



Military Specialty: Combat Engineer

Requirement: Approval of request by command authority

Description: Part sharpshooter, part heavy weapons specialist, the Combat Engineer specializes in demolitions and infiltration mission planning and execution. Can also function as a heavy weapons backup and spotter. Providing a role for a trooper that can think and act in ways to benefit the squad, the combat engineer is a trained eye on a scouting mission that can discern and exploit enemy weaknesses.

Equipment: Heavy blaster pistol, 3 fragmentation grenades, 3 explosive charges; large backpack containing demolitions gear, light hand tools, wiring and sensor kits

Possible MOS path(s): 12B Combat Engineer
12C Fortification Specialist
12D Demolitions Specialist
12S Saboteur



Detailed Qualifications

Basic Skills (20w)

Basic Electronics/Wiring
Construction Skills
Explosives Deployment
Field Fortifications
Metal Fabrication
Sabotage & Demolitions
Materials Science
Electrical Systems
Mine & Countermine Operations
Bridging & Rigging
Target Analysis
Battlefield Reconnaissance
Improvised Munitions
Navigation

Advanced Skills (26w)

Architecture and Structural Engineering
Materials Theory & Application
Demolitions & Explosives Science
Electrical Design
Hardware – Droid Electronics
Hardware – Starfighter Electronics
Hardware – Starship Electronics
Hardware – Vehicle Electronics
Sabotage Operations