

Tour of Duty: Militia

This path is open to any Affiliation. The character must have taken either Military Enlistment or Military Academy at some point in his Life Path. This path may be taken as part of a civilian Stage 4 path, adding the time required from both stages together (but rolling for events on both).

Most planets maintain a group of reserve soldiers who train to defend their homes against raids and to assist local authorities in times of disasters. The soldiers are often retirees with some form of prior military service and they train with older equipment. They aren't meant to withstand a determined attack, but just sometimes they can surprise their enemies.

Time: +2 years

Traits: Lemon and Vehicle (2) for Mechwarrior, Aerospace Pilot, Aircraft Pilot, Cavalry and Armored Infantry trained characters only.

Skills: +1 to any three skills from your military fields

Next Path: Any the character qualifies for before taking this Life Path

Tour of Duty: Militia Events

- 2) How could the militia stand up to a full scale assault? [Choose one: Addiction (2), Disability (2), Lost Limb (2) or Combat Paralysis]
- 3) You swear it wasn't your fault [Demotion (1), Bad Reputation, may not choose Tour of Duty: Militia with next path]
- 4) The unit saw combat, and it was bad [+2 to any three skills from your military fields, Addiction(2) or Combat Paralysis]
- 5) A little lack of discipline [+2 Brawling, Demotion (1)]
- 6) Your buddies were a bad influence on you [Addiction (1)]
- 7) Somehow you pissed off the wrong guy [Enemy (1)]
- 8) Your unit did little actual training [-1 to two of the skills gained in this path]
- 9) Spent time with the guys after hours [Streetwise/Any +1]
- 10) Boring, but you put in your time [+1 to any skill]
- 11) You kept your nose clean and worked hard [Promotion, +1 to any one skill from your military fields]
- 12) The unit allows you to network [Contact (1)]
- 13) Training in the outback had it's advantages [Survival +2, and Tracking +2 or Sensor Operations +2]
- 14) Turns out you're the lucky one [Lose Lemon from this path or EDG +1]
- 15) You supplement your pay while you "train" [Gambling +2, Wealth (1)]
- 16) Training time is time well spent [+2 to two of the skills gained in this path and +1 to any skill]
- 17) Your military service boosts your civilian career [Wealth (2)]
- 18) Service in a natural disaster lands you in the spotlight [Contact (2), Good Reputation]
- 19) When the enemy came, you were ready! [+2 to any two skills from your military fields and choose two of the following: Brave, Good Reputation, or Promotion (2)]
- 20) [Choose one event or roll twice and apply both results]