

# *Supplement 13*

## *Veterans*

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# **TRAVELLER**

*Science-Fiction Adventure  
in the Far Future*



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*Supplement 13*  
*Veterans*

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***TRAVELLER***®  
*Science-Fiction Adventure*  
*in the Far Future*

Game Designers' Workshop

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## *Veterans*

### **TRAVELLER**, Supplement 13

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This booklet is a supplement for **Traveller**, GDW's science fiction  
role-playing game set in the far future.

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materials.

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# Introduction

This supplement provides 234 pregenerated *Mercenary* characters for use with *Traveller*. Although they may be used as player characters or non-player encounters, their primary purpose is the creation of mercenary units. The referee should introduce these characters to the players as appropriate whenever the players are recruiting mercenary hirelings. Accordingly, each character's listing has two parts: his resumé, which is presented to the players when the character applies for a job, and other information known only to the referee (his morale and skills).

## TECH LEVELS

In both chapters (Resumés and Referee's Information) the characters are divided into sections by tech level (affects skills received and the equipment on which the character is qualified). For increased utility, the supplement lists the tech level range within which each character could have been generated, given his skills and qualifications, and at the end of each section of Resumés is printed a list of all additional characters who could have been generated at that tech level. The referee may freely assign a character to any of the tech levels within his range.

In the listings, tech levels are omitted from the descriptions of equipment and skills for artillery and heavy weapons. Tech levels are assumed to be the same as the tech level at which the character was generated (or to which the referee has assigned him). For example, in *Mercenary* a character generated at tech level 12 could receive skill and be qualified on a Tech 12 MRL; in this supplement, the skill and equipment are referred to simply as "MRL".

## RESUMÉS

The resumés are divided into sections by tech level; within each tech level, resumés are given in order of rank, from lowest to highest.

The resumés in this supplement follow a slightly modified version of the format given in Book 5, *Mercenary*. Each resumé begins with an identifying number, followed by the character's final rank. After the character's service history are one or more numbers in parentheses, showing the tech level range at which the character could have been generated. The remainder of the resumé is as shown in *Mercenary*. Equipment qualified on is listed in alphabetical order.

## REFeree's INFORMATION

This chapter gives information about each character which the players would not know: his morale and skills. Skills are listed in alphabetical order. Of course, if any of the listings are used as player characters, the player should know this information.

## SKILLS AND EQUIPMENT

The three skill areas of gun combat, heavy weapons, and field artillery may require some clarification.

**Gun Combat:** A character who receives gun combat must choose one of the

following skills, each of which confers expertise in all of the weapons listed for it.

*Combat Rifleman:* Rifle, carbine, assault rifle, ACR, gauss rifle.

*Pistol:* Revolver, auto pistol.

*Submachinegun:* SMG only.

*Laser Weapons:* Laser carbine, laser rifle.

*Zero-G Weapons:* Snub pistol, accelerator rifle.

*High Energy Weapons:* PGMP-12, PGMP-13, PGMP-14, FGMP-14, FGMP-15.

*Auto Weapons:* Auto rifle, LMG, HMG.

**Heavy Weapons:** A character who receives heavy weapons must choose one of the following skills: grenade launcher (including auto grenade launchers and RAM grenade launchers), LAG, auto cannon, VRF gauss gun, tac missile, mortar, or recoilless rifle. A cavalry character may choose a vehicle mounted version of any of the above or any direct fire artillery skill (howitzer, laser artillery, or high energy artillery—see below).

**Field Artillery:** A character who receives field artillery must choose one of the following skills: howitzer, high energy artillery (including all plasma and fusion guns), laser artillery, mass driver, MRL, or meson gun.



## TECH LEVEL 7

1. **Private:** 477957, Army, two terms. Enlisted in Cavalry. (7-9)  
*Special Assignments:* Cross Training in Support, Recruiting.  
*Awards and Decorations:* One combat service ribbon.  
*Equipment Qualified On:* Assault Rifle, Auto Rifle, Howitzer.
2. **Lance Corporal:** 87767A, Army, three terms. Enlisted in Artillery. (7-9)  
*Special Assignments:* None.  
*Awards and Decorations:* One combat service ribbon.  
*Equipment Qualified On:* Assault Rifle, Howitzer.
3. **Lance Sergeant:** 797669, Marines, three terms. Enlisted in Marine Infantry. (7-11)  
*Special Assignments:* Recruiting, Commando School.  
*Awards and Decorations:* Two combat service ribbons, two purple hearts.  
*Equipment Qualified On:* Assault Rifle, Computer, LMG.
4. **Lance Sergeant:** 979786, Army, three terms. Enlisted in Infantry. (7)  
*Special Assignments:* Specialist School, Recruiting.  
*Awards and Decorations:* None.  
*Equipment Qualified On:* Recoilless Rifle, SMG.
5. **Sergeant:** 4BB67A, Army, four terms. Enlisted in Artillery. (7-9)  
*Special Assignments:* Cross Training in Support, Commando School, Recruiting (× 2).  
*Awards and Decorations:* Five combat service ribbons, one purple heart.  
*Equipment Qualified On:* Assault Rifle, Auto Rifle, Computer, Mortar, Wheeled Vehicle.
6. **Sergeant:** 676856, Army, two terms. Enlisted in Artillery. (7-9)  
*Special Assignments:* None.  
*Awards and Decorations:* Two combat service ribbons, one purple heart.  
*Equipment Qualified On:* Assault Rifle, Howitzer.
7. **Gunnery Sergeant:** 8B9758, Army, four terms. Enlisted in Support. (7-11)  
*Special Assignments:* Recruiting (× 2).  
*Awards and Decorations:* Three combat service ribbons, one MCUF.  
*Equipment Qualified On:* Assault Rifle, Auto Pistol.
8. **Leading Sergeant:** 736946, Army, four terms. Enlisted in Artillery, transferred to Commandos after second term. (7-8)  
*Special Assignments:* Commando School, Instructor at Commando School (× 2), Recruiting.  
*Awards and Decorations:* Four combat service ribbons, one MCUF, one purple heart.  
*Equipment Qualified On:* Assault Rifle, Dagger, LMG, Grenade Launcher, Wheeled Vehicle.
9. **First Sergeant:** 377826, Army, four terms. Enlisted in Artillery. (7-9)  
*Special Assignments:* None.  
*Awards and Decorations:* Four combat service ribbons, one purple heart, one MCUF.

*Equipment Qualified On:* Assault Rifle, Computer, Howitzer.

- 10. First Sergeant:** 668668, Marines, four terms. Enlisted in Marine Infantry. (7-9)

*Special Assignments:* Cross Training in Support, Protected Forces Training.

*Awards and Decorations:* Six combat service ribbons, two purple hearts, one MCUF, one MCG.

*Equipment Qualified On:* Assault Rifle, Mortar, SMG, Vacc Suit.

- 11. First Sergeant:** 57B7C7, Army, four terms. Enlisted in Infantry, transferred to Cavalry after third term. (7-9)

*Special Assignments:* Cross Training in Cavalry and Artillery, Specialist School ( $\times 2$ ).

*Awards and Decorations:* Five combat service ribbons, one MCUF.

*Equipment Qualified On:* Assault Rifle, Auto Pistol, SMG, Wheeled Vehicle.

- 12. Sergeant Major:** B5A37A, Army, six terms. Enlisted in Cavalry. (7)

*Special Assignments:* Commando School.

*Awards and Decorations:* Ten combat service ribbons, three purple hearts, one MCUF, one MCG.

*Equipment Qualified On:* Assault Rifle, Auto Cannon, Grenade Launcher, Recoilless Rifle, Tracked Vehicle, Wheeled Vehicle.

- 13. Second Lieutenant:** 74698A, Army, seven terms. Enlisted in Cavalry, transferred to Support after third term. (7-11)

*Special Assignments:* Cross Training in Artillery and Support, Recruiting ( $\times 2$ ), Commando School, Specialist School, OCS.

*Awards and Decorations:* Six combat service ribbons, one MCUF, one MCG, three purple hearts.

*Equipment Qualified On:* Assault Rifle, Computer, Tracked Vehicle, Wheeled Vehicle.

- 14. Second Lieutenant:** C7B629, Army, four terms. Enlisted in Infantry. (7)

*Special Assignments:* OCS.

*Awards and Decorations:* One combat command, six combat service ribbons, two MCUF's.

*Equipment Qualified On:* Assault Rifle, Auto Rifle, Recoilless Rifle.

- 15. Second Lieutenant:** 477795, Army, three terms. Enlisted in Support. (7-11)

*Special Assignments:* OCS.

*Awards and Decorations:* Three combat service ribbons, one MCUF, two purple hearts.

*Equipment Qualified On:* Assault Rifle, Wheeled Vehicle.

- 16. First Lieutenant:** A57896, Army, five terms. Enlisted in Cavalry. (7-9)

*Special Assignments:* Cross Training in Infantry, OCS, Staff College ( $\times 2$ ), Instructor at Staff College ( $\times 2$ ).

*Awards and Decorations:* Three combat service ribbons, two combat commands, two MCUF's

*Equipment Qualified On:* Auto Rifle, Computer, Howitzer, LMG, Mortar, SMG, Wheeled Vehicle.

- 17. First Lieutenant:** 7686B2, Marines, four terms. Enlisted in Marine Infantry. (7-11)

*Special Assignments:* OCS, Command College.

*Awards and Decorations:* Four combat commands, five combat service ribbons, three MCUF's, two purple hearts.

*Equipment Qualified On:* Assault Rifle, LMG, Mortar, Tracked Vehicle.

**18. Captain:** 67CB87, Army, three terms. Enlisted in Infantry, transferred to Commandos after second term. (7-11)  
*Special Assignments:* Cross Training in Support, OCS, Recruiting (x 2), Commando School, Military Attache.  
*Equipment Qualified On:* Assault Rifle, Revolver, Wheeled Vehicle.

**Other Characters:** 19, 21, 24, 26, 28, 33, 34, 35, 37, 39, 42, 43, 45, 53, 57, 61, 63.

## **TECH LEVEL 8**

- 19. Lance Corporal:** B8988A, Army, three terms. Enlisted in Artillery. (7-11)  
*Special Assignments:* None.  
*Awards and Decorations:* Two combat service ribbons, one purple heart.  
*Equipment Qualified On:* Assault Rifle, MRL.
- 20. Lance Corporal:** 83AB65, Marines, three terms. Enlisted in Marine Infantry. (8-10)  
*Special Assignments:* Protected Forces Training.  
*Awards and Decorations:* One combat service ribbon.  
*Equipment Qualified On:* LAG, Laser Carbine, Mortar, RAM Grenade Launcher, Ship's Weapons, Vacc Suit.
- 21. Corporal:** 73A668, Army, three terms. Enlisted in Infantry, transferred to Commandos after first term. (7-9)  
*Special Assignments:* Commando School.  
*Awards and Decorations:* Seven combat service ribbons, four MCUF's, two purple hearts.  
*Equipment Qualified On:* Assault Rifle, Demolitions, Mortar, SMG.
- 22. Lance Sergeant:** A24389, Army, three terms. Enlisted in Infantry, transferred to Cavalry after second term. (8-11)  
*Special Assignments:* Specialist School, Recruiting, Cross Training in Cavalry and Artillery, Commando School.  
*Awards and Decorations:* Five combat service ribbons, three MCUF's, one purple heart.  
*Equipment Qualified On:* Assault Rifle, Grav Vehicle, Tac Missiles, Tracked Vehicle.
- 23. Lance Sergeant:** 6978A5, Army, two terms. Enlisted in Artillery. (8-10)  
*Special Assignments:* Recruiting.  
*Awards and Decorations:* Two combat service ribbons, one MCG.  
*Equipment Qualified On:* Assault Rifle, Auto Pistol, Laser Artillery, MRL, Tracked Vehicle.
- 24. Sergeant:** 786464, Marines, three terms. Enlisted in Marine Infantry. (7-9)  
*Special Assignments:* Recruiting.  
*Awards and Decorations:* One combat service ribbon, two purple hearts.  
*Equipment Qualified On:* SMG, Tac Missiles.
- 25. Sergeant:** 66C5AA, Army, two terms. Enlisted in Infantry. (8-9)  
*Special Assignments:* None.  
*Awards and Decorations:* Three combat service ribbons, one MCUF, one MCG.  
*Equipment Qualified On:* Auto Rifle, LAG, Mortar.
- 26. Leading Sergeant:** 875749, Army, four terms. Enlisted in Artillery. (7-9)  
*Special Assignments:* Protected Forces Training (x 2), Commando School, Recruiting.

- Awards and Decorations:* Two combat service ribbons.  
*Equipment Qualified On:* Assault Rifle, Howitzer, Tracked Vehicle, Vacc Suit, Wheeled Vehicle.
- 27. Leading Sergeant:** 66664A, Army, three terms. Enlisted in Cavalry. (8-11)  
*Special Assignments:* Specialist School.  
*Awards and Decorations:* Three combat service ribbons, two MCUF's.  
*Equipment Qualified On:* Assault Rifle, Grav Vehicle, Laser Artillery.
- 28. Leading Sergeant:** 884868, Army, three terms. Enlisted in Cavalry. (7-8)  
*Special Assignments:* None.  
*Awards and Decorations:* Six combat service ribbons, two MCUF's, one MCG.  
*Equipment Qualified On:* Assault Rifle, Auto Cannon, Grenade Launcher, Howitzer, Revolver, Tac Missiles, Tracked Vehicle.
- 29. Leading Sergeant:** A462C7, Marines, three terms. Enlisted in Marine Infantry. (8-11)  
*Special Assignments:* Commando School.  
*Awards and Decorations:* Three combat service ribbons, one MCUF, 2 MCG's.  
*Equipment Qualified On:* LMG, Ship's Weapons, Snub Pistol, Vacc Suit.
- 30. Leading Sergeant:** 775395, Army, four terms. Enlisted in Cavalry. (8-11)  
*Special Assignments:* Commando School, Specialist School, Protected Forces Training.  
*Awards and Decorations:* Seven combat service ribbons, four MCUF's, one purple heart.  
*Equipment Qualified On:* Assault Rifle, Demolitions, Grav Vehicle, Howitzer, Revolver, Vacc Suit, Wheeled Vehicle.
- 31. Sergeant Major:** 58776B, Army, four terms. Enlisted in Infantry. (8-9)  
*Special Assignments:* Specialist School, Cross Training in Artillery.  
*Awards and Decorations:* Four combat service ribbons, one MCUF.  
*Equipment Qualified On:* Assault Rifle, Howitzer, LAG.
- 32. Sergeant Major:** 857669, Army, four terms. Enlisted in Support. (8-11)  
*Special Assignments:* Protected Forces Training, Specialist School.  
*Awards and Decorations:* One purple heart.  
*Equipment Qualified On:* Assault Rifle, Snub Pistol, Vacc Suit.
- 33. Sergeant Major:** 954865, Marines, six terms. Enlisted in Marine Support. (7-11)  
*Special Assignments:* Cross Training in Marine Infantry, Recruiting (x 2).  
*Awards and Decorations:* Seven combat service ribbons, one MCUF.  
*Equipment Qualified On:* Assault Rifle, LMG, Tracked Vehicle.
- 34. Second Lieutenant:** 27689B, Army, three terms. Enlisted in Cavalry. (7-9)  
*Special Assignments:* OCS, Intelligence School, Commando School, Staff College.  
*Awards and Decorations:* Two combat service ribbons, one combat command, one MCUF.  
*Equipment Qualified On:* Assault Rifle, Auto Rifle, Dagger, Howitzer, Mortar, Tracked Vehicle.
- 35. Second Lieutenant:** 626886, Army, three terms. Enlisted in Infantry. (7-11)  
*Special Assignments:* OCS.  
*Awards and Decorations:* Two combat service ribbons.  
*Equipment Qualified On:* Assault Rifle, LMG, Tac Missiles.
- 36. Second Lieutenant:** 5A64A3, Marines, four terms. Enlisted in Marine Infantry. (8-9)  
*Special Assignments:* OCS, Commando School.  
*Awards and Decorations:* One combat service ribbon.

- Equipment Qualified On:* Assault Rifle, Cutlass, Demolitions, Laser Carbine, Ship's Weapons, SMG, Vacc Suit, Wheeled Vehicle.
- 37. First Lieutenant:** BA7586, Army, three terms. Enlisted in Artillery. (7-9)  
*Special Assignments:* OCS, Commando School.  
*Awards and Decorations:* Three combat service ribbons, one combat command, one purple heart, one MCUF.  
*Equipment Qualified On:* Assault Rifle, Blade, Howitzer, Wheeled Vehicle.
- 38. First Lieutenant:** 79AAA9, Army, six terms. Enlisted in Support. (8-11)  
*Special Assignments:* OCS, Military Attache, Staff College, Command College, Recruiting (x 2).  
*Awards and Decorations:* Two combat commands, four combat service ribbons.  
*Equipment Qualified On:* Assault Rifle, RAM Grenade Launcher, Revolver.
- 39. First Lieutenant:** 6879B8, Army, five terms. Enlisted in Cavalry. (7-11)  
*Special Assignments:* OCS, Recruiting (x 2), Commando School, Staff College, Command College.  
*Awards and Decorations:* Three combat commands, four combat service ribbons, one MCUF, one purple heart.  
*Equipment Qualified On:* Assault Rifle, Auto Cannon, Dagger, HMG, Wheeled Vehicle.
- 40. First Lieutenant:** 976656, Army, four terms. Enlisted in Infantry. (8-11)  
*Special Assignments:* OCS, Staff College, Instructor at Staff College (x 2).  
*Awards and Decorations:* Two combat commands, five combat service ribbons, one MCG, three purple hearts.  
*Equipment Qualified On:* Assault Rifle, Computer, RAM Grenade Launcher, Wheeled Vehicle.
- 41. Force Commander:** 5969B9, Marines, four terms. Enlisted in Marine Infantry. (8-11)  
*Special Assignments:* OCS, Intelligence School (x 3), Military Attache, Staff College (x 3), Command College, Recruiting.  
*Awards and Decorations:* Three combat commands, three combat service ribbons, two MCUF's, two purple hearts.  
*Equipment Qualified On:* Assault Rifle, RAM Grenade Launcher, Ship's Weapons, Snub Pistol.
- 42. Major:** 4BC858, Army, four terms. Enlisted in Artillery. (7-9)  
*Special Assignments:* OCS, Commando School, Staff College.  
*Awards and Decorations:* Five combat commands, six combat service ribbons, four MCUF's, two purple hearts.  
*Equipment Qualified On:* Assault Rifle, Blade, Demolitions, Howitzer, Vacc Suit.
- Other Characters:** 1, 2, 3, 5, 6, 7, 8, 9, 10, 11, 13, 15, 16, 17, 18, 43, 45, 46, 49, 50, 51, 52, 53, 56, 57, 58, 60, 61, 63, 64, 65, 66, 78, 104, 119.

## **TECH LEVEL 9**

- 43. Corporal:** 558ABA, Marines, three terms. Enlisted in Marine Infantry. (7-11)  
*Special Assignments:* Specialist School, Commando School.  
*Awards and Decorations:* One combat service ribbon.  
*Equipment Qualified On:* Assault Rifle, Blade, Vacc Suit.
- 44. Corporal:** 8B8643, Army, three terms. Enlisted in Artillery. (9-11)  
*Special Assignments:* None.

*Awards and Decorations:* None.

*Equipment Qualified On:* Assault Rifle, Mass Driver, Mortar.

- 45. Lance Sergeant:** 598629, Army, three terms. Enlisted in Artillery. (7-9)

*Special Assignments:* Cross Training in Infantry, Protected Forces Training.

*Awards and Decorations:* Three combat service ribbons, one purple heart, one MCUF.

*Equipment Qualified On:* Assault Rifle, Auto Cannon, Howitzer, Vacc Suit, Wheeled Vehicle.

- 46. Lance Sergeant:** 557486, Marines, three terms. Enlisted in Marine Infantry, transferred to Commandos after first term. (8-10)

*Special Assignments:* Commando School, Instructor at Commando School, Cross Training in Support.

*Awards and Decorations:* Three combat service ribbons, three MCUF's, two purple hearts.

*Equipment Qualified On:* Assault Rifle, Auto Pistol, Cutlass, Demolitions, LAG, RAM Grenade Launcher, Vacc Suit.

- 47. Lance Sergeant:** 8BA695, Marines, four terms, Enlisted in Marine Infantry, transferred to Commandos after first term. (9-11)

*Special Assignments:* Commando School, Staff College ( $\times 2$ ), Recruiting.

*Awards and Decorations:* One combat service ribbon.

*Equipment Qualified On:* Assault Rifle, Auto Cannon, Blade, Computer, Demolitions, Laser Rifle, Tac Missiles.

- 48. Gunnery Sergeant:** 77AB36, Marines, four terms. Enlisted in Marine Infantry, transferred to Commandos after second term. (9-11)

*Special Assignments:* Recruiting ( $\times 2$ ), Commando School.

*Awards and Decorations:* Four combat service ribbons, three MCUF's.

*Equipment Qualified On:* Accelerator Rifle, Assault Rifle, Ship's Weapons, Tac Missiles, Vacc Suit.

- 49. Gunnery Sergeant:** 746279, Marines, four terms. Enlisted in Marine Infantry. (8-11)

*Special Assignments:* Recruiting.

*Awards and Decorations:* Four combat service ribbons, one MCUF.

*Equipment Qualified On:* Assault Rifle, RAM Grenade Launcher, Ship's Boat, Ship's Weapons, Vacc Suit.

- 50. Gunnery Sergeant:** 68768A, Army, three terms. Enlisted in Artillery. (8-10)

*Special Assignments:* Recruiting, Cross Training in Support.

*Awards and Decorations:* Four combat service ribbons, two MCUF's.

*Equipment Qualified On:* Assault Rifle, Laser Artillery.

- 51. Leading Sergeant:** 66987B, Army, five terms. Enlisted in Artillery, transferred to Infantry after second term. (8-10)

*Special Assignments:* Cross Training in Infantry, Commando School, Specialist School.

*Awards and Decorations:* Four combat service ribbons, two purple hearts, one MCUF.

*Equipment Qualified On:* Assault Rifle, Dagger, Demolitions, Grav Vehicle, LAG, Wheeled Vehicle.

- 52. Leading Sergeant:** BA4895, Army, three terms. Enlisted in Infantry. (8-9)

*Special Assignments:* Recruiting, Cross Training in Artillery.

*Awards and Decorations:* Two combat service ribbons, one MCUF.

- Equipment Qualified On:* Assault Rifle, Howitzer, LAG, Laser Rifle, Tac Missiles.
- 53. Leading Sergeant:** 959867, Army, five terms. Enlisted in Artillery. (7-9)  
*Special Assignments:* Specialist School, Instructor at Specialist School (× 3), Cross Training in Support, Recruiting.  
*Awards and Decorations:* Seven combat service ribbons, three MCUF's, one purple heart.  
*Equipment Qualified On:* Assault Rifle, Howitzer, Wheeled Vehicle.
- 54. First Sergeant:** 869975, Army, three terms. Enlisted in Cavalry. (9-11)  
*Special Assignments:* Cross Training in Artillery.  
*Awards and Decorations:* Four combat service ribbons, one MCUF.  
*Equipment Qualified On:* Assault Rifle, Auto Cannon, Mass Driver, RAM Grenade Launcher, Tracked Vehicle.
- 55. First Sergeant:** 77B497, Army, three terms. Enlisted in Infantry. (9)  
*Special Assignments:* Specialist School (× 2).  
*Awards and Decorations:* One combat service ribbon.  
*Equipment Qualified On:* Assault Rifle, Communications, Laser Carbine, Laser Rifle, SMG, Tac Missiles, Vacc Suit.
- 56. Sergeant Major:** 9B3798, Army, five terms. Enlisted in Cavalry. (8-9)  
*Special Assignments:* Cross Training in Infantry.  
*Awards and Decorations:* Six combat service ribbons, one MCUF, one purple heart.  
*Equipment Qualified On:* Auto Cannon, Auto Rifle, Laser Artillery, LMG, Tracked Vehicle.
- 57. Sergeant Major:** 874855, Army, five terms. Enlisted in Artillery. (7-9)  
*Special Assignments:* Recruiting, Cross Training in Infantry.  
*Awards and Decorations:* Nine combat service ribbons, two purple hearts, two MCUF's.  
*Equipment Qualified On:* Computer, SMG, Wheeled Vehicle.
- 58. Sergeant Major:** 488888, Marines, four terms. Enlisted in Marine Infantry. (8-11)  
*Special Assignments:* Recruiting.  
*Awards and Decorations:* Five combat service ribbons, one purple heart, one MCUF, one MCG.  
*Equipment Qualified On:* Assault Rifle, Mortar, RAM Grenade Launcher, Ship's Weapons, Vacc Suit.
- 59. Second Lieutenant:** 95BA35, Army, four terms. Enlisted in Infantry. (9-11)  
*Special Assignments:* Specialist School, OCS.  
*Awards and Decorations:* Four combat service ribbons, two purple hearts.  
*Equipment Qualified On:* Assault Rifle, Communications, Laser Rifle, Wheeled Vehicle.
- 60. Second Lieutenant:** 788587, Army, three terms. Enlisted in Cavalry. (8-10)  
*Special Assignments:* OCS, Commando School (× 2).  
*Awards and Decorations:* Two combat service ribbons.  
*Equipment Qualified On:* Assault Rifle, Demolitions, Laser Artillery, Vacc Suit, Wheeled Vehicle.
- 61. First Lieutenant:** 458767, Army, three terms. Enlisted in Infantry. (7-9)  
*Special Assignments:* OCS, Command College.  
*Awards and Decorations:* Four combat service ribbons, two combat commands, one purple heart  
*Equipment Qualified On:* Auto Cannon, Auto Pistol, SMG.



- 62. First Lieutenant:** 6877B7, Army, three terms. Enlisted in Cavalry. (9-11)  
*Special Assignments:* OCS, Recruiting, Commando School.  
*Awards and Decorations:* Five combat service ribbons, three combat commands, two purple hearts.  
*Equipment Qualified On:* Assault Rifle, Broadsword, Grav Vehicle, Laser Rifle, Tac Missiles, Tracked Vehicle.
- 63. First Lieutenant:** A77AC9, Army, two terms. Enlisted in Infantry. (7-11)  
*Special Assignments:* OCS.  
*Awards and Decorations:* One combat service ribbon, one MCUF.  
*Equipment Qualified On:* Assault Rifle, Auto Pistol, Computer, Mortar, Wheeled Vehicle.
- 64. Captain:** 753986, Army, four terms. Enlisted in Cavalry. (8-9)  
*Special Assignments:* OCS, Staff College.  
*Awards and Decorations:* Four combat service ribbons, one combat command, one purple heart, two MCUF's.  
*Equipment Qualified On:* Assault Rifle, Grav Vehicle, Howitzer, Mortar, Tac Missiles.
- 65. Major:** 78734A, Army, four terms. Enlisted in Artillery. (8-10)  
*Special Assignments:* Specialist School, OCS, Military Attache.  
*Awards and Decorations:* Four combat service ribbons, one combat command, one MCUF, one purple heart.  
*Equipment Qualified On:* Assault Rifle, Communications, Laser Artillery, MRL, Wheeled Vehicle.
- 66. Major:** 296776, Army, four terms. Enlisted in Cavalry. (8-11)  
*Special Assignments:* OCS, Command College.  
*Awards and Decorations:* Three combat commands, five combat service ribbons, two MCG's.  
*Equipment Qualified On:* Assault Rifle, Auto Pistol, Grav Vehicle, Howitzer, Tracked Vehicle.

**Other Characters:** 1, 2, 3, 5, 6, 7, 9, 10, 11, 13, 15, 16, 17, 18, 19, 20, 21, 22, 23, 24, 25, 26, 27, 29, 30, 31, 32, 33, 34, 35, 36, 37, 38, 39, 40, 41, 42, 75, 78, 85, 88, 95, 101, 104, 119.

#### **TECH LEVEL 10**

- 67. Lance Corporal:** A68557, Marines, three terms. Enlisted in Marine Infantry. (10-13)  
*Special Assignments:* Cross Training in Support.  
*Awards and Decorations:* One combat service ribbon.  
*Equipment Qualified On:* ACR, Laser Rifle, Tac Missiles, Vacc Suit.
- 68. Lance Corporal:** 654955, Army, three terms. Enlisted in Infantry. (10-11)  
*Special Assignments:* Cross Training in Support and Artillery, Protected Forces Training.  
*Awards and Decorations:* Two combat service ribbons.  
*Equipment Qualified On:* ACR, Auto Grenade Launcher, Laser Carbine, Tracked Vehicle, Vacc Suit.
- 69. Corporal:** 878755, Army, three terms. Enlisted in Infantry. (10-11)  
*Special Assignments:* Recruiting.  
*Awards and Decorations:* Two combat service ribbons.



- Equipment Qualified On:* ACR, Grav Vehicle, LMG, VRF Gauss Gun.
- 70. Lance Sergeant:** 7C5964, Army, three terms. Enlisted in Infantry. (10-13)  
*Special Assignments:* Specialist School, Protected Forces Training, Recruiting.  
*Awards and Decorations:* Three combat service ribbons, one MCUF.  
*Equipment Qualified On:* ACR, Communications, Tac Missiles.
- 71. Lance Sergeant:** 57A776, Army, three terms. Enlisted in Infantry. (10)  
*Special Assignments:* Recruiting, Commando School.  
*Awards and Decorations:* None.  
*Equipment Qualified On:* ACR, Auto Pistol, Dagger, Demolitions, Grav Vehicle, LAG, Tac Missiles.
- 72. Lance Sergeant:** 656B99, Marines, three terms. Enlisted in Marine Infantry. (10-12)  
*Special Assignments:* None.  
*Awards and Decorations:* Two combat service ribbons, two purple hearts.  
*Equipment Qualified On:* Accelerator Rifle, ACR, Auto Cannon, Laser Carbine, Tac Missiles.
- 73. Lance Sergeant:** 56389C, Army, three terms. Enlisted in Infantry. (10-11)  
*Special Assignments:* Commando School.  
*Awards and Decorations:* Two combat service ribbons, one MCUF.  
*Equipment Qualified On:* Assault Rifle, Vacc Suit, VRF Gauss Gun, Wheeled Vehicle.
- 74. Sergeant:** 684689, Army, three terms. Enlisted in Infantry. (10-11)  
*Special Assignments:* Cross Training in Cavalry.  
*Awards and Decorations:* One combat service ribbon, one MCUF.  
*Equipment Qualified On:* ACR, Auto Cannon, Laser Rifle, Mortar, Tracked Vehicle.
- 75. Gunnery Sergeant:** 862933, Army, three terms. Enlisted in Artillery. (9-11)  
*Special Assignments:* Recruiting.  
*Awards and Decorations:* Five combat service ribbons, two MCUF's.  
*Equipment Qualified On:* Assault Rifle, Grav Vehicle, Mass Driver, MRL, Tac Missiles.
- 76. Gunnery Sergeant:** 949573, Army, four terms. Enlisted in Cavalry. (10-13)  
*Special Assignments:* None.  
*Awards and Decorations:* Eight combat service ribbons, two MCUF's.  
*Equipment Qualified On:* ACR, Grav Vehicle, Plasma A Gun, Tac Missiles.
- 77. Leading Sergeant:** 546799, Marines, three terms. Enlisted in Marine Infantry. (10-13)  
*Special Assignments:* Commando School.  
*Awards and Decorations:* Five combat service ribbons, two MCUF's, one MCG, one purple heart.  
*Equipment Qualified On:* ACR, Foil, RAM Grenade Launcher, Ship's Weapons, Snub Pistol, Vacc Suit.
- 78. Leading Sergeant:** 566568, Army, four terms. Enlisted in Cavalry. (8-11)  
*Special Assignments:* Recruiting, Cross Training in Artillery, Specialist School.  
*Awards and Decorations:* Three combat service ribbons.  
*Equipment Qualified On:* Assault Rifle, Auto Cannon, Grav Vehicle, Wheeled Vehicle.
- 79. First Sergeant:** 848657, Army, four terms. Enlisted in Cavalry. (10-11)  
*Special Assignments:* Protected Forces Training, Recruiting, Commando School, Cross Training in Support.  
*Awards and Decorations:* Two combat service ribbons.

- Equipment Qualified On:* ACR, Tracked Vehicle, Vacc Suit, VRF Gauss Gun.
- 80. First Sergeant:** 988945, Army, four terms. Enlisted in Artillery. (10-12)  
*Special Assignments:* Specialist School, Protected Forces Training.  
*Awards and Decorations:* Four combat service ribbons, one MCUF.  
*Equipment Qualified On:* ACR, Computer, Vacc Suit, Wheeled Vehicle.
- 81. First Sergeant:** 434678, Army, five terms. Enlisted in Cavalry. (10-13)  
*Special Assignments:* Recruiting, Specialist School, Commando School, Protected Forces Training, Cross Training in Support.  
*Awards and Decorations:* Six combat service ribbons, five MCUF's, one purple heart.  
*Equipment Qualified On:* ACR, Communications, Demolitions, Grav Vehicle, VRF Gauss Gun.
- 82. First Sergeant:** 27A763, Army, four terms. Enlisted in Infantry. (10-12)  
*Special Assignments:* Protected Forces Training.  
*Awards and Decorations:* Four combat service ribbons, one MCUF.  
*Equipment Qualified On:* ACR, Laser Rifle, Tac Missiles, Vacc Suit, Wheeled Vehicle.
- 83. Sergeant Major:** 7B676B, Marines, four terms. Enlisted in Marine Infantry. (10-13)  
*Special Assignments:* Protected Forces Training.  
*Awards and Decorations:* Three combat service ribbons, one MCUF, one MCG.  
*Equipment Qualified On:* Accelerator Rifle, ACR, Auto Pistol, Ship's Boat, Ship's Weapons, Vacc Suit.
- 84. Sergeant Major:** 799675, Army, seven terms. Enlisted in Cavalry. (10-12)  
*Special Assignments:* Commando School (x 2), Recruiting.  
*Awards and Decorations:* Four combat service ribbons, one MCUF, one MCG.  
*Equipment Qualified On:* ACR, Auto Grenade Launcher, Auto Pistol, Blade, Demolitions, Grav Vehicle, Vacc Suit, Wheeled Vehicle.
- 85. Sergeant Major:** 469377, Army, eight terms. Enlisted in Infantry, transferred to Commandos after third term. (9-11)  
*Special Assignments:* Commando School, Specialist School (x 3), Cross Training in Cavalry and Artillery.  
*Awards and Decorations:* Eight combat service ribbons, three MCUF's, three MCG's, one purple heart.  
*Equipment Qualified On:* Assault Rifle, Communications, Computer, Demolitions, Mass Driver, RAM Grenade Launcher, Vacc Suit.
- 86. Sergeant Major:** 587557, Army, six terms. Enlisted in Infantry. (10-11)  
*Special Assignments:* Protected Forces Training, Commando School, Specialist School.  
*Awards and Decorations:* Ten combat service ribbons, one purple heart, one MCUF, one MCG.  
*Equipment Qualified On:* Accelerator Rifle, ACR, Demolitions, Grav Vehicle, HMG, Mortar, Tac Missiles, Wheeled Vehicle.
- 87. Second Lieutenant:** 8766A6, Army, four terms. Enlisted in Cavalry, transferred to Support after second term. (10-11)  
*Special Assignments:* Cross Training in Support, OCS, Commando School.  
*Awards and Decorations:* Four combat service ribbons.  
*Equipment Qualified On:* ACR, Auto Cannon, Tracked Vehicle, Vacc Suit.

- 88. Second Lieutenant:** 797886, Army, four terms. Enlisted in Cavalry. (9-11)  
*Special Assignments:* Protected Forces Training, Specialist School, Recruiting, OCS.  
*Awards and Decorations:* One combat service ribbon.  
*Equipment Qualified On:* Accelerator Rifle, Assault Rifle, Grav Vehicle.
- 89. Second Lieutenant:** 667578, Marines, five terms. Enlisted in Marine Infantry. (10-13)  
*Special Assignments:* Commando School, Instructor at Commando School, Recruiting, OCS.  
*Awards and Decorations:* Three combat service ribbons, one MCUF, one SEH.  
*Equipment Qualified On:* Accelerator Rifle, ACR, Blade, Revolver, RAM Grenade Launcher, Ship's Weapons.
- 90. First Lieutenant:** 97455B, Army, three terms. Enlisted in Infantry. (10)  
*Special Assignments:* OCS, Military Attache (x 2), Command College, Instructor at Command College.  
*Awards and Decorations:* None.  
*Equipment Qualified On:* ACR, LAG, Mortar.
- 91. First Lieutenant:** 739986, Army, two terms. Enlisted in Artillery. (10-11)  
*Special Assignments:* OCS.  
*Awards and Decorations:* One combat command, two combat service ribbons.  
*Equipment Qualified On:* ACR, Laser Artillery, Tracked Vehicle.
- 92. First Lieutenant:** A789A5, Marines, five terms. Enlisted in Marine Infantry. (10-13)  
*Special Assignments:* Specialist School, OCS, Commando School, General's Aide.  
*Awards and Decorations:* One combat command, four combat service ribbons, two MCUF's, two purple hearts.  
*Equipment Qualified On:* ACR, Dagger, Laser Rifle, Tac Missiles.
- 93. First Lieutenant:** 798B86, Army, four terms. Enlisted in Cavalry. (10-11)  
*Special Assignments:* Specialist School (x 2), OCS, Staff College.  
*Awards and Decorations:* One combat command, three combat service ribbons, one MCUF, one purple heart.  
*Equipment Qualified On:* ACR, Communications, Grav Vehicle, Howitzer.
- 94. First Lieutenant:** 75A7CB, Marines, four terms. Enlisted in Marine Infantry, transferred to Commandos after second term. (10-13)  
*Special Assignments:* Protected Forces Training, Specialist School, OCS, Commando School, Instructor at Commando School.  
*Awards and Decorations:* Two combat commands, four combat service ribbons, two MCUF's, one MCG, one purple heart.  
*Equipment Qualified On:* Accelerator Rifle, ACR, Auto Pistol, Dagger, Laser Rifle, RAM Grenade Launcher, Ship's Boat, Ship's Weapons, Vacc Suit.
- 95. Captain:** 997965, Army, four terms. Enlisted in Artillery. (9-11)  
*Special Assignments:* OCS, Command College.  
*Awards and Decorations:* Four combat service ribbons, one MCUF, two MCG's, one purple heart.  
*Equipment Qualified On:* Assault Rifle, Computer, Grav Vehicle, Mass Driver, MRL.
- 96. Lieutenant Colonel:** 475AA7, Army, six terms. Enlisted in Artillery. (10-13)  
*Special Assignments:* Protected Forces Training (x 2), Specialist School, OCS, Commando School, Command College.  
*Awards and Decorations:* One combat command, six combat service ribbons, one MCUF.

*Equipment Qualified On:* ACR, Computer, Demolitions, Grav Vehicle, RAM Grenade Launcher, Snub Pistol, Vacc Suit.

**Other Characters:** 3, 7, 13, 15, 17, 18, 19, 20, 22, 23, 27, 29, 30, 32, 33, 35, 38, 39, 40, 41, 43, 44, 46, 47, 48, 49, 50, 51, 54, 58, 59, 60, 62, 63, 65, 66, 97, 98, 99, 100, 101, 102, 103, 104, 105, 106, 107, 108, 109, 110, 111, 112, 113, 114, 115, 116, 117, 118, 119, 120, 121, 123, 124, 125, 126, 127, 128, 134, 136, 137, 140, 141, 142, 143, 146, 147, 151, 164, 173, 174.

## **TECH LEVEL 11**

**97. Private:** 6C4C94, Army, two terms. Enlisted in Infantry. (10-12)

*Special Assignments:* Protected Forces Training, Commando School.

*Awards and Decorations:* None.

*Equipment Qualified On:* ACR, Auto Cannon, Auto Pistol, Demolitions, Vacc Suit.

**98. Lance Sergeant:** 48AC8C, Army, four terms. Enlisted in Artillery, transferred to Commandos after second term. (10-13)

*Special Assignments:* Specialist School (x 2), Commando School, Instructor at Commando School.

*Awards and Decorations:* Six combat service ribbons, two purple hearts, one MCUF.

*Equipment Qualified On:* ACR, Computer, Demolitions, Laser Rifle, Plasma A Gun.

**99. Lance Sergeant:** 736467, Marines, three terms. Enlisted in Marine Infantry. (10-13)

*Special Assignments:* None.

*Awards and Decorations:* Two combat service ribbons, one MCG.

*Equipment Qualified On:* Accelerator Rifle, ACR, Laser Rifle, RAM Grenade Launcher.

**100. Lance Sergeant:** 6B7968, Army, three terms. Enlisted in Artillery. (10-11)

*Special Assignments:* Protected Forces Training.

*Awards and Decorations:* Two combat service ribbons.

*Equipment Qualified On:* Accelerator Rifle, Assault Rifle, Plasma A Gun, Revolver, Vacc Suit.

**101. Sergeant:** 744965, Army, three terms. Enlisted in Artillery. (9-11)

*Special Assignments:* Protected Forces Training.

*Awards and Decorations:* Four combat service ribbons, one MCUF.

*Equipment Qualified On:* Assault Rifle, Computer, Mass Driver.

**102. Sergeant:** 977267, Army, three terms. Enlisted in Infantry. (10-13)

*Special Assignments:* Specialist School (x 3).

*Awards and Decorations:* One combat service ribbon.

*Equipment Qualified On:* ACR, Computer, Laser Carbine, RAM Grenade Launcher.

**103. Sergeant:** 674746, Army, three terms. Enlisted in Cavalry. (10-13)

*Special Assignments:* Commando School.

*Awards and Decorations:* Four combat service ribbons, three MCUF's.

*Equipment Qualified On:* ACR, Demolitions, Grav Vehicle, Tac Missiles.

**104. Sergeant:** 487786, Army, four terms. Enlisted in Cavalry. (8-11)

*Special Assignments:* Specialist School, Recruiting.

*Awards and Decorations:* Five combat service ribbons, one MCUF, two MCG's, one purple heart.

*Equipment Qualified On:* Assault Rifle, Auto Pistol, Computer, Grav Vehicle,

- Howitzer, Wheeled Vehicle.
- 105. Sergeant:** 625845, Army, four terms. Enlisted in Artillery. (10-13)  
*Special Assignments:* Commando School, Specialist School.  
*Awards and Decorations:* Four combat service ribbons, two MCUF's.  
*Equipment Qualified On:* ACR, Broadsword, Computer, Demolitions, Grav Vehicle.
- 106. Leading Sergeant:** 988695, Marines, three terms. Enlisted in Marine Infantry. (10-13)  
*Special Assignments:* Specialist School (x 2), Commando School.  
*Awards and Decorations:* Two combat service ribbons.  
*Equipment Qualified On:* ACR, Demolitions, RAM Grenade Launcher, Vacc Suit.
- 107. Leading Sergeant:** 838573, Army, four terms. Enlisted in Cavalry. (10-13)  
*Special Assignments:* Recruiting (x 2), Cross Training in Support.  
*Awards and Decorations:* Two combat service ribbons, two MCUF's.  
*Equipment Qualified On:* ACR.
- 108. Leading Sergeant:** 69A889, Army, three terms. Enlisted in Infantry. (10-12)  
*Special Assignments:* Commando School, Specialist School.  
*Awards and Decorations:* Five combat service ribbons, one purple heart.  
*Equipment Qualified On:* ACR, Dagger, Grav Vehicle, Mortar.
- 109. Leading Sergeant:** 633766, Army, three terms. Enlisted in Infantry. (10-13)  
*Special Assignments:* None.  
*Awards and Decorations:* Three combat service ribbons.  
*Equipment Qualified On:* ACR, Grav Vehicle, Laser Rifle.
- 110. First Sergeant:** 389795, Army, four terms. Enlisted in Artillery, transferred to Commandos after third term. (10-11)  
*Special Assignments:* Commando School, Recruiting.  
*Awards and Decorations:* Five combat service ribbons, four MCUF's.  
*Equipment Qualified On:* ACR, Computer, Dagger, LMG.
- 111. Sergeant Major:** 855584, Army, four terms. Enlisted in Cavalry. (10-13)  
*Special Assignments:* Protected Forces Training.  
*Awards and Decorations:* Three combat service ribbons, two MCUF's.  
*Equipment Qualified On:* ACR, Grav Vehicle, Vacc Suit.
- 112. Sergeant Major:** 768937, Marines, five terms. Enlisted in Marine Infantry. (10-11)  
*Special Assignments:* Cross Training in Support.  
*Awards and Decorations:* Seven combat service ribbons, one MCUF, one purple heart.  
*Equipment Qualified On:* Accelerator Rifle, Assault Rifle, Laser Rifle, Ship's Weapons, Tac Missiles, Vacc Suit, VRF Gauss Gun.
- 113. Sergeant Major:** 9A55B6, Army, six terms. Enlisted in Artillery. (10-11)  
*Special Assignments:* Protected Forces Training, Commando School, Specialist School, Recruiting.  
*Awards and Decorations:* Five combat service ribbons, one purple heart.  
*Equipment Qualified On:* Accelerator Rifle, ACR, Auto Pistol, Blade, Computer, Mass Driver, MRL.
- 114. Sergeant Major:** 46376B, Army, five terms. Enlisted in Cavalry. (10-13)  
*Special Assignments:* Commando School, Protected Forces Training, Recruiting (x 2).  
*Awards and Decorations:* Four combat service ribbons.

- Equipment Qualified On:* Accelerator Rifle, ACR, Grav Vehicle, Plasma B Gun, Vacc Suit, VRF Gauss Gun.
- 115. Sergeant Major:** 756677, Army, five terms. Enlisted in Artillery. (10-11)  
*Special Assignments:* Recruiting (× 2).  
*Awards and Decorations:* Five combat service ribbons, two MCUF's.  
*Equipment Qualified On:* Assault Rifle, Mass Driver, MRL, Plasma A Gun.
- 116. Sergeant Major:** 6779A3, Marines, five terms. Enlisted in Marine Infantry. (10-13)  
*Special Assignments:* Commando School, Instructor at Commando School, Protected Forces Training, Instructor at Protected Forces Training.  
*Awards and Decorations:* Three combat service ribbons, two MCUF's, one purple heart.  
*Equipment Qualified On:* Accelerator Rifle, ACR, Demolitions, Ship's Boat, Vacc Suit, VRF Gauss Gun.
- 117. Sergeant Major:** 883659, Marines, five terms. Enlisted in Marine Infantry. (10-11)  
*Special Assignments:* Recruiting (× 3), Protected Forces Training.  
*Awards and Decorations:* Three combat service ribbons, one MCUF, one MCG, two purple hearts.  
*Equipment Qualified On:* Accelerator Rifle, ACR, LMG, Ship's Boat, Tac Missiles.
- 118. Second Lieutenant:** 7B5638, Marines, six terms. Enlisted in Marine Infantry, transferred to Commandos after first term. (10-13)  
*Special Assignments:* Cross Training in Support, Commando School, Recruiting (× 2), OCS.  
*Awards and Decorations:* Seven combat service ribbons, three MCUF's, one MCG, one purple heart.  
*Equipment Qualified On:* ACR, Laser Rifle, Ship's Boat, Tac Missiles, Vacc Suit.
- 119. First Lieutenant:** A69A79, Army, three terms. Enlisted in Artillery. (8-11)  
*Special Assignments:* OCS, Military Attache, Intelligence School, Recruiting (× 2).  
*Awards and Decorations:* None.  
*Equipment Qualified On:* Assault Rifle, Grav Vehicle.
- 120. First Lieutenant:** 26379A, Army, two terms. Enlisted in Cavalry. (10-11)  
*Special Assignments:* Specialist School, OCS.  
*Awards and Decorations:* Two combat combat service ribbons, two combat commands, one purple heart.  
*Equipment Qualified On:* ACR, Computer, Grav Vehicle, Howitzer.
- 121. First Lieutenant:** 79A97A, Marines, five terms. Enlisted in Marine Support. (10-13)  
*Special Assignments:* OCS, Command College, Commando School, Military Attache, General's Aide, Recruiting.  
*Awards and Decorations:* Three combat service ribbons.  
*Equipment Qualified On:* ACR, Grav Vehicle, Vacc Suit.
- 122. First Lieutenant:** 89B955, Army, four terms. Enlisted in Cavalry, transferred to Commandos after first term. (11-13)  
*Special Assignments:* Protected Forces Training, Commando School, OCS, Command College (× 2), Staff College, Recruiting.  
*Awards and Decorations:* Four combat service ribbons, three combat commands, two MCUF's.  
*Equipment Qualified On:* Accelerator Rifle, ACR, Computer, Grav Vehicle, Plasma B Gun.
- 123. Captain:** 568B53, Army, four terms. Enlisted in Infantry. (10-12)



*Special Assignments:* OCS, Staff College.

*Awards and Decorations:* Six combat service ribbons, three combat commands, two MCUF's.

*Equipment Qualified On:* ACR, Auto Pistol, Computer, Mortar.

**124. Captain:** 989886, Army, four terms. Enlisted in Infantry. (10-12)

*Special Assignments:* Specialist School, OCS.

*Awards and Decorations:* Seven combat service ribbons, three combat commands, two MCUF's, one purple heart.

*Equipment Qualified On:* Accelerator Rifle, ACR, Grav Vehicle, VRF Gauss Gun, Wheeled Vehicle.

**125. Major:** 7779B5, Army, five terms. Enlisted in Cavalry. (10-13)

*Special Assignments:* OCS, Staff College (x 2), General's Aide (x 2), Intelligence School (x 2), Instructor at Intelligence School.

*Awards and Decorations:* Four combat service ribbons, one MCUF.

*Equipment Qualified On:* ACR, Auto Cannon, Computer.

**126. Major:** B7873A, Marines, five terms. Enlisted in Marine Infantry. (10-13)

*Special Assignments:* Recruiting (x 2).

*Awards and Decorations:* Five combat service ribbons, two MCUF's.

*Equipment Qualified On:* Assault Rifle, Mass Driver, MRL, Plasma A Gun.

**127. Lieutenant Colonel:** 8766A7, Marines, six terms. Enlisted in Marine Infantry, transferred to Commandos after second term. (10-13)

*Special Assignments:* OCS, Military Attache, Commando School, Command College (x 2), Recruiting (x 2), Intelligence School, Staff College (x 2).

*Awards and Decorations:* Five combat service ribbons, three combat commands, two MCUF's, one MCG, one purple heart.

*Equipment Qualified On:* Accelerator Rifle, ACR, Computer, Cutlass, Demolitions, MRL, Vacc Suit.

**Other Characters:** 3, 7, 13, 15, 17, 18, 19, 22, 27, 29, 30, 32, 33, 35, 38, 39, 40, 41, 43, 44, 47, 48, 49, 58, 59, 62, 63, 66, 67, 68, 69, 70, 72, 73, 74, 75, 76, 77, 78, 79, 80, 81, 82, 83, 84, 85, 86, 87, 88, 89, 91, 92, 93, 94, 95, 96, 128, 130, 131, 134, 136, 137, 139, 140, 141, 142, 143, 146, 147, 151, 164, 173, 174.

## **TECH LEVEL 12**

**128. Corporal:** 8AC8B5, Army, three terms. Enlisted in Infantry. (10-13)

*Special Assignments:* Protected Forces Training (x 2), Specialist School.

*Awards and Decorations:* One combat service ribbon, one MCG.

*Equipment Qualified On:* ACR, Communications, RAM Grenade Launcher, Vacc Suit.

**129. Lance Sergeant:** 9C7967, Marines, three terms. Enlisted in Marine Infantry. (12-13)

*Special Assignments:* Protected Forces Training, Specialist School.

*Awards and Decorations:* Three combat service ribbons, two MCUF's, two purple hearts.

*Equipment Qualified On:* Auto Pistol, Battle Dress, PGMP-12, Ship's Boat, Ship's Weapons, Vacc Suit.

**130. Lance Sergeant:** 788A87, Army, three terms. Enlisted in Cavalry. (11-13)

*Special Assignments:* Recruiting.

- Awards and Decorations:* Two combat service ribbons, one MCUF.  
*Equipment Qualified On:* ACR, Grav Vehicle, Plasma B Gun.
- 131. Lance Sergeant:** 4A7A37, Army, three terms. Enlisted in Artillery, transferred to Commandos after second term. (11-13)  
*Special Assignments:* Commando School, Protected Forces Training, Specialist School.  
*Awards and Decorations:* Two combat service ribbons, one MCUF, one MCG, one purple heart.  
*Equipment Qualified On:* ACR, Demolitions, Grav Vehicle, Laser Rifle, Plasma A Gun, Plasma B Gun, Vacc Suit.
- 132. Lance Sergeant:** 936367, Marines, three terms. Enlisted in Marine Infantry. (12-13)  
*Special Assignments:* None.  
*Awards and Decorations:* Three combat service ribbons, one MCG, one purple heart.  
*Equipment Qualified On:* Accelerator Rifle, Battle Dress, PGMP-12, Vacc Suit.
- 133. Sergeant:** 7B8666, Marines, three terms. Enlisted in Marine Infantry. (12-15)  
*Special Assignments:* None.  
*Awards and Decorations:* Three combat service ribbons, one purple heart, one MCUF.  
*Equipment Qualified On:* Battle Dress, Gauss Rifle, Ship's Weapons, Vacc Suit.
- 134. Sergeant:** 996627, Army, three terms. Enlisted in Cavalry. (10-12)  
*Special Assignments:* Protected Forces Training, Specialist School, Commando School.  
*Awards and Decorations:* Three combat service ribbons, one MCUF.  
*Equipment Qualified On:* Accelerator Rifle, ACR, Blade, Computer, Demolitions, Vacc Suit, Wheeled Vehicle.
- 135. Sergeant:** 874C23, Army, three terms. Enlisted in Artillery. (12-13)  
*Special Assignments:* Recruiting.  
*Awards and Decorations:* One combat service ribbon.  
*Equipment Qualified On:* ACR, MRL, Plasma C Gun.
- 136. Sergeant:** 875758, Army, three terms. Enlisted in Infantry. (10-13)  
*Special Assignments:* Commando School.  
*Awards and Decorations:* Three combat service ribbons, one MCUF, two purple hearts.  
*Equipment Qualified On:* ACR, Grav Vehicle, Vacc Suit.
- 137. Gunnery Sergeant:** 9772B6, Army, three terms. Enlisted in Artillery. (10-13)  
*Special Assignments:* Specialist School, Recruiting.  
*Awards and Decorations:* Three combat service ribbons.  
*Equipment Qualified On:* ACR, Computer, MRL.
- 138. Gunnery Sergeant:** 8CC773, Marines, six terms. Enlisted in Marine Infantry. (12-13)  
*Special Assignments:* Protected Forces Training, Specialist School, Cross Training in Support.  
*Awards and Decorations:* Six combat service ribbons, four MCUF's.  
*Equipment Qualified On:* Accelerator Rifle, ACR, Battle Dress, Computer, PGMP-12, Tac Missiles, Vacc Suit.
- 139. Gunnery Sergeant:** 8A4697, Army, four terms. Enlisted in Cavalry. (11-13)  
*Special Assignments:* Commando School.  
*Awards and Decorations:* Six combat service ribbons, one MCUF, one MCG, one



purple heart.

*Equipment Qualified On:* ACR, Dagger, Plasma B Gun, Tac Missiles.

- 140. Leading Sergeant:** 646B27, Marines, three terms. Enlisted in Marine Infantry. (10-13)

*Special Assignments:* Specialist School (x 2), Cross Training in Support, Commando School.

*Awards and Decorations:* None.

*Equipment Qualified On:* ACR, Communications, Computer, Grav Vehicle, Ship's Weapons, Vacc Suit.

- 141. Leading Sergeant:** 68577B, Army, three terms. Enlisted in Cavalry. (10-13)

*Special Assignments:* Commando School.

*Awards and Decorations:* Five combat service ribbons, two MCUF's, one MCG.

*Equipment Qualified On:* ACR, Auto Cannon, Demolitions, Grav Vehicle, Vacc Suit, VRF Gauss Gun.

- 142. Sergeant Major:** 2B788B, Army, four terms. Enlisted in Infantry. (10-12)

*Special Assignments:* Protected Forces Training.

*Awards and Decorations:* Five combat service ribbons.

*Equipment Qualified On:* ACR, Auto Cannon, Tac Missiles, Vacc Suit.

- 143. Sergeant Major:** 468357, Army, five terms. Enlisted in Artillery. (10-13)

*Special Assignments:* Recruiting, Commando School.

*Awards and Decorations:* Six combat service ribbons, one MCUF.

*Equipment Qualified On:* ACR, Computer, MRL, Plasma B Gun.

- 144. Sergeant Major:** 542895, Marines, six terms. Enlisted in Marine Infantry. (12-15)

*Special Assignments:* Recruiting, Commando School.

*Awards and Decorations:* Seven combat service ribbons, two MCUF's, two SEH's, one purple heart.

*Equipment Qualified On:* Accelerator Rifle, Cutlass, Demolitions, Gauss Rifle, Ship's Weapons.

- 145. Second Lieutenant:** 9835A8, Army, five terms. Enlisted in Infantry. (12-15)

*Special Assignments:* Specialist School (x 3), Commando School, Protected Forces Training, Recruiting, OCS.

*Awards and Decorations:* Five combat service ribbons, two MCUF's, three purple hearts.

*Equipment Qualified On:* Accelerator Rifle, Communications, Gauss Rifle, RAM Grenade Launcher, Revolver, Tac Missiles, Vacc Suit, VRF Gauss Gun.

- 146. First Lieutenant:** 937795, Army, three terms. Enlisted in Cavalry. (10-13)

*Special Assignments:* OCS.

*Awards and Decorations:* Four combat service ribbons, one combat command, one MCUF.

*Equipment Qualified On:* ACR, Grav Vehicle.

- 147. First Lieutenant:** 288898, Army, three terms. Enlisted in Infantry, transferred to Commandos after first term. (10-13)

*Special Assignments:* Commando School, OCS.

*Awards and Decorations:* Four combat service ribbons, one combat command, two MCUF's, one purple heart.

*Equipment Qualified On:* ACR, Dagger, Demolitions, Laser Rifle.

- 148. Major:** 578AA8, Army, five terms. Enlisted in Artillery. (12-13)

*Special Assignments:* Commando School (x 2), Instructor at Commando School (x 2), Staff College, Command College, OCS.

*Awards and Decorations:* Five combat service ribbons, three combat commands, three MCUF's, one MCG.

*Equipment Qualified On:* Blade, Computer, Demolitions, Lt MRL, PGMP-12, Plasma B Gun.

**149. Force Commander:** 438774, Marines, seven terms. Enlisted in Marine Infantry, transferred to Commandos after fourth term. (12-13)

*Special Assignments:* OCS, Staff College (x 2), Commando School (x 2), Instructor at Commando School.

*Awards and Decorations:* Seven combat service ribbons, six combat commands, one MCUF, three MCG's.

*Equipment Qualified On:* Accelerator Rifle, ACR, Auto Pistol, Battle Dress, Computer, Dagger, Demolitions, Ship's Weapons.

**150. Major:** 85BA8B, Army, five terms. Enlisted in Artillery. (12-13)

*Special Assignments:* OCS, Command College.

*Awards and Decorations:* Eight combat service ribbons, six combat commands, five MCUF's, one purple heart.

*Equipment Qualified On:* ACR, Computer, Grav Vehicle, Fusion X Gun, Plasma B Gun.

**151. Colonel:** 59769D, Army, six terms. Enlisted in Infantry. (10-13)

*Special Assignments:* OCS, Recruiting (x 2), Military Attache, Intelligence School.

*Awards and Decorations:* Six combat service ribbons, three combat commands, one MCUF, one MCG.

*Equipment Qualified On:* ACR, Tac Missiles.

**Other Characters:** 67, 70, 72, 76, 77, 80, 81, 82, 83, 84, 89, 92, 94, 96, 97, 98, 99, 102, 103, 105, 106, 107, 108, 109, 111, 114, 116, 118, 121, 122, 123, 124, 125, 126, 127, 152, 153, 154, 155, 156, 157, 158, 160, 161, 162, 163, 164, 166, 167, 169, 170, 171, 173, 174, 175, 180, 186, 188, 190, 193, 197, 200, 204, 208, 210, 212, 218, 233.

## **TECH LEVEL 13**

**152. Lance Corporal:** 829257, Army, three terms. Enlisted in Infantry. (12-15)

*Special Assignments:* Cross Training in Cavalry and Support.

*Awards and Decorations:* Two combat service ribbons.

*Equipment Qualified On:* Computer, Gauss Rifle, Tac Missiles.

**153. Corporal:** 896A6A, Army, three terms. Enlisted in Artillery. (12-15)

*Special Assignments:* Protected Forces Training.

*Awards and Decorations:* Three combat service ribbons, one purple heart, one MCUF.

*Equipment Qualified On:* Accelerator Rifle, Fusion X Gun, Gauss Rifle, Lt MRL, Vacc Suit.

**154. Corporal:** 77B7C5, Marines, two terms. Enlisted in Marine Infantry. (12-15)

*Special Assignments:* None.

*Awards and Decorations:* One combat service ribbon, one MCUF.

*Equipment Qualified On:* Gauss Rifle, Vacc Suit.

**155. Lance Sergeant:** 5776CB, Army, three terms. Enlisted in Cavalry. (12-15)

*Special Assignments:* Protected Forces Training.

*Awards and Decorations:* Two combat service ribbons, one purple heart.

- Equipment Qualified On:* Gauss Rifle, Grav Vehicle, Tac Missiles, Vacc Suit.
- 156. Lance Sergeant:** 353587, Army, three terms. Enlisted in Artillery. (12-13)  
*Special Assignments:* Recruiting.  
*Awards and Decorations:* Two combat service ribbons, one purple heart.  
*Equipment Qualified On:* ACR, Fusion X Gun.
- 157. Lance Sergeant:** 798995, Army, three terms. Enlisted in Cavalry. (12-15)  
*Special Assignments:* Specialist School.  
*Awards and Decorations:* Four combat service ribbons, one purple heart, one MCUF.  
*Equipment Qualified On:* Computer, Gauss Rifle, Grav Vehicle.
- 158. Sergeant:** 6B636C, Army, three terms. Enlisted in Infantry. (12-15)  
*Special Assignments:* Commando School.  
*Awards and Decorations:* Four combat service ribbons, one purple heart, two MCUF's.  
*Equipment Qualified On:* Demolitions, Gauss Rifle, Tac Missiles, Vacc Suit.
- 159. Sergeant:** 7974AC, Marines, four terms. Enlisted in Marine Infantry. (13-14)  
*Special Assignments:* Protected Forces Training, Specialist School (x 2).  
*Awards and Decorations:* Five combat service ribbons, three purple hearts, two MCUF's, one MCG.  
*Equipment Qualified On:* Accelerator Rifle, Battle Dress, Computer, PGMP-13, Revolver, Ship's Boat, Ship's Weapons, Vacc Suit.
- 160. Sergeant:** 68348A, Marines, three terms. Enlisted in Marine Support. (13-14)  
*Special Assignments:* Commando School, Cross Training in Marine Infantry.  
*Awards and Decorations:* Two combat service ribbons.  
*Equipment Qualified On:* Gauss Rifle, PGMP-13, Snub Pistol.
- 161. Leading Sergeant:** 76C865, Army, three terms. Enlisted in Cavalry. (12-15)  
*Special Assignments:* Specialist School.  
*Awards and Decorations:* Four combat service ribbons, one purple heart.  
*Equipment Qualified On:* Computer, Gauss Rifle, Grav Vehicle, Plasma C Gun, RAM Grenade Launcher.
- 162. Leading Sergeant:** 749768, Army, four terms. Enlisted in Infantry. (12-15)  
*Special Assignments:* Protected Forces Training.  
*Awards and Decorations:* Five combat service ribbons, two MCUF's, one purple heart.  
*Equipment Qualified On:* Gauss Rifle, Grav Vehicle, RAM Grenade Launcher, Vacc Suit.
- 163. First Sergeant:** B983B6, Army, four terms. Enlisted in Artillery, transferred to Infantry after third term. (12-15)  
*Special Assignments:* Cross Training in Infantry and Support.  
*Awards and Decorations:* Four combat service ribbons.  
*Equipment Qualified On:* Auto Pistol, Gauss Rifle, Grav Vehicle, Tac Missiles.
- 164. First Sergeant:** 69A524, Army, three terms. Enlisted in Cavalry. (10, 13)  
*Special Assignments:* None.  
*Awards and Decorations:* Five combat service ribbons, one MCUF, one MCG.  
*Equipment Qualified On:* ACR, Grav Vehicle, Laser Artillery.
- 165. Sergeant Major:** B683A6, Marines, five terms. Enlisted in Marine Infantry. (13-14)  
*Special Assignments:* Cross Training in Support, Recruiting.  
*Awards and Decorations:* Eight combat service ribbons, two purple hearts, one MCUF.

- Equipment Qualified On:* Auto Pistol, Battle Dress, Computer, Gauss Rifle, Laser Rifle, PGMP-13, Ship's Boat, VRF Gauss Gun.
- 166. Sergeant Major:** 86A4A5, Army, six terms. Enlisted in Cavalry. (12-15)  
*Special Assignments:* Protected Forces Training (× 2), Instructor at Protected Forces Training, Recruiting, Specialist School.  
*Awards and Decorations:* Six combat service ribbons, one purple heart.  
*Equipment Qualified On:* Accelerator Rifle, Computer, Gauss Rifle, Grav Vehicle, Plasma B Gun, Vacc Suit.
- 167. Sergeant Major:** 6A8649, Army, five terms. Enlisted in Infantry. (12-15)  
*Special Assignments:* Protected Forces Training, Specialist School.  
*Awards and Decorations:* Five combat service ribbons, three MCUF's.  
*Equipment Qualified On:* Auto Pistol, Gauss Rifle, Vacc Suit.
- 168. Second Lieutenant:** 74A769, Army, four terms. Enlisted in Artillery. (13-15)  
*Special Assignments:* Cross Training in Infantry, Specialist School, Instructor at Specialist School, Protected Forces Training (× 2).  
*Awards and Decorations:* Six combat service ribbons, one purple heart, one MCUF, one MCG.  
*Equipment Qualified On:* Computer, Gauss Rifle, Laser Artillery, Plasma B Gun, Snub Pistol, Vacc Suit.
- 169. Second Lieutenant:** 456784, Marines, four terms. Enlisted in Marine Infantry. (12-15)  
*Special Assignments:* OCS, Protected Forces Training, Intelligence School, Recruiting.  
*Awards and Decorations:* Two combat service ribbons, one MCUF.  
*Equipment Qualified On:* Accelerator Rifle, Gauss Rifle, Ship's Boat, Ship's Weapons, Vacc Suit.
- 170. First Lieutenant:** 8999BA, Marines, four terms. Enlisted in Marine Infantry. (12-15)  
*Special Assignments:* OCS, Recruiting.  
*Awards and Decorations:* Three combat service ribbons, one purple heart, one MCUF.  
*Equipment Qualified On:* Accelerator Rifle, Battle Dress, Gauss Rifle, Ship's Boat, Vacc Suit.
- 171. First Lieutenant:** 8254A4, Marines, two terms. Enlisted in Marine Infantry. (12-15)  
*Special Assignments:* OCS.  
*Awards and Decorations:* Two combat commands, two combat service ribbons, one MCUF, one MCG, one purple heart.  
*Equipment Qualified On:* Accelerator Rifle, Gauss Rifle, Ship's Weapons.
- 172. Captain:** 78B546, Army, five terms. Enlisted in Artillery. (13)  
*Special Assignments:* OCS.  
*Awards and Decorations:* Six combat service ribbons, three combat commands, one MCUF, one MCG.  
*Equipment Qualified On:* ACR, Computer, Grav Vehicle, Laser Artillery, Tac Missiles.
- 173. Captain:** 6A7497, Army, three terms. Enlisted in Cavalry. (10-13)  
*Special Assignments:* Commando School, OCS.  
*Awards and Decorations:* Three combat service ribbons, one MCUF.  
*Equipment Qualified On:* ACR, Auto Cannon, Computer, Demolitions, Grav Vehicle.

- 174. Captain:** 73B9B8, Army, five terms. Enlisted in Artillery. (10-13)  
*Special Assignments:* Commando School (x 2), Command College, OCS.  
*Awards and Decorations:* Four combat service ribbons, one MCUF.  
*Equipment Qualified On:* ACR, Cutlass, Computer, Grav Vehicle, Demolitions, Vacc Suit.
- 175. Major:** 87BA8A, Army, four terms. Enlisted in Infantry, transferred to Commandos after second term. (13-14)  
*Special Assignments:* Protected Forces Training, Commando School (x 2), General's Aide.  
*Awards and Decorations:* Four combat service ribbons, two combat commands, one purple heart, one MCUF, one MCG.  
*Equipment Qualified On:* Accelerator Rifle, Auto Pistol, Dagger, Demolitions, Gauss Rifle, PGMP-13, Vacc Suit.

**Other Characters:** 67, 70, 76, 77, 81, 83, 89, 92, 94, 96, 98, 99, 102, 103, 105, 106, 107, 109, 111, 114, 116, 118, 121, 122, 125, 126, 127, 128, 129, 130, 131, 132, 133, 135, 136, 137, 138, 139, 140, 141, 143, 144, 145, 146, 147, 148, 149, 150, 151, 176, 177, 178, 180, 182, 183, 184, 185, 186, 188, 189, 190, 191, 193, 197, 199, 200, 201, 202, 204, 208, 210, 212, 213, 218, 233.

#### TECH LEVEL 14

- 176. Private:** 458AB8, Army, two terms. Enlisted in Infantry. (13-14)  
*Special Assignments:* Commando School, Recruiting, Specialist School.  
*Awards and Decorations:* None.  
*Equipment Qualified On:* Demolitions, PGMP-13, Vacc Suit.
- 177. Lance Sergeant:** 375438, Army, three terms. Enlisted in Infantry. (13-14)  
*Special Assignments:* Cross Training in Artillery, Recruiting.  
*Awards and Decorations:* Five combat service ribbons, three MCUF's.  
*Equipment Qualified On:* Laser Artillery, PGMP-13, Tac Missiles, Vacc Suit.
- 178. Lance Sergeant:** B68383, Army, three terms. Enlisted in Cavalry. (13-15)  
*Special Assignments:* Recruiting.  
*Awards and Decorations:* Two combat service ribbons.  
*Equipment Qualified On:* Gauss Rifle, Grav Vehicle, Laser Artillery, Tac Missiles.
- 179. Lance Sergeant:** 87B776, Marines, three terms. Enlisted in Marine Infantry. (14)  
*Special Assignments:* Protected Forces Training.  
*Awards and Decorations:* Three combat service ribbons, one MCUF, one MCG.  
*Equipment Qualified On:* Accelerator Rifle, Battle Dress, PGMP-13, PGMP-14, Vacc Suit.
- 180. Sergeant:** 6A8884, Army, three terms. Enlisted in Cavalry. (12-15)  
*Special Assignments:* None.  
*Awards and Decorations:* None.  
*Equipment Qualified On:* Gauss Rifle, Grav Vehicle, VRF Gauss Gun.
- 181. Gunnery Sergeant:** 775CA8, Army, three terms. Enlisted in Infantry. (14-15)  
*Special Assignments:* Recruiting, Protected Forces Training.  
*Awards and Decorations:* Two combat service ribbons, one MCUF, one purple heart.  
*Equipment Qualified On:* FGMP-14, Gauss Rifle, Tac Missiles, Vacc Suit.
- 182. Gunnery Sergeant:** 569497, Army, three terms. Enlisted in Cavalry. (13-15)

- Special Assignments:* Specialist School, Recruiting.  
*Awards and Decorations:* Two combat service ribbons, one MCUF.  
*Equipment Qualified On:* Gauss Rifle, Grav Vehicle, Laser Artillery.
- 183. Gunnery Sergeant:** B86777, Marines, three terms. Enlisted in Marine Infantry. (13-14)  
*Special Assignments:* None.  
*Awards and Decorations:* Three combat service ribbons, one MCUF.  
*Equipment Qualified On:* PGMP-13, Ship's Boat, Ship's Weapons, VRF Gauss Gun.
- 184. Gunnery Sergeant:** 8CB779, Marines, three terms. Enlisted in Marine Infantry. (13-14)  
*Special Assignments:* Specialist School.  
*Awards and Decorations:* Three combat service ribbons, one MCUF, one purple heart.  
*Equipment Qualified On:* Battle Dress, Computer, PGMP-13, Ship's Boat, Ship's Weapons, Vacc Suit.
- 185. Gunnery Sergeant:** 759963, Army, three terms. Enlisted in Artillery. (13-14)  
*Special Assignments:* Commando School.  
*Awards and Decorations:* Four combat service ribbons, one purple heart, one MCUF.  
*Equipment Qualified On:* Computer, MRL, PGMP-13.
- 186. Gunnery Sergeant:** C66454, Army, four terms. Enlisted in Infantry. (12-15)  
*Special Assignments:* None.  
*Awards and Decorations:* Two combat service ribbons, two MCUF's.  
*Equipment Qualified On:* Gauss Rifle, Vacc Suit, Laser Rifle.
- 187. Leading Sergeant:** 89B726, Army, four terms. Enlisted in Infantry. (14-15)  
*Special Assignments:* Specialist School.  
*Awards and Decorations:* Six combat service ribbons, two MCUF's, one purple heart.  
*Equipment Qualified On:* Computer, FGMP-14, Gauss Rifle, Grav Vehicle, RAM Grenade Launcher, Vacc Suit.
- 188. First Sergeant:** 72C898, Army, three terms. Enlisted in Infantry. (12-15)  
*Special Assignments:* None.  
*Awards and Decorations:* Five combat service ribbons, one MCUF.  
*Equipment Qualified On:* Gauss Rifle, Grav Vehicle, Laser Rifle, Vacc Suit.
- 189. First Sergeant:** 67A784, Army, four terms. Enlisted in Artillery. (13-15)  
*Special Assignments:* Cross Training in Support.  
*Awards and Decorations:* Nine combat service ribbons, one MCG, one purple heart.  
*Equipment Qualified On:* Grav Vehicle, Fusion X Gun, Laser Artillery, Gauss Rifle.
- 190. Sergeant Major:** 7977A8, Army, four terms. Enlisted in Artillery, transferred to Commandos after third term. (12-15)  
*Special Assignments:* Protected Forces Training, Commando School, Specialist School.  
*Awards and Decorations:* One combat service ribbons, one MCUF.  
*Equipment Qualified On:* Battle Dress, Blade, Computer, Gauss Rifle, Tac Missiles, Vacc Suit.
- 191. Sergeant Major:** 573A49, Marines, three terms. Enlisted in Marine Infantry. (13-14)  
*Special Assignments:* Protected Forces Training.



- Awards and Decorations:* Six combat service ribbons, one MCG.  
*Equipment Qualified On:* Battle Dress, PGMP-13, Tac Missiles, Vacc Suit.
- 192. Sergeant Major:** B887B2, Army, four terms. Enlisted in Cavalry. (14-15)  
*Special Assignments:* Protected Forces Training.  
*Awards and Decorations:* Five combat service ribbons.  
*Equipment Qualified On:* Computer, Fusion X Gun, Gauss Rifle, Grav Vehicle, Vacc Suit.
- 193. Sergeant Major:** BA9986, Marines, four terms. Enlisted in Marine Infantry. (12-15)  
*Special Assignments:* Recruiting, Protected Forces Training, Specialist School.  
*Awards and Decorations:* Three combat service ribbons, one MCUF, one MCG, one purple heart.  
*Equipment Qualified On:* Battle Dress, Computer, Laser Rifle, Ship's Boat, Vacc Suit.
- 194. Sergeant Major:** 74A448, Army, six terms. Enlisted in Infantry. (14)  
*Special Assignments:* Protected Forces Training, Instructor at Protected Forces Training.  
*Awards and Decorations:* Thirteen combat service ribbons, four MCUF's, one MCG, two purple hearts.  
*Equipment Qualified On:* Gauss Rifle, PGMP-14, Vacc Suit.
- 195. Second Lieutenant:** 9759B9, Army, three terms. Enlisted in Artillery. (14)  
*Special Assignments:* OCS, Commando School.  
*Awards and Decorations:* Two combat service ribbons, one MCUF.  
*Equipment Qualified On:* Blade, Computer, Gauss Rifle, PGMP-14, Plasma C Gun.
- 196. Second Lieutenant:** 8A774B, Army, four terms. Enlisted in Cavalry. (14)  
*Special Assignments:* Specialist School, Commando School, OCS.  
*Awards and Decorations:* Four combat service ribbons, two MCUF's, one purple heart.  
*Equipment Qualified On:* Auto Pistol, Computer, Grav Vehicle, PGMP-13, PGMP-14, Plasma B Gun, Tac Missiles, Vacc Suit.
- 197. Second Lieutenant:** 579BCB, Army, two terms. Enlisted in Support. (12-15)  
*Special Assignments:* Protected Forces Training, OCS, Intelligence School.  
*Awards and Decorations:* Two combat service ribbons, one MCUF.  
*Equipment Qualified On:* Accelerator Rifle, Gauss Rifle.
- 198. First Lieutenant:** 5A6675, Marines, three terms. Enlisted in Marine Infantry. (14)  
*Special Assignments:* OCS.  
*Awards and Decorations:* Two combat service ribbons, two MCUF's.  
*Equipment Qualified On:* Accelerator Rifle, Battle Dress, FGMP-14, PGMP-13, Ship's Weapons, Tac Missiles, Vacc Suit.
- 199. Captain:** 788789, Marines, four terms. Enlisted in Marine Infantry. (13-14)  
*Special Assignments:* OCS, Recruiting.  
*Awards and Decorations:* Three combat service ribbons, one MCUF, one purple heart.  
*Equipment Qualified On:* Battle Dress, PGMP-13, Ship's Boat, Snub Pistol.
- 200. Captain:** 7957A6, Army, three terms. Enlisted in Cavalry. (12-15)  
*Special Assignments:* Commando School, OCS.  
*Awards and Decorations:* Three combat service ribbons, one MCUF, one purple heart.  
*Equipment Qualified On:* Computer, Gauss Rifle, RAM Grenade Launcher.

- 201. Captain:** A77876, Army, four terms. Enlisted in Artillery. (13-15)  
*Special Assignments:* Recruiting, Specialist School, OCS, Staff College.  
*Awards and Decorations:* Seven combat service ribbons, four combat commands, two MCUF's.  
*Equipment Qualified On:* Computer, Gauss Rifle, Laser Artillery.
- 202. Captain:** 385B5A, Army, three terms. Enlisted in Artillery. (13-15)  
*Special Assignments:* OCS, Intelligence School.  
*Awards and Decorations:* Six combat service ribbons, one combat command, two MCUF's, one purple heart.  
*Equipment Qualified On:* Accelerator Rifle, Computer, Fusion Y Gun.
- 203. Major:** 447799, Army, three terms. Enlisted in Cavalry, transferred to Commandos after second term. (14)  
*Special Assignments:* OCS, Commando School, Command College.  
*Awards and Decorations:* Five combat service ribbons, three combat commands, two MCG's.  
*Equipment Qualified On:* Blade, Fusion Y Gun, Grav Vehicle, PGMP-13.

**Other Characters:** 133, 144, 145, 152, 153, 154, 155, 157, 158, 159, 161, 62, 163, 165, 166, 167, 168, 169, 170, 171, 204, 205, 208, 209, 210, 211, 212, 213, 214, 215, 216, 218, 220, 221, 223, 224, 225, 228, 230, 231, 233

#### **TECH LEVEL 15**

- 204. Corporal:** 749688, Army, two terms, Enlisted in Artillery. (12-15)  
*Special Assignments:* Protected Forces Training.  
*Awards and Decorations:* None.  
*Equipment Qualified On:* Accelerator Rifle, Gauss Rifle, Vacc Suit.
- 205. Lance Sergeant:** 6759B6, Army, three terms. Enlisted in Artillery. (14-15)  
*Special Assignments:* Cross Training in Infantry (x 2) and Support, Commando School.  
*Awards and Decorations:* One combat service ribbon, one MCUF.  
*Equipment Qualified On:* FGMP-14, Grav Vehicle, Vacc Suit.
- 206. Lance Sergeant:** 448A72, Army, three terms. Enlisted in Cavalry. (15)  
*Special Assignments:* Cross Training in Artillery, Commando School.  
*Awards and Decorations:* Two combat service ribbons, one purple heart.  
*Equipment Qualified On:* FGMP-15, Foil, Gauss Rifle, Laser Rifle, Vacc Suit.
- 207. Lance Sergeant:** A76B97, Marines, three terms. Enlisted in Marine Infantry. (15)  
*Special Assignments:* Recruiting.  
*Awards and Decorations:* Three combat service ribbons, one MCUF, one MCG.  
*Equipment Qualified On:* Accelerator Rifle, FGMP-14, FGMP-15, Ship's Weapons.
- 208. Lance Sergeant:** B576AA, Marines, three terms. Enlisted in Marine Support. (12-15)  
*Special Assignments:* None.  
*Awards and Decorations:* Two combat service ribbons.  
*Equipment Qualified On:* Auto Pistol, Battle Dress, Gauss Rifle.
- 209. Sergeant:** B35468, Army, three terms. Enlisted in Cavalry. (14-15)  
*Special Assignments:* None.  
*Awards and Decorations:* One combat service ribbon, one purple heart.  
*Equipment Qualified On:* Auto Pistol, Computer, FGMP-14, Grav Vehicle.
- 210. Sergeant:** 5C3896, Army, three terms. Enlisted in Infantry. (12-15)



- Special Assignments:* None.  
*Awards and Decorations:* Three combat service ribbons.  
*Equipment Qualified On:* Gauss Rifle, Grav Vehicle, Laser Rifle, Vacc Suit.
- 211. Gunnery Sergeant:** 649487, Army, four terms. Enlisted in Artillery. (14-15)  
*Special Assignments:* Recruiting (x 2), Specialist School.  
*Awards and Decorations:* Three combat service ribbons.  
*Equipment Qualified On:* FGMP-14, Laser Artillery.
- 212. Gunnery Sergeant:** 687766, Army, three terms. Enlisted in Infantry. (12-15)  
*Special Assignments:* None.  
*Awards and Decorations:* Four combat service ribbons, two purple hearts, one MCUF.  
*Equipment Qualified On:* Gauss Rifle, Grav Vehicle, Tac Missiles, Vacc Suit.
- 213. Gunnery Sergeant:** 67CA58, Army, three terms. Enlisted in Artillery. (13-15)  
*Special Assignments:* None.  
*Awards and Decorations:* Two combat service ribbons.  
*Equipment Qualified On:* Computer, Gauss Rifle, Laser Artillery.
- 214. Leading Sergeant:** 49B882, Army, three terms. Enlisted in Cavalry. (14-15)  
*Special Assignments:* Commando School (x 2), Specialist School, Protected Forces Training.  
*Awards and Decorations:* Three combat service ribbons, two MCG's.  
*Equipment Qualified On:* Computer, Demolitions, FGMP-14, Laser Artillery, Vacc Suit.
- 215. Leading Sergeant:** 68686B, Marines, three terms. Enlisted in Marine Infantry. (14-15)  
*Special Assignments:* None.  
*Awards and Decorations:* Three combat service ribbons, one purple heart, one MCG.  
*Equipment Qualified On:* FGMP-14, Vacc Suit.
- 216. Leading Sergeant:** 36B962, Army, four terms. Enlisted in Cavalry. (14-15)  
*Special Assignments:* Protected Forces Training, Commando School.  
*Awards and Decorations:* Six combat service ribbons, three MCUF's, one MCG.  
*Equipment Qualified On:* Computer, Cutlass, FGMP-14, Fusion Y Gun, Grav Vehicle, Plasma B Gun, Tac Missiles.
- 217. First Sergeant:** 6C4985, Marines, four terms. Enlisted in Marine Infantry. (15)  
*Special Assignments:* Specialist School, Protected Forces Training.  
*Awards and Decorations:* Two combat service ribbons.  
*Equipment Qualified On:* Accelerator Rifle, FGMP-14, FGMP-15, Ship's Weapons, Tac Missiles.
- 218. Sergeant Major:** 368855, Army, four terms. Enlisted in Artillery. (12-15)  
*Special Assignments:* Protected Forces Training.  
*Awards and Decorations:* Four combat service ribbons.  
*Equipment Qualified On:* Accelerator Rifle, Gauss Rifle, Grav Vehicle, Tac Missiles.
- 219. Sergeant Major:** 748C65, Army, four terms. Enlisted in Artillery. (15)  
*Special Assignments:* Cross Training in Cavalry, Protected Forces Training.  
*Awards and Decorations:* Four combat service ribbons, one MCUF.  
*Equipment Qualified On:* Computer, FGMP-14, FGMP-15, Grav Vehicle, Fusion Z Gun, Tac Missiles, Vacc Suit.
- 220. Sergeant Major:** 467853, Army, four terms. Enlisted in Cavalry. (14-15)

*Special Assignments:* Protected Forces Training, Cross Training in Infantry, Specialist School.

*Awards and Decorations:* Four combat service ribbons, two MCUF's, one purple heart.

*Equipment Qualified On:* FGMP-14, Gauss Rifle, Grav Vehicle, Laser Artillery, Vacc Suit.

**221. Sergeant Major:** 786799, Army, five terms. Enlisted in Cavalry. (14-15)

*Special Assignments:* Recruiting.

*Awards and Decorations:* Five combat service ribbons, one MCUF, one MCG.

*Equipment Qualified On:* FGMP-14, Grav Vehicle, VRF Gauss Gun.

**222. Second Lieutenant:** 84B6A6, Army, five terms. Enlisted in Artillery. (15)

*Special Assignments:* Commando School, Cross Training in Cavalry, Specialist School, OCS.

*Awards and Decorations:* Nine combat service ribbons, three MCUF's, one purple heart.

*Equipment Qualified On:* FGMP-15, Gauss Rifle, Grav Vehicle, Lt MRL, Meson Accelerator.

**223. Second Lieutenant:** 983654, Army, one term. Enlisted in Infantry. (14-15)

*Special Assignments:* OCS.

*Awards and Decorations:* One combat service ribbon.

*Equipment Qualified On:* Computer, FGMP-14, Grav Vehicle, Tac Missiles.

**224. Second Lieutenant:** 26A689, Army, three terms. Enlisted in Infantry. (14-15)

*Special Assignments:* OCS, Recruiting.

*Awards and Decorations:* Four combat service ribbons, three combat commands, one MCUF.

*Equipment Qualified On:* Auto Pistol, FGMP-14, Tac Missiles, Vacc Suit.

**225. Second Lieutenant:** 869277, Marines, five terms. Enlisted in Marine Infantry. (14-15)

*Special Assignments:* Cross Training in Support, OCS, Command College, Staff College.

*Awards and Decorations:* Three combat service ribbons, one combat command, two MCUF's, one MCG.

*Equipment Qualified On:* Accelerator Rifle, Battle Dress Computer, FGMP-14, Ship's Boat, Ship's Guns, Tac Missiles, Vacc Suit.

**226. First Lieutenant:** 549897, Marines, five terms. Enlisted in Marine Infantry. (15)

*Special Assignments:* Recruiting ( $\times 2$ ), OCS, Command College ( $\times 2$ ), Commando School.

*Awards and Decorations:* Five combat service ribbons, two combat commands.

*Equipment Qualified On:* Accelerator Rifle, Battle Dress, FGMP-14, FGMP-15, Vacc Suit.

**227. First Lieutenant:** 9747A7, Army, three terms. Enlisted in Infantry. (15)

*Special Assignments:* OCS, Intelligence School ( $\times 2$ ), Command College.

*Awards and Decorations:* Three combat service ribbons, one MCUF, one SEH.

*Equipment Qualified On:* FGMP-14, FGMP-15, RAM Grenade Launcher, VRF Gauss Gun.

**228. First Lieutenant:** 396666, Marines, four terms. Enlisted in Marine Infantry. (14-15)

*Special Assignments:* OCS, Staff College.

*Awards and Decorations:* Four combat service ribbons, one combat command,

one MCUF, one MCG, one SEH.

*Equipment Qualified On:* Battle Dress, Computer, FGMP-14, Snub Pistol, Tac Missiles, Vacc Suit.

**229. First Lieutenant:** 843376, Marines, three terms. Enlisted in Marine Infantry. (15)  
*Special Assignments:* OCS, Commando School.

*Awards and Decorations:* Four combat service ribbons, two combat commands, one MCUF, one purple heart.

*Equipment Qualified On:* Battle Dress, Dagger, Demolition, FGMP-14, FGMP-15, Ship's Weapons, Tac Missiles.

**230. First Lieutenant:** 8C5766, Marines, three terms. Enlisted in Marine Infantry, transferred to Commandos after first term. (14-15)

*Special Assignments:* OCS, Commando School, Instructor at Commando School.

*Awards and Decorations:* Four combat service ribbons, two combat commands, two MCUF's, one purple heart.

*Equipment Qualified On:* Accelerator Rifle, FGMP-14.

**231. Captain:** ACA387, Army, two terms. Enlisted in Infantry. (14-15)

*Special Assignments:* OCS, Command College.

*Awards and Decorations:* Two combat service ribbons, one combat command, one MCUF.

*Equipment Qualified On:* FGMP-14, Gauss Rifle, Grav Vehicle, Tac Missiles.

**232. Captain:** 59A596, Army, four terms. Enlisted in Artillery. (15)

*Special Assignments:* OCS, Commando School, General's Aide, Intelligence School.

*Awards and Decorations:* Four combat service ribbons, three combat commands, one MCUF, one purple heart.

*Equipment Qualified On:* Gauss Rifle, Meson Accelerator, Vacc Suit.

**233. Captain:** 79B327, Army, four terms. Enlisted in Cavalry. (12-15)

*Special Assignments:* OCS, Command College (x 2), Instructor at Command College, Staff College.

*Awards and Decorations:* Two combat service ribbons, one combat command, one MCUF.

*Equipment Qualified On:* Gauss Rifle, Grav Vehicle.

**234. Captain:** 75B765, Army, five terms. Enlisted in Infantry. (15)

*Special Assignments:* OCS, Military Attache, Command College, Staff College (x 2).

*Awards and Decorations:* Three combat service ribbons, two combat commands, one MCUF.

*Equipment Qualified On:* Computer, FGMP-14, FGMP-15, Gauss Rifle, Grav Vehicle, Tac Missiles.

**Other Characters:** 133, 144, 145, 152, 153, 154, 155, 157, 158, 161, 162, 163, 166, 167, 168, 169, 170, 171, 178, 180, 181, 182, 186, 187, 188, 189, 190, 192, 193, 197, 200, 201, 202.



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# Referee's Information

## TECH LEVEL 7

1. *Morale:* 2. *Skills:* Auto Weapons-1, Combat Rifleman-1, Electronics-1, Howitzer-1, Recruiting-1.
2. *Morale:* 5. *Skills:* Combat Rifleman-2, Forward Observer-2, Howitzer-1.
3. *Morale:* 5. *Skills:* Auto Weapons-1, Combat Rifleman-1, Computer-2, Instruction-1, Mechanical-1, Recruiting-1, Survival-1.
4. *Morale:* 4. *Skills:* Admin-1, Recoilless Rifle-1, Recruiting-1, SMG-1.
5. *Morale:* 8. *Skills:* Auto Weapons-1, Combat Rifleman-1, Computer-1, Forward Observer-1, Mechanical-2, Mortar-1, Recon-1, Recruiting-2, Wheeled Vehicle-3.
6. *Morale:* 5. *Skills:* Combat Rifleman-1, Forward Observer-2, Howitzer-1.
7. *Morale:* 10. *Skills:* Combat Engineering-1, Combat Rifleman-1, Electronics-1, Pistol-1, Recruiting-2.
8. *Morale:* 9. *Skills:* Auto Weapons-1, Combat Rifleman-2, Dagger-1, Grenade Launcher-1, Instruction-2, Recon-2, Wheeled Vehicle-2.
9. *Morale:* 7. *Skills:* Combat Rifleman-1, Computer-1, Howitzer-1, Leader-1, Mechanical-2.
10. *Morale:* 13. *Skills:* Combat Engineering-1, Combat Rifleman-1, Forward Observer-1, Mortar-1, SMG-1, Vacc Suit-2, Zero-G Combat-2.
11. *Morale:* 8. *Skills:* Combat Rifleman-1, Medical-2, Pistol-1, Recon-1, SMG-1, Wheeled Vehicle-3.
12. *Morale:* 20. *Skills:* Auto Cannon-2, Combat Rifleman-1, Grenade Launcher-1, Instruction-1, Leader-1, Recoilless Rifle-1, Tracked Vehicle-2, Wheeled Vehicle-1.
13. *Morale:* 16. *Skills:* Brawling-1, Combat Rifleman-1, Computer-2, Electronics-1, Instruction-1, Mechanical-2, Medical-1, Recon-1, Recruiting-2, Tactics-3, Tracked Vehicle-2, Wheeled Vehicle-1.
14. *Morale:* 11. *Skills:* Auto Weapons-1, Combat Rifleman-1, Electronics-1, Recoilless Rifle-2, Recon-1, Tactics-1.
15. *Morale:* 8. *Skills:* Combat Engineering-1, Combat Rifleman-1, Electronics-1, Mechanical-1, Wheeled Vehicle-2.
16. *Morale:* 6. *Skills:* Admin-2, Auto Weapons-2, Combat Engineering-1, Computer-1, Forgery-1, Howitzer-2, Instruction-3, Interrogation-1, Mechanical-1, Mortar-1, SMG-1, Streetwise-1, Wheeled Vehicle-1.
17. *Morale:* 17. *Skills:* Auto Weapons-1, Combat Rifleman-2, Electronics-1, Forward Observer-1, Instruction-2, Leader-2, Medical-1, Mortar-1, Tactics-1, Tracked Vehicle-1.
18. *Morale:* 4. *Skills:* Brawling-1, Combat Rifleman-1, Instruction-1, Medical-1, Pistol-1, Recon-1, Combat Rifleman-2, Survival-2, Wheeled Vehicle-1.

## TECH LEVEL 8

19. *Morale:* 8. *Skills:* Combat Rifleman-1, MRL-1.
20. *Morale:* 2. *Skills:* Grenade Launcher-1, Gunnery-1, LAG-1, Laser Weapons-1, Mortar-2, Vacc Suit-1.

21. *Morale:* 16. *Skills:* Brawling-1, Combat Rifleman-2, Demolitions-1, Instruction-1, Mortar-2, Recon-1, SMG-1, Survival-2.
22. *Morale:* 14. *Skills:* Combat Rifleman-1, Forward Observer-1, Grav Vehicle-1, Mechanical-1, Medical-1, Recruiting-1, Tac Missiles-1, Tracked Vehicle-1.
23. *Morale:* 5. *Skills:* Combat Rifleman-1, Laser Artillery-1, MRL-1, Pistol-1, Recruiting-1, Tracked Vehicle-1.
24. *Morale:* 7. *Skills:* Recruiting-1, SMG-2, Tac Missiles-2, Zero-G Combat-1.
25. *Morale:* 10. *Skills:* Auto Weapons-1, LAG-1, Mortar-1, Tactics-1.
26. *Morale:* 4. *Skills:* Brawling-1, Combat Rifleman-1, Forward Observer-1, Howitzer-1, Recon-1, Recruiting-1, Survival-1, Tracked Vehicle-1, Vacc Suit-2, Wheeled Vehicle-1, Zero-G Combat-2.
27. *Morale:* 6. *Skills:* Combat Rifleman-1, Grav Vehicle-1, Laser Artillery-1, Mechanical-1.
28. *Morale:* 16. *Skills:* Auto Cannon-1, Combat Rifleman-1, Grenade Launcher-1, Howitzer-1, Mechanical-1, Pistol-1, Tac Missiles-1, Tactics-1, Tracked Vehicle-2.
29. *Morale:* 11. *Skills:* Auto Weapons-1, Gunnery-1, Instruction-1, Vacc Suit-3, Zero-G Combat-1, Zero-G Weapons-1.
30. *Morale:* 17. *Skills:* Brawling-1, Combat Rifleman-1, Demolitions-1, Grav Vehicle-1, Howitzer-2, Mechanical-2, Medical-1, Pistol-1, Wheeled Vehicle-1, Vacc Suit-2.
31. *Morale:* 11. *Skills:* Combat Rifleman-1, Howitzer-1, LAG-1, Mechanical-1, Recon-1.
32. *Morale:* 6. *Skills:* Admin-1, Combat Engineering-1, Combat Rifleman-1, Electronics-1, Tactics-1, Vacc Suit-1, Zero-G Combat-1, Zero-G Weapons-1.
33. *Morale:* 9. *Skills:* Auto Weapons-1, Combat Engineering-2, Combat Rifleman-1, Mechanical-1, Recruiting-2, Tracked Vehicle-1.
34. *Morale:* 7. *Skills:* Admin-1, Auto Weapons-1, Combat Rifleman-1, Dagger-1, Forgery-1, Howitzer-1, Instruction-1, Mechanical-1, Mortar-1, Recon-1, Streetwise-1, Tracked Vehicle-2.
35. *Morale:* 4. *Skills:* Auto Weapons-2, Combat Rifleman-4, Instruction-1, Tac Missiles-2.
36. *Morale:* 6. *Skills:* Combat Rifleman-1, Cutlass-1, Demolitions-1, Gunnery-2, Laser Weapons-2, Mechanical-1, Recon-1, SMG-1, Survival-1, Vacc Suit-2, Wheeled Vehicle-1, Zero-G Combat-1.
37. *Morale:* 11. *Skills:* Blade-1, Combat Rifleman-1, Forward Observer-1, Howitzer-3, Instruction-2, Leader-1, Mechanical-1, Recon-1, Survival-1, Wheeled Vehicle-3.
38. *Morale:* 8. *Skills:* Admin-1, Combat Engineering-1, Combat Rifleman-1, Electronics-1, Forward Observer-1, Grenade Launcher-1, Mechanical-3, Medical-1, Pistol-1, Recon-1, Recruiting-2.
39. *Morale:* 14. *Skills:* Admin-1, Auto Cannon-1, Auto Weapons-1, Combat Engineering-1, Combat Rifleman-1, Dagger-1, Instruction-3, Leader-1, Mechanical-1, Recon-1, Recruiting-2, Tactics-2, Wheeled Vehicle-2.
40. *Morale:* 13. *Skills:* Admin-1, Combat Rifleman-2, Computer-2, Grenade Launcher-1, Recon-2, Wheeled Vehicle-1.
41. *Morale:* 9. *Skills:* Admin-2, Combat Engineering-2, Combat Rifleman-1, Forgery-1, Forward Observer-2, Gunnery-1, Interrogation-2, Leader-1, Medical-1, RAM Grenade Launcher-1, Recruiting-1, Streetwise-1, Zero-G Combat-2, Zero-G

Weapons-1.

42. *Morale:* 13. *Skills:* Blade-1, Brawling-1, Combat Rifleman-1, Demolitions-1, Forward Observer-2, Howitzer-3, Mechanical-1, Medical-1, Vacc Suit-1.

## **TECH LEVEL 9**

43. *Morale:* 7. *Skills:* Blade-1, Combat Rifleman-1, Forward Observer-2, Instruction-1, Mechanical-1, Medical-2, Vacc Suit-1.

44. *Morale:* 2. *Skills:* Combat Rifleman-1, Mass Driver-1, Mortar-1.

45. *Morale:* 6. *Skills:* Auto Cannon-1, Combat Rifleman-1, Howitzer-2, Mechanical-1, Vacc Suit-1, Wheeled Vehicle-1.

46. *Morale:* 12. *Skills:* Combat Rifleman-2, Cutlass-1, Demolitions-1, Grenade Launcher-2, Instruction-2, LAG-1, Mechanical-1, Pistol-1, Recon-1, Survival-2, Vacc Suit-1.

47. *Morale:* 3. *Skills:* Admin-1, Auto Cannon-1, Blade-1, Combat Engineering-1, Combat Rifleman-1, Computer-1, Demolition-1, Instruction-1, Laser Weapons-1, Recruiting-1, Tac Missiles-1.

48. *Morale:* 13. *Skills:* Brawling-1, Combat Rifleman-1, Forward Observer-1, Gunnery-1, Instruction-1, Recon-1, Recruiting-2, Survival-1, Tac Missiles-1, Vacc Suit-1, Zero-G Combat-1, Zero-G Weapons-1.

49. *Morale:* 7. *Skills:* Combat Rifleman-1, Forward Observer-2, Grenade Launcher-2, Gunnery-2, Mechanical-1, Recruiting-1, Ship's Boat-1, Vacc Suit-2, Zero-G Combat-2.

50. *Morale:* 10. *Skills:* Combat Rifleman-1, Electronics-1, Laser Artillery-1, Mechanical-1, Recruiting-1.

51. *Morale:* 13. *Skills:* Brawling-1, Combat Rifleman-2, Dagger-1, Demolitions-1, Forward Observer-2, Grav Vehicle-1, Instruction-1, LAG-2, Mechanical-1, Medical-1, Recon-1, Survival-1, Wheeled Vehicle-1.

52. *Morale:* 4. *Skills:* Combat Rifleman-2, Howitzer-1, LAG-1, Laser Weapons-1, Recruiting-1, Tac Missiles-1.

53. *Morale:* 12. *Skills:* Admin-1, Combat Rifleman-1, Howitzer-1, Instruction-3, Mechanical-4, Recruiting-1, Wheeled Vehicle-1.

54. *Morale:* 11. *Skills:* Auto Cannon-1, Combat Rifleman-1, Grenade Launcher-1, Mass Driver-1, Mechanical-1, Tracked Vehicle-1.

55. *Morale:* 7. *Skills:* Combat Rifleman-1, Communications-1, Forward Observer-1, Laser Weapons-2, Medical-1, SMG-1, Tac Missiles-1, Vacc Suit-1.

56. *Morale:* 12. *Skills:* Auto Cannon-1, Auto Weapons-2, Laser Artillery-1, Mechanical-1, Tracked Vehicle-4.

57. *Morale:* 17. *Skills:* Admin-1, Computer-1, Forward Observer-1, Mechanical-3, Recruiting-1, SMG-2, Tactics-1, Wheeled Vehicle-1.

58. *Morale:* 15. *Skills:* Admin-1, Combat Rifleman-2, Forward Observer-3, Grenade Launcher-1, Gunnery-1, Leader-1, Mortar-1, Recruiting-1, Tactics-1, Vacc Suit-1.

59. *Morale:* 12. *Skills:* Admin-1, Combat Rifleman-1, Communications-1, Laser Weapons-1, Wheeled Vehicle-1.

60. *Morale:* 5. *Skills:* Brawling-1, Combat Rifleman-1, Demolitions-1, Laser Artillery-1, Mechanical-1, Tactics-1, Vacc Suit-1, Wheeled Vehicle-2.

61. *Morale:* 8. *Skills:* Auto Cannon-2, Instruction-1, Leader-1, Mechanical-1, Pistol-1, SMG-2, Tactics-1.

62. *Morale:* 10. *Skills:* Broadsword-1, Combat Rifleman-1, Forward Observer-1,



- Grav Vehicle-1, Laser Weapons-2, Leader-1, Mechanical-1, Recon-1, Recruiting-1, Tac Missiles-1, Tracked Vehicle-1.
63. *Morale:* 5. *Skills:* Combat Rifleman-1, Computer-1, Medical-1, Mortar-2, Pistol-2, Wheeled Vehicle-1.
64. *Morale:* 14. *Skills:* Admin-1, Combat Rifleman-1, Grav Vehicle-4, Howitzer-1, Mechanical-1, Mortar-1, Tac Missiles-1, Tactics-1.
65. *Morale:* 12. *Skills:* Combat Rifleman-1, Communications-1, Electronics-1, Laser Artillery-1, Leader-1, Mechanical-1, MRL-1, Wheeled Vehicle-2.
66. *Morale:* 7. *Skills:* Combat Rifleman-1, Forward Observer-1, Grav Vehicle-1, Howitzer-1, Mechanical-1, Pistol-1, Tracked Vehicle-1.

## TECH LEVEL 10

67. *Morale:* 6. *Skills:* Combat Rifleman-1, Forward Observer-2, Laser Weapons-2, Tac Missiles-2, Vacc Suit-1.
68. *Morale:* 4. *Skills:* Combat Rifleman-2, Grenade Launcher-1, Laser Weapons-2, Mechanical-1, Tracked Vehicle-1, Vacc Suit-1.
69. *Morale:* 6. *Skills:* Auto Weapons-1, Combat Rifleman-2, Grav Vehicle-1, Recruiting-1, VRF Gauss Gun-1.
70. *Morale:* 8. *Skills:* Combat Rifleman-1, Communications-1, Recruiting-1, Tac Missiles-3.
71. *Morale:* 2. *Skills:* Brawling-1, Combat Rifleman-1, Dagger-1, Demolitions-1, Grav Vehicle-2, LAG-1, Medical-1, Pistol-1, Recruiting-1, Survival-1, Tac Missiles-1.
72. *Morale:* 9. *Skills:* Auto Cannon-1, Combat Rifleman-2, Forward Observer-1, Laser Weapons-1, Mechanical-1, Tac Missiles-1, Zero-G Combat-1, Zero-G Weapons-1.
73. *Morale:* 8. *Skills:* Combat Rifleman-1, Instruction-1, Mechanical-1, Recon-1, Vacc Suit-1, VRF Gauss Gun-1, Wheeled Vehicle-1.
74. *Morale:* 8. *Skills:* Auto Cannon-1, Combat Rifleman-1, Laser Weapons-1, Mechanical-1, Mortar-1, Tracked Vehicle-1.
75. *Morale:* 13. *Skills:* Combat Rifleman-1, Grav Vehicle-1, Mass Driver-1, MRL-1, Recruiting-1, Tac Missiles-1.
76. *Morale:* 15. *Skills:* Combat Rifleman-1, Grav Vehicle-3, High Energy Artillery-1, Mechanical-1, Tac Missiles-1.
77. *Morale:* 13. *Skills:* Combat Rifleman-2, Foil-1, Grenade Launcher-3, Gunnery-1, Instruction-1, Leader-1, Recon-1, Survival-1, Vacc Suit-1, Zero-G Combat-1, Zero-G Weapons-1.
78. *Morale:* 6. *Skills:* Auto Cannon-1, Combat Rifleman-1, Forward Observer-1, Grav Vehicle-1, Medical-1, Recruiting-1, Wheeled Vehicle-2.
79. *Morale:* 3. *Skills:* Brawling-1, Combat Rifleman-1, Mechanical-1, Recruiting-1, Tracked Vehicle-1, Vacc Suit-1, VRF Gauss Gun-2, Zero-G Combat-1.
80. *Morale:* 11. *Skills:* Combat Rifleman-1, Computer-2, Mechanical-1, Vacc Suit-1, Wheeled Vehicle-2.
81. *Morale:* 18. *Skills:* Brawling-1, Combat Rifleman-1, Communications-1, Demolitions-1, Electronics-1, Grav Vehicle-2, Mechanical-1, Recruiting-1, Survival-1, VRF Gauss Gun-2, Zero-G Combat-1.
82. *Morale:* 10. *Skills:* Combat Rifleman-3, Laser Weapons-1, Tac Missiles-1, Tactics-1, Vacc Suit-1, Wheeled Vehicle-1.
83. *Morale:* 9. *Skills:* Combat Rifleman-2, Gunnery-1, Leader-1, Pistol-1, Ship's



- Boat-1, Vacc Suit-1, Zero-G Combat-1, Zero-G Weapons-1.
84. *Morale:* 13. *Skills:* Blade-1, Brawling-1, Combat Rifleman-1, Demolitions-1, Grenade Launcher-1, Grav Vehicle-2, Instruction-1, Pistol-1, Recon-1, Recruiting-1, Survival-1, Vacc Suit-1, Wheeled Vehicle-2.
85. *Morale:* 21. *Skills:* Combat Rifleman-5, Communications-1, Computer-1, Demolitions-1, Grenade Launcher-1, Leader-1, Mass Driver-1, Mechanical-1, Medical-1, Recon-1, Survival-5, Tactics-1, Vacc Suit-1.
86. *Morale:* 20. *Skills:* Admin-1, Auto Weapons-1, Combat Rifleman-3, Demolitions-1, Grav Vehicle-1, Instruction-1, Mortar-1, Recon-1, Tac Missiles-2, Tactics-1, Wheeled Vehicle-1, Zero-G Combat-1, Zero-G Weapons-1.
87. *Morale:* 10. *Skills:* Auto Cannon-1, Brawling-1, Combat Rifleman-1, Electronics-2, Leader-1, Medical-1, Survival-1, Tracked Vehicle-2, Vacc Suit-1.
88. *Morale:* 7. *Skills:* Combat Rifleman-1, Grav Vehicle-2, Mechanical-1, Recruiting-1, Tactics-1, Zero-G Combat-1, Zero-G Weapons-1.
89. *Morale:* 12. *Skills:* Admin-1, Blade-1, Combat Rifleman-2, Grenade Launcher-1, Gunnery-2, Instruction-1, Leader-1, Pistol-1, Recon-1, Recruiting-1, Zero-G Combat-2, Zero-G Weapons-1.
90. *Morale:* 6. *Skills:* Combat Rifleman-3, Instruction-2, LAG-1, Mortar-1, Recon-2, Tactics-1.
91. *Morale:* 5. *Skills:* Combat Rifleman-1, Forward Observer-1, Instruction-1, Laser Artillery-1, Tracked Vehicle-1.
92. *Morale:* 14. *Skills:* Brawling-1, Combat Rifleman-2, Dagger-1, Electronics-2, Forward Observer-1, Instruction-1, Laser Weapons-2, Leader-1, Tac Missiles-1.
93. *Morale:* 10. *Skills:* Admin-2, Combat Rifleman-1, Communications-1, Forward Observer-1, Grav Vehicle-2, Howitzer-1, Instruction-1, Mechanical-1.
94. *Morale:* 13. *Skills:* Combat Rifleman-2, Dagger-1, Grenade Launcher-1, Gunnery-2, Instruction-1, Laser Weapons-1, Leader-1, Mechanical-1, Medical-1, Pistol-2, Recon-1, Ship's Boat-1, Survival-2, Vacc Suit-1, Zero-G Combat-1, Zero-G Weapons-1.
95. *Morale:* 13. *Skills:* Combat Rifleman-1, Computer-2, Leader-2, Mass Driver-1, Mechanical-1, Medical-1, MRL-1, Recon-1, Tactics-1, Wheeled Vehicle-1.
96. *Morale:* 9. *Skills:* Combat Rifleman-1, Computer-1, Demolitions-1, Electronics-1, Forward Observer-2, Grav Vehicle-3, Grenade Launcher-1, Instruction-1, Leader-1, Mechanical-1, Survival-1, Tactics-1, Vacc Suit-2, Zero-G Combat-2, Zero-G Weapons-1.

## TECH LEVEL 11

97. *Morale:* 2. *Skills:* Auto Cannon-1, Brawling-1, Combat Rifleman-2, Demolitions-1, Pistol-1, Recon-1, Vacc Suit-1.
98. *Morale:* 15. *Skills:* Combat Rifleman-1, Computer-1, Demolitions-1, Forward Observer-1, High Energy Artillery-2, Instruction-1, Laser Weapons-1, Medical-1, Recon-2, Survival-1.
99. *Morale:* 5. *Skills:* Combat Rifleman-1, Grenade Launcher-1, Laser Weapons-1, Zero-G Combat-1, Zero-G Weapons-1.
100. *Morale:* 5. *Skills:* Combat Rifleman-1, High Energy Artillery-1, Pistol-1, Vacc Suit-1, Zero-G Combat-1, Zero-G Weapons-1.
101. *Morale:* 7. *Skills:* Combat Rifleman-1, Computer-1, Mass Driver-2, Mechanical-1, Zero-G Combat-1.

102. *Morale:* 6. *Skills:* Combat Rifleman-1, Computer-1, Electronics-1, Grenade Launcher-1, Laser Weapons-1, Mechanical-1, Recruiting-1.
103. *Morale:* 12. *Skills:* Brawling-1, Combat Rifleman-1, Demolitions-1, Grav Vehicle-2, Instruction-1, Survival-1, Tac Missiles-2, Tactics-1.
104. *Morale:* 14. *Skills:* Combat Rifleman-1, Computer-1, Grav Vehicle-2, Howitzer-1, Pistol-1, Recruiting-1, Tactics-1, Wheeled Vehicle-1.
105. *Morale:* 10. *Skills:* Broadsword-1, Combat Rifleman-1, Computer-2, Demolitions-1, Forward Observer-1, Grav Vehicle-1, Instruction-1, Mechanical-2, Tactics-2.
106. *Morale:* 7. *Skills:* Admin-2, Brawling-1, Combat Rifleman-1, Demolitions-1, Grenade Launcher-1, Vacc Suit-1, Zero-G Combat-1.
107. *Morale:* 9. *Skills:* Combat Rifleman-1, Mechanical-3, Recruiting-2.
108. *Morale:* 8. *Skills:* Admin-1, Combat Rifleman-1, Dagger-1, Grav Vehicle-1, Instruction-1, Mortar-1, Recon-1.
109. *Morale:* 7. *Skills:* Combat Rifleman-2, Grav Vehicle-1, Laser Weapons-1.
110. *Morale:* 15. *Skills:* Admin-1, Auto Weapons-1, Combat Rifleman-2, Computer-2, Dagger-1, Forward Observer-1, Mechanical-1, Recon-1, Tactics-1.
111. *Morale:* 11. *Skills:* Combat Rifleman-1, Grav Vehicle-2, Leader-1, Vacc Suit-1.
112. *Morale:* 12. *Skills:* Combat Rifleman-2, Electronics-1, Gunnery-1, Laser Weapons-1, Leader-1, Mechanical-1, Tac Missiles-2, Vacc Suit-1, VRF Gauss Gun-1, Zero-G Combat-1, Zero-G Weapons-1.
113. *Morale:* 8. *Skills:* Blade-1, Brawling-1, Combat Rifleman-1, Computer-1, Electronics-1, Leader-1, Mass Driver-3, MRL-2, Pistol-1, Recon-1, Recruiting-1, Tactics-1, Zero-G Combat-1, Zero-G Weapons-1.
114. *Morale:* 7. *Skills:* Admin-1, Brawling-1, Combat Rifleman-1, Grav Vehicle-2, High Energy Weapons-1, Instruction-1, Leader-2, Mechanical-1, Recruiting-2, Survival-1, Tracked Vehicle-1, Vacc Suit-1, VRF Gauss Gun-1, Zero-G Combat-1, Zero-G Weapons-1.
115. *Morale:* 13. *Skills:* Combat Rifleman-1, High Energy Artillery-1, MRL-2, Recruiting-2.
116. *Morale:* 11. *Skills:* Combat Rifleman-2, Demolitions-1, Forward Observer-1, Instruction-3, Leader-1, Mechanical-1, Ship's Boat-3, Survival-1, Vacc Suit-1, VRF Gauss Gun-1, Zero-G Combat-2, Zero-G Weapons-1.
117. *Morale:* 12. *Skills:* Auto Weapons-1, Combat Rifleman-2, Forward Observer-1, Recruiting-3, Ship's Boat-3, Tac Missiles-1, Zero-G Combat-2, Zero-G Weapons-1.
118. *Morale:* 15. *Skills:* Admin-1, Combat Rifleman-3, Electronics-1, Forward Observer-1, Laser Weapons-1, Leader-1, Recon-1, Recruiting-2, Ship's Boat-1, Survival-1, Tac Missiles-1, Tactics-1, Vacc Suit-1.
119. *Morale:* 5. *Skills:* Bribery-1, Combat Rifleman-1, Forward Observer-1, Grav Vehicle-1, Interrogation-1, Recruiting-2, Streetwise-1.
120. *Morale:* 7. *Skills:* Combat Rifleman-1, Computer-1, Grav Vehicle-2, Howitzer-1, Leader-2, Mechanical-1.
121. *Morale:* 9. *Skills:* Combat Rifleman-1, Electronics-1, Grav Vehicle-1, Instruction-1, Leader-1, Mechanical-2, Medical-2, Recon-1, Recruiting-1, Vacc Suit-1.
122. *Morale:* 13. *Skills:* Brawling-1, Combat Rifleman-2, Computer-1, Electronics-1, Grav Vehicle-1, High Energy Artillery-1, Leader-1, Recon-1, Recruiting-1, Survival-2, Tactics-2, Zero-G Combat-1, Zero-G Weapons-1.

- 123. *Morale:* 13. *Skills:* Combat Rifleman-1, Computer-1, Electronics-1, Leader-1, Mortar-1, Pistol-1, Recon-1, Tactics-1.**
- 124. *Morale:* 13. *Skills:* Combat Rifleman-1, Electronics-1, Grav Vehicle-2, Instruction-1, Medical-1, VRF Gauss Gun-1, Wheeled Vehicle-1, Zero-G Combat-1, Zero-G Weapons-1.**
- 125. *Morale:* 7. *Skills:* Admin-1, Auto Cannon-1, Bribery-1, Combat Rifleman-1, Computer-2, Forgery-2, Instruction-2, Interrogation-2, Mechanical-2, Streetwise-1.**
- 126. *Morale:* 12. *Skills:* Combat Engineering-1, Combat Rifleman-2, Forgery-1, Forward Observer-2, Grav Vehicle-1, Gunnery-1, Medical-1, Tactics-1, Vacc Suit-1, Zero-G Combat-2, Zero-G Weapons-1.**
- 127. *Morale:* 15. *Skills:* Admin-2, Brawling-1, Combat Engineering-1, Combat Rifleman-2, Computer-2, Cutlass-1, Demolitions-1, Instruction-1, Interrogation-1, Mechanical-1, MRL-1, Recon-4, Recruiting-2, Survival-2, Tactics-1, Vacc Suit-1, Zero-G Combat-2, Zero-G Weapons-1.**

## **TECH LEVEL 12**

- 128. *Morale:* 5. *Skills:* Combat Rifleman-1, Communications-1, Grenade Launcher-1, Vacc Suit-2.**
- 129. *Morale:* 8. *Skills:* Battle Dress-1, Gunnery-1, High Energy Weapons-1, Mechanical-1, Pistol-1, Ship's Boat-1, Vacc Suit-1.**
- 130. *Morale:* 7. *Skills:* Combat Rifleman-1, Grav Vehicle-1, High Energy Artillery-1, Mechanical-1, Recruiting-1.**
- 131. *Morale:* 7. *Skills:* Brawling-1, Combat Rifleman-1, Demolitions-1, Grav Vehicle-1, High Energy Artillery-3, Laser Weapons-1, Medical-1, Survival-1, Vacc Suit-2.**
- 132. *Morale:* 12. *Skills:* Battle Dress-1, High Energy Weapons-1, Vacc Suit-1, Zero-G Combat-2, Zero-G Weapons-1.**
- 133. *Morale:* 11. *Skills:* Battle Dress-1, Combat Rifleman-1, Forward Observer-1, Gunnery-1, Vacc Suit-2, Zero-G Combat-1.**
- 134. *Morale:* 7. *Skills:* Blade-1, Brawling-1, Combat Rifleman-1, Computer-4, Demolitions-1, Instruction-1, Mechanical-1, Recon-1, Survival-1, Vacc Suit-1, Wheeled Vehicle-1, Zero-G Combat-1, Zero-G Weapons-1.**
- 135. *Morale:* 7. *Skills:* Combat Rifleman-2, High Energy Artillery-1, Mechanical-1, MRL-1, Recruiting-1.**
- 136. *Morale:* 10. *Skills:* Brawling-1, Combat Rifleman-3, Grav Vehicle-1, Survival-1, Tactics-1, Vacc Suit-2.**
- 137. *Morale:* 4. *Skills:* Combat Rifleman-1, Computer-2, Forward Observer-1, Mechanical-3, MRL-1, Recruiting-1.**
- 138. *Morale:* 17. *Skills:* Battle Dress-1, Combat Rifleman-2, Computer-1, Forward Observer-2, High Energy Weapons-1, Leader-1, Mechanical-1, Tac Missiles-1, Tactics-1, Vacc Suit-3, Zero-G Combat-1, Zero-G Weapons-1.**
- 139. *Morale:* 15. *Skills:* Combat Rifleman-2, Dagger-1, High Energy Artillery-2, Instruction-1, Recon-1, Recruiting-1, Survival-1, Tac Missiles-2, Tactics-1.**
- 140. *Morale:* 3. *Skills:* Combat Engineering-1, Combat Rifleman-2, Communications-1, Computer-1, Forward Observer-1, Grav Vehicle-1, Gunnery-1, Vacc Suit-2.**
- 141. *Morale:* 14. *Skills:* Auto Cannon-1, Combat Rifleman-3, Demolitions-1, Grav Vehicle-2, Recon-1, Survival-1, Vacc Suit-1, VRF Gauss Gun-1.**
- 142. *Morale:* 11. *Skills:* Auto Cannon-1, Combat Rifleman-1, Tac Missiles-1,**

Tactics-1, Vacc Suit-2, Zero-G Combat-1.

- 143. Morale:** 13. **Skills:** Brawling-1, Combat Rifleman-1, Computer-1, Electronics-1, Forward Observer-1, High Energy Artillery-2, Leader-1, MRL-1, Recon-1, Recruiting-1.
- 144. Morale:** 22. **Skills:** Brawling-1, Combat Rifleman-1, Cutlass-1, Demolitions-1, Forward Observer-1, Gunnery-2, Instruction-1, Leader-1, Recruiting-1, Zero-G Combat-2, Zero-G Weapons-1.
- 145. Morale:** 16. **Skills:** Admin-1, Brawling-1, Combat Rifleman-1, Communications-2, Forward Observer-1, Grenade Launcher-2, Mechanical-1, Pistol-1, Recruiting-1, Survival-1, Tac Missiles-1, Vacc Suit-1, VRF Gauss Gun-1, Zero-G Combat-1, Zero-G Weapons-1.
- 146. Morale:** 11. **Skills:** Combat Rifleman-1, Grav Vehicle-5, Mechanical-1, Tactics-2.
- 147. Morale:** 11. **Skills:** Combat Rifleman-1, Dagger-1, Demolitions-2, Laser Weapons-1, Medical-1, Recon-3, Survival-2.
- 148. Morale:** 14. **Skills:** Admin-1, Blade-1, Combat Engineering-1, Combat Rifleman-3, Computer-1, Demolitions-1, Electronics-1, Forgery-1, High Energy Artillery-1, Instruction-1, Interrogation-1, Leader-1, Mechanical-1, Medical-1, MRL-3, Survival-1.
- 149. Morale:** 17. **Skills:** Battle Dress-1, Brawling-1, Computer-1, Dagger-2, Demolitions-3, Gunnery-2, High Energy Weapons-1, Instruction-1, Pistol-1, Recon-1, Survival-1, Zero-G Combat-3, Zero-G Weapons-1.
- 150. Morale:** 20. **Skills:** Combat Rifleman-1, Computer-2, Electronics-2, Grav Vehicle-1, High Energy Artillery-1, Leader-2, Mechanical-1, Recon-1.
- 151. Morale:** 11. **Skills:** Bribery-1, Combat Rifleman-4, Instruction-1, Leader-1, Recon-2, Recruiting-2, Streetwise-1, Tac Missiles-1.

## **TECH LEVEL 13**

- 152. Morale:** 8. **Skills:** Combat Rifleman-1, Computer-1, Mechanical-1, Recon-1, Tac Missiles-2.
- 153. Morale:** 6. **Skills:** Combat Rifleman-1, High Energy Artillery-1, Mechanical-1, MRL-1, Vacc Suit-1, Zero-G Combat-1, Zero-G Weapons-1.
- 154. Morale:** 3. **Skills:** Combat Rifleman-1, Forward Observer-1, Vacc Suit-1.
- 155. Morale:** 5. **Skills:** Combat Rifleman-1, Grav Vehicle-1, Tac Missiles-1, Vacc Suit-1.
- 156. Morale:** 9. **Skills:** Combat Rifleman-2, High Energy Artillery-1, Recruiting-1.
- 157. Morale:** 11. **Skills:** Combat Rifleman-1, Computer-1, Electronics-1, Grav Vehicle-1, Mechanical-1.
- 158. Morale:** 8. **Skills:** Combat Rifleman-2, Demolitions-1, Instruction-1, Recon-2, Tac Missiles-1, Vacc Suit-1.
- 159. Morale:** 19. **Skills:** Battle Dress-1, Computer-2, Gunnery-1, High Energy Weapons-1, Pistol-1, Ship's Boat-1, Tactics-1, Vacc Suit-1, Zero-G Combat-3, Zero-G Weapons-1.
- 160. Morale:** 5. **Skills:** Brawling-1, Combat Rifleman-1, Electronics-1, High Energy Weapons-1, Medical-1, Recruiting-1, Zero-G Combat-1, Zero-G Weapons-1.
- 161. Morale:** 10. **Skills:** Admin-1, Combat Rifleman-1, Computer-1, Grav Vehicle-3, Grenade Launcher-1, High Energy Artillery-1, Tactics-1.
- 162. Morale:** 12. **Skills:** Combat Rifleman-2, Grav Vehicle-2, Grenade Launcher-1,

Recon-1, Vacc Suit-2.

- 163. Morale:** 9. **Skills:** Combat Rifleman-1, Electronics-1, Grav Vehicle-1, Mechanical-1, Pistol-1, Recon-1, Tac Missiles-1.
- 164. Morale:** 12. **Skills:** Combat Rifleman-4, Grav Vehicle-2, Laser Artillery-1, Mechanical-1.
- 165. Morale:** 12. **Skills:** Battle Dress-1, Combat Rifleman-1, Computer-1, High Energy Weapons-1, Laser Weapons-1, Mechanical-1, Pistol-2, Recruiting-1, Ship's Boat-1, VRF Gauss Gun-1, Zero-G Combat-1.
- 166. Morale:** 12. **Skills:** Combat Rifleman-1, Computer-1, Grav Vehicle-3, High Energy Artillery-1, Instruction-1, Leader-1, Mechanical-2, Recruiting-1, Tactics-1, Vacc Suit-2, Zero-G Combat-2, Zero-G Weapons-1.
- 167. Morale:** 13. **Skills:** Admin-1, Combat Rifleman-2, Mechanical-1, Pistol-1, Recon-1, Vacc Suit-1.
- 168. Morale:** 15. **Skills:** Combat Rifleman-1, Computer-2, Electronics-1, High Energy Artillery-2, Instruction-1, Laser Artillery-1, Leader-2, Mechanical-1, Vacc Suit-1, Zero-G Combat-2, Zero-G Weapons-1.
- 169. Morale:** 6. **Skills:** Combat Rifleman-2, Forgery-1, Forward Observer-1, Gunnery-2, Instruction-1, Leader-1, Recruiting-1, Ship's Boat-1, Streetwise-1, Vacc Suit-3, Zero-G Combat-2, Zero-G Weapons-1.
- 170. Morale:** 6. **Skills:** Battle Dress-1, Combat Rifleman-1, Forward Observer-2, Leader-1, Medical-1, Recruiting-1, Ship's Boat-1, Vacc Suit-1, Zero-G Combat-2, Zero-G Weapons-1.
- 171. Morale:** 11. **Skills:** Combat Rifleman-1, Electronics-1, Gunnery-1, Zero-G Combat-3, Zero-G Weapons-1.
- 172. Morale:** 15. **Skills:** Combat Rifleman-1, Computer-1, Forward Observer-3, Grav Vehicle-1, Laser Artillery-1, Mechanical-1, Tac Missiles-1, Tactics-2.
- 173. Morale:** 5. **Skills:** Auto Cannon-1, Brawling-1, Combat Rifleman-1, Computer-2, Demolitions-1, Electronics-1, Grav Vehicle-1.
- 174. Morale:** 8. **Skills:** Brawling-1, Combat Rifleman-1, Computer-2, Cutlass-1, Demolitions-1, Electronics-2, Grav Vehicle-1, Leader-1, Mechanical-1, Medical-1, Survival-1, Vacc Suit-1.
- 175. Morale:** 10. **Skills:** Brawling-1, Combat Rifleman-2, Dagger-1, Demolitions-1, High Energy Weapons-1, Leader-1, Medical-1, Pistol-3, Recon-1, Vacc Suit-1, Zero-G Combat-1, Zero-G Weapons-1.

#### **TECH LEVEL 14**

- 176. Morale:** 5. **Skills:** Demolitions-1, High Energy Weapons-3, Medical-1, Recruiting-1, Vacc Suit-1.
- 177. Morale:** 11. **Skills:** Grav Vehicle-1, High Energy Weapons-1, Laser Artillery-1, Mechanical-1, Tac Missiles-1, Vacc Suit-1.
- 178. Morale:** 6. **Skills:** Combat Rifleman-1, Grav Vehicle-1, Laser Artillery-1, Recruiting-1, Tac Missiles-1, Tactics-1.
- 179. Morale:** 12. **Skills:** Battle Dress-1, High Energy Weapons-2, Vacc Suit-1, Zero-G Combat-3, Zero-G Weapons-1.
- 180. Morale:** 3. **Skills:** Combat Rifleman-1, Grav Vehicle-1, VRF Gauss Gun-1.
- 181. Morale:** 8. **Skills:** Combat Rifleman-1, High Energy Weapons-1, Recon-1, Recruiting-1, Tac Missiles-2, Vacc Suit-1.
- 182. Morale:** 8. **Skills:** Combat Rifleman-1, Grav Vehicle-2, Laser Artillery-3,

Recruiting-1.

- 183. Morale:** 7. **Skills:** Forward Observer-1, Gunnery-1, High Energy Weapons-1, Ship's Boat-1, VRF Gauss Gun-1, Zero-G Combat-1.
- 184. Morale:** 11. **Skills:** Battle Dress-1, Computer-1, Forward Observer-1, Gunnery-1, High Energy Weapons-1, Vacc Suit-2, Zero-G Combat-2.
- 185. Morale:** 9. **Skills:** Computer-1, High Energy Weapons-1, Mechanical-1, MRL-1, Survival-1.
- 186. Morale:** 6. **Skills:** Combat Rifleman-1, Electronics-1, Laser Weapons-1, Tactics-1, Vacc Suit-1.
- 187. Morale:** 13. **Skills:** Combat Rifleman-1, Computer-1, Grav Vehicle-2, Grenade Launcher-1, High Energy Weapons-1, Vacc Suit-2.
- 188. Morale:** 10. **Skills:** Combat Rifleman-1, Grav Vehicle-2, Laser Weapons-1, Vacc Suit-1.
- 189. Morale:** 15. **Skills:** Admin-1, Combat Rifleman-1, Electronics-3, Grav Vehicle-1, High Energy Artillery-1, Laser Artillery-1, Mechanical-1, Tactics-2.
- 190. Morale:** 5. **Skills:** Admin-1, Battle Dress-1, Blade-1, Combat Rifleman-1, Computer-1, Forward Observer-1, Mechanical-2, Recon-1, Tac Missiles-1, Vacc Suit-2, Zero-G Combat-1.
- 191. Morale:** 11. **Skills:** Battle Dress-1, High Energy Weapons-1, Tac Missiles-1, Vacc Suit-2, Zero-G Combat-1.
- 192. Morale:** 12. **Skills:** Combat Rifleman-1, Computer-1, Grav Vehicle-2, High Energy Artillery-1, Leader-1, Tactics-1, Vacc Suit-1.
- 193. Morale:** 12. **Skills:** Admin-1, Battle Dress-1, Computer-1, Laser Weapons-1, Recruiting-1, Ship's Boat-1, Tactics-1, Vacc Suit-1, Zero-G Combat-4.
- 194. Morale:** 26. **Skills:** Combat Rifleman-1, High Energy Weapons-2, Mechanical-1, Recon-1, Vacc Suit-3, Zero-G Combat-1.
- 195. Morale:** 9. **Skills:** Blade-1, Combat Rifleman-1, Computer-1, Electronics-2, Forward Observer-1, High Energy Artillery-1, High Energy Weapons-1, Instruction-1, Recon-1.
- 196. Morale:** 10. **Skills:** Admin-1, Computer-2, Grav Vehicle-1, High Energy Artillery-1, High Energy Weapons-3, Mechanical-2, Pistol-1, Tac Missiles-2, Vacc Suit-1.
- 197. Morale:** 4. **Skills:** Combat Rifleman-1, Electronics-1, Forgery-1, Mechanical-2, Medical-1, Zero-G Combat-1, Zero-G Weapons-1.
- 198. Morale:** 8. **Skills:** Battle Dress-1, Gunnery-1, High Energy Weapons-2, Medical-1, Survival-1, Tac Missiles-1, Vacc Suit-1, Zero-G Combat-1, Zero-G Weapons-1.
- 199. Morale:** 7. **Skills:** Battle Dress-1, Forward Observer-2, High Energy Weapons-1, Mechanical-1, Recruiting-1, Ship's Boat-1, Tactics-1, Zero-G Combat-2, Zero-G Weapons-1.
- 200. Morale:** 10. **Skills:** Combat Rifleman-2, Computer-2, Electronics-1, Grenade Launcher-1, Instruction-1, Leader-1.
- 201. Morale:** 15. **Skills:** Admin-1, Combat Rifleman-1, Computer-2, Electronics-1, Instruction-1, Laser Artillery-1, Mechanical-2, Recruiting-1, Tactics-3.
- 202. Morale:** 13. **Skills:** Computer-2, Electronics-2, High Energy Artillery-1, Leader-1, Medical-1, Streetwise-1, Zero-G Weapons-1.
- 203. Morale:** 9. **Skills:** Blade-1, Forward Observer-1, Grav Vehicle-4, High Energy Artillery-2, High Energy Weapons-2, Instruction-1, Leader-1, Recon-1.



## TECH LEVEL 15

- 204. Morale:** 3. **Skills:** Combat Rifleman-1, Electronics-1, Vacc Suit-1, Zero-G Combat-1, Zero-G Weapons-1.
- 205. Morale:** 5. **Skills:** Grav Vehicle-2, High Energy Weapons-2, Recon-2, Vacc Suit-1.
- 206. Morale:** 5. **Skills:** Combat Rifleman-1, Foil-1, Forward Observer-1, High Energy Weapons-1, Laser Weapons-1, Vacc Suit-1.
- 207. Morale:** 12. **Skills:** Gunnery-2, High Energy Weapons-2, Recruiting-1, Zero-G Combat-2, Zero-G Weapons-2.
- 208. Morale:** 5. **Skills:** Battle Dress-1, Combat Engineering-1, Combat Rifleman-1, Electronics-2, Pistol-2.
- 209. Morale:** 6. **Skills:** Computer-1, Grav Vehicle-2, High Energy Weapons-1, Pistol-1, Tactics-1.
- 210. Morale:** 5. **Skills:** Combat Rifleman-1, Grav Vehicle-1, Laser Weapons-2, Recon-1, Vacc Suit-1.
- 211. Morale:** 7. **Skills:** Electronics-2, High Energy Weapons-1, Laser Artillery-1, Mechanical-1, Recruiting-2.
- 212. Morale:** 13. **Skills:** Combat Rifleman-1, Grav Vehicle-1, Survival-1, Tac Missiles-2, Vacc Suit-1.
- 213. Morale:** 6. **Skills:** Combat Rifleman-1, Computer-1, Laser Artillery-1.
- 214. Morale:** 10. **Skills:** Brawling-2, Computer-1, Demolitions-1, Electronics-1, High Energy Weapons-1, Laser Artillery-1, Mechanical-1, Recon-2, Survival-1, Vacc Suit-1, Zero-G Combat-1.
- 215. Morale:** 9. **Skills:** Forward Observer-1, High Energy Weapons-1, Vacc Suit-3.
- 216. Morale:** 16. **Skills:** Computer-1, Cutlass-1, Grav Vehicle-1, High Energy Artillery-2, High Energy Weapons-1, Mechanical-2, Tac Missiles-1, Tactics-1.
- 217. Morale:** 5. **Skills:** Forward Observer-2, Gunnery-2, High Energy Weapons-3, Medical-1, Tac Missiles-1, Zero-G Combat-1, Zero-G Weapons-1.
- 218. Morale:** 6. **Skills:** Combat Rifleman-1, Grav Vehicle-1, Recruiting-1, Tac Missiles-2, Zero-G Combat-1, Zero-G Weapons-1.
- 219. Morale:** 7. **Skills:** Admin-1, Computer-1, Electronics-1, Grav Vehicle-1, High Energy Artillery-2, High Energy Weapons-2, Medical-1, Vacc Suit-1, Zero-G Combat-1.
- 220. Morale:** 10. **Skills:** Admin-1, Combat Rifleman-1, Grav Vehicle-3, High Energy Weapons-1, Laser Artillery-1, Mechanical-2, Vacc Suit-1.
- 221. Morale:** 13. **Skills:** Admin-1, Forward Observer-1, Grav Vehicle-2, High Energy Weapons-2, Recruiting-1, VRF Gauss Gun-1.
- 222. Morale:** 16. **Skills:** Combat Rifleman-1, Electronics-1, Grav Vehicle-1, High Energy Weapons-1, Mechanical-3, Meson Accelerator-2, MRL-1, Tactics-1.
- 223. Morale:** 5. **Skills:** Computer-1, Grav Vehicle-1, High Energy Weapons-1, Tac Missiles-2.
- 224. Morale:** 8. **Skills:** Forward Observer-1, High Energy Weapons-2, Leader-1, Pistol-1, Recruiting-1, Tac Missiles-1, Vacc Suit-1.
- 225. Morale:** 12. **Skills:** Battle Dress-1, Combat Engineering-1, Computer-1, Forward Observer-2, Gunnery-1, High Energy Weapons-1, Instruction-1, Leader-1, Medical-1, Ship's Boat-1, Tac Missiles-2, Vacc Suit-1, Zero-G Combat-2, Zero-G Weapons-1.
- 226. Morale:** 11. **Skills:** Battle Dress-2, Forward Observer-1, High Energy



- Weapons-2, Instruction-2, Leader-2, Recon-1, Recruiting-2, Survival-1, Vacc Suit-2, Zero-G Combat-2, Zero-G Weapons-1.
- 227. *Morale:*** 10. *Skills:* Bribery-1, Grenade Launcher-1, High Energy Weapons-2, Interrogation-1, Leader-1, Mechanical-1, Recon-2, Streetwise-2, VRF Gauss Gun-2.
- 228. *Morale:*** 13. *Skills:* Admin-1, Battle Dress-1, Computer-1, High Energy Weapons-2, Tac Missiles-2, Vacc Suit-1, Zero-G Combat-3, Zero-G Weapons-1.
- 229. *Morale:*** 8. *Skills:* Battle Dress-1, Dagger-1, Demolitions-1, Electronics-1, Forward Observer-1, Gunnery-2, High Energy Weapons-3, Tac Missiles-2.
- 230. *Morale:*** 12. *Skills:* Brawling-1, Forward Observer-1, High Energy Weapons-2, Instruction-1, Recon-1, Survival-1, Tactics-1, Zero-G Combat-3, Zero-G Weapons-1.
- 231. *Morale:*** 6. *Skills:* Combat Rifleman-2, Grav Vehicle-2, High Energy Weapons-2, Medical-1, Recon-1, Tac Missiles-1.
- 232. *Morale:*** 12. *Skills:* Brawling-1, Combat Rifleman-1, Electronics-2, Forgery-1, Forward Observer-1, Instruction-1, Leader-2, Mechanical-1, Meson Accelerator-1, Recon-1, Vacc Suit-1.
- 233. *Morale:*** 10. *Skills:* Admin-1, Combat Engineering-1, Combat Rifleman-1, Grav Vehicle-1, Instruction-2, Leader-2, Mechanical-3, Tactics-2.
- 234. *Morale:*** 8. *Skills:* Admin-2, Combat Engineering-1, Combat Rifleman-1, Computer-2, Grav Vehicle-1, High Energy Weapons-3, Leader-2, Recon-1, Tac Missiles-2, Tactics-1.

*When adventurers want to hire mercenaries, the referee needs a supply of experienced characters for them to choose from.*

*This supplement contains over two hundred characters generated using the rules in Book 4, Mercenary, with resum]s for the players to see and a separate section containing information reserved for the referee.*

*The veterans come from all branches of the Army and Marines; tech levels run from 7 to 15.*