



**Military Specialty: Scout**

**Requirement:** Previous experience as Heavy Weapons Specialist or Combat Engineer, plus recommendation from the Commander of Training and superior officer (Platoon level or higher); 6 month active membership in Stormtrooper Corps

**Description:** A combination specialty, the Scout is the best of the best on the battlefield. Capable of independent operations in the enemy's backyard, the Scout is a fully trained pathfinder, spy, infiltrator, and saboteur. In teams, Scouts are elite strike units that can weaken superiorly armed forces for small periods of time, allowing Imperial forces time to prepare a proper assault or defense.

**Equipment:** Lightweight scout armor, sidearm; demolitions gear, survival kit, electronics tools

**Possible MOS path(s):** 19D Scout



**Detailed Qualifications**

<p><b>Basic Skills (18w)</b></p> <ul style="list-style-type: none"> <li>Wilderness Survival</li> <li>Repulsorlift Operation</li> <li>Hovercraft Operation</li> <li>Jet Pack Operation</li> <li>Walker Operation</li> <li>Airspeeder Operation</li> <li>Beast Handling/Riding</li> <li>Cover &amp; Concealment</li> <li>Light Fortification Construction</li> <li>Tracking/Counter-tracking</li> <li>Surveillance</li> <li>Nutrition/Rationing</li> <li>Oxygen Conservation</li> <li>Water Conservation</li> <li>Advanced Map Reading</li> <li>Land Navigation</li> </ul>	<p><b>Advanced Skills (28w)</b></p> <ul style="list-style-type: none"> <li>Demolitions</li> <li>Armor Repair</li> <li>Repulsorlift Repair</li> <li>Hovercraft Repair</li> <li>Blaster Engineering</li> <li>Improvised Munitions</li> <li>Individual &amp; Crew-served Weapons (Imperial, NR, CSA)</li> <li>Mounted/Dismounted Navigation</li> <li>Mounted/Dismounted Patrol</li> <li>Observation/Listening Post Training</li> <li>Reconnaissance</li> <li>Escape &amp; Evasion</li> <li>Ambush Setup &amp; Detection</li> <li>Martial Arts</li> </ul>
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