

STARFLEET MARINE CORPS

While a component part of Starfleet in the command structure, the Marine Corps is a military branch separate from the fleet. Its ability to rapidly respond on short notice to crises make it responsible for expeditionary operations—the seizure or defense of advance planetary bases and other planetary operations in support of fleet actions. It is also responsible for the development of tactics, technique, and equipment used by landing forces. Additionally, the Corps provide security for Federation embassies, legations, and consulates. (*All material made/provided by the fans are marked [*]*).

* Starfleet Marine (Officer)

First Aid (Wound/Combat Trauma) 1 (2)
Tactics, Planetary (Small Unit) 2 (3)
Unarmed Combat (Starfleet Martial Arts) 2 (3)
Vehicle Operations (Ground Vehicles) 2 (3)
Weapon, Energy (Phaser) (Phaser Rifle) 2 (3) (3)

Athletics (choose) 1 (2)
 Computer (choose) 1 (2)
 Dodge 1
 History (Federation) 1 (2)
 Language: Federation Standard 1
 Law (Starfleet Regulations) 1 (2)
 Personal Equipment (choose) 1 (2)
 Planetary Survival (choose) 1 (2)
 +1 Fitness Attribute *OR* Athletic Ability +2

* Starfleet Marine (Enlisted)

Tactics, Planetary (Small Unit) 1 (2)
Unarmed Combat (Starfleet Martial Arts) 2 (3)
Weapon, Energy (Phaser) (Phaser Rifle) 2 (3) (3)

Athletics (choose) 1 (2)
 Dodge 1
 First Aid (Wound/Combat Trauma) 1 (2)
 Law (Starfleet Regulations) 1 (2)
 Personal Equipment (choose) 1 (2)
 Planetary Survival (choose) 1 (2)
 +1 Fitness Attribute *OR* Athletic Ability +2

ENLISTED TRAINING HISTORY (3 points)

The character receives 3 Development Points to spend during Enlisted Training Program.

* **Armor:** Engineering, Propulsion (Grav-Tank Propulsion) 1 (2)

* **Artillery:** Weapon, Heavy (Phaser Artillery) 1 (2)

* PROMOTION

COST	RANK	COST	GRADE
0	Second Lieutenant	0	Trooper
1	First Lieutenant	1	Trooper First Class
2	Captain	2	Lance Corporal
3	Major	3	Corporal
4	Lieutenant Colonel	4	Sergeant
5	Colonel	5	Staff Sergeant
6	Brigadier General	6	Gunnery Sergeant

* UNIT COMMANDER

COST	UNIT
1	Platoon
2	Company
3	Battalion
4	Regiment

Carousing: Streetwise (choose) 1 (2)

* **Corpsman:** First Aid (Wound/Combat Trauma) 1 (2); Personal Equipment (Medical Kit) 1 (2); choice of Disadvantages equaling -3

* **Infantry:** Weapon, Heavy (choose) 1 (2) *OR* add 1 point to each Specialization in Unarmed Combat *AND* Weapon, Energy from the Overlay

Hand-to-Hand Training: Unarmed Combat (Starfleet Martial Arts) 1 (2)

* **Military Police:** Security (Law Enforcement) 1 (2)

Physical Enhancement Class: Athletics (choose) 1 (2)

* **Ranger Training:** Stealth (choose) 1 (2), Weapon, Energy (Phaser Sniper Rifle) 1 (2); -1 Empathy Edge; Hides Emotions *OR* Obligation (Federation) -2

Section Leader: Command (Small Unit) 1 (2)

* **Spaceborne:** Personal Equipment (Dropsuit) 1 (2)

Survival Training: Planetary Survival (choose) 1 (2)

ACADEMY LIFE HISTORY (8 points)

The character receives 8 Development Points to spend during Academy Life.

Advanced Survival Course: Planetary Survival (choose two) 1 (2) (2); +1 Fitness Attribute; Athletic Ability +2

* **Advanced Tactical School (Ground):** Administration (Logistics) 1 (2); Tactics, Planetary (Small Unit) (choose) 1 (2) (2); Weapon, Energy *OR* Heavy (choose) *OR* Unarmed Combat (Starfleet Martial Arts) 0 (1)

* **Armor:** Tactics, Planetary (Mechanized Ground Warfare) 1 (2); Vehicle Operation (Grav-Tank) 1 (2); Alertness +2

* **Artillery:** Tactics, Planetary (Artillery Tactics) 1 (2); Weapon, Heavy (Phaser Artillery) 1 (2); +1 Strength *AND* Vitality Edges *OR* Athletic Ability +2

* **Boarding Party Training:** Demolitions (Shipboard Demolitions) 1 (2); Tactics, Planetary (Shipboard Tactics) 1 (2); Unarmed Combat (Starfleet Martial Arts) 1 (2); Weapon, Energy (Phaser) 0 (1); Fanatic *OR* Militant -2

* **Combat Engineer:** Demolitions (choose two) 1 (2) (2); Engineering, Material (Civil) 1 (2); Contact (specify) *OR* Innovative *OR* Instant Calculator +1

* **Dropship Pilot:** Planetary Survival (choose) 1 (2); Tactics, Starship (Insertion Tactics) 1 (2); Vehicle Operations (Shuttlecraft) 1 (2); choice of Arrogant, Competitive, Obsessive Tendencies (specify), Thrill Seeker *OR* Rival (specify) -1

* **Fighter Pilot:** Shipboard Systems (Conn) (Weapon Systems) 0 (1) (1); Tactics, Starship (Fighter Tactics) 1 (2); Vehicle Operation (Fighter) 1 (2)

Infantry (aka Rapid Response Training): Tactics, Planetary (Small Unit) 1 (2); Unarmed Combat (Starfleet Martial Arts) *OR* Weapon, Heavy (choose) 1 (2); Weapon, Energy (choose) 1 (2); +1 Dexterity *OR* Vitality Edge; Code of Honor (Rapid Response) -2

Intelligence: Behavior Modification (Resistance) 1 (2); Espionage (Traffic Analysis) 1 (2); Language: choose Appropriate to Assignment 1; Obligation (Marine Corps Intelligence) -1

JAG Training: Computer (Research) 0 (1); Law (Interstellar) (Starfleet Regulations) 1 (2) (2); Persuasion (Oratory) 1 (2)

Liaison Training (aka Diplomatic Training): Culture (choose) 0 (1); Diplomacy (choose) 1 (2); Persuasion (Oratory) 1 (2); +1 Empathy Edge

Military Police (aka Security Training): Security (choose two) 1 (2) (2); Weapon, Energy (Phaser) 1 (2); +1 Perception Edge

Ranger Training: Planetary Survival (choose two) 1 (2) (2); Tactics, Planetary (Guerilla Warfare) (choose) 1 (2); +1 Vitality Edge

* **Spaceborne:** Personal Equipment (Dropsuit) 1 (2); Tactics, Planetary (Small Unit) 1 (2); +2 Reaction Edge *OR* Athletic Ability +2

Tactical Ordnance Training: Demolitions (choose) 1 (2); Tactics, Planetary (choose) 1 (2); Weapon, Heavy (choose) 1 (2); Obligation (the Corps) -2; Promotion (First Lieutenant) +1

TOUR OF DUTY HISTORY (10 points/5 points)

The character receives 10 Development Points to spend during his first posting. The character receives 5 Development Points to spend for each additional tour.

* **Advanced Officer Training** (Available only as a 5 DP Option)

5DP: Administration (choose) 0 (1); Command (choose two) 1 (2) (2) (*Prerequisite: Officer only (minimum of Major), and served at least three tours.*)

* **Advanced Tactical School**

10DP: Administration (Logistics) 1 (2); Tactics, Planetary (choose) 1 (2); Weapon, Heavy (choose) 1 (2); Bold +1

5DP: Tactics, Planetary (choose) 1 (2); Weapon, Heavy (choose two) 0 (1) (1)

* **Armored Regiment**

10DP: Engineering, Propulsion (Grav-Tank Propulsion) 1 (2); Tactics, Planetary (Mechanized Ground Warfare) 1 (2); Vehicle Operation (Grav-Tank) 1 (2); Sense of Direction +1

5DP: Engineering, Propulsion (Grav-Tank Propulsion) 1 (2); Toughness +2

* **Boarding Party**

10DP: Demolitions (Shipboard Demolitions) 1 (2); Tactics, Planetary (Shipboard Tactics) 1 (2); Unarmed Combat (Starfleet Martial Arts) 1 (2); Weapon, Energy (Phaser) 1 (2); Militant -2

5DP: Security (choose) 1 (2); Athletic Ability +2

* **Boot Camp Instructor**

10DP: Command (Military Training) 2 (3); Weapon, Energy (choose) 1 (2); +1 Strength Edge

5DP: Unarmed Combat (Starfleet Martial Arts) 2 (3); Stubborn -1

Colonial Security

10DP: Administration (Colonial Government) 1 (2); Security (Law Enforcement) 1 (2); Strategic Operations (Colonial Security) 1 (2); World Knowledge (Colony World) 0 (1)

5DP: Security (Law Enforcement) 1 (2); Strategic Operations (Colonial Security) 0 (1); World Knowledge (Colony World) 0 (1)

Command School (Available only as a 10 DP Option)

10DP: Command (Small Unit) (choose) 0 (1) (1); Law (Federation) (Starfleet Regulations) 0 (1) (1); Tactics, Planetary (choose two) 1 (2) (2); Promotion (Captain) +2 (*Prerequisite: minimum of major; attended Line Officer Training [5 point package]; minimum 15 Renown and a positive Discipline Aspect.*)

* **Corps of Engineers**

10DP: Computer (choose) 1 (2); Engineering, Material (Civil) (choose) 1 (2) (2); Engineering, Any Other (choose) 1 (2)

5DP: Engineering, Any (choose two) 1 (2) (2); Innovative +1

* **Dropship Pilot**

10DP: Engineering, Propulsion (Shuttle Propulsion) 1 (2); Tactics, Starship (Insertion Tactics) 1 (2); Vehicle Operation (Shuttle) 1 (2); +1 Empathy Edge

5DP: Knowledge: specific Sector 1; World Knowledge (choose two) 0 (1) (1)

* **Embassy Security**

10DP: Security (Security Systems) 1 (2); Unarmed Combat (choose) *OR* Weapon, Energy (Phaser) 1 (2); World Knowledge (of Posted World) 1 (2); Bold +1

5DP: Culture (of Posted World) 1 (2) *OR* Language: of Posted World 1; Contact (specify) +2

Expeditionary Support

10DP: Planetary Survival (choose) 1 (2); Strategic Operations (Planetary Defense) 1 (2); World Knowledge (choose) 1 (2); Promotion (First Lieutenant) +1

5DP: Administration (Logistics) 1 (2); Planetary Survival (choose) 0 (1); World Knowledge (choose) 0 (1)

*** Fighter Wing**

10DP: Knowledge: specific Sector 1; Tactics, Starship (Specific Enemy Fighter Tactics) (choose) 1 (2) (2); Vehicle Operation (Fighter) 1 (2)

5DP: Engineering, Propulsion (Fighter Propulsion) 2 (3); choice of Arrogant, Competitive, Obsessive Tendencies (specify), Thrill Seeker *OR* Rival (specify) -1

*** Force Recon**

10DP: Demolitions (Booby Traps) 1 (2); Stealth (choose) 1 (2); Tactics, Planetary (choose) 1 (2); Alertness +2; Arrogant (towards those not in the elite Force Recon Squad) -1

5DP: Tactics, Planetary (choose) *OR* Weapon, Any (choose) 1 (2); Bold +1; Sense of Direction +1

*** Ground Pounder**

10DP: Planetary Survival (choose) 1 (2); Tactics, Planetary (choose two) 1 (2) (2); World Knowledge (Posted World) 1 (2) (*OPTIONAL*: Commendation *OR* Famous Incident (specify) +2; Chronic Pain (specify) *OR* Medical Problem (specify) -2

5DP: Command (Combat Leadership) 1 (2); Quick-Draw +2

Line Officer Training (aka Branch Officer Training) (Available only as a 5 DP Option)

5DP: Administration (Unit Administration) 1 (2); Department Head +2 (*Prerequisite: minimum of captain, and served at least three tours.*)

*** NCO Training** (Available only as a 5 DP Option)

5DP: Administration (Marine Administration) *OR* Command (Combat Leadership) 1 (2); Computer (choose) *OR* Tactics, Planetary (choose) 0 (1); Law (Starfleet Regulations) 0 (1) (*Prerequisite: enlisted only, and served at least three tours.*)

*** Spaceborne Regiment**

10DP: Personal Equipment (Dropsuit) 1 (2); Tactics, Planetary (choose two) 1 (2) (2), Weapon, Energy (Phaser Rifle) 1 (2)

5DP: Planetary Survival (choose) 1 (2); Commendation *OR* Famous Incident (specify) +2

*** Starbase Detail (aka Security Detail [Starbase])**

10DP: Engineering, Systems (Security Systems) 1 (2); Security (Patrolling) 1 (2); Weapon, Energy (Phaser) 1 (2); +1 Reaction Edge

5DP: Law (Starfleet Regulations) 1 (2); Contact (choose Appropriate) +2

*** Starship Detail (aka Security Detail [Starship])**

10DP: Security (Security Procedure) (Security Systems) 1 (2) (2); Shipboard Systems (Tactical) 1 (2); Unarmed Combat (Starfleet Martial Arts) *OR* Weapon, Energy (Phaser) 1 (2) (*OPTIONAL*: Shrewd +1 *AND CHOICE OF* Intolerant (towards Starfleet personnel [Starfleet/Marine Rivalry]) *OR* Romantic Attachment (that pretty Nurse in Sickbay) -1

5DP: Tactics, Planetary (Shipboard Tactics) *OR* Unarmed Combat (Starfleet Martial Arts) 1 (2); +2 Renown (Initiative *OR* Skill).

*** Tactical Support Training**

10DP: Demolitions *OR* Weapon, Heavy (choose two) 1 (2) (2); Tactics, Planetary (choose) 1 (2); Tactics, Starship (Planetary Support) 1 (2)

5DP: Demolitions (choose) *OR* Weapon, Heavy (choose) 1 (2); Tactics, Planetary (choose) 0 (1); Tactics, Starship (Planetary Support) 0 (1)