may make jewelry and cut gemstones. Simple lapidary and such requires an Easy: Jeweler check. Worked metal objects require a Difficult: Jeweler check. Engraving may be done with appropriate tools and the check is Average-Formidable (depending on the detail required). Gem cutting is Formidable: Jeweler, and requires special tools; it cannot be done without these tools. The character may increase the value of metal or gemstones by 10% for every 1 point by which the character beats the required skill roll. Outstanding success adds another 100% and creates a work of art, or halves the required time for the job. The controlling attribute for Jeweler skill is Agility.

Jumping: The controlling attribute for Jumping is Strength. The following can be used as general guidelines for the use of this skill: jump upwards from a standing start 75% of your height (Easy), jump upwards from a standing start your height (Average), jump upwards from a standing start 125% of your own height (Difficult), jump upwards from a standing start 135% your own height

(Formidable), jump upwards from a standing start 150% your own height (Impossible). Add one level of difficulty if you're carrying 25% of your maximum load, add two levels if you're carrying 50% of your maximum load, add three levels if you're carrying 75% of your maximum load, and add four levels if you're carrying 100% of your maximum load. Outstanding Success indicates a good landing (such as on your feet), or an extra 50% in height. Catastrophic Failure means that you fall on your butt.

Also from a standing start: long jump twice your height (Easy), long jump 225% your height (Average), long jump 250% your height (Difficult), long jump 275% your height (Formidable), long jump 300% your height (Impossible). Modify for weight carried as per high jumps above. Landings are usually on the feet, but outstanding success means an extra 50% of the distance jumped. Catastrophic Failure could be truly catastrophic, if you were trying to jump a gap between buildings, for example.

From a running start: long jump 300% your own height (Easy), long jump 350% your own height (Average), long jump 400% your own height (Difficult), long jump 450% your own height (Formidable), long jump 500% your own height (Impossible). Add difficulty levels as above. Once again, Catastrophic Failure could be truly catastrophic, but Outstanding Success indicates an excellent landing or an extra 50% of distance jumped.

Standing or running: jump downward twice your own height without hurting yourself (Easy), jump downward 300% of your height without hurting yourself (Average), jump downward 400% your own height without hurting yourself (Difficult), jump downward 500% your own height without hurting yourself (Formidable), jump downward 600% your own height without hurting yourself (Impossible). Modify for weight carried as above. Landings are normally in a tuck and roll, but Outstanding Success allows for a standing-up landing. Catastrophic Failure causes 1d6 points of damage per difficulty level of the jump to each leg and 1d2 damage per difficulty level applied to one other random body part. Normal failure causes 1d6-2 damage per difficulty level to each leg.

Jumps can be combined, at a total penalty of one difficulty level to the jump.

Long Distance Marching: This is the skill of forced marching. A character with this skill may march for one extra period with an Easy: Long Distance Marching roll, two extra periods with an Average roll, and three extra periods with a Difficult roll. The character may also march the normal distance per day without fatigue on a Difficult roll. A character with this skill may carry his full weight allowance without a speed penalty on a Difficult roll. A character with this skill may attempt to march faster with this skill; +15% distance is done with an Easy roll, +25% distance is done with an Average roll, +35% distance is done with a Difficult roll, +50% distance is done with a Formidable roll, and +75% distance is done with an Impossible roll. Finally, the character may attempt to march with a greater than normal load, but the normal distance; +20% is an Easy roll, +40% is an Average roll, +60% is a Difficult roll, +80% is a Formidable roll, and +100% is an Impossible roll. Combinations of these are possible by adding together the difficulty rolls; i.e.; marching +15% distance with +20% load for one extra period would be a Difficult: Long Distance Marching task. The controlling Attribute for Long Distance Marching is Constitution.

Mason: With the appropriate stone working tools, the character with this skill may build items and structures out of stone, bricks, or concrete. Sculpture is also possible; this requires a Formidable: Mason roll. Brick or cinder block structures may be built using an Average: Mason roll. Structures may also be built from unworked stone; this usually requires a Difficult: Mason roll, but simple structures such as a low wall for cover will require only an Average: Mason roll. Concrete walks, floors, and driveways may be poured using the appropriate equipment and an Average: Mason roll. Repairs may be made to existing structures; Easy for 1-10% damage, Average for 11-20% damage, Difficult for 21-30% damage, Formidable for 31-40% damage, and Impossible for 41-50% damage. (Structures more damaged than this must be razed and rebuilt from scratch.) Even a dam may be built, using a combination of this skill and Civil Engineer; this should be a Formidable: Mason roll under most circumstances. Note that in most cases, the Mason will not be doing all the actual work himself; he will be supervising other (not necessarily Mason-skilled) individuals. Mason is a Strength-based skill.

Mortar: This skill is generally used in the same manner as Heavy Artillery, but is used with Mortars. (Mortar gunnery and grenade launcher gunnery are sufficiently different that the skills cannot generally be used interchangeably.) Most mortar gunnery is Formidable: Mortar on the first shot, and this can be improved with corrections in the same manner as artillery fire. Direct lay (where the gunner can see the target) is Difficult. Blind fire (where the crew knows the location of the enemy on the map, but cannot see the target and has no forward observer) is Impossible, and in any case, the crew will not know the results of their fire and must guess when to stop. Fire against a pre-surveyed point (a point on the map well known, marked, and surveyed for accuracy, with pre-determined coordinates) is one level easier. If the mortar is capable of direct fire (such as some French or Russian mortars), the fire is resolved using Grenade Launcher skill.

Music: This skill is the ability to play some sort of musical instrument. Aside from entertainment value, this skill can smooth over encounters and perhaps provide the character some employment. At the GM's discretion, it may modify Act/Bluff, Carousing, Disguise, Streetwise, Persuasion, Willpower, or Recruiting. Music is an Agility-based skill.

NBC Specialist: This skill brings knowledge of how to survive on a contaminated battlefield. The character with this skill has knowledge of decontamination procedures, countermeasures against chemical, biological, and nuclear exposure, and how to properly read Geiger counters and chemical sniffers. This skill is required for proper operation of the Steam Decontamination Trailer and the NBC Decontamination Trailer. A character with the NBC Specialist skill can also maintain equipment used for water decontamination and desalination. He may also maintain NBC protection gear such as protective masks and clothing, and

determine whether they are still safe to use. He may determine whether or not a given area is safe to camp in an NBC context. Finally, much like the Biology skill, the character with this skill may determine whether plants, animals, and foodstuffs are safe to eat and drink after examining them. NBC Specialist is an Education-based skill.

Painting: This is another skill that may provide the character with employment or an item of some salable value. People that can paint can usually draw, and this may aid in some encounters. A very possible game use is to compose effective camouflage patterns on equipment and vehicles; a vehicle, building, or piece of equipment worked on by a painter with access to the proper paint colors is one level more difficult to spot on a Difficult roll, two levels more difficult to spot on a Formidable roll, and three levels more difficult on an Impossible or Outstanding Success roll. (Remember that camouflage patterns must change with the terrain, and eventually wear off and fade.) Catastrophic Failure at the camouflage task makes the vehicle or equipment one level easier to spot, while Normal Failure doesn't help or hinder the vehicle or equipment. Most difficulty rolls with this skill will be Average or Difficult. Painting is an Agility-based skill.

Physics: The primary uses of Physics in game terms are to determine how far radioactive material is away using readings from a Geiger counter, and to determine the degree of danger in the present and the future from radioactive materials. Most determinations will be Average tasks. A character with Physics and a successful roll will be able to take a reading and determine how many rads a character will take in a given area, before exposure. Another possible use is to examine a nuclear bomb and to determine the yield of the device. Physics is an Education-based skill.

Pickpocket: This is the ability to take something off someone else's person without the victim's noticing that the object is being removed. Most items (stereotypically coins and wallets) may be removed by an Average opposed roll of the character's Pickpocket skill and the victim's Observation skill. Pistols and knives may be removed from a closed holster or sheath by a Difficult roll. If the holster has a safety loop, the roll is Formidable. If the victim is distracted, decrease difficulty by one step. Items may be taken out of closed backpacks or equipment pouches with a Formidable roll. If the item is tied to the victim (such as with a "dummy cord" tied from the item to a pistol belt), the roll should be Impossible. Pickpocket is an Agility-based skill.

Pilot (Fabric Wing): This is the skill required to fly hang gliders and ultralights. It is otherwise treated as normal Pilot (Fixed Wing) skill.

Pilot (Glider): This skill is required to fly sailplanes and gliders, even heavy ones such as those used to deliver troops during World War 2. If the pilot has this skill, he may also use to attempt to safely land deadstick aircraft (those on which all engines have failed) using his Pilot (Glider) skill. It is otherwise treated as normal Pilot (Fixed Wing) skill. Hang gliders cannot be flown with this skill; that requires Pilot (Fabric Wing) skill.

Pilot (Jet): This is the skill required to fly high-performance jet aircraft, such as fighters and attack aircraft. It is otherwise treated as normal Pilot (Fixed Wing) skill.

Pilot (Multiengine): Normal sized aircraft, even those with multiple engines, are flown with the appropriate Pilot (Fixed Wing), Pilot (Jet), or Pilot (Rotary Wing). Pilot (Multiengine) is required to fly heavy, multiengine aircraft, such as airliners and cargo aircraft such as the C-130 or C-141. It is otherwise the same as normal Pilot skill.

Pilot (Spacecraft): As it sounds, this skill is the one required to fly spacecraft. This skill, Pilot (Jet), and Pilot (Multiengine) are required to fly the Space Shuttle within the atmosphere. (Average the three skills together when determining skill level for purposes of flying the Space Shuttle or Russia's Buran).

Psychology: This skill allows a character to judge the motives of another character. It can be used, for example, to determine the truth or falsehood of statements the character makes. It can also modify other skills, such as Disguise, Act/Bluff, Instruction, Interrogation, Persuasion, Streetwise, and Leadership. If the GM uses it, it may also be used to treat Post-Traumatic Stress Disorder and other mental illnesses. The controlling attribute for Psychology is Intelligence.

Reactor Operations: The character with this skill is able to run, repair, fuel, and service a nuclear reactor, or supervise others to do these tasks. Many specialized tools and materials are necessary for these tasks. Most difficulty rolls for these tasks will be Average to Formidable. The controlling attribute is Education.

Recruiting: The character with this skill is able to determine the potential of candidates for tasks, and then convince them that service under the command of the character or his associates is the best option. Recruiting novice troops takes an Easy: Recruiting roll. Recruiting Experienced troops requires an Average roll. Recruiting Veteran troops takes a Formidable roll, and recruiting Elite troops requires an Impossible roll. These difficulty levels assume recruiting from the average populace; the GM may adjust down or upward depending on what information he has about the quality of individuals the area has. The player may recruit 10% of the available labor pool for every two points by which he beats the required skill roll. (Rolling exactly what you need will

recruit 10% of the labor pool in that category; at least one individual will be recruited per successful roll.) GM may adjust the difficulty of the rolls based on bribes, promises (if believed), etc. Other circumstances, such as whether the recruited individual has to leave home or not, should also be considered. Under most circumstances, the recruiter will have to be able to speak the language of the labor pool; if he cannot, adjust the difficulty by one step. Recruiting is not always for military purposes. Recruiting is a Charisma-based skill.

Research: This is the skill that scientists and intelligence analysts have. It allows the character to see patterns in things that the average person cannot, or to see how seemingly disparate facts fit together into a logical whole. When used to find out information, the GM should devise a difficulty level based on the information looked for and the size of the community where the character is looking, as well as the availability of books and other such information.

When this skill is used by to create battlefield intelligence, the GM should base the difficulty on how much information about enemy movements and capabilities is available. Success allows the character to accurately predict what the enemy is going to do within the next few hours, and the information can then be used to devise countermeasures. This skill is not the same as Tactics; success with Research requires much more time, and produces more lasting results.

The controlling attribute for Research is Education.

Sculpture: Though this skill has very little game use, it may provide the character with employment or a salable object. A possible use is whittling or carving a weapon, whether real (as in some kind of blade or arrowhead), or fake to fool someone (as John Dillinger did to break out of prison). Difficulty level depends on the complexity of the task. The controlling attribute is Strength.

Ship Helm Operations: This is the ability to run or act as a crewman of a large ship, such as a Naval Vessel. Most tasks will not require a skill roll, but operation of the ship in difficult circumstances, such as combat movement or during a storm, will require a roll at a difficulty level determined by the GM. This is an Intelligence-based skill.

Sniping: Sniping is a Strength-based skill. It manifests itself as a modifier to the base range of firearms. To determine the modifier, take the modified Sniping score (Sniping skill modified by Strength), subtract 7, and divide by 2. This is the multiplier that is used to modify the base range of the weapon.

For example: John Thomas has a sniping score of 5 and a Strength of 7. His Sniping score, modified by Strength, is 12. Subtracting 7, we get 5. Dividing by 2, we get 2.5. The base range of eligible weapons is multiplied by 2.5 to determine his new base range with eligible weapons. The minimum multiplier is x1.1. Base range is modified by the scope before multiplying.

The following weapons are eligible for Sniping score modifications: automatic pistols, revolvers, special purpose pistols, all rifles, crossbows, and automatic rifles. The Sniping range applies to a maximum of three non-automatic shots per phase. The weapon must have some sort of sight, such as laser sights or telescopic sights. One phase must be spent aiming before taking the Sniping-modified shots.

Song: Depending on skill level, the character has some sort of singing voice, whether decent or truly great. Aside from entertainment value, this skill may, at the GM's discretion, modify Act/Bluff, Carousing, Disguise, Persuasion, Recruiting, Streetwise, or Willpower. It may also provide the character with some employment. Song is a Charisma-based skill.

Stalking: Stalking is the urban equivalent of Tracking. It involves following a quarry that typically does not want to be followed. But instead of looking for prints and droppings, the stalker is skilled at judging the quarry's path by watching for unconscious signs from bystanders, gauging distances to alleys, peering into shadows, and suchlike. Characters adept at Tracking may substitute that skill for Stalking at one difficulty level higher than usual. The opposite is also true. Stalking is an Intelligence-based skill.

Streetwise: This skill simulates street smarts and some common sense. Streetwise is a general knowledge of how to survive in the roughest parts of an urban environment. It includes such things as knowing how to project an image that engenders respect among the locals, and knowing where to go to find what the character needs. Black markets may be found with an Average: Streetwise roll. Casing an urban location is a Difficult (Streetwise + Observation/2) roll. Facing down a street tough is a Difficult: Streetwise roll (modified up or down for the relative size and Strength of the two involved, and how well-armed they are). Facing down a gang is Formidable, modified as per facing down an individual, and further modified for the size of the groups involved. Obtaining false papers or otherwise finding a forger is a difficult task. The controlling attribute for Streetwise is Charisma.

Submarine Helm Operations: This is the same as Ship Helm Operations, but applies to the three-dimensional world of underwater combat.

Tactics: This is the talent of staying a step or two ahead of your enemy, and devising plans to take advantage of this. This skill deals with small unit tactics, up to about 1000 men, five or 6 warships, or about a squadron of aircraft. Because tactical skill is an intangible, the Tactics skill is left open to GM interpretation, but the skill should allow the character to plan highly-efficient

ambushes, discern enemy movements and plans a few minutes ahead (or 1-6 turns ahead for Last Battle games), or help to discover hidden movement. The GM should give the player some hints on what to do in such cases, or a little help in devising defenses. Encourage the player to read books on combat tactics. Tactics is an Intelligence-based skill.

Veterinarian: This skill may basically be treated the same as Medical skill, but for animals. The veterinarian may attempt to use his skill to treat humans, but at two difficulty levels higher. Veterinarian is also an Education-based skill.

Willpower: This is the ability to keep going when all hope seems lost. A character may ignore the effects of a "Scratch" level wound on an Easy: Willpower roll. "Slight" wound effect may be treated as a "Scratch" with an Average roll. "Serious" wounds may be treated as "Slight" wounds for detrimental effects on a Formidable Roll. Critical wounds (except to the head) may be treated as "Serious" wounds for ill effects on an Impossible roll.

Another use of Willpower is to decrease the difficulty of feats or other skills that are based on Strength or Constitution. A successful Formidable: Willpower roll decreases the difficulty of feats requiring those skills by one level. An Impossible Willpower skill roll decreases the difficulty by two levels.

Willpower is an Intelligence-based skill.

SKILL CLUSTERS

The following skills may be grouped together. I generally allow players to choose up to half the number of levels as skills in the specific skill cluster listed under "Subsequent Term Skills" in their profession. Thus, if the skill cluster has six skills, the player may choose three levels in any combination of skills in the skill cluster. In the case of fractions, round up.

There is some overlap between certain clusters.

Acrobat Skill Cluster

Acrobatics	Climbing	Escape Skill	Jumping
Stealth	Thrown Weapon		

Aircraft Skill Cluster

Pilot (Fabric Wing)	Pilot (Fixed Wing)	Pilot (Glider)	Pilot (Jet)
Pilot (Multiengine)	Pilot (Rotary Wing)	Pilot (Spacecraft)	

Animal Handling Skill Cluster

Animal Handling and Training	Farming	Riding	
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Archaic Weapons Skill Cluster

Archery	Thrown Weapon		
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Artillery Skill Cluster

Archaic Artillery	Forward Observer	Heavy Artillery	
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Artisan Skill Cluster

Carpenter	Jeweler	Mason	Metallurgy
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Charm Skill Cluster

Act/Bluff	Carousing	Persuasion	Recruiting
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Crime Skill Cluster

Escape Skill	Forgery	Intrusion	Pickpocket
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Determination Skill Cluster

Leadership	Streetwise	Willpower	
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Economics Skill Cluster

Admin/Legal	Business	Bargain	Business
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Engineer Skill Cluster

Civil Engineer	Combat Engineer	Construction	Demolitions
Excavation			

Explore Skill Cluster

Cartography	Climbing	Navigation	Scrounging
Survival	Swimming		

Fine Arts Skill Cluster

Act/Bluff	Dance	Disguise	Music
Painting	Sculpture	Song	

Gun Combat Skill Cluster

Autogun	Pistol	Rifle	
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Heavy Weapons Skill Cluster

Autogun	Grenade Launcher	Tac Missile	
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Helm Operations Skill Cluster

Ship Helm Operations	Submarine Helm Operations	
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Interaction Skill Cluster

Bargain	Instruction	Interrogation	Language
Recruiting			

Medical Skill Cluster

Biology	Medical (Diagnosis)	Medical (Surgery)	Medical (Trauma)
Veterinarian			

Melee Skill Cluster

Armed Martial Arts	Unarmed Martial Arts		
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Perception Skill Cluster

Blind Fighting	Cryptography	Observation	Psychology
Research	Scrounging	Stalking	Tracking

Personal Transport Skill Cluster

Bicycle	Long Distance Marching	Parachute	Snow Skiing
Swimming			

Physical Science Skill Cluster

Biology	Chemistry	Farming	Genetics

Geology	Meteorology	Physics	
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Social Science Skill Cluster

History	Instruction	Language	Persuasion
Psychology	Research		

Tactics Skill Cluster

Tactics (Air)	Tactics (Ground)	Tactics (Ship)	
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Technician Skill Cluster

Aircraft Mechanic	Computer	Cryptography	Electronics
Gunsmith	Machinist	Mechanic	Metallurgy
NBC Specialist	Reactor Operations	Warhead	

Vice Skill Cluster

Bribery	Disguise	Gambling	Streetwise
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Vehicle Skill Cluster

Ground Vehicle (Motorcycle)	Ground Vehicle (Snowmobile)	Ground Vehicle (Tracked)	Ground Vehicle (Wheeled)
Riding			

Vessel Skill Cluster

Vessel Use (Boat)	Vessel Use (Hovercraft)	Vessel Use (Ship)	
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WESTERN ARMED FORCES

AUSTRALIA

Careers: Same as US, except for the following:

- 1) Special Forces are replaced by the Australian Special Air Service (SAS) who use the Special Air Service (SAS) development table. Members must serve a prior term in the Airborne or Commandos.
- 2) Marine Infantry are the 1st Commando Regiment.
- 3) Special Operations--Delta is the Australian counterpart to the British SAS CRW and must serve a prior term in the SAS.
- 4) No Naval Aviators, other Special Operations, Mountain, Marine Force Recon, or Marine Scout/Snipers.

AUSTRIA

Background Skills: Add 8 skill levels of Languages.

Careers: All careers are the same as US careers except for the following:

- 1) Rangers are called *Schlangenfresser* (Snake Eaters), and add Snow Skiing: 3 to their first term skills.
- 2) Special Operations--Delta is called *Gendarmereinsatzkommando* (Cobra Force). Their members must complete one prior term in Federal Law Enforcement.
- 3) There are no Naval Aviators, SEALs, Airborne, Special Forces, Special Operations, or any Marine careers.

BELGIUM

Background Skills: Add 10 levels of Language skills.

Careers: All careers are the same as US careers except for the following:

- 1) Naval Aviators are developed in the same manner as Air Force pilots.
- 2) Commandos are the equivalent of Rangers, *Le Regiment Para-Commando*.
- 3) *Equipes Speciales de Reconnaissance* (ESRs), Special Recce Teams are the equivalent of Special Forces.
- 4) *Escadron Special D'Intervention* are the equivalent of Special Operations--Delta. One term must be spent in the Gendarmes (Federal Police).
- 5) There are no equivalents to Mountain Infantry, Navy SEALs, or any Marine careers.
- 6) Add Heavy Gun skill to the subsequent term skills lists for Infantry and Artillery careers.

CANADA

Careers: All careers are the same as US careers except for the following:

- 1) Special Service Force Airborne Commandos are the equivalent of Rangers. Add Snow Skiing: 2 to first term skills.
- 2) Navy and Air Force pilots use Pilot: 5 for their primary skill cascade(s).
- 3) Native Canadian Rangers replace arctic and Mountain troops. They must be from the Northwest Territories, Yukon, British Columbia, or the Canadian Rockies. They are usually Inuits. See below for development details.
- 4) There a small, elite unit, Joint Task Force 2, that handles both the Special Forces and Special Operations roles. This unit had a prewar strength of about 250, and is one of the most secretive and elite units in all of NATO. It is also one of the most difficult to get into, with members of elite units from all over NATO routinely failing its selection course. They use their own development table; see below. As this unit was not formed until 1993, no more than two prior terms may be served by PCs and NPCs in this unit, including the war term.
- 5) There are no equivalents to SEALs or any Marine career.

DENMARK

Background Skills: Add 4 skill levels of Language.

Careers: All careers are the same as US careers except for the following:

- 1) The *Jaegerkorpset* (jaeger corps) are the equivalent of Special Forces.
- 2) The *Froemandskorpset* replace SEALs and use the Special Boat Squadron (SBS) MOS instead of the SEAL development table.
- 3) Jaegers are the equivalent of Special Operations--Delta. They must spend one term in the *Jaegerkorpset* or *Froemandskorpset* before beginning this career.
- 4) There are no equivalents to Mountain, Airborne, Ranger, Marine Infantry, Marine Scout/Sniper, or any other Special Operations careers.

FRANCE

Background Skills: Add 4 levels of Language skills.

Careers: All careers are the same as US careers, except for the following:

- 1) All fixed-wing aviators receive Pilot: 5 in their primary cascade(s).
- 2) Mountain Infantry are called *Chasseurs Alpins*.
- 3) Airborne troops are called *Parachutists*.
- 4) The Naval Rifle Commandos (*Fusilliers-Marins Commandos*) are the equivalent of Marine Force Recon.

- 5) The French Foreign Legion has Infantry, Armor, Artillery, and Airborne units; any nationality may be in the Foreign Legion. Add Language (French): 6 as a first term skill.
- 6) French Foreign Legion paratroopers (*2e Regiment Etranger de Parachutists* or *2e REP*) are the equivalent of Rangers.
- 7) There are no equivalents to Special Forces, SEALs, or Marine Snipers.
- 8) The GIGN (*Groupement D'Intervention De La Gendarmerie Nationale*) are the equivalent of Special Operations--Delta. One term must be spent in Federal Law Enforcement (*Gendarmerie Nationale*)--SRT teams.
- 9) There are no equivalents to Scout/Snipers, Special Forces, Special Operations other than listed above, or SEALs.

GERMANY

Background Skills: Add 8 levels of Language skills.

Careers: All careers are the same as US careers, except for the following:

- 1) All fixed-wing aviators receive Pilot: 5 in their primary cascade(s).
- 2) Infantry are called *Panzergrenadiers* (mechanized) or *Jägers* (light).
- 3) Mountain Infantry is called *Gebirgsjäger*.
- 4) Airborne soldiers are called *Falschirmjäger*.
- 5) Rangers are called *Fernspähtruppen*.
- 6) SEALs are called *Kampfschimmer*. Their insignia is the swordfish.
- 7) Military Police are called *Feldjäger*.
- 8) Special Operations are provided by *Grenschutzgruppe Neun*, GSG-9 for short. One term must be spent in the Federal Police in the SRT team.
- 9) Special Forces are called *Kommando Spezialkräfte* (KSK). These units are patterned after the British SAS and use the Special Air Service table for character generation. One term must be served as *Falschirmjägers* or *Fernspähtruppen*. As this unit was not formed until 1990, no more than three terms may be served in this MOS, including the war term, by player or non-player characters.
- 10) One company of the KSK is a Hostage Rescue Team, formed because it was technically against the German Constitution to employ GSG-9 outside of the German borders without express prior consent of the government (though prior to the formation of this unit, it was done). The operators of this unit are developed as per Army -- Special Operations -- Delta, and must serve one prior term in the KSK. As this unit was not formed until 1994, no player character or non-player character may serve more than two terms in this MOS, including the war term.
- 11) There is no equivalent to Air Force Special Operations any Marine careers.

GREECE

Careers: All careers are the same as US careers, except for the following:

- 1) Naval Aviators use the same career development as Air Force pilots.
- 2) Airborne troops are called Paratroopers.
- 3) Rangers are called Commandos.
- 4) Special Forces are called Special Raider Forces.
- 5) Special Operations--Delta are called Counterterrorist Police Special Unit, and must complete one term as Federal Law Enforcement.
- 6) There are no equivalents to Mountain Infantry, but Acrobat should be allowed as a skill cluster under subsequent term skills for Infantry.
- 7) There are no equivalents to any other Special Operations, SEALs, Marine Force Recon, or Marine Scout/Sniper careers.
- 8) Add Heavy Gun skill to the subsequent term skill listings for Infantry and Artillery careers.

ISRAEL

Background Skills: Add Language (Hebrew): 7, and 20 other skill levels of Languages.

Basic Training: As US, change Unarmed Martial Arts to 2, add Small Arms (Pistol): 2.

Careers: All careers are as US, except for the following:

- 1) Aviators add 1 to all Pilot cascades.
- 2) Airborne are replaced by Unit 202 Paras, and have their own development table.
- 3) Rangers are replaced by *Sayaret*, who have their own development table.
- 4) Special Forces are called *Sayaret Maktal*.
- 5) Naval Commandos use the Special Boat Squadron (SBS) development table, and add Willpower: 2 to their first term skills.
- 6) Special Operations--Delta is called Unit 269. Members must serve one prior term in Unit 202, *Sayaret*, or *Sayaret Maktal*.
- 7) No Naval Aviators, SEALs, or Marine Scout/Snipers exist.

ITALY

Background Skills: Add 4 levels of Language skills.

Careers: All careers are the same as US careers, except for the following:

- 1) Naval aviators use the same career development as Air Force pilots.
- 2) Mountain Infantry are called *Alpini*.
- 3) Airborne troops are called *Paracadutisti* or Folgore Brigade.
- 4) Rangers are called *Paracadutisti Incursore* (Parachute Raiders).
- 5) Marine Infantry are called *Lagunari*.
- 6) Marine Force Recon are called San Marcos Marines.
- 7) SEALs are replaced with *Commando Raggruppamento Subacque ed Incursori* (COMSUBIN) (Underwater Raiders), and use the Special Boat Squadron (SBS) MOS, with Climbing: 3 added as a first term skill.
- 8) Military Police are replaced with the *Carabinieri* and the *Carabinieri Folgore* Brigade.
- 9) Special Operations--Delta are COMSUBIN Counterterrorist Experts who must spend one term in COMSUBIN prior; or *Squadron Anti-Commando*, who must spend one term in the *Carabinieri* or *Carabinieri Folgore* Brigade.
- 10) There are no equivalents to other Special Operations, Special Forces, or Marine Scout/Snipers.

NETHERLANDS

Background Skills: Add 10 levels of Language skills.

Careers: All careers are the same as US careers, except for the following:

- 1) Special Forces are replaced by Marine Commandos, and use the Dutch Royal Marine Commando MOS. They must spend one term as Royal Marines prior to choosing this MOS.
- 2) SEALs are replaced by Marine Special Boat Section, and use the Special Boat Squadron (SBS) MOS. They must serve one prior term as Royal Marines.
- 3) Special Operations--Delta are called *Bizondere Bystand Eenheid* (BBE, Different Circumstances Unit), and must have served one prior term in the Royal Marines.
- 4) There are no equivalents to Mountain Infantry, Airborne, Rangers, Marine Force Recon, or Marine or Army Scout/Snipers.

NEW ZEALAND

Careers: All careers are the same as US careers, except for the following:

- 1) Special Forces is replaced by the New Zealand SAS, and use the Special Air Service (SAS) development table. Members must serve a prior term in the Airborne.
- 2) Special Operations--Delta are the New Zealand SAS CRW, and must serve a prior term in the SAS.
- 3) No Naval Aviators, other Special Operations, SEALs, Mountain, or any Marine careers.

NORWAY

Background Skills: Add 4 skill levels of Languages.

Basic Training: As US, add Climbing: 2 and Snow Skiing: 2.

Careers: All careers are the same as US careers, except for the following:

- 1) All fixed-wing aviators receive Pilot: 5 for their primary Pilot skill cascade(s).
- 2) Rangers are Jaegers (Hunters).
- 3) SEALs are replaced by Marine Jaegers and use the Special Boat Squadron (SBS) MOS.
- 4) Special Operations--Delta is a police Counterterrorist Squad, and must serve one term in Federal Law Enforcement.
- 5) No Airborne, Special Forces, other Special Operations, Naval Aviators, or any Marine careers.

PORTUGAL

Background Skills: Add 8 skill levels of Languages.

Basic Training: Same as Eastern Bloc armies.

Careers: Same as US careers, except for the following:

- 1) Airborne are the Army and Marine Commando units.
- 2) There are no Special Operations, SEALs, Mountain, Rangers, Special Forces, Force Recon, or Scout/Snipers.

REPUBLIC OF KOREA

Background Skills: Add 4 levels of Languages.

Careers: All careers are the same as US careers, except for the following:

- 1) KATUSAs (Korean Augmentation to US Army) are ROK soldiers who work in US Army units. Add English: 5 to first term skills. The following careers are available: Airborne, Infantry, Armor, Artillery, Intelligence, Engineer, Medical Corps, Military Police, and Support. Only enlisted careers are available. This career may be taken for the first term only. Contacts are foreign (American) on a roll of 5+.
- 2) ROK Special Forces add Unarmed Martial Arts: 6 to first term skills.
- 3) Special Operations--Delta is the 707th Special Missions Battalion and must serve a prior term in the Special Forces. Unusually, this battalion tends to use large-caliber revolvers instead of pistols.
- 4) No Naval Aviators, other Special Operations, SEALs, Mountain, or Marine Scout/Snipers.

SOUTH AFRICA

Background Skills: Add 6 skill levels of Languages.

Careers: All careers are the same as US, except for the following:

- 1) Airborne are from the Parachute Brigade and Para Commandos.
- 2) Rangers are replaced by the Reconnaissance Commandos (Recces), and have their own development table.
- 3) No Naval Aviators, Special Operations, Special Forces, SEALs, Mountain, or any Marine careers.

SPAIN

Background Skills: Add 8 skill levels of Languages.

Basic Training: Same as Eastern Bloc armies.

Careers: Same as US careers, except for the following:

- 1) Airborne are called the Parachute Brigade.
- 2) The Spanish Foreign Legion has Infantry, Armor, Artillery, and Airborne units. Add Language (Spanish): 6 to first term skills.
- 3) Federal Police are called *Policia Nacional*.
- 4) Special Operations--Delta are called the *Grupo Especial de Operaciones* (GEO). Members must serve one prior term in the *Policia Nacional*. They receive Small Arms (Pistol): 3 in addition to first term skills.
- 5) There are no Naval Aviators, SEALs, Mountain, Rangers, Special Forces, Marine Recon, or Scout/Sniper careers.

SWEDEN

Background Skills: Add 4 skill levels of Languages.

Careers: Same as US careers, except for the following:

- 1) Fixed-wing aviators receive Pilot: 5 in their first term Pilot cascade(s).
- 2) Rangers are called *Fallskarmjagare* (Parachute Ranger Battalion); use the Special Forces development tables, and replace Vessel Use (Boat): 2 with Snow Skiing: 3 in their first term skills, and increase prerequisites to Strength + Constitution + Agility 19+.
- 3) There is a type of Ranger called *Kustjargarskolan* (Coastal Ranger Company, see below for generation).
- 4) There is another sort of Ranger called Military Police Rangers; see below for generation.
- 5) There non-airborne sort of Ranger, called the Jagarna; use the Ranger development table, and replace Parachute: 4 with Snow Skiing: 3 and Ground Vehicle (Tracked): 1.
- 6) SEALs are replaced with Navy Swimmer/Diver Teams, and use the Special Boat Squadron (SBS) development tables.
- 7) Marines are called *Amfibiesoldater*, and use the Dutch Royal Marines development tables.
- 8) Special operations are superseded by the Special Protection Group (SSG); their development is listed below.
- 9) No Naval Aviators, Special Forces.

SWITZERLAND

Background Skills: Add 10 skill levels of Languages.

Careers: All careers are the same as US careers, except for the following:

- 1) Rangers are called the Parachute Grenadier Company and add Small Arms (Rifle): 1 and Snow Skiing: 3 to their first term skills.
- 2) No Special Operations, Airborne, Special Forces, or any Naval or Marine careers exist.

TAIWAN

Background Skills: Add 8 skill levels of Languages.

Careers: All careers are the same as US careers, except for the following:

- 1) Airborne are called Parachute Brigades.
- 2) SEALs are replaced by Combat Frogmen and use the Special Boat Squadron development table.
- 3) Marine Force Recon are Long Range Amphibious Reconnaissance Commandos.
- 4) No Naval Aviators, Special Forces, Mountain, Special Operations, or Marine Scout/Sniper careers.

THAILAND

Background Skills: Add 4 skill levels of Languages.

Careers: All careers are the same as US careers, except for the following:

- 1) There are no Naval Aviators, Airborne, Scout/Snipers, or Mountain careers.

TURKEY

Background Skills: Add 4 skill levels of Languages.

Basic Training: Change Unarmed Martial Arts skill level to 2.

Careers: All careers are the same as US careers, except for the following:

- 1) Naval Aviators are developed in the same manner as Air Force pilots.
- 2) Airborne are called *Paracutcu*.
- 3) Rangers are called *Paracutcu Komando*.

- 4) Marine Infantry are called *Amfibi Deniz* (amphibious rifles).
- 5) Special Forces are called *Genelkurmay Ozel Kuvvetler Komutanligi* (General Staff Special Forces Command). They are publicly known as Red Berets. A small part of this unit (about a reinforced company) performs a variety of duties similar to those of the US Army's Delta Force. They must serve one prior term in the *Paracutcu* or *Paracutcu Komando*; the special operations detachment must serve one term in the Red Berets in addition to the other prerequisites before going into the special ops detachment.
- 6) The Turkish equivalent of the US Navy SEALs is *Su Altı Taaruz Grup Komutanligi*, which means Underwater Assault Group Command, publicly known as SAT Commandos.
- 7) There are no equivalents to any other Special Operations, Mountain, Marine Recon, or Marine Scout/Snipers.

UNITED KINGDOM

Background Skills: Add 5 skill levels of Languages.

Basic Training: Change Unarmed Martial Arts skill level to 2.

Careers: All careers are the same as US careers, except for the following:

- 1) All fixed-wing aviators receive Pilot: 5 for their primary Pilot skill cascade(s).
- 2) Airborne come from various companies in the Army called P-companies and add Willpower: 2 to their first term skills.
- 3) Military Police come from the Provost Adjutant General Corps, and add Small Arms (Rifle): 1 to their first term skills.
- 4) SEALs are replaced by Royal Marine Special Boat Squadrons (SBS), and use their own special table for development. They must serve one prior term in the Royal Marines.
- 5) Special Forces are replaced by the Special Air Service (SAS) MOS for development. They must serve one prior term in any branch of service.
- 6) Marine Infantry are replaced by Royal Marine Commandos who use the Royal Marine MOS.
- 7) The Royal Marine Mountain and Arctic Warfare Cadre is an additional MOS who must serve one prior term in the Royal Marine Commandos.
- 8) The Gurkha Field Force is an additional MOS whose members must be of certain Nepalese tribes.
- 9) The equivalent of Special Operations--Delta are the SAS Counter-Revolutionary Warfare Unit (CRW), whose members must serve one prior term in the SAS; and the Royal Marines Commachio Company, whose members must have served one prior term in the SBS.
- 10) Mountain Infantry are provided by one battalion of the Royal Army, which is rotated every few years (at the time of the Twilight War, the Royal Highland Fusiliers).
- 11) No Rangers, Marine Force Recon, Marine Scout/Snipers, or any other Special Operations are allowed.

CARABINIERI--ENLISTED AND OFFICER

Prerequisites: None for Enlisted; Undergraduate Degree for Officer.

First Term Skill Adds:

Act/Bluff: 3	Armed Martial Arts: 2	Autogun: 2	Observation: 3
Small Arms (Pistol): 2	Small Arms (Rifle): 2	Willpower: 1	

Subsequent Term Skills:

Acrobat	Gun Combat	Interaction	Melee
Perception	Sniping	Technician	Vehicle

Promotion: 7+ on 1d10; DM +1 if Intelligence 7+.

Contacts: Two per term, law enforcement, criminal, or military; roll 7+ on 1d10 for the contact to be foreign.

CARABINIERI--FOLGORE BRIGADE--ENLISTED AND OFFICER

Prerequisites: Strength + Constitution + Agility: 14+; Undergraduate Degree for Officer.

First Term Skill Adds:



Armed Martial Arts: 2	Autogun: 2	Climbing: 3	Grenade Launcher: 1
Observation: 3	Parachute: 4	Small Arms (Pistol): 3	Small Arms (Rifle): 3
Survival: 1	Willpower: 2		

Subsequent Term Skills:

Acrobat	Artillery	Explore	Gun Combat
Heavy Gun	Heavy Weapon	Interaction	Melee
Perception	Personal Transport	Sniping	Technician
Vehicle			

Promotion: 7+ on 1d10; DM +1 if Intelligence 7+.

Contacts: Two per term, military or intelligence community; roll 8+ on 1d10 for the contact to be foreign.

DUTCH ROYAL MARINE COMMANDOS--ENLISTED AND OFFICER

Prerequisites: Strength + Constitution + Agility: 15+; for officer, OCS or Military Academy.

First Term Skill Adds:

Combat Engineer: 2	Forward Observer: 2	Ground Tactics: 2	Instruction: 2
Language: 4	Leadership: 2	Navigation: 1	Observation: 2
Parachute: 4	Small Arms (Pistol): 3	Small Arms (Rifle): 1	Stealth: 2
Survival: 2	Thrown Weapon: 1	Unarmed Martial Arts: 1	Vessel Use (Boat): 2
Willpower: 2			

Subsequent Term Skills:

Acrobat	Artillery	Determination	Engineer
Explore	Gun Combat	Heavy Weapon	Interaction
Medical	Melee	Perception	Personal Transport
Sniping	Technician	Vessel	

Promotion: 6+ on 1d10; DM +1 if Intelligence 7+ and/or graduate of Military Academy.

Contacts: Two per term, military. Roll 7+ on 1d10 for the contact to be foreign.

GRENSCHUTZGRUPPE NEUN (GSG-9) ENLISTED AND OFFICER

Prerequisites: Strength + Constitution + Agility: 16+; one term in Federal Police or military; for officer, OCS, ROTC, or Military Academy.

First Term Skill Adds:

Admin/Legal: 3	Bargain: 1	Climbing: 3	Combat Engineer: 3
Electronics: 2	Grenade Launcher: 1	Intrusion: 1	Medical (Trauma): 2
Observation: 4	Ground Vehicle (Wheeled): 4	Small Arms (Pistol): 4	Small Arms (Rifle): 4
Stealth: 3	Swimming: 3	Thrown Weapon: 2	Unarmed Martial Arts: 5
Willpower: 4			

Units 1 and 3:

Carousing: 3	Interrogation: 1	Research: 3	
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Unit 2:

Scuba: 2	Swimming: 1	Vessel Use (Boat): 3	
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Unit 4:

Combat Engineer: 1	Intrusion: 3	Parachute: 4	
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Subsequent Term Skills:

Acrobat	Charm	Crime	Determination
Engineer	Explore	Gun Combat	Heavy Weapons
Interaction	Melee	Perception	Personal Transport
Sniping	Tactics	Technician	Vehicle
Vice	Vessel		

Promotion: 6+ on 1d10; DM +1 if Intelligence 7+ and/or graduate of Military Academy.

Contacts: Three per term, military, government, or intelligence community. Roll 8+ on 1d10 for the contact to be foreign.

GURKHA FIELD FORCE--ENLISTED OR OFFICER

Prerequisites: Nepalese origin; Strength + Constitution + Agility: 14+; British basic training.

First Term Skills:

Armed Martial Arts: 4	Autogun: 2	Climbing: 5	Interrogation: 1
Language (English): 6	Navigation: 2	Observation: 2	Small Arms (Pistol): 2
Small Arms (Rifle): 1	Stealth: 2	Unarmed Martial Arts: 1	Willpower: 1

Subsequent Term Skills:

Acrobat	Artillery	Explore	Gun Combat
Heavy Weapon	Melee	Personal Transport	Sniping
Vehicle			

Promotion: 6+ on 1d10; DM +1 if Intelligence 7+.

Contacts: One per term, military. Roll 6+ on 1d10 for the contact to be foreign (usually British).

JOINT TASK FORCE 2 -- ENLISTED AND OFFICER

Prerequisites: Strength + Constitution + Agility: 19+; one prior term in any MOS; skill level 6+ in at least one skill.

First Term Skills:

Armed Martial Arts: 3	Autogun: 2	Climbing: 3	Combat Engineer: 2
Forward Observer: 2	Grenade Launcher: 3	Ground Tactics: 2	Leadership: 3
Long Distance Marching: 3	Medical (Trauma Aid): 2	Navigation: 3	Observation: 4
Parachute: 4	Small Arms (Pistol): 3	Small Arms (Rifle): 3	Stealth: 3
Survival: 3	Swimming: 2	Thrown Weapon: 2	Vessel Use (Boat): 3
Unarmed Martial Arts: 3	Willpower: 2		

Subsequent Term Skills:

Acrobat	Artillery	Determination	Disguise
Engineer	Explore	Gun Combat	Heavy Gun
Heavy Weapon	Interaction	Medical	Melee
Perception	Personal Transport	Sniping	Technician
Vehicle	Vessel	Vice	

Promotion: 7+ on 1d10 (8+ for officer); DM +1 if Intelligence 8+.

Contacts: Two per term, military or intelligence community. Roll 7+ on 1d10 for the contact to be foreign.

NATIVE CANADIAN RANGERS--ENLISTED AND OFFICER

Prerequisites: Originating from Northwest Territories, Yukon, British Columbia, or Canadian Rockies; Strength + Constitution + Agility: 13+; for officer, OCS or direct commission.

First Term Skills:

Archery	Armed Martial Arts: 4	Early Firearms: 4	Long Distance Marching: 5
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Observation: 4	Small Arms (Rifle): 4	Snow Skiing: 3	Stealth: 4
Survival: 4	Tracking: 4	Unarmed Martial Arts: 2	

If Inuit:

Language (English): 10			
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If Canadian:

Language (Inuit): 6			
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Subsequent Term Skills:

Acrobat	Animal Handling	Archaic Weapons	Determination
Explore	Forward Observer	Gun Combat	Heavy Weapons
Medical	Melee	Perception	Personal Transport
Sniping	Vehicle		

Promotion: 7+ on 1d10; DM +1 if Intelligence 7+.

Contacts: One per term, any. Roll 8+ on 1d10 for the contact to be foreign.

Special: While Native Canadian Rangers carry nominal rank in the Canadian Army, a second "rank" roll should be made to determine the Ranger's standing among his peers. This is the "rank" that will really matter in everyday relations.

RECONNAISSANCE COMMANDOS (RECCES)--ENLISTED AND OFFICER

Prerequisites: Strength + Constitution + Agility: 17+; for officer, OCS or Military Academy graduate.

First Term Skills:

Armed Martial Arts: 3	Autogun: 2	Climbing: 4	Combat Engineer: 2
Forward Observer: 2	Grenade Launcher: 2	Long Distance Marching: 4	Navigation: 3
Observation: 3	Parachute: 6	Small Arms (Pistol): 2	Small Arms (Rifle): 3
Stealth: 3	Survival: 4	Swimming: 3	Tac Missile: 1
Thrown Weapon: 1	Tracking: 5	Unarmed Martial Arts: 1	Willpower: 5

Subsequent Term Skills:

Acrobat	Determination	Explore	Gun Combat
Heavy Weapon	Melee	Perception	Personal Transport
Sniping	Vehicle	Vessel	

Promotion: 6+ on 1d10; DM +1 if Intelligence 7+.

Contacts: Two per term, military or criminal. Roll 8+ on 1d10 for the contact to be foreign.

ROYAL MARINE MOUNTAIN AND ARCTIC WARFARE CADRE--ENLISTED AND OFFICER

Prerequisites: Strength + Agility + Constitution: 15+; one prior term in Royal Marines; for officer, OCS or Military Academy.

First Term Skills:

Autogun: 2	Climbing: 2	Forward Observer: 1	Grenade Launcher: 2
Instruction: 3	Navigation: 2	Observation: 2	Parachute: 2
Small Arms (Pistol): 2	Small Arms (Rifle): 2	Snow Skiing: 2	Stealth: 1
Survival: 3	Swimming: 1	Thrown Weapon: 1	Vessel Use (Boat): 3
Willpower: 2			

Subsequent Term Skills:

Acrobat	Determination	Explore	Gun Combat
Heavy Weapon	Melee	Perception	Personal Transport
Sniping	Vessel		

Promotion: 6+ on 1d10; DM +1 if Intelligence 7+ and/or graduate of Military Academy.

Contacts: Two per term, military. Roll 8+ on 1d10 for the contact to be foreign.

ROYAL MARINES--ENLISTED AND OFFICER

Prerequisites: Strength + Agility + Constitution: 14+; for officer, OCS or Military Academy.

First Term Skill Adds:

Autogun: 2	Climbing: 3	Grenade Launcher: 1	Navigation: 2
Observation: 1	Small Arms (Rifle): 1	Snow Skiing: 3	Survival: 2
Unarmed Martial Arts: 1	Willpower: 1		

Subsequent Term Skills:

Acrobat	Artillery	Explore	Gun Combat
Heavy Weapon	Melee	Personal Transport	Vehicle

Promotion: 6+ on 1d10; DM +1 if Intelligence 7+ and/or Military Academy graduate.

Contacts: Two per term, military. Roll 8+ on 1d10 for the contact to be foreign.

SAYARET--ENLISTED AND OFFICER

Prerequisites: Strength + Constitution + Agility: 17+; for officer, OCS or Military Academy.

First Term Skill Adds:

Armed Martial Arts: 2	Autogun: 2	Combat Engineer: 2	Forward Observer: 1
Grenade Launcher: 2	Navigation: 3	Observation: 3	Small Arms (Pistol): 2
Small Arms (Rifle): 2	Stealth: 2	Survival: 4	Thrown Weapon: 1
Unarmed Martial Arts: 1	Willpower: 3		

Sayaret Almond:

Ground Vehicle (Tracked): 2	Mechanic: 3		
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Sayaret Carob, Egoz, and Golani:

Climbing: 4			
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Sayaret Hadruzim:

Act/Bluff: 3	Carousing: 5	Disguise: 3	Language (Arabic): 10
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Sayaret Orev:

Forward Observer: 2	Observation: 2	Parachute: 4	Stealth: 2
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Sayaret Shaldag:

Combat Engineer: 2	Intrusion: 3	Parachute: 4	Stealth: 2
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Sayaret Shimson:

Forward Observer: 1	Observation: 1	Stealth: 1	Swimming: 3
Vessel Use (Boat): 4			

Sayaret Tzanhim:

Armed Martial Arts: 2	Small Arms (Pistol): 1	Thrown Weapon: 2	
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Subsequent Term Skills:

Acrobat	Determination	Engineer	Explore
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Gun Combat	Heavy Weapon	Melee	Perception
Personal Transport	Sniping	Vehicle	Vessel

Promotion: 6+ on 1d10; DM +1 is Intelligence 7+ and/or Military Academy graduate.

Contacts: Two per term, military or criminal (terrorist). On a 7+ on 1d10, the contact is foreign.

SPECIAL AIR SERVICE (SAS)--ENLISTED AND OFFICER

Prerequisites: Strength + Constitution + Agility: 17+; for officer, OCS or Military Academy.

First Term Skill Adds:

Armed Martial Arts: 2	Autogun: 1	Combat Engineer: 3	Grenade Launcher: 1
Navigation: 3	Observation: 3	Small Arms (Pistol): 4	Small Arms (Rifle): 1
Stealth: 3	Survival: 3	Thrown Weapon: 1	Unarmed Martial Arts: 2
Willpower: 5			

If prior unit was any other than Paras:

Parachute: 4			
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Air Troop:

Forward Observer: 2	Navigation: 1	Parachute: 2	
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Boat Troop:

Combat Engineer: 1	Scuba: 4	Swimming: 5	Vessel Use (Boat): 4
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Mobility Troop:

Ground Vehicle (Tracked): 4	Ground Vehicle (Wheeled): 4	Mechanic: 4	
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Mountain Troop:

Climbing: 4	Survival: 1		
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Subsequent Term Skills:

Acrobat	Artillery	Determination	Engineer
Explore	Gun Combat	Heavy Gun	Heavy Weapon
Interaction	Medical	Melee	Perception

Personal Transport	Sniping	Vehicle	Vessel
Vice			

Promotion: 6+ on 1d10; DM +1 if Intelligence 7+ and/or graduate of Military Academy.

Contacts: Two per term, military or intelligence community. Roll 7+ on 1d10 for the contact to be foreign.

SPECIAL BOAT SQUADRON (SBS)--ENLISTED AND OFFICER

Prerequisites: Strength + Constitution + Agility: 15+; for officer, OCS or Military Academy.

First Term Skill Adds:

Armed Martial Arts: 4	Autogun: 2	Combat Engineer: 3	Forward Observer: 1
Navigation: 2	Observation: 3	Parachute: 4	Scuba: 6
Small Arms (Pistol): 4	Small Arms (Rifle): 1	Stealth: 3	Survival: 2
Swimming: 4	Thrown Weapon: 1	Unarmed Martial Arts: 5	Vessel Use (Boat): 6
Willpower: 2			

Subsequent Term Skills:

Acrobat	Determination	Engineer	Explore
Gun Combat	Heavy Weapons	Medical	Melee
Perception	Personal Transport	Sniping	Technician
Vessel			

Promotion: 6+ on 1d10; DM +1 if Intelligence 7+ and/or graduate of Military Academy.

Contacts: Two per term, military or intelligence community. Roll 8+ on 1d10 for the contact to be foreign.

SQUADRON ANTI-COMMANDO

Prerequisites: Strength + Constitution + Agility: 15+; one term in *Carabinieri* or *Carabinieri Folgore* Brigade.

First Term Skill Adds:

Armed Martial Arts: 1	Autogun: 1	Observation: 1	Parachute: 1
Small Arms (Pistol): 2	Small Arms (Rifle): 2	Stealth: 1	Unarmed Martial Arts: 1

Subsequent Term Skills:

Acrobat	Determination	Crime	Gun Combat
Heavy Weapon	Interaction	Medical	Melee

Perception	Personal Transport	Sniping	Vehicle
Vessel	Vice		

Promotion: 7+ on 1d10; DM +1 if Intelligence 7+; for officer, OCS or Military Academy.

Contacts: Two per term, military, government, or intelligence community. Roll 7+ on 1d10 for the contact to be foreign.

SWEDISH AIR FORCE RANGERS (FLYGBASJÄGARNA)

Prerequisites: Strength + Constitution + Agility: 18+; Intelligence and Education 5+.

First Term Skill Adds:

Armed Martial Arts: 1	Autogun: 2	Forward Observer: 2	Grenade Launcher: 2
Ground Vehicle (Wheeled): 1	Ground Vehicle (Tracked): 1	Navigation: 2	Observation: 3
Small Arms (Pistol): 3	Small Arms (Rifle): 2	Stalking: 2	Tac Missile: 2
Thrown Weapon: 1	Tracking: 2	Unarmed Martial Arts: 1	

Dog Handler (Additional):

Animal Training/Handling: 4	Observation: 1	Tracking: 1	Veterinarian: 2
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Heavy Weapons (Additional):

Autogun: 1	Grenade Launcher: 1	Tac Missile: 1	
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Medic (Additional):

Biology: 1	Medical (Trauma): 3		
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Subsequent Term Skills:

Acrobat	Determination	Explore	Forward Observer
Gun Combat	Heavy Weapon	Medical	Melee
Perception	Personal Transport	Sniping	Vehicle
Vessel Use (Boat)			

Promotion: 7+ on 1d10; DM +1 if Intelligence 8+.

Contacts: Two per term, military or intelligence. Roll 8+ on 1d10 for the contact to be foreign.

SWEDISH COASTAL RANGERS (KUSTJÄGARNA)

Prerequisites: Strength + Constitution + Agility: 18+; for officer, OCS or Military Academy.

First Term Skill Adds:

Armed Martial Arts: 2	Autogun: 2	Climbing: 4	Combat Engineer: 2
Forward Observer: 2	Grenade Launcher: 2	Long Distance Marching: 2	Medical (Trauma): 1
Navigation: 3	Observation: 3	Scuba: 3	Small Arms (Pistol): 2
Small Arms (Rifle): 2	Stealth: 3	Survival: 2	Swimming: 4
Thrown Weapon: 1	Unarmed Martial Arts: 2	Vessel Use (Boat): 4	Willpower: 3

Subsequent Term Skills:

Acrobat	Determination	Engineer	Explore
Forward Observer	Gun Combat	Heavy Weapon	Melee
Medical	Perception	Personal Transport	Persuasion
Vessel Use (Boat)			

Promotion: 7+ on 1d10, DM +1 if Intelligence 8+.

Contacts: Two per term, military or intelligence. Contact is foreign on a 1d10 roll of 8+.

SWEDISH MILITARY POLICE RANGERS (MILITÄRPOLISJÄGARNA)

Prerequisites: Strength + Constitution + Agility 18+, Education and Intelligence 5+.

First Term Skill Adds (Enlisted):

Admin/Legal: 2	Armed Martial Arts: 2	Autogun: 2	Climbing: 2
Forward Observer: 1	Grenade Launcher: 2	Ground Vehicle (Wheeled): 1	Interrogation: 1
Long Distance Marching: 1	Navigation: 1	Observation: 3	Small Arms (Pistol): 2
Small Arms (Rifle): 2	Stalking: 2	Stealth: 3	Tac Missile: 1
Thrown Weapon: 1	Tracking: 2	Unarmed Martial Arts: 2	Willpower: 2

First Term Skill Adds (Officer):

Admin/Legal: 3	Armed Martial Arts: 2	Autogun: 1	Climbing: 2
Forward Observer: 2	Grenade Launcher: 1	Ground Vehicle (Wheeled): 1	Interrogation: 2
Long Distance Marching: 1	Leadership: 1	Navigation: 2	Observation: 3
Small Arms (Pistol): 1	Small Arms (Rifle): 1	Stalking: 2	Stealth: 3
Persuasion: 1	Tac Missile: 1	Thrown Weapon: 1	Tracking: 2
Unarmed Martial Arts: 2	Willpower: 2		

Dog Handler (Additional):

Animal Training/Handling: 4	Stalking: 2	Tracking: 2	Veterinarian: 2
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Heavy Weapons (Additional):

Autogun: 1	Grenade Launcher: 1	Tac Missile: 1	
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Communications (Additional):

Computer: 2	Electronics: 2		
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Medic (Additional):

Biology: 1	Medical (Trauma): 3		
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Promotion: 7+ on 1d10, DM +1 if Intelligence 8+.

Contacts: Two per term, military or intelligence community. Roll 8+ on 1d10 for the contact to be foreign.

SWEDISH NAVAL COUNTER-SOF UNIT (BASSÄKERHET)

Prerequisites: Strength + Constitution + Agility: 18+; for officer, OCS or Military Academy; for squad leader, one term as enlisted man, Rank E5.

First Term Skill Adds:

Enlisted Man/Officer:

Armed Martial Arts: 4	Autogun: 2	Combat Engineer: 2	Forward Observer: 2
Grenade Launcher: 3	Long Distance Marching: 3	Navigation: 2	Observation: 4
Scuba: 4	Small Arms (Pistol): 3	Small Arms (Rifle): 3	Stealth: 3
Swimming: 5	Thrown Weapon: 1	Unarmed Martial Arts: 4	Vessel Use (Boat): 4
Willpower: 4	For medic: Medical (Trauma): 2	For radio operator: Electronics: 2	

Squad Leader:

Armed Martial Arts: 1	Autogun: 1	Forward Observer: 2	Grenade Launcher: 1
Leadership: 2	Navigation: 2	Observation: 2	Persuasion: 2
Small Arms (Pistol): 1	Small Arms (Rifle): 2	Stealth: 1	Swimming: 1
Thrown Weapon: 1	Vessel Use (Boat): 1	Unarmed Martial Arts: 1	Willpower: 1

Dog Handler:

Animal Training/Handling: 4	Armed Martial Arts: 2	Autogun: 1	Combat Engineer: 1
Forward Observer: 2	Grenade Launcher: 2	Long Distance Marching: 3	Navigation: 2
Observation: 4	Scuba: 4	Small Arms (Pistol): 2	Small Arms (Rifle): 2
Stealth: 3	Swimming: 5	Thrown Weapon: 1	Tracking: 3
Vessel Use (Boat): 2	Unarmed Martial Arts: 3	Veterinarian: 2	Willpower: 4

Subsequent Term Skills:

Acrobat	Determination	Engineer	Explore
Gun Combat	Heavy Weapons	Medical	Melee
Perception	Personal Transport	Sniping	Technician
Vehicle	Vessel	For Dog Handler: Animal Handling	

Promotion: 7+ on 1d10; DM +1 if Intelligence 8+.

Contacts: Two per term, military, government, or intelligence community. Roll 8+ on 1d10 for the contact to be foreign.

SWEDISH SPECIAL PROTECTION GROUP (SÄRSKILDA SYDDSGRUPP. OR SSG)

Prerequisites: One term as officer in either Rangers, Counter SOF Unit, or Amphibian Soldiers (Marines).

First Term Skill Adds:

Armed Martial Arts: 2	Autogun: 1	Medical (Trauma): 1	Observation: 2
Scuba: 1	Small Arms (Pistol): 2	Small Arms (Rifle): 2	Stealth: 1
Swimming: 1	Unarmed Martial Arts: 2		

Subsequent Term Skills:

Acrobat	Artillery	Crime	Determination
Gun Combat	Heavy Gun	Heavy Weapon	Interaction
Medical	Melee	Perception	Personal Transport
Sniping	Vehicle	Vessel	Vice

Promotion: 7+ on 1d10; DM +1 if Intelligence 8+.

Contacts: Two per term, military, government, or intelligence. Roll 8+ on 1d10 for the contact to be foreign.

UNIT 202 PARAS--ENLISTED AND OFFICER

Prerequisites: Strength + Constitution + Agility: 15+; for officer, OCS or Military Academy.

First Term Skill Adds:

Armed Martial Arts: 2	Autogun: 1	Combat Engineer: 2	Forward Observer: 1
Grenade Launcher: 1	Navigation: 2	Observation: 1	Parachute: 4
Small Arms (Pistol): 1	Small Arms (Rifle): 1	Survival: 1	Unarmed Martial Arts: 1
Willpower: 1			

Communications:

Electronics: 3			
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Driver:

Ground Vehicle (Tracked): 2	Mechanic: 2		
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Machinegunner:

Autogun: 2			
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Medic:

Medical (Trauma): 3			
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Subsequent Term Skills:

Acrobat	Determination	Explore	Gun Combat
Heavy Weapon	Melee	Perception	Personal transport
Sniping	Vehicle		

Promotion: 6+ on 1d10; DM +1 if Intelligence 7+ and/or graduate of Military Academy.

Contacts: Two per term, military. Roll 7+ on 1d10 for the contact to be foreign.