

Nepleslian Military Animal Handler

The Nepleslian Military Animal Handler is responsible for the care, training, and handling of military working animals. These animals are specially trained to perform a variety of different tasks, such as detecting explosives, searching for missing individuals, and providing security. The Military Working Animal Handler will work closely with their animal to establish a strong bond and to develop their skills and abilities. Once this bond has been established, the handler and animal will be fitted with a [Bi-neural Oscillation Network Enhancement \(BONE\)](#). The [BONE](#) system allows the handler to work with the animal effectively in a variety of different environments and missions.



History



Military Animal Handlers have been around since the first beings used beasts of burden to transport equipment, knock down enemy fortifications, and carry messages across long distances. As for the [Nepleslian military](#), the MOS came to be in the closing months of [YE 43](#) with the release and implementation of the BONE system. The [BONE](#) system was developed by a team of NAM scientists and engineers who were seeking ways to enhance the capabilities of soldiers and military working animals, namely [Gunhunds](#). They believed that by linking the two together through a neural interface, they could create a more effective and efficient fighting force.

The soldiers and [Gunhunds](#) who were equipped with the [BONE](#) system were able to communicate and coordinate their actions more effectively than ever before. They are able to anticipate each other's movements and respond quickly to changing situations. They are also able to share information and experiences in real-time, which helped them to make better decisions on the battlefield. Soldiers are also able to take control and operate weapons systems and equipment carried by the [Gunhunds](#) remotely.

Eligibility

In order to become a Nepleslian Military Animal Handler, an individual must pass either Marine or Navy basic combat course of the [Star Military of the Democratic Imperium of Nepleslia](#). Upon graduation from

Basic combat training potential Military Animal Handlers are sent to twenty weeks of training during which they are paired with a [Gunhunds](#). Handlers must demonstrate an effective bond with an animal before they are fitted with the [BONE](#) system. This is determined after the first eight weeks of training. If a potential handler fails, they are reassigned at the convenience of the service. Animal Handlers who successfully complete the course can be assigned to Naval or Marine service.

Ranks

The minimum rank for this occupation is [Private First Class](#) or [Crewman](#) and the maximum rank is [Master Sergeant](#) or [Master Chief Petty Officer](#).

The military animal is always one rank higher than its handler, any mistreatment, abuse, or disrespect is then considered to be against a superior officer.

Playing

This MOS involves working closely with military working animals to train them and use them in a variety of different roles, such as bomb detection, search and rescue, security, drug interdiction, or direct action.

Military Working Animal trainers who use the [BONE](#) system are be responsible for operating the neural interface and using it to communicate with their animal. They would need to be trained in the use of the [BONE](#) system and be familiar with its capabilities and limitations.

In addition to working with their animal, handlers who use the [BONE](#) system are also be responsible for maintaining and repairing the equipment, as well as training other handlers and trainers in its use. They might also be involved in research and development to improve the [BONE](#) system and identify new ways to use it in military operations.

Overall, a MOS that utilizes the [BONE](#) system would require a high level of skill and dedication, as well as a strong bond with military working animals. It would be an important and challenging role that would require the ability to work closely with others, think critically, and make quick decisions in high-stress situations.

Equipment

Military Animal Handlers start with [Nepleslian Standard Issue Equipment](#) in addition to the following items.

- 10 days animal food
- veterinary first aid kit
- animal grooming kit
- [BONE](#) interface halo, handler and animal

Skills

- **Communication** : Your character is familiar with basic radio operation and procedures and can make transmissions to and receive transmissions from other characters through headsets, ships, ground vehicles, power armor, and shuttles in both combat and non-combat conditions. Your character is fluent in Nepleslian. He can speak and write it correctly and efficiently and can write reports, fill forms, issue orders under fire, etc. The character is skilled in field communications and is proficient in all rudimentary forms of communication (hand signals, flashing lights, etc).
- **Fighting** : Your character received intensive hand-to-hand combat training (primarily focused on disabling and/or killing opponents) and has followed up that knowledge with a rigorous training program. Weapons he is trained in include pistols of all types, knives, grenades (and other forms of explosive weaponry) and rifles of all kinds. The character is in excellent physical shape and has considerable endurance. The character is also able to pilot land-based power armors, but must rely on the suit's A.I. to do anything advanced.
- **Survival**: The character knows how to survive in hostile environments. He can build shelters, hunt and forage for food, build a fire, etc. The character can camouflage himself and is familiar with guerrilla warfare tactics.
- **Strategy (Tactics/discipline)**: The character can understand and give out tactical commands and work with his troop to follow those commands efficiently. He knows the importance of teamwork on the battlefield, has been intensively trained in discipline and morale, and is able to recognize the command structure even while under extreme pressure (combat, etc). The character is able to recognize ambush points. He knows basic math in order to calculate distances, etc, and can use a tactical map.
- **Animal Handling** : The character can care for, command, and deploy his animal companion, and its equipment, in a variety of tactical situations and environments. The character is also able to maintain and operate the [BONE](#) system.

Player Expectations

Players should familiarize themselves with military working dogs and the various capacities in which they are used in civilian, law enforcement, and military scenarios.

List of Characters

Rank	Page	MOS	Assigned to
Private First Class	Anna Kaine	Nepleslian Military Animal Handler	
Corporal	Richter Keller	Marine Cavalry, Nepleslian Military Animal Handler	flight_of_the_eagle
Corporal	Vana Canterbury	Nepleslian Military Animal Handler	Blackguard

Approval thread:

<https://stararmy.com/roleplay-forum/threads/nep-military-animal-handler.69813/#post-433229> Created by Dana

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Last update: **2023/12/21 05:26**

