

# Neshaten Marine

Marines are combat infantry, serving aboard ship, stations, and ground bases. They are used to repel boarders or to fight enemy infantry. They are the [Kingdom of Neshaten](#) main fighting force.

The job of a marine is to always be on alert in case of attack or boarding, thus onboard ships they are tasked with patrolling the ships various compartments, rooms, and corridors and inspecting maintenance conduits. There are naturally areas of a ship or a station where they are not permitted, and only soldiers of a high rank can patrol those areas.

The marines are open to both Shukaren and Myleke, but there is a slight difference between weapon usage. Shukaren can use hand-held weaponry just fine, on the other hand My'leke must use weapon modules which are essentially hand-held firearms redesigned as a module that fits onto their backs.

There are several types of marines, including regular marines, heavy marines, and marine snipers but also sub-occupations that a soldier can choose to train into that extends their training time but often gives them very useful skills. What a marine decides to be is entirely up to them, a marine can focus on one area of training, or can broaden their horizons by focusing on all three.

In the year of EE002, something changed. A consensus by the military showed that the majority of military starships had a high number of marines who, because of their training, were incapable of really doing anything other than handling enemy boarders, boring enemy ships, or taking part in ground operations. This meant that during regular ship to ship combat, a marine was practically useless and incapable of doing much of anything except waiting for the possibility of the ship being boarded.

That changed when the Neshaten's military high command decided upon several new training regimes for their marines; including expanding upon their role so that they would be of more use in space and on the ground. In addition to the regular training they receive, they are also trained in Damage Control, Medical Assistance, and ship to ship warfare; what this means is that marines are now trained on how to repair damage, how to be of use in the medical environment such as assisting a Miester Healer, and also operating a ships turrets - thus shoring up some of the responsibility away from the aviators.

## Duties

- Patrol Ship, Station, or Base looking for intruders.
- Inspect weapons during offtime, train on firing ranges.
- Keep barracks or quarters clean at all times, in the event of an inspection.
- Escort officers during ground operations, or protect civilians when there is combat nearby.
- Always remain alert, even when the situation may not call for it.
- Assist in Damage Control Duties
- Assist in Medical Facility as medical assistants
- Operate a ship or stations turrets

# Primary Occupations

## Infantry

Regular Marines are typically lightly armored and quick, they are equipped with light armor and weaponry so they move around an area with ease.

Skill	Reason
Fighting	All Neshaten, Myleke and Shukaren alike, are taught hand-to-hand combat. However, given their culture, most already know both hand-to-hand and weapons training before they even enter the military. Fighting requires to the use of Martial Arts, Swordsmanship, and Archery.
Survival	The art of surviving in battle and addressing the wounds that a soldier may take is an important skill that they must not only learn but also perfect
Navigation	Land navigation is important, as it helps the marine know where he or she is

## Heavy Marines

Heavy Marines are the hard hitters of the Neshaten, most of the heavy marines are My'leke who are equipped with cannon or artillery modules, such as missile launchers. However, Shukaren also take on the role of heavy marines by equipping themselves with the handheld variants of said weapons.

Heavy marines are typically heavily armored.

Skill	Reason
Fighting	All Neshaten, Myleke and Shukaren alike, are taught hand-to-hand combat. However, given their culture, most already know both hand-to-hand and weapons training before they even enter the military. Fighting requires to the use of Martial Arts, Swordsmanship, and Archery.
Survival	The art of surviving in battle and addressing the wounds that a soldier may take is an important skill that they must not only learn but also perfect.
Navigation	Land navigation is important, as it helps the marine know where he or she is.

## Snipers

Sometimes referred to as Recon Marines, Marine Snipers are the long range combatants of the Neshaten's ground forces. They are used for taking down enemies at ranges and for infiltrating deep behind enemy lines, recons are lightly equipped on armor but carry both thier sniper rifle and a regular rifle for combat.

Skill	Reason
Fighting	All Neshaten, Myleke and Shukaren alike, are taught hand-to-hand combat. However, given their culture, most already know both hand-to-hand and weapons training before they even enter the military. Fighting requires to the use of Martial Arts, Swordsmanship, and Archery.
Rogue	Rogue is needed for snipers as it means that the person not only knows how to hide, but also how to stay hidden

Skill	Reason
Survival	The art of surviving in battle and addressing the wounds that a soldier may take is an important skill that they must not only learn but also perfect
Navigation	Land navigation is important, as it helps the marine know where he or she is

## Sub-Occupations

Sub-occupations are occupations that soldiers can train into after they've completed their main training. All skills in the primary occupation carry over into the sub-occupation.

### Mechanised Marine

Mechanised Marine are soldiers whom are trained to use vehicles, such as tanks and IFV's. They are trained to utilize cannons, and artillery emplacements along with mounted machine guns. They typically accompany regular infantry or marines whom are trained to work with mechanized marines.

Skill	Reason
Vehicular	A skill required by Mechanized Marines, as its needed to operate infantry fighting vehicles and tanks

### Demo Marines

A demolition's marine is a soldier who is trained to work with explosives, whether it's regular mines, or large bombs that can be used to level entire city blocks.

Skill	Reason
Demolitions	In order to know how to use demolitions, a soldier has to be trained.

### Combat Medics

A combat medic is either a marine who is crossed trained as a [healer](#) or a healer who has cross-trained as a marine. Combat Medics know their way around the medical side of things while also capable of defending themselves from enemy combatants, this means that a combat medic doesn't really need to be escorted as they typically know how to fight.

Most Healers who go on missions with a combat element are usually considered combat medics after their first mission.

Combat Medics possess the same [skill traits](#) as a regular healer does.

Neshaten Military Occupations	
Occupation Name	Neshaten Marine

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