

Imperial Army Cavalry



TANKER



G-SCOUT



GRAV TECH

CAREER OVERVIEW

Cavalry troops are the armored spearhead of modern warfare—fast, brutal, and unrelenting. Whether thundering into battle as a Tanker, scouting hostile terrain in a G-Scout, or keeping the machines of war running as a Grav Tech, Cavalry soldiers dominate the battlefield with speed, firepower, and technical precision. Trained to fight mounted, dismounted, or on the move, they thrive in chaos and bring war to the enemy on a cushion of gravitic thrust.

QUALIFICATION COMMISSION	
INT 6+	SOC 7+
DM-1 for every previous career	
DM-2 if you are aged 30 or more	

CAREER PROGRESS		
	SURVIVAL	ADVANCEMENT
Tanker	END 6+	INT 6+
G-Scout	DEX 7+	INT 5+
Grav Tech	EDU 5+	EDU 7+

ASSIGNMENTS

- Tanker – Operates heavy grav or tracked vehicles in frontline combat.
- G-Scout – Conducts stealth recon and forward scouting in grav APVs.
- Grav Tech – Maintains and repairs advanced grav and battlefield systems.



SKILLS & TRAINING

1D	PERSONAL	SERVICE	ADVANCED	OFFICER (COMMISSIONED ONLY)
1	STR +1	Heavy Weapons (Vehicle)	Tactics (Military)	Tactics (Military)
2	DEX +1	Flyer (Grav)	Recon	Leadership
3	END +1	Melee	Navigation	Advocate
4	Athletics	Gun Combat (Slug)	Engineer (Power)	Diplomat
5	Medic	Electronics (Comms)	Electronics	Electronics
6	Gambler	Electronics (Sensors)	Survival	Admin

1D	TANKER	G-SCOUT	GRAV TECH	MILITARY SCHOOLS*
1	Mechanic	Heavy Weapons (Portable)	Mechanic	CTC or SERE - Survival or Stealth
2	Heavy Weapons (Vehicle)	Stealth	Engineer (Power)	FO Certification - Electronics (Comms)
3	Recon	Recon	Admin	WIT Training Course - Investigation
4	Flyer (Grav)	Electronics (Remote Ops)	Electronics (Sensors)	CATC - Leadership or Tactics (Military)
5	Athletics (END)	Athletics (DEX)	Athletics (STR)	MLMC - Mechanics or Admin
6	Navigation	Navigation	Electronics (Computers)	VOID School - Vacc Suit or Athletics (DEX)

RANKS & BONUSES

RANK	ENLISTED	SKILL OR BONUS	OFFICER	SKILL OR BONUS
0	Private	Gun Combat (Slug) 1		
1	Specialist	Recon 1	2nd Lieutenant	Leadership 1
2	Sergeant	—	1st Lieutenant	—
3	Staff Sergeant	Leadership 1	Captain	Tactics (Military) 1
4	Sergeant 1st Class	—	Major	—
5	1st Sergeant	—	Lieutenant Colonel	—
6	Sergeant Major	—	Colonel	SOC 10 or SOC +1



* CTC - Combat Tracker Course, SERE - Survival, Evasion, Resistance, and Escape, FO - Forward Observer, WIT - Weapons Intelligence Team, CATC - Combat Advisor Training Course, MLMC - Maneuver Leaders Maintenance Course, VOID - Vanguard Orbital Insertion & Descent

MISHAPS (Roll 1D if you fail a Survival check)	
1	Severely injured in action — This is the same as a result of 2 on the Injury table. Alternatively, roll twice on the Injury table and take the lower result.
2	Betrayed in Battle — Your unit is slaughtered in a disastrous battle, for which you blame your commander. Gain them as an Enemy as they have you removed from the service.
3	Buried Conflict — You are deployed to a harsh environment—jungle, swamp, desert, urban hellscape—to fight insurgents. You are discharged due to injury, trauma, or political silence surrounding the mission. Gain Recon 1 or Survival 1, but also gain the rebels as an Enemy.
4	Corruption Uncovered — You discover your commanding officer is involved in illegal activity, such as smuggling weapons or contraband. You may: Join their ring, gaining them as an Ally, but are eventually discharged after the inevitable investigation. Cooperate with military police; a whitewash ensues, and you're still discharged, but you retain your Benefit Roll for this term.
5	Rivalry or Harassment — You are tormented, harassed, or undermined by an officer or peer. You are forced out of service. Gain that individual as a Rival.
6	Injured — You are injured in the line of duty. Roll on the Injury Table (Core Rulebook, p.49).

MUSTERING OUT BENEFITS		
1D	CREDITS	BENEFITS
1	2000	INT +1
2	5000	Weapon (Your Choice)
3	10000	SOC +1
4	10000	Tactics (Military) +1
5	10000	Combat Implant or Armor
6	20000	Ship Share
7	30000	Ally (Military)
8	50000	Specialist Vehicle





EVENTS TABLE

	<i>Roll 2D each term if you pass your Survival check.</i>
2 – Disaster in the field	Disaster in the field. Roll on the Mishap table, but you are not ejected from this career.
3 – Hazardous Recon Mission	You are assigned to a hazardous recon mission deep behind enemy lines. Gain Recon 1 or Navigation 1.
4 – Vehicle Disabled	Your grav vehicle is disabled in combat and you must fight your way back. Gain Gun Combat (Slug) 1 or Athletics (END) 1.
5 – Tactical School	Gain Tactics (Military) 1 or Leadership 1 from combat maneuvers training.
6 – Special Operations Training	You are selected for an elite cross-branch training program alongside Infantry, Artillery, and C4-INTEL forces. Roll Survival 8+ (apply END DM): ✓ Success: Roll for one skill from the Military School Table Gain +1 DM to your next Survival roll Gain a Contact from an expert from the school you attended ✗ Failure: Roll on the Mishap Table
7 – Life Event	Roll on the Life Events Table.
8 – Steel & Blood	Your column is hit hard. The front collapses. Armed with nothing but your tools and sidearm—you are cut off and alone. Standard Resolution Roll: Gun Combat (Slug) 8+ or Leadership 8+ (Apply standard skill and attribute DMs) ✓ Success: You hold the line until help arrives or the unit regroups. Gain Gun Combat (Slug) +1 or Leadership +1 Gain a Contact Awarded the Meritorious Conduct Under Fire Medal Gain +1 DM to your next Advancement Roll. ✗ Failure: You get pinned down by enemy fire, but manage to hide from the enemy. Roll on the Mishap table. (you are not ejected from the career) Or you can choose the next option 📄

Player Option: One-Man Breakthrough

You declare a solo assault on a company-sized enemy force (40–60 troops with light vehicle/drone support).

You mount a direct counterattack with no backup.

Step 1: Survival Check (DEX-based)

Roll Survival 10+ (Add DEX DM)

This represents evading fire and pressing forward through chaos.

✓ Success: Proceed to Step 2.

✗ Failure: You are cut down by enemy fire.

Roll on the Injury Table (*Traveller Core Rulebook*, p.49).

Then Roll: Survival 8+ (Add END DM)

✓ Success: You push on with adrenaline and grit. The injury does not affect your next roll.

✗ Failure: You proceed but your injury affects your next roll normally.

Step 2: Final Assault – Gun Combat

Roll Gun Combat (Slug) 10+ (DMs from Gun Combat + governing stat)

✓ Success:

Despite running out of ammunition, you showed absolute disregard for your own safety—seizing not one but two abandoned enemy rifles and pressing forward with relentless aggression. Amid the chaos, you came across a captured enemy rocket launcher, which you used with deadly precision to eliminate a fortified position. By the time your fearless assault concluded, you had cleared over 300 meters of enemy-held ground, killed more than 50 combatants, and wounded many more—alone.

★ Awarded the Crimson Star of Conquest.

🚩 You earn a battlefield promotion (see below).

Gain:

+1 Tactics

+1 SOC

+1 Benefit Roll

Commissioned Officer: Gain Admin 0 from post-action debriefs

✗ Failure:

Permanently lose 1 point from a physical stat (your choice) for each failed roll.

Lose 1 Contact or -1 SOC

Battlefield Promotion (based on current rank):

Enlisted Rank 0–1: Promote to Sergeant

Enlisted Rank 2–6: Gain a Battlefield Commission to 2nd Lieutenant

Commissioned Officer: Gain automatic promotion. Gain +1 Tactics (Military)

1 SOC, and +1 Benefit Roll.

9 – Combat Prize Claim	During an advance, your unit captures a hostile position loaded with enemy materiel and data caches. Roll Admin 8+ or Electronics (Sensors) 8+: ✓ Success: You file the report or secure the evidence first. Gain +1 DM to one Benefits Roll and Electronics (Computers) 1 or Admin 1. ✗ Failure: You're outmaneuvered in the paperwork shuffle—gain a Rival in logistics or command.
10 – Pathfinder School	You are trained in hostile terrain navigation, overwatch, and stealth movement. Roll Recon 8+ or Survival 8+: ✓ Success: Gain Recon 1 or Navigation 1 Gain boon if you qualify: Pathfinder Prerequisites: Recon 1+, Navigation 1+ Effect: When navigating or scouting in wilderness terrain, roll 3D and discard the lowest die on Recon or Navigation checks. This Boon reflects deep familiarity with natural terrain and movement through the wilds. ✗ Failure: Roll on Mishap Table Still gain Survival 0 or Navigation 0
11 – Tech Salvage	You recover advanced enemy tech under pressure. Gain Engineer (Power) 1 or Electronics (Computers) 1 and DM+4 to your next advancement roll
12 – Steel Wall	You intercept and neutralize a hostile force moments before it overruns a civilian outpost or allied position. Your decisive action — gunning down the lead threat and coordinating your crew under fire — prevents a massacre and secures a key objective. You are automatically promoted.