

Star Army Giretsu Qualification

A qualification of the [Star Army Infantry](#), Star Army Giretsu (義烈 when written in Yamataigo/Brave in Trade) were the Rikugun's 2nd advanced infantry unit type (the other being the [Star Army Infantry \(Ranger Qualified\)](#)) capable of operating successfully in multiple and extended situations. While they were able to operate in a light role similar to the Rangers, they were primarily trained in the effective use of power armor to accomplish their goals.

The primary focus of the Giretsu Qualification is direct action raids in hostile or sensitive environments that normal Rikugun Centuries would cause issues in or incapable of operating in but don't require the full size centuries of [Star Army Intelligence Operative](#). Secondary missions of a Giretsu includes strategic location seizure, special reconnaissance (heavy), personnel recovery, clandestine insertion, and gathering intelligence on site.

Any member of a non-infantry occupation that completes [Giretsu School](#) for the qualification is considered Giretsu and is expected to act with a high degree of professionalism.

History

Established in [YE 39](#) with the creation of the [Star Army School of Advanced Infantry Combat](#) in a response to a need for specialized schools. In [YE 43](#), Giretsu Centuries and SOFT organized as Task Force Purple participated in the retaking of the Scrapyard System. One of them, the Giretsu Century of the 75th Legion went on to participate in the [Battle Of Glimmergold](#) where they served as a point defense force for the YSS Yukikaze. Members of the Task Force such as [Hiroki Shibuya](#) and [Mikael Harris](#) were awarded the [Red Tessen](#) for their actions during the battle.

After the Battle of Glimmergold, Giretsu Infantry became an official occupation of the Star Army of Yamatai. In [YE 43](#) operational control of the Giretsu was transferred to the newly formed [Star Army Reconnaissance](#), with training and maintenance responsibility remaining with the parent [Area Army](#).

Beginning the 7th Month of [YE 44](#), the Giretsu were disbanded ¹⁾. Following the [Rikugun Reforms and Base Realignment YE 45](#), qualification achieved through [Giretsu Schooling](#) became the Giretsu's sister specialization [Star Army Infantry \(Ranger Qualified\)](#). Giretsu were no longer a distinct branch since [YE 44](#) but became an unofficial term for elite infantry units, living up to the [Yamataigo](#) (邪馬台語) meanings of the word, "strong loyalty, bravery, and heroism".

In late [YE 45](#), Giretsu was revived as a qualification for Star Army Infantry.

Eligibility

Servicemembers have to complete [Giretsu School](#) to become Giretsu Infantrymen. There are two paths that exist to attend the school: new recruits of the [Star Army of Yamatai](#) add a 20G option to their enlistment contract or existing servicemembers can apply and gain admission (striking) based on the

merits of their service.

Ranks

The minimum rank for this occupation is [Santô Hei](#) and the maximum rank is [Taisa](#).

Playing

Giretsu Infantry exist as an elite infantry unit that has some utility in the special operations arena. They are some of the best of the best in their field and are expected to act with a high degree of professionalism and discipline, operating in both space and land.

Giretsu infantry are primarily found on the ground working with [Star Army Rikugun](#) units in offensive operations within planetary conditions. Giretsu Infantry can also be found onboard starships where they conduct both defensive (repel boarders/provide point defense for a ship) and offensive (boarding enemy ships) operations. This typically occurs when a [Star Army Giretsu Century](#) is embarked on a ship, such as the [Giretsu Century of the 75th Legion](#) during YE 42 on the [YSS Yukikaze](#). This has since been transferred to KATANA elements within the fleets, with Giretsu Infantry only doing it if embarked on a ship under attack.

When the Giretsu infantry aren't in the direct line of fire, they are training to maintain their discipline and occupation skills. Here are other highlights on how to play Giretsu Infantrymen:

- They should appropriately check in with their superior or commanding officers.
- They should be focused on [training](#) exercises.
- They should gain an understanding of the [equipment](#), [weapons](#), [ammunition](#), [explosives](#), [vehicles](#), and other gear frequently used in the [Star Army of Yamatai](#). As well those of the enemy.
- They should be ready to engage in combat and mission-specific tasks as directed by their commanding officers.

Skills

In addition to the [Star Army Common Skills](#), an giretsu infantryman's skills may vary based on their proficiencies.

Here is a list of additional skill areas an infantry person may have:

- Fighting
 - Graduates of the school are trained in a variety of combat methods above and beyond the standard SAoY Basic training, including: hand to hand fighting inspired by [Martial Arts](#) of Yamatai; the ability to consistently and accurately place shots using all of a Power Armor's weapons; proper swordsmanship and knife fighting; and the proper use of a shield. Graduates are also trained in proper usage of a bayonet.
 - Sniper and Designated marksman graduates have received additional, extensive training in


long range shooting, including the ability to rapidly account for factors such as magnetic fields, planetary curvature, and wind speed.

- Pointman graduates have received additional training in close quarters gunfighting and melee combat.
- Survival & Military
 - Graduates of the Giretsu school have all received extensive training in wilderness survival and stealth, escape and evasion of a superior enemy force during combat operations, and proper commando and stay-behind operations.
- Physical
 - The school has trained all who graduate it about the abilities of the body, and worked to help them break down any mental barriers they have against using their body's abilities to the maximum capacity.
- Maintenance & Repair
 - All SAIC graduates are capable of performing repairs on their weapons and armors, both in the field and in proper facilities.
- Demolitions
 - Graduates of the SAIC are well trained in the use of Star Army explosives and munitions, including grenades, rockets, missiles, and artillery.
 - Graduates who have received special EOD training are proficient in disarming armed explosives.
- Leadership
 - The SAIC school trains officers and officer candidates who attend in proper small-unit leadership and tactics, with an obvious emphasis on operating in unusual situations or direct assaults.
- Knowledge
 - Graduates of the Giretsu school are able to recognize most Power Armor, Mecha, and Armored Vehicles known to the Star Army of Yamatai from appearance. They are able to be able to accurately assess an enemy unit's capabilities and threat once they have recognized what it is, as well as remember the target's weaknesses and vulnerabilities.

New Giretsu Infantry has around three of the above, while more advanced characters will have more. There are other possibilities for skills depending on your character's history and interests.

Player Expectations

Players with Giretsu Infantry characters are expected to have a basic understanding of infantry tactics and be prepared to research those topics more in-depth. They should also read up on other faction's power armor to get an understanding of potential weak points they have.

Players can get an understanding of the mindset Giretsu tend to have by reading up on the  [United States Army Rangers](#). Other inspirations are video games that make use of “operators” such as Call of Duty, Battlefield, and the Spartans of Halo.

List of Characters

(If available, we can use struct to automatically list characters in that occupation)

Nothing found

OOC Notes

Demibear created this article on 2021/02/20 22:36. Approved by [Wes here](#).

¹⁾
<https://stararmy.com/roleplay-forum/threads/end-of-the-giretsu-infantry-start-of-superior-soldiers.69133/>

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