

PRIOR SERVICE TABLE

	<i>Navy</i>	<i>Marines</i>	<i>Army</i>	<i>Scouts</i>	<i>Merchants</i>	<i>Other</i>
Enlistment	8+	9+	5+	7+	7+	3+
DM of +1 if	Intel 8+	Intel 8+	Dext 6+	Intel 6+	Stren 7+	—
DM of +2 if	Educ 9+	Stren 8+	Endur 5+	Stren 8+	Intel 6+	—
Draft	1	2	3	4	5	6
Survival	5+	6+	5+	7+	5+	5+
DM of +2 if	Intel 7+	Endur 8+	Educ 6+	Endur 9+	Intel 7+	Intel 9+
Commission	10+	9+	5+	—	4+	—
DM of +1 if	Social 9+	Educ 7+	Endur 7+	—	Intel 6+	—
Promotion	8+	9+	6+	—	10+	—
DM of +1 if	Educ 8+	Social 8+	Educ 7+	—	Intel 9+	—
Reenlist	6+	6+	7+	3+	4+	5+

Characters cycle through this table during each term of service. Note that the reenlistment die throw is required even if the character does not intend to reenlist.

DMs are cumulative in the case of enlistment if the characters have the necessary prerequisites. All rolls except draft are two-dice throws.

The table of ranks below indicates the initial commissioned rank, if a commission is received, and indicates the ranks to which characters are promoted. Ranks, commissions, and promotions are non-existent in the scout and the other services.

TABLE OF RANKS

	<i>Navy</i>	<i>Marines</i>	<i>Army</i>	<i>Scouts</i>	<i>Merchants</i>	<i>Other</i>
Rank 1	Ensign	Lieutenant	Lieutenant	—	4th Officer	—
Rank 2	Lieutenant	Captain	Captain	—	3rd Officer	—
Rank 3	Lt Cmdr	Force Cmdr	Major	—	2nd Officer	—
Rank 4	Commander	Lt Colonel	Lt Colonel	—	1st Officer	—
Rank 5	Captain	Colonel	Colonel	—	Captain	—
Rank 6	Admiral	Brigadier	General	—	—	—

MUSTERING OUT TABLES

Benefits Table	1	Low Psg	Low Psg	Low Psg	Low Psg	Low Psg	Low Psg
	2	+1 Intel	+2 Intel	+1 Intel	+2 Intel	+1 Intel	+1 Intel
	3	+2 Educ	+1 Educ	+2 Educ	+2 Educ	+1 Educ	+1 Educ
	4	Blade	Blade	Gun	Blade	Gun	Gun
	5	Travellers'	Travellers'	High Psg	Gun	Blade	High Psg
	6	High Psg	High Psg	Mid Psg	Scout Ship	Low Psg	—
	7	+2 Social	+2 Social	+1 Social	—	Free Trader	—

Characters with rank 5 or 6 may add +1 to their rolls on this table. Gun and blade benefits must be declared by type immediately; additional benefits of that type may be declared as skill.

Cash Table	1	1000	2000	2000	20000	1000	1000
	2	5000	5000	5000	20000	5000	5000
	3	5000	5000	10000	30000	10000	10000
	4	10000	10000	10000	30000	20000	10000
	5	20000	20000	10000	50000	20000	10000
	6	50000	30000	20000	50000	40000	50000
	7	50000	40000	30000	50000	40000	100000

A maximum of three rolls are allowed on the cash table; all remaining rolls must be on the benefits table. Individuals with gambling expertise are allowed a DM of +1 on the cash table.