

MILITARY RANK*

The character has a military rank, with all the privileges and responsibilities that entails. If they belong to UNIT but do not have this trait they are considered to be regular enlisted soldiers (Privates or Corporals).

Effect

As a Minor Trait, the character is a Sergeant.

As a Major Trait, they are a Lieutenant. With the permission of the Gamemaster, a player may begin higher than a Lieutenant, with good back story justification and by purchasing the trait additional times. The table below summarises ranks. The Special version of this trait (cost: 6 character points, 1 Story Point) also gives the [Friends](#) (Government and Military) trait to represent the officer’s political and military connections.

RANK TRAIT	RANKS (Army / Navy / Air Force)
None	Private or Corporal /Seaman or Leading Seaman / Aircraftman or Corporal (player’s choice)
Minor	Sergeant / Petty Officer / Sergeant
Major	Lieutenant / Sub-Lieutenant / Flying Officer
Major x 2	Captain / Lieutenant / Flight Lieutenant
Major x 3	Lieutenant Colonel or Major / Lieutenant Commander or Commander / Squadron Leader
Special	Brigadier or Brigadier General / Captain / Wing Commander

[good](#), [minor](#), [major](#), [special](#), [characters](#)

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