STARFLEET MARINE CORPS

INFANTRY
-"Queen of Battle"-

STARFLEET MARINE CORPS

"Follow Me"

INFANTRY BRANCH MANUAL

Revision 2006

STARFLEET MARINE CORPS

Infantry Manual

2006 Edition

Contents

Part 1 - Introduction

Welcome Aboard!

Welcome to the 1st revision of the Infantry 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 was created for members of the SFMC, their friends, and anyone else with an interest in the Infantry concept of Star Trek as it is applied by the SFMC. It is intended to serve as a handy reference work for members of the Infantry branch. It covers the equipment, tactics, missions, and organization of the SFMC Infantry. In short, it is a one-book source of information for the new Infantry member wherein they can get the information they need to know to role-play as a member of the Infantry branch.

The majority of this work is obviously ctional 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 SFMC Infantry branch, and/or anyone interested in the concept of Infantry in the 24th century. It is not intended to be the last word on the subject, however, as branch material is constantly being revised, upgraded and updated by the members of the branch themselves. Further publications concerning the Infantry and their special training will be forthcoming as the information base is expanded and improved. This book will give you a solid understanding of the core concepts related to this branch of duty, and form the foundation for further learning and study in the eld.

Copyright and Disclaimer

Pronoun Disclaimer

The use of he/his/him, etc., and in particular the term "man" as in "Infantryman" or "crewman", are used for convenience as the standard English language conventions of unknown-gender pronouns. Not very politically correct, perhaps, but grammatical... and a lot less awkward than "Infantrypersons". The point is, we don't mean anything by it. Women in the Infantry are just fine with us.

Dedications

"To those who have gone in harm's way, so that others would remain free" "The basic unit of the military will always be the infantryman, because of his ability to take and hold ground. You can bomb a city to rubble, shell it with artillery for days, send tanks up the streets, whatever... but it's always gonna boil down to some grunt and his buddies going into the houses and the holes and finding the enemy face to face, then forcing him to give ground or die. Tanks and planes and ships don't take ground, we do."

—Anonymous Infantry Sergeant, 20th Century

"Commodore Edgar Torres, for it wasn't for him I wouldn't be the Marine that I am today. Thanks, you will be missed my brother."

-Colonel Rey Cordero

Acknowledgments

Reporting Authority

The governing authority for training information is the Commanding Officer, Training and Doctrine Command (COTRACOM). Send questions, comments, or suggestions to: **Tracom@sfi-sfmc.org**

Part 2 - History & Traditions

History of the Infantry

On nearly every Federation world, there has been some force of individuals who were tasked with carrying warfare to the enemy personally. They were called different things, and performed their tasks differently, but the aim was all the same; almost.

Klingons, ancient Vulcans, and Andorians fought wars often for the sake of romantic needs. War was an art to enjoy. Innovations were geared to making war enjoyable. One would have expected the synthesis of infantry warfare to begin here, but it did not.

In all of these cultures, individual warriors sought glory for themselves and their clans. The individual element to war precluded organizing into administrative echelons for practical purposes, as that would defeat the "purpose". Thus, strategy and doctrine in personal combat advanced very slowly on these worlds.

On another planet, however, something strange and terrible happened. War evolved not as an art, but as a science. This happened on Earth. Initially, in this planet's prehistory, wars were fought much the same as on the Klingon or Andorian worlds, but the Terran model then began to differ.

Phalanxes & Legions

Infantry appeared on Earth with the advent of organized societies in the 3d and 2d millennia BC. The most powerful early infantry were the Greek Phalanxes and Roman Legions, foot soldiers who fought in dense groups while engaging their enemy with spear and sword. In China during the Warring States period infantry armies numbered in the hundreds of thousands. These armies utilized specialists in branches and organized echelons to fight in concert. Individual glory or honor took a back seat to the common cause of national victory. Because the armies fought as a team and not as a mass of thugs with a mass of individual champions leading them, they destroyed nearly every foe they fought.

The Dark Ages

The defeat of the Roman infantry by barbarian cavalry in AD 378 heralded a thousand-year period during which infantry took second place to the cavalry. The invention of the stirrup in AD 550 advanced the cavalry even further and relegated the infantry to the background.

The Resurgence of Infantry

In the 1300's several technological innovations led to the resurgence of infantry; among them the longbow, pike and halberd, crossbow, and eventually gunpowder. These inventions meant foot soldiers could unseat and therefore beat the venerable cavalry, and the movement of infantry back to the forefront began in earnest.

As guns began to replace swords and lances, the infantry again became the primary fighting unit. By the era of the standing or permanent army in the 17th century, foot soldiers were armed with musket and pike. The infantryman was meant to be a mindless brick in a human wall that advanced toward the enemy in a long line, firing all the while. This technique was perfected by Frederick II of Prussia in the mid-18th century.

Into the Bushes

During the last of the French and Indian Wars (1754-63), new tactics were borrowed from the Indians by the American colonists. Troops under British General James Wolfe included regiments of specially trained scouting and skirmishing units using flexible tactics that took advantage of any available concealment. These troops regularly overcame larger French units that continued to use the more rigid formations. During America's Revolutionary War, these tactics were used to great effect by Colonial Rebels to defeat larger, better equipped, and better-trained British units. The days of the line formation were numbered.

The US Civil War

In the 19th century infantry tactics were forced to change to cope with new technology. As weapons became more accurate and effective, infantry had to spread out and dig in to make itself less vulnerable. By the time of the U.S. Civil War (1861-1865) hand grenades, barbed wire, and repeating rifles made mass attacks ineffective. Troops began to attack in waves--one wave raking the enemy with fire while the next scrambled toward the opposition.

World War I

In the 20th century, as weapons became more sophisticated, many expected the infantry to become obsolete. In spite of the many innovations in transportation, communication, and weapons, however, the foot soldier played a major role in the battles of World War I. The practice of "digging in" hit its pinnacle during this conflict when massive battles were fought from and for complex systems of trenches throughout the French countryside. The advent of the tank and aerial bombardment, however, quickly destroyed this concept, and once again the infantry had to be on the move to survive.

World War II

One of the defining moments of Earth's 20th Century: Marines raise the flag atop Mount Surabachi on the Island of Iwo Jima. On seeing the spectacle, then Naval Secretary James Forrestal commented "The raising of that flag... means a Marine Corps for the next 500 years."

Technology advanced rapidly during the second half of the twentieth century, but still the infantry prevailed. No matter how complex armor and air power became, individual soldiers were still required for taking and holding territory and rooting out enemy resistance. During World War II two important advances were made in the deployment of these ground forces, however. The first, amphibious assault was perfected by the United States Marine Corps in the South Pacific. Also of great importance in the European theatre was the perfection of the Airborne Assault, initially an invention of the Germans but ultimately used to greatest effectiveness by the allies. In fact, the largest airborne operation of the century, Operation Market Garden, although a failure, nearly broke the German front lines and proved the potential power of airborne infantry.

Desert Storm: Infantry Enters a New Era

In 1991, the United States and the United Nations Coalition forces assaulted Iraq, and Iraqi troops in occupied Kuwait, with a massive high-technology aerospace campaign. Unlike previous wars, the massive commitment of ground forces was absent until well into the conflict. The end result was the most lopsided victory in Terran military history-- tens of thousands of enemy dead with less than a thousand allied troops dead and wounded. After this demonstration, military commanders worldwide began to wake up and realize that the old model of war fighting had been swept aside; small numbers of well-trained and well-armed troops could utterly defeat a less advanced larger force quickly and with low casualties. Although many historians argue that the Persian Gulf War was an aberration in warfare in true terms, no one could deny the effect that it had on military thinking.

A New Century, a New Infantry

Following the Eugenics Wars and another world war against China, the people of the United States had few aspirations to continue in the role of world leader. The European Hegemony came to the forefront of world politics and the U.S. stayed out of world affairs save for protecting its allies and it's overseas economic interests. The U.S. military continued to retool and revamp it's forces under tighter and tighter budgets, though, which made their armed forces some of the most highly trained and efficient the world had known. Masses of poorly trained infantry were a thing of the past. Emphasis was placed on better-trained soldiers with powerful equipment. By the time Vulcan's made first contact with the human race, the U.S. Marine Corps required a college degree for all of its applicants, and had a force of only sixty thousand active.

The Colonial Marines

When the MegaCorporations began colonizing other planets, they needed trained fighters to protect and police their colonists. Thus, the Colonial Marines were born. Formed on a model of several of Earth's ground forces (most notably the United States' Army and Marine Corps), the Colonial Marines formed the first truly space borne ground forces. No longer were the Marines merely an assault force. They were now responsible for taking a position, and holding it and defending it for the long run. At the forefront of these planetary operations were the infantry—still the only force capable of completely securing any piece of planetary real estate.

When the Romulans first attacked in 2156 on the colony world of Sectis, Colonial Marine Infantry were the first humans to take up the fight. Unfortunately, surprise and overwhelming numerical superiority gave the Romulans victory. But the Colonial Marines on Sectis fought against the odds for longer than the Romulans could have ever supposed—although the ghosts of the Japanese invaders of Wake Island in WWII could have warned them about the tenacity and skill of Marine infantry.

The UNPF Marines

To survive and ultimately triumph over the Romulan advance, the United Nations of Earth nationalized all armed forces in 2158 to create the United Nations Peace Force. The Colonial Marines, U.S. Marines, Royal Marines, Russian Naval Infantry, and countless other Marine and Army forces were banded together as the UNPF Marine Corps.

By the spring of 2162, UNPF forces had fought the Romulans to a standstill.

Without warp power, the Romulans were dependent on planetary installations and depots to advance. Eventually, the UNPF Marines began to deny them this valuable real estate, and started to take back what the Romulans had gained. In March of 2162 a primarily space borne battle at Cheron led to the ultimate defeat of the Romulans, but the Battle of Cheron would not have been possible without the blood and sweat of the UNPFMC Infantry.

UNFPMC Infantry mount an ambush for a Romulan patrol in the battle to retake Sectis.

Starfleet and the SFMC

In response to the Romulan Invasion, five separate civilizations joined together to form the United Federation of Planets. The UFP was created as a peaceful and cooperative organization of defense and exploration. However, no one had forgotten the lessons they had learned at the hands of the Romulans. A strong naval force, STARFLEET, was created; and to take the battle to the ground, the SFMC was an integral part of that new defense force. At the heart of the new SFMC is the infantry. The reason the SFMC exist at all today is the infantry, for were it not necessary to take the battle to the enemy individually no ground forces would be needed at all. The legacy of Roman organization and American technical advancement and practical innovation has found it's highest expression.

Infantry Traditions

As the SFMC branch with the longest history, Infantry is steeped in tradition and custom. The most notable among these is actually a Corps-wide tradition: that every Marine is an Infantryman first. No matter what their eventual branch and Military Occupational Specialty (MOS) every Marine in the SFMC goes through basic infantry school first. This is why every Marine, no matter their current branch, may wear black (the Infantry branch color) as their branch color.

The Infantry Motto "Queen of Battle"

Infantry has been known as the "Queen of Battle" since its earliest days on ancient Earth. Akin to the chess piece, Infantry moves in any direction, attacks from any direction, and wields a considerable power not to be underestimated. The first line of the Infantry creed reads, "I am the Infantry—Queen of Battle!"

The Infantry Slogan "Follow Me!"

From the earliest days of the old United States' ground forces, a traditional motto of the infantry has been "I am the Infantry. Follow me!" Today, this is shortened to the latter expletive.

The esprit that this motto embodies is evidenced in a story from the days of Earth's World War Two. During a savage German advance, a force of retreating American armor came across an airborne infantryman, from the United States' 82nd Airborne Division, who was digging a foxhole. When one tank crew paused to speak to the man, he said, "Are you looking for someplace safe to park that vehicle?" They replied that they were, and the infantryman told them to park it behind his foxhole because, "I'm the 82nd Airborne, and this is as far as the bastards are going."

The Infantry Device "Crossed Rifles"

Although they hadn't used flintlocks in a century, 20th century infantrymen on Earth still had a crossed pair of them on their uniform. The crossed rifles symbolized the era when infantry truly came into its own in modern times. They still do. For even though they haven't used a chemically fired projectile weapon in centuries, today's infantryman still wears crossed rifles on their uniform.

The Infantry Creed

A modified version of an Old Earth infantry creed, the modern creed reads:

I am the Infantry--Queen of Battle! For six centuries I have kept our Nation safe, purchasing freedom with my blood. To tyrants, I am the day of reckoning; to the suppressed, the hope for the future. Where the fighting is thick, there am I… I am the Infantry! FOLLOW ME!

I was there from the beginning, meeting the enemy face to face, will to will. I have seen nations born, divided, and reunited. I have toppled dictators and defended the weak. I have protected brave colonists from the plains to the stars. I have patrolled jungles, beaches, paddies, deserts and skies in the bitter test that belongs to the Infantry. I have answered humanity's call, I have proclaimed freedom, I have protected the innocent. I am the Infantry! FOLLOW ME!

Throughout the Federation, I stand… ever forward. Duty called, I answered. My bayonet… on the wings of power… keeps the peace. And despots, falsely garbed in freedom's mantle, falter… hide. My ally in the paddies and the forest… I teach, I aid, I lead. I am the Infantry!
FOLLOW ME!

Where brave men fight… there fight I. In freedom's cause… I live, I die. From Concord Bridge to Heartbreak Ridge, from Sectis to Setlik… the Queen of Battle!

Always ready… then, now, and forever. I am the Infantry! FOLLOW ME!

Part 3 - Organization

Organization of the Branch

The infantry branch is divided into two major fields of service based on the equipment and tactics used by each.

Light Infantry

Ground troops that fight on foot with a minimum of carried weapons in fast-moving, adaptable formations are Light Infantry. Also known as LI, today's light infantry bears a strong resemblance to the first infantry, for although their weapons and gear have changed, the essential weapon, the Marine himself, has changed little. Light infantry units are what most people think of when they hear "Marine". The use of LI is a bit more limited in the 24th century than it once was, since the relatively unprotected Light Infantryman (as compared to their Powered brethren) are susceptible to the complex and powerful weapon systems of today. They require more support than they once did for the same reason. However, there is still no replacement for this valuable commodity.

Powered Infantry

In contrast to the lightly equipped foot soldier is the powered infantryman (PI) encased in a protective and powerful articulated suit. This "powered armor" is less than Mecha, more than exoskeleton. It is a fully mechanized and articulated suit individually fitted to the infantryman that includes life support, weapons, fire control, communications, and essential supplies. While it is not organic technology, any powered infantryman will tell you their suit is an extension of themselves.

While protective and powerful, powered armor has limitations for some applications. It is heavy, limiting the amount that can be carried by shuttle or APC. It breaks down, requiring maintenance personnel be assigned to minimize casualties. They are larger than average humanoids, making them ineffective for most building-clearing operations. These among other limitations have led to the SFMC doctrine of possessing both powered and light infantry. The two most often work together; with the powered infantry taking point and providing cover, followed closely by the light infantry to clear structures and take objectives.

MOS Listings by Field

For more information about Infantry MOS's, please refer to the SFMC MOS Manual.

Organization of Units

Infantry units are highly flexible and may be organized in several fashions as best suits the mission. To best understand the organization of such units, let us look at the building blocks of Marine Infantry organization.

Component Units

For this example, we will discuss standard Light Infantry units. The basic Infantry maneuver unit is the four-man fire team. The team leader (usually a corporal equipped with an M-116 phaser rifle with a clip-on grenade launcher) is assigned two Infantrymen (also with M-116s) and a Light Weapons Specialist (with an M-206 Compression Phaser Rifle or P-605 EM Projectile Weapon). By matching up three fire teams with a sergeant, you get a squad. A squad is the smallest unit that will be detached to a composite Strike Group. More typically, a platoon is detached.

Three squads, with a second lieutenant and a platoon (staff) sergeant in command, make up a platoon. Several different types of platoons exist—the fire teams above, however, would give us a standard Light Infantry rifle platoon. Combine three such platoons with a heavy weapons platoon and you get a standard Marine rifle company, under the command of a captain and his first sergeant. This is the nominal strength of a Marine Strike Group (Infantry).

While an Infantry battalion could simply be made of several rifle companies, it is much more typical to see it use a mix of company types and platoon types to achieve its mission objectives. A battalion is normally the largest homogenous Infantry unit. The larger Infantry Brigades and Divisions have subordinate units from several other branches, although in wartime homogenous divisions have been fielded.

Platoon and Company Types

We have already looked at the Light Infantry rifle platoon, but many other platoon types are possible. These are formed based on mission requirements and logistical considerations. These platoons can then be combined in various ways to form a myriad of company types. These platoon types can usually be either Powered or Light, unless otherwise specified below.

The most common platoon types are:

Heavy Weapons Platoon
A platoon that fields mortars, man-portable missile systems, and other heavy weapons to support Light Infantry rifle platoons. Powered HW Platoons are usually equipped with Magnum suits.

Assault Platoon
These platoons specialize in covert and "forced-entry" insertion operations. Powered Assault Platoons are assembled with whatever suits and specialists best fit the terrain/mission.

Reconnaissance Platoon
A concentration of Battlefield Surveillance Specialists and specially trained Infantrymen to increase the tactical intelligence available to the battlefield commander. The Powered Recon Platoon is equipped with scouting Pathfinder suits.

Scout/Sniper   Platoon
A different and much more specialized reconnaissance platoon, these can often be combined with standard recon platoons for even more effective intelligence gathering and battlefield surveillance. There is no equivalent Powered Platoon type here. Powered Armor does not lend itself to stalking and concealment.

Other Unit Types

There are additional considerations in organizing some Infantry units. Specialized types of units that can be any size from platoon to battalion include:

Aeromobile

This designation indicates that the Infantry unit has been assigned subordinate aerospace units, and that those organic (belonging to the Infantry unit) air elements are capable of transporting all of the Infantry unit's assets. This is naturally a large and complex force that few starships outside amphibious assault craft can embark. However, a few of the larger classes (i.e. Galaxy & Sovereign) do embark such units, which are used as Rapid Deployment Forces for trouble spots and other crises. Aeromobile Infantry Units are rarely larger than Company-sized.

Special Operations Capable
An SOC designation means the unit is trained in a limited but important range of special operations missions. While equipped and prepared to carry out such missions at a moments notice, these are not the small, elite Spec Ops units most people are familiar with. Rather, they are standard Infantry units with some specialized training and equipment, and therefore fall outside the Special Operations Branch.

Inside a Marine Strike Group (Infantry)

Having described a typical Marine Infantry unit, it must now be noted that there really is no such thing as a typical Marine Infantry unit. As said before, Infantry units are organized as mission objectives and logistical considerations dictate. For this reason, you would be hard pressed to find two identical Infantry companies in the entire SFMC. However, our discussion of unit organization would not be complete without a look at least one deployed Infantry unit.

The Neighbors of the Beast

The 667th Powered Infantry (Aeromobile-SOC) is typical only in that it is as specialized and unique as any other Marine Infantry unit. A reinforced Company in size, it is designated as an MSG (Infantry). And although it is a Powered Infantry unit, it also has organic aerospace and Light Infantry elements that help it achieve its current mission of acting as the Rapid Deployment Force for the Second Fleet aboard the USS Yamato.

As an RDF unit, the 667th is both Aeromobile and Special Operations Capable, making it a bit of a "kitchen sink" unit. It does, however, serve as a good example of how diverse and specialized SFMC Infantry units can become. Before it had to fill its current role as the Second Fleet's RDF, the 667th was a straight-up Powered Infantry company with three Powered Rifle platoons and a Powered Heavy Weapons platoon. Now, of course, things are substantially different.

The following page shows a breakdown of the force that makes up the 667th. As a straight-up Powered Infantry company, the Powered Recon platoon is replaced with a Heavy Weapons Platoon. The Light Infantry Rifle platoon and Scout/Sniper squad are drawn from the 1st Battalion, 2nd Marine Brigade. The air element comes from the 2nd Marine Air Wing and consists of a Tactical Airlift Squadron (VMS-667), reinforced with a detachment of A-78 Dragons from VMA-78.

667th MSG (Infantry)
Reinforced Powered Infantry Company, Aeromobile, SOC

Assigned Strength
Ground Element:
- 196 personnel
- 146 Suits
- 8 Vehicles
Air Element:
- 56 Personnel
- 16 Aircrafts
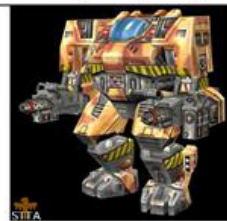
HQ, 1st Powered Rifle Platoon (46)

Detached Scout/Sniper Squad (12)

Rifle Platoon (38)
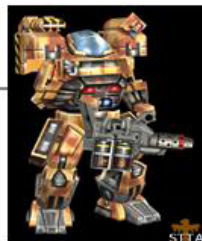
2nd Powered Rifle Plt (38)

Light Landing Craft (4)
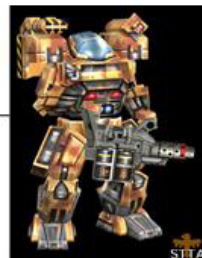
3rd Powered Rifle Plt (38)

Heavy Landing Craft (4)

Powered Recon Plt (24)

Close Air Support Fighter (8)

Part 4 - Equipment

The array of infantry equipment in the current state of the art can be bewildering to recruits. For more information about Infantry Arms & Equipment, please refer to the SFMC Arms & Equipment Manual and/or the Infantry Arms & Equipment Supplement.

Part 5 - Operations

Individual Tactics & Tasks

As stated before, there is a wide range of tactics and scenarios for their application. This guidebook could never begin to cover them all—that's what Infantry School is for. However, as a familiarization guide, this book can cover certain basic infantry concepts and tactical doctrine.

Cover and Concealment

Concealment is any medium that enables you to be unobserved, or less likely to be observed, by an enemy. You should constantly take advantage of cover in the field. Never assume that the enemy is not around. Never assume that because you have not been fired upon, or because your infiltration was clever, that you are not being observed.

Use natural foliage or material together with your camouflage to break up your outline and the outline of your equipment. Beware of radiation reflection or of shades of coloration that don't match the surroundings. Also, beware of proximity to objects or terrain that will draw attention. Put yourself in the enemy's head: "Where would I look for me in this area?"

Cover is different from concealment. Cover may allow you to be unobserved, but it also provides relative safety from attack. A bush, sapling, or depression in the ground is not cover, but a wall, rock formation, or vehicle can be. Make a point of knowing the hardest natural materials of the planet you are operating on so that you can use them for cover.

Light Infantry Methods of Movement

There are several ways infantry can move on the battlefield. The most common ways of moving for Light Infantry include the rush, high crawl, and low crawl. Non-hominids may require special methods for accomplishing these movements, and will be instructed in such at Infantry School.

The Rush
To effectively accomplish a rush:

1. Start from the prone position by slowly raising your head and selecting your next position.
2. Lower your head, draw your arms in to your body, keep your elbows down, and pull one leg forward. With one movement, raise your body by straightening your arms.
3. Spring to your feet, and step off with either foot. Crouch to whatever extent is practical to minimize your silhouette and run to your next position.
4. Just before hitting the ground, plant both feet.
5. Fall forward, breaking your fall with the butt of your rifle.
6. Roll on your side, place the butt of the rifle in the hollow of your shoulder,

and then roll into a firing position.

The rush may be used from one covered position to the another when enemy fire allows brief exposure. Try not to stay up any longer than three to five seconds so that you don't give the enemy time to track you with automatic fire. But remember: rush from cover to cover; do not hit the ground in open territory just because you have been up for five seconds.

Try never to rush directly from a position from which you have been firing. Chances are the enemy has that position well sighted and you will be fired on as soon as you appear. Roll to the left or right or crawl a short distance before springing to your feet.

When you move as a member of a buddy team, you must communicate with each other. Ensure that one man covers by fire any movement by the other man. When moving as a member of a fire team, watch and listen to your team leader; he will lead you along the best route and ensure that covering fire is provided when you move.

The High Crawl
To accomplish a high crawl:

1. Keep your body off the ground and rest your weight on your forearms and lower legs. Cradle your weapon in your arms, keeping its muzzle off the ground. Keep your knees well behind your buttocks so it stays low.
2. Move forward by alternately advancing your right elbow and left knee, then your left elbow and right knee.

Use the high crawl when the route you have selected provides both cover and concealment and/or when poor visibility reduces enemy observation. Even if the terrain is suitable only to the low crawl, you must use the high crawl if speed is required.

The Low Crawl
To accomplish a low crawl:

1. Keep your body as flat as possible to the ground. Grasp your rifle sling at the upper sling swivel, letting the hand guard rest on your forearm and the butt of the rifle drag on the ground (this keeps the muzzle off the ground).
2. To move forward, push your arms forward, and pull your right leg forward. Then pull with your arms and push with your right leg. Continue this push-pull movement until you reach your next position.
3. Change your pushing leg frequently to avoid fatigue.

Use the low crawl whenever the route you have selected is less than half a meter high or visibility allows good enemy observation. This is a slow method and is suitable only when speed is not essential.

Powered Infantry Methods of Movement

Light Infantry doctrine calls for movement from, to, and in cover or concealment whenever possible. This protects the LI by keeping the enemy from getting a clear shot. Powered Infantry also strives to protect themselves by keeping the enemy from getting a clear shot. However, the nature of PI equipment leads to a doctrine that depends as much on maneuverability as cover: moving targets are harder to hit. PI suits do not do well in prone or crawling positions, so the PI troopers must keep moving quickly when suitable cover is not available. PI movements include the rush, the bound, the jump and the low-slide.

The Bound
To accomplish a bound, simply push off extra hard during your rush stride. This will activate the jets in your suit legs to provide a power-assisted broad jump. Several of these in a row can cover a good deal of ground quickly.

Use the bound whenever you would use the rush, but there is too much distance to cover to your next position in the recommended three to five seconds. Be careful not to bound for too long, as it will quickly use up the fuel in your legs' jet units.

At the top of your bound arc, use the height to your advantage by looking around and by making an active sensor ping if possible. At the top of your bound, any cover less than a building is useless, so the enemy will have seen you already anyway.

The Jump
A simple jet-assisted jump can be used to advance over large obstacles like low buildings. Like the bound, the jump is seldom done under cover, so great caution should be used. The peak of the jump is also a good time for observation. Be sure to check your leg units' fuel levels before attempting difficult jumps.

The Low-Slide
When movement under low cover is necessary for PI troops, the low slide can be used. This is accomplished through the use of a snap-on antigrav unit which keeps the head, torso, and legs of a PI suit a mere 3cm off the ground in a prone position. The field stops at the shoulders, so you advance by pulling yourself along the ground with your arms. This movement is nearly as slow as the LI low-crawl, but keeps the PI well protected.

Movement by Transporter

Transporters can be used effectively in the movement of ground forces only when there is little threat of interruption or interception by enemy forces. Transporter signals will set off enemy energy-detection systems if they are present. Also, movements by consecutive rapid-succession beamings are not recommended as they can have biological effects on the transportees.

Movement Under Fire

To move when under direct fire, you should select an individual movement route within your team or squad's movement route or axis of advance. Search this route for areas of cover and concealment.

Select your next position (and the route to it) as one that exposes you to the least enemy fire, provides the most cover and concealment, and does not require you to cross in front of other members of your element and mask their fires.

Determine the correct individual movement technique (see above) to advance to your next position. Do not move until covering fire is established if it is available.

Movement Over, Through, or Around Obstacles

Whenever possible, use smoke or a similar concealment technique when crossing an obstacle. Going over an obstacle on the battlefield invariably raises you into a position for good enemy observation. When it is possible to use holoflage, this is the best way to cross obstacles. Normally, obstacles should only be crossed under cover by fire or observation.

Wire Obstacles
To cross barbed wire, metal ribbon, etc., you may put wood, grass mat, or wire netting over it. Cross carefully, because such a mat or net forms an unstable path.

To cross under wire obstacles, slide headfirst on your back under the bottom strands. Push yourself forward with your shoulders and heels. Carry your weapon lengthwise on your body and let the wire slide on the weapon to keep it from catching on your clothing and other equipment. Inch your way along, holding the wires in one gloved hand.

If you must cut your way through wire obstacles, try to cut only the lower strands. Leave top wires in place to make it less likely for the enemy to discover the breach. If energy emissions are not a problem, use a phaser beam to cut the wire (a pistol is more manageable for this); otherwise, use a cutting tool. Most modern wire obstacles cannot be broken by hand.

CAUTION: Always check wire obstacles for booby traps or early warning devices. It is threat doctrine to attach tripwire-activated mines to wire obstacles. A grappling hook with a length of rope attached should be used first to pull the wire (if no early-warning devices are detected).

Danger Zones
Roads, trails, streams, and the like are extreme danger zones for infantry troops as they are almost always absent cover and concealment. To cross such areas, select a point at or near a bend or corner—preferably one with concealment on each side. Crawl up to the edge of the area and observe the other side carefully before crossing. Cross rapidly but quietly. Get down as soon as you reach the other side and check the area around you carefully.

If possible, wait for darkness to cross a major danger zone. This is especially true

when a large unit must make a crossing of a wide area. Crossing by transporter is useful if it can be accomplished without interruption or without revealing friendly positions to enemy forces.

Walls
The top edge of a wall is like the top of a ridgeline: not only does it elevate you into enemy observation, it usually silhouettes you and makes you a prime target. Avoid this by rolling quickly over the top, staying as low to the wall as possible. If the wall is low or you are in powered armor, jumping over may be effective in some circumstances providing you do not
spend much time in the air.

Constructed Obstacles and Minefields
Infantry forces will almost never be called upon to cross-constructed obstacles or minefields without the help of combat engineers. However, if it becomes necessary, the method by use to cross will vary with the situation. Some constructed obstacles may be crossed by methods similar to those for wire obstacles, but tactics will vary with obstacle construction.

Minefields can be crossed by using combat tricorders to pinpoint mine locations. This can be done by finding the actual mine or, in the case of sensor-resistant mines, by finding an area of recently disturbed ground or vegetation. For safety's sake, probing ahead of moving troops is recommended even when a tricorder is used.

Whenever possible, these obstacles should be maneuvered around if combat engineer support is not available.

Other Basics

Reacting to Indirect Fire
Indirect fire is usually from artillery, mortars, rockets, or similar weapons of a ballistic or semi-ballistic nature.

If there is a possibility of an indirect fire attack, keep your eyes and ears open; there is a good chance you will have some warning before the first projectile explodes in your area. Projectiles of almost every sort make a distinctive sound as they travel through the air, and that sound can usually be heard before the projectile's arrival. Even hypersonic rounds give visual
cues to the projectile's travel. You may also simply hear a warning shout of "incoming" from another Marine who has detected one of these aural or visual cues or has detected the incoming round with a sensing device.

The first thing you should do when you hear any of these warnings is shout or repeat "Incoming!" to alert others. Immediately look to your squad or fire team leader before taking any other actions and follow their lead.

If your element is not moving and you get any of the above warnings, remain in your defensive position, taking advantage of available cover. If you are not in a defensive position, look for cover. Try to keep movement to a minimum, though, as it may reveal your exact position to the enemy. Be aware that indirect fire zeroed in on your position may be an indicator of impending attack by ground forces.

If your element is moving when you get any of the above warnings, shout, "Incoming!" and follow your team leader's actions. If you cannot see your team or squad leader, run out of the impact area and into cover if available. Stay low to avoid shrapnel.

Complacency on a patrol can be a problem. No matter how serene the setting, one must constantly be aware of the possibility for ambush or incoming indirect fire.

Reacting to Flares

Flares provide the enemy with visibility during darkness. This can negate any advantage we assume when we maneuver by night. Therefore, it is important to minimize enemy observation.

If you encounter a ground flare, simply avoid or move out of the illuminated position and reorient yourself. Continue with your mission or follow your team or squad leader's instructions.

If an overhead flare is used, you will often get a warning by hearing the flare rising or by detecting it with a sensing system. When you get this warning, assume a prone position (behind concealment when available) before the flare bursts. If it is not possible to assume a prone position, crouch as low as possible in as much concealment as possible. Hold this
position until the flare burns out. If this is a powered flare, follow your squad or team leader's instructions. If you are alone against a powered flare, attempt to disable it with your weapon and find cover.

If you receive no warning of a flare and are suddenly illuminated, immediately drop to a prone position and freeze until flare burns out.

If you are illuminated by a flare while taking direct fire, operate as you would during day ops.

Selecting a Temporary Fighting Position

A temporary fighting position is a position not specifically constructed to fight from, but from which an infantryman can fire or otherwise engage the enemy. When selecting such a position, always take advantage of as much natural cover and concealment as possible. Also be careful of the background to the position to avoid silhouetting yourself for enemy observation.

Observe and fire from around the side of an object if possible—this conceals most of you. Stay low to observe and fire whenever possible. You can aim better and take advantage of concealing vegetation this way. After you select a position, follow your team leader's directions. He may reposition you to gain better team coverage of the area.

Clearing a Field of Fire
In preparing defensive positions for expected contact with the enemy, you should, whenever possible, clear a suitable field of fire for your position within your team's assigned sector of fire. Before attempting this, however, you should be mindful of how much clearing can be done in the time allotted. Do not do a rush or sloppy job since an improperly cleared field of fire may afford the enemy more concealment and cover than if you left the area in its natural state.

Remove potential cover and concealment for the advancing enemy while leaving a thin screen of natural vegetation to hide the defensive position. If possible, remove the lower branches of trees in lightly wooded areas. In heavy woods, complete clearing may not be possible or desirable in the time available. Restrict your work to thinning undergrowth and removing low branches from large trees. Clear a narrow lane of fire in an irregular pattern that will not reveal the weapons' position. Remove thin dense brush—it is never a suitable obstacle and it obstructs the field of fire. Cut weeds only where they obstruct your view. Drag away cut brush, limbs, and weeds to points where they will not be detected by an enemy or furnish them with concealment. Cover cuts on trees and bushes forward of the position with dirt, mud, or snow. Ensure no trails are made in your sector of fire as lanes are cleared.

SFMC Tactical Philosophy

Marine light infantry tactics are put together with an emphasis on flexibility, simplicity, and tactical principle.

Flexibility

There are literally millions of possible combinations of rushing, firing, orders of combatant movement, prioritizing of targets, and hand signs. It is neither practical nor desirable for the SFMC to formulate volumes on these matters and mandate them to units. Tactics as taught must be flexible. They must be adaptable to the myriad situations in which they may be used.

Simplicity

Tactics must also be simple. The old principle of "KISS" or "Keep it simple, stupid" was probably invented by a soldier. The possibility of a tactic failing rises in direct proportion to the difficulty inherent in executing it.

Tactical Principle

If a tactic is based on sound tactical principle, it is likely to succeed. If the tactic contravenes a common sense tactical imperative, then the tactic-- no matter how well planned—is likely doomed.

For example, suppose an infantry company considers evacuating noncombatants to shuttles while under attack from an opposing infantry force. It is common knowledge

that a well-equipped infantry force has antiaircraft weaponry, so it is very likely that any shuttlecraft attempting to execute a landing to take on personnel will be damaged or destroyed. It is tempting here to place all planning effort into answering the question, "how do we evacuate noncombatants on shuttles in this situation?" However, what should be asked is, "should we even attempt to evacuate noncombatants by shuttles in this situation?" Better to scrap an idea that is bad in its conception, than to try to make it better with tactics.

The idea can be restated as such. We first ask, "WHAT are our goals in a combat situation (or WHAT SHOULD OUR GOALS BE)?" Once this question is resolved, we can go on to ask, "HOW THEN do we carry out the specifics to achieve our goal?"

This is the essence of successful strategy. Once a good destination (goal) is chosen, we then pick the best route (tactics) to get to that destination.

Call For Fire
Call for fire format

There are six elements in the call for fire format, and they are given in three communicator/tricorder transmissions to the Fire Direction Center (FDC). The FDC is responsible for making sure that the mission is assigned the proper weapon system to accomplish the mission and ensure that friendly forces are safe from the firing mission. The Forward Air Controller (FAC) is the one responsible for making the determination of the Air missions. The FAC is a Marine Pilot that is attached to the infantry units to help with communication and the inner working of the Aerospace branch. The FAC will decide if the mission calls for Photon Torpedoes from near by Star Ships or close Air support from the on call station of the Air Combat Command. This all done by using the I-Link 105 and the CTS-8907 Combat Tricorder System. Also some units carry the TDRS-44 Target Designator and Rangefinder to help them in there missions.

The six elements are:
        (1) Observer Identification
        (2) Warning Order (First Transmission)
        (3) Target Location (Second Transmission)
        (4) Target Description.
        (5) Method of Engagement.
        (6) Method of Fire and Control (Third Transmission)

Observer ID: This tells the FDC who is calling by the use of a call sign and clears the net for your mission.

Warning Order: The type of mission that you are requesting and the method of target location.
A. There are four (4) types of missions you can request.
        (1) Adjust Fire: This is used when the observer in uncertain about the exact location of the target. The observer states, "adjust fire".
        (2) Fire for Effect: Used only when you are absolutely sure that your target location is correct. The observer states, "fire for effect".
        (3) Suppression: Used to quickly bring fire on and on call target (that is not currently being fired upon). The observer states "suppression on Target ID #".
        (4) Immediate Suppression: Used to quickly bring fire on a planned target or a target of opportunity that is firing at a friendly unit.

B. Method of Target Location: there are three methods to use for target location.
(1) Grid: This is the standard method of target location. It is used by the observer; he does not announce Grid.
(2) Shift from a Known Point: Announce "Shift from…(the known point)".
(3) Polar Coordinates: Announce "Polar".

4. Target Location:
A. Grid Method: Send in a six (6) digit grid coordinate giving the FDC the approximate location of the target.
B. Shift from a Known Point: A known point is a prominent terrain feature or registered point whose location is known by both you and the FDC. This method requires you to give a direction along with your later shift (left or right) and your range shift (add or drop).
C. Polar: This method requires that the FDC know your exact location. The observer sends the direction from his/ her position to the target and the distance to the target in meters.

5. The Third Transmission, Includes:
A. Target Description: You want to send the FDC four (4) things in the description of the target.
(1) Type of target: Troops, Vehicles, Mecha Units, etc.
(2) What the Target is doing: Digging in, moving along a road, enemy base, supply point, etc.
(3) How many: Squad size, Platoon size, 3 trucks, Mecha, etc.
(4) Degree of Protection: In the Open, Dug in with overhead cover, etc.

B. Method of Engagement: The observer tells the FDC how he/she wants to attack the target. If the target is within 600 meters from Photon Torpedoes/ Armor units or 400 meters from Mecha/ Aerospace units of friendly forces, he/she announces "Danger Close" and the cardinal direction ("N. S. E. W.") from the target to the observer. If the observer wanted a special type of ammunition used such as Illumination, White Phosphorous, or Red Phosphorous he/she would request it here.

C. Method of Fire and Control: To control the time of delivery by announcing "At my Command" or "Time on Target", if he/ she wanted to hit a target which it was destined to be at a certain point at a certain time. Also you can announce "Can not observe"; you would use this if you cannot see the target, but know it's there and can justify firing without adjustment.

6. Message To Observer (MTO): After the FDC receives the call for fire mission; it will determine how the target will be tasked. Either with Armor units, Mecha units, close air support, or via Naval guns from star ships. That decision is announced to observer in the form of a message to observer, (MTO). The MTO contains three items:
(1) Units to fire the mission.
(2) Changes for the call for fire: Any changes to what the observer requested in his call for fire, such as the type of rounds to be fired.
(3) The Number of Rounds: The Number of Rounds per tube to be fired for effect.
Example of an MTO: "Platoon, HE in effect, 4 rounds".

Unit Tactics

Squad Firing Techniques
Weapons in the Marine squad must be used to support one another. The first set of weapons a foe will encounter will be the MAPLIML, the Arbalest, the WGL, and the support phasers. The second perimeter of offense is the basic weapon such as the M-116. Thirdly, there are short-range devices such as side arms. Due to tactical necessity, the use of these devices will probably overlap.

One particular type of technique that Marines on a battlefield find useful is the art of busting an enemy shield. Methods for doing this vary with the type of shield, but one popular method enlists support phasers to cut in on one point in the shield, while WGLs send PCP rounds into that point (15mm EM rounds work as well). The concentrated fire is maintained while the MAPLIML operator launches an HE round through the weak spot.

Other firing techniques include using a wide-angle phaser shot to flush opponents into a position where they can be fired on directly, or to use same to jam an enemy sensor or clear around a corner. Phasers can also be used in prolonged fire, as can automatic projectile weapons, to keep the enemy pinned down while other Marines advance on the position. Whenever using automatic or prolonged fire, be sure the advancing force can choose a route approximately 90 degrees off the firing axis of the support group.

A word on prolonged fire: an entire squad hosing a position down with prolonged phaser fire is likely to dissuade even the most aggressive enemy from taking to active a part in the surrounding battle. However, bear in mind this may not be the only firefight you get into on any given day. Phaser charge packs have a lot of power, but you are capable of using it all up all of the charge. So limit your prolonged fire to a few initial bursts, then settle in with steady single shots.

Tactical Examples

Even basic Infantry unit tactics could not possibly be covered comprehensively in this guidebook. Two entire volumes and eight long weeks in Infantry school are barely enough to teach the basics. However, some practical examples of unit combat tactics will give you some familiarization with Infantry tactical doctrine.

Unit tactics are merely an extension of what the individual Marine will do. There are hundreds of thousands of possible tactics that Marine units can use, and very rarely will the tactics involve only infantry forces. Usually all elements of the strike group participate. The principle of force integration should be followed by Marine leaders on the battlefield.

The Battle of Doreon
This report of the battle for the planet of Doreon is for accountability and historic reference during the Dominion War. This battle is very decisive because it would mean that Starfleet would have some type of a stronghold very near the Bajoran wormhole. A brief overview of Doreon, as it is the nearest habitable planet next to the Bajoran home world. Not yet a member of the Federation, this planet was also occupied by the Cardassians around the same time as Bajor. After the occupation, Doreon continued the mining of the rich mineral ore that the Cardassians started while they were under their rule. It did so to rebuild its economy and trying to get back to their old way of life. At the start of the Dominion War, the Cardassians again invaded and occupied

Doreon and are now using it as a major supply base for themselves and their allies.

Starfleet recognized the significance that this planet holds in which the Federation can win this war over the Dominion. It was decided by the Starfleet Marines that by taking over this base, the enemy would lose a valuable asset in re-supplying their ships and troops. The 7th Brigade would lead the assault on Doreon with backup support from the 15th Brigade. The objective being to hold the base for Starfleet and use as a launch site for further Fleet operations. The base itself was located in the northern continent is a semi-mountainous region. Because of the region, it was decided that the infantry would go in with support of the Mecha Artillery providing fire support. But the first real major hurdle was to get the troops on the ground.

Starfleet organized six starships for this mission. Four of the ships would carry both brigades and the remaining two would provide cover to ensure a successful departing of the brigades. Once the Brigades are on the ground, the remaining starships would defend the planet from space, thus providing support from above. The Brigades commanded 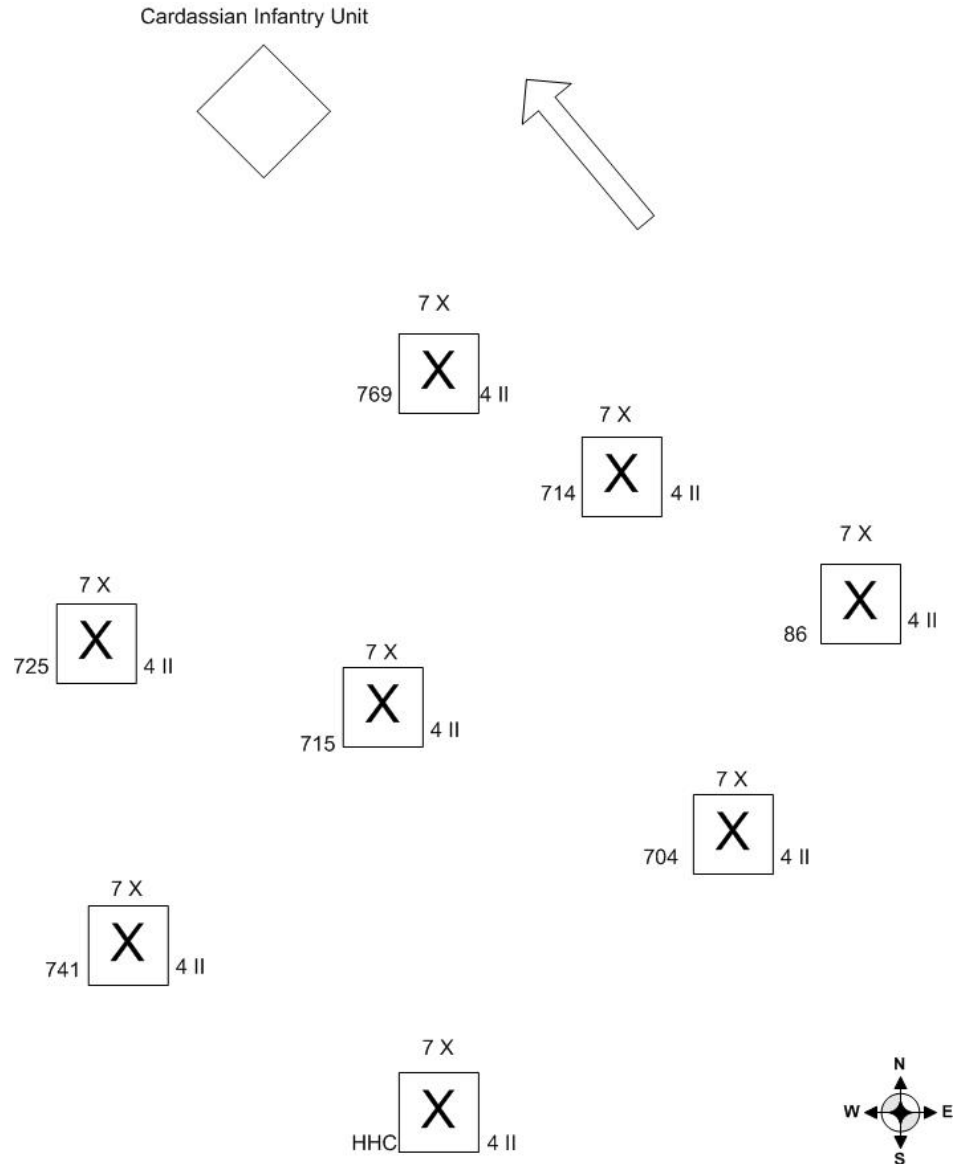by BGen John Grant of the 7th and BGen Logan Sherman of the 15th would land their Brigades just south about 20kms from the base. Close enough for the enemy to engage but the location is very mountainous and difficult for the enemy to attack. Each Brigade consisting of almost five thousand would dig themselves in and setup a perimeter and base camp. The 7th would take lead and the 15th would be just south of them about 3kms away. Mecha units from the 7th would provide cover fire for the troops as well as Mecha units from the 15th as backup support. The time tables would be as follows, Stardate 199804.13 all six Federation ships will pullout of Starbase 10 and on course to Doreon. Arriving there on Stardate 199804.15 at 2200 hours local time. With luck there were only two Cardassian war ships patrolling the immediate vicinity. Starfleet vessels USS Osiris and USS Archer quickly destroyed the two ships and made way for the Sovereign, Edinburgh, Justice and Kerberos to drop the two Brigades.

Under the cover of night, the troops were transported down to the POC (point of contact) and began entrenching themselves. The 755th Mecha, setup it's Mechs, while the 4th and 5th BN, 7th BDE have point. Behind them was the 1st, 2nd, 3rd and 6th BN. Headquarters Company set themselves up just southeast of the forward positions, covered by small hills and a squad of Mechs from the 755th and from the 980th MSG of the 15th BDE. The 15th BDE established themselves just southwest of the 7th BDE with similar alignment as the 7th when placing the Battalions. By 0500 hours the following morning with both brigades in place, BGen Grant orders the 755th to start pounding the Cardassian forward position and moves up the 4th BN and 5th BN to take 2 hill ranges about 5 km north where some troop movements were recorded by a brigade recon team.

4 II

X

5 II

X

755th

3 II

X

6 II

X

2 II

X

1 II

X

4/980th

1/755th

7 X

X

N
W E
S
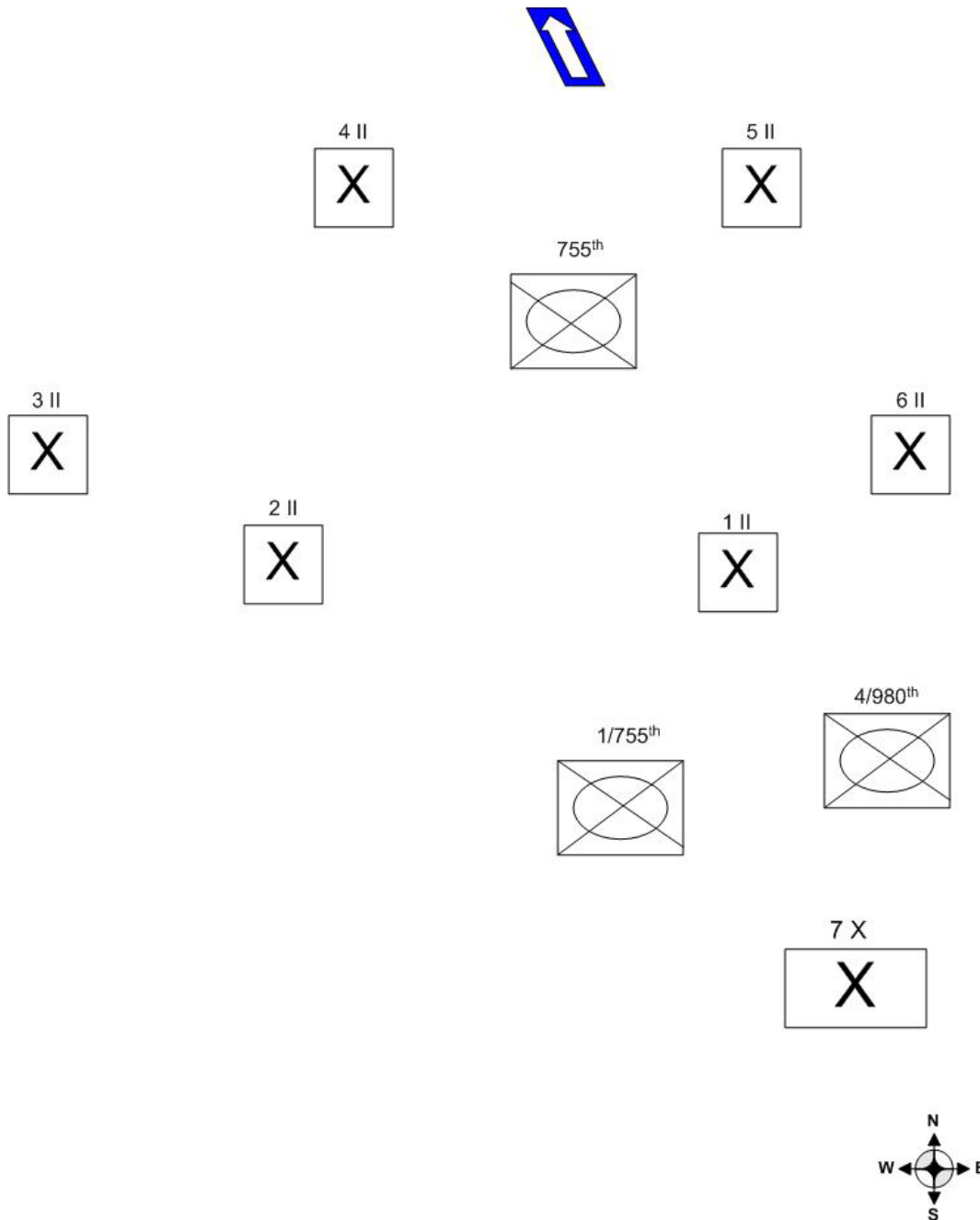
The 4th BN begins the assault on the hills just northwest of them and the 5th engaging on the northeast. Members of the 769th 4BN were the first to engage the enemy led by Major Jor Seltar. His unit was up against what looked like a squad of Cardassian Infantry but was really company size. A firefight between both units begins, the 714th that was right behind the 769th moved up for fire support. With two MSG's battling one Cardassian unit, the engagement lasted about an hour with casualties on both sides. The Cardassians with nearly 100 dead and 14 wounded, the MSG's were much lucky but still 20 Marines were lost and 8 wounded. The hills were taken and secured with great success and overtaking.

Cardassian Infantry Unit

7 X
769 X 4 II

7 X
714 X 4 II

7 X
86 X 4 II

7 X
725 X 4 II

7 X
715 X 4 II

7 X
704 X 4 II

7 X
741 X 4 II

N
W E
S

7 X
HHC X 4 II

The 5th BN at the time were also facing challenges on the northeast side. Apparently the Cardassians were better equipped with Phaser cannons and detonation devices. Taking lead was the 771st with Col. Mark Anbinder giving out orders to his unit to destroy those positions. Anbinder's unit fighting a fierce battle for the hill requesting help, the 736th moved forward assisting the 771st quest of taking over the hill. With now 2 MSG's battling for this hill, another Cardassian group came across charging to assist their brethren. Unbeknownst to them was that the 750th was right flanking the hill and was readying an assault to close in on the first Cardassian group battling the 771st and 736th. With the Cardassian unit crossing in front of the 750th, it was like shooting fish in a barrel. The Cardassians were taken completely by surprise and were unable to regroup to combat the 750th. The first Cardassian group themselves were also unable to hold their position and the Marines were able to secure their second victory in what seems like a long battle. The causality report for this battle is 160 Cardassian dead, 49 Cardassian wounded, 5 Marines dead and 26 injured.

Cardassian Infantry Unit

Cardassian Infantry Unit

7 X

771 | X | 5 II

7 X

750 | X | 5 II

7 X

736 | X | 5 II

7 X

HHC | X | 5 II

N
W — E
S
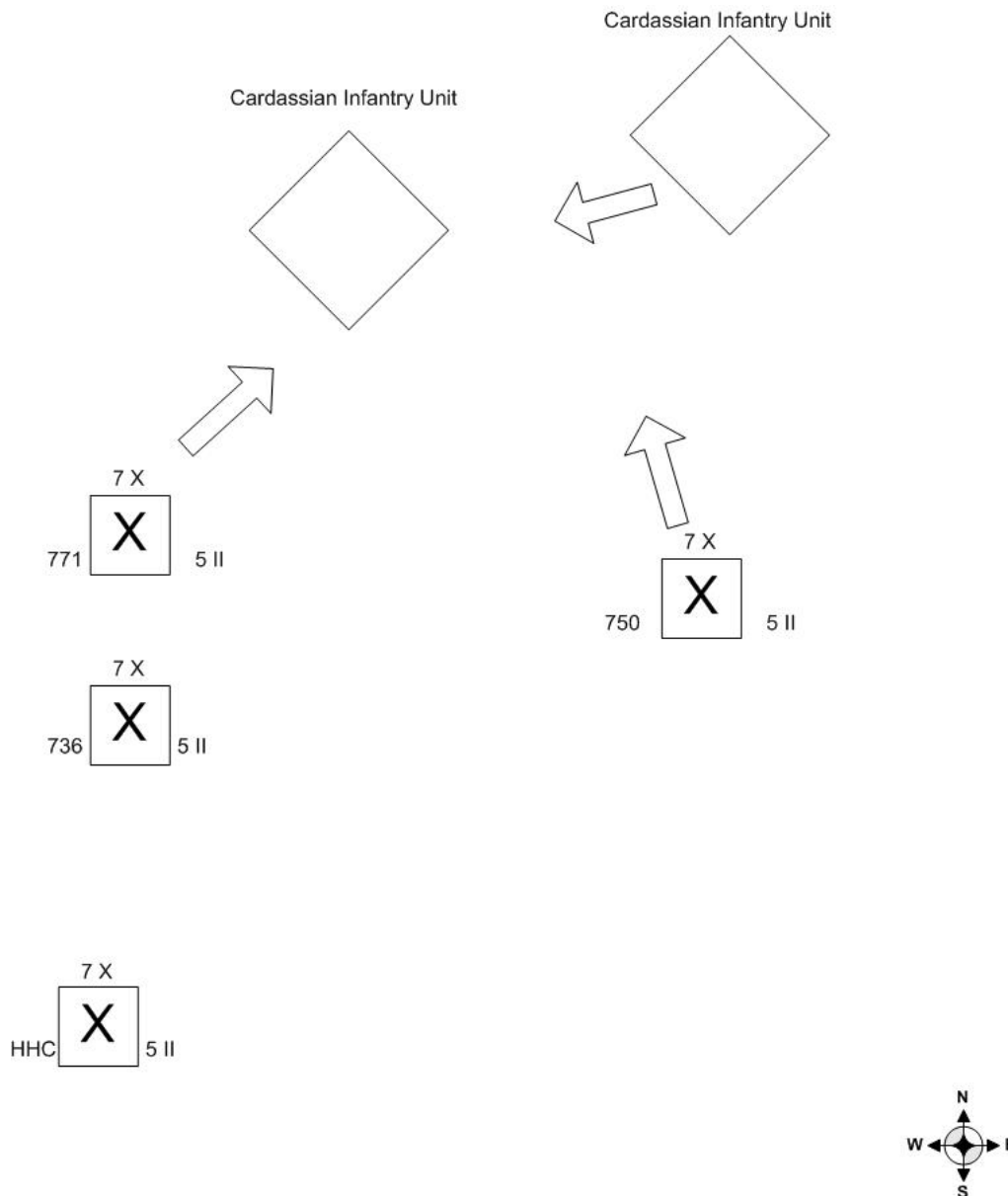
With the first set of hills secured, the 7th BDE moved forward to their next objective. At the same time, elements of the 15th BDE moved forward and were also engaged but the enemy when they were just west of the 4th BN 7th BDE in support of them. A small group of Cardassians managed to escape the onslaught that the 4th BN gave them earlier and were hiding out and attack any Marines that would pass in front of them. What they didn't know was the 15th BDE were prepared for such action from the Cardassian and sent out the 901st to look for any insurgents. The 901st encountered the Cardassians group and a firefight between them quickly ended. The Cardassians were not well equipped and though they thought of the element of surprise were on their side it did not come to pass. All 18 Cardassians were killed while no Marines were injured or killed.

BGen Grant orders that all equipment from the latest victories that were captured be inventoried and sent up to the awaiting starships so that they may not fall back to Cardassian hands. The 725th took charge and also re-supply the units that were in need, the 755th needing the most for their heavy arms support. While this was happening the 980th Mecha will provide artillery support that would be needed. After a half hour of gathering and readying to deploy again, Grants asks the OIC's of the 704th and 741st to take point and move forward to the next set of hills about 8kms north from their current position. They need to secure that hill position because that will be the new point for the 755th and 980th Mecha for the final assault on the supply base. Also BGen Grant orders the 41st, 740th and the 791st to again use a right flank maneuver just in case of any surprises. He orders the 731st and the 711th to the left of the main body for additional support and cover. With that movement happening, BGen Sherman repositions the 15th BDE just west of the 791st to begin the assaults and positions the 95th and 911th, behind the 791st for additional support.
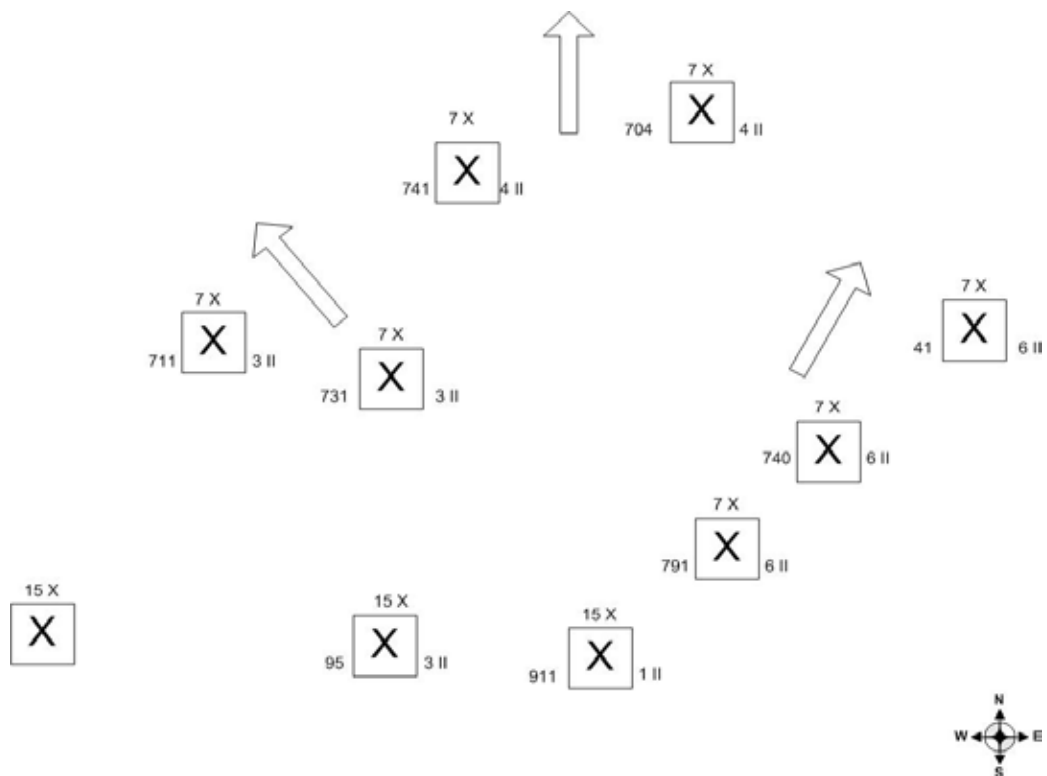
The 704th and 741st begin their assault on their intended targets. This time the Cardassians infantry were ready for them. This battle was going toe to toe for at least 4 hours with both sides taking losses and injuries. The 704th armed with M-2A3 rifles pounding Cardassian positions and 741st letting loose with many of the marines carrying M-110A1's. But lucky the 731st was able to move towards the units and provide additional Infantry support with them were marines armed with MP-404's. The area was finally secured for the Mechas to move north and reposition themselves for the final battle. The losses were great with the Cardassians having 215 dead and 78 wounded. All Cardassian wounded were classified as POW's and sent to one of the starships in orbit that was able to hold them. The Marines faired better but still 52 lives were lost and 18 were wounded.

Cardassian Infantry Unit

Cardassian Infantry Unit

7 X

704 | X | 4 II

7 X

741 | X | 4 II

7 X

731 | X | 4 II

N
W ← → E
S
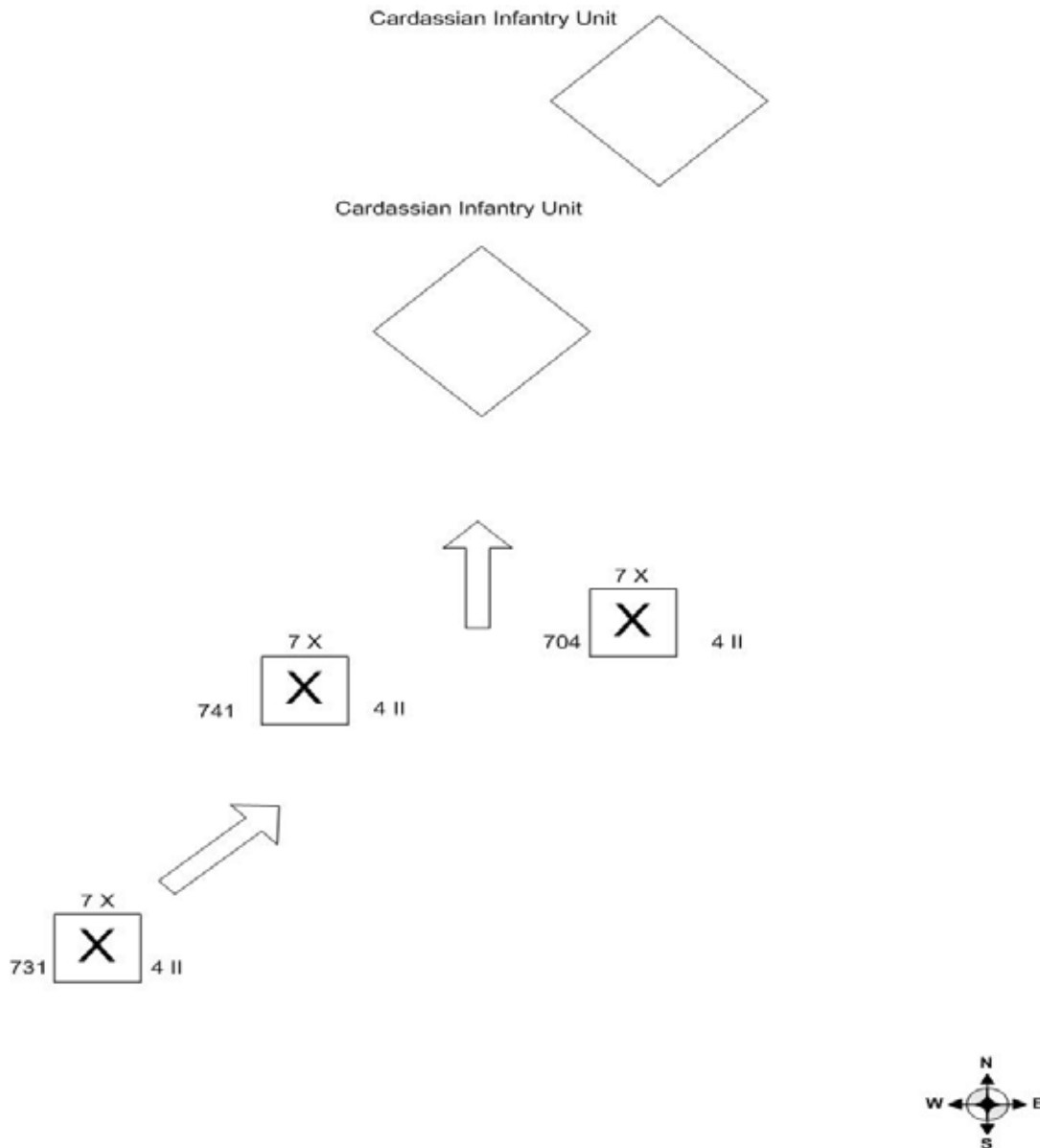
With the location now held by the Marines, the 755th and 980th take up their new positions for the new offensive against the supply base. Stardate 199804.16 at 2100 hours Mecha units just 17kms from the Cardassian base begin their assault. While this occurring, units from the 3rd BN, the 777th, 786th and 787th under cover of darkness begin moving east of the base and try to go behind the base and try to surround the Cardassians. Along the way the 777th encountered a Cardassian Infantry unit entrenching themselves in their defensive perimeter. A battle between them begins with the 786th providing backup support to the 777th. While the battle is going, 2nd platoon 777th, are pinned down under Cardassian Phaser fire until one member, Sgt. Agustin Gonzalez, takes matter into his own hands. He leaves his position and charges the Cardassian front line head on. Other members of his platoon see what he does and follow suit. The Cardassians were taken back for a sec while seeing these Marines rushing towards, which that second would cost them. Sgt. Gonzalez was equipped with the SPW-201A1 Grenade Launcher and was firing it at the Cardassian front while the rest of the platoon was providing cover

fire and also charging with M-970A1 Compression rifles. With grenades exploding all around them, the Cardassians lost their position and lives trying to escape from the oncoming marines. This action motivates the other marines from the 777th to move forward and secure the location for the rest of the brigade. This battle sees 64 Cardassians killed and 27 captured. As for the marines only 8 were killed and 13 wounded, none belonging to 2nd platoon. Later on after the battle Sgt Gonzalez is awarded the Gold Nebula from BGen Grant for his actions.

Cardassian Infantry Unit

Cardassian Infantry Unit
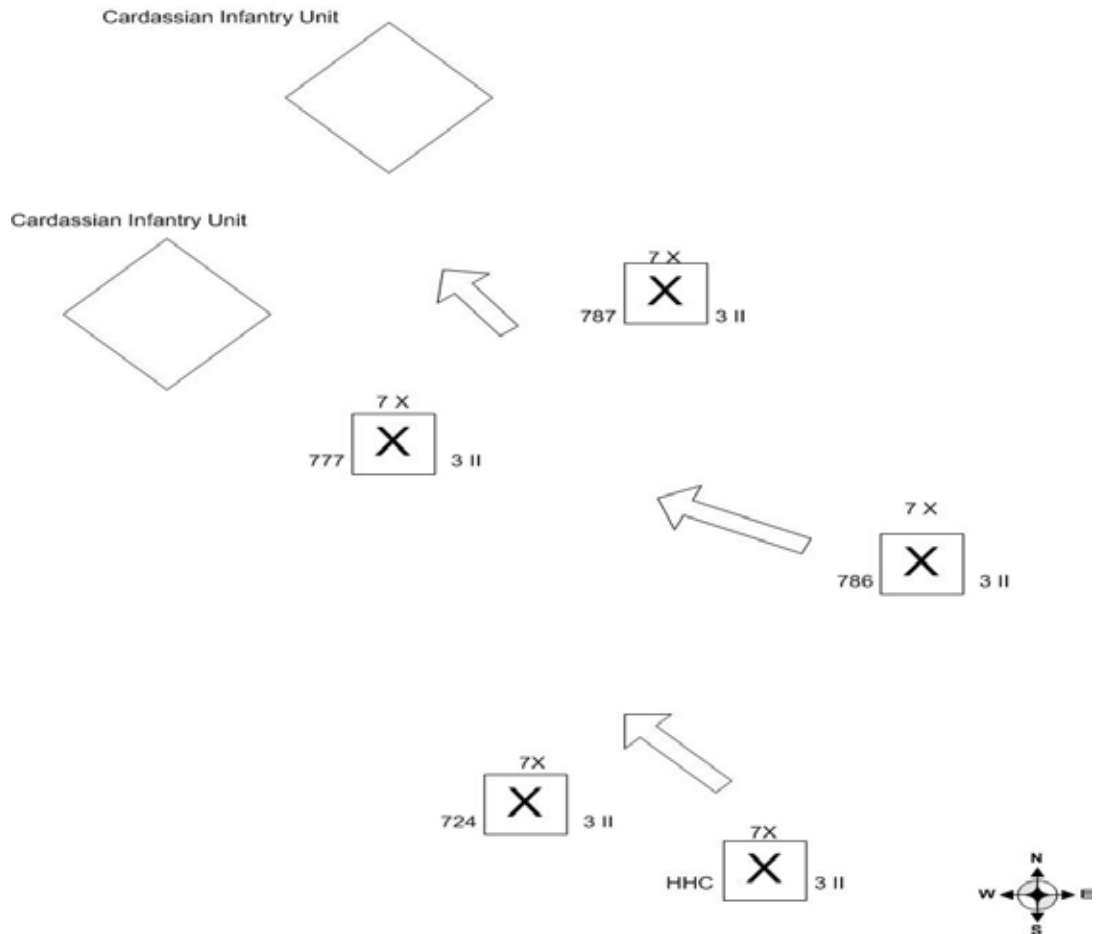
Stardate 199804.17 at 0330 hours, with some surprising ease after the encounter with the Cardassians, the 777th, 786th and 787th reached their intended target on the northern side of the Cardassian supply base. Coming up behind them and taking the eastern side are units of the 5th BN, the 736th, 750th and 771st. At 0500 hours BGen Grants orders all Mecha units to begin firing on the supply base for a final assault. He then orders the 736th and 750th to take the eastern perimeter with 771st as backup. The 777th and 787th ordered to take the northern perimeter and the rest of the Brigade to start attacking the southern perimeter of the base. While this is happening the 15th Brigade under Sherman are to secure the western perimeter and not let any enemy forces from escaping. The 750th taking leads on the eastern front begin their assault with M-387 missile launchers taking out multiple Cardassian positions. Breaking through the perimeter, the 750th make their way to their designated target. The communications relay station that was just directly in front of them was the first objective. 3rd platoon 750th MSG was the first to reach the station and were met with Phaser fire from above. 3rd platoon equipped with 201's grenade launchers fire at the Cardassians and take out position located on the roof. Upon reaching the building, 1st squad use FES-56 door poppers to

get access into the station and begin entering firing at all Cardassians visible. Outside 1st and 2nd platoons create a perimeter around the station and secure it for brigade. Inside 3rd platoon begin sweeping the rest of the build for any Cardassians and also secure all communication equipment. The building is just two floors but each is carefully checked. The first floor is cleared with no problems but on the second floor, a team encounters some resistance. Held up in one of the rooms, the team led by the platoon leader, 1st LT Rey Cordero, is ambushed when some Cardassians took a defensive posture in the opposite side of the room. One marine died instantly when he was clearing the room and the rest of the team took cover behind some of the communications equipment. The firefight that ensued was brief but deadly. The Cardassians fought hard but were eliminated due to the marines practicing for such a situation and also the firepower of the M-110A1's they were using. With the rooms all cleared now, Lt. Cordero notified the CO of the 750th, Major Tim Allen, who sent word to the Brigade that the station is now secured and under our control.

With the communication station now under the brigade control, BGen Grant orders the 755th to fire on the weapons depot and eliminate it. He then orders the 777th and 787th to begin their assault on the northern front. Their objective is the main headquarters of the Cardassian base. The 787th takes lead and attack the northern front and are met with resistance from the Cardassian Infantry. The 787th using M-2A3's and P-722A3 take out enemy positions like nothing. The 1st plt of the 787th are nearing the Cardassian HQ's when the enemy launches their version of missile fire on them. Taking cover behind the other building surround HQ, they launch their own firepower against them using M-387 Mapper's. Visually it looked like two starships firing photons at close range at each other. The Cardassians had fortified their HQ well and weren't going to give up so easily. The 786th providing backup support to the 777th and 787th move forward to the 787th and provide addition firepower against the Cardassians. Now with two MSG's attacking them the Cardassians did something that was completely unexpected of them. So that HQ doesn't fall into the Marines hands, apparently the base commander destroys the building killing everyone in it also himself and also wounding and killing some of the 787th and 786th. Not know how many Cardassians were inside, the Marines were hit hard with this action. As many as 150 marines were killed and 79 were wounded some of them almost classified as mortally. This action caused the rest of the Cardassian by surprised and literally busted their morale and will to fight against the Marines. Easily the Marines were winning their perspective battles against the Cardassians when finally on Stardate 199804.18 at 1130 hours, the last of them finally surrendered. BGen Grant and BGen Sherman accepts the terms of surrender from the Cardassians and under the terms of engagement provide medical assistance to the enemy wounded and take the rest of the able bodies to a POW camp at the supply base. With the base under Federation control, plans are now made to maintain it and use it as a forward base to take back Bajor and control of the wormhole.

7 X

787 X 3 II

7 X

777 X 3 II

7 X

786 X 3 II

Cardassian Infantry Unit

7 X

750 X 5 II

Cardassian Infantry Unit

7 X

736 X 5 II

Cardassian HQ

Communication Station

7 X

771 X 5 II

Weapons Depot

7 X

HHC X 5 II

755th

N
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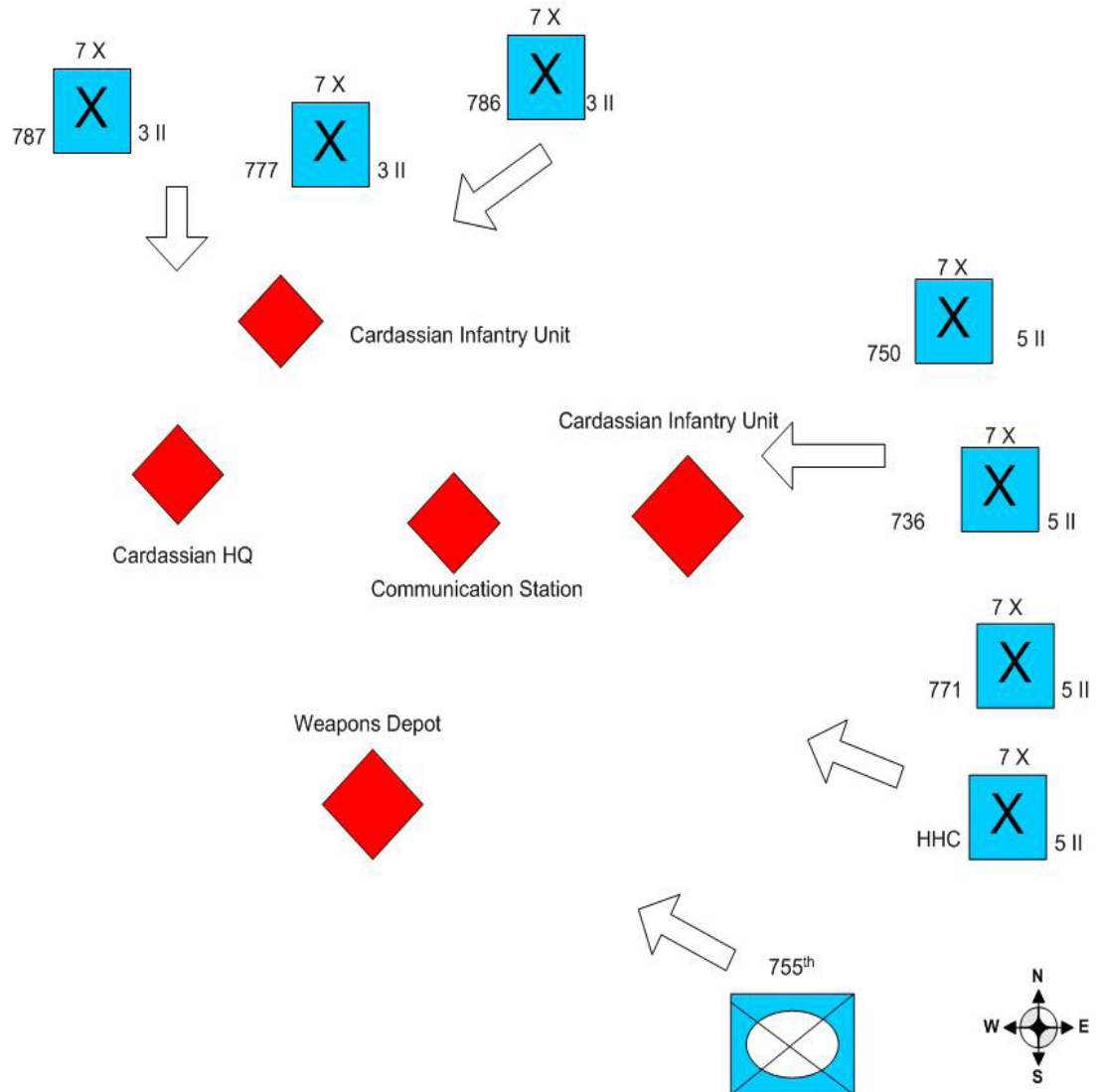
Combat Report: Ambush at Goelinusa

August 14, 2373. Goelinusa, a Federation protectorate, has just experienced a military coup in its capital city. Insurgents of the Opamsi faction, a militant religious order with left-of-government leanings, have stormed the capital, commandeered the resources of the planet's recently upgraded information services net, and are eliminating their political enemies and
members of what they term the "bourgeoisie". Starfleet Intelligence indicates their doctrine may have been partially inspired from 19th and 20th century Earth's Communist ideology. The Opamsi have advanced weapons procured from Orion and Ferengi smugglers, and have incapacitated the government's forces. The government has appealed to the Federation for
help. Within hours of their initial contact, the 284th Marine Strike Group, along with other forces, are on the way. And soon thereafter, an ambush is being set in.

Gunnery Sergeant Tom Witt, 3rd Infantry Platoon leader:

Third Infantry Platoon beamed into the area of operations on Goelinusa's Continental Plain with intelligence that the Pansies were executing persons there after a "trial" of sorts with some kangaroo religious court. We had three squads with M-116s and a fourth squad with screens, 505s, and one MAPLIML. All my squad leaders had TDRs to help out the gunner. The Pansies only had a few heavy weapons in that area according to intelligence.

Everything happened really fast once we landed. I set us in two ambushes on two highways running parallel with the Mapper in between, in some cover so he could fire indirect with the rangefinders, and the screens scattered about. Between our eloflage and our field craft, there was no way they were going to see us until we opened up.

All of a sudden, here come a bunch of flatbeds on the first highway full of people with two commandeered police cruisers full of Pansy gunmen in front and back, alternately, about forty yards away from the flatbeds. Another convoy-- this one all troops or Pansy sympathizers coming to watch the executions, is about five hundred meters behind the flatbeds. We lit up our 505s and I told the MISS operators to stand by in case we missed any. Alpha one's WGL sends a plasma round right through the guard car in the flatbed group.

There was a flash, a hiss, and the car just shot up on it's hover systems and nose-dived-- I mean boom, right into the asphalt, with whatever Pansies were still alive screaming what remained of their lives out. All of the metal in the vehicle was burning from the PCP. The fuel package explodes. The flatbeds swerve.

About this time those follow-ons have figured out that the head-removal line is breaking down, and they all slow down and hesitate, but it's the last thing they every do because Bravo Two's leader has a TDR on the lead vehicle and here comes a MAPLIML round out of High Angle Hell, boom-whrooosh!-- launched, up in air, seeker head kicks it around, and it blazes straight into the spot where the TDR's EM designator is pointing it to. A CDM round detonates right in the middle of all of them. You see a blue flash as the round disperses the agent all over the vehicles and then the wall of flame, and the shock wave that whambarrrammms over you a few seconds later. CDM rocks-- we call 'em "Blue Moon Rounds", you have to be damned careful you're nowhere near 'em when they go, not out of a MAPLIML. Almost too powerful for us to use many times.

Anyway, they find a big carbonized area with melted vehicles, skeletons, a few fragments of weapons, teeth, and such later. No one from that second bunch returned fire. The Pansies in the second vehicle and on the flatbeds, the guards for the people, are unassing because they figure that their vehicles are going next, and they are firing. They had some pretty hot stuff. But our MISS arrays were on and it all explodes against our screens. Rough on the vegetation, but we don't lose anyone. A few seconds later we've gotten the last of them because they've got no screens and they're running around in our crossfire.

I give the order to advance. Our MISS operators move out with their systems onto the kill zone, with everyone else deploying behind them with minimum

*standoff between the screen perimeter and them. They're shooting stun blasts into anyone they have on the ground, just to make sure. We weren't using stun earlier though, except for shooting into the flatbeds-- unless you aim real precise, it won't put 'em down if they're wearing armor or if they're drugged up seriously; not like the movies. One eager beaver was faking it and threw a grenade at us, and it bounced off the screen and detonated-- killed him, and just missed the
people on a flatbed.*

We cleared the area, and searched the people, and then got them out of there and to one of the refugee camps that the crew from the U.S.S. Umiak was setting up. We had sort of a security problem with all of them trying to hug our troops-- they'd been about two miles and a few minutes away from a big draw cut across the neck area. But hey, you couldn't blame 'em...

The Goelinusa uprising was successfully stopped, and the elected government was reinstated and harmony restored within weeks of the Marines' arrival. Few of the Opamsi leaders ever answered for their actions in trial. A Marine armored unit assaulted their base camp and none of the leaders were willing to surrender, preferring to shoot it out with the Marine tanks.

Combat Report: Out of Nowhere

Sometimes Marine units find themselves out-gunned. This happens typically in altercations with the major powers of the Alpha and Delta Quadrant. One Marine tells us what it is like to wind up on the wrong end of the firepower equation.

February 20th, 2369. A Marine unit near Tholian space is treated to a Tholian Pearl Harbor, with nowhere to hide...

Lance Corporal Ella D'Gorga, 699th MSG:

We were in garrison, basically resting up. There'd been some trouble with the Tholian assembly in the past week, but the alert status was low and we had three patrolling cruisers near our system, so no one was thinking there'd be a raid or anything.

All of a sudden, the alert goes off. We didn't know it at the time, but three Tholian cruisers-- Type I-2 "Chandeliers", big ones-- had come out of warp right outside our gravity well and had turned a slew of raiders with nukes loose on us. One Chandelier was gunned really badly by the Broadsword as it closed in on the planet and was destroyed just after it dumped its raiding craft, but the others got away. And now the raiders are loose in the atmosphere releasing nukes. Most of them hit power stations and sensors, but one of the warheads came in toward us. We had like three minutes warning.

Top comes running in the barracks screaming at the top of his lungs for us to get the f--- suited up and get the MISS arrays and Arbalest team up here, and we snapped and popped. All of us are running with our equipment and uniforms out to the prep bay-- this little pressure dome, basically. Levara-19 was a moon, and there's virtually no atmosphere. Nothing that we can live in, anyway.

We had been off duty. I'm running along with my thug suit, boots, MIPPA gear and M-116 all in my arms with a big T-shirt, panties and slippers on. To this day, no one's said anything about it, which is the most amazing thing about this story in my opinion.

Top grabs Mitchell and Evans, our MISS team, and tells them to take their array and wedge it into this munitions rack that's fixed to the bay floor. No one knows why, but you don't question Top when he tells you to do something. Not only is he big enough to remove your spinal column with one grab, but he's a veteran. If he says "do something", by golly-- you do it! Then he hollers at all of us, who're scrambling to get in our stuff, to pull in here next to the shield perimeter. That makes sense, now. And they turn it on.

Not more than five seconds later, the dome shreds. ZOWIE; the shock wave tears it to pieces, and there's nothing but the heterodying as the force blows over the shield layer and the flash of the heat cloud. It's a miracle no one's blinded. We're all writhing around on the floor, scared s---less, for sure convinced we're going to die. But we aren't going to. Yeah, the shield; it's trapping the air inside it, the way Top set it. But not only that, think about this-- if it hadn't been wedged in and secured, the pressure differential would've sent the array flying away like a popped balloon, because there's no pressure outside. We're high and dry, while everything around us is blasted or burned to pieces, or dead from pressure loss or no air to breathe.

But anyway-- we're all mostly in our gear now. Another minute and everyone's checked over. We release the shield. And WHOOM, there goes the air. We're in THEOG and safe.

Top had the Arbalest team going. One of the raiders was about fifty kilometers overhead, almost in a hover. We figure he's the one that nuked us. He's not indicating that he knows our Arbalest's sensor array is on him. I guess they figured nothing could've survived that and maybe it was electronic noise from the explosion residue. Well, good theory-- there had to be a lot of that. But now, our Arbalest team is on his butt. And then, you know what? He starts to descend!

We're all ready and waiting. If he broke ten kilometers, our MAPLIMLS were going to try too. We're all hunched down, looking at Top and deciding whether to try it or not; because if we missed, then that raider's got enough weaponry to light us up. MISS arrays are okay, but they aren't good enough to handle direct fire from a spacecraft, usually. But our Arbalest team's really good, and Tholian ships have crappy shields. They fired right as soon as he broke ten kilometers.

The Arbalest slams upwards, you can see a short vapor trail from the launcher and then the flare from the motor-- not nearly as spectacular as when you fire the thing in an atmosphere. It was a little weird. The signals from the missile and the target merge, and we see the flash up overhead-- and then the big fireball. We got the shield set to handle any over-blast; we're firing danger close, and risking sympathetic detonations. But then, the signal from the raider just plunges. And then we see it-- a little triangular, shiny thing-- falling out of the sky over in the distance with fire coming out of what must have been it's fuel plant.

Scratch one. Well, scratch all of them, because the cruisers came in and waxed all of the raiders before they could egress to their motherships.

Unfortunately, we suffered eighty percent casualties out of that one. At least our platoon came through it together. It's easier when you don't know the ones you lose....

Most recently, the Tholian assembly has signed a nonaggression treaty with the Dominion. Federation defense planners expect that Dominion "industrial assistance" will soon start to show up on the Tholian frontier in the form of Dominion weaponry, which has so far demonstrated itself to be unsettlingly close to similar Federation technology in it's capabilities.

Combat Report: Looking down the barrel

Often times, Marine infantry find themselves up against threats like tanks that cannot be defended against solely through the use of the MISS arrays.

April 19th, 2374. What history is now calling the Khitomer Breakdown is in full swing. Hostilities have broken into full-scale war between the Federation and the Klingon Empire. Marine units scramble to protect outlying Federation assets from the Klingon war machine. Ultimately, the Klingons will punch through the gauntlet of Starfleet and will land on several Federation worlds and outposts before enough forces can be rallied to stop them.

Lt. Tom "Hell's Belle" Belle, 233rd MSG:

I think it was First Squad that spotted the K'rmach first; that translates to "squasher of ground troops", or something like that. Way I understand it, the Klingon ground forces beamed back and then everything got real quiet. And they called, "watch out, because the Klingons just got out of the way". Then, it comes up over the ridge about five hundred meters away. We had no drones at all, they'd been shot down. The Klingons were jamming and sniping them like crazy. Don't let anyone tell you that the Klingons don't know how to fight a technological war-- it's just that one, they like edged weapons. Two, they only use vehicles and large weapons when they feel like they have to. And three, every weapon has to look like it was hand-forged from a steel plate that Kahless dipped into a volcano and twisted with his hands, or something. They've got the most ornate, beautiful antitank weapons you've ever seen; I mean, you'd put one on your wall if you captured one. Spot a bunch of Klingons moving up with what looks like a modern art collection, and you'd better nail them before they put all that stuff
together.

One-Alpha calls, "Tally ho, armored target, off your LOS," and I respond, "Designate for MAP." I had one MAPLIML in my platoon, and I kept her with me. I was thinking PCP, because we couldn't use HIVAP without it being closer and in our LOS. They do, and I have her fire one. Whoosh-boom, there it goes. Five seconds later, we hear, "no
good". And then, all hell breaks loose.

The Klingons back-traced our firing point and launched a Chicken Little over us. I'm yelling for everyone to boost their eloflage and for the MISS operators to fire up. Too late; three bomblets come down and do out Fourth

Squad and two members of Two-Bravo. I'm starting to think I should've called in air or fire support, or our armor, to handle this thing; we were fighting static and we didn't have an area to defend. Well, they ain't going to leave us alone now.

I tell One-Alpha to hold fire and keep the S.O.B. in view. I lose them, I lose track of the tank. I check my tricorder and ask Cherie for the TDR's reading for the tank. She gives it to me and I plug it in; the tank's about five hundred and fifty meters away and at the speed he moves at that's no distance at all. I spot another ridge between him and us that I figure he'll try to go around. We've got maybe one or two minutes before he's rounding it. The order-- run!!!

Second and Third squads, and my MAPLIML and GOEIS team, are scampering along, and I'm putting everyone into the rocks. I have to put me, our MAPLIML, GOEIS, and several people from Second in this depression with no cover because I can't use the screens with the rocks otherwise. It'll take him a little longer-- but not much-- to kill us with the screens up. I figure he'll see us in the rocks anyway, but hey. I tell Cherie to load PCP and a HIVAP behind it. All our GL's, PCP. Everyone turns their phasers up to high needle. I tell everyone to fire their PCP in where they see Cherie's go off, and then she'll use her HIVAP, and then we fire phasers. And then, if we haven't cracked the tank's screens and armor, I figure we just run like hell and hope they don't decide to chase us. Everyone offsets their eloflage from the person next door so it breaks up the signals some more. I was thinking at that point that I should've really insisted we get some jammers along.

We hear the energizer on the thing. And it rounds the bend; the Bringer of Smoke, or whatever the name means, twenty meters high and sixty long. The turret's pointed away from us, not that this makes much of a difference-- it can turn our way really fast.

I just yell fire, and probably bust everyone's ears over the I-LINK.

Whoosh-BOOM! The PCP from the MAPLIML goes off and fulminates, turns the whole side of the vehicle into a sparkler.

The WGLs bloop-bloop-bloops their own PCP rounds, and the screens on this thing can't be covering that spot too good right now. The autoweapons on the turret are swinging around toward us and are starting their chop-chop, and the MISS arrays are up and it's fountaining dirt and dust. I'm losing target visibility.

I'm hoping Cherie can see better than I can. "HIVAP away!"

There's this ungodly explosion and bright fireball ahead of us, which wasn't the tank--- it was the booster in the HIVAP round, moving that thing to killing speed. Our screens just about puked from the reverse shock wave of the round punching out and we've got people bowled over and ducking, thinking the Klingons have fired a nuke at us. But it hits the tank, and you can hear that chalk-on-a-chalkboard WHAANG right through the MIPPA. It goes in! The tank lurches, we hit the powerpack, and that round went pyrophoric inside the frame and just tore up the internals. There's smoke pouring out of the energizer covers. They're on fire.

We fire phasers, right through the area that got pulverized by that HIVAP. And that vehicle is a Roman Candle. The whole rear end of the thing blows burning fragments out and then explodes, cutting the vehicle in half and physically shoving the smoking front end about twenty meters ahead. One Klingon — one — gets out and starts shooting his disrupter at us, and there's this boom and a hole in the ground where he was. Actually, a she — we found these carbonized earrings not far from the hole.

Even in these three disparate examples it is clear that tactics are wide ranging and must be flexible to be useful. It is often said that no engagement plan survives the first contact, and it is often true. That is why it is a necessity for Marines to train and practice until tactics and techniques become second nature to them. Without this level of training it is impossible to adapt to changing tactical scenarios fast enough to survive. Fortunately, there is another old adage: "You fight like you train," and the SFMC trains VERY well...

Glossary

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.

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.

Airborne Assault
To insert large quantities of Infantry troops 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.

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.

Antiaircraft
Designed specifically to damage/destroy aerospace craft.

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

Antipersonnel
Designed specifically to inflict death or bodily injury rather than material destruction.

Antishipping
Designed specifically to damage/destroy spacecraft/starships.

Antivehicular
Designed to damage/destroy ground/water-based vehicles.

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).

Armor Rating
A subjective numeric value assigned to a vehicle or suit's armor capabilities that

indicates only its relative strength/weakness in relation to other like units. See also "sensor rating".

Armored Personnel Carrier (APC)
Any of a series of wheeled, tracked, or hover-capable ground vehicles designed for transporting Infantry personnel on the battlefield.

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).

Butt
The very end piece of a rifle that contacts the shoulder of the user when in proper firing position. See also "stock".

Calibre
The diameter of the bore of a firearm, shown today in millimeters.

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.

Carbine
A lightweight rifle with a short barrel.

Caseless
Ammunition requiring no attached casing of propellant.

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

Cloaking Technology
Any system designed to render persons or objects "invisible"; usually by selective manipulation of light rays.

Colonial Marines
One of several historical Marine organizations that evolved into the present day SFMC.

Combined Arms
Military term for operations that involve more than one branch type of unit (Aerospace and Armor, Mecha and Infantry, etc.). Also known as "composite" operations or units.

Company
In the SFMC, 3 platoons plus HQ (typically 120 to 140 persons).

Crew Portable
Something designed to be carried by two or more Marines.

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.

Differential Thrust
The process of maneuvering by disproportionately distributing thrust through nozzles, which usually point in several directions. Commonly used by missiles. See also "vectored thrust".

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

Division
3-4 brigades plus HQ (typically 7,000 to 10,000 persons).

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.

Entrenching
To dig or occupy a trench.

Eugenics Wars
Devastating wars that took place in Earth's history, as genetically engineered humans (who believed themselves superior to non-engineered humans) tried to conquer the world.

Exotic Atmosphere
Any non-Class-M atmosphere that is composed of hominid-toxic, corrosive or high-pressure gases.

Field
In SFMC organization, a group of related MOSs within a branch. Examples in the Infantry Branch are Light Infantry and Powered Infantry.

Fire Team
The basic maneuver unit of SFMC Infantry. Usually four persons.

Flare
In infantry applications, an incendiary illumination device to provide a lighted field of view during night operations. See also "Powered Flare".

Flechette (flah-SHAY)
Small dart or needle sized projectiles, usually fired in a large group as an antipersonnel weapon (they are usually ineffective against armored targets).

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

Frangible
Capable of being broken; breakable.

Fulminate
To explode or detonate.

Gravitic
Of or having to do with gravity; esp. the manipulation of gravity.

Grip
On a handheld weapon, the portion or portions by which the operator holds the weapon with his hands.

Halberd
A weapon of the 15th and 16th centuries having an axe like blade and a steel spike mounted on the end of a long shaft.

Hardened
Term used to describe a building or fortification that has been constructed to resist damage from enemy weapons. This can be done by improving the design, using stronger materials etc.

Heavy Weapons
Weapons designed to engage vehicles or equivalent hardened targets, or to affect a large area with a single attack. Often requires a special mount or firing platform and more than one person to operate.

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.

Huamnoid
See "hominid".

Incendiary
Causing or capable of causing fire.

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.

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.

Legion
The major unit of the Roman army consisting of 3,000 to 6,000 infantry troops and 100 to 200 cavalry troops.

Light Weapons
Man-portable weapons designed primarily to engage individual personnel targets or very small vehicles.

Longbow
A long, hand-drawn bow, such as that used in medieval England, which sometimes exceeded 6 feet (1.8 meters) in length.

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 specific "job" or function to which the individual Marine is trained to do. Groups of related MOSs are called Branches. For more info on MOS, please refer to the SFMC MOS Manual.

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.

MegaCorporations
Huge industrial conglomerates of the 21st century, responsible for much of Earth's early colonization efforts and rebuilding of civilization after the Eugenics Wars. Funded the Colonial Marines.

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.

Musket
A smoothbore shoulder gun used from the late 16th c. to the 18th c.

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

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.

Omni directional
In all directions simultaneously.

Phalanx
A formation of infantry carrying overlapping shields and long spears, developed by Philip II of Macedon and used by Alexander the Great.

Platoon
In the SFMC, three squads, a platoon leader and platoon sergeant (typically 41 persons).

Pike
A long spear formerly used by infantry.

Polarization
A light-filtration process that eliminates glare.

Portable
Designed to be carried from place to place by personnel as opposed to vehicles. See also "man portable" and "crew portable".

Power Cell
An advanced form of battery, used to power small electronic devices and weapons.

Powered Flare
An electric rather than incendiary flare that is powered by some type of battery and so remains lit far longer.

Prolonged Fire
The practice of keeping a steady phaser beam firing on a target for a prolonged period. Akin to automatic projectile weapons fire in tactical use and results.

Rappel
The act or method of descending from a mountainside or cliff by means of a belayed rope that is passed under one thigh and over the opposite shoulder so that it can be played out smoothly and gradually.

Re-breather
A respirator unit that reclaims oxygen from the exhaled gases for further inhalation by the wearer.

Reticle
A network of very fine lines in the focus of the eyepiece of an optical instrument or weapon sight.

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

Run-through
The effect of a high-energy projectile or beam traveling completely through its intended target.

Sensor Rating
A subjective numeric value assigned to a vehicle or suit's sensor capabilities that indicates only its relative strength/weakness in relation to other like units. See also "armor rating".

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.

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.

Spotter
One who observes friendly fire for fire control purposes.

Squad
In the SFMC, 3 fire teams and a squad leader (typically 13 persons).

Stock
In a hand-held weapon, the portion placed against the shoulder for stabilization.

Stop-up Tablets
Oral medication that inhibits bowel movements for personnel who may spend excessive time in environmental suits.

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.

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.

Top
Colloquial term for the First Sergeant of a platoon or company.

Tracer
A weapon that, intentionally or unintentionally, marks the path of its fire (usually chemically or electronically) so that its operator can see it.

Transatmospheric
Traveling from atmosphere to space or vice-versa.

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

Unidirectional
In only one direction.

United Nations Peace Force
Military forces of the United Nations, charged with peacekeeping duties and defense of Earth against aggressors.

Vectored Thrust
The process of maneuvering by changing the orientation of a thruster nozzle while maintaining the level of thrust through the nozzle. See also "differential thrust".

Wake Island
A hallmark battle in the history of the Marine Corps. For two weeks, a force of 400 U.S. Marines and about 1,000 civilians fought off an entire Japanese invasion force of ships, planes and troops; although the island was finally captured by the Japanese in late December, 1941.

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.

- APC* - Armored Personnel Carrier
- BDU - Battle Dress Uniform
- BF - Beam Frequency
- BSS - Battlefield Surveillance System
- C3 - Command, Control, Communications
- CDM - Conductive Droplet Munition
- CEMS - Combat Electronics Management System
- cm* - centimeter
- CQB - Close-Quarter Battle
- ECM* - Electronic CounterMeasures
- EM - ElectroMagnetic
- EMPW - ElectroMagnetic Projectile Weapon
- EXCHEG - Extreme Conditions Hazardous Environment Garment (pronounced "ex-cheg")
- FAC - Forward Air Controller
- FDC- Fire Direction Center
- FLIR - Forward-Looking InfraRed
- GOEIS - Ground Offensive Electronic Interdiction System (pronounced "goes")
- HE - High Explosive
- HIVAP - HI Velocity Armor Piercing (pronounced "hi-vap")
- HMS - Heavy Missile System
- HQ – Head Quarters
- HW* - Heavy Weapons
- I-LINK - Individual communications Link
- IR - InfraRed
- ITR - Inert Training Round
- JHP - Jacketed Hollow Point
- kg* - kilogram
- km* - kilometer
- kph - kilometers per hour
- kt* - kiloton
- LI - Light Infantry (man)
- LOS - Line Of Sight -OR- Loss Of Signal (depends on context)
- LW* - Light Weapons
- m*- meter
- MAPLIML - MAn Portable Light Infantry Missile Launcher (usually called "mapper")
- MFG - Multi-Function Grip
- MIPPA - Marine Infantry Personal Protective Armor (pronounced "mippa")
- MISS - Mobile Infantry Shielding Systems
- MOS* - Marine Occupational Specialty
- mm* - millimeter
- m/s - meters per second
- MSG - Marine Strike Group
- NCO* - Non-commissioned Officer
- OBEJS - Overlapping Bubble Electronic Jamming System
- OC - Oleoresin Capsicum

- OIC - Officer In Charge
- PADD - Personal Access Display Device
- PCP - Plasma Conformal Payload
- PI - Powered Infantry (man)
- RDF - Rapid Deployment Force
- SAW - Squad Automatic Weapon (pronounced "saw")
- SCRPRR - Squad Compressed Rectification Phaser Rifle (pronounced "scrapper")
- SFMC - Starfleet Marine Corps
- SIM - Squad Infantry Missile (pronounced "sim")
- SOC - Special Operations Capable
- SQI - Skill Qualification Identifier
- THEOG - Thermal Hazardous Environment Overgarment (pronounced "thug")
- TVD - Through-Visor Display
- UFP - United Federation of Planets
- UN* - United Nations
- UNPF* - United Nations Peace Forces
- UNPFMC - United Nations Peace Forces Marine Corps
- US - United States
- USMC - United States Marine Corps
- UV - Ultra Violet
- WGL - Weaponmount Grenade Launcher (pronounced "wiggle")

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 (DCO - Academy), 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 re-fresher 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.