

Pilot / Gunner

Job description

What do you do?

As a pilot/gunner in VDS you get to fly and operate the latest and greatest in spaceship technology. Ranging from fighters, bombers, or multi crew spacecraft, a VDS pilot/gunner is able to feel at home behind the sticks of any spaceship or turret. Depending on your further specializations you will be able to operate anything from large logistical crafts to the most modern and nimble fighters.

You'll work daily with great colleagues in an elite environment where everyone has each other's backs. No prior experience is needed—you'll receive tailored training so you can start your new challenge with confidence.

Possible positions after Training & Selection:

- Pilot/Gunner - Mobility
- Pilot/Gunner - Tactical Combat

What does the future hold?

There are two main directions you can go for as a Pilot/Gunner in VDS. Depending on which training and qualifications you get you will either go down the "Mobility" or the "Tactical Combat" route.

As a Mobility Pilot/Gunner you will fly logistical craft and dropships. You are a key link in keeping operations going anywhere in the galaxy.

As a Tactical Combat Pilot/Gunner you will operate combat craft ranging from light fighters all the way to the largest capital ships. You are the tip of the spear in the skies, making first contact with the enemy and pushing the boundaries of what space combat can be.

Within your unit you can apply for many more qualification and training courses within Varangin DS. These can have direct correlation to your current position, or allow you the opportunity to take on different positions entirely!

Your training pipeline

1. Intake Interview

A short interview that will get VDS familiarized with you. It will focus on your character, your goals and mindset.

2. VDS Basic Training & Selection

During this phase you will learn the basics of military competencies and mindset. Every VDS member has to go through this phase and is expected to master the concepts taught here. Upon completing this phase you will go into your specific training phases.

3. SPT (Specialized Professional Training)

a. PGBT (Pilot/Gunner Basic Techniques)

You will learn to fly a variety of spacecraft and operate their systems in order to sustain operations in space and on the ground. After mastering the basics of flight you will delve into the intricacies of space combat and mobility. You will learn how to fly effectively with crafts of various sizes, as well as operate their systems both in and out of combat.

4. Option:

a. PGM (Pilot/Gunner Mobility)

During PGM you will further learn how to operate advanced logistical craft such as repair, refuel, and salvage craft. Your skills in deploying these systems will allow you to support combat operations across the galaxy.

b. PGTC (Pilot/Gunner Tactical Combat)

You will master the art of space combat, both in and out of atmosphere. Rigorous pilot and gunner training will ensure your skills are up to the task, no matter what the threat may be.