

Nepleslian Engineer

Engineer is a technical occupation in not only the [Nepleslian Space Marine Corps](#) but also the [Nepleslian Star Navy](#) that share different but still somewhat similar roles.

Nepleslian Military Engineers are allowed and encouraged to wear a special steel gray armband with a crossed-screwdriver-and-wrench-on-a-gear logo on it, in the same way, that medics have an identifying armband for their profession. Marines are separated into two different classifications; *Ground* or *Fleet* to represent the NSMC and NSN branches respectfully who share a common and friendly rivalry between their engineers and also the often unspoken but not always untrue stance that an engineer from the fleet or marines may often be the smartest person in the room and should never have their opinions discounted due to rank or affiliated branch compared to their basic grunt or crewman counterparts.



Marine Engineer

Nepleslian Military Engineers in the marines tend to work on ground vehicles and tanks, as well as maintaining the combat power armor and hand weapons used by their fellow marines. They tend to be covered in any varying degrees of grease, lubricant, and good ol'fashioned dirt through the value of being the most '*hands on*' of marine specialties.

Likewise, engineers in the NSMC have a second value beyond vehicles and armor and are often cross-trained in the military and industrial engineering to the degree that a well trained NSMC engineer might very well be the most dangerous individual within miles due to their training in building and dismantling any structure or fortification they can imagine and can instruct and lead others to do so. More than one impenetrable fortress or set of valuable infrastructure has been designed and implemented by even the lowest-ranked privates trained as an engineer. They likewise are responsible for devising and building bases and outposts or taking the lead of other marines to accomplish this task.

Starship Engineer

Nepleslian Military Engineers working for the Navy monitor, maintain, and repair all serviceable parts and

components of their assigned starship. In combat, they join or lead damage control teams to effect emergency repairs to critical ship systems that may be damaged in combat, and plugging holes in the ship's hull because, as it turns out, having a supply of breathable air is pretty important in space.

Starship engineers, like their marine counterparts, are capable of more than just simple labor and repairs within their field and each is a hypothetical shipwright in their own right with the possible knowledge of not only their ship but they *hypotheticals* and composition of starships, stations, and celestial bodies alike and can often pinpoint where something on a ship is most likely to be housed or built even without ever stepping foot on it and are usually the savviest navigators within any ship or station in regards to finding their way without the need of trial and error. Finally, starship engineers are often crucial in the recovery and scuttling of disabled starships and are even crucial in boarding actions when the most optimal route to breach into a ship and navigating its interior is a must.

Equipment

Engineers of both branches are trained in the basic maintenance and even engineering of their vehicles and ships and have access to a wide degree of tools beyond fabricators that are but not limited to:

- [Engineer Arm](#)
- [Na-TK17 Engineer Toolkit](#)
- [Ulti-Tool Multiple Purpose Tool](#)
- [AwesomeCorp DataJockey](#)
- [Na-G2-01a Medtech/Terratech TEK](#)

Skills

Engineers in both branches however different in their responsibilities share a common skillset between them.

==== 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 DIO 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 & arctic 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.

====Specialty: Engineering ====

Engineers are trained in the maintenance and repair of vehicles and equipment related to their military branch. For the case of marines this includes tanks and armored vehicles, and starships and fighters in the case of navy engineers. As well as both branches are trained in the maintenance and repair and refit of powered armor and basic to intermediate training in the military, industrial, and infrastructural engineering.

Naval engineers know the basic layouts of starships, stations, and celestial bodies for purposes of repair and damage control and are expected to form or lead teams in regards to damage control or preventative maintenance.

OOC Notes

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