

# Space Marine

The most common, basic, and dangerous, job in the [Nepleslian Space Marine Corps](#) is also its most important. Without space marines, there is no Nepleslian Space Marine Corps. And without the Marine Corps, there is no [Democratic Imperium of Nepleslia](#), because nations only exist in the war-torn [Kikyo Sector](#) when you defend them. The Space Marine is both infantry and an operator of power armor. It is their job to close with the enemy and defeat them in close combat.



Amidst the bullet-peppered, garbage-strewn streets of [Funky City](#) is a compound that trains men, women, cyborgs, mutants, aliens, machines, and whoever else is gutsy enough to fight for their country to become marines. They learn [NSMC Skills](#) including keeping physically fit, accurate with weapons, hip to military customs, and become at least somewhat professional when in their distinctive green [uniform](#). They leave basic training with [Nepleslian Standard Issue Equipment](#) and are assigned to a unit.

From the Space Marine occupations other, more skilled and more specific, occupations become available (such as sniper) should a space marine wish to continue their training to a higher, more advanced, level.

## Training

Basic Training for NSMC marines is drilled into every new marine at the [Funky City](#) boot camp.

This course lasts for five consecutive months, with the fifth and final being the most grueling part of the training. During the first four months, the recruits are exposed to the [Nepleslian Space Marine Corps Creed](#) and an indoctrination to a sense of comradery and brotherhood with his fellow marines.

In the first month, the trainees' physical and mental capacities are stressed to the limit to familiarize them to the grueling sense of sleeplessness and fatigue of military life and also to break down their mental barriers against defiance to authority and orders from superiors. This is eased up in the second month when they begin learning how to use personal weapons and equipment, how the NSMC is structured, and to communicate up and down the chain of command.

In the third month, they are taught how to operate Power Armors such as the [Hostile](#), [Aggressor](#) and [M10 Raider Light Armor](#), being the three most popular of DIoN armored frames with secondary classes in specialized armors such as the [NAM VOID Advanced Tactical Power Armor](#), [NAM Terratech High Mobility Assault Armorsuit - "Slayer"](#), [NAM Terratech Breakthrough Armorsuit - "Cyclops"](#), and [NAM Terratech Heavy Assault Armorsuit - "Devastator"](#) in addition to classroom and physical courses.

In the fourth month, they go on wilderness survival and simulated combat courses. All of their efforts culminate in the fifth month of training, Hell Month. During this month, recruits are tested in every manner possible to see how much they have absorbed and progressed. Each day's test is a surprise to the recruits. It could be a 15 km run with full combat gear followed by a live-fire combat exercise or it could be a grueling test of Marine Corps philosophy and tactics followed by personal interviews asking recruits to respond to specific scenarios while under mental duress from a lack of sleep. Nothing is off-limits during this month if it results in a stronger, tougher, smarter Marine.

Some marines go on to further training based on their occupation in different locations such as the [Support, Aid, and Warden \(SAW\) Corps](#) and [Tech Specialist](#) taking training classes and internships with the NYRDS in the case of the former and NAM with the latter.

## Skills

Each marines comes out with a basic skillset learned from their training. Additional skills can be learned or taught over time from past or future experiences but the most basic skills each marine has are:

==== Communication ====

Marines are familiar with basic operation and procedures of radio and communications equipment and can both make and receive transmissions other DIoN military personnel through headsets, ship communications systems, ground vehicles, power armor, and shuttles both in combat and out of combat with the proper discipline and procedures necessary to make their transmission and

intentions known by the receiver. Marines are fluent in Trade. They are able to speak and write both correctly and efficiently to a degree and can write reports, fill forms, issue orders under fire, etc.

If a marine is illiterate or incapable of doing such he/she/they are entitled to a personal AI assistant such as a [[technology:nepleslia:savtech\_jane|]] or similar market option companion who can do so for them digitally or tutor them in such. The marine is skilled in field communications and is proficient in all rudimentary forms of communication (hand signals, flashing lights, etc).

#### ==== Combat ====

Marines are trained to stay fit, to shoot weapons, and to be able to at a moments notice commit extreme and even lethal physical violence without a moment hesitation. To achieve this, marines are trained to devoting at least an hour daily to physical fitness and mental combat training such as drilling or combat exercise

Marines are trained to fire accurately, and in the same direction as other marines. Marines are training in all available weapons platforms large and small in the operation, maintenance, repair, and function of all DIoN issued weapons in an out of their profession from the smallest handgun to the largest of powered armor based weaponry. Last but most important of all marines are taught the basics of hand to hand combat in the form of self-defense training and each can memorize from muscle and memory alike the information pertained on the [[faction:nepleslia:premier\_pyros\_pro-tips\_to\_plucky\_pugilism\_and\_proper\_punching|]].

All marines are also trained in the use of the basic trio of Nepleslian power armor, the [[faction:nepleslia:equipment:hostile|Hostile]], [[faction:nepleslia:equipment:aggressor|Aggressor]], and [[faction:nepleslia:equipment:raider\_light\_armor|Raider]]. With ID-SOL and half SOL being given additional training in the [[faction:nepleslia:equipment:cyclops|]]. Any other available Nepleslian powered armors are trained situationally or on request from the [[faction:nepleslia:equipment:void\_tactical\_armor|]] to the [[faction:nepleslia:equipment:slayer|]] or the ELEMENT series of powered armor.

#### ==== Strategy ====

The basic understanding of following orders, marines learn about combat tactics and the differences between power armor and light infantry operations. They are also taught about combined arms operations, utilizing [[faction:nepleslia:military:nepleslian\_star\_navy|Navy]] and Marine airborne assets to support their own operations. They also learn how to plan and execute various non-standard operations such as commando raids, reconnaissance, urban, jungle, desert & artic warfare as well as starship boarding operations.

In basic training a Marine is taught how to wear `[[faction:nepleslia:uniforms:ye_30_standard_marine_uniform|their uniform]]`, How to sleep in and maintain a hammock bed, to not speak unless spoken to when dealing with a superior officer such as saluting and not saluting in combat conditions, and to follow orders without hesitation or speaking back.

#### ==== Survival ====

Nepleslian Marines are trained not only to be able to survive in hostile conditions but to thrive if given the opportunity. Marines are trained to live off the land without resupply through training spent teaching them the skills to recognize edible plants and animals throughout the kikyo sector, to catch and prepare said animals, and how to navigate without electronics or a map. Marines are also taught how to make a fire without any of the usual means as well as to survive in cold weather without a fire.

Before each mission marines are given a pamphlet or dossier on the conditions on their operation zone or those of not only their planet they are on by of those within the system from the local flora and fauna, to easily memorable star charts for navigation or ease of access information such as local friendly DIoN elements, communications channels, or established but otherwise abandoned locations and landmarks.

## List of Characters

This list is automatically updated based on structured data attached to individual character pages.

Rank	Page	MOS
<a href="#">Private</a>	<a href="#">Adam Edison</a>	<a href="#">Space Marine</a>
<a href="#">Private</a>	<a href="#">Albert Ethan Gisgard</a>	<a href="#">Space Marine</a>
<a href="#">Private</a>	<a href="#">Amber Ormaund</a>	<a href="#">Space Marine</a>
<a href="#">Private</a>	<a href="#">Belial Ecanus</a>	<a href="#">Space Marine</a>
<a href="#">Private</a>	<a href="#">Edward</a>	<a href="#">Space Marine</a>
<a href="#">Private</a>	<a href="#">Ezra Brand</a>	<a href="#">Space Marine</a>
<a href="#">Private</a>	<a href="#">Faraday Terrence</a>	<a href="#">Space Marine</a>
<a href="#">Master Chief Petty Officer</a>	<a href="#">Fian Vel Steyr</a>	<a href="#">Space Marine</a>
<a href="#">Private</a>	<a href="#">Glynn Shields</a>	<a href="#">NSMC Demolitionist, Space Marine</a>
<a href="#">Private</a>	<a href="#">Gustav Slyren</a>	<a href="#">Space Marine</a>
<a href="#">Private</a>	<a href="#">Harvey Grant</a>	<a href="#">Space Marine</a>
	<a href="#">Jed Tor</a>	<a href="#">Space Marine</a>
<a href="#">Sergeant</a>	<a href="#">Jet Endurain</a>	<a href="#">Space Marine</a>
<a href="#">Private</a>	<a href="#">Jinako Tabako</a>	<a href="#">Space Marine</a>

Rank	Page	MOS
	<a href="#">John Hawkins</a>	<a href="#">Space Marine</a>
	<a href="#">Julian Hunter</a>	<a href="#">Space Marine</a>
	<a href="#">Kajiim Ashad</a>	<a href="#">Space Marine</a>
	<a href="#">Kassandra "Kass" Hammerhand</a>	<a href="#">Space Marine</a>
Private	<a href="#">Keisha Mersina</a>	<a href="#">Space Marine</a>
Corporal	<a href="#">Lisa Simmons</a>	<a href="#">Space Marine</a>
Private	<a href="#">Maggie Meyers</a>	<a href="#">Space Marine</a>
	<a href="#">Max Power</a>	<a href="#">Space Marine</a>
Lieutenant (NSMC)	<a href="#">Menelik Berhane</a>	<a href="#">Space Marine</a>
Private	<a href="#">Miles Haggard</a>	<a href="#">NSMC Demolitionist, Space Marine</a>
Private	<a href="#">Nalia Simmons</a>	<a href="#">Space Marine</a>
Private	<a href="#">Ozzrik King</a>	<a href="#">Space Marine</a>
Corporal	<a href="#">Rex Bridges</a>	<a href="#">Space Marine</a>
Private	<a href="#">Rhogar Castus</a>	<a href="#">Space Marine</a>
Private	<a href="#">Richard Braddock</a>	<a href="#">Space Marine</a>
Private First Class	<a href="#">Rita Stenton</a>	<a href="#">Space Marine</a>
Private First Class	<a href="#">Roy S. (Samson) Rotundo</a>	<a href="#">Space Marine</a>
Private	<a href="#">Ruse T. Haives</a>	<a href="#">Space Marine</a>
Private	<a href="#">Ryder Dawson</a>	<a href="#">Space Marine</a>
	<a href="#">Samantha "Sam" Oliver</a>	<a href="#">Space Marine</a>
Corporal	<a href="#">Sawyer Aubrey</a>	<a href="#">Space Marine</a>
	<a href="#">Sebastien Murinae</a>	<a href="#">Space Marine</a>
Private	<a href="#">Takahiro Sunadori</a>	<a href="#">Space Marine</a>
Private	<a href="#">Tanya Kuznyetski</a>	<a href="#">Space Marine</a>
Private	<a href="#">Cynder Trobella</a>	<a href="#">Space Marine</a>
Private First Class	<a href="#">William Howard Harrison</a>	<a href="#">Space Marine</a>
Private	<a href="#">Wolfram Schwartz</a>	<a href="#">Space Marine</a>

## OOO Notes

Wes created this article on 2019/06/21 02:13.

From:

<https://wiki.stararmy.com/> - **STAR ARMY**

Permanent link:

[https://wiki.stararmy.com/doku.php?id=faction:nepleslia:military:occupations:space\\_marine](https://wiki.stararmy.com/doku.php?id=faction:nepleslia:military:occupations:space_marine)

Last update: **2024/01/24 08:48**

