

Cadet training (and Patrol training in general) is not based on brutalizing and dehumanizing soldiers, breaking them down so that they can be rebuilt into a desired image. Rather, it focuses on strengthening the best within a candidate and suppressing, or destroying, the worst. Members of the Solar Patrol are not expected to obey because they've been conditioned to obey – they're expected to obey because they fully understand their duty and the correctness of their orders.

In any given year, about 1% of those who pass the Cadet Program are offered a commission in the patrol, and 75% of those accept it.

The commission does not make one a full Patrolman, though. An intensive two-year training program follows, with those who performed well in the Cadet Corps considered "very likely" to advance to Patrolman junior grade, with a 50% failure rate.

Those who did not partake in the Cadet Program are still able to join the Patrol, though it is more difficult. The Patrol is demanding and expects a lot of service out of each recruit, so the age window for volunteers is narrow – 16 to 24. Non-Cadet Corps volunteers receive a range of basic physical, mental, and psychological tests, as well as a background check, over a period of two days. If they pass these, they are sent to an intensive testing camp, which compresses the multi-year program of the Cadet Corps into three months of grueling hell. Those who make it through the program – 5% of admittees – enter the full two-year Patrol Training Course.

More rarely, experienced soldiers from other branches of the military are transferred to the Patrol. This can sometimes result in friction, as a general belief pervades the members that anyone good enough to be in the Patrol would have joined up directly; the rest of the military is a sort of "consolation prize" for those who failed to make the cut. Despite this condescending (and not wholly accurate) attitude, those who make such transfers are known for performing with honor and distinction, as well as serving the vital duty of keeping the Patrol from becoming too isolated and elitist.

Patrol Grades

This table presents the grades of the Patrol, from lowest to highest, and their equivalent **GURPS** Ranks.

Rank Table

Title	GURPS Rank
Patrolman, Junior Grade	1
Patrolman	2
Patrolman, First Class	2
Junior Lieutenant	2
Lieutenant Second Class	2
Lieutenant First Class	3
Full Lieutenant	3
Captain	4
Fleet Captain	5
Major	5
Commander	5
High Commander	6
Admiral	6
High Admiral	7
Admiral of the Solar Patrol	8



Gender and the Patrol

The Patrol accepts all into its ranks, male and female alike, but it does not make special allowances in the name of equality. Because of the harsh physical demands, more men than women join the Patrol, with a male/female ratio of 3:2. No discrimination exists in terms of assignments or ranks, and there are no special Women's Corps or Ladies Auxiliaries, as exist in other branches of the Earth League military. Those good enough to get into the Patrol are good enough to do anything the Patrol might require, and that is that.

See also *Gender Roles in the Genre*, p. 8.

By tradition, an officer must attain lieutenant first class to be granted command of a ship. If a Patrolman of lesser rank takes command in an emergency and distinguishes himself, a review board grants (depending on the circumstances) a retroactive promotion to LFC once the situation has been resolved. Such individuals are informally addressed as "LFC Pending (name)" while the senior officers do the (expected) paperwork. This is considered to be a great honor and compliment, especially if it comes from a captain or above – it is a sign the individual has shown himself fully worthy of command, even if his uniform does not reflect that fact just yet.

LUNA

Rarely called "the Moon" any more except by the ignorant or the old-fashioned (there are too many moons of importance in the System for any one of them to be granted "the" status – at best, it should be referred to as "Earth's moon"), Luna is home to the oldest human settlements off Earth. New Plymouth Dome holds slightly over a million Lunarians (the term "Lunatic" is considered insulting if used by an outsider, but acceptable if used between Lunarians), and Luna in general has a population of 20 million.

Luna was first settled in the early 1970s. In the first few years, formal government-sponsored colonies were the norm, but by the middle of the 1970s, corporations, small subcultures, and even backyard mechanics found ways to get to there and settle down. The ease of converting standard jet airplanes to space-worthy (barely) vehicles triggered a gold rush of Lunar settlement, or, more specifically, a diamond rush.

The Diamond Rush

In 1973, the mining shaft at New Plymouth, originally built to extract ores and ice deposits, began turning up something extraordinary. Some quirk of Luna – the low gravity, the composition of the ground, the constant bombardment of cosmic rays without an atmospheric filter, something – had caused Luna to produce diamonds of incomparable quality. They were generally larger and less flawed than Earth diamonds, but that was not the end of it. Lunar diamonds contain odd internal refractive structures that produce a slight but noticeable glow when exposed to sunlight or full-spectrum artificial light. Every shade of the spectrum is represented, and some have claimed (falsely) that "no two lunar diamonds are precisely the same color."