



Military Specialty: Stormtrooper

Requirement: Assignment to the Corps upon completion of entry requirements. Placement in squad will ensure field training

Description: All troopers enter the army with varied levels of talent and skill. The only thing they have in common is should they survive training, they will be stormtroopers. Only 15% of recruits manage to make it through training. The rest are immolated or buried. Training is tough, intensive, and challenging. Those who make it through can specialize in other relevant military skills or concentrate on accelerated battlefield expertise.

Equipment: Stormtrooper armor, E-11 Blaster Rifle, Utility Belt (spare power packs, line w/grappling hook, comlink, survival gear, 2 medpacs, and other standard gear)

Possible MOS path(s): 11B Stormtrooper
11M Mechanized Infantry



Detailed Qualifications

Basic Skills

- Basic Training* (10w)
- Induction & Indoctrination
- Physical Training
- Rudimentary Military Skills (RMS)
- OPFOR – Opposing Force recognition and tactics
- Rudimentary Combat Skills (RCS)
- Advanced Combat Skills (ACS)
- All-Environmental Survival (AES)

Combat Skills Training (8w)

- Marksmanship
- General Explosives Techniques & Use
- Offensive & Defensive Maneuvers
- Fire and Maneuver
- First Aid
- Map Reading/Orientation
- Hand-to-hand Combat
- Blaster Repair
- Patrolling
- Drill & Formation
- Guard Duty
- Comlink Communications
- Dropship Operations
- Starship Boarding Tactics

Advanced Skills (12w)

- Shuttlecraft Pilot
- Repulsorlift Operation
- Jetpack Operation
- Beast Riding
- Starship Gunnery
- Vehicle Gunnery
- Terrain Evaluation
- Fire Support
- Reconnaissance
- Defensive Fortifications
- Small Unit Tactics
- Advanced Capital Starship Boarding Tactics

Additional Identifiers (maximum of three)

- Radiological Environment Combat (5w)
- Arctic Environment Combat (6w)
- Desert Environment Combat (5w)
- Aquatic Environment Combat (8w)
- Space Environment Combat (10w)
- Zero-G Equipment Operation (14w)