

Tech Specialist

☐☐ **This occupation is incomplete. It lacks many of the drones needed to serve its role. Please make some if you feel inspired. Look [here](#) for free already made models or art if you need any!** ☐☐

Trained in the usage of advanced military technologies and automated drone weapons platforms; The Tech Specialists is an occupation within the [NSMC](#). Marines who choose this profession are trained to operate various drone platforms, radio operations, and the use, maintenance, and repair of almost any piece of technology within the NSMC from the simplest datajockey to the fried conduits of a surface to space anti-ship battery.

Marine Tech Specialists are all required to be well-read and schooled and have full literacy in not only [Trade \(language\)](#) but also [Yamataigo \(邪馬台語\)](#). Each perspective Tech Specialist undergoes basic NSMC training but upon completion is interned in a full familiarization program within a ten-week course at a private live-in [Neplesian Arms and Munitions](#) facility where they will learn the ins and outs of most of the Democratic Imperiums issued technology from the very people that built it but are not subject to exposure to classified technologies such as those issued or available to the [Intelligence and Pacification Group](#)¹⁾

This course in NAM also includes the issuing of the marines [Tech-Pack](#) and its operation from the various drones it can connect to, to the various radio functions that allow the Tech Specialist to communicate long range with not only NSMC command posts but also ranging from NSN fighter/bomber assets in the area and NSN starships in low orbit.

Equipment

Tech Specialists are issued additional equipment beyond the [Neplesian Standard Issue Equipment](#). This gear includes a personally issued [Savtech JANE](#) companion without an android body which is *not* subject for replacement in favor of an aftermarket companion. Such aftermarket AI must be paid for by the specialist with their own pay and are not subject to replacing the issued JANE. Each specialist is also issued their own [Tech-Pack](#) and the various drones that come with it, including but not limited to²⁾:



Drones not included within the pack that belong to the DIoN are, but are not limited to³⁾:

- [Na-J3](#)

The pack itself can also interface with non-DIoN oriented drones owned by the operator such as, but not limited to:

- [Ze-J1 "Jimmy" Combat Robot](#)
- ["Ernie" Protection Robot](#)
- [EM-J3-1a "Dennis"](#)
- [EM-J6-1 "Rayleigh"](#)
- [Blister Drones](#)
- [Wasp Drone](#)

Skills

Tech specialists start with these common skills:

==== Communication ====

Marines and naval personnel 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. DIoN personnel 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 they are 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. They are skilled in field communications and is proficient in all rudimentary forms of communication (hand signals, flashing lights, etc).

==== Combat ====

Marines and Naval personnel 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, they 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 and naval personnel 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 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 and naval personnel are trained not only to be able to survive in hostile conditions but to thrive if given the opportunity. They 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 they 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.

==== Technology Operation ====

Each Tech Specialist undergoes a ten-week course at a private live-in [[corp:nepleslian_arms_and_munitions|]] facility where they learn the ins and outs of most of the Democratic Imperiums issued technology from the very people that built it but are not subject to exposure to classified technologies such as those issued or available to the [[faction:nepleslia:ipg|]]

This course teaches them the operation, use, maintenance, repair and background behind these technologies and their functions and ensures each trainee is a specialist in their field capable of keeping their units technology operational but not to the degree that they would be considered an HVT or valuable asset for capture or interrogation in regards to the framework of sensitive military technologies.

====Specialty: Tech Specialist====

Tech Specialists are trained in the usage of advanced military technologies and automated drone weapons platforms. Each Tech Specialists is a marine who is trained to operate various drone platforms, radio operations, and the use, maintenance, and repair of almost any piece of technology within the NSMC. Tech specialists are expected to maintain, repair, and optimize NSMC and DIoN equipment such as weapons, technologies, vehicles, general equipment, and systems. Each tech specialist is issued and trained in the usage of a DIoN issued [[technology:nepleslia:savtech_jane|]]

OOO Notes

[Charmaylarg](#) created this article on 2020/05/02 08:50.

1)

Though its possible for them to guesstimate and attempt repairs through second-hand knowledge if it ever came to it.

2)

please add small drones here

3)

please add other drones here when made

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