CHARACTER GENERATION

INTRODUCTION:

The following information should allow a Keeper who has experience running Call of Cthulhu adventures to generate Interstellar Colonial Marine characters for Cthulhu Rising.

All stages of character generation prior to the choosing of a character profession are identical to the rules found in the Call of Cthulhu rulebook except with the following additions:

CHARACTERISTICS AND SELECTED ATTRIBUTES:

Characteristics and Selected Attributes are generated as for the *Call of Cthulhu* character generation rules, with the following additions:

Humanoid Hit Points per Location:

Total HP:	Location:				
	Leg	*Abd**	*Chest*	*Arm*	*Head*
01-03	1	1	2	1	1
04-06	2	2	3	2	2
07-09	3	3	4	3	3
10-12	4	4	5	3	4
13-15	5	5	6	4	5
16-18	6	6	8	5	6
19-21	7	7	9	6	7

* Abbreviation of Abdomen

Damage Modifier:

Total your Investigator's STR+SIZ, then consult the following table:

Total	Bonus
01-12	-1d4
13-24	0
25-32	+1d4
33-40	+1d6
41-56	+2d6
every +16	+1d6 extra

DEX Strike Rank:

Find your Investigator's DEX on the table below and read across to find their DEX Strike Rank.

SIZ Strike Rank Modifier:

Find your Investigator's SIZ on the table below and read across to find their SIZ Strike Rank Modifier.

Strike Ranks Summary:

DEX SR	SIZ SRM	Weapon Mod	Example
01-09 = 4	01-09 = 3	0.0-0.3m = 3	Fist/knife
10-15 = 3	10-15 = 2	0.4-1.1m = 2	1H weapon
16-19 = 2	16-19 = 1	1.2-2.1m = 1	2H weapon
20+ = 1	20+ = 0	2.2m+ = 0	Pike/tree?

Melee Strike Rank Modifier:

The sum of the DEX SR and the SIZ SRM.

Weapons Strike Rank Modifier:

This only really applies to melee weapons. Consult the above table to determine.

Movement Rate:

All humans move at 3 metres per Melee Round Strike Rank, unless specified.

Skill Category Modifiers:

Skills in *Cthulhu Rising* are broken down into category groups, each of which has a modifier, based on certain characteristics. Total the values of the influences of each characteristic and apply them as follows:

Primary	Secondary	Negative
+1 per 1 over 10	+1 per 2 over 10	Converse of
-1 per 1 under 10	-1 per 2 under 10	Primary

Agility:
DEX = *Primary*
STR = *Secondary*
SIZ = *Negative*

Communication:
INT = *Primary*
POW/APP = *Secondary*

Knowledge:
INT = *Primary*

Perception:
INT = Primary
POW/CON = *Secondary*

Manipulation:
INT/DEX = *Primary*
STR = *Secondary*

Stealth:
DEX = *Primary*
SIZ/POW = *Negative*

Weapon Skills:
Attack % = *Manipulation Modifier*
Parry % = *Agility Modifier*

If applicable, Psychic Rules are generated using the Psychic Powers Rules (see separate document).

For more details about the Interstellar Colonial Marines, see the document available from the Cthulhu Rising website.

BACKGROUND AND LIMITATIONS:

In the 23rd century Humanity has spread out to the stars. Although many colonial marines come from Earth, many more have been born and raised in the offworld colonies. In the military of the 23rd Century, males and females are treated equal in all possible respects. The characters are highly trained and expensively equipped specialists. Each Marine has signed for at least six years. Basic training takes at least one year. After two more years as Private ("Grunt") the Marine has received military occupational specialty (MOS) training. The minimum number of years in service for characters made with this template is 4. Minimum rank is Private First Class.

BASIC TRAINING:

Basic Training gives the marine the following skills:

Armoury; Dodge; EVA; Unarmed Combat; Zero G Combat; Computer Operation; Medical First Aid; Navigation; Survival; Vacc Suit; Sneak; Blade; Gun Combat (Rifle); Gun Combat (Handgun); Gun Combat (user defined – usually Shotgun or Machinegun); Vehicle.

The PC gets EDU x15 to allocate between the above skills as percentiles. All the above skills do not have to have points given to them, but points undistributed are lost. No skill can start at higher than 75% (including bonuses).

MILITARY OCCUPATIONAL SPECIALTIES

To show that someone has successfully passed Military Occupational Specialty (MOS) training the term "Specialist" is often place before his rank (e.g. Specialist Corporal). The short form given in parenthesis behind the MOS name is the standard designation. The different MOS are:

- Arms Technician (arms-tech)
- Combat Rifleman (Rifleman)
- Communications/Computer Technician (com-tech)
- Driver Technician (drive-tech)
- Flight-Engineer/Co-pilot Technician (flight-tech)
- Heavy Weapons Specialist
- Medical Technician (med-tech)
- NCO or Officer
- Pilot Technician (pilot-tech)

- PsiCorps Military Attaché (psi-tech)
- Search and Rescue Specialist (Rescue-tech)
- Sniper/Scout (Recon)

A player chooses from one of the above MOS classes, and depending on type chosen, receives EDU x 10 to allocate to the following skills:

Arms Technician (Arms-tech):

Responsible for the maintaining and repair of offensive/defensive equipment and the placing and use of demolition explosives, an arms-tech is tasked with meeting mobility, counter-mobility and survivability requirements of the marine force he/she is assigned to, both onboard ship and in the combat zone. As a secondary role, arms-techs are also called upon to fight as infantry when the need arises.
MOS Skills:
Armoury; Demolitions; Electronics (Systems); Mechanical; Powered Armour; Science (Chemistry).

Combat Rifleman (Grunt):

A combat rifleman could best be described as a career grunt, but this is selling them short. They are infantrymen through and through, and form the backbone of any fighting force.
MOS Skills:
MOS skill points are allocated to the Basic Training skills list again. Note that the rules regarding starting maximums still apply.

Computer Technician (Com-tech):

In the 23rd century, computers are essential to every division of the military. Com-techs have the responsibility of maintaining, processing and troubleshooting military computer and communications systems, as well as providing technical skills in the combat zone should they be required. As a secondary role, Drive-techs are also called upon to fight as infantry when the need arises.
MOS Skills:
Administration; Computer (Programming, Security); Data Analysis; Electronics (Communications, Security, Systems).

Drive-tech:

Responsible for driving and maintaining any ground vehicles assigned to the unit. As a secondary role, Drive-techs are also called upon to fight as infantry when the need arises.
MOS Skills:
Electronics (Communications); Gunnery; Mechanic (Vehicle); Spot Hidden; Vehicle.

Flight-tech:

Except on small craft, two pilots usually make up the cockpit crew. The co-pilot, often called the Flight-tech, shares flying and other duties, such as communicating with air traffic controllers and monitoring the instruments. The Flight-tech also monitors and operates navigation and weapons systems, as well as making minor in-flight repairs. As a secondary role, Flight-techs are also called upon to fight as infantry when the need arises.
MOS Skills:
Astrogation; Electronics (Communications); Gunnery; Mechanic (Rockets, Turbo-Ramjet); Navigation; Pilot (Aerospace, VTOL); Spot Hidden.

Heavy Weapons Specialist:

Essentially a Combat Rifleman trained in operation of heavy squad and platoon support weapons, as well as vehicle and ship mounted ordinance. Each squad usually has at least one Weapons-tech.
MOS Skills:
Gun Combat x2: (PCs choice); Gunnery; Unarmed Combat; Forward Observer.

Med-tech

Essentially army-paramedics, Med-techs are trained to give emergency medical treatment in the field, or assist military doctors. As a secondary role, Med-techs are also called upon to fight as infantry when the need arises.
MOS Skills:
Fast Talk; Electronics (Systems); Medical (First Aid, Surgery); Science (Biology, Chemistry); Xeno-medicine; Survival; Interrogation.

NCO/Officer:

From squad leaders up to platoon commanders, this MOS covers all ranks that a player can start as. If you want to play a non-commissioned or commissioned officer, first choose an MOS speciality, then add the following list of extra skills to choose from. The Keeper has final say on who can play an NCO or Officer and who cannot.
MOS Skills:
Administration; Fast Talk; Instruction; Interrogation; Leader; Orate; Speak Language; Strategy (Planetary); Tactics (Small Unit).

Pilot:

Pilots are highly trained professionals who are trained to fly interstellar, interplanetary and aerospace craft to carry out a wide variety of tasks. They usually share duties such as communicating with air traffic controllers and monitoring the instruments with a co-pilot. As a secondary role, Pilots are also called upon to fight as infantry when the need arises.
MOS Skills:
Astrogation; Electronics (Communications); Gunnery; Mechanic (Rockets, Turbo-Ramjet); Navigation; Pilot (Aerospace, Starcraft; VTOL); Science (Physics); Spot Hidden.

PsiCorps:

A quasi-military branch of the MAA, PsiCorps operatives are usually assigned as 'psychic security' to government officials, or attached to UEAF units on missions that might benefit from the availability of psychic powers. As a secondary role, PsiCorps are also called upon to fight as infantry when the need arises.
MOS Skills:
Administration; Fast talk; Interrogation; Streetwise; Computer (Programming); Science (choose).

Recon:

Marine Recon specialists are tasked with providing the commander of a larger force of Marines with information about his operational area. Their missions usually focus on specific information requirements which cannot be obtained by means other than putting a soldier on the ground to observe and report. Recon Marines are, by nature, capable of independent action in support of the larger unit's mission.
MOS Skills:
Climb; Survival; Electronics (Communications); Conceal; Devise; Forward Observer; Listen; Recon; Spot Hidden; Search; Hide; Sneak; Gun Combat (Gauss Rifle).

Rescue-tech:

Combining their marine training with a broad technical and paramedic skillset, Rescue-techs are specially trained for search and rescue missions in the cold depths of space or on hostile worlds.
MOS Skills:
Computer (Systems); Climb; Electronics (Systems); Engineering; EVA; Jump; Mechanical; Medical (First Aid).

PERSONAL DEVELOPMENT:

PCs also have skills in other areas. Allocate INTx5% to any skill or skills, except those at 75%, or Cthulhu Mythos.

PERSONALISATION:

Write down the characters name, his/her appearance (including civilian clothing), his/her

beliefs and goals, his/her place of birth, relatives, education, military service and why he/she joined the Colonial Marines. To generate MOS, sex and birthplace at random, see the Appendix A at the end of this chapter.

SKILL DEFINITIONS:

Cthulhu Rising is set almost 300 years into the future. As a result of this, certain skills have been added that didn't exist in the original rules. They are listed below, followed by their descriptions.

Administration
Armoury
Astronomy
Astrogation
Computer Programming
Computer Security
Data Analysis
Demolitions
Electronics Communications
Electronics Security
Electronics Systems
Engineering
EVA
Forward Observer
Gun Combat
Gunnery
Instruction
Interrogation
Leader
Mechanical Rockets
Mechanical Turbo-Ramjet
Mechanical Vehicle
Medical Surgery
Occult
Pilot Aerospace
Pilot Starcraft
Pilot VTOL
Powered Armour
Recon
Strategy (Planetary)
Streetwise
Survival
Tactics (Small Unit)
Unarmed Combat
Vehicle
Xeno medicine
Zero G Combat

Administration:

The individual with this skill has had experience with bureaucratic agencies, and understands the requirements of dealing with them how they work. When contact with officials is required, understanding the way the military/company 'machine' works will assist in dealing with them.

Armoury:

The marine is trained in the maintenance and repair of military hardware. When this skill is gained during basic training, it applies to small arms, i.e. rifles, handguns, machine guns. The Armoury skill is used to repair damaged weapons, clear weapon jams, etc.

Astronomy:

An individual with astronomy skill knows how to determine which stars and planets overhead at a particular time and when celestial events (meteor showers, comet arrivals, eclipses) occur. Academically trained individuals (typically those in a science profession) will typically be able to calculate orbits and have substantial general knowledge about astronomical objects. NPCs will often have a specialized version of this skill (radio astronomy, for example).

Astrogation:

This skill applies to navigating in deep space, outside of atmosphere. PCs with this skill can plot efficient courses, work out distances between star systems, explain deep space phenomena etc. In the event of a computer failure aboard a star craft, this skill is used to program the navigation computer.

Computer Programming:

A PC with Computer Operation as a skill is literate in the use of computers. A PC with programming skills however, can write new software for computers.

Computer Security:

The Computer Security skill is the ability to bypass security software to in effect 'hack' into secure computer systems. Using this skill may take anything from mere minutes to hours. Depending on the sophistication of the software, modifiers to the roll may be applied by the GM.

Data Analysis:

This skill governs a PCs talent at working with stored information in a variety of forms. The time required to use the skill depends on the organization of the media in question and the search method. If the media is totally uncatalogued, each use of the skill may take eight hours. If the media is only cataloged (like ordered folders on a computer network) each use of the skill requires four hours. If the media also includes a search aid (such as a computer

search program), each use of the skill may require three, two, or one hours (GMs discretion). Most computer database systems require three hours for use of the skill, while high priority use may only require a matter of minutes. Of course, the amount of time spent and the results will depend on the nature of the information sought and whether it is actually present. While this skill can be used to locate secured information, it does not permit access. This may require Computer Security, Fast Talk, or good old fashioned breaking and entering.

Demolitions:
A marine with this skill is trained and experienced in the handling, placement and efficient use of explosives.

Electronics Communications:
The marine is trained in the use, repair and maintenance of communications devices. Whilst nearly anyone can operate a communicator, this skill is necessary to understand why the device does not work correctly, or to be aware of device limitations. The Communications skill enables the marine to jam and evade jamming, and to make minor repairs.

Electronics Security:
This skill enables a marine to bypass physical security features, such as locked doors or alarm systems.

Electronics Systems:
The marine with this skill has the ability to repair basic electronic devices. This does not include weaponry, for which the Armoury skill is needed.

Engineering:
This skill enables the marine to operate and maintain the vital drives of starships and interplanetary craft, which include starship manoeuvre drives, power plants, and star drives.

EVA:
EVA, or Extra Vehicular Activities, is the term given to any non-combat operations engaged in by the individual outside of the space craft whilst in space. This skill essentially is the ability to 'space walk' safely. Skill rolls in EVA are only needed if an individual is performing non-standard manoeuvres outside of the spacecraft.

Forward Observer:
Marine's with this skill have been trained to call on and adjust artillery (projectile, missile and energy) fire from distant batteries and from ships in orbit. If artillery of any form is available (including communication with the firing battery), the first shots will invariably miss the target. On each subsequent round that fire is delivered, the marine must roll his skill to adjust the fire to successfully hit the target.

Gun Combat:
Gun Combat is a specific skill in the use of one of several military small arms. Marines who acquire the skill Gun Combat without the type being specified must immediately choose one category of small arms to apply it to:

Handgun (Pistol);
Machine Gun (Machine Gun, Mini Gun, Smart Gun);
Rifle (Combat Rifle, Assault Rifle, Gauss Rifle);
Heavy Weapons (Rocket Launchers, Grenade Launcher, Particle Phalanx, Rail Gun, Man Portable Missile Systems);
High Energy Weapons (Plasma Weapons, Fusion Gun);
Shotgun (Shotgun): 30%.

Gunnery:
The marine is trained in the use of one or more heavy infantry support weapons, either ground mounted or vehicle mounted. Upon gaining this skill, it must be applied to a specific heavy infantry support weapon system listed below:

Machine Gun
High Energy Weapon
Rocket Launcher
Guided Missile System
Artillery
Medium Tank
Heavy Tank
Multiple-launch mortar
Multiple Launch Rocket System (MLRS)
Quad Gatling System
Remote Sentry Weapons System (RSWS)

Instruction:
Marines with this skill have extensive training in instructing students in a clear and lucid manner and providing motivation for learning. Any skill that the PC becomes a master in (i.e. over 90%) then they can act as a Trainer to improve fellow PCs skill in that area.

Interrogation:

The marine is practiced in the psychological arts of interrogation as a tool of Intelligence-gathering.

Leader:

Marines with the Leader skill have led troops into battle situation before. The Leader skill is required to control a group of more than 6 NPCs. A successful roll will make the NPCs follow general orders of the marine, unless the marine is of a lower rank than those he/she is trying to order, or the issued orders are obviously flawed.

Mechanical Chemical Rockets/Mechanical Turbo-Ramjet:

Marines with the above skills have the ability to operate and repair chemical rockets and turbo ramjets, common propulsion systems used by Aerospace craft of the UEAF.

Mechanical Vehicle:

A marine with this skill has the ability to repair the inner workings of ground vehicles such as APCs or tanks.

Medical Surgery:

Marines with medical ability beyond First Aid are generally Med-Techs. Surgery is the ability to perform emergency field surgery upon wounded persons under battlefield conditions.

Occult:

This skill represents an individual's historical knowledge of terrestrial occult practices and lore. Use of this skill enables an investigator to recognize occult paraphernalia, jargon, and philosophy, as well as to identify various occult texts and codes. Reading and understanding certain works can yield skill in this area. While this skill conveys no direct knowledge of the Mythos, the occult is often a key or a path to understanding the mythos (through decoding certain references in occult texts, for example). Most colonists have some knowledge of earth legends and mythology and the base skill level is 05%.

Pilot Aerospace:

Marines with this skill have the ability to pilot and fly aerospace craft such as UEAF dropships, troop transports, shuttlecraft, gunships, cargolifters and any other atmospheric craft.

Pilot Star Craft:

The marine has training and experience in the operation of starcraft and large interplanetary ships. The skill encompasses both the interstellar and the interplanetary aspects of large ship operation.

Pilot VTOL:

This skill applies to those craft capable of Vertical TakeOff and Landing. Many military and commercial vessels now have this ability.

Powered Armour:

Marines with this skill have been trained extensively in the use of Powered Armour and the various weapon systems and features normally associated with it. This skill can be used in place of Vacc Suit skill, but not vice versa. Powered Armour skill also covers maintenance and minor repair.

Recon:

Essentially military scouting, this skill covers tracking and camouflage whilst in the field.

Strategy (Planetary):

This skill is the ability to command large military units during operations on a planetary scale, including logistics and long term intended goals.

Streetwise:

A marine with this skill is well acquainted with the ways of local subcultures (which tend to be similar throughout human society), and thus is capable of dealing with strangers without alienating them. This does not include alien contact situations.

Survival:

Marines with Survival expertise are adept at locating food and water, constructing or finding natural weapons and shelter, and finding their way across harsh terrain, in a wilderness.

Tactics (Small Unit):

A marine with this skill has experience and training in small unit (generally company strength) tactics.

Unarmed Combat:

Martial arts training, this skill encompasses all fist and kick attacks/parrys made by the marine.

Vacc Suit:

This skill is the ability to use the standard vacuum suit (space suit), including armoured

Battle Armour and suits for use on various planetary surfaces in the presence of exotic, toxic, corrosive or insidious atmospheres.

Vehicle:

The individual is skilled in the operation of ground based military and non-military vehicles.

Xeno-Medicine:

Normally, medical expertise is considered to apply only to humans, and to a limited extent the animals which live on human colonised worlds. This skill lessens the penalty (applied by the GM) to the treatment of alien races.

Zero G Combat:

Virtually all weapons involve some form of recoil, and in a zero-G environment this recoil and disorient or render helpless individuals not trained to compensate for it. When fighting in a zero-G environment, any individual has a chance of losing control of their movement/position each combat round. Roll this skill to avoid losing control and apply the following modifiers:

Firing weapon: -20%
Firing low-recoil (zero-G) weapon: -10%
Using a handhold: +25%
Striking in melee combat: -30%
Wearing powered armour: +10% (+25% if powered armour roll made successfully)
DEX: +5% per pot over 15.

PROMOTION:

At the end of every year every Marine's record is evaluated, and the past year's performance reviewed, by the Section's ranking officer.

The ranking officer's record is sent on to the division commander, usually a Major or above, for review by the same process. The Marine also gets to make a rank test every year to see if he increases a rank. The player makes a test against his Leadership skill with the following modifiers:

Enlisted Men Promotion Chance:

When a Marine attempts to rise to the next Enlisted Man rank. May be attempted each year. Successful *Leadership* roll required.

Non-Commissioned Officer Promotion Chance:

When a Marine attempts to rise to the next Non-com rank. May be attempted every two years. *Leadership* roll required. Going from Corporal to Sergeant requires a *Special* success.

Officer Promotion Chance:

When a Marine attempts to rise to the next Officer rank. May be attempted every three years. A *Special* success in *Leadership* is required.

Note: modifiers may be applied by the GM as he/she sees fit.

PAY:

Pay is based on the rank of the character and is provided per month. This pay is above board, food and clothing (parade uniform, utility fatigues and CDUs or flight suit). Marine and Aerospace Force ranks are the same.

Despite several attempts to create a global currency, corporate control and a resurgence of nationality in the face of colonial expansion has ensured that the Network (a term which simultaneously refers to a computer and comms network linking Earth and the colonised systems [an interstellar version of the Internet/World Wide Web] and the entirety of ICA-colonised space) still uses several forms of currency. America and the American Arm of colonised space, and Europe and the European colonies use the Euro dollar (E$) (which is what all UEAF material is priced in).

Getting Paid:

PCs have 1D10% of the total money s/he has earned over his/her time in service.

For a full list of ICM salaries, see Appendix B.

APPENDIX A: TABLES FOR RANDOM CHARACTER GENERATION

1. SEX:

The male to female ratio in the Colonial Marine Corps is roughly 3:1. Roll 1d100. A result of 01-75 means the PC is male. 76-00 means the PC is female.

2. BIRTHPLACE:

Colonial Marines usually come from Earth, however a sizable minority have been born and raised in the Colonies, and this number continues to grow.

First a PC must determine whether he/she was born on Earth or one of the colonies:

Table 1: Roll 1d100

01-70	Character was born on Earth. Go to table 2.
71-85	Character was born in the Sol system but not on Earth. Go to table 3.
86-98	Character was born in the Core Systems. Go to table 4.
99-00	Character was born on one of the Inner Colonies. Discuss with GM.

Table 2: Earth (Roll 1d100)

01-10	Islamic Holy Republic
11-20	Japan
21-40	United Americas
41-55	Russian Republic
56-70	European Federation
71-85	Chinese Consortium
86-95	Australian Territories
96-00	Central African Bloc

Table 3: Sol System (Roll 1d100)

01-15	Luna, Earth's moon colony. Population 10 million
16-21	Olympus Space Station. Population 0.15 million
21-70	Mars. Population 100 million
71-90	Titan. Population 4.7 million
91-00	Europa. Population 0.85 million

APPENDIX B: COLONIAL MARINE CORPS RANK, STANDARD EQUIPMENT AND PAY

ICM FIELD RANKS

Division	ICMC Rank	UEASF Rank	Pay/Month
Enlisted Men	Private	Aerotech	E$200
	Private First Class	Aerotech	E$225
Non-Commissioned Officers	Lance Corporal	Aerotech First Class	E$250
	Corporal	Senior Aerotech	E$300
	Sergeant	Sergeant	E$400
	Staff Sergeant	Staff Sergeant	E$450
	Gunnery Sergeant	Technical Sergeant	E$500
	Master Sergeant	First Sergeant	E$750
Warrant Officers	Warrant Officer	Warrant Officer	E$750
	Chief Warrant Officer	Chief Warrant Officer	E$800
Commissioned Officers	2nd. Lieutenant	Pilot Officer	E$1000
	1st. Lieutenant	Flight Officer	E$1500
	Captain	Captain	E$2000
	Major	Major	E$3000
	Lt. Colonel	Lt. Colonel	E$4000
	Colonel	Colonel	E$5000

STANDARD ISSUE KIT:

Although the ICM are assigned to missions of a widely differing nature on a regular basis, the following is the standard kit that they are issued. This can vary, however, depending on the operation.

Infantry Kit

Utility Fatigues, CDUs
M3 Combat Armour (8AP)
Bed Roll (1 kg)
Canteen (1 kg)
Entrenching/Utility Tool (1 kg)
MedKit (0.5 kg)
6x Flares (0.5 kg)
Individual Marine Pack (IMP);
metal frame backpack (1 kg)
4x HE Hand Grenades (1 kg)
Knife (0.5 kg)
Mess Kit (0.5 kg)
7x days M Rations (2.5 kg)
IR Poncho (0.25 kg)
M11P Automatic Pistol w/5 magazines
M29 Assault Rifle w/2 magazines
4x HE Rifle grenades
Short range tac comlink
Rebreather/Respirator

Aerospace Pilot Kit

Flight Fatigues and G-Suit
M3 Combat Armour (8AP) or Vacc Suit (4AP)
Canteen (1 kg)
MedKit (0.5 kg, only with First Aid Skill)
Bed Roll (1 kg)
6x Flares (0.5 kg)
Knife (0.5 kg)
Mess Kit (0.5 kg)
7x Days Rations (2.5 kg)
M11P Automatic Pistol w/5 magazines
M41 SMG w/5 magazines

Officer Kit

Utility Fatigues (ICMC Officers) or Flight Fatigues and G-Suit (UEASF Officers)
Flak Vest and Helmet (4AP) or M3 Combat Armour (8AP)
Canteen (1 kg)
MedKit
6x Flares (0.5 kg)
Knife (0.5 kg)
Mess Kit (0.5 kg)
7x Days Rations (2.5 kg)
M11P Automatic Pistol w/5 magazines
E399 Phased Plasma Pulse Rifle

The Marine can allocate his equipment in three ways: Combat, Non-Combat, and Other. Combat equipment is what the Marine will take with him into a firefight. Any equipment to be left in a transport or on-site base before going into a possible combat zone, is noted as Non-Combat Equipment. Any other items (including personal items) which may be left on board the space transport or at a divisional base are noted as Other Equipment.

Keep in mind that weaponry and equipment are only issued during a mission. If a large amount of equipment is destroyed or lost during a mission due to a character, an inquiry is held. If the character's reasons are deemed inadequate the cost of a new item or items is deducted from his pay.