# Military Occupational Specialty

Your Military Occupational Specialty—MOS for short—determines what you do in the corps. In game terms, your MOS is a skill package that provides several skill choices. This MOS might be a rifleman, combat medic or smartgunner, for example. Each player selects a card matching their preferred specialty; a squad can have a maximum of one of each, except Rifleman of which there may be two.

## Assault Marine (Breacher)

You are a combat specialist—trained for both major assaults and urban pacification. For crowd control, you carry stun batons, riot shields, and use rubber U1 ammo to subdue targets. You also use a big fucking rocket launcher to knock on doors. You are often paired with a Comtech Marine for the ultimate in badassery.

* **KEY ATTRIBUTE**: Strength
* **SKILLS**: Ranged Combat, Close Combat
* **TALENTS**: Banter, Subdue, Overkill, Past the Limit, Weapon Specialist (M5 RPG)

## Automatic Gunner (Smartgunner)

Smartgunners are a breed apart. The M56A2 smart gun’s servo mount may keep it steady, but it takes muscle to withstand the kickback and stay on target. You are tough and dedicated to your role as an asskicker in battlefield fire support—your buddies flush out the bad guys and you blow them away.

* **KEY ATTRIBUTE**: Strength
* **SKILLS**: Ranged Combat, Stamina
* **TALENTS**: Banter, Machinegunner, Overkill, Past The Limit, Weapon Specialist (M56A2 Smart Gun)

## Comtech Marine

It’s a modern battlefield—that means remote driven dropships, robot sentry guns, computer controlled bombs, and worse. You are a Comtech Marine—the squad’s tech spec—skilled with computer systems, radios, diagnostic and hacking devices. Comtechs are essential to any squad and play a significant role in Assault Marine and CBRN Specialist fireteams.

* **KEY ATTRIBUTE**: Wits
* **SKILLS**: Comtech, Observation
* **TALENTS**: Bypass, Banter, Overkill, Past The Limit, Remote

## CBRN Specialist

You are trained to assess, contain, and quarantine chemical, biological, radiological, and nuclear threats. Part field scientist, part rifleman—you’re all marine. Whether it’s a dirty bomb, viral outbreak, or some chemical that melts people’s faces off, you’re the one with the tools who’s cool enough to hold their breath and handle it.

* **KEY ATTRIBUTE**: Wits
* **SKILLS**: Observation, Heavy Machinery
* **TALENTS**: Banter, Inquisitive, Nerves of Steel, Overkill, Weapon Specialist (M240 Incinerator)

## Dedicated Marksman

You are a sniper. You wear a camouflage ghillie suit, blend into the background, and pick off enemy soldiers at long range with your M42A scope rifle. Most platoons employ one or two dedicated marksmen and their spotters.

* **KEY ATTRIBUTE**: Agility
* **SKILLS**: Ranged Combat, Observation
* **TALENTS**: Banter, Killer, Overkill, Past the Limit, Weapon Specialist (M42A Scope Rifle)

## Hospital Corpsman

You are still a rifleman—but you are one of the platoon’s combat medics, able to provide life-saving first aid and even emergency battlefield surgery if needed. Your squad tends to have your back because they know they’ll need you to patch them up when the shit starts flying.

* **KEY ATTRIBUTE**: Empathy
* **SKILLS**: Medical Aid, Observation
* **TALENTS**: Banter, Bodyguard, Field Surgeon, Hug the Dirt, Past the Limit

## Rifleman

As a rifleman, you’re always on the frontline— walking point and looking out for ambushes and traps. The uneducated say you’re just a grunt, but you are much more than that. Part scout and part assault trooper, you are the core of the Colonial Marines’ close combat forces.

1. KEY ATTRIBUTE: Agility
2. SKILLS: Survival, Mobility
3. TALENTS: Banter, Overkill, Past the Limit, Stealthy, Watchful

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* **KEY ATTRIBUTE**: Wits
* **SKILLS**: Comtech, Observation
* **TALENTS**: Bypass, Banter, Overkill, Past The Limit, Remote

## Forward Observer

The first one on the field—you scout ahead to silently take out enemies and secure a vantage point to set up shots for either artillery or a dedicated marksman. An advanced rifleman, you use silenced motion detectors, full spectrum scopes, ghillie suits, and suppressed Pups to coordinate targets for either your sniper or an airstrike.

* **KEY ATTRIBUTE**: Wits
* **SKILLS:** Observation, Mobility
* **TALENTS**: Banter, Watchful, Stealthy, Remote, Hug the Dirt

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