

Dovanian Military Occupations

Occupations that are available within the Dovanian Military.



Dovanian Army

These are the available occupations within the Dovanian Army.

Combative Occupations

These Occupations are for those who are active duty and on the front lines. A Soldier's job is to be the sword and shield of the Monarchy of Dovania. Neutralizing any and all threats in their path. Rudimentary Physical and Intellectual Army Training essentially opens many of these occupations. However, some occupations do require more training.



Standard Infantry

"The only thing you should feel when you shoot someone, is the recoil."

Standard Infantry, they're idolized and immortalized in the eyes of Dovania. This coed corp of modern infantry is a simple and rudimentary position. Most of the active duty military is consistent of Standard infantry, as it's not very difficult to be accepted. As long as they all the fresh recruits can pass Rudimentary Training, they can be an Infantryman.

All Rudimentary Training takes place at the Reevean Military Academy, located in the Reevean Provence on Xuno. Ran by and maintained by the Dovanian Army. during training they learn all of their rudimentary skills. To see the Standard Infantry skills, please see [rudimentary training](#).

Infantrymen

Infantrymen are the generic Standard Infantry, effective to be placed in large groups for out maneuvering and overwhelming enemy forces. Infantrymen are most effective at close to medium range, making them better for suburban to urban environments.

Marksmen

A sub-occupation within Standard Infantry. Marksmen are specialized for medium to long ranged combat, while not as skilled as snipers, they are skilled enough to be used for ambushes from rural to suburban environments.

Riflemen

Riflemen are a sub-occupation within the Standard Infantry. These are a specialized group for the more 'advanced' squads. While they're similar to the Standard Infantry Unit, they're more effective at medium range, and are more effective in rural to suburban environments.

Military Police

Military Police are a sub-occupation within the Standard Infantry. These Soldiers are trained to maintain the law and enforce any level of clearance anywhere they're stationed. Having the authority to detain individuals that are being disruptive or breaking the law. Dovanian Military Police can also function as standard Civilian Law Enforcement, as they go under the same training.

Mechanized Infantry

"Fueled up, ready to go!!"

The Mechanized Infantry, known for its quick response time and shock tactics. These shock troops are the army's close air support and rapid support. During a gridlock, these soldiers are trained to pierce through enemy lines and to supply Anti-Infantry support.

For Mechanized Infantry skills, please see [mechanized training](#).

Mechanized Infantrymen

These are the generic Mechanized Infantry, they're skilled in fast moving ground based warfare, often being used as shock units.

Vehicle Operator

Vehicle Operators are a sub-occupation of the Mechanized infantry. They operate land and air vehicles for infantry support and mission support. They also are used as defensive and offensive units for fast assault units.

Army Skilled Occupations

Within the Dovanian Army, there are skilled occupations for more specialization and support. These fine brave men and women are skilled for both combative and non-combative occupations. This also means that they have to go through more specialized training for their occupations.



Armored Infantry

“Man, still stuck in this chickenshit outfit!”

Armored Infantry are the heavy soldiers on the frontlines. Trained to be within heavy suits of armor, they work alongside with other units to help add more armored and firepower.

For Armored Infantry Skills, please see [Armored Training](#).

Armored Infantrymen

Armored Infantrymen are the standard unit that composes the Armored Infantry. Often equipped within hardsuits and given missions that require more personal protection. Usually on high value mission.

Power Armored Infantry

Powered Armored Infantry are a sub-occupation within Armored Infantrymen. Placed themselves as the most powerful infantry at the Dovanian Army's disposal. They're the heavy units of the Dovanian Army, trained to deal with more dangerous situations.

Communications

“Incoming message from the Ambassador.”

Communication is key, that is why there are Linguist and Communication Relay Operators. They're the ones who help translate information from anywhere the Dovanian Army needs them. Though these are not by definition combative roles, they will have combat training to prepare them for frontline combat. These soldiers often have 2 occupations, due to the type of occupation they have.

For Communications Skills, please see [Communications Training](#).

Communication Relay Operators

The Communication Relay Operators are trained to relay any and all information back to their command. They're a sub-occupation of the Communications, they're main job is to be the voice of the infantry, reporting in and calling for logistics or reinforcements when needed.

Linguist

A sub-occupation of Communications, the Linguist are trained to learn multiple languages to help translate, this could be used for infiltration, translation, and communications.

Engineering

"I can fix anything."

Engineers, the oil covered grease monkeys of the Dovanian Army. They're the trained Soldiers to operate on maintaining and repairing vehicles, gear, robotics, electronics, and armor. Another role they take on is constructing fortifications and outpost. In a pinch they're trained to create temporary fortifications or defensible locations.

For Engineering Skills, please see [Engineering Training](#).

Combat Engineer

Combat Engineers are the generic occupation for the Engineering Corp. Front line Soldiers that are trained to field repair equipment, vehicles, and armor for themselves and other soldiers. Combat Engineers are also trained for fortifying a position. Though they're trained for repairing and maintaining, that doesn't mean they're not experienced in a fight.

Heavy Ordinance

"Enemy force has been disintegrated."

Heavy Ordinance, the soldiers that love to see enemy armies wiped off the face of the map. Trained to handle highly explosive and heavy ordnance, these are the boys and girls that make things go BOOM. Normally located either within enemy territory, or bombarding it from out of reach.

For Heavy Ordinance Skills, please see [Heavy Ordinance Training](#).



Artillery

Artillery are the generic baseline Heavy Ordnance Soldier. They're behind the frontlines and bombard the enemy line or their specific target. Manning artillery for anti-armor, anti-infantry, and fortification destruction.

Sappers

Sappers are a sub-occupation of Heavy Ordinance, specifically trained to penetrate through enemy fortifications. Normally assigned in squads with other soldiers, Sappers are trained to be the hybrid between a Combat Engineer and Heavy Ordinance Operator. Soldiers having to go through the training of both to be qualified to become a Sapper.

Medical

"Damn it I'm a Medic not a Doctor!"

Medical is what keeps our soldiers happy and healthy. Trained to treat the wounded and ill for only our soldiers in the field, but for our citizens and civilians.

For Medical Skills, please see [Medical Training](#).

Combat Medic

Combat Medics are the standardized Dovanian Army Medical Personnel. They're the front line equivalent of a doctor or nurse. Although they're medical personnel, they are equipped and trained for combat, though are instructed that saving people takes priority. Sometimes having to kill someone to save your own men.

Snipers

"I'm a professional, the best of the best."

Snipers, they are the deadliest shots in the Dovanian Army. Snipers are trained to be accurate, efficient, and quick to their kills. Long distance and stealth are their two main tools, aside from their rifle that they use to dispose of their targets.

For Sniper Skills, please see [Sniper Training](#).

Sniper

Snipers are skilled marksman with enough training to hit a soldier from a mile away. Trained to be deadly accurate at long range, as well as close range combat, having to defend themselves if their position is compromised.

Special Forces

“Whispers in the wind, we are invisible to others.”

Special Forces are the elite within the Dovanian Army. Trained through the most grueling training, they're almost as harshly trained as the Dovanian Royal Guardsmen, making them extremely well trained and delay in multiple forms of combat.

For Special Forces Skills, please see [Special Forces Training](#).

Grey Berets

The Grey Berets are the most common Special Forces, they're highly trained soldiers trained to withstand extreme conditions and environments. Mainly allocated and assigned to squads and placed on specialized missions.

Black Berets

Black Berets are a sub-occupation within Special Forces. The Black Berets are specifically trained to be more stealth and infiltration. Sneaking behind enemy lines to conduct their missions.

Ranger

Rangers are a sub-occupation of Special Forces, having them trained to be effective survivalist. Trained more towards extreme environmental and survival training, they stake out, hold, and destroy hard to secure positions.

Dovanian Navy

These are the available occupations within the Dovanian Navy.

Naval Combative Occupations

These Occupations are for those who are active duty and on the front lines. A Sailors job is to be the one to operate the glorious fleets of Dovania. Defending the grand space of the Monarchy of Dovania from any interstellar force. Rudimentary Physical and Intellectual Army Training essentially opens many of these occupations. However, like the Dovanian Army, some occupations do require more training.



Standard Marine

“Cock block, ready to rock!”

Marines are the defensive personnel aboard any Dovanian Naval vessel. Trained to board and defend against boarding parties toward other space craft. Unlike the Dovanian Army, the Marines are the smallest occupation within the Dovanian Navy. Though similar in that anyone can become one as long as they pass through Rudimentary Training.

For Standard Marine Skills, please see [Rudimentary Training](#).

Marine

Marines are the standard combative unit within the Dovanian Navy. Trained to defend against boarding, or to conduct boarding themselves.

Master at Arms

Master at Arms are a sub-occupation within the Standard Marines. They’re the Military police of the Dovanian Navy, enforcing the rules and code aboard a ship or at any Naval base or outpost.

Starship Artillery

“Kaboom baby!”

Starship Artillery are the Sailors that operate the weapons aboard starships, this includes cannons and AA guns that are not automated. Trained to operate the their stations and weapons to effectively pinpoint their targets and disable to destroy them.

For Starship Artillery Skills, please see [Heavy Ordinance Training](#).

Starship Artillery Operator

Starship Artillery Operators, Sailors trained to operate the manned guns aboard Dovanian Starships. Effective in disabling or destroying their selected targets.

Advanced Naval Occupations

Advanced Naval Occupations are for those trained enough to be greater than just ship security. These include the ones trained to operate the starships and their equipment. Having to go through Rudimentary training, as well as their specialized training.

Pilot

“Who called in the fleet?”

Pilots are the most common Naval personnel within the Dovanian Navy. Tained to operate the interstellar vehicles as well as specially designed power armor for flight.

For Pilot Skills, please see [Armored Training](#).

Fighter/Bomber Pilot

Fighter and Bomber Pilots are among the most populated type of Pilots in the Dovanian Navy. Trained to pilot Fighters, Interceptors, Bombers, Shuttles. These pilots are taught how to track a target, or bomb it into oblivion.

Starship Pilot

Starship Pilots are a sub-occupation of Pilots. These Sailors are trained to operate the larger vessels. Ranging from Corvettes to Dreadnaughts, these pilots work together to keep a Dovanian vessel on corse.

Naval Engineer

“Systems are a go.”

Engineers are the blood of every ship, they keep the Navy maintained and capable of travel. They’re trained to repair and jerry rig equipment to get it to operational condition.

For Naval Engineer Skills, please see [Engineering Training](#).

Starship Engineer

Starship Engineers are Sailors that are either stationed at naval bases outpost working on the starships on base. Or they’re operating on the larger starships.

Naval Medical

"The doctor is in."

Naval Medical are skilled medical personnel trained to keep their fellow Sailors alive. Manning the medical bays of the Dovanian Naval bases, outpost, or Starship medical bays.

For Naval Medical Skills, please see [Medical Training](#).

Naval Medical Personnel

Naval Medical Personnel are the Sailors trained to tend to any wounded personnel handed to them. Trained in how to use medical gear, as well as surgery. Naval Medical Personnel will pick up a weapon if need be to protect their patients.

OOC Notes

[dragon_god](#) created this article on 2019/01/31 18:09.

From:

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Last update: **2023/12/20 21:35**

