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A Day in the Life

Impossible odds, irrational deadlines, being expected to do the impossible with next to nothing... that was what being a Marine was all about, wasn't it? But somehow, when Lieutenant Colonel Katia Rudinko joined the corps, she'd always envisioned the impossible challenges to involve swarming Cardassian hordes or vast Tholian armadas... not a parking-lot full of supplies.

A sigh escaped her lips as she gazed out over the thousand-square-meter patch of desert littered with supply trucks. Suddenly, for no reason she could divine, she remembered a quote from a 20th Century Earth text she'd read at the Academy: "No military unit anywhere does anything without a steady supply of food, fuel, water, ammunition, and all the other things that keep them going."

As necessary as this job may be, she thought to herself, *it certainly isn't glamorous*. As the commander of the 145th Combat Service Support Group, Rudinko was expected to keep an entire Marine Expeditionary Unit fed, stocked, paid... all of those "things that keep them going." And all she had to do it with was a laughingly small staff and a seemingly inexhaustible supply of raktajino.

"Okay people, let's get moving! We have 33 minutes before the first T-6 lands on pad 'C', we need to get the 189th's field gear over there now! Suvak, you stage the 474th's gear over here, the rest goes to pad 'D'. Let's go people, nobody else moves unless we do!"

Barking and pointing, she seemed like the choreographer of a world class ballet troupe composed of Hortas: not much to look at, but inexplicably graceful. Antigravs slipped past one another with huge loads missing each other by only centimeters—and seeming to go in every direction at once. No one walking into the staging area could reasonably be expected to have the faintest idea what was going on, but the 145th had it down to a science...

* * *

Science. Why do so many people see science and spirituality as mutually exclusive? thought Chaplain K'kil. They didn't have to be, and in fact many faiths held that one led to the other. Maybe it was just a uniquely human point of view. He had so much trouble figuring out humans.

He was as much a counsellor as holy man. Marines sought him out, or didn't, for a variety of reasons, but no one was required to see him. Some thought him obsolete in the 24th century where technology and science ruled the day, but the warrior priest enjoyed his unique role in the elite fighting forces of the SFMC.

A member of the Support Branch-Chaplain's Corps, he was assigned on detached duty to an Infantry Battalion which was, at the moment, a very long way from home. Where was not important to K'kil...nor was why they were there, or which faceless enemy waited for them this time. What mattered to the small, wiry, Andorian was that the souls of these men had been placed in his charge. No matter what god they prayed to, or whether they prayed to any god at all, was not what mattered—he was there for them if and when they needed him.

And now in his office was a human Lance Corporal looking lost and alone. He'd been raised by God-fearing Christian parents, but he himself claimed not to subscribe to their faith. A Combat Engineer by trade, he'd always believed that science, logic, and reason were the tools one needed to make sense of life. At least that's what he had thought until his best friend was killed in the air strike two days ago. Reason failed him now, and the only place he could think to go for answers was the person his platoon referred to as "The Padre."

* * *

I should have become a Padre! thought sergeant Feeny as he low-crawled up to the bunker. It wasn't just a facetious musing, either: Pete had very nearly joined the seminary before deciding to be a Military Police Officer instead. People told him he had a highly developed sense of right and wrong. He enjoyed police work immensely—it made him feel good to think (at least hope) he was helping the good people and removing the bad from circulation.

But his current predicament had little to do with law enforcement—although it was undeniably *military* police work. He *had* been assigned to rear-area security, but the definition of "rear" had undergone a radical revision due to a daring enemy airborne assault. Now, he and his partners from the 622nd MP group had shifted their priorities from perimeter security to fighting for their lives.

The enemy had taken up a position inside a bunker that had belonged to the good guys a few hours ago. Feeny was determined to get it back. With the support of the heavy phaser emplacement, they had a chance to hold out until reinforcements arrived. "Hold on until we can get you some air support," HQ had said. How many times had soldiers in trouble heard that same old song...

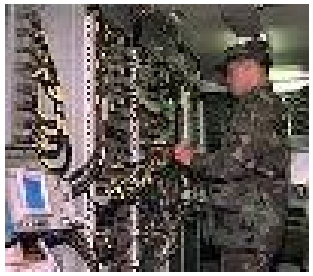
* * *

I am so tired of this same old song! her mind screamed. She was playing "Hail to the Chief" for what she estimated was the 478th time in her career with the Marine Corps Band. Of course it was an honor to play for the President of the Federation. The Marine Corps Band, in one form or another, had been playing for Presidents for over 400 years. Being one of *The President's Own* was something she'd aspired to for her entire musical career. And her dream had come true three years ago when she finally made the cut to be in the esteemed group of musicians marching on her flanks.

But that damnable song was really getting on her nerves for some reason today. The more she thought about it though, the more she had to laugh at herself. She was just trying to find something to bitch about. As Marine musical careers go, hers had been charmed. She was already in line for section leader, and after that, who knew? Maybe she could even make it to Drum Major...

* * *

Major Savok was looking as puzzled as his Vulcan stoicism allowed. Logic failed, for the moment, to find the cause of the subspace relay failure. If he could not get it fixed soon, an entire MECHA Battalion was going to be cut off from their close air support for the better part of their landing. Fixing it soon was the only way the mission could be salvaged. Landing the Mechs without air support would mean their sure annihilation from above by enemy fighters.



The Major ordered three modules pulled and replaced as the balance of his 57th Signal Group scrambled to find the cause of the relay's failure. The lion's share of his Signal Corps unit were aboard the USS *Tarawa* securing the communications on the Mechs destined for planetfall. Savok and his team had raced to the relay on the fast scout *Pathfinder* so that they could reestablish contact with the carrier *Oriskany* and her task force.

Savok checked his chronometer. The Captain of the *Tarawa* and the OIC of the landing battalion had been clear: he had one hour to get the relay operational, or the mission would have to be scrubbed. Another landing would not be possible for at least two days. If the Tholians had two days to resupply their stronghold on Velda Prime, any SFMC assault would face much heavier opposition than that now anticipated. A great deal rested on Savok and his Signal Corps.

* * *

The troops, reflected Lieutenant General Sovolevsky, *I don't know what I'd do without them.* The General was the SFMC Support Branch Director, and he fully appreciated the weight that rested on his shoulders... and the fact that the majority of it had to be borne by countless thousands of troops scattered throughout the galaxy in hundreds of thankless, glamourless jobs everywhere.

He knew on any given day—today, for example—each of them were engaged in such widely disparate activities as keeping the ground-pounders fed, saving a soldier's soul, keeping their fellow Marines honest, marching in a band, and keeping the Corps talking. Each and every day, in fact, his troops kept the Corps going. No Marine in the Federation would fight today if the Support Branch troops weren't there behind the scenes.

Well, the rest of the Corps may think these jobs thankless, thought the General, *but I know who the real heroes are.*

Part 1 - Introduction
Welcome Aboard!

➥ NOTE

Students will find that this manual differs from other branch manuals due to the sheer volume of familiarization material required for a good overview of this very diverse branch. The usual History section has been omitted to make room for more operational and organizational information.

Welcome to the Support Branch Guidebook of the STARFLEET Marine Corps (SFMC). This publication is intended primarily for members of the SFMC, which is a component of STARFLEET, The International Star Trek Fan Association, Inc. (SFI). However, anyone with an interest in our part of the Star Trek universe is invited to look and learn. This manual is intended to serve as a handy reference work for members of the Support Branch, covering the Branch's equipment, tactics, missions, and organization. In short, it is a one-book source for the new member wherein they can get the information they need to role play as a member of the Support Branch.

The majority of this work is obviously fictional in nature, but the references to uniforms and insignia of the SFMC are accurate. It is intended to provide a source of "background material" for members of the Branch, and/or anyone interested in the concept of Support services in the 24th century. It is not the last word on the subject, however, as material is constantly being revised, upgraded and updated by the members of the branch themselves.

Copyright and Disclaimer

Pronoun Disclaimer

The use of "he, his, him," etc., and in particular the term "man" as in "crewman", are used for convenience as the standard English-language convention for unknown-gender pronouns. Not very politically correct, perhaps, but grammatical... and a lot less awkward than "crewpersons". The point is, we don't mean anything by it.

Dedication

"To the countless millions behind the scenes, who make the glorious possible, and the impossible happen."

Acknowledgments

This manual would not have been possible without the help of Michael Krogh, James Monroe, Mike Smith, Jim McNulty, and Matt Copple. A special thanks to Wade Olson who not only worked hard on this manual, but also served as proofreader extraordinaire on the Infantry, SpecOps, and Medical Guidebooks as well. Thanks to you all for your ideas, corrections, and your *support*.

Reporting Authority

The governing authority for Support Branch information is the Commanding Officer, Training Command (COTRACOM). Send questions, comments, or suggestions concerning Support to:

Kevin McNulty
3820 McFarlane Drive
Tallahassee, FL 32303 email: cotracom@aol.com

Branch Basics

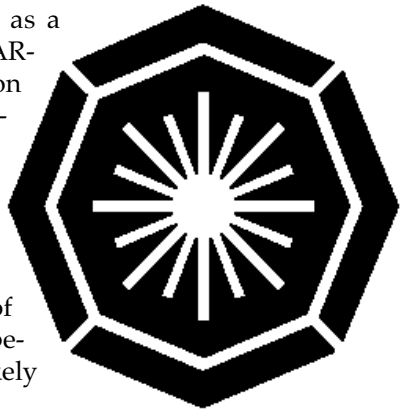
The Support Motto: "Duty, Honor, Service"

This succinctly states the Branch's highest ideals. Almost every activity of the Branch revolves around serving some part or portion of the Corps in some way. The Branch is very aware and very proud of who their "customers" are, and they aspire to provide the utmost in customer service in all their activities.

The Support Slogan: "We Deliver!"

A more informal paraphrasing of the motto, this slogan was actually the unofficial motto of the Combat Service Support Command (and still is). It was so commonly used throughout the Branch, however, that it was recently adopted as the official slogan for the entire Support Branch.

The Support Device: "The Octagon"



The Octagon used by the Support Branch actually began its iconic life as a stylized dilithium crystal chamber which served as the symbol of the STARFLEET Engineering and Support Services Division for years. This division actually supplied most of the support services for the SFMC until a few decades ago. As the SFMC grew, more and more Marine support activities were assumed by the Marine Corps, and eventually a new service branch was formed to contain them all. At the same time that the new branch was being formed, the octagon fell into disuse in the Fleet, and so was adopted by the SFMC Support Branch as its own. Today, the story goes that the symbol has a corner (or side) for each of the Branch's seven fields of service, plus one for its headquarters. Which one of the sides or corners belongs to which field is a matter of constant debate: whomever you ask is likely to say that their field is the one at the top.

Part 2 - Organization

The basic operational unit of the Support Branch is the Group. Groups are usually company-sized units (many times they are larger) which vary widely in mission, function, organization and composition depending on the type of group and its mission requirements. Some groups are assembled with a little of everything, others are homogenous to a certain Field of Service. It all depends on what they do and for whom they do it. Many Support personnel (like Chaplains and JAG Officers) are assigned on detached duty the same as medics are assigned by the Medical Branch. Smaller units than Groups are sometimes assigned as well, although *usually* not smaller than platoon strength.

Fields of Service

➥ NOTE

While the titles of each field may contain the words *office*, *corps*, *command*, etc., keep in mind that these are more a reflection of tradition than actual unit size. All are equally considered Fields of Service within the Branch.

There are seven basic Fields of Service within the Support Branch: Combat Service and Support Command; Signal Corps; Military Intelligence Command; Military Justice Command; Morale, Welfare and Recreation Command; Public Affairs and Protocol Office; and the SFMC Research & Development Command.

The Fields of Service are subsequently divided into departments and sections based on their particular tasks. Needless to say, this provides a very intricate organizational structure for the Branch. This is why the *Organization* section in this guidebook is so detailed compared to other branch guidebooks.

Branch Org Chart

The following page contains an organizational chart for the Branch that the new Marine will find useful. Don't worry if you do not immediately understand all of the offices/departments and their functions. As you page through the text to learn what each is and what function it serves, you will find it helpful to return to this page to find where it belongs in the big picture.

Now, let us examine each Field of Service in detail.

Combat Service Support Command "We Deliver!"

This is by far the largest Field of Service in the Branch and is, in fact, larger than some entire branches. When a combat, medical, or aerospace unit gets assigned its own support element, it is usually a CSS Group of appropriate size and composition to the unit and task at hand. The CSSC consists of five major departments:

Quartermaster Department

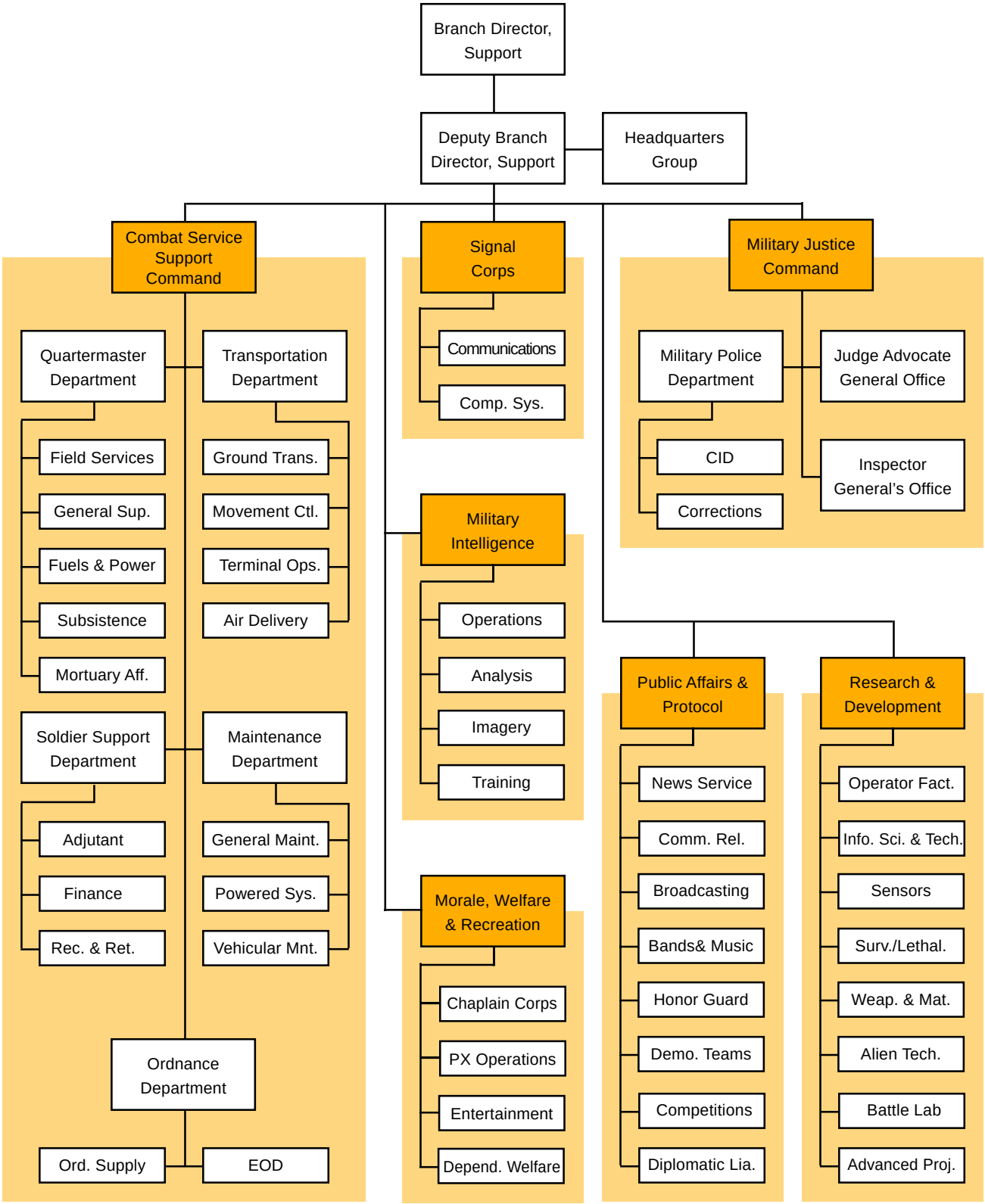
The Quartermaster obtains and apportions supplies of all types for the entire Corps. The Quartermaster Department is further subdivided into Field Services, General Supply, Fuels & Power, Subsistence, and Mortuary Affairs.

Field Services Section

When deployed in the field, no unit or vehicle in the Corps should ever have to leave its axis of advance for supplies. Field Services is the section primarily re-

Support Branch Table of Organization

(Fields of Service Highlighted)



sponsible for seeing that is always the case. They handle all field supplies and equipment except fuels & power and subsistence materiel—those areas of responsibility have their own sections assigned (see below).

General Supply Section

General Supply procures materiel for the Corps, and fulfills the supply requirements for bases and other installations. This is the largest section of the Quartermaster Department (it is nearly the size of the entire SFMC Medical Branch).

Fuels Supply Specialists from the 262nd Fuels& Power Company inspect a freshly-replicated batch of hoses before hitting the field.

Fuels & Power Section

This section keeps supplies of consumable fuel, energetic plasma, and electrical power flowing throughout the Corps. They also provide these service in the field, where fuel and power are the life blood of operations.

Subsistence Section

Subsistence keeps Marines watered and fed. In certain situations they are also responsible for housing and shelter. Their primary duties, though, concern water and food rations, or field replicators to provide the same.

Mortuary Affairs

This section has the unenviable but important function of caring for the dead. MA removes bodies from the field, transports them, identifies them, notifies their next-of-kin, and in some cases administers survivor's assistance programs.

Soldier Support Department

The Soldier Support Department is composed of three offices which handle issues related to the support of the individual Marine:

Office of the SFMC Adjutant General

The Adjutant General's office handles personnel assignments, transfers, and benefit administration. They also maintain personnel records of all current, separated, and retired personnel including civilian employees of the SFMC.

Office of Finance and Accounting
This office handles pay and credit distribution for all SFMC personnel. They are also responsible for accounts payable and receivable, auditing financial transaction records, and formulating budgets.

Office of Recruiting and Retention
The Recruiting & Retention Office selects and trains recruiters, and coordinates enlistment and reenlistment benefits, incentives, and advertising campaigns. Recruiters are chosen from amongst the finest Marines in the Corps.

Transportation Department

Transportation handles ground transportation for SFMC supplies and personnel. They also dispatch and coordinate air transport with the Aerospace Branch. Basically, no matter how it gets from point A to point B, Transportation usually has a hand in it. The Transportation Department has sections responsible for Ground Transport, Movement Control, Terminal Operations, and Air Delivery. Each has their own general area of responsibility, but they frequently overlap.

Ground Transport Section
This is physically the largest section of the department, with almost more personnel and vehicles than the Aerospace Branch. Every ground vehicle, whether it be hover or wheeled, that is not considered a fighting vehicle ultimately belongs to this section (most fighting vehicles belong to the Armor Branch). While they may be assigned to any number of personnel or units in a wide-variety of Branches, GT owns them all. They also operate the lion's share—transporting personnel and supplies around base or to the front lines

Movement Control
General Supply may run the warehouse, but Movement Control runs the loading dock. They are the dispatchers and expeditors responsible for arranging movement of supplies and personnel. They are the ones that request trucks from Ground Transport or aircraft from Aerospace. They handle most shipping and receiving operations, and track inventory as it changes locations.

Terminal Operations
Large facilities for loading and unloading starships, large aerospace craft, or large surface craft are known as terminals. Terminal Operations runs these huge cargo handling operations and ensures that Supply, Movement Control, Ground Transport and the vessel(s) involved in the operation are all functioning smoothly as a team. They also handle the large equipment used for loading and unloading vessels. And if the vessels should need servicing, fuel, or supplies of their own, Terminal Ops will make the arrangements for them.

Air Delivery Section
Air Delivery specializes in getting supplies into an area via starship or aerospace craft—with transporters, parachutes, or by landing and unloading. They package consignments for air delivery, and fly on supply missions in order to complete delivery. They are experts in parachute rigging just about anything, and they travel a great deal.

➥ NOTE

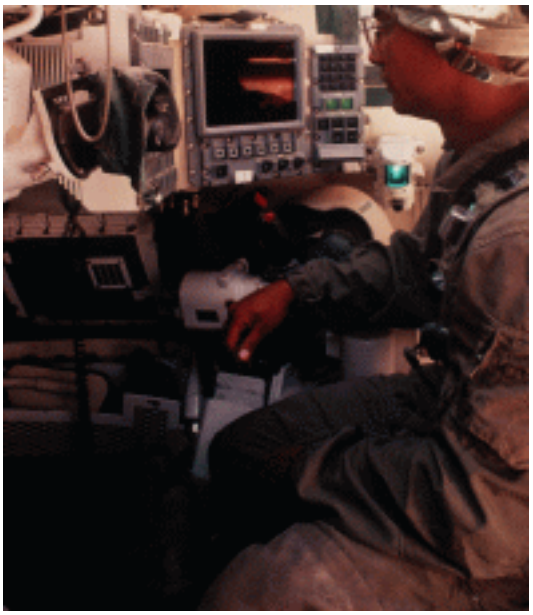
In reading the Transportation-related material in this book, you may get the idea that the SFMC has forgotten all about transporters—nothing could be further from the truth! While transporters sometimes are not the best tactical choice, or have been disabled by natural or man-made interference, they are fully utilized whenever possible. Ground Transport usually handles transporter activity to and from points on the ground. Transport to and from starships and aerospace craft are handled by the crews of these craft, but is often coordinated by the Air Delivery section. Site-to-site transport within large SFMC supply facilities or other installations is handled by Movement Control.

Maintenance Department

An Infantryman may be able to fix his rifle, but he'll have to come to Maintenance when his tent doesn't deploy, his field replicator won't work, or his handheld antigrav fails. Still and all, Maintenance is not as large a department as you may anticipate—so much of today's diagnostic and technical maintenance tasks are now automated that large crews are no longer needed to service even the most complex of systems. In fact, with many items, when technical failures pass a certain point, it is more cost effective to simply replicate a new part/item/device. Of course, the flipside to this situation is that when something *does* need maintenance, those personnel must be highly skilled and trained.

General Maintenance Section

GM is responsible for fixing everything not spoken for by some other entity. That can range from realigning the hatch on a portable structure to unclogging the plumbing in your office. GM technicians have a wide range of responsibilities, and everyday for them is something different.



Section boundaries often blur in the Maintenance Department, especially between the PSM and VM sections. Here, a PSM technician helps a Vehicular Maintenance crew on the combat information display of an infantry fighting vehicle.

Powered Systems Maintenance Section

The PSM section tests, repairs, and maintains all manner of equipment which runs on electrical or energetic plasma energy (except for those items that are part of vehicular systems which are usually serviced by Vehicular Maintenance personnel). This section has the largest number of technicians which are certified to repair and maintain specific pieces of equipment or specific equipment systems. Such technicians are known, uncreatively, as System-Specific Technicians. All sections have such technicians, but the PSM section has the most (see MOS listing for details).

Vehicular Maintenance Section

VM keeps things moving. Whether that be a truck, shuttle, or powered exoskeleton. Anything considered a vehicle is maintained and repaired by VM. This is the section that has seen the most significant changes in staffing as technology advances: an aerospace craft that once took a dozen personnel to service is now normally assigned only two.

Ordnance Department

Ordnance is responsible for nearly all of the ammunition, missiles, projectiles, bombs, and explosives used in the SFMC. Since this material is obviously sensitive in nature, a separate supply channel exists for inventory security, and to assure proper handling and storage. The Research and Development Command is the only SFMC entity which does not normally have their ordnance requirements met by this department.

SFMC Office of Ordnance Supply

The Ordnance Supply office is charged with the procurement, storage, maintenance and distribution of all SFMC ordnance. Procurement and maintenance is handled exclusively by the office, while distribution and storage are usually done in concert with the Quartermaster Department.

Explosive Ordnance Disposal

EOD handles the disposal of both friendly and enemy ordnance. They may destroy aged SFMC weapons that have become unstable, diffuse a dud torpedo or missile which has landed in a friendly area, or inert explosive charges that have been placed as booby traps in newly-occupied areas.

Signal Corps "Keeping You In Touch"

Without a doubt, the second largest Field of Service for the Branch is the Signal Corps, which handles all major communications and data processing equipment for the SFMC. They setup and maintain everything from field-deployable comm centers to subspace relay stations to portable computer cores. They are divided into two basic groups: Communications and Computer Services.

Communications Department

Communications handles voice, data, video...basically anything that can be transmitted from one point to another. The Communications Department itself is further subdivided into sections dedicated to three major categories of communications, but outside the Signal Corps, the three usually blend unobtrusively (which is why they are not listed in the main org chart). These subdivisions are basically administrative for the Signal Corps' use.

Real Space Communications

This section is responsible for comm systems which function primarily in slower-than-light media such as radio frequency (RF), laser, microwave, etc. They also setup landline comm which travels electronically through wires (usually to minimize battlefield emissions or resist jamming or interference).

Subspace Communications

Subspace Comm deals in tachyons. Faster-than-light communications systems are run by this group, as are almost all space-based comm systems since almost all of these involve at least some subspace comm capability.

Special Communications

In the Corps, the word "special" conjures up thoughts of the mysterious, the unique...the classified. And for good reason: usually anything with special in the title is indeed classified to a large degree. Special Comm is no different, but it is generally known that they deal in unique comm routing or systems that may need to be created/improvised for a specific mission or circumstance.

MARINES SAY

"All through basic training, my drill instructor, Gunnery Sergeant Sanderson, told me over and over again, 'Stay low! Keep your head down!' So now I'm in the Signal Corps, and guess where we have to set up? The high ground! Everyone else is running for cover and we're on the top of a hill with a dish antenna on the roof like a big green bull's-eye! Boy I bet Gunny Sanderson would be proud."

—CPL Tri Denegrano
Radio Operator

Computer Systems Department

CSD establishes, maintains, and operates all freestanding computing resources in the SFMC. Freestanding indicates the equipment or system is solely dedicated to high-level data processing or storage (this exempts tricorders and similar field devices from the CSD). Also run by CSD are most high-level datawarfare operations and security systems.

Military Intelligence "Fast, Factual, Faithful"

Nearly every combat unit down to company-sized has an Intelligence Officer, but they are not all assigned from MI. Instead MI provides training in intelligence for Marines from many disciplines so that they can be certified and serve as intel officers for their units. But MI also has a sizable infrastructure of its own to support high-level intelligence operations. They provide gatherers and analysts for larger units throughout the Corps, they conduct a wide variety of intel ops on their own, and they work very closely with STARFLEET Intelligence.

For obvious reasons, much of the organization and operation of this field is classified and is not discussed in this text; however, the general organization consists of the following.

Operations

MARINES SAY

"'We can tell you, but then we'd have to kill you' is an old joke—centuries old, in fact—but it still gets the point across. Sometimes it's frustrating not being able to tell my husband what I did at work today...but I wouldn't trade it for any other job in the galaxy."

—SSG Jennifer Flores
SFMC Military Intelligence Interrogator

Operations is the section most involved in gathering intelligence from all sources which do not involve satellite or long-rage scanner imaging. Everything from interrogators to signal intercept specialists call this section home. The types of intelligence gathered by this section include electronic intelligence or *ELINT* (enemy scanner emissions, energy profiles, etc.), signal intelligence or *SIGINT* (intercepting enemy communications), and lifeform intelligence (interviews, interrogations, informants, etc.) which has been unceremoniously nicknamed *LINT*.

Analysis

Many times, intel gathered from Operations or Imagery speaks for itself...for all the other times, there is the Analysis Section. Trained specialists here can interpret raw data from the collectors and provide estimates of their significance. They can identify trends and changes in the big picture from the myriad little pictures which filter through their offices on a daily basis.

Imagery

Imagery is the other section of the four which is involved in collection. Rather than the close-in work done by Operations, Imagery is primarily concerned with long-range gathering systems like satellites, probes, and long-range scanners. The resulting data is usually an image of some sort, whether it originates in visible light, infrared, ultraviolet, gamma radiation, tachyonic imagery, etc.

Training

The Training Directorate is responsible for the education and technical training for the entire SFMC intelligence community. All MI personnel are trained here, but so are the myriad officers that earn their certification as intelligence officers through the Directorates cross-training program.

Military Justice Command "Assist, Protect, Defend"

The fourth-largest command in the Support Branch encompasses three departments all related to the administration of Military Justice:

SFMC Military Police Department

MPs provide a wide range of security and law enforcement services in peace time and in wartime including: installation law enforcement, POW custody, penal facility management, criminal investigation services, rear area and perimeter security on the battlefield, etc. The bulk of the department is devoted to the law enforcement and security functions, but two smaller sections exist to handle specialty areas.

Military Police Officers from the 713th MP Group apprehend a suspect on Earth, near the SFMCA Campus at Annapolis.

Criminal Investigation Division

Marine CID is composed of some of the best investigators, criminologists and crime lab facilities in the Federation. They conduct all felony investigations under MP jurisdiction, and are often called in to help local police on particularly tough cases. They have also been known to be called in for assistance by STARFLEET Security in some cases.

Corrections Division

Corrections staffs and operates all SFMC confinement facilities like stockades, brigs, and penal facilities. During time of war or similar extended engagements, Corrections personnel may also operate POW facilities.

Judge Advocate General's Office

JAG provides courts martial, legal counsel, and free legal aid to Marines in need. They are the court system, but they are also the public defender and district attorney. They are charged with administering the Uniform Code of Military Justice's provisions for courts and officers. JAG Officer's also provide unit commanders with important counsel on legal issues within and involving their command, and often liaise with local civilian authorities when appropriate.

Inspector General's Office

IG serves as the Corps' 'internal affairs' department providing investigative and auditing functions within the SFMC infrastructure. They investigate all accusations of impropriety, violations of internal SFMC policy and procedure, and any possible incidents of prime directive violation.

Public Affairs and Protocol "We Have an Image to Uphold"

The P&P Office as it is colloquially known, handles all of the press, publicity and ceremonial duties of the Corps. The wide-ranging activities under this Field of Service include:

SFMC News Service

The News Service is responsible for statements to the press both on post and to the public. They also coordinate press coverage on the battlefield and assure that operational security is not compromised by press coverage. They hold press conferences, issue news releases and public service announcements, and arrange interviews with Marine personnel with local and Federation media.

SFMC Office of Community Relations

Community relations is where the majority of base and unit Public Affairs Officers come from (they are either assigned directly from, or at least trained by this office). Community Relations arranges open houses, community service days, charity drives, and other such activities relating to the local civilian population surrounding a Marine base or installation.

Marine Broadcasting Service

MBS provides broadcast news and entertainment for Marine Corps personnel wherever they may be stationed. They provide audio, video, and holographic transmissions in most areas. This section is known as the *Marine* Broadcasting Service to distinguish it from the Starfleet Broadcasting Service (SBS) which performs a similar function for Fleet personnel.

Marine Broadcasting Service reporters often deploy with combat units to cover operations. Who do you think took this picture? That makes SFMC journalism a tough and often dangerous profession.

Department of Bands & Music

This department is the home to the various bands and musical ensembles sponsored by the SFMC. The most famous among these is the Marine Corps Band, also known as *The President's Own*. This collection of some of the finest military musicians in the Federation performs annually in Paris for the President of the UFP. They also tour across the UFP's member worlds, performing at state functions and important Marine events all over. They're pomp and circumstance, splendid uniforms, and unquestionable musical talent make them an important projection of SFMC image and esprit. Other Marine Performing Groups—as they are called instead of Marine Strike Groups—include smaller marching bands, string quartets, contemporary bands, jazz ensembles, etc.

SFMC Ceremonial Honor Guard

Another important projection of image and esprit are the honor guards and drill teams which operate under the coordination of the Ceremonial Honor Guard. Marines assigned to this section guard the "tombs of the unknowns" on seventeen UFP member worlds. The SFMC Silent Drill Team travels extensively with the Marine Corps Band. This section also provides ceremonial escorts for state functions, and a personal escort detail for the UFP President.

SFMC Office of Demonstration Teams

Probably the only unit which makes a more lasting impression on the public than the Marine Corps Band is the Black Arrows—the Corps' Flight Demonstration Squadron which performs at airshows all over the Federation throughout the year. Other demonstration teams include the "Golden Knights" Parachute Demonstration Team, the "Gatorbacks" Precision Driving Team, and the "Golden Dragons" Martial Arts Demonstration Team.

MARINES SAY

"I remember the first time I saw the Black Arrows perform. They're flying was precise and professional—qualities I am glad to say I discovered throughout the Aerospace Branch. I must admit that the performance of the Black Arrows did add to my motivation to join the Marine Corps Aerospace Branch."

—LTC S'todd
A-78 Pilot

Marine Competitions Office

The Competitions office is the administrative home of Marines which represent the Corps or the Federation in interservice or interplanetary sporting, shooting, technical, or academic competitions. The office manages competition schedules, arranges for trainers, coaches and instructors, and sponsors competitions. Marines represented by the Competitions Office have gone on to be Olympic athletes and academic world-record holders.

Diplomatic Liaison Corps

This highly specialized organization is full of Marine envoys and diplomatic liaisons that serve in embassies throughout the quadrant. They advise Federation ambassadors on military matters, serve as protocol officers for the embassy staff, and often command the Marine embassy security detail. They also serve as aides to some of the UFP's most notable officers, including the President and Vice President. The DLC is composed almost entirely of officers and senior NCOs who have served an average of 18 years with the Corps.

Morale, Welfare & Recreation: "Caring for the Whole Marine"

MWR sees to the needs of the individual Marine that go beyond the tangible concerns of pay and subsistence. In addition to their work with the Corps, they also work together with local and Federation assistance organizations when Marines and their families are in need. MWR includes four sections:

Chaplain's Corps

The Chaplain's Corps sees to the spiritual well-being of the Marine by performing services and providing moral and religious education. Chaplains and Chaplain's Assistants usually work in pairs as Unit Ministry Teams (UMTs) that

are assigned to SFMC units company-sized and larger (occasionally smaller based on operational circumstances). Major commands and installations have Staff Chaplain's who not only minister to the Marines, but also act as counsellor and advisor to the commander.

Post Exchange Retail & Recreation Office

➥ NOTE

The PX Department, Entertainment Division, and Dependent Welfare Programs all make extensive use of civilian employees, thus making the MWR Command the SFMC's single largest employer of civilians.

The Post Exchange, or PX as it is commonly known, is a retail operation on base for patronage by servicemembers and their families. Merchandise is offered there at substantial discounts, and no local taxes apply. On small bases, the PX may be little more than a grocer, but on large installations the PX may seem like a city shopping center. These important retail establishments are operated by the Post Exchange Retail & Recreation Office, which also runs dance halls, holo theatres, bowling alleys, presis square courts, shooting ranges, and a wide range of other recreational facilities for Marines and their dependents.

SFMC Entertainment Division

Comparable to the USO of Old Earth, the Entertainment Division produces live, holo, and video shows for the entertainment of Marines. Primarily for those stationed far from home, Entertainment Division shows are a welcome diversion for the troops. Most of the entertainers are civilians, but much of the production crew are Marines.

Dependent Welfare Program

MWR also administrates the Dependent Welfare Program which provides financial and other support for the families of Marines disabled or killed in action. Wherever possible, the DWP provides survivor's assistance counselling as well as financial and logistical support for families. They may arrange transportation, services (if the family desires), and then administrate dependent benefits where applicable.

Research & Development Command "New and Improved"

R&D is an important function of the Support Branch. While all Marine Corps contracts are managed by Starfleet, R&D establishes requirements and field tests new and proposed weapons and other systems for the Corps. They are the "end user" so to speak in the development process and even if Fleet has awarded a contract to a supplier, not one unit is accepted into service for the SFMC until R&D gives it the thumbs up. They also come up with ideas for new products and processes, and ways to improve existing ones.

Operator-Factors Research & Engineering Directorate

This directorate studies how sentient lifeforms interact with products/processes and attempt to improve the technology so that it can be utilized better by its operators. On Earth, this practice is called human-factors engineering, but that title was intentionally not used by the R&D Command so as to avoid any appearance of being biased toward humans.

Information Sciences and Technology Directorate

This R&D section deals with cutting-edge computer and information processing technology. The combat and force recon tricorders, combat equipment management system, and most datawarfare terminals were all developed by this group within the last ten years. This is a very prolific R&D section.

Sensors and Scanners Directorate

S&S researches powered systems which actively or passively collect tactical or strategic information. Everything from ultra-long-range tachyon scanners to simple hydrophones are studied by this group in an effort not only to improve these systems, but to develop new types of sensors for tomorrow's battlefield.

The Force Recon Tricorder is just one of the many successful inventions of the Sensors & Scanners Directorate

Survivability and Lethality Directorate

This group studies actual and proposed weapons and munitions to determine their mechanism of injury, and why and to what extent they are lethal to lifeforms. This data is used by the directorate in two very disparate ways: to discover how to protect our own personnel (survivability), and how to make a weapon even more lethal to the enemy (lethality).

Weapons and Materials Directorate

WMD studies materials to improve existing alloys and composites, and to create new ones that might prove stronger, lighter, more flexible, etc. They also look for ways to improve current weapon systems, and study proposed weapon systems that may find their way onto SFMC battlefields in the near future.

Alien Technology Directorate

Many important advances in our own technology have come from studying the technology of ancient races long-ago lost and recently rediscovered. Technological inspiration also comes from our exchanges with races and cultures outside the UFP. It is the job of the ATD to study these alien technologies and discover ways in which their strengths can be folded into our own technological base.

SFMC Battle Lab

R&D runs the SFMC Battle Lab which creates and runs warfighting experiments to develop not only technology, but also tactics and management philosophies. The Battle Lab runs computer simulations, limited drills, and full-scale exercises. They then carefully document the performance and outcome, analyze the data, and make important recommendations to local and Corps commanders.

Advanced Projects Agency

The SFMC Advanced Projects Agency works *beyond* the cutting edge on highly classified projects of all types. APA engineers are some of the best in the Federation, even though they can't ever brag about what they do...ever...to anyone...ever.

MOS Listings by Field

➥ NOTE

Due to the sheer volume of MOSs in the Support Branch, even brief descriptions of each would consume the better part of this booklet. Therefore, only the MOS Numbers and titles are listed. The number of MOSs in the branch has led to the use of an alpha character suffix added to many of the MOSs in order to stay within the Support Branch's MOS number range of 100 to 199. This system of MOS numbering is unique to the Support Branch.

Combat Service Support Command Quartermaster Department (100-109)

100 Quartermaster Department Management

100-A Quartermaster
100-N Senior Noncommissioned Logistician
100-O Logistician (Commissioned Officers)

101 Logistics Specialist

102 Supply Specialist

103 Quartermaster Department-Field Services

103-A Landing Support Specialist
103-D Field Replicator Technician
103-E Unit Supply Specialist

104 Quartermaster Department - General Supply

104-A Supply Specialist
104-B Procurement and Acquisition Specialist
104-R Replicator Technician
104-T Property Accounting Technician

105 Quartermaster Department - Fuels & Power

105-C Power Supply Specialist
105-E Fuels Supply Specialist
105-F Fuels Laboratory Specialist

106 Quartermaster Department - Subsistence

106-C Food Services Specialist
106-D Water Supply Specialist
106-G Housing & Shelter Coordinator

108 Quartermaster Department - Mortuary Affairs

108-B Mortuary Affairs Specialist
108-D Survivor's Assistance Counsellor
108-F Mortician

Combat Service Support Command Soldier Support Department (110-114)

110 Soldier Support Department Management

110-A Human Resources NCO
110-B Human Resources Manager
110-F Finance NCO
110-G Finance Officer
110-J Recruitment Officer

111 SSD-Adjutant General's Office
111-A Personnel Administration Specialist
111-B Benefits Administrator
111-C Personnel Services Specialist
111-H Personnel Records Specialist

112 SSD - Finance
112-C Finance Specialist
112-E Accounting Specialist
112-F Auditor
112-H Budget Analyst

113 SSD - Recruiting & Retention
113-B Recruiter
113-C Career Counsellor
113-N Senior Recruiter
113-P Recruitment Marketing Analyst

Combat Service Support Command Transportation Department (114-119)

114 Transportation Department Management
114-D Transportation Coordinator
114-F Transportation Manager
114-M Terminal Manager

115 Transportation Specialist

116 Transportation Department - Ground Transport
116-C Cargo Handler
116-D Motor Transport Operator
116-F Transporter Technician

Cargo Handlers from the 600th CSSC Group load a flatbed Mule with missile warheads bound for the 78th Marine Attack Squadron during the offensive on Velda Prime.

117 Transportation Department - Movement Control
117-A Shipping & Receiving Specialist
117-D Inventory Tracking Specialist
117-E Expeditor
117-I Dispatcher

118 Transportation Department - Terminal Operations
118-B Terminal Operations Specialist
118-D Heavy Loading Equipment Operator
118-E Shipping Support Specialist
118-G Terminal Traffic Contoller
118-H Dock Traffic Coordinator

119 Transportation Department - Air Delivery
119-A Air Delivery Systems Specialist
119-B Parachute & Antigrav Rigger
119-C Orbital Delivery Systems Specialist
119-D Aerospace Branch Liaison/Air Dispatcher

Combat Service Support Command Maintenance Department (120-124)

120 Maintenance Department Management

120-C Maintenance Coordinator
120-D Maintenance Manager

121 Maintenance Department - General Maintenance

121-A Maintenance Technician
121-C Machinist
121-E Portable Structures Technician
121-F Construction Equipment Technician
121-G Utilities Equipment Technician
121-H Power Generating Equipment Technician
121-I Recycling Systems Technician
121-J System-Specific Technician, Non-Ordnance Combat Equipment
121-K System-Specific Technician, Non-Combat Equipment
121-M Special Purpose Equipment Technician
121-U Parts Replication Specialist

➥ NOTE

There are countless systems that maintenance personnel work on. When a technician is certified on a specialized system, they are usually given the title of System-Specific Technician. What system they are specifically certified on is usually listed as a three-digit qualifier after their MOS. There is not room here to list all such qualifiers.

123 Maintenance Department - Powered Systems Maintenance

123-A Powered Systems Maintenance Technician
123-B System-Specific Technician, Electrical Equipment
123-C System-Specific Technician, EPS-Powered Equipment
123-E System-Specific Technician, Sensor Systems
123-F System-Specific Technician, Targeting Systems
123-G System-Specific Technician, Matter Manipulating Field Systems
123-H System-Specific Technician, Matter/Energy Conversion Systems
123-I Calibration Technician
123-J Test Equipment Operator
123-K Diagnostician
123-U Powered Systems Parts Replication Specialist

124 Maintenance Department - Vehicular Maintenance

124-D Wheeled Vehicle Mechanic
124-E Tracked Vehicle Mechanic
124-H Hover Vehicle Mechanic
124-J Aerospace Vehicle Mechanic
124-M Vehicular Data Systems Technician
124-O Vehicular Subsystems-Specific Technician
124-R Special-Purpose Vehicle Technician
124-U Vehicular Parts Replication Specialist

Combat Service Support Command Maintenance Department (125-129)

125 Ordnance Department Management

125-A Senior Ordnance NCO
125-B Explosive Ordnance Disposal Team Leader
125-E Munitions Manager

126 Ordnance Specialist

127 Ordnance Department-Ordnance Supply
- 127-A Ammunition Technician
- 127-B Ordnance Supply Specialist
- 127-C Mounted Beam Weapon Technician
- 127-D Mounted Projectile Weapon Technician
- 127-E Guided Missile Technician
- 127-H Special Weapons Technician

➥ NOTE

As with System-Specific Maintenance Technicians, MOSs 127-C, D, & E are certified for certain weapon systems and a three-digit qualifier is added to their MOS.

128 Explosive Ordnance Disposal Specialist

Signal Corps Communications Department (130-134)

130 Communications Department Management
- 130-C Senior Communications NCO
- 130-J Signal Officer

131 Real Space Communications
- 131-A Radio Operator
- 131-C Radio Technician
- 131-D Multichannel Transmission Systems Technician
- 131-F Microwave Systems Technician
- 131-G Laser/Particle Beam Transmission Systems Technician
- 131-K Signal Support Systems Specialist

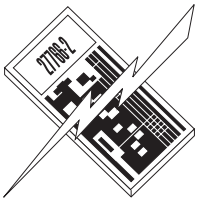
132 Subspace Communications
- 132-A Subspace Radio Operator
- 132-C Subspace Radio Technician
- 131-I Satellite & Relay Beacon Systems Specialist
- 131-K Subspace Signal Support Systems Specialist

133 Special Communications
- 132-B Special Communications Operator
- 132-C Special Communications Technician
- 132-D Special Communications Support Systems Specialist

Signal Corps Computer Systems Department (135-139)

135 Computer Systems Department Management
- 130-A Senior Computer Systems NCO
- 130-B Computer Systems Officer

136 Computer Systems Operations
- 136-A LCARS Operator
- 136-D Non-Standard Information Systems Operator
- 136-E Battlefield Datawarfare Specialist
- 136-F Theater Datawarfare Specialist



Unit-level datawarfare specialists belong to the individual combat branches, as do unit-level radio operators, etc. Datawarfare Specialists at the Signal Corps level handle a much larger jurisdiction.

137 Computer Systems Hardware
137-A Computer Systems Hardware Technician
137-B Firmware Technician
137-D Computer Systems Hardware Engineer

138 Computer Systems Software
138-B Software De-Bugger
138-C Computer Systems Technical Support Specialist
138-D Programmer
138-F Software Engineer

Military Intelligence Command (140-144)

Surveillance Systems Operators from the 902nd MI Group track enemy sentry activity during Exercise Alpine View on Dorub IV.

140 Military Intelligence Command-Operations
140-A MI Operations Specialist
140-B All-Source Intelligence Specialist
140-C Communications Interceptor/Analyst
140-D Translator/Interpreter
140-E Electronic Intelligence Interceptor/Analyst
140-F Signals Intelligence Interceptor/Analyst
140-G Cryptographer
140-I Interrogator
140-K Surveillance Systems Operator
140-L Remotely-Piloted Vehicle/Drone Operator
140-O Counterintelligence Agent
140-S Strategic Intelligence Officer
140-T Tactical Intelligence Officer
140-Z Special Assignment

141 Military Intelligence Command - Analysis
141-A MI Analyst
141-B All-Source Intelligence Analyst
141-C Communications Analyst
141-E Electronic Intelligence Analyst
141-F Signals Intelligence Analyst
141-G Theoretical Cryptography Specialist
141-I Imagery Analyst
141-L Patterns & Profiles Specialist
141-W Games & Theory Specialist

143 Military Intelligence Command - Imagery
143-B Long-Range-High Resolution Scan Specialist
143-D Satellite/Probe Imagery Specialist
143-E Non-Standard Imagery Specialist
143-F Optical Imagery Specialist
143-G Imagery Ground Station Operator

144 Military Intelligence Command - Training
144-F Training NCO
144-G Training Officer
144-Z Special Assignment

Military Justice Command
Military Police Department (150-154)

150 Military Police Officer

151 Military Police Supervisor

152 Criminal Investigation Division (CID)
152-A CID Investigator
152-B CID Supervisor
152-F Crime Scene Investigator
152-G Crime Lab Technician
152-J Forensics Specialist
152-K Criminologist
152-L Criminal Patterns and Profiles Specialist
152-Z Special Assignment

153 Corrections
153-B Corrections Specialist
153-C Corrections Officer

Military Justice Command
Judge Advocate General's Office (155)

155-A Legal Specialist
155-B Legal Aid Specialist
155-E Paralegal
155-H Court Reporter
155-J JAG Officer

Military Justice Command
Inspector General's Office (157)

157-C IG Investigator
157-E IG Supervisor
157-F Auditor
157-M Mediation Specialist
157-Z Special Assignment

Morale, Welfare & Recreation Command (160-169)

160 Morale, Welfare & Recreation Command - Chaplain's Corps
160-A Chaplain's Assistant
160-B Religious Affairs Specialist
160-C Chaplain
160-D Senior Chaplain

➥ NOTE

Chaplain's Corps recognizes over 450 religious faiths, and Chaplains are trained in multiple faiths wherever possible. No distinction is made via MOS identifiers to distinguish between faiths.

Morale, Welfare & Recreation (MWR) Command - Post Exchange Retail and Recreation Department (163-166)

163 MWR Command - PX Operations

163-A Grocery Sales Specialist
163-B Grocery Store Manager
163-F Retail Sales Specialist
163-G Retail Sales Operation Manager
163-M Post Exchange Manager

164 MWR Command - Retail Operations

163-C Retail Food Service Specialist
163-D Retail Food Service Manager
163-H Retail Service Specialist
163-I Retail Service Operation Manager

165 MWR Command - Recreation

165-A Marine Recreation Coordinator
165-B Dependent Recreation Coordinator
165-D Recreation Program Manager
165-E Recreation Facility Manager

166 Community Business and Recreation Liaison

167 MWR Command - Entertainment Division

167-A Entertainment Specialist
167-B Show Manager
167-C Tour Coordinator
167-D Promotional Coordinator
167-F Stage/Road Crew

168 MWR Command - Dependent Welfare Program

168-M Dependent Welfare Program Specialist
168-O Dependent Welfare Program Benefits Coordinator
168-P Dependent Welfare Program Manager
168-S DWP Survivor Assistance Counsellor

MARINES SAY

"My wife has been a Marine Corps Chaplain for over fourteen years, and I've been working for MWR's Dependent Welfare Program for nearly ten. I guess we both like helping people. Plus, I can usually get assigned to the same base as her, or at least close by if she's going to the field."
—Sarah Smalley
Civilian MWR Employee

Public Affairs & Protocol Office (170-179)

170 Public Affairs Specialist

171 Public Affairs Officer

172 Public Affairs & Protocol Office - News Service

172-B Public Information Specialist
172-D Press Liaison
172-E Journalist
172-F Imager
172-I Public Information Officer

173 Public Affairs & Protocol Office - Community Relations
173-A Community Relations Specialist
173-B Community Relations Officer

174 Public Affairs & Protocol Office - SFMC Broadcasting Service
174-A Broadcasting Specialist
174-D Broadcast Journalist
174-F Multimedia Operator
174-G Broadcasting Technical Crew

175 Public Affairs & Protocol Office - Bands & Music
175-B Musician, Marching Band
175-C Musician, Ensemble
175-D Musician, Section Leader
175-J Drum Major/Concertmaster
175-L Music Director

176 Public Affairs & Protocol Office - Ceremonial Honor Guards
176-B Honor Guard
176-F Drill Team Member
176-G Protocol Officer

177 Public Affairs & Protocol Office - Demonstration Teams
177-B Show Manager
177-C Tour Coordinator
177-D Promotional Coordinator

178 Public Affairs & Protocol Office - Competitions
178-A Competitions Specialist
178-C Competitive Team Manager
178-D Competitive Individual Assistant

179 Public Affairs & Protocol Office - Diplomatic Liaison
179-D Diplomatic Liaison Specialist
179-E Diplomatic Liaison Officer
179-G Embassy Protocol Officer
179-H Foreign Relations Officer

➥ NOTE

Most of the actual *competitors* and demonstration team members retain their original MOS, but are detached to the Competitions or Demo Team sections on assignment.

Research & Development Command (180-189)

180 Research & Development Command-Management
180-D R&D Specialist
180-E Engineering Assistant
180-G Engineering Manager
180-H Requirements Specialist
180-I Requirements Administrator
180-N Senior R&D NCO
180-O R&D Officer
180-P R&D Program Manager
180-Q R&D Requirements Officer

➥ NOTE

General Engineering is a group of MOSs which are commonly found in more than one directorate. Similar to management MOSs, this is not an organizational component of the command, but rather an administrative grouping.

181 R&D Command - General Engineering

181-D R&D Engineer, Electrical
181-E R&D Engineer, Chemical
181-F R&D Engineer, Mechanical
181-G R&D Engineer, Structural
181-H R&D Engineer, Subatomic Systems
181-K R&D Engineer, Biomechanical
181-Q R&D Engineer, Temporal Mechanics
181-R R&D Engineer, Thermodynamics
181-Z R&D Engineer, Special Assignment

182 R&D Command - Operator Factors Research & Engineering

182-C R&D Engineer, Operator Factors
182-E Engineering Psychologist

183 R&D Command - Informations Science & Technology

183-F R&D Engineer, Information Sciences
183-H R&D Engineer, Software Development
183-K R&D Engineer, Computer Hardware
183-L R&D Engineer, Computer Languages

184 R&D Command - Sensors & Scanners

184-D R&D Engineer, Advanced Sensor Systems
184-I R&D Engineer, Fields & Waves
184-K R&D Engineer, Astrophysical Systems

185 R&D Command - Survivability & Lethality

185-A R&D Engineer, Survivability & Lethality
185-C R&D Biochemist
185-D R&D Biophysicist

186 R&D Command - Weapons & Materials

186-C R&D Engineer, Special Weapons
186-F R&D Engineer, Aerospace & Propulsion Systems
186-G R&D Engineer, Naval Architecture
186-N R&D Engineer, Materials

187 R&D Command - Alien Technology

187-A Reverse Engineering Specialist
187-E R&D Engineer, Xenotechnology
187-G Xenoarcheologist
187-H Xenoanthropologist
187-K Theoretical Xenophysiologist

188 Research and Development Command-Battle Lab

188-C Battle Lab Administrative Specialist
188-D Battle Lab Planning Specialist
188-E Battle Lab Theoretical Development Specialist
188-F Battle Lab Analyst
188-H Battle Lab Program Manager

➥ NOTE

Due to the classified nature of the Advanced Project Agency, individual MOSs are not assigned.

189 Advanced Projects Agency Special Assignment

Unit Organization

The most commonly-deployed unit in the Support Branch is the Group (known generically as the Marine Strike Group, although in Support it is often known by its unit type: i.e. - 45th Military Police Group, 700th Marine Performing Group). While a Group may be assigned to a larger unit such as a battalion or brigade within the Support organization, it is very often detached from the branch and assigned to the larger unit it supports. For example, the 41st Combat Service Support Group is permanently assigned to the 1st Infantry Battalion. Even though it maintains an administrative chain-of-communication with the Support Branch, it's chain-of-command is established through the Infantry Division.

A Support Group is typically about a company in strength, although some are larger or smaller based on mission requirements. Many are permanently established, while others are formed for specific missions and then reassigned afterward. There are a wide range of Group types: some are homogenous (that is, the entire group serves one function, such as Military Police), but most are composite groups (with personnel from a variety of disciplines within the Support Branch).

Here are some common Support Group Types:

CSS Group

A Group assigned from the Combat Service Support (CSS) Command will generally have personnel from each of the CSSC Departments in order to adequately support a larger combat unit.

The exact composition of each CSS group varies widely with mission requirements. As an example, the following would be typical of a CSS group assigned to an Infantry Brigade. Due to its mission requirements, it would be slightly larger than a usual company-sized MSG. It is usually composed of six separate platoons: Headquarters, Communications, Logistics (or Landing Support), Supply, Transportation, and Maintenance. See "Inside a MSG (Support)" for details.

Medical Support Group

A Medical Support Group is very similar to a CSS group, but it is much more standardized in its composition. It is also considerably smaller since it typically supports a Medical unit which is in and of itself about the size of a company. Rather than having entire platoons to handle functions, a Medical Support Group usually has one to three individuals handling each function, although the Maintenance section is usually at least a squad in size.

A Medical Support Group winds up doing more than handling logistics. Medical Units are notoriously understaffed and here members of the 790th Medical Support Group help an A-Medic (far left) bring a casualty in from the S-34 air ambulance.

Homogenous Groups

Certain functions are broad-based enough that an entire homogenous group can be assigned. For instance, a Marine installation will generally be assigned an en-

tire Military Police Group. A Military Intelligence or Signal Corps Group will be assigned to SFMC units larger than Brigade-sized, or sometimes even smaller depending on mission requirements.

Detached Duty

➥ NOTE

Some of the most sought after detached duty in the Branch is to be on one of the small CSSC teams that get attached to SpecOps units. If this type of assignment interests you, you should be sure to make your wishes known to your training officers now.

Detached Duty refers to the fact that for this type of assignment, Support personnel are "detached" from their Support Unit, and "attached" to a unit from another branch. This duty is for jobs where Support personnel are needed in small numbers. While they administratively still belong to their Support unit, their chain-of-command operates through the supported unit's CoC. For example, a JAG Officer from the 45th Military Justice Group (which is headquartered on Earth at Camp Pendelton) may be assigned to the 523rd Infantry Battalion stationed at Starbase 74. The 45th's OIC may decide to pull the JAG Officer and replace him with someone else, but while he's there he is under the operational command of the 523rd's OIC.

Typical examples of this type of duty include JAG Officer, Chaplain, and Public Affairs Officer. In smaller supported units (say a detached Aerospace Squadron) even jobs like Adjutant and Quartermaster may be detached duty.

Branch-Internal Duty

Certain functions within the Support Branch stay within the branch itself, and while personnel may be in the field with other units, their chain of command stays within the support branch and they are not strictly subject to the authority of the field commander. Examples of this type of duty include the Inspector General's Office, and many of the P&P functions.

Inside a Marine Strike Group (Support)

You may be getting the idea that no two Support Groups would look alike, and you would be pretty close to the truth if you did. There is no "typical" group to examine for our organizational case study, so one is picked here at random just to show you the potential for diversity in the Branch.

The Phoenix Group: Up from the Ashes

The 600th MSG (Support) is assigned to the Second Marine Brigade as a CSS Group for its Rapid Deployment Force (RDF). The 2BDE's RDF consists of the 78th MSG (Aerospace), the 650th MSG (SpecOps), the 667th MSG (Infantry), and the 674th MSG (Mecha). Each of the RDF units is on a separate STARFLEET vessel, so keeping up with their support can be a taxing job. As a result, many of the 600th's personnel are scattered amongst these vessels and personnel assignments are in a constant state of flux. Despite the ever-changing location of personnel, though, the organizational structure of the 600th stays in tact.

The 600th is a reinforced company in size. It consists of a Headquarters Platoon (which is really only about a squad-and-a-half), and five other platoons which fill various support roles for the Rapid Deployment Force as follows.

Headquarters Platoon

The Headquarters Platoon, along with personnel not needed physically anywhere else, is assigned to the USS *Republic* which patrols with the RDF vessels. This gives the 600th its own central location from which to operate. The Headquarters Platoon consists of the following sections.

S-1 Adjutant: The personnel and administrative section. Assigned from the Soldier Support Department, this small staff keeps all the personnel and finance records of the RDF (including the 600th's of course).

S-2 Intelligence: The 600th's S-2 is not the RDF's Intelligence section, but rather provides intelligence for the 600th itself. It is also the group's liaison with STARFLEET Intelligence on the *Republic*, and with the RDF's MI group (which would normally be a separate Support Group, but in this case is actually the 650th's Omega Team).

S-3 Training and Operations: Responsible for training and TRACOM liaison, this group also handles day-to-day operations issues for the 600th. The S-3 Officer is the Platoon Leader for the Headquarters Platoon.

Communications Platoon

This platoon is assigned from the Signal Corps to handle the advanced communications and data processing needs of the RDF. One section of the platoon (lead by the Platoon Leader who is known as the Signal Officer) coordinates comm for the entire RDF. The other, the Unit Communications Section, is composed of 12 Marines—three physically assigned to each of the RDF units.

Landing Support Platoon

This platoon functions as the receiving and inventory-control agency for the RDF during amphibious operations. They scan every item of equipment as it hits the landing zone, and monitor and track its position until it leaves the Operating Area. This platoon is divided into five sections, one for the 600th, and one for each of the four RDF units. Each section is physically located with their unit, and lands with them during amphibious operations. When not conducting landings, each group is their unit's liaison with the Supply Platoon, handling the normal logistics of their assigned unit.

Landing Support Specialists from the 600th MSG prepare supplies for the 674th Mecha during Exercise Crystal River.

Supply Platoon

This is the central repository and distribution point for most of the supply items used by the RDF. These supplies include equipment, clothing and replicated materials handled by the General Supply section; ordnance and ammunition handled by Ordnance; packaged fuels and power modules handled by the Fuels & Power; and food and water handled by the Subsistence.

During routine operations, this platoon stays aboard the *Republic*, using each RDF unit's Landing Support section as their agents. During extended landing ops, however, members of the Subsistence and Fuels & Power sections will deploy to the field. The Subsistence section's Food Service Specialists are highly

thought of by the *Republic's* crew as they spend much of their time aboard ship cooking for the crew.

Transportation Platoon

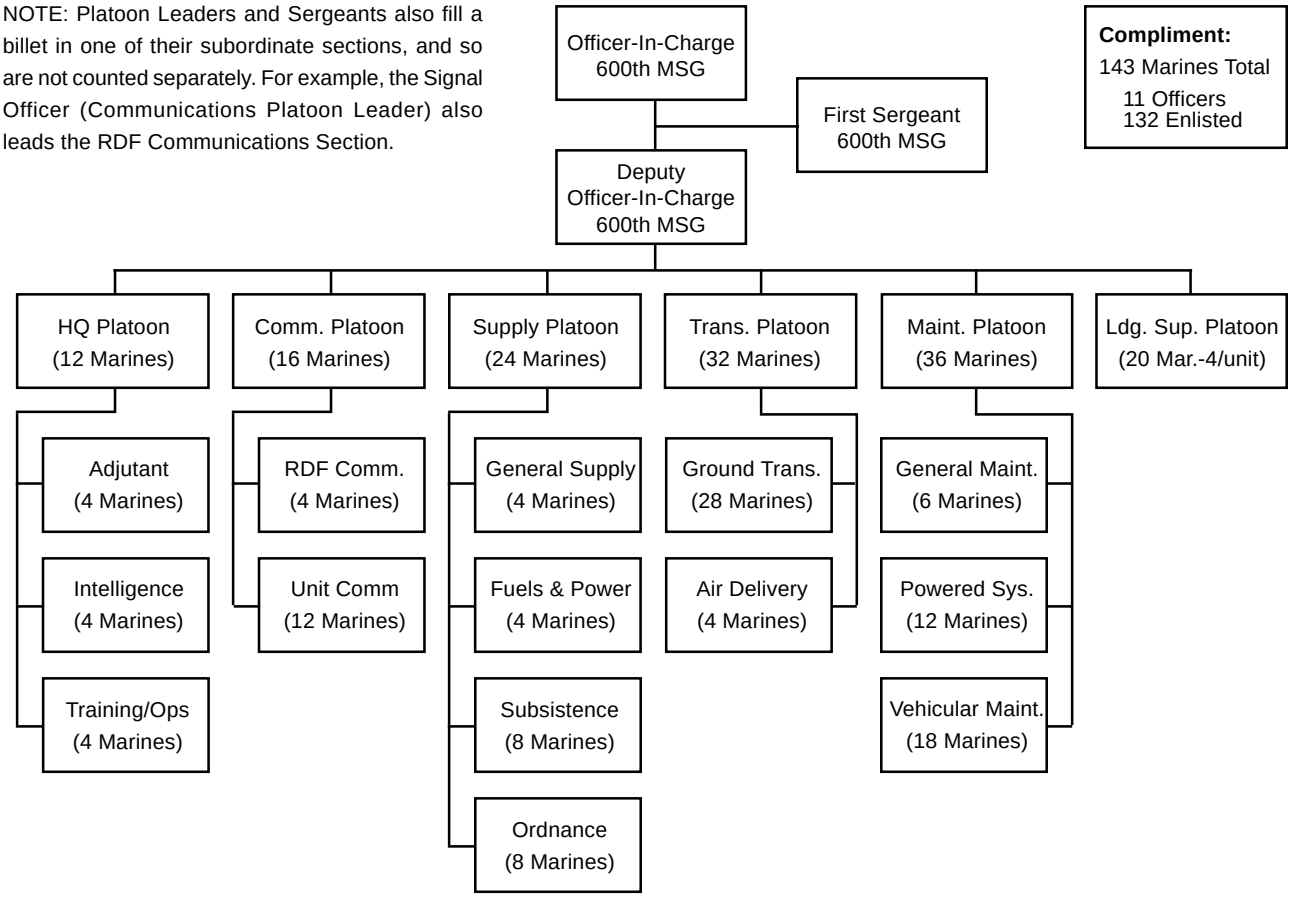
This platoon is responsible for moving what the Supply Platoon issues to the units of the RDF as well as transporting Marines of the RDF from one area to another during extended landing operations. They are equipped with a variety of wheeled and hover vehicles for this purpose planetside, but usually use the shuttlecraft of the *Republic* and other RDF vessels to accomplish transfers ship-to-ship.

Maintenance Platoon

This unit provides maintenance services for all of the other units in the RDF. Their composition will vary according to the assets of the RDF, and they are the section of the 600th which does the most travelling amongst the RDF's units.

600th MSG Table of Organization

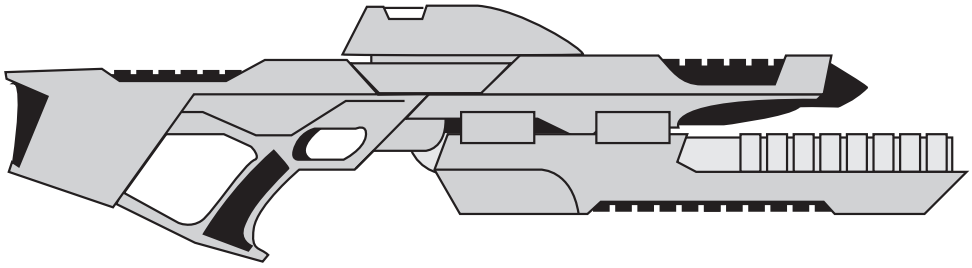
NOTE: Platoon Leaders and Sergeants also fill a billet in one of their subordinate sections, and so are not counted separately. For example, the Signal Officer (Communications Platoon Leader) also leads the RDF Communications Section.



Part 3 - Equipment

An interesting cycle exists with respect to equipment in the SFMC: Ideas for items ranging from huge aerospace craft to tiny hand tools originate in the Support Branch's Research & Development Command. Once built and accepted, though, they are put into use by other branches of the SFMC. But they invariably find their way into use by the Support Branch once again. So Marines outside the Branch accuse Support of "borrowing their stuff", while Support argues that it was their "stuff" to begin with. This presents a dilemma in describing Support's equipment because just about everything used by the Branch is already described in another branch's guidebook. For example, most Support members wear the PPG-10 Battle Dress Uniform described in the Infantry Guidebook, most CSSC Transportation Department drivers operate the CHGP/97 Mule described in the Combat Engineer Guidebook, etc.

Obviously, it would be redundant to describe all the items again in this book; however, it is important to know the major items and systems used by the Branch. Therefore, the accompanying chart shows the reader which major items described in other guidebooks are also used by the Support Branch. Equipment unique to the Support Branch is listed and described afterward.



When used by Military Police for riot control, the Infantry's SPW-201A1 Weaponmount Grenade Launcher (shown here on an M-116A2 phaser rifle) is normally loaded with nonlethal Oleoresin Capsicum (OC) grenades.

Commonly Used Items in the Support Branch

Weapons

Designation	Primary Support Branch User(s)	See This Guidebook
FES-55/56 Door Poppers	Military Police	Infantry
M-3A4 Hand Phaser	General Issue; Military Police	Infantry
M-12A4 Combat Shotgun	Military Police	SpecOps
M-116A2 Phaser Rifle	General Issue; Military Police	Infantry
P-688 Sniper Rifle	Military Police Snipers	Infantry
P-622A2 SAW	Military Police	Infantry
SPW-201A1 WGL	Military Police	Infantry
OC Grenade for WGL	Military Police	Infantry
Stunburst Grenade for WGL	Military Police	Infantry
SWS-108A5 Mine (stun)	Military Police	Infantry

↪ NOTE

For purposes of this comparison, it can be assumed that ALL equipment listed in the SpecOps Guidebook is used by the Military Intelligence Command. See that book for detailed descriptions.

Personal Protective Gear

Designation	Primary Support Branch User(s)	See This Guidebook
FE-7803 MIPPA	General Issue for combat areas	Infantry
FE-7808A Light MIPPA	Military Police for standard duty	SpecOps
FE-7810 EOD MIPPA	CSSC Ordnance Department	SpecOps
PPG-10 BDU	General Issue for standard duty	Infantry
PPG-50 THEOG	General Issue for hazardous environments	Infantry
PPG-100 EXCHEG	General Issue for extremely hazardous envi.	Infantry
PPG-230 Surgical Scrubs	CSSC-Mortuary Affairs; R&D; MP-CID	Medical
PPG-240 Surgical Mask	CSSC-Mortuary Affairs; R&D; MP-CID	Medical
PPG-245 Surgical Gloves	CSSC-Mortuary Affairs; R&D; MP-CID	Medical
PPG-250 Lab Coat	CSSC; R&D; MP-CID	Medical
PPG-800 Orbital Jumpsuit	CSSC; Signal Corps; Military Police	SpecOps
PPM-200B Breather	GI for hazardous environments	Infantry

Field Equipment

Designation	Primary Support Branch User(s)	See This Guidebook
CTS-8907 Tricorder	General Issue	Infantry
EWD-189J Eloflage.	General Issue for combat areas	Infantry
EWD-202B Holoflage	General Issue for combat areas	Infantry
FMD-200 Hypospray	CSSC-Mortuary Affairs; R&D; MP-CID	Medical
FMD-250A1 Med Tricorder	CSSC-Mortuary Affairs; R&D; MP-CID	Medical
FMD-720 Laser Scalpels	CSSC-Mortuary Affairs	Medical
I-LINK 105 Communicator	General Issue	Infantry
I-LINK 106 Communicator	Signal Corps	SpecOps
IPS-105 M ISS	CSSC; Signal Corps; Military Police	Infantry

Electronic/Datawarfare Equipment

Designation	Primary Support Branch User(s)	See This Guidebook
CEMS	General Issue for combat areas	Infantry
EWD-007 Hack Pack	Signal Corps	Infantry
EWD-007SO Super Hack Pk.	Signal Corps	SpecOps
EWD-507 GOEIS	CSSC; Signal Corps	Infantry

Special Equipment

Designation	Primary Support Branch User(s)	See This Guidebook
FTA-402 Beacon	CSSC Transportation Department	Infantry
FMD-54E Field Medical Kit	General Issue	Infantry
MIU-400E Field Replicator	CSSC Quartermaster/Maintenance/Ordnance	Infantry
MIU-692 Repair Kit	CSSC Maintenance Department	Infantry
MIU-701 Repair Kit	CSSC Maintenance Department	Infantry
OT-10A Orbital Parachute	CSSC; Signal Corps; Military Police	SpecOps
OT-100 Drop Capsule	CSSC; Signal Corps; Military Police	SpecOps
T-12 Parachute	CSSC; Signal Corps; Military Police	SpecOps
T-42 Decelerator	CSSC; MPs	SpecOps

↪ NOTE

The T-12 is mentioned in the SpecOps Guidebook under the entry for the T-14 as being the standard Infantry version of the freefall parachute.

Vehicles

Designation	Primary Support Branch User(s)	See This Guidebook
MPP/97 Woodchuck	CSSC Quartermaster Department	Combat Engineers
CHGP/97 Mule	CSSC Transportation Department	Combat Engineers
FLTR/97 Flitter	CSSC Transportation Department	Combat Engineers
EPHD-1 Exoskeleton	CSSC for cargo loading	Combat Engineers
EPLD-1 Exoskeleton	CSSC for cargo loading	Combat Engineers

Portable Structures

Designation	Primary Support Branch User(s)	See This Guidebook
Std. Port. Struct., Small	General Issue	Medical
Std. Port. Struct., Large	General Issue	Medical
PACC	General Issue for large units; Signal Corps	Medical

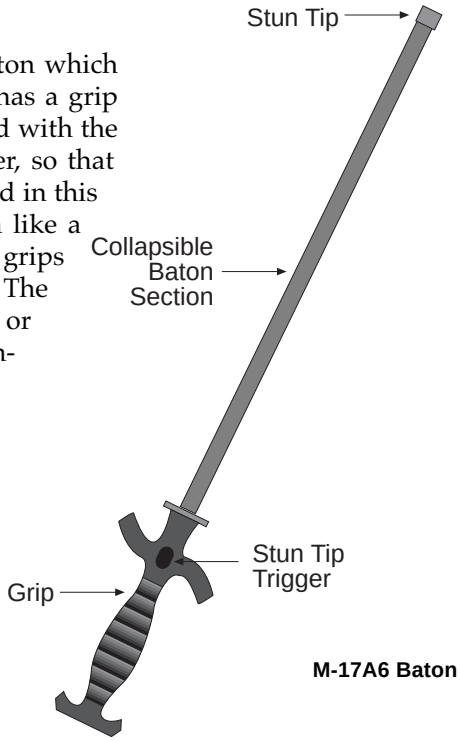
Even with all the commonalities above, there are still hundreds, perhaps thousands, of specialized pieces of equipment, vehicles, and portable structures used by the Branch and all its various subdivisions. There is not room here to describe them all, so we shall limit our discussion to a very few of the more unique and/or specialized pieces.

Weapons

There is little in the way of weapons unique to the Support Branch—except for those in the Military Police Department. There are custom-made rifles and sidearms used by the SFMC shooting teams on assignment to the P&P Office Competitions Section, but these are handmade/modified by Infantry armorers.

M-17A6 Collapsible Baton

This nonlethal suspect control weapon is a matte black duranium baton which measures approximately 50cm extended and 15cm stowed. It's base has a grip with two small, curved protrusions to aid in control: The baton is held with the backward-facing grip protrusion in-between the thumb and forefinger, so that the stun tip trigger is under the thumb tip (see illustration). When held in this way, the forefinger can be wrapped around the opposite protrusion like a trigger. The rest of the fingers are then curled around the grip. Other grips can be used on the baton as needed—this is only one common one. The M-17 can be used in a poking or striking manner, or to block strikes or stabs. It is for use primarily when stunning phaser energy is contraindicated (bystanders, flammable liquids in area, etc.). The baton collapses into the grip and is worn in a belt holster when not in use.



M-17A6 Baton

The very tip of the baton is capable of delivering a burst of stunning energy that is nearly equivalent to a hand phaser on setting one. It is delivered by contacting a suspect with the tip of the baton and depressing the trigger. The trigger may be depressed before contacting the suspect or after, but the tip must be in physical contact with the suspect before the charge will be delivered. A safety sensor prevents an air discharge of the energy burst.

M-77 Chemical Dispenser

Another nonlethal alternative for the MP is the use of chemical agents to incapacitate suspects when stunning phaser energy is contraindicated (see above). The M-77 is similar in size and appearance to a field hypospray, but unlike a hypospray is capable of dispensing chemicals at a distance of 2m via a needle-thin stream. In this mode, the chemicals are applied to the suspect externally to be absorbed through the skin and/or inhaled. It can, on its other dispenser setting, inject suspects directly via hypospray nozzle. In this mode, the dosage administered is obviously much smaller.

It holds two standard hypospray vials in tandem within the body of the unit. The officer selects the chemical to be used via a thumb switch below and to the left of the spray trigger, and selects the dispersion method with a button above and to the left of the trigger. The chemicals in the M-77 must be capable of being administered either topically in large quantity, or subcutaneously in small doses. The two most common are anesthezine to induce unconsciousness, and irritol which produces incapacitating irritation in mucus membranes. The effects of irritol are nearly identical to oleoresin capsicum (used in 40mm OC grenades), but irritol can be safely injected into the blood stream.

Nonlethal Ammunition for the M-12A Combat Shotgun

Nonlethal shotgun ammunition has proved to be of great utility to MPs when stunning phaser energy is contraindicated. While nonlethal grenades and mines are great for large crowds or perimeter security, they are not the best choice for small-crowd control or unstable (but unarmed) suspects.

Anesthezine Shot

A small amount of chemical propellant is used in this shell, resulting in a reduced muzzle velocity and therefore range. However, there is still enough force behind the shot to imbed it in the skin of unarmored humanoids at close range. The shot itself is microencapsulated anesthezine. Once embedded in the skin, the microcapsule quickly dissolves, injecting a nonlethal dose of anesthezine into the suspect within one second. While it sounds painful, the microcapsules are indeed microscopic, and the suspect feels only a harsh sting. The skin may become irritated and swollen for one to five hours afterward.

Aerosol Dispensers

This shell is loaded with a slug which is actually a small aerosol dispenser. It is armed inertially by the force of being shot from the weapon. When it lands, it begins to disperse a fine aerosol spray. The shell has just enough propellant to lob the slug about 20 or 30 meters. At close range, the slug could be lethal if it struck a suspect directly, so care must be used in aiming and firing. The most common chemicals used in these shells are anesthezine and OC.

Airburst Dispensers

These operate similarly to the aerosol dispenser, but they eject their entire contents at once via airburst over the target area. Each shell contains two airburst spheres which are inertially armed and burst with a timed fuse. The two fuses are a few microseconds apart for maximum dispersion. The same chemicals are used.

Rubber Shot

This is a low-propellant shotgun shell loaded with large rubber shot. Provided it is not being fired at point-blank range, the shot will not penetrate skin, but it will provide considerable force to repel or incapacitate suspects. Though it is rarely fatal, this shot is capable of doing physical harm to the suspect—especially to the eyes. Sound judgement must be exercised before deciding to use this weapon, and great care must be taken in aiming and firing.

Personal Protective Gear

Most all PPG used by Support is pretty common stuff in the SFMC (see chart of common items). There is really no personal protective gear that is truly unique to the Support Branch...although the bands have pretty spiffy uniforms.

Field Equipment

There is a great deal of field equipment used by the Support Branch, and some of it is unique to the Branch. A few particularly interesting pieces of field equipment are:

M-411 Self-Adjusting Handcuffs

One unique piece of equipment commonly used by MPs are handcuffs, or "binders" as they are sometimes known, to restrain suspects temporarily. The standard SFMC-issued cuffs are the M-411 made by Ruger, Colt, Smith & Wesson on Mars. The cuffs are a single slim-line unit with a central tensioner and locking device which can be programmed for keys, combination, or DNA signature. Extending from each end of the central unit are the cuffs themselves which wrap around the suspect's extremities and then slip into the locking end of the unit. The tensioner then pulls the padded kevlex binder tight and locks it into place. The tension can be manually adjusted as well.

SFE/PA-807A1 Holographic Imager

This is the ubiquitous "camera" used by the P&P Office (especially by broadcast journalists). It is a headset unit with a light on one side and a holographic imager on the other. Packaged with the imager is an onboard sound system which is programmed to tone down the operator's voice to match the recording input of the imaged sources so a reporter can ask questions without sounding harsh on the air.

The SFE/PA-807A1 Imager in action. The imager assembly and sound system are on the operator's right, the light source and recorder on the left.

The 807A1 is capable of 2D or 3D imaging in the visible spectrum or infrared. It can provide a live feed transmission, or can record up to 1 standard hour. With an accessory tricorder, the unit's recording capacity increases 10 fold. The lighting unit is capable of transmitting visible light, infrared, both, or neither. The units' critical functions (as well as a view of the imaged area) can be monitored through

an adjustable eyepiece. The imager uses sophisticated software to compensate for movement of the operator's head and keep the picture steady.

SFE/MP-808C Crime Scene Imager

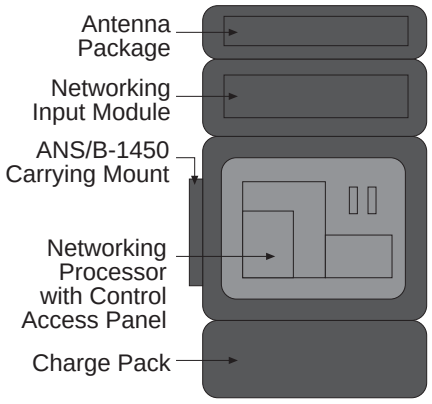
Similar to the holographic imagers used by Public Affairs, the 808C is worn by Criminal Investigation Division's crime scene investigators. It is a headset which not only continually images the crime scene, but simultaneously logs the position and composition of every item in the field of view. This information is fed to a tricorder dedicated to the task and attached to the investigator's belt. The unit can image in all visible light frequencies, infra red, ultraviolet, and x-ray; in 2D or 3D mode; in still frame or full motion; and can provide live transmission to a command post or headquarters.

The unit will also record the DNA signatures of all person's on the scene so they can later be sorted from residues picked up for analysis. It will also remind the investigator of steps in the crime scene procedure should it become apparent one has been skipped or is not being executed properly. This maintains due process and saves cases from being dismissed on technicalities.

Electronic/Datawarfare Equipment

Most of this equipment that is unique to the Support Branch belongs to the Signal Corps or Military Intelligence. Of course, most of the MI equipment is classified, but listed below are some of the more unique Signal Corps items.

MULTI-LINK 200 Combat Net Coordinator



This backpack unit allows a signal operator to coordinate a network of I-LINK 105 or 106 communicators on the battlefield. For instance, he can set up each squad of an Infantry platoon on a separate net, while making sure each squad leader can still communicate with their platoon leader, that each can be patched in to the Fire Support net for directing fires or air support, and that each can talk to the Field Medic(s) assigned to the platoon. He can also link the Platoon Leader to Company, or directly to Battalion or Brigade if need be.

The MULTI-LINK is a lightweight backpack. While it stretches from hips to shoulders, it is rather thin, so a lightly-packed rucksack can be worn over the MULTI-LINK. An access panel in the antenna package can be slid open to reveal connections for an external antennae to boost range. The side carries a magnatomic mount for an ANS/B-1450 relay. The mount can be worn on either side to keep the operator's rifle arm clear. The backpack is wired to a rectangular PADD which is worn on the operator's non-dominant forearm.

EWD-303A3 Field HQ Networking Unit

This is essentially a large-scale MULTI-LINK which is crew portable and is setup in the HQ or Communications tent of a field headquarters. It can coordinate

I-LINK communications as well as connecting with ships via subspace relay. It can handle voice, data, video, or just about any other signal; and can operate under highly encrypted modes. Like all sensitive communications equipment that can't be easily removed from the field in case of quick withdrawal, it is fitted with self-destruct devices.

ANS/B-1450 Field Signal Relay Beacon

This 1450 extends a combat unit's communications range by receiving the signal from their normal transmitter, boosting it, and retransmitting it to either another relay or directly to a receiver. It can broadcast in either a tight unidirectional beam, or in a wide omnidirectional signal. It has a range of 5,000 km under standard Class M atmospheric conditions. (An I-LINK 105 has a range of only 800m under similar conditions.)

At least one 1450 is usually carried by a platoon's signal operator. They are lightweight and take up less room than a phaser rifle, so several more can be easily carried by platoon members if need be. Each 1450 is tube-shaped and has a self-contained tripod. They can be deposited in the field as a unit travels, and each has a self-destruct mechanism in case of compromise or capture.

➥ NOTE

Even though they are armed with self-destruct mechanisms, 1450 beacons *can* be captured by a clever enemy if left unattended. Always try to leave personnel with each beacon if the deployment area is not secure.

ANS/B-1880 Orbital Signal Relay Beacon

This satellite is about the size and shape of a class I probe, and can be launched by starship or SFMC aerospace craft. It operates on the same principle as the 1450, but on a much larger scale. It is capable of beaming transmissions from planet-to-planet, although it is limited to lightspeed transmission.

ANS/SS-2000 Orbital Subspace Relay Beacon

A bit larger than the 1880, this unit is actually capable of FTL signal transmission via subspace radio. Its operating principles are the same.

ANS/SS-2010 Deep Space Subspace Relay Beacon

This is a much larger relay unit with self-contained power and life support systems. It is actually manned by a crew of three, and has thrusters for limited maneuvering and station-keeping. It could actually be considered a vehicle by many definitions, or a portable structure by others, but no one who's ever crewed one would consider it either.

ANS/P-65 Series Antennae

This series of general-purpose antennae are used to mix and match to suit a Signal Unit's needs. P-65s exist for microwave, RF, laser, and tachyon transmission systems. The type of system is identified by the unit's suffix designation. For example, the ANS/P-65MW is a microwave antenna.

ANS/P100 Series Transceivers

These are man-portable transmitter/receiver units that operate in the same range of media as the 65-Series antennae. Each 100-Series transceiver has a

built-in antennae, but their respective ranges can be boosted enormously with a 65-Series antennae and a 105-Series signal booster.

EWD-010A2 "Big Black Hack Pack" Crew Portable Datawarfare Terminal

The pride and joy of the Signal Corps' computer systems department is this huge remote datawarfare terminal. It is so large it is actually transported in two pieces: the terminal itself (which folds into a backpack) and the antenna (which collapses into a crate carried by a second operator). This large-capacity terminal and long-range wireless modem allow battlefield and theatre datawarfare specialists the best and biggest computer assets on the modern battlefield. Usually connected to an LCARS core (via hardwire or wireless datalink), this terminal protects computer assets on the battlefield, or attacks enemy systems through a variety of sophisticated interfaces.

One insidious hacking tactic is a team approach between a SpecOps Datawarfare Team and a Signal Corps Computer Systems Unit. The Datafighters break into a facility and establish a hardwired intrusion into an enemy information system, then create a wireless datalink with the battlefield datawarfare Signal Corps team. From their EWD-010A2, the Signal Corps team can wreak havoc on the enemy system, using the Datafighters' EWD-007SO as a remote interface.

SFE/EWD-800B5 Crew Portable Computer Core

Signal Corps operators bring an SFE/EWD-800B5 online. Setting up a portable core can significantly increase a battlefield commander's ability to process intelligence, coordinate sensors, and communicate with and maneuver his units in action.

No one who regularly serves aboard a starship would actually mistake this 5-meter cube for a real computer core, but the computer-capability that this five-man-crew-served mini-core gives a field unit is irreplaceable. The core breaks down into four memory/subprocessor modules that are carried on built-in antigravs, and one central processor with limited FTL sub-processors on another built-in antigrav. With the AGs, the unit just barely fits the definition of "crew portable". Without them, it would take nearly two squads to move the hulking computer units.

When fully assembled and operational, the mini-core posses 60 banks of chromopolymer processing and storage sheets, for a total capacity of 25 megaquads. The system requires a great deal of power and should not be deployed without a dedicated power unit. Attempting to share power with any other sizable system will result in severely degraded performance.

Each component can function separately if need be, but the four memory/processor modules are each much slower when separated as they do not possess any FTL processor capability without the CPU. On the other hand, the CPU runs much faster when separated, but does not, of course, have anywhere near the memory capacity.

SFE/EWD-810B1 Man Portable Computer Core

This backpack unit is actually a microcore, containing only one megaquad of memory and processing capability with no FTL processors. It is a force multiplier of computing power on the ground, however, and is frequently fielded with the Big Black Hack Pack as well as other, more pedestrian, portable LCARS interfaces. It can also be used to control several pieces of field equipment simultaneously, and a slightly larger version is used in many portable structures for life support control and equipment package operation.

Special Equipment

The largest area in which the Support Branch fields unique equipment is in the category of Special Equipment. Some of the most notable items and systems are listed below.

SFE-100 Hand-held Antigrav

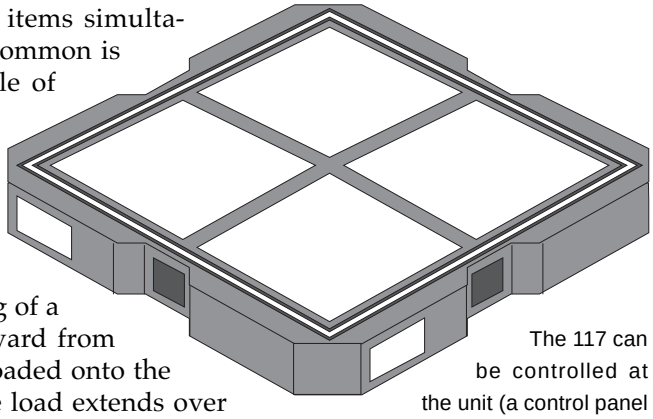
In an SFMC warehouse, cargo bay, or supply tent, you can't swing a dead cat around you one time without hitting an antigrav unit of some sort. The most common of the hand-held versions (often referred to as "dollies") is the SFE-100.

About half a meter long by 10cm wide by 10cm high, the unit has two handles which can be moved to almost any part of the unit for ease of movement depending on the load. The load is attached to the unit with magnatomic grapples that can conform to just about any shape.

To operate the SFE-100, all one needs to do is put the grapple up to a box or barrel, hit the thumb switch to activate the unit, and the grapple engages and the antigraviton generator kicks in. The unit's microprocessors compensate for load mass and asymmetry, making any load easy to handle.

SFE-117 Antigrav Pallet

When moving large pieces of equipment or several items simultaneously, an antigrav pallet is often used. The most common is the SFE-117 which is a standard-sized pallet capable of holding several hundred kilos of material. When turned off, the pallet is simply an inert platform. However, it has two powered operating stages that make it ideal for most storage and movement applications.



The 117 can be controlled at the unit (a control panel is centered on each side of the pallet for easy access), or via PADD by calling up the pallet's serial number.

Stage 1 operation of the SFE-117 involves the engaging of a confinement force field which extends perfectly upward from all four edges of the pallet. This keeps whatever is loaded onto the pallet from falling off of the pallet. If any part of the load extends over the edge, the confinement field will support the item in question, but cannot be relied upon to keep it from falling, nor will it support or confine anything stacked on top of the protruding item. The confinement field extends about 2 meters up from the top edge of the pallet.

Stage 2 operation of the pallet engages the antigraviton generator in the bottom of the pallet. The pallet's processors compensate for load shifting and asymmetry. The pallet is self-propelled with microthrusters. It is steered with an interface which can be called up on any full-sized PADD by entering the pallet's operating code (printed on the right-hand side of all four sides of the pallet).

Older antigrav pallets prior to the SFE-117 are still in use and do not have the confinement field and microthruster features. These pallets must be carefully loaded and moved by pushing, or with hand-held pallet jacks.

SFE-146C3 and SFE-149A1 Field Replicators

These are crew-portable replicators capable of materializing parts and supplies of all types. The 146 is a light duty replicator capable of producing items no larger than 75cm in any dimension. The 149 is a heavy-duty replicator capable of producing items up to two meters in any dimension.

The 146 is easily carried by two people fully assembled. The 149 is a bit more of a chore: It is only crew-portable because it breaks down into four units which can stow into rucksack-sized cases. Most often, though, the 149 is beamed, flown, or trucked into an operating area in deployed configuration.

SFE-151 Emplaced Replicator

Nothing about this behemoth replicator unit is portable. Given the time, raw material, and energy supply, it could probably replicate a small village. The 151 is a heavy-duty replicator used primarily for parts and portable structures. It requires a small cargo bay's worth of room to operate, and is usually employed only by permanent bases and/or capital ships. With heavy-duty cargo transporters or T-6 Titan aerospace craft, however, they can be deployed in the field if needed.

SFE/FB-88 Portable Fuel Cell

Transporting fuel out in the field can be a dicey proposition, which is why the Fuels & Power section uses the FB-88 portable fuel cell. This inflatable/deflatable bladder is made from dozens of layers of nylex and soft body armor components, with an outer shell of kevlex and an inner shell of collapsible plasteel. It has collapsible baffles inside to prevent fuel surge and prevent fire from spreading in case of a catastrophic shell failure in one area.

SFE/FB-88s are filled with RCS Fuel on Salva III. They supply a forward aerospace refueling point for Close Air Support craft.

When empty, the FB-88 folds into a transit package, much like a portable structure. It easily fits into the back of a Type 7 shuttle, any of several SFMC Aerospace craft, or onto the back of a Mule or similar ground vehicle. When full, it can expand to a holding capacity of several thousand liters (models are available in 10, 20, and 30 thousand litres). Versions are available to hold slush deuterium, Reaction Control System fuel, and other volatile liquids.

SFE/FB-109 Recharging Station

The 109 attaches to any microfusion generator or field warp core in the SFMC inventory, and gives the Fuels & Power section the capability to recharge just about any type of power pack in the SFMC. It has cable feeds for large vehicle-mounted charge packs, and receptacles for smaller hand-held units. It is packaged with dozens of adapters to accommodate just about any power need.

MARINES SAY

"Power is life on the battlefield. That makes us pretty popular with the troops. Once we arrive near the front, we can generally work around the clock and have a steady supply of customers. It's exhausting, but it's also one of the most important jobs in the Corps."

—SGT Donatello Kohl
Power Distribution Specialist
and SFE/FB 109 Operator

SFE/S-200A Water Distribution System

The heart of the SFE/S-200 is a collapsible bladder very similar to, if not nearly as shielded as, the FB-88. This can be used to transport water into an Operating Area, or it can be filled on-site with collected and purified water. The second principal component of the system is the water purification and pumping unit which can purify thousands of liters of collected water per hour, and pump it back out as easily. A series of hoses and fittings completes the distribution system, allowing water to be pumped to several units' camps simultaneously. The bladder can be filled by replicator if needed, and coupling adapters are available to connect any replicator directly to the storage bladder.

SFE/MA-177A5 Portable Morgue Unit

Somewhat similar in appearance to the FMD-108 Portable Stasis Unit, the 177A5 is a semi-stasis assembly of two tubes stacked atop one another. The term semi-stasis is used to describe the function of the tube which cannot hold a live person in suspended animation, but can prevent untimely decay of a deceased one. It is used by the Mortuary Affairs section for field pickup of the deceased.

SFE/T-5A1 Cargo Air Delivery System

This is a parachute rig capable of air dropping over 1000 kilos through a Class M atmosphere to a soft landing. For larger loads, multiple T-5s can be used, but for much larger loads, there are a variety of heavier parachutes. Most operate identically to the T-5 so they are not individually covered in this guidebook. The T-5 is relatively low-tech. It is attached to the cargo with a nylex harness that can be adjusted and tightened in a variety of configurations based on the particular load. The chute is a round, non-steerable canopy which can be opened by static line, or at a preset altitude by an altimeter on the harness. SpecOps cargo chutes are available with steerable canopies which can be guided from the drop craft or from the ground, but the non-steerable version is much more common.

SFE/OT-7B3 Cargo Oribital Air Delivery System

The OT-7 system includes the T-5 parachute system, but also provides an ablative reentry shell for the load as well as an orbital stabilization rig. These elements make it possible to drop enormous loads of cargo from high orbit of a planet. Ejection of the shell and deployment of the chute are done via harness altimeter in combination with the orbital stabilization rig's computer. A variety of sizes and shapes of chutes and shells exist for various cargo, but the OT-7 is the most common.

SFE/OT-28 Cargo Orbital Delivery System

When aero-dropping cargo on planets with no appreciable atmosphere, the OT-28 antigrav pallet decelerates the load to a soft landing in the absence of a parachute. Most other aspects of the system work the same way as the OT-7 delivery system. Of course, the OT-28's antigravs do emit the characteristic energy signature that can announce their arrival to enemy sensors if adequate jamming is not undertaken, so the unit is used sparingly.

Portable Structures

The Support Branch is the single largest user of portable structures in the Federation. Everything from tents to portable aerospace hangars are deployed by the Branch, and many are listed below. However, a quick review of the portable structure concept may be called for first.

MARINES SAY

"I've spent enough nights on the cold, hard ground to fully appreciate the portable structures the Support guys bring us. It may not be as comfortable as the quarters a Fleetie is used to, but it's a luxury hotel for an Infantryman!"
—PFC Taddia Moktar
Infantry Branch Light Weapons Specialist.

For something to be considered a portable structure, it must meet two criteria. The first and most obvious is that it must be portable, which means it has to be transportable by shuttle or cargo transporter, and be deliverable by parachute or antigrav. The second is that it must provide interior space for more than five humanoids (anything smaller is considered a simple "tent" whether or not it bears any resemblance to the old canvas and pole archetype).

Most portable structures in the SFMC inventory are constructed similarly. These structures travel in compact containers, known as transit packages. In the field, they expand (usually inflated) into large structures that house a good amount of equipment and personnel. They are usually packaged in a plasteel container which can be delivered by parachute or cargo transporter, and most can be easily carried by two people with hand-held antigravs.

The shell is usually composed of multiple layers of nylex, kevlar webbing, puncture-sealing foam, and mylar. In one demonstration, such a shell stopped a ball-bearing shot at a speed of more than 24,000kph; the bearing left a large hole in a 5cm-thick steel plate. The shell is fully functional in a zero or hostile atmosphere environment. The 30cm-thick walls compress to about 3cm for transport. Positive pressure is maintained inside the structure by the life support system.

Also housed in the transit package are duralloy "shelves" that become the inner walls and beams that maintain the outer shell's shape. A microfusion generator supplies power, and a 5-way generator provides fields for structural integrity, gravity, defense, eloflage and holoflage. A replicator, LCARS microcore, and other purpose-specific equipment kits complete the transit package.

SFMC portable structures are designed to be a modular system, so more than one can be connected together. Hatches are standardized units which are found on all SFMC portable structures and can interconnect any structure to any other structure in the inventory. In this manner, entire towns can be set up on a planet with no atmosphere and little gravity.

The Work Horses

Two types of structures in particular are in heavier use by the branch by far. These are the Standardized Portable Structure Large & Small (SPSL "Special" &

SPSS "Space" respectively). Used for everything from offices to storage to field HQs to crew quarters and everything else imaginable, these are the work horses of the portable structure inventory. They are both described at length in the Medical Branch Guidebook.

Portable Advanced Command and Control structure (PACC)

The PACC (pronounced PAK) serves as a field headquarters for larger units. Its transit package is loaded with communications and battlefield surveillance gear. Originally developed for the Medical Branch, the PACC has been so successful that it is commonly used by most large units in the field today.

Rapidly Deployable C3 Structure (RDCS)

This unit is known by the Marines in the field simply as "an HQ in a box". It is lighter on equipment than the PACC, but has a much smaller transit package. In fact, this structure is unique in that it can be further broken down into two smaller transit packages, each of which can be carried by a single Marine. The two halves are then joined together before deployment, which takes only a few minutes. Units around company size, sometimes smaller, will usually take an HQ-in-a-box along for command and control purpose once their operating area is secured. It usually winds up being where the OIC and signal operator sleep as well.

Computers And Signals Tent (CAST)

A CAST is filled with radio and computer equipment and has a very large transit package—despite the colloquial name, it is much more than a tent. The particular equipment included will vary by mission, but most are either primarily communications facilities with very little computer systems support (known as "Signal Heavy"); or else have extensive computer support and little in the way of radios and the like (known as "Data Heavy").

Datawarfare Specialists hard at work inside a data-heavy CAST. As you can see, the CAST packs a lot of equipment—it is difficult and time consuming to setup.

It is about the same size as a SPSL, but whereas the SPSL can hold up to 30, 10 would be lucky to fit into a CAST with all the equipment. They must be deployed by heavy aerospace craft and a rarely dropped via parachute. CASTs serve as combat network relay stations and switchboards, satellite uplink facilities, data processing facilities, datawarfare headquarters, or any of a hundred other uses.

Hangars & Garages

By far the largest portable structures in the SFMC inventory, this class of structure is reserved for truly extended deployments. They are meant as a stopgap measure until more permanent facilities can be erected by the Combat Engineer-

ing Branch. They come in all shapes and sizes to accommodate a variety of vehicles, but are all essentially the same in material and composition. The defining characteristic of a portable hangar or garage is the size (and shape) of the vehicle it is designed to support. This will dictate the size of the door, and since the door is a semirigid structure that can only fold so many times, this is the factor which most influences the size of the transit package.

Most hangars and garages also include a tool kit in their transit package which is the standard SFMC tool kit for the vehicle in question. Most structures only accommodate one vehicle, so only one tool kit is included—but Transportation and Maintenance personnel can be quite creative in getting a second vehicle inside the shell. The structure will have a standard hatch at the end opposite the vehicle door so the it can be attached to an airlock, corridor, or other structure.

Accessories

While not themselves considered portable structures, these accessory systems are critical to an efficient use of structures in the field.

SFE/PS-001A Hatch

This is the standard SFMC portable structure hatch which can fold into eight panels for storage and transport. It is used to replace worn hatches in the field, or to add an additional entrance or egress from a structure.

SFE/PS-043 Airlock

A hatch and short section of corridor that come packaged with atmosphere pumps and indicator panels. When deployed, the unit attaches to a 001A hatch to form an efficient airlock in little time. Several 043s can be attached in series to provide gradual step-down for large pressure differentials.

SFE/PS-055A,B,C,D Corridors

These are essentially two hatch frames with a section of shell material between them in a tube fashion. The frames attach with an airtight seal to any 001A hatch, thus linking two structures with a corridor. The 055A is about two meters long, the 055B four meters, the 055C eight meters, and the 055D ten meters.

Motor Transport Operators, commonly referred to as "drivers" are usually trained in a wide range of vehicle types.

Vehicles

Operation of all aerospace vehicles is the purview of the Aerospace Branch, and all Support activity involving aerospace craft must be coordinated with them. Ground transportation is a different matter. Although the most common vehicle in the inventory is the CHGP/97 "Mule" detailed in the Combat Engineer Branch Guidebook, Support fields several other ground vehicles.

CHBL/97 "Water Buffalo" Cargo Hauler, Bulk Liquids

Primary Purpose - Transportation of nonvolatile liquids, especially water.

Armor/Force Field - None

CBR Life Support - For 2 people in cabin only; 24 hour endurance

Power Source - Charge pack

Endurance - 48 hours at normal load

Propulsion Method - 4 Antigrav (AG) modules

Maximum Altitude - 25 meters

Maximum Speed - 240 kph (150 mph) empty, 160 kph (100 mph) loaded

Crew - (1) Motor Transport Specialist; (1) Water Supply Specialist

Passengers - None

Weapons - None

Special Equipment - Liquid distribution system and hose reels

Overview - The Water Buffalo is the bulk-liquids version of the flatbed Mule. It carries a 5000 liter tank in place of the flat platform. This is normally the quickest way to get potable water to ground troops when transporters cannot be used. Hoses can be run from the distribution system to fill storage tanks, or troops can get water directly from the truck. Regular spigots are provided, but there are also connections for refilling powered suit, Mecha, or environment suit water supplies. Water is not the only liquid carried by the Water Buffalo—despite the name—but it is by far the most common.

CHBF/97 "Gas Hog" Cargo Hauler, Bulk Fuels

Primary Purpose - Transportation of volatile liquids or slush fuels, especially deuterium.

Armor/Force Field - Heavy / Level 1

CBR Life Support - For 2 people in cabin only; 24 hour endurance

Power Source - Charge pack

Endurance - 48 hours at normal load

Propulsion Method - 4 Antigrav (AG) modules

Maximum Altitude - 25 meters

Maximum Speed - 240 kph (150 mph) empty, 160 kph (100 mph) loaded

Crew - (1) Motor Transport Specialist; (1) Fuels Supply Specialist

Passengers - None

Weapons - None

Special Equipment - Fuel distribution system and hose reels

Overview - Everything from Powered Suit leg thrusters to microfusion generators run on liquid or slush fuels that must continually be supplied to the front lines. The Gas Hog's distribution node has up to ten hoses with a wide variety of nozzle ends to make refueling just about any SFMC system a breeze. The 4000-litre tank is heavily armored, as well as being lined with eight 500-litre collapsible fuel bladders. Having multiple bladders inside the tank not only increases safety, but allows multiple fuel types to be carried simultaneously. Tank chillers around each bladder keep each fuel at its ideal storage temperature. Baffles between the bladders promote safety as well as insulating each bladder from its neighbors.

MARINES SAY

"Driving a Hog is actually a lot of fun. You'd think that something that big would be ungainly in the air, but it has so many maneuvering thrusters that it can really dance. You have to be careful, though, if you're anything in between full or empty—even with the baffles, the load can slosh and really throw off your center of gravity."

—LCPL G'kaan Bri Tolad
Motor Transport Specialist and
Gas Hog Driver

CHWL/89 "Deuce-and-a-Half" Cargo Hauler, Wheeled, Light

Primary Purpose - General transportation of cargo & personnel

Armor/Force Field - Light/None

CBR Life Support - For 2 to 3 people in cabin only; 24 hour endurance

Power Source - Charge pack

Endurance - 240 hours at normal load

Propulsion Method - Eight-Wheel Drive

Maximum Speed - 160 kph (100 mph) empty, 130 kph (80 mph) loaded

Crew - (1) Motor Transport Specialist

Passengers - Up to 2 in cabin; up to 20 in truck bed

Weapons - None

MARINES SAY

"I LOVE wheeled vehicles. To me, antigravs reek of something mysterious and not altogether wholesome. I like knowing what's keeping my vehicle on the ground.. I also like knowing that I can turn without firing a thruster that's gonna light up every enemy tricorder for a klick and a half!"
—SGT Donna Brigham
Motor Transport Operator and
Deuce-and-a-Half Driver

Overview - Sometimes antigravs cause problems. They can emit easily detectable energy profiles that are hard to mask, they break down, and they use lots of power. The Deuce-and-a-Half rides on eight huge wheels instead. It can roll over even rugged terrain, emits little in the way of an energy signature, is highly reliable, and can run for ten days on the same energy a Mule would use up in two. The name comes from an Old Earth term for a widely-used general purpose vehicle for armed forces. Today's Deuce-and-a-Half is much larger than that old version, but it is just as ubiquitous. Each of the eight large wheels are independently driven to provide outstanding traction, and they are extremely wide-tracked to distribute the weight of the vehicle almost as well as tractor treads (without the same maintenance problems). The tires are a multicellular kevlex compound that it is not truly solid, but rather riddled-through with bubbles or pockets of gas that give the tire a smooth ride and good shock resistance without needling to be hollow. It cannot be flattened since it is not, in the conventional sense, inflated. The kevlex is extremely puncture resistant, but even with 45% of the tread or sidewall surface damaged, the tire will still retain its shape. Depending on which tires are damaged, the vehicle is capable of carrying a full load with up to half of the wheels disabled (although the speed and maneuverability will naturally suffer).

CHWH/89 "Six-By" Cargo Hauler, Wheeled, Heavy

Primary Purpose - General transportation of cargo & personnel.

Armor/Force Field - Light/None

CBR Life Support - For 2 to 3 people in cabin only; 24 hour endurance.

Power Source - Charge pack.

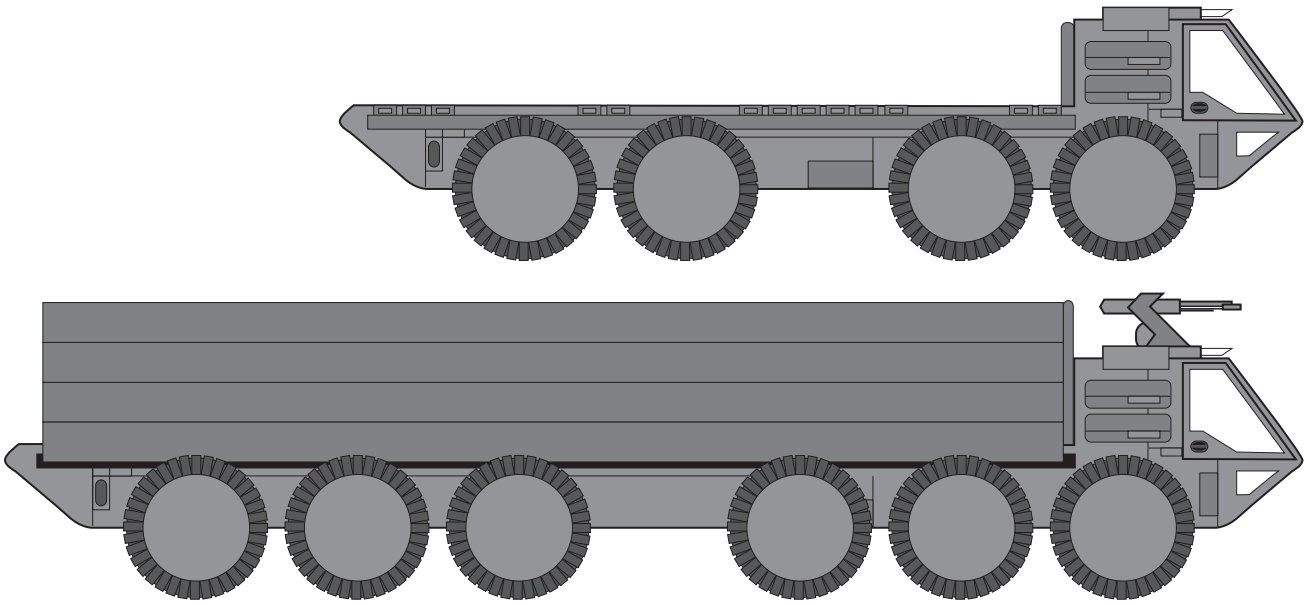
Endurance - 200 hours at normal load.

Propulsion Method - Twelve-Wheel Drive

Maximum Speed - 160 kph (100 mph) empty, 130 kph (80 mph) loaded

Crew - (1) Motor Transport Specialist; (1) Cargo Handler (doubles as gunner)

Passengers - Up to 2 in cabin; up to 40 in truck bed



The Deuce-and-a-Half in flatbed configuration (top), with its big brother the Six-By in personnel transport configuration (bottom). Benches for personnel fold up from the flatbed floor and the personnel cover deploys from a compartment running the length of the truck just under the tie-down brackets on the bed edge. Converting from flatbed to personnel transport takes about two minutes and requires no outside assistance or parts.

Weapons - Vehicle-mounted Compression Phaser

Overview - The Six-by is the "Monster Truck" of the SFMC. With the exception of the Heavy Armored Fighting Vehicle in the Armor Branch, this is the largest wheeled vehicle in the SFMC inventory used on a regular basis. It very much resembles the Deuce-and-a-Half, but is larger, has an additional axle to carry the heavier load, and is usually armed with a phaser atop the cab. It, too, gets its name from an Old Earth counterpart, although few today even know what "Six-By" originally meant. It can carry a full platoon of Light Infantry, provided they are not too heavily loaded, and has a cargo capacity nearly the same as a Mule.

GPVL/99 "Jeep" General Purpose Vehicle, Light

Primary Purpose - General transportation of cargo & personnel

Armor/Force Field - None/None

CBR Life Support - For 4 to 6 people; 24 hour endurance

Power Source - Charge pack

Endurance - 96 hours at normal load

Propulsion Method - 2 Antigrav (AG) modules or Four-Wheel Drive

Max. Speed (w/avg. load) - 240 kph (150 mph) wheeled; 370 kph (230mph) AG

Crew - (1) Motor Transport Specialist

Passengers - Up to 5 in cabin

Weapons - None

Overview - The fastest wheeled vehicle in the SFMC, the Jeep is a venerable workhorse for quick trips with small loads of cargo or just a few personnel. Most officers use Jeeps for transportation when they are issued drivers. The Jeep takes its name from an Old Earth vehicle which was so-called as a play on "GP" which stood for "General Purpose" just as it does today.

GPVH/99 "Hummer" General Purpose Vehicle, Heavy

Primary Purpose - General transportation of cargo & personnel

Armor/Force Field - Light/None

CBR Life Support - For 6 to 8 people; 24 hour endurance

Power Source - Charge pack

Endurance - 96 hours at normal load

Propulsion Method - 2 Antigrav (AG) modules or Four-Wheel Drive

Max. Speed (w/avg. load) - 200 kph (125 mph) wheeled; 350 kph (220mph) AG

Crew - (1) Motor Transport Specialist; up to (1) Gunner

Passengers - Up to 7

Weapons - Varies

Overview - The Hummer is a heavier version of the Jeep. Like the lighter vehicle, it can run on two AG modules, or on its four wheels. A flip of a switch in the cabin changes drive options. The wheels stay in place (they do not retract). This makes both the Jeep and Hummer very versatile on the battlefield. The Hummer has several configurations thanks to an interchangeable roll-cage pod which can carry either a heavy phaser, a missile launcher (a vehicle-mounted MAPLIML-see Infantry Guidebook), a communications or EW rig, or nothing at all. This also makes the Hummer quite versatile, and has lead to it being one of the most common ground vehicles in the SFMC today.

Hummers are loaded into a T-6 prior to exercise Alpine View. To save space during transport, the roll bar and wheels are removed and loaded into the back of the Hummer. Small temporary wheels are installed on the axles to make the vehicle easy for crews to push around.

Part 4 - Operations

Normally, this section would give a general overview of the tactics and/or techniques of Branch operations. That's a daunting enough task for a specialized branch like Medical, but it would be nearly impossible for such a diverse one as Support, given the space allotted. Each Field of Service within the Branch has its own extensive collection of operations manuals, so this Guidebook section will be limited in what it covers operationally. Even using one example for every department within each Field would take more room than we have, so we'll limit our discussion here to a key example, chosen at random, from each of the seven Fields of Service.

Combat Service Support Command: Supporting the SpecOps Team

As an Air Delivery Systems Specialist (ADSS) one of your most difficult assignments will be attached duty to a Special Operations Group. Supporting SpecOps teams on the ground frequently means resupply from the air, so ADSSs attached to SpecOps units often get to make challenging resupply drops. In these cases, where only cargo is being dropped, you may be assigned as the Air Delivery Systems Specialist in Charge (ADSSIC). In this role, *you* will be responsible for the drop portion of the mission. Below are some of the important factors for you to consider.

➥ NOTE

Many units, like SpecOps and Medical Groups, will have one of their own officers in charge of coordinating the CSSC activity for the unit. (This officer is usually shown on the org chart as the S-4 or Logistics Officer.) Any CSSC personnel attached to this type of unit will generally report to this officer. In CSS Groups that are deployed *en masse*, the OIC of the group reports to the S-4 of the unit to which the CSS group is assigned.

Meeting the Team's Needs

Before even setting foot in an aerospace craft, the logistical team must figure out what the SpecOps team will need in the way of supplies and equipment. You will generally have a limited drop in both duration over the drop zone (DZ) and in DZ size, so you must make every package count. A container of field rations may be a complete waste to a team living with indigenous personnel who are keeping them well fed.

Fortunately, SpecOps teams are pretty solid in their logistical planning. Before the team is even inserted into their OpArea, your supply section will have sat down with them and their mission planners to determine their logistical requirements for the duration of the deployment. You and your team will have been part of these briefings to plan the particulars of the resupply drops. These requirements may have to be modified in the field, but updates from the team should make refinements relatively easy. Even when the team is incommunicado, careful planning prior to deployment should leave you with a pretty solid supply requisition ahead of time. Your Quartermaster section will provide the supplies needed for your drop, and you will assemble them into loads and get those loads to the DZ.

Load-Out

Once you have all the items to fill your requisition, you may begin the load-out. It is tempting to begin loading containers as soon as you start receiving supplies, but it is best to wait until you have everything you need beforehand. Starting early may leave you with odd shaped or weighted loads near the end of your load-out because you packed everything else before the odds and ends arrived. Better to distribute those odd items throughout the load where they can be balanced with smaller, more regularly shaped or weighted items.

If using pallets, the type you use for loading will depend on the parameters of the drop. If the drop is clandestine and energy signatures will create problems, it is best to go with an unpowered, conventional air delivery pallet. If power won't be a problem, an antigrav pallet with a confinement field will be a better choice. Air delivery pallets have shock-absorbing systems and are weighted and shaped for parachute delivery. Do not use regular cargo pallets unless you absolutely must, and if you must, try to compensate by using a larger chute area to slow descent.

Better than any type of pallet would be an air delivery container. These come in various shapes and sizes for a variety of supply needs. Many have built-in delivery systems, and they can also be easily replicated if you have the facilities (see side-bar caution). Containers are smaller than pallets, and since they close completely and securely they are easier to pack. They generally are cushioned against impact from any angle, so load movement under chute is not a problem. For orbital drops, containers can be replicated with their own ablative shells for reentry so an additional shell is not required.

! CAUTION !

Even if you have the facilities to replicate a parachute, never try to save time by replicating it in the folded and packed configuration. Always lay it out for inspection and rig it conventionally. All the time saved in the galaxy won't make up for a replicator failure that causes a nonfunctional chute to destroy your cargo and potentially hurt someone on the ground.

Palletized supplies must be secured so that they will not shift during transport or delivery. Loading multiple containers on a pallet can sometimes be like assembling a large and complicated jigsaw puzzle, but a little extra time at this stage of operations can save potentially mission-scrubbing problems later. With your loader's tricorder, you can request the computer give you an optimal palleting plan, but you should always use your experience and instincts to double-check that.

Once the pallets and containers are packed and secured, run a dynamic load test whenever possible. These are tests run with your tricorder and an antigrav pallet. Set your loaded pallet or container on the antigrav pallet, and select the dynamic load test from your tricorder or PADD. The antigrav pallet will lift the load and shake it on all three axes to verify load integrity. The computer will tell you if anything needs to be rearranged or tightened down.

As much as possible, assure that each container or pallet is a similar total gross weight—you don't want the aircraft to suddenly and drastically change center or gravity when an unusually heavy pallet leaves the craft. Also, make sure that the most critically-needed supplies are somewhat together. You may not want ALL critical supplies in one container—just in case something happens to it—but you do want to distribute them in the first part of the total load, as opposed to evenly throughout, or near the end (see below).

Attaching the Delivery System

Will this be an air drop? If so, you will need to be sure each container has the appropriate size and number of parachutes, and that the parachute rig is attached so that the load will be centered when the parachutes are deployed. A swinging or spinning load may foul chute lines and spell disaster. Will the drop use a static line, or a timed or altitude chute release? If the cargo will fall for any appreciable distance before chute deployment, it must be meticulously weighted and shaped so that it maintains the proper orientation for chute deployment.

If the drop is antigrav-only, make sure each container has the proper antigrav power to decelerate the load evenly and smoothly. If the drop will be made by transporter, you will have a lot more leeway since the loads will only have to be

balanced for secure transport. If they survive the trip, they'll survive beaming just fine (just make sure your beaming coordinates are centered on a nice, flat piece of land).

Loading-Up

Once you have loaded-out your pallets and containers and attached the delivery equipment to each, you are ready to load them onto the delivery craft. For an airborne delivery, this will likely be one of the SFMC's aerospace craft like the T-6 Titan. For an orbital drop, the drop may be made from aerospace craft or from a starship.

In any case, you will be working with the craft's loadmaster to properly secure the cargo on the craft. The loadmaster is ultimately responsible for how the cargo is loaded into the craft, so it is important to work *with* them, not against them. The order in which you load the pallets is crucial—you may not get to deliver your entire load if you encounter problems during the drop. Make sure you have loaded all critical supplies together, and make sure those containers are loaded on the drop craft last (so they will be dropped first).

The Drop Zone

While the SpecOps Commander has the responsibility for selecting the DZs, it's the air unit carrying out the mission that decides whether or not to use them. That may strictly be the pilot's call if the problem is weather or enemy detection/fire preventing you from reaching the DZ. But once there, if adverse conditions exist, the decision of whether or not to drop may be up to you. The pilot is responsible for all operational decisions involving the flying of the mission. You cannot tell him what route to take, nor what altitude to fly. Equally, he will not tell you which equipment to load and drop. The question is, where do his and your authority cross? As ADSSIC on the mission, it is your decision as to whether or not you drop, but the pilot's technical advice should weigh heavily.

An image of a training air drop gives you a good idea of what cargo drops look like, but there would be several important differences in a real SpecOps drop. First, there would typically be less cargo in a SpecOps drop; second, clear T-5 chutes would be used; and third, the drop would undoubtedly be at night (preferably with no moon).

SpecOps air delivery operations are normally carried out by a single aerospace craft flying at low level, over difficult terrain, in conditions of poor visibility, and making frequent changes of course. Basically, doing all the things a pilot would normally go out of their way to avoid. That is why your load must be so meticulously secured (and also why you shouldn't eat a big meal beforehand). To make matters worse, you will have to be pinpoint accurate with your drop, since there will likely not be an opportunity for a second pass on the DZ.

Dispersion

When an air drop must be used, you will have to consider dispersion in your drop plan. A good DZ will be round or square, but your cargo will naturally

land in a line parallel with the course of the aircraft. Dispersion—the distance between the points where each component will hit the ground—is mostly controlled by the aircraft's speed and the time it takes you and the loadmaster to get the whole consignment out the hatch.

The rule of thumb for low-level operations is that half the speed of the aircraft in knots, multiplied by the time it takes to get the whole shipment out of the aircraft in seconds, will give the dispersion in meters on the ground. This is the critical distance, because it determines how long the DZ needs to be for you to get your whole shipment off.

Hopefully, the SpecOps team will already have figured this distance and built in a 100 meter safety margin on either end of the run. But you and the pilot may have to decide if he can afford to go as slow as he will need to in order to get your whole load off. If it is not safe to slow down that much, you may have to call for an alternate DZ, scrub the drop, or only drop what you can. Typically, the alternate DZ is worse than the primary (which is why it's the alternate), so you'll likely have to choose between the last two. That decision should be the consensus of you, the pilot, and the SpecOps Commander whenever possible.

Hot or Unsecured DZs

If a DZ is "hot" it is taking or subject to enemy fire. This is a problem as your team on the ground will likely not be able to collect their much-needed supplies. The same is true for a DZ that is unsecured or has been secured by the enemy prior to the drop. If you receive word from the SpecOps team that the DZ is hot or that they have failed to secure it, go to the alternate DZ according to the contingencies formed in the mission planning stage.

This is NEVER something you want to see when approaching a Drop Zone. While every effort should be made to complete your drop, dropping onto a hot DZ is not an option.

Problems

You can never expect 100 percent success with any piece of equipment, and that must be taken into account in planning the mission. Murphy's Law is as real as any law of nature. An important part of your mission planning with the pilot, loadmaster, and SpecOps liaison should be deciding at what point casualties or mechanical failures will lead to the mission being nonviable. If planning is so tight that the loss of one pallet puts you over that limit, you have very poorly planned. However, a series of problems may strike, and at some point, you must know when to call it in and try again as soon as you can.

"Geronimo!"

Once the pilot lights the green "drop" lamp, you need to get cracking. You and the loadmaster will likely work together to eject the containers from the aircraft in the swiftest manner possible while maintaining safety margins. You and the loadmaster will have already discussed with the pilot how the center of gravity of the craft will change during the drop so that he can compensate as the consignment leaves the plane. In the old days of airborne ops, it was the job of special ADS personnel known as "pushers" to get the cargo out of the hatch. Now, however, you will likely be doing it on your own with an automated system of antigravs.

Signal Corps: Staying Connected

Operating the MULTI-LINK system may be your single most important task as a Signal Corps Radio Operator. When you are assigned to a Light Infantry Platoon as their Radio Operator, you may well hold their lives in your hand. Your ability to keep them in touch with each other and with their higher headquarters, fire support, and medical support will be a key factor in their success. Here are some things for you to keep in mind in this assignment.

Get the Right Equipment

When you first arrive at your Infantry Platoon, make sure you have all the gear you need before going into the field. You are the Signal Corps representative here, do not expect the Infantry soldiers to know the Signal Corps inventory, or to know if all the parts and accessories you need are in working order.

First, be sure you have a functioning MULTI-LINK. Perform a Level-1 self-diagnostic, then take it to your maintenance section to have an independent diagnostic performed. Specifically test every frequency group your unit will be using. Check encoding and decoding subroutines, and be sure the forearm PADD control interface is functioning properly in the visible and infrared ranges.

! CAUTION !

Do NOT omit the infrared PADD test just because your PADD is operating normally in visible light. Maneuvering in the dark under total light discipline, is NOT the time you want to find out the infrared display doesn't work!

Next, check that all of the items on the assignment-required equipment list is in your issue—immediately report any shortages or damaged equipment to supply and requisition replacements if necessary. Check that you have a collapsible antenna as a backup to the integral antenna. And make sure you have *two* spare charge packs and a functioning recharging adapter (top off your packs at every opportunity). Perform a full field maintenance check on all issued equipment including accessories and spares.

Get Your Frequencies & Nets

You should be present at all operational planning sessions to be sure you can anticipate the unit's communications requirements. That includes memorizing authentication codes, callsigns, and all the nets and their corresponding frequency sets (freq sets) to be used during the mission. The purpose of establishing nets is to minimize the overall radio traffic on the battlefield (i.e. - an infantryman doesn't need to hear an ambulance requesting supplies from an aid station). Each net is assigned a freq set to use for the duration of the mission.

You will monitor all the nets in use by and with your unit. However, some nets are monitored in the background, and some in the foreground. When a net is selected for foreground monitoring, you will hear all traffic on the net in your earpiece. When background monitoring is selected, the MULTI-LINK's computer monitors the traffic, keeping it out of your earpiece. It will automatically bring the net to the foreground if it detects any number of key words, phrases, callsigns or signals which you program into it. It will also bring up any net where a call is being placed specifically to you or your platoon leader.

Nets that are likely to be identified for most Infantry operations are as follows:

- **Squad Net.** The net that squad members use to talk to each other. It is isolated from the rest of the platoon to minimize extraneous traffic. You will have either three or four squad nets to monitor. These nets are normally background monitored.

- **Platoon Net.** This net is just for the squad leaders and the platoon leader so that they can talk to each other. This is isolated from the rest of the company to minimize traffic. You will monitor this net in the foreground at almost all times.

- **Company Net.** This is the net on which the platoon leader will communicate with his headquarters. You do not control this net, but you will monitor it in the foreground.

- **Fire Support Net.** This net is dedicated to calling in fire support for the platoon—usually Armor or orbital fires. Your spotter will be on this net as well as the platoon net, but you must be able to link anyone else to this net directly (see note). This is a background net.

- **Air Support Net.** Your close air support (CAS) operates on this net. When calling CAS the platoon leader or spotter will give the position to assigned CAS spotters or controllers who will then direct aircraft (see note). This is a background net.

- **Med Net.** This will be the net that your medical support will be operating on. Your platoon medic(s) will be on both the platoon net, and the Med Net. You monitor the Med Net in the background.

➥ NOTE

Normally, only trained spotters are allowed to call fire. In close quarter combat a slight miscalculation can wipe out your unit or waste precious time and ammo. There are one or more spotters assigned by the supporting artillery to each platoon, and they are positioned to see forward and to each flank of the unit they are supporting. They respond to the platoon leader's needs. For air support, only flyers or FACTS-trained soldiers may be spotters since they must be able to give the aircraft the direction, speed, altitude and angle of attack as well as the position to make sure a miss of a half-second or a skip does not land in your lap.

The only exception to trained spotters is "we are being overrun call fire on my position" which can be given by anyone with a radio who has a lot of guts and has prayed his hole is deep enough to protect him. Surprisingly, this is called a lot more often than you would expect—and it often works!

Get to Know Your Unit

Learn how your platoon and squad leaders operate and try to anticipate what they will want from you. Find out which platoon members have experience or interest in running the MULTI-LINK, and train them on its basic operation in case the need arises for someone to take over for you. And if at all possible, get to know the sound of the voice of every person in the unit before going into the field. This last point cannot be overemphasized. In the heat of battle, radio discipline can break down, and you need to know who is screaming for help on the net. It may take time to learn the voices of 40 or 50 men, but it is time well spent!

Get Going

When you are as prepared as you can make yourself, it is time to head for the field. Before doing so, though, it is a good idea to divide up some of your gear. Have others in the platoon carry spare parts, backups, and accessories if you can so that everything is not concentrated in one place (and therefore vulnerable). Because of your key roles to the platoon, you and the platoon medic will usually have plenty of offers of help in carrying things. Take advantage of them.

You may or may not be issued a rifle (you will have a sidearm), but you will rarely get to use it. When the bullets start flying is the precise time you will be busiest running communications. You will have a wide variety of tasks, but certain ones naturally crop up more than others.

Hooking Up the Boss

You are the ears and voice of the platoon leader. Of course, he has his own I-LINK, but you connect him to whomever he needs to talk to, or whoever needs to talk to him. Your primary responsibility will be providing him with the communications he needs. Remember, his I-Link has a range of only 800 meters under the best conditions. To speak to fire support, medical, company, etc., he needs your capabilities and the range of the MULTI-LINK.

For these reasons, you should setup your MULTI-LINK before heading into the field with two important defaults. The first is Platoon Leader I-LINK Priority (PLIP) which allows the platoon leader's transmission to override any other transmissions you are receiving. You can override this when circumstances dictate, but platoon leader priority should be the default.

The other default setting should be Automatic Signal Relay (ASR). Choosing this option allows the Marines assigned to nets with distant receivers to use the signal relay capabilities of your MULTI-LINK without needing you to set up the comm. For example, if the platoon leader selects the fire support channel on his I-LINK, his local transmission will automatically be picked up by the MULTI-LINK and relayed at higher signal strength to fire support without you having to connect him. ASR and PLIP will save you a lot of switching on the battlefield, freeing you to concentrate on other comm issues like traffic requests.

Handling Traffic Requests

There may be various circumstances under which others in the platoon will need cross-communications with another net. In this case, you will likely have to make the required connection.

An I-LINK normally is equipped with five programmable channels. Up to the first four will be preset according to task and position, the fifth is left open for traffic requests or customized connections. For example, typical settings for the Infantry platoon might look like this:

Channel	Platoon Ldr	Squad Ldr	Squad Mbr	Spotter	Medic
1	PlatoonNet	Platoon Net	Squad Net	Platoon Net	Platoon Net
2	Company Net	Squad Net	open	Fire Sup Net	Med Net
3	Fire Supt Net	open	open	Air Sup Net	open
4	Air Sup Net	open	open	open	open
5	open	Traffic Req	Traffic Req	Traffic Req	Traffic Req

For lengthy operations, the MULTI-LINK's forearm PADD can be removed and unfolded for a larger working surface.

You can rearrange these channels at will with your MULTI-LINK control PADD provided the I-LINK is within range. Each I-LINK has an additional data channel (channel 6) that is invisible to the user which is dedicated to communicating with switching and networking devices like the MULTI-LINK. It is very important that you leave default settings alone as much as possible, though, and that you inform a soldier when you change his channel presets. His I-LINK will tell him what net each channel is assigned to, but in the heat of battle, mistakes are easy. Be sure everyone knows what is what!

If, for example, an infantryman needs to communicate on another net, he will call you with a traffic request. Traffic requests should be assigned their own channel so they are not lost in the jumble of other traffic on your headset (be sure you set the traffic request channel for foreground monitoring). If you have selected PLIP, you do not need to assign a Traffic Request channel to the platoon leader since his transmissions will always have priority on your headset.

You can preset the MULTI-LINK to handle certain traffic requests. For instance, it can automatically route an infantryman's request for the Med Net to the platoon's Medic (who already has access to the med net and can relay the message without your intervention). Automatic routing of traffic requests must be carefully programmed to avoid miscues. Traffic requests can always be handled manually by you routing the call on your forearm control PADD.

Some Common SFMC Radio Conventions

Come In - Please respond.

Copy - I am receiving you, I understand.

Do you copy - Are you receiving my transmission?

I copy you 5-by-5 - Your transmission is strong & clear.

Over - I am done speaking & am awaiting your response.

Out - I am done speaking and will not be contacting you again for the time being.

Repeat - I am repeating the last portion of my transmission.

Roger - I understand.

Say Again - Please repeat your last transmission.

Say Again all after ____ - Please repeat everything after the point specified.

Stand By - Please wait.

Wilco - Will comply.

Radio Discipline

Nothing is more important in voice communications than radio discipline and signal security (SIGSEC). Getting the right channel will do you no bit of good if you can't get your message across—or if the enemy can hear and understand it. Be sure you have checked and set your daily SIGSEC authentication codes. Use only current code keys and try never to transmit on a totally unsecure channel.

When speaking, remember RSVP (Rhythm, Speed, Volume, Pitch—see SpecOps Guidebook), and remember previously established procedures for calling fire, med support, etc. Speak deliberately and clearly at all times.

When placing a call, always identify both yourself and the party you are calling to verify that you have the right person. Examples would be "This is Spike Two to Spike Six," or simply, "Spike Six, Spike Two." In the absence of modifiers, the first party is the party being called. Always repeat back what you have been told so the sender can verify that you understand the message. And when relaying a message, be sure to repeat the message back to the sender, and then transmit it as received. Do not embellish or interpret anything.

Always assume the enemy is listening. Keep your transmissions as short as possible to avoid revealing your position. Never use real names, titles, or unencoded positions or grid references. Stick to prearranged callsigns (and make sure the call signs do not reveal position as in making the platoon leader "Spike Leader" or "Spike One"). Also watch your speech mannerisms: particularly unique ones can be a source of long term intelligence for the enemy.

Use standardized conventions (see side-bar) for transmitting information. If words are hard to pronounce or easily misunderstood, spell all or part of the word in standard phonetic alphabet (see side-bar). Remember that clarity and accuracy are paramount. If the party to which you are speaking is similarly following good radio discipline, they will repeat your message back to you. Listen carefully and immediately correct any mistakes or misunderstandings.

Phonetic Alphabet and Morse Code

Phonetic alphabet for Federation Standard was developed more than 400 years ago on Earth (when the language was commonly called English). Words were chosen to represent each letter of the alphabet so that when spelling-out words verbally, one did not mistake "M" for "N", "D" for "T", etc. Each word for the alphabet was chosen specifically because it was easy to understand, difficult to mispronounce, and didn't sound like any of the other words.

Much less frequently used these days is Morse Code, which is even older than the phonetic alphabet. Here, sets of short and long bursts of signal (represented by dots and dashes) represent each letter. Morse code is helpful when you have extremely limited transmitting capabilities, or are physically tapping out a signal through a bulkhead or some such.

A	Alpha	• –	J	Juliet	• – – –	S	Sierra	• • •
B	Bravo	– • • •	K	Kilo	– • –	T	Tango	–
C	Charlie	– • – •	L	Lima	• – • •	U	Uniform	• • –
D	Delta	– • •	M	Mike	– –	V	Victor	• • • –
E	Echo	•	N	November	– •	W	Whiskey	• – –
F	Foxtrot	• • – •	O	Oscar	– – –	X	X-ray	– • • –
G	Golf	– – •	P	Papa	• – – •	Y	Yankee	– • – –
H	Hotel	• • • •	Q	Quebec	– – • –	Z	Zulu	– – • •
I	India	• •	R	Romeo	• – •			

Military Intelligence: Putting it All Together

Perhaps one of the hardest jobs in Military Intelligence is that of All-Source Intelligence Analyst. It may not be as physically demanding as some of the gathering positions, but having the responsibility of seeing "The Big Picture," when all you are getting for input are little pieces, can be gruelling in its own right. And you have more weight on your shoulders when it comes to being wrong: a bad intelligence estimate can mean thousands of lives on the battlefield. But then again, so will NO estimate. So you must say something, and it must be as close to the actual facts as it can possibly be.

You can study maps and imagery for as many hours as you have in a day, but eventually, an intelligence estimate is going to come down to your ability to make an educated guess.

Source Information

What sources will you use to form your intelligence estimate? Will you choose a little of everything? Will you rely on imagery alone? Do you have witnesses to interrogate?

Unfortunately, none of this is up to you. You don't get to pick sources—you get handed information. Sometimes you will know the source, sometimes the source is classified even from you. Certainly, you could make better decisions if you knew all your sources...but sometimes the risk of compromising a source is too great a threat. Whatever the case, you will have to make due with what you get. You can always ask for further information, specific imagery data, etc.—but don't hold your breath.

Know Your Decision Window

You will NEVER have all the information you need to make your intelligence estimate. That's why it's called an estimate. The most important thing to know in your decision tree is when you must cut your losses and make your report. Getting partial intelligence into the field in time to be useful is better than getting more complete information out after it's too late to be of any use.

It is best to know this decision window as far in advance as possible, hopefully when you are given your assignment. Usually, this will be part of your brief: "Review this data and give me your best guess on enemy strength and likely axes of movement by 1300 today." Now you can plan about how long it will take you to formulate a good estimate—say in this case half-an-hour. So you know that, barring any divine revelations on the subject, you need to stop gathering data by 1230 and get to work on your report.

Filling Holes

There will always be gaps in your information. Say that your brief above concerns an enemy infantry brigade. You may have forward observation reports from SpecOps teams—but they can only observe one flank of the brigade. You may even be lucky enough to have overhead imagery, but much of the brigade is under cover. You may have MI reports from the field, behind enemy lines, which indicate supplies and reinforcements going into the area, but the field agents don't know what forces were in the area to begin with. A POW interrogation report reveals some information that may be related, but you don't have the unit identifiers of all the subordinate unit's in the brigade, so you can't be sure. Finally, you have signal intercepts that show radio traffic concerning what are probably logistical requirements, but what may actually be movement plans...the interpreter's aren't sure. You're starting to get the picture, right?

As important as what you know (more important maybe) is what you DON'T know. Identify all the holes in your data, and try to fill them. One source may fill-in the blanks for another. For instance, the SpecOps teams may be lucky enough to be observing on the oblique, what the overhead sensors couldn't see. One gap down. Maybe the SIGINT can be matched up with the resupply traffic analysis to see if it is indeed a logistical request or a movement plan. Some holes, though, will not get filled with facts.

Guessing

➥ NOTE

When sizing up potential targets, it is crucial to see things from the enemy point of view. Don't think of what YOU consider a good target, think of what THEY consider a good target. For example, in early conflicts with the Klingons, we wasted time and assets defending what we thought were splendid targets for the Klingons. Turns out, the Klingons thought there was "no honor" in attacking such targets, and we lost large numbers of men and equipment in other areas that could have been saved with the additional defenses wasted on 'soft' targets.

Now it's time to earn your paycheck. If you had all the facts, you wouldn't be needed, so now it is up to you to look at what you have and extrapolate on what you don't have. Some good possibilities for finding gap-filler:

- History is a good place to start. If the last 12 times the enemy did B after they did A, then you'd probably want to guess B again the next time you saw A.
- Your Trends & Profiles people are another good source to check. They are trained to see patterns that many others look right past.
- You can also make certain guesses based on your knowledge of the enemy's culture, doctrine, and established behavior patterns.
- Your knowledge of sound combat operation procedure will also be crucial.
- You can consult the computer for probabilities of enemy action, but unless your enemy IS a computer, their actions will undoubtedly deviate from computer predictions.

In our example, you may see from the resupply report that the brigade has requested a good deal of food and water. You may already know that the enemy doesn't bring in a large supply of these items unless it is planning on moving a good distance from its staging area. You then check the map to see what the most likely targets are based on the range of movement you expect. This will establish likely axes of movement.

Never Underestimate the Power of Stupidity

Don't assume the enemy won't do something just because you think it's a bad idea. You must see things from their point of view. During Earth's World War II, Allied commander Field Marshal Montgomery led a daring airborne assault in an attempt to break the German front lines in Belgium. Although it fell short of its mission objectives, Operation Market Garden did enjoy some success—

due, in large part, to the German's lack of preparedness for Montgomery's assault. The German's thought that Allied Supreme Commander Eisenhower would be a fool to allow Montgomery to lead an assault on the German front lines, assuming that he would let his General Patton lead the assault from the south. In fact, Market Garden's ultimate failure was due to the fact that the British First Para practically landed on top of a German Panzer Division that was sent to Arnhem, Belgium, to rest and regroup before Patton's expected assault.

Knowing Your Limitations

It is not only important that YOU know your limitations, but that EVERYONE ELSE know your limitations too. Your report should make clear what is fact and what is educated guess—and just how educated it is. A battlefield commander will react very differently to these two reports:

Report One: "The enemy will move south at dawn in two days."

Report Two: "The enemy appears to be building up to movement strength. According to current resupply levels, the process will likely be complete in two days. At that time, they will probably move south based on our estimation of their range of movement (1000km) and the likely targets within that range (the supply depot at grid 34.08.23 by 67.00.00). Threat doctrine calls for such movements to be conducted during morning twilight, so you should expect movement around local dawn."

From where you sit, these two reports might say the same thing, but the accuracy of report two will be invaluable to the commander on site.

Making Your Report

Once you have assembled a report that is as accurate as you can make it, and making sure its language clearly indicates what is fact and what is estimate, you should deliver it quickly and clearly. Make sure everyone who needs a copy, gets one.

If the report will be classified, make sure you prepare additional reports in every classification level under the highest one you write—not everyone will have the same clearance for information. If you prepare only a "Secret" report, and one of your end users needs a "Confidential" version, someone else will have to decide what parts of your report are important and which should be declassified and passed on. Don't let this happen—make sure YOU prepare a "Confidential" version at the same time you write your "Secret" one...and prepare an "Unclassified" version as well.

Follow Through

Personally confirm that your report made it to everyone it needed to by the deadline. Don't assume someone else will handle it. Also, monitor the outcome of your estimate to check its accuracy. Note what you were right about and what you were wrong about so that you can make adjustments the next time. If possible, find out what the end users found useful about your report, and what would have made it more useful to them. One doesn't traditionally think of "customer satisfaction" as being a part of the intelligence business, but it is, in reality, a paramount concern. If the customer's perception is that your estimates aren't worth listening to, they will fall on deaf ears. Be sure you know you are helping, and always look for ways to improve.

INFORMATION CLASSIFICATION LEVELS

These are the main types of classified information and the colors which represent them in document cover sheets and security access badges:

Top Secret (purple) Compromise of this information presents a grave danger to Federation Security.

Secret (red) Compromise of this information presents a substantial threat to Federation Security.

Confidential (green) Compromise of this information presents a threat to Federation Security.

CLASSIFICATION QUALIFIERS

These are further specifications that may be put on information classified at any level:

SCI - Special Compartmented Information.

LIMDIS - Limited Dissemination.

COMSEC - Communication Security Information.

Eyes Only - No copies may be distributed or checked out.

CRYPTO - Cryptographic Security Information.

Military Justice Command: Making A Traffic Stop

As a Military Police Officer, you must deal with situations ranging from the dangerous to the ridiculous. During wartime, you may provide perimeter security on the battlefield, and during peacetime you may be teaching pedestrian safety to base schoolchildren...and everything in between. In your law enforcement role, one of the commonplace activities—and one of the most *potentially* dangerous— you will take part in is a traffic stop. Ground vehicles (usually skimmers) are a regular part of most planetary installations (and some larger space stations), and their drivers can and often do violate the base rules for ground vehicle operation. When that happens, it is your job to stop them and, depending on the situation, present them with a citation for the violation, a warning, or a notification of mechanical failure.

The problem with vehicle stops is that you rarely know ahead of time who you are pulling over. It could just be a Marine on their way to work, a dependant going to the PX, or a terrorist trying to drive a bomb through your barracks. That's what makes vehicle stops an occasionally dangerous part of your peacetime mission.

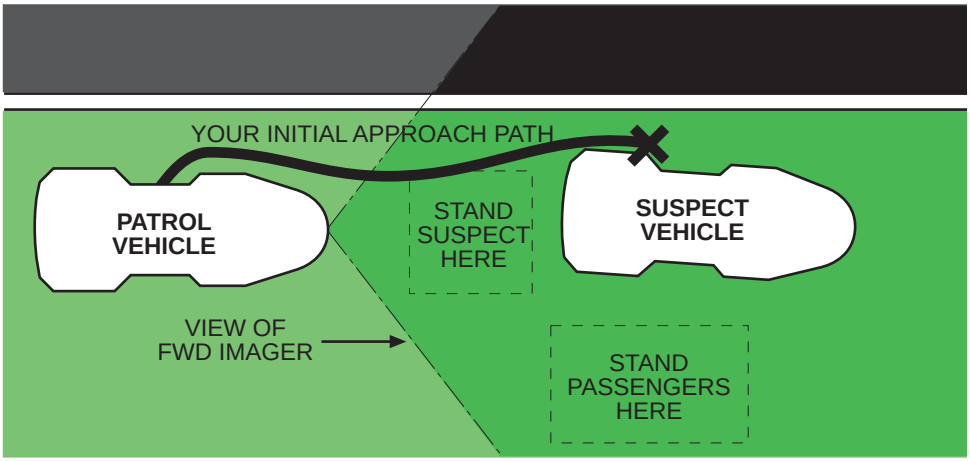
To Stop or Not to Stop

Not every violation you witness requires a traffic stop. Unlawful speed below 20kph over the posted speed limit, failure to properly signal, and a variety of other relatively minor violations can be handled with an insti-ticket: just punch the vehicle ID (VID) number into your tricorder, and a citation will automatically appear on their record and be sent to their comm account.

More serious violations will require a traffic stop. You may also make a traffic stop for minor violations if you feel you should. You can even make a traffic stop based on probable cause that the driver or one of the passengers may have committed a crime. In these latter cases, use your judgement and keep your intelligence up to date on outstanding warrants and suspect and vehicle descriptions.

If you decide to stop a vehicle, position your vehicle a safe distance behind it and match its speed. Now is a good time to run the VID to check for possible warrants or criminal history. If the VID returns a danger or caution flag, immediately call for backup before attempting your traffic stop.

The illustration shows vehicle positioning and other key information regarding a single vehicle traffic stop. Refer back to this illustration as you read through the example.



Most times, however, the vehicle will be clear. Turn on your emergency signals to indicate to the driver they are to pull over. If emergency signals fail to get their attention, attempt to hail them via communicator. If this fails, use your siren and/or loud hailer. Do not attempt to force their car to the side of the road or in any way force them to pull over without getting assistance. If the suspect will not respond to normal measures, get help before proceeding.

On the Side of the Road

Once the vehicle has stopped, you should run the vehicle ID if you have not yet done so. In this day and age, it should never take more than a minute or two to for your tricorder to communicate via your vehicle datalink to base and get a report on a VID—so wait for it. Know as much as you can about the vehicle before approaching it. When the VID report returns, check the facts. Make sure the vehicle description matches the VID report to guard against a stolen VID.

Before exiting your vehicle, inform the driver (via communicator or loud hailer) to turn off their propulsion system. Verify they have done this with an infrared scan. Tell them to put their hands in plain sight on the controls or in the air (use your judgement based on the type of vehicle and the visibility you have of the cockpit/cabin).

At this point you are ready to exit your vehicle. Make sure your phaser is armed and set for stun, just in case. Remove any safety strap on the holster so that you may draw quickly if needed. Be sure the user ID safety is on. There will never be a situation where you will need to draw your weapon and fire faster than a traffic stop gone bad, so be ready.

Approaching the Vehicle

Approach the vehicle from the rear on the driver's side. Stay close to the vehicle so that you do not present an easy target (and so that you can use the vehicle for cover if necessary). If this is a bad guy, and he's going to shoot you, you want to make it as hard as possible for him to turn around and try. If at any point in your approach the suspect makes any sudden or threatening moves, stop your approach. If appropriate, draw your weapon and take cover.

When you reach the driver's hatch or window, stop short of coming even with the driver. You want the driver twisting around uncomfortably to look at you. At this point (and as soon as you can during your approach) you should be scanning the interior of the vehicle for weapons, contraband, or other suspicious materials and/or persons.

Staying Calm

You may be getting the idea that you are likely to be shot at every time you stop a vehicle. That is not the case at all. In fact, based on incidents over the last 20 years, you have less than a 1% chance of accidentally stopping a violent criminal. Still, 12 officers were killed last year alone during traffic stops. Temper appropriate caution with common-sense. Remain calm and polite, but do not let down your guard. By all means do not treat every suspect as if they are a dangerous criminal. Be professional, but never complacent.

Identifying the Suspect

Now is the time to get an ID on the driver, and any other occupants of the vehicle if you think that's appropriate. Check any ID the suspect offers you. If

! CAUTION !

If a VID or driver ID report ever comes back with a "Caution" of "Danger" flag, call for backup immediately. Caution Flags are issued for all outstanding felony warrants. Danger flags indicate a suspect is likely to be armed and violent. Use extreme caution in dealing with suspect vehicles or driver's with these flags on their record.

you think it's necessary, you can check it against a tricorder scan of the suspect. Make sure you are comfortable that the person is who they claim to be. Of course, you will run that identity through the tricorder, just as you did the VID. Again, if a danger or caution flag returns, call for backup—you will likely draw your weapon and/or place the suspect under arrest. Use your judgement and don't try to be a hero. If there are one of you and four of them (and you clearly cannot stun them all simultaneously), discretion may be the better part of valor in the form of a return to your vehicle. It will depend on the circumstances.

The Citation

At this point, there is a 99% or better chance that this will be a routine traffic stop. You have a clear VID, and now a clear driver ID. Proceed normally, but don't let your guard down. The odds are definitely in your favor, but they will be even more so if you remain vigilant.

Have the driver step out of the car and follow you to the rear of the vehicle. If there are passengers, you should have them step out and stand off to the side of the car and away from traffic. You should be able to see everyone clearly at all times. Do not forget about passengers while you are talking to the driver. Try to keep yourself and all other parties within the view of your patrol unit's forward imager.

Tell the driver why you stopped him and listen carefully and professionally to what he has to say. Use your judgement in deciding about the citation. If you decide to issue it, use your cite PADD to scan the VID, scan the Driver's ID, and then fill in the proper items on the form. Get the driver's thumbprint and print him a hardcopy for his records. When done, send him on his way, but keep an eye on him and all passengers until their vehicle is back on the road. Avoid pulling your vehicle out ahead of the suspect's.

DUI

MARINES SAY

"With as much public transportation as we have around here, and the fact that most of the bars serve only synthehol, we don't have a lot of DUIs here. But once or twice a month some moron gets his hands on some hard stuff and tries to drive a skimmer through base. I have no idea what they're thinking...I guess the point is they're not really thinking at all."

—LT Trisha Wang
Watch Commander
921st MP Group, Camp Currie

On most Marine installations, people rarely operate vehicles while under the influence of foreign substances these days—but it does still happen. Your biggest clue to suspecting DUI will be erratic driving behavior. Know what to look for: a constant swerving to one side of the road and then back to the center usually indicates a driver falling asleep at the controls. DUIs are rarely capable of returning their vehicle to the center of the road so competently. They will generally overcompensate in each direction, causing the characteristic swerving from one side of the road all the way to the other.

If you have probable cause to suspect DUI, you are authorized to perform a substance scan with your tricorder. If your suspicions are confirmed, immediately place the suspect under arrest. If there are passengers who are not under the influence, one of them may drive the vehicle. If not, call Impound to come and collect the vehicle. Wait for Impound to arrive before leaving the scene with your suspect, especially if there are intoxicated passengers involved—you don't want one of them deciding to drive home after you leave. While you're waiting for impound to arrive, download your substance scan results to your command center to provide a backup to your tricorder, and to start the booking process in motion. Your substance scan will be the key piece of evidence in these cases, so make sure it is accurate. Perform a confirmation scan with the command center's equipment once you arrive back at base.

Dangerous Driving

If the traffic stop was for reckless and/or extremely dangerous driving, you may wish to follow the above arrest, impound, and booking procedures. You are under no obligation to let a dangerous driver return to the controls of his or her vehicle. When following a reckless driver prior to the traffic stop, attempt to record his behavior with your patrol unit's imager. Download a copy of the imager's recording directly to your command center as you would your substance scan results in a DUI. This backs-up the tricorder and starts the booking procedure in these cases.

If It Does Go Bad

If at any point the traffic stop does turn into the worst-case scenario, you must react swiftly and decisively. Remember measured force: respond with only appropriately more force than you are met with. One advantage in today's law enforcement environment is the stunning phaser burst. You can stun everyone in the car in short order and sort out the bad guys later. This strategy only rarely produces deleterious side effects.

If these are truly dangerous criminals (say our terrorists from our earlier example), they may be wearing body armor. In this case you will have to escalate appropriately. Try never to use excessive force, but always safeguard yourself and the bystanders/innocents in the area. If you feel your life or their lives are in immediate jeopardy, respond with deadly force if necessary.

Keep your shots to short, controlled bursts. Avoid firing into the charge packs or fuels system of the vehicle. Find cover immediately if possible. Traffic stop gunfights generally take place within .5 to 2 meters between suspect and officer, and they are generally over in seconds. What gives you the advantage is discipline and training, so make sure you have both.

Following Up

In the case of a normal traffic citation, append any notes you may have to the citation in your PADD. Try to make pertinent notes about every citation, as they may help you in court should the driver contest the citation. A court date may take weeks depending on the jurisdiction and the availability of officers and JAG personnel for the court, and it will be difficult to speak knowledgable about the stop based on memory alone if you do not take good notes.

If you have made an arrest, you will need to file an incident report concurrent with the law or regulation violation in question. If the suspect is a Marine (it happens), you should call his commanding officer once you get back to the station. If the suspect is a civilian not under SFMC jurisdiction, you may have to call local authorities based on whatever local regulations and governmental agreements apply in your area.

If the worst has happened, and you have survived, you will have to file a shooting incident report. CID will have to respond to the crime scene, and you will likely be interviewed and scanned. You will immediately be assigned a counsellor to debrief you on the incident. Most such incidents are caught on the patrol unit's imager (which is another reason you park behind the vehicle) and the officers are spared any investigation.

↪ NOTE

Regular Police only need to know the laws and regulations of their jurisdiction. You will need to know the laws and regulations of the Uniform Code of Military Justice that apply to SFMC personnel, AND whatever local ordinances apply to civilians and dependents in your locality.

Morale, Welfare & Recreation Command: Duties of the Staff Chaplain

The chaplain with overall responsibility for the religious affairs for a base, vessel, or installation is commonly referred to as the Staff Chaplain. The Staff Chaplain has many duties in addition to his counselling and religious duties, whether he performs these duties himself, or—in the case of larger installations—has a staff to assist him. These are some of the common duties and responsibilities you may undertake as a Staff Chaplain:

Preparing and Staffing the CMRP

The Command Master Religious Plan (CMRP) is the assessing, planning, staffing, resourcing, execution, and evaluation instrument for religious activities and training for the community, installation, and its subordinate units. Each unit chaplain will prepare the CMRP annually for the commander. Supervisory Staff Chaplains will consolidate the unit CMRP at the brigade, installation, or division level. A copy of the installation CMRP will be forwarded to the Support Branch Staff Chaplain.

A sound CMRP provides the maximum opportunity for free exercise of religion and accommodation of religious practices by Marines and their families. In order to accomplish this, you should work closely with unit and installation commanders to assure that your CMRP not only meets their goals, but also blends seamlessly with the efficient operation of these commander's personnel and their mission objectives.

Once you have formulated a CMRP, it will be your responsibility to see to it that adequate personnel and material resources are allocated to the effort of executing the plan. You will be responsible for the ultimate implementation of the CMRP and the work of subordinate staff members assigned to implementation.

Providing Religious Support to Authorized Personnel

➥ NOTE

Participation of SFMC personnel in religious services is strictly voluntary. However, personnel may be required to provide logistic support before, during, or after worship services or religious programs. Commanders will excuse Marines wishing to attend services, when attendance does not interfere with mission accomplishment. Sufficient time will be allowed for travel to and from such services. Marines with religious dietary requirements are authorized separate rations or replicator credits/programs.

The SFMC does not favor one form of religious expression over another. Accordingly, all religious denominations are viewed as distinctive faith groups and all soldiers are entitled to chaplain services and support. When facilities are shared, scheduling priority will be given to worship services conducted by chaplains and services that minister to the largest number of soldiers and family members. The Staff Chaplain will supervise all worship services held on a military installation.

Religious services conducted in military chapels and facilities are primarily for military personnel and authorized civilians. The SFMC is not required to provide religious support to non-Corps authorized personnel; however, military worship services are generally open to the public.

This is your primary responsibility as a Chaplain, no matter what your staff or administrative responsibilities. The spiritual well-being of the personnel in your charge should always be paramount in the execution of your assigned duties. Chaplains provide for religious support, pastoral care, and the moral and ethical well-being of the command. Each chaplain will minister to the personnel of the unit and facilitate the "free-exercise" rights of all personnel, regardless of religious affiliation of either the chaplain or the unit member.

Always remember that you are a teacher of religion and religious instruction. The chaplain is responsible to the commander for the religious education program at every organizational level. The Staff Chaplain will integrate the religious education efforts of subordinate chaplains in the CMRP.

You (and your subordinate chaplains) contribute to the spiritual well-being of Marines and families of your command. You do this by developing a pastoral relationship with the members of the command and their families. Be available to them for pastoral activities and spiritual assistance. Contribute to the enrichment of marriage and family living by assisting in resolving family difficulties. Support sick and injured Marines and their families through hospital and home visitations, pastoral counseling, religious ministrations, and other spiritual aid and assistance.

Conducting Ceremonies, Rites, and Services

Chaplains are required by law to hold religious services for members of the command to which they are assigned, when practical.

The base chapel at Camp Dranto is a replica of an Old-Earth base chapel from the United States.

When you are conducting religious services, you will usually wear the military uniform, vestments, or other appropriate attire established by church law or denominational practice (the chaplains scarf, stole, or tallit may be worn with the uniform). You are authorized to conduct rites, sacraments and services as required by your respective denomination. You will not be required to take part in worship when such participation is at variance with the tenets of your faith.

Upon command orders, you may be required to conduct or assist in arranging for burial services at the interring of members of the SFMC, retired SFMC personnel, and other personnel as authorized by SFMC regulations and applicable law.

You may perform marriage ceremonies for authorized personnel upon request in accordance with the laws of the locality where the marriage is to take place, and if the requirements of the your denomination and local standing operating procedures are met.

You may provide religious support for confined personnel and Army personnel in foreign or civilian confinement facilities, and assist in their rehabilitation.

Advising the Commander

The Staff Chaplain has direct access to the installation commander. Use this access judiciously to keep the commander apprised of the spiritual and moral well-being of his command. You will likely be called on to advise the commander and his staff on matters of religion, morals, and morale. These matters

might include the religious needs of assigned personnel; the spiritual, ethical, and moral health of the command; the humanitarian aspects of command policies, leadership practices, and management systems; plans and programs related to the moral and ethical quality of leadership; and chaplain and chaplain assistant personnel matters and related funding issues within the command.

Other Duties

MARINES SAY

"There seems to be more and less religion in the Corps at the same time these days. We have a record number of recognized faith groups, but at many bases service attendance is at an all time low. It does seem to go up in combat areas, though...I guess there really are no atheists in foxholes."
—CPT Hewt Sklar
Chaplain

You will, of course, have a wide range of other duties as Staff Chaplain. Some of these may include:

- Defining and establishing peacetime and wartime chaplain mission statements for the installation.
- Coordinating and reviewing chaplaincy force structure at the installation, and making recommendations on the assignment of chaplains and chaplain assistants to the commander.
- Coordinating and supervising the activities of civilian contract clergy and volunteer personnel.
- Establishing and executing chaplaincy mobilization and contingency plans.
- Planning, conducting, assessing, monitoring, and supporting training of chaplains and chaplain assistants assigned to the installation and tenant organizations.
- Coordinating and reviewing chaplain-related military construction.
- Serving as the installation commander's liaison with civilian religious groups.

Duties You Will Not be Assigned

Chaplains have a unique status in the SFMC. As a Staff Chaplain, you have a dual role as a religious leader and a staff officer. In performing your duties, you do not exercise command, but rather staff supervision and functional direction of religious support personnel and activities. There are very specific laws and regulations that define the position of chaplain, and there are specific types of duty to which you are prohibited from being assigned.

By law, a chaplain is a qualified and endorsed clergy person of an SFMC-recognized religious denomination or faith group (there are at present over 450 of these). Chaplains are noncombatants and will not bear arms. The proper title for a chaplain is "chaplain" regardless of military rank or professional title. When addressed in writing, the chaplains rank will be indicated in parentheses.

The same law which defines chaplains gives the parameters of their duties. Commanders may detail or assign chaplains only to duties related to their profession. Chaplains may perform unrelated duties only in a temporary military emergency. Chaplains may volunteer to participate or cooperate in nonreligious functions that contribute to the welfare of the command.

Commanders will not—

- Detail a chaplain as an exchange, athletic, recreation, drug or alcohol, graves registration, welfare, morale, dining facility, personal affairs, information, education, human relations, next-of-kin notification, suicide prevention, or dependant welfare officer. However, in the event of the death of a chaplain, chaplain(s) will be appointed to

assist Summary Court Officers in review of confidential records and personal effects when next-of-kin is present.
- Assign a chaplain as military judge, trial or defense counsel, investigating officer, member of a court-martial, or member or adviser to investigative boards of officers. Chaplains may be required, however, to conduct inquires into chaplain-related activities or incidents.
- Require a chaplain to serve in a capacity in which he or she may later be called upon to reveal privileged or sensitive information incident to such service.

Public Affairs & Protocol: Writing a Press Release

One of the most common jobs of SFMC News Service personnel is writing press releases for Federation and local media. The job of the SFMC News Service is to keep the public informed about SFMC operations, and to present a balanced view of Corps operations to the media. Therefore, developing your skill at composing press releases is critical to your success with the News Service.

Purpose of a Press Release

A press release is a written message, usually transmitted electronically but occasionally delivered via hardcopy, that is designed to tip off the media to a good story or to serve as the story itself after being edited. It may be intended to get publicity for an event; to announce changes in personnel; or to detail or announce a particular action, exercise, operation, or maneuver.

MARINES SAY

"Press releases are incredibly useful things: we can disseminate information to the public, and to the enemy simultaneously. Because all you have to do is imply their presence in an area in order to shutdown shipping lanes, the most cost-effective mine laying operation in the galaxy is a press release. Nobody can take a chance that you're bluffing or overstating your operation."

—MAJ Furst Bin
Public Affairs Officer

Writing Style

Every press release should be written with the expectation that it will be reproduced verbatim, but never expect that it will be. You can bet that editors won't be inclined to use a poorly written release that needs a grammatical overhaul, or to trust the accuracy of a poorly constructed release with facts omitted.

Usually, you will write your release in the traditional inverse-pyramid style of straight news reporting. Here, the most important information is placed at the head of the story, with items of correspondingly less importance placed farther down. If the editor of the media receiving the release needs to trim the story to fit the time or physical space they are willing to give it, they can do so with minimal effort. Be sure to answer the "Who, Where, When, How, and Why" of the story in the beginning of the release.

Occasionally, you will write releases in the more conversational style of feature articles. Feature stories are usually a little more relaxed in their approach to the subject matter, but they are not necessarily longer than straight news stories. A report on the arrival of a new base Sergeant Major is straight news. A biographical sketch of the new Sergeant Major which includes her service record, former postings, and her feelings on her new assignment is a feature.

Types of Press Releases

Hard News. Hard news is usually a timely report on something that has happened recently. It may be good news or bad news, but it is unquestionably news—without regard to the interests of the Corps. Hard news might include an incident that occurred on base such as a fire, an attack by or on an SFMC unit, the death of a Marine, a deployment announcement, etc. You have an obligation to report hard news items in a straightforward manner. If the hard news item

deals with SFMC issues beyond your locale, or the release will be issued to agencies outside your locale, you should consult with your P&P higher headquarters before issuing a release (if possible).

Soft News. New equipment and tactics, community relations events, achievements of local Marines, human-interest stories, or biographical sketches are examples of items that will reflect favorably on the Corps, but aren't normally considered breaking news. Commentary on local or interplanetary affairs fall somewhere between hard and soft news, but you should use caution with these type of releases: make sure you are not issuing a position statement that may put the Corps into an awkward position (see below).

Announcement of Coming Event. Announcement releases don't usually run as entire stories. Instead, they are usually incorporated by the media into calendar listings or the like. Examples of such announcements will be open houses, appearances by demonstration teams, appearances by the Corps in the local community, VIP guest speakers, etc.

Personnel Changes. Promotions, reassignments, and changes of command are typical subjects for personnel releases. These type of releases may or may not make the major news media, but will undoubtedly find their way at least to the media in or near the base community.

! CAUTION !

Be very aware of how your release may be interpreted by local media, especially if there is tension between the civilian and limitary population in the area. You can expect the Federation News Service to cut you a break, but you'll get no slack from the locals. A simple press release can turn into an international incident if you're not careful.

Statements of Position. If the Corps goes on record as stating it is against a certain piece of legislation, for example, it is considered a statement of position. Such statements are rare in the Corps, especially at the local level of a base community. Position statements should always be carefully worded and approved by the local commander, or by higher headquarters if the statement will have wider-ranging ramifications. Normally, position statements are made at SFMC Headquarters and will not be a part of most News Agency duties.

Writing Your Release

The release you send out will be judged by the news media on how much interest they hold for the general public (or at least the media's target audience). A story that has little audience-interest won't stand a chance of getting run no matter how brilliantly it's worded. On the other hand, a poorly written release can kill a good story. Therefore, it is crucial to develop you skills so that you can meet the delicate balance that will make editors want to run your releases.

First, organize your press release correctly. Your message header should include the name of the person to contact for more information (usually you or your command's Public Affairs Officer), your communications contact code, and—if the communications system is not always monitored—what times you or the contact person can be reached.

Your header should also include the release date. In most cases, your releases will be intended for use as soon as they are received, so simply state, "For Immediate Release." If you are giving advanced notice for some event (the text of a speech to be given by the base commander next week for example), you will want to "embargo" the story until after the speech is made. Your commander will not be pleased to see his speech in the local media prior to his actually delivering it.

To embargo a story, indicate the proper release date/time in the header. For example, "For Release 1300hrs on Stardate 9903.08." Make sure the release date appears prominently—you may even want to make the date larger, a different color, or flashing in order to catch the editor's attention. The reason for releasing advanced information is to make things easier for the reporter and/or editor...thus increasing your chances of getting your release used and getting better coverage.

After the release date and contact, enter the headline. The headline should be a no-nonsense summary of the story. Don't try to come up with catchy phrases that leave no clue as to what the story is about. And don't expect your headline to be used as is—it is the policy of most media to come up with their own headlines based on surrounding content, space available, etc.

A sample press release illustrating the proper message header and dateline. Since this release is issued by the Camp Pendelton Public Affairs Office, and the story took place at Camp Pendleton, the use of a dateline implies the release will be issued outside the Camp Pendleton area.

The beginning of the story should also include a dateline if it will be transmitted outside your locality. A dateline indicates the place where the story took place or from where the report is being issued. There is no need to dateline a story if it will remain local. Local media do not typically dateline stories that take place in their own community.

An optional addition to your release is a "pronouncer" for difficult names. This is a text subroutine that will highlight the difficult name in the release. It will then provide proper pronunciation for the name when the name is selected by the reader. In a hardcopy release, simply spell the name phonetically after an note to the editor (i.e. - EDITOR'S NOTE: G'Daan is pronounced juh-DAHN).

Because broadcast newspeople read releases aloud, they will usually rewrite them to sound more natural. They expect to do this, so it really isn't incumbent upon you to write separate releases for such broadcast media. You will, however, want to write in this style for broadcast public service announcements.

Using Attribution

Be sure that if you make any statements of opinion or questionable assertions that you use attribution. No editor in their right mind would use this release:

> "On stardate 9908.12 the Starfleet Marine Corps' Aerospace Demonstration Team, the Black Arrows, will perform at Marine Corps Aerospace Station, Sarduk. The Black Arrows are the best aerobatic team in the Federation."

Used verbatim, this release would put the media in the position of endorsing the Black Arrows as the best. The editor of the media may or may not actually think the Black Arrows are the best, but he certainly will not put his media in the position of having to say so. However, the editor is very likely use this:

> "On stardate 9908.12 the Starfleet Marine Corps' Aerospace Demonstration Team, the Black Arrows, will perform at Marine Corps Aerospace Station, Sarduk. The Federation Committee for Aerobatic Competitions (FCAC) recently rated the Black Arrows as the best aerobatic team in the Federation."

With the release phrased like this, the editor is off the hook. The *FCAC* says the Black Arrows are the best, and they are a known and respected source. Another way to handle this would be to include an actual quote from the FCAC.

Public Understanding

We work in an environment filled with technical jargon, acronyms, and the like. It is easy to forget that not everyone is well-informed about these matters as we are. Avoid jargon, acronyms, verbal shortcuts, etc. in writing your releases. Try not to use even the popular "SFMC" unless you spell it out the first time it appears in your release as in, "Today, the Starfleet Marine Corps (SFMC) announced..." When in doubt, provide definitions for all technical terms. Editors would rather trim excess information that have to go searching for facts or definitions they need.

Triple-Check Information

The need for checking information cannot be overemphasized. A mistake in your release can, at best, cause an editor to doubt the quality of your reporting and the usefulness of your release. At worst, it can cause public embarrassment to the Corps or even actual harm to persons or property. Make sure all information in your release is factual and accurate!

HELPFUL TIPS FOR PRESS RELEASES

If you use a dateline, any addresses given in the story are assumed to be within the place of the dateline. If there is no dateline, the city, region, or planet must be identified.

If your release will be issued beyond your locale, ALL dates/times in the story should be expressed in both local date/time and stardate/universal time index. When announcing events, always give the complete time and date.

When announcing events, be sure to indicate whether or not the event will be open to the general public, and if there will be an admission charge (and if so, how much it will be). And don't forget the location!

When writing an obituary, never, ever, leave any doubt as to the date of death. Also indicate the age of the deceased and the cause of death.

If you mention an expert source in your release, give their credentials or qualifications.

Avoid editorializing in news and position statements. Phrases like "only a suspended sentence" or "a revolutionary new process" are unprofessional and appear biased. This hurts your credibility not only with this story, but with all future stories you send to the same media.

Research & Development: The Research Process

The R&D Command is heavily populated with highly experienced and knowledgable officers and civilians with advanced degrees. Naturally, new recruits can feel a little intimidated. The R&D Command has found that giving recruits a basic understanding of the fundamentals of research can mediate this feeling. With a solid understanding of the concepts common to most types of research, a new recruit doesn't have to feel so overwhelmed on their entry into the field.

Basic Research

Most all research falls into one of two general categories: basic or applied. Basic research strives to understand better the universe we live in. Its goals are to discover or learn more about the basic laws of nature. While basic research is often conducted with no practical goal in mind, it has great importance because it supplies the fundamental knowledge for all applied research.

Basic research is exceedingly difficult, if not impossible, to plan or direct. Results are usually equally unpredictable, since basic research consists of exploring the unknown. Each new step is planned and chosen based on the results of

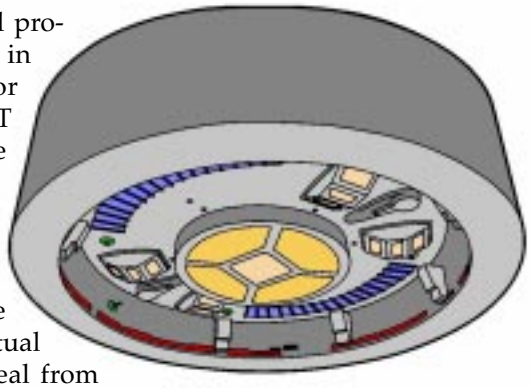
the previous step, so that such projects are almost constantly a work-in-progress. But the results of basic research can have far-reaching effects on our worlds. For instance, the transporter was invented based on the findings of basic research into the quantum energy states of atoms.

Some basic research is conducted by the R&D Command. Various programs receive funding based on their potential for applicability to the various aspects of warfighting. Given the frequent lack in practical goals for basic research, however, this type of research is not commonly undertaken in the Command. In the Federation, most basic research conducted by the military is done by STARFLEET's Science Division.

Applied Research

Applied research aims at some specific objective, such as the development of some new product, process, or material. It endeavors to apply what basic research has discovered toward a specific end result. Applied research is the real bailiwick of the SFMC's R&D Command. For instance, the application of the fundamental knowledge of magnetism and superconduction led our engineers to the development of electromagnetic projectile weapons that were small enough to be portable, yet powerful enough to be effective.

Applied research may also include improvement of products and processes already in use. A good example of the Command's work in this area would be the development of the holoflage generator based on the basic holographic projectors invented by STARFLEET R&D. Because of its importance to increasing the efficiency of the Corps' warfighting capabilities, this aspect of applied research is a large part of R&D's efforts.



The overhead sensor cluster used in starships throughout the fleet, was actually invented by SFMC R&D's Sensors & Scanners Directorate. They had been developing a compact medical scanning package for Mobile Surgical Hospitals, but the end result had far more application then they envisioned.

In applied research, it is usually possible to plan and organize the research program. In some cases, it is even possible to predict the outcome of the research with a certain degree of success. The actual methods for carrying out the research, however, vary a great deal from field to field, and even from project to project. These methods you will learn in detail on reporting to your unit, but for the time being it is helpful for you to know the three basic steps to most applied research projects: 1) definition of the problem, 2) collection and analysis of data, and 3) discovery of a solution.

Definition of the Problem

In applied research, this step requires not only a careful statement of the specific problem(s) examined, but also any limiting conditions, the ultimate objective of the research, and the proposed method(s) of attacking the problem(s). A painstaking definition results in a better understanding of the problem to be solved and can save months of useless effort. It is important not to rush through this step in one's enthusiasm to start collecting data.

For example, while looking at long-range firing accuracy data, the Infantry Branch discovers a particular model of EMPW rifle is not performing similarly to other weapons in the same category. As a first step in defining the problem, snipers and armorers are surveyed about the rifle. Their reports indicate the rifle possesses a very slight vibration during operation that often effects long-range accuracy. The problem went unnoticed during weapons-trials since the vibration was so small and effected accuracy only at distances over 2km—a distance at which accuracy requirements for weapon acceptance are minimal.

In this situation, the *specific problem* is the vibration of the rifle. In order to reach their *ultimate objective* of increasing the rifle's long-range accuracy, Infantry decides that the rifle's weight and center of gravity should not be changed. Therefore, any improvements from R&D must not effect the overall mass and balance of the weapon. These are the *limiting conditions* on the changes that can be made.

With a good grasp of the problem now in hand, R&D is called in on the problem, and they assign the project to a researcher or research team. Let's say you are given the assignment. After reviewing the survey data and verifying the above information yourself, you will now lay out your *method of attack* to solve the problem. Your plans are then approved by your commander.

Collection and Analysis of Data

You will now begin to collect data that relates to the problem. Start with the Infantry survey to see if clues can be found as to the source of the vibration. You may also do an LCARS search on similar problems reported in similar systems to see what is already known about the problem. Your LCARS search will include a careful examination of the characteristics of related products and systems. Scientific study and testing of the rifle will be needed to find the source of the vibration, or to verify a suspected source discovered in your LCARS search.

In this case, you discover that the EM operating frequency of the muzzle-stage superconductors is also the resonating frequency of the barrel insulating sheath. Thus, when the muzzle-stage superconductors come on, they induce a minute vibration from the barrel sheath.

Discovery of a Solution

After collecting and analyzing the data, you develop possible solutions to the problem. You will be working closely with the computer in simulated and actual testing of your ideas, since the selection of the best solution to the problem will no doubt require experimentation. You narrow your possible solutions to the three choices which offer the best vibration relief: 1) thicken the barrel insulating sheath, 2) change its composition, or 3) retune the superconductors to modify their operating frequency.

Thickening the barrel insulating sheath will make the barrel slightly heavier than it was before, thus altering the center of gravity of the weapon. Since this violates your limiting conditions, it can be immediately dismissed as a solution.

Changing the barrel sheath material to one with a different resonating frequency may work. There are four or five materials which would work without significantly altering the rifle's weight. This solution thus solves the specific problem, achieves the ultimate goal, and fits within your limiting conditions. However, you must be cognizant of the reality of the situation in the field: your solution would require barrel retrofitting on some 24,000 weapons. Perhaps there is still a solution which accomplishes your goals without requiring quite so much from the troops in the field.

In your experiments with the muzzle-stage superconductors, you discover they can be retuned simply by repolarizing them with a particular particle emission. Issuing emitters to units and having them swipe their gun muzzles will be much more convenient than retrofitting the gun barrels, and all other conditions are met. This, then, is the optimal solution you report.

Glossary

Here is a list of common terms, abbreviations and acronyms that appear in this manual. There may be some references to terms that are common to the SFMC, but are not listed in this glossary. Those terms should be listed in the Marine Force Manual or in other relevant Branch Guidebooks.

Adjutant - A staff officer who serves as an administrative assistant.

Aerospace - 1. A planet's atmosphere and the space outside of it, considered as one continuous field. 2. Things that are designed for flight in aerospace. 3. The combat arm that deploys aerospace vehicles, such as fighters. 4. The aerospace vehicles of a combat force.

Air Delivery - To deliver supplies into an operating area vis Air, whether by parachute, transporter or by simply landing and unloading.

Air Drop - see Airborne Operation.

Airborne Operation - To insert troops and/or supplies via parachute. Historically referred only to operations from air to land, but now also refers to operations where troops are launched/dropped from orbit to planet-side.

Alpine - Relating to mountainous terrain.

Amphibious - Relating to or organized for a military landing by means of combined naval and land forces. Historically referred only to operations from water to land, but now also refers to ops from orbit to planet-side.

Antigrav/Antigravity - A method of propulsion or lifting that uses an antigraviton generator to counteract the normal effects of gravity.

Armor - 1. A defensive covering worn to protect the body against weapons. 2. A tough, protective covering, such as metallic plates or composite panels on tanks or warships. 3. The combat arm that deploys armored vehicles. 4. The armored vehicles of a ground force (includes tanks and self-propelled artillery in the case of the SFMC).

Axis of Advance - A general route of advance, assigned for the purposes of control, which extends toward the enemy. It follows the terrain for the size of the force assigned to the axis. A commander may maneuver his forces and supporting fires to either side of an axis of advance, provided the unit remains oriented on the axis and its objective.

Battalion - In the SFMC, 3-4 companies plus HQ (typically 400 to 600 persons).

Branch - A group of related jobs within the Starfleet Marine Corps. There are eight branches of duty within the SFMC: Aerospace, Armor, Combat Engineers, Infantry, Mecha, Medical, Special Operations, and Support.

Brigade - In the SFMC, 3-4 battalions plus HQ (typically 1500 to 2400 persons).

Bunker - A constructed and reinforced firing position which is usually at least partially underground.

Camouflage - 1. The method or result of concealing personnel or equipment from an enemy by making them appear to be part of the natural surroundings. 2. The use of physical, as opposed to electronic or holographic, camouflage.

Centimeter - One one-hundreth of a meter. There are about 2.6cm in an inch.

Charge Pack - An advanced form of battery, used to power larger electronic devices, weapons and vehicles. See also "power cell."

Comm - Short for communication(s).

Company - In SpecOps, equivalent to an MSG and made of 8 teams.

Crypto - Relating to cryptography or cryptographic materials. Generally describes codes and code keys for secure communications.

Deflector Shield - Standard defense field for starships, based on the ability to alter gravitational effects across a plane perpendicular to the incoming threat. Deflector shields do not function safely or effectively inside a planetary atmosphere.

Direct Fire - A method of weapon employment where line of sight must exist between the firing weapon and it's target.

Dispersion - The tendency of para-dropped troops or materials to spread out in a line as they exit the drop craft over time.

Duranium - Extremely hard metal alloy used extensively in starship construction, armor, and projectiles.

Electronic Countermeasures (ECM) - Measure to counteract enemy sensing and targeting attempts through jamming, misinformation and distortion of their sensor signals.

Effective Range - In weapon systems, the distance at which the average operator can place the majority of shots on target. *See also "maximum range".*

Eloflage - Any type of electronic measures or countermeasures designed to camouflage something.

Energy Signature - The particular pattern of energy emitted by a device which can be detected by enemy sensors. Antigravs have a particularly strong and characteristic energy signature.

Force Field - A defensive technology, consisting of an energized field that protects a target by deflecting, diverting or absorbing a certain amount of energy per millisecond. Sometimes inaccurately referred to as "shields".

Foul - As it relates to parachute operations: To tangle the parachute and/or its shroud lines so that it fails to deploy properly.

Holoflage - The use of hologram generation for the purpose of camouflage.

Hominid - Historically, a primate of the family Hominidae, of which Homo sapiens is the only extant species. Today used interchangeably with "humanoid" to describe beings which are terran-like in appearance.

Humanoid - See "hominid".

Indirect Fire - Fire from artillery, mortars, rockets, or similar weapons of a ballistic or semi-ballistic nature. The projectile does not travel a straight path and so a direct line of sight to the target is not needed.

Inertial Dampening Field - A force field generator which provides a measured push in the direction opposite the thrust of a ship or weapon to cancel out inertial forces.

Intel - Short for 'intelligence' (of the military variety).

Intelligence - As it applies to military operations: 1. News or information; 2. The collection of information; 3. The agency or personnel responsible for the collec-

tion of information.

Kilogram - Standard measurement for weight used in the metric system. One kilogram is 1000 grams, or about 2.2 pounds.

Kilometer - Standard measurement for distance used in the metric system. A kilometer is 1000 meters, or about 0.6 miles.

Kiloton - Standard measurement for explosive force. It is equal to the explosive force of 1000 tons of conventional TNT explosive.

Man Portable - Something designed to be carried by one Marine.

Manpack - A man-portable system designed to be carried in a pack, usually on the back. It must usually be unpacked before use.

Marine Occupational Specialty (MOS) - The job or function which the individual Marine is trained to do. Groups of related MOSs are called Branches.

Maximum Range - In weapon systems, the maximum distance a shot will travel if it hits nothing else in flight. For Infantry weapons, it is usually expressed in terms of a Class M atmosphere/gravity.

Meter - Measure of distance, the standard on which the metric system is based. One meter equals 39 inches, or one yard plus three inches.

Millimeter - One one-thousandth of a meter. About the thickness of a 20th century U.S. dime.

Mission - 1. A special assignment given to a person or group. 2. A combat operation assigned to a person or military unit. 3. An aerospace operation intended to carry out specific program objectives.

Muzzle - The end of the barrel of a projectile weapon through which the projectile leaves. Also, the emitter crystal end of an energy weapon.

Nanosecond - One billionth of a second.

New Valley Forge - The star system which contains TRACOM headquarters and most of its large training facilities. It's exact location is classified.

Non-Commissioned Officer (NCO) - Refers collectively to pay grades E-4 through E-9 (corporal through sergeant major). These are enlisted personnel who lead other subordinate enlisted personnel.

Oleoresin Capsicum - A chemical which severely irritates moist mucous membranes of most carbon-based life. It is administered externally as an aerosol and produces stinging, watery eyes, painful breathing, runny nose, and disorientation.

Omnidirectional - In all directions simultaneously.

Op or *Ops* - Short for operation(s).

Op Area - Short for Operating Area, the area in which the team will be operating to accomplish their mission.

Org - Short for organization(s).

Pad - An area set aside for landing and launching of aerospace craft capable of vertical takeoff and landing.

Padre - Slang for chaplain.

Power Cell - An advanced form of battery, used to power small electronic devices

and weapons. See also "charge pack."

Protocol - The code of ceremonial forms and courtesies, of precedence, etc. accepted as proper and correct in official dealings, as between heads of states or diplomatic officials.

Quartermaster - Someone whose duty it is to provide troops with quarters, clothing, equipment, etc.

Raktajino - An iced coffee drink.

Rodinium - One of the hardest metals known to Federation science. Outposts along the Romulan Neutral Zone were constructed of cast Rodinium.

Sensor Signature - The signal or emissions that personnel or vehicles give off, which can be detected by enemy sensing devices. This can be heat, electromagnetic, acoustic or some other form of energy.

Shotgun - A chemically-fired, smooth-bored projectile weapon used for firing a charge of shot (small projectiles) or other projectile over a short distance.

Sniper - A skilled military shooter detailed to spot and pick off enemy soldiers from a concealed place.

Special Operations - Any operation that is not considered routine, common or standard when speaking of the SFMC as a whole. Often referred to as 'unconventional warfare'.

Spotter - One who observes friendly fire for fire control purposes.

Stick - A line of paratroops as they leave the drop craft.

Stun Grenade - A hand or launched grenade containing an omnidirectional phaser emitter which fires a single pulse of stunning phaser energy.

Strategic - Important or essential in relation to a plan of action; essential to the effective conduct of war; highly important to an intended objective. Usually refers to a longer term plan or view of a military situation.

Subsistence - The act of providing sustenance in terms of food and shelter.

Tachyon - A particle which moves faster than light.

Tactical - Of, relating to, used in, or involving military operations that are smaller, closer to base, and of less long-term significance than strategic operations. Usually refers to the immediate plan and situation rather than the long-term goals and picture of the strategic operation.

Threat - Collectively describes any of a number of adversarial or potentially adversarial forces.

Transponder - A transmitter-receiver activated for transmission by reception of a predetermined signal.

Unidirectional - In only one direction.

Uniform Code of Military Justice - A binding code of laws and regulations. All military personnel are subject to its jurisdiction.

Guide to Acronyms

Here is a list of commonly used acronyms in this manual. Entries followed by an asterisk have a separate glossary entry. Other terms are covered in detail in their respective manual sections.

ADSS - Air Delivery Systems Specialist

ADSSIC - Air Delivery Systems Specialist In Charge

APA - Advanced Projects Agency

ASR - Automatic Signal Relay

ATD - Alien Technologies Directorate

BDA* - Battle Damage Assessment

BDE - Brigade

BDU - Battle Dress Uniform

BN - Battalion

BSS - Battlefield Surveillance System

C3 - Command, Control, Communications

CAS - Close Air Support

CAST - Communications And Signals Tent

CBR - Chemical, Biological, Radiological

CEMS - Combat Electronics Management System

CHBF - Cargo Hauler, Bulk Fuels

CHBL - Cargo Hauler, Bulk Liquids

CHGP - Cargo Hauler, General Purpose

CHWH - Cargo Hauler, Wheeled, Heavy

CHWL - Cargo Hauler, Wheeled, Light

CID - Criminal Investigation Division

cm* - centimeter

CMRP - Command Master Religious Plan

CoC - Chain of Command

CPU - Central Processing Unit (of a computer)

CSD - Computer Systems Department

CSS - Combat Service Support

CSSC - Combat Service Support Command

DLC - Diplomatic Liaison Corps

DUI - Driving Under the Influence

DZ - Drop Zone

ECM* - Electronic CounterMeasures

ELINT - ELectronic INTelligence

EM - ElectroMagnetic

EMPW - ElectroMagnetic Projectile Weapon

EOD - Explosive Ordnance Disposal

EPHD - Exoskeleton, Powered (Heavy Duty)

EPLD - Exoskeleton, Powered (Light Duty)

EXCHEG - Extreme Conditions Hazardous Environment Garment (pronounced "ex-cheg")

FCAC - Federation Committee for Aerobatic Competitions

FS - Fire Support

FTL - Faster Than Light

GOEIS - Ground Offensive Electronic Interdiction System (pronounced "goes")

GM - General Maintenance

GPVH - General Purpose Vehicle, Heavy

GPVL - General Purpose Vehicle, Light

GT - Ground Transport

HQ - HeadQuarters

ID - Identification

IDF* - Inertial Dampening Field

IG - Inspector General

I-LINK - Individual communications Link

IR - InfraRed

JAG - Judge Advocate General

kg* - kilogram

km* - kilometer

kph - kilometers per hour

kt* - kiloton

LCARS - Library Computer Access and Retrieval System

LINT - Lifeform Intelligence

LW* - Light Weapons

LZ - Landing Zone

m*- meter

MAPLIML - MAn Portable Light Infantry Missile Launcher (usually called "mapper")

MARDET - MARine DETachment

MBS - Marine Broadcasting Service

MECHA - Mechanized Enhanced Combat Heavy Armor

MI - Military Intelligence

MIPPA - Marine Infantry Personal Protective Armor (pronounced “mippa”)

MISS - Mobile Infantry Shielding System

mm* - millimeter

MOS* - Marine Occupational Specialty

MP - Military Police

mph - Miles Per Hour

MPP - Material Processor Platform

m/s - meters per second

MSG - Marine Strike Group

MWR - Morale, Welfare, and Recreation

NBC - Nuclear, Biological, & Chemical

NCO* - Noncommissioned Officer

NVF* - New Valley Forge

OC* - Oleoresin Capsicum

OIC - Officer In Charge

P&P - Public affairs & Protocol

PACC - Portable Advanced Command and Control structure

PADD - Personal Access Display Device

PLIP - Platoon Leader I-LINK Priority

POW - Prisoner Of War

PPG - Personal Protective Gear

PSM - Powered Systems Maintenance

PX - Post Exchange

RCS - Reaction Control System

RDCS - Rapidly Deployable Command Structure

RDF - Rapid Deployment Force

RF - Radio Frequency

S&S - Sensors & Scanners

SAC - Sensor-Absorbent Coating

SAW - Squad Automatic Weapon (pronounced “saw”)

SBS - Starfleet Broadcasting Service

SFMC - StarFleet Marine Corps

SIGINT - Signal Intelligence

SIGSEC - Signal Security

SPSL - Standardized Portable Structure, Large

SPSS - Standardized Portable Structure, Small

THEOG - Thermal Hazardous Environment Overgarment (pronounced "thug")

UCMJ* - Uniform Code of Military Justice

UFP - United Federation of Planets

UMT - Unit Ministry Team

UN* - United Nations

UNPF* - United Nations Peace Forces

UNPFMC - United Nations Peace Forces Marine Corps

US - United States

USO - United Service Organizations

USS - United Star Ship

USMC - United States Marine Corps

UV - Ultra Violet

VID - Vehicle Identification

VM - Vehicluar Maintenance

WGL - Weapon-mount Grenade Launcher

WMD - Weapons & Materials Directorate

Designer's Notes

This is by far and without a doubt the most difficult branch guidebook I've written yet. In order to adequately cover all the areas that would have to fall under "Support" as we have organized the SFMC, I had to create SIXTY organizational entities and then try to cover them in only 75 full pages. Look at the page number of this page. Do the math. And I STILL didn't say half the things I thought of. If any branch has the potential for additional manuals, it's this one. I feel like Support represents about 60 icebergs that I barely got to scratch the tip of.

To those folks who had written material for this branch under a previous administration, I'm sorry if I didn't get to use your stuff. Look at the page number again. I just didn't have room, although I did use what I could. Thanks for your work and maybe we'll be able to do something more in the future.

Thanks also to all of those who helped out on this book by reality-checking my musings. Thanks especially to my father, a veteran of the US Army Signal Corps who helped tremendously even if he didn't know what I was talking about half the time. At least now I know what "fire for effect" means.

I look forward to your comments, CONSTRUCTIVE criticisms, ideas, suggestions, questions and even complaints about this book. It will mean someone read it anyway (grin). But seriously, we are always looking for ways to improve, and you can help us more than anyone by reading and using the book and then telling us what you think, so please do!

In the meantime, keep on reading!

Semper Fi,
COL Kevin McNulty
COTRACOM

References and Further Reading

Bits and pieces of information from this manual came from many sources, the World Book Encyclopedia figuring prominently among them. Also of help, and perhaps interest to you, were:

Chaplain's Activities in the United States Army (AR165-1), Headquarters, US Army, Washington, DC, 1998

Clancy, Tom, *Marine*, Berkley Books, New York, 1996.

Combat Training Manual, Longmeadow Press, Stamford, CT, 1993

Combat and Survival, H.S. Stuttman, Westport, CT, 1993

Also, thanks to the many, many web sites set up by US Army and Marine Corps units which became a harvest of pictures and information to me.

About SFMC Academy

The Starfleet Marine Corps Academy was established by Commander Starfleet in 2164 when it was determined that Starfleet Academy could no longer adequately meet the needs of both services. The historical home of the United States' Navy and Marine Corps academies, Annapolis, was selected as the new home of the SFMCA. The head of the Academy, known as Director SFMCA, is still headquartered at the main campus in Annapolis.

The motto of the SFMCA is "Facta Non Verba" or, in Federation Standard, "Deeds not Words." This is reflected in the more informal academy slogan, "We lead by example... whether we mean to or not."

The Director SFMCA reports to the Commanding Officer of the Training Command (COTRACOM) who, in addition to the SFMCA, oversees branch schools, enlisted personnel training, advanced technical schools, and periodic skill refresher courses. Most of these courses are held either at one of the SFMCA facilities, or at one of the many training facilities in the New Valley Forge system which is home to TRACOM. These facilities, together with an Oberth-class spacedock serving as TRACOM headquarters, comprise Station Valley Forge.

Today, the SFMCA consists of 5 campuses, 8 training worlds, and 42 ranges and field courses throughout the UFP. Together with Station Valley Forge, the SFMCA comprises one of the largest and most advanced military training organizations in the known universe.