STARFLEET MARINE CORPS

SPECIAL OPERATIONS

"Who Dares Wins"

STARFLEET MARINE CORPS

"Seven Years for Seven Minutes"

SCI

SPECIAL OPERATIONS BRANCH MANUAL

Revision 2006

STARFLEET MARINE CORPS · STARFLEET INTERNATIONAL

STARFLEET MARINE CORPS

Special Operations Manual

2006 Edition

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Part 1 - Introduction

Welcome Aboard!

Welcome to the Special Operations (SpecOps) 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 SpecOps 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 SpecOps branch. It covers the tactics, missions, and organization of the SFMC SpecOps forces. In short, it is a one-book source for the new SpecOps member wherein they can get the information they need to know to role-play as a member of the SpecOps branch. The majority of this work is obviously fictional in nature, but the references to uniforms and insignia of the SFMC are accurate. It is intended to provide a source of "background material" for members of the SFMC SpecOps branch, and/or anyone interested in the concept of SpecOps 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.

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.

Dedication

"To commandos throughout the world who serve their countries in shadow and secrecy with only their own satisfaction for their reward."

Acknowledgements
This manual would not have been possible if not for the dedicated efforts and talent of all those who had worked on previous editions.

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

Part 2 - Story: Eyes on the Ground

Captain Bobbi Davidson scanned the horizon from end to end, her green eyes hidden behind the visor of her helmet, which magnified the little light available in the middle of the moonless night sky. So far, the sophisticated sensors and light amplifiers found nothing she hadn't already expected to see. Ghostly green outlines supplied by the helmet's computer enhanced the profile of the surrounding terrain; red brackets appeared around potential targets, which were all too far away to activate threat sensors; the numbers and letters in the bottom corner of the display told her that everything was as it should be. She turned around and gave the thumbs up to the Pave Invader crew waiting in the ship behind her. They acknowledged with a wave, and the eight members of Davidson's Recon Team crouched down in a wide circle around the runabout-looking MS-14 as it silently pushed up and away from the desert sand. Hopefully the antigravs didn't attract too much attention. Antigravs—the energy-hogging alternative to a rolling landing—gave the advantage to the team of a pinpoint, fast, and audibly silent insertion. But antigravs gave off a distinctive and 'loud' sensor signature that bled more energy than the MS-14's dampened warp core.

It was too late to worry about it now though. Her threat sensors would notify her shortly if any unexpected scanners were suddenly pointed her way. Without a word, she raised her hand above her head, described a small circle in the air, and pointed in the direction of their intended destination. The team assembled in their rehearsed formation, and set off at a steady but rapid walk. They were late, and that was going to be a problem. Special Operations, known in the vernacular as SpecOps, are often timed to the very second, and delays can result not only in failure but death. Davidson and her team should have landed nearly 45 minutes ago, but Theatre Command had delayed their departure, for reasons to which she was not privy. No matter, they could make up the time on the walk in. Her team was in the finest shape of their lives and could, under normal circumstances, have run the distance in nearly Federation-record time. However, these were hardly normal circumstances. While their Landing Zone had been a fairly remote area, every step they took toward their objective brought them closer to a town of nearly 500 civilians... who all belonged to the wrong side. They had to travel relatively slowly, taking care not to call too much attention to themselves. The 100-kilogram packs on their backs weren't helping either. Some of her team were carrying nearly their own body weight. The extra weight would be necessary to sustain them over the next several days. They were already deep in enemy territory, and—if things did not go for the Allies as planned—they could expect to be there for a week or more before being extracted.

Their mission was relatively simple, but it could also be crucial to the ultimate success of the Allied advance. The ground war would start in just under eight hours, and Davidson's team was one of two-dozen being inserted far behind enemy lines to provide the Allies with much-needed intelligence on the state, direction, and strength of enemy reinforcements to the front. Davidson had been briefed on the mission along with 23 other team leaders nearly three weeks ago, and had spent almost every hour since then rehearsing with her team in the seclusion of their forward base. She had seen the Allied strategy before—she had learned it at Starfleet Marine Corps Academy. It had been used to great effect by the Americans of Old Earth during a conflict known as the Persian Gulf War. The idea then had

been as it was now: a frontal assault by a large ground force would be conducted simultaneously with a pincer movement of a secondary force which would cut in from the side and behind the dug-in enemy frontline. This would surround the enemy and cut them off from their supply and reinforcement lines. However, the attack strategy would leave the flanking assault force vulnerable to counterattack from the enemy rear. In the 20th century, that counterattack never materialized, but here in the 24th century no one was assuming the Kadatians would react the same as the Iraqis. The Starfleet, Starfleet Marine, and Radatian allied forces would need to know the second Kadation reinforcements started toward the flanking force if they were to successfully complete the enveloping maneuver and react to the counterattack. And although there were satellites and starships in orbit, they were no substitute for eyes on the ground. Davidson and her counterparts would dig holes, construct hides over and around them, observe enemy traffic, and report via digital burst antenna (DBA) to Theatre Command. If everything went well, Allied forces would reach the SpecOps positions in a day or two. If things went badly, well, nobody wanted to think about that.

Davidson was feeling better now. She and her team had more than made up the time on their walk in. They had reached their initial rallying point an hour ahead of schedule. There they had dug a hole in which to hide an emergency supply of equipment and weapons. Into this they put the backup DBA, some spare charge-packs for their phaser rifles, and the team's backup heavy phaser. They would have preferred projectile weapons— every Special Operator does because they do not give away your firing position as a phaser does—but any Kadatian soldiers they'd run into would be too heavily armored for light projectile weapons. Besides, if they had to start shooting, it would mean their location had been compromised anyway. At the rally point, the team split up into two teams of four. They would dig their hides on opposite sides of the hover corridor and about three kilometers apart. The corridor was a wide, flat road that served wheeled vehicles at surface level and antigrav hovercraft and ground-effect vehicles a few meters above. Each team would be in a good position to observe the road and the corridor, and by separating they would serve as backups to each other. If one team was compromised, the other could continue the mission. In rehearsals, the teams had gotten the hide construction portion of the mission down to a respectable five hours. Of course, powered digging equipment and replicators would have done the job in minutes, but they couldn't afford the chance that the energy emissions would be detected. There weren't *supposed* to be any Kadation military forces in or near the small town of Raadash. But operators knew better than to accept Starfleet Intelligence estimates blindly. It wasn't SI's fault—it was much the same in *any* war with *any* armed force. Forward area intelligence was simply hard to collect and interpret, and it was often disturbingly inaccurate. And so it was in this case as well.

Davidson was back to worrying. Her team had dug in and settled down under cover of night with an hour to spare before daybreak. But now that the distant twin suns rose over the flat horizon, she saw that SI had been egregiously optimistic in their assessment of the area. The small town was full of farmers—mostly water farms. They harvested water from the atmosphere with large tracts of moisture collectors. This was the planet's driest season, with little to no moisture available for harvest, so SI had assumed that like many Federation water farmers, the Kadation farmers would not bother tending to their fields in the off season. They said the teams could expect peace and quiet out in the fields. But now civilians surrounded Davidson's position on all sides. Children played with small mammal-looking animals, which reminded Bobbi of dogs. Men and women (it was hard to tell the difference with the Kadations, but she assumed there was a smattering of both) tended livestock that grazed on the scattered low scrub brush available. It was practically a town

meeting.

The team was well-hidden behind special holographic generators which produced a very minimal energy signature. The 'holoflage' should keep them from being detected even at a range of a meter or two, Davidson knew. But she also knew that the potential for something going wrong was increasing exponentially, as the unaware civilians grew closer and closer. Then the unthinkable happened. A toy two children had been playing with (some kind of ball?) flew straight into Davidson's hide. The hologram gave a visual cover to the team, but it couldn't bounce the ball back like the rock it pretended to be. The children were understandably surprised and moved to investigate. Davidson didn't hesitate. She tapped the comm switch on her helmet that linked her to the DBA in her hide.

"Shanghai, this is Falcon One. We may be compromised, stand by for emergency extraction."

"Falcon One, be advised emergency extraction not possible your position in daylight."

Davidson knew that was coming. The Pave Invader could sneak past just about very sensor system known to man, but it couldn't beat eyeballs and their video equivalents. Operating this far behind enemy lines in broad daylight would likely sentence the MS-14's crew to death. The children were nearly at the hide. Davidson and the other three members of her team tensed. They held their phaser rifles to their chests, fingers on the triggers. No one made a sound... they hardly breathed.
The children would be at the hide in less than a minute. They would surely discover the team. Although it was certainly within the team's operational parameters to kill the children and drag them into the hole, no one was about to do it. All four of them had children of their own. They also knew it would only delay the inevitable: someone would surely come looking for the children.

Then one of Davidson's team had an epiphany. Without a word Nedar, her Bajoran datawarfare specialist, knelt down to the holoflage generator and began furiously reprogramming it. The light came on for the rest of the team shortly thereafter. Davidson grabbed the ball and set it on the ledge of their hide as her weapons sergeant, Sseek (a wiry little Andorian), grabbed a small rock at the bottom of the hole. Offering it for inspection to his leader, Davidson recognized his intent and gave him a nod. He tapped Nedar on the shoulder and showed it to him as well. Nedar held up a finger, *wait*.

The children were less than two meters from them know. Nedar nodded, and Sseek threw the rock off to the side out of the hole. The children missed the rock's exit, but they did hear it strike the ground a few meters away. When they turned to look at the source of the sound, Nedar hit the enable on the generator. In less than the blink of an eye, the rock formation moved eight inches back. And there, between two simulated stones, was the ball. At the same time the hologram moved, it also hardened. Nedar had boosted the energy output to form a solid hologram. It would bleed energy for at least a kilometer, but right now they had more immediate considerations than sensor signature. The children picked up the ball with a puzzled look, rapped on the rocks, performed something reminiscent of a human shrug, and wandered back off to play. Davidson and her team had no more close calls that day or the next. By sunset of the second day, allied forces reached their position and they were extracted via normal channels. Most of the other teams fared as well, although some were compromised and required emergency pickup. But none of the SpecOps team members were killed or injured in the operation.

It wasn't a mission that would earn the operators a lot of glory—most SpecOps missions aren't. There were no spectacular firefights, no lightning raids or ambushes, no skin-of-the-teeth escapes (at least not for most of the teams anyway). But the forward intelligence supplied by the teams enabled the Allies to staunch the counterattack before it gained momentum and led to the success Theatre Command needed so badly. And so it is with much of SpecOps. No one but Davidson and her compatriots would ever know of their mission. They won no medals, fought no major battles—in fact in Bobbi's case, they hadn't even fired a shot in anger. But the unconventional warriors had been the key to victory. They would celebrate in their own way, and reward themselves with the cliché but all-important knowledge of a job well done.

Part 3 – History & Traditions

History

Special Operations is a wide-ranging field that includes several different types of military and humanitarian operations. Even in the modern-day SFMC, SpecOps encompasses no less than eight disciplines in its organizational structure. To tell the history of all these various types of special units requires a separate course of study, and is certainly not the purview of this guidebook. However, some background on the concept of SpecOps can be useful, so a simple case study of the development of Special Forces on Earth shall serve as our example.

Rogers' Rangers

Before modern Marine HEAT teams were rescuing hostages on hostile planets, before Colonial Marine Pararescue units snatched downed pilots from the grasp of the Romulans, even before Terran Green Berets were teaching counterinsurgency to the South Vietnamese, there were grim-faced men stalking the enemy in woods and swamps during Earth's French and Indian War. Known as Rogers' Rangers after their commander Major Robert Rogers, they were the first of America's unconventional forces. Rogers' Rangers fought in terrain that normal men shunned. They crept up on an enemy with stealth, shunning the 'rules' of what was then modern warfare. "Move fast and hit hard," Rogers told his men, and they obeyed, thereby setting the standard for generations to follow.

The Swamp Fox

The tradition continued during the American Revolution with Francis Marion, known as "The Swamp Fox," who led daring guerrilla raids on British forces in South Carolina and Georgia. His troops harassed the enemy with a success out of all proportion to their small numbers because Marion used the element of surprise to its greatest potential. This established the "economy of force" that would be the purview of Special Ops for centuries.

The Gray Ghost

In the Civil War, Colonel John Singleton Mosby of Virginia formed a band of Confederate raiders that became the terror of Union generals. Operating from the outskirts of his enemy's capital, Mosby and 300 select volunteers cut off communications and supplies, wrecked railroads, and raided headquarters behind enemy lines. Because of his stealth and uncanny ability to avoid capture, Mosby came to be known as the Gray Ghost. Well-trained and well-disciplined, Mosby and his men set a model for guerrilla warfare: weaken the enemy's front line, weaken the enemy's infrastructure, and win the support of the people.

SpecOps Comes Into Its Own

Although many small, purpose-formed units, like those above, existed throughout Earth's history in many countries, it was not until World War II that special operations troops finally left their unstoried peripheries and came into their own. In quick succession the public soon would come to know the names of such units as the Devil's Brigade, Darby's Rangers, Merrill's Marauders and the Alamo Scouts. Known more formally as the 1st Special Service Force, the Devil's Brigade was a joint Canadian-American venture that began July 9, 1942. Airborne qualified and rigorously trained, its forte was close-quarter combat against numerically superior forces.

Darby's Rangers was the moniker given to the 1st Ranger Battalion in honor of its commander, Major William 0. Darby. The unit was activated June 19, 1942, and fought throughout Western Europe. It achieved its greatest fame when it scaled the cliffs of Pointe du Hoc as part of the D-Day invasion. Merrill's Marauders was the title given to Colonel Frank D. Merrill's 5307th Composite Unit (Provisional), a 3,000-man force that staked out a piece of Burmese jungle and held it from the Japanese in five major battles and 17 skirmishes.

The Marauders' greatest feat was their march of miles through thick Burmese foliage en route to the capture of an airfield at Myitkyina. In the Pacific, Lieutenant General Walter Krueger established a small elite force and called them the Alamo Scouts. The Scouts led U.S. Rangers and Filipino guerrillas in an attack on a Japanese prison camp at Cabantuan, freeing all 511 allied prisoners there. Never numbering more than 70 volunteers, the Alamo Scouts earned 44 Silver Stars, 33 Bronze Stars and four Soldier's Medals by the end of the war. In nearly 80 hazardous missions, they never lost a man in action.

Besides these organized special operations efforts, a number of U.S. Army officers conducted guerrilla operations behind Japanese lines in the Philippines. Colonel Russell Volckman, who later would play an important role in the birth of the US Army's Special Forces, escaped from the enemy and formed a Filipino guerrilla band in northern Luzon, which by 1945 consisted of five regiments. Major Windell Fertig, a reservist, raised his own guerrilla force that ultimately totaled some 20,000 fighters.

WWII: The Crucible
Meanwhile, the US Army was not the only military learning the value of Special Forces. Most of Earth's elite fighting units can trace at least some of their ancestry back to the early 1940s. The US Navy's SEAL (Sea Air & Land) forces, a formidable commando force by the turn of the century, traced their ancestry back to volunteer construction brigades in 1943 which developed special tactics for removing enemy obstacles form amphibious landing zones in advance of friendly forces.

Also born in the era of the newly developed airborne infantry was Britain's SAS (Special Air Service) which would go on to be one of the world's most elite counterterrorism units by the turn of the century. During WWII or in the years immediately following, nearly all the world's major armies developed some type of unconventional warfare unit.

The OSS
Also during World War II, in areas that even the Devil's Brigade and Darby's Rangers never ventured, there was a completely different type of war going on. Small parachuting units operated behind enemy lines, developing a network of contacts, giving instructions to local fighters, and waging guerrilla warfare. It was a new kind of special operations, taking a bit of the Swamp Fox and a bit of Mosby, and combining it with new techniques of airborne and guerrilla fighting. There wasn't a name for it yet, but the agency that developed it was called the Office of Strategic Services (OSS).

The primary operation of the OSS in Europe was called the Jedburgh mission. It consisted of dropping three-man teams into France, Belgium and Holland, where they trained partisan resistance movements and conducted guerrilla operations against the Germans in preparation for the D-Day invasion. Other OSS operations took place in Asia, most spectacularly in Burma, where OSS Detachment 101

organized 11,000 Kachin tribesmen into a force that eventually killed 10,000 Japanese at a loss of only 206 of its own.

After the war the OSS was disbanded, but from its intelligence operations came the nucleus of men and techniques that would give birth to the Central Intelligence Agency on September 18, 1947. (Indeed, the first directors of the CIA were veterans of the OSS.) From its guerrilla operations came the nucleus of men and techniques that would give birth to the Special Forces (Green Berets) in June 1952.

The Green Berets

In the late 20th Century, US Army Special Forces ran several important operations during what was known as the Persian Gulf War—proving the value of SpecOps in "modern" warfare.

Colonel Aaron Bank and Colonel Russell Volckmann, two OSS operatives who remained in the military after the war, worked tirelessly to convince the Army to adopt its own unconventional guerrilla-style force. Special operations as envisioned by the two men, and by Bank in particular, were a force multiplier: a small number of soldiers who could sow a disproportionately large amount of trouble for the enemy. Confusion would reign among enemy ranks, and objectives would be accomplished with an extreme economy of manpower. It was a bold idea, one that went against the grain of traditional concepts, but by 1952 the Army was finally ready to embark on a new era of unconventional warfare.

The new organization was dubbed Special Forces, a designation derived from the OSS, whose operational teams in the field were given the same name in 1944. From a humble beginning, the Special Forces quickly grew into a formidable but elite force of men trained not only in direct action, but also in humanitarian missions and in teaching an indigenous population how and why to fight against a common enemy. These unconventional warfare skills became the hallmark of the Green Berets, so known for their distinctive headgear, who played critical roles in the US's major conflicts throughout the latter 20th and early 21st centuries.

SpecOps Saves a Country

US Navy SEAL Teams infiltrated enemy staging bases and twice disrupted and ultimately thwarted attempts to invade the Hawaiian Islands in Earth's 21st century.

Following the Eugenics Wars and another world war against China, the United States was battered and depleted of resources—including money. The US military was regrouped under ever-tightening budgetary restrictions until it was a miniature copy of its former self. It was during this time that SpecOps played its most important role.

Periodic low-intensity conflicts required an American military presence in a time when America hardly had a military. If not for the small, elite SpecOps forces fielded by the US's Special Operations Command, the Americans may have lost more than they would have dreamed. The US Army Special Forces raised indigenous armies in South America, which kept growing dictatorships from gaining enough power to challenge southern borders. US Navy SEAL Teams sabotaged two attempts by Southeast Asian Coalition forces to invade Hawaii after the US withdrew most of its fleet there. And USMC Special Operations Capable units prevented a war in the Arab States with daring preemptive strikes.

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 spaceborne ground forces. Many former Green Berets, SEALs, and even SAS, Russian Spetznatz and French DGSE members were tapped to form the new SpecOps arm of the Colonial Marines. It was this initial blueprint for a multi-tasked, combined force SpecOps arm that formed the basis of what the SFMC SpecOps Branch is today. Colonial Marine SpecOps forces were especially helpful in their antiterrorist, hostage rescue, and raiding capacities against the pirates and marauders that plagued the early colonies.

The UNPF Marines

Under relentless attacks and a steady advance by the Romulans in the late 2150s, the United Nations of Earth nationalized all armed forces in 2158 to create the United Nations Peace Force. This nationalization included the Colonial Marines, since they had become the de facto experts in spaceborne warfare. Bowing to their experience and expertise, the UN and member nations quickly gathered their elite fighting units together under the Colonial Marines' SpecOps organization.

Together under the UNPF Marine Corps' Special Operations Branch, these elite troops became the bane of the Romulan advance. Penetrating deep into enemy-held systems, SpecOps forces disrupted Romulan supply lines and communications, cutting off entire star systems from their supplies and reinforcements prior to UNPF attacks. Combat Control teams guided UNPF Aerospace forces to sensitive targets during planetary invasions. And advanced Recon Teams provided critical information on Romulan troop and ship movements from hidden listening posts far beyond the front lines. In fact, it was three of these teams which served as forward

air controllers for the Battle of Cheron, directing UNPFMC aerospace forces to their crucial targets—ultimately sacrificing themselves to accomplish the final defeat of the Romulans.

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. One of the SFMC's service branches was, naturally, Special Operations. After its key successes during the Romulan War, no one doubted the need or effectiveness of unconventional warfare. However, a long period bereft of war and full of pirate and terrorist activity changed the SpecOps branch. The emphasis now was much more on counterterrorism, hostage rescue, and smuggling interdiction: all roles taken on by STARFLEET in space, with only limited help from SFMC SpecOps on the ground. The SpecOps branch atrophied during this time as the lessons of history slowly faded from memory. For this, the Federation would pay a terrible price.

The Klingon War

The war with the Klingon Empire nearly cost the Federation everything. Had the Organians not imposed peace, the chances of the UFP reigning victorious were questionable at best. In the years that followed the war, lengthy analysis determined that some of the reasons for the large and (in many cases) unnecessary loss of manpower and equipment early on were: 1) A lack of prewar military intelligence on the form and disposition of the Klingon military, 2) inability of STARFLEET to conduct forward-area reconnaissance, 3) inability to conduct precision specialized strikes on a small scale, and 4) total lack of ability to equip and train local populations of embattled areas to survive and resist enemy insurgence. In other words, a failure to field an adequate SpecOps force. These findings led to wholesale reorganization of Special Forces within STARFLEET and the SFMC. STARFLEET relinquished almost all of its special operations roles, save for smuggling interdiction, and the SFMC SpecOps branch renewed its commitment to the Colonial Marine multidiscipline, unified-force organizational blueprint. Never again did SpecOps waiver, and their renewed commitment was validated during the Cardassian War where SpecOps involvement was on a par with that of the UNPFMC SpecOps Branch during the Romulan War.

Traditions

Like other SFMC service branches, the SpecOps Branch has its own various traditions that make the branch 'belong' to its members. Some that are uniquely SpecOps. Some of the more common are listed below.

By Any Other Name

Marines in the SpecOps branch are called "special operators". While they may have other informal names for each other (i.e.- within the community, HEAT team members are known as "Heaters"), anyone from outside the branch should refer to them as operators (or, of course, Marines).

The Coin Check

This custom dates back to late 20th century Earth when US Army Special Forces carried specially minted coins from their unit. Today, the "coin" is a specially replicated tripolymer chit, but the principle is the same. When entering into a drinking establishment with other SpecOps members, one will produce his coin and slam it on the bar or table. All other SpecOps members follow suit to demonstrate their esprit. Operators caught without their coin must buy the round as penance.

Hell Week

This is the tradition SpecOps Marines enjoy least and are proudest of: Week 8 of BASS (Basic SpecOps School), officially known as Motivation Week. At least a quarter of any given BASS class drops out during this stage of training. It is a grueling, punishing, sleep-depriving week of incredibly intense training. However, those that make it through know with complete confidence that they have what it takes to be SpecOps...and that if they don't quit Hell Week, they won't quit anything.

Bar Burning

One of the most somber of SpecOps traditions is the rite performed by team members when they lose one of their own. Should a special operator die in the line of duty, his teammates will convene at a local drinking establishment to pour rum over the bar and set it alight in commemoration.

The SpecOps Motto: "Who Dares Wins"

Originally from the British SAS of Old Earth, the motto succinctly summarizes the SpecOps philosophy of operations.

The SpecOps Slogan: "Seven Years for Seven Minutes!"

That's exactly what the training for SpecOps feels like to those in the Branch. Training for seven years so that you can perform flawlessly for seven minutes: and in so doing free a hostage, cripple an enemy, or free a populace—and live to fight another day.

The SpecOps Device: "Crossed Knives"

The knife has been a symbol of special operations work since the earliest days. A knife appeared in the insignia of the US Army's Special Forces, the British Army's SAS, the Andorian Aylacy (AYlah-CEE), the Kappellan T'edar (TAY-ee-dar)...the list goes on and on. It is a symbol of a swift, silent, and deadly weapon, which is exactly what a SpecOps Marine is.

The British Special Air Service of Old Earth was one of the most elite of the early special forces. Its insignia, above, inspired the current Branch motto and helped inspire the Branch device.

The SpecOps Creed

Field Marshal Charles Dotambwe, the first commander of the Colonial Marine Corps' SpecOps Branch wrote the SpecOps creed. It is based on a conglomeration of several older creeds, and it reads:

"I am a Marine trained in the Special Operational forces of my government's military forces. As such, I recognize that I am a testament to those who served before me. I shall never dishonor their memory; I shall always strive for the standards set by them. I have been entrusted with the confidence and honor of the Federation, and I will not fail in my efforts. Surrender is not in my vocabulary.

Faithful is my watchword, and never shall I allow the Federation to waiver, on the battlefield or off. Recognizing that I am a volunteer, fully knowing the hazards of my chosen profession, I will always endeavor to uphold the prestige, honor, and high "esprit de corps" of my unit. Acknowledging the fact that an operator is a more elite soldier who arrives at the cutting edge of battle by space, land, sea, or air, I accept the fact that the Federation expects me to move further, faster and fight harder than any other soldier. Gallantly will I show the world that I'm a specially selected and well-trained soldier. My courtesy to superior officers, neatness of dress and care of equipment shall set the example for others to follow.

I recognize that I have been instructed in methods not common to others of my profession, and may be called upon to use them in times of public need. I have been bestowed with a special trust, this I will never forget. I will be strong in mind and body always. Never, shall I allow my fellows to fall into the hands of the enemy, no matter the cost. Energetically will I meet the enemies of the Federation. I shall defeat them on the field of battle for I am better trained and will fight with all my might. I know that I act for the good of my government and its citizens, and never shall I question my own integrity. No price is too great for the freedom of the Federation. If necessary, I will pay that price to accomplish my mission, though I be the lone survivor."

Part 4 - Organization

The basic operational unit of the SpecOps Branch is the team. Teams have varying composition and mission types as discussed below, but all team members have the same basic SpecOps training that includes extensive training in a variety of environments and infiltration tactics. This is one of the things that makes SpecOps "special".

Additionally, all operators are required to have at least three years exemplary service in the Corps before applying for SpecOps training. This means that there is almost never an enlisted operator in the Branch below the rank of sergeant, nor officer below the rank of captain.

MOS

There are many Marine Occupational Specialties (MOS) available to those in SpecOps. For the most current listing along with descriptions of each please see the latest edition of the SFMC MOS Manual.

Team Types

As said before, the basic operational unit of the SpecOps branch is the team. SFMC SpecOps team types are broken down by their general mission. Within team types there can be further specialization, such as an orbital insertion unit which specializes in parachuting from orbit; or a water team which specializes in beach landings or underwater ops. It should be noted that all SpecOps team members are first and foremost professional soldiers. They are heavily cross-trained in all team type missions and any team is capable of handling any mission (which they often must, given their wide dispersion through the fleet). The team types merely indicate concentrated training in a particular area in which the team excels. Here are the current unit types (and their informal, in some cases very unofficial, mottos) in alphabetical order.

Datawarfare: "Born to Upload!"

Datawarfare teams specialize in attacking enemy databases and information systems, usually through hard-wired taps or from actual enemy terminals. This obviously requires infiltration far behind enemy lines in most cases. Beyond the capacities of the average Infantry datawarfare tech, SpecOps datafighters can crack enemy communications, insert false intelligence, inject computer viruses, and even re-appropriate enemy assets. Datafighters receive extensive training in Threat computer systems and often work with other types of SpecOps teams.

FACTS : "Just the FACTS, ma'am."

"Forward Aerospace Control and Tactical Support" teams are designed to enter forward combat areas through covert insertion or infiltration methods and accomplish any one of a number of combat control measures, both in space and in planetary environments. They receive concentrated instruction in aerospace traffic control and airfield preparation. Some of the missions FACTS teams undertake include establishing forward aerospace operating bases in minimum time where none existed before, providing remote aerospace traffic control, providing fire control and targeting information for aerospace and/or naval gunfire, or establishing and controlling drop zones and landing zones behind enemy lines.

Foreign Assistance: "De Opresso Liber"
Their motto means, "To free the oppressed." These units are designed to enter forward embattled areas and teach indigenous peoples how to organize military forces and conduct guerilla operations against an invading force or army of occupation. These units also travel to foreign governments and assist them in developing their own SpecOps groups. Frequently, they stay and assist trained forces in direct-action combat operations. Due to Prime Directive restrictions, specific requests for assistance must come from races already holding, or petitioning for UFP membership before an FA unit may become involved.

HEAT: "Bring 'em back."

These teams specialize in "Hostage Extraction and Antiterrorist Tactics". They receive specialized medical training, extensive CQB instruction, and are specialists with breaching devices. They are also some of the finest marksman in the galaxy— they have daily phaser and projectile weapons practice to keep their skills sharp. No one in the Corps shoots more than Heaters. They are also briefed on terrorist activity throughout their sector, and are called on for both reactive and proactive counterterrorist strikes.

Omega: "Wasn't there, didn't do it."
Omega is the name given to the SpecOps units specially trained in covert Special Actions, also known as "Black" or "Shadow" ops. They exist to perform missions which are usually considered politically sensitive or vital to Federation security. Omega units are not normally employed as battlefield resources, however they can be used in that capacity for advanced reconnaissance. These teams may also be used to conduct missions requiring security procedures higher than is normally afforded by other SpecOps units. Generally, all Omega Team members are recruited from other SpecOps units, so they are highly trained and experienced operators.

Pararescue: "So that others may live."
The mission of a Pararescueman is to recover downed and injured aircrew members or starship crews in austere and non-permissive environments. Pararescuemen provide emergency medical treatment necessary to stabilize and evacuate injured personnel while acting in an enemy evading recovery role. Pararescuemen may, on rare occasions, be called upon to rescue personnel from worlds which have yet to make First Contact—which makes their mission even more sensitive. They may also have to destroy crashed vehicles or equipment—when recovery is not possible—in order to deny the technology to an enemy or to prevent its discovery by developing cultures.

Recon: "Recon leads the way!"
Reconnaissance units are the core unit type of the SpecOps branch. It is from this essential unit that all the others developed. They are the most numerous, most versatile, and most active SpecOps units in the SFMC. Their prime function is to infiltrate forward or foreign areas by any means available and collect information on movements, activities, structure and disposition of enemy military forces. Other

missions performed by Recon include small unit direct combat actions, sabotage and force denial missions, sniper support for advancing friendly forces, and security for forward forces and other SpecOps units.

Ship Seizure: "Prepare to be boarded!"
These teams are rigorously trained in methods to covertly board and capture starships and space stations. They can board, sabotage and leave, or they can hold positions for follow-on boarding parties. They can frequently do this with a minimum of violence and damage to the ship, and are well used to establish bridgeheads for Marine boarding parties against difficult targets. They receive special training in the configuration and operation of hundreds of classes of Federation and Threat vessels and operating systems and are experts in zero-g fighting.

Naval Special Operations
In addition to the Marine SpecOps team types listed above, it should be pointed out that STARFLEET has its own proprietary special operations forces which it calls Special Warfare Groups, or SWGs. SWGs are part of the Fleet's Security branch and specialize in more of the particularly naval operations, and also in humanitarian and diplomatic missions. SWG missions include Smuggling Interdiction, Civil Affairs, Psychological Warfare, Humanitarian Aid, Deep Space ELINT, etc. In one of the few service-overlap missions, STARFLEET fields its own Ship Seizure SWGs (although they are trained at the Marine Corps Ship Seizure School). STARFLEET makes the argument that ship seizure is a naval concern. Marines counter that marines throughout history have always been responsible for boarding parties and that they are better equipped for the CQB involved in ship seizure. While the Marines' argument finds more support with UFP officials (which is why the SFMC maintains the school), it can often be difficult in the field for Marine SpecOps OICs to get their teams accepted by regional STARFLEET commanders.

A Word About Aviation
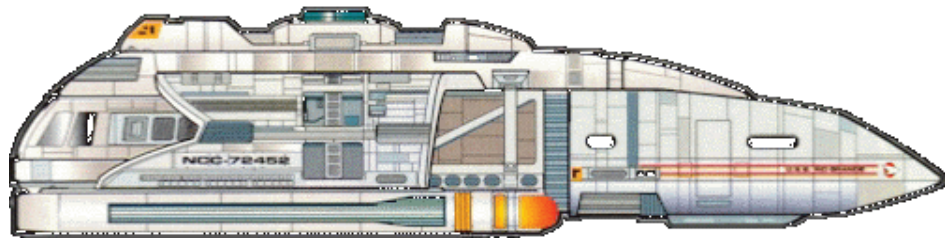
An MS-14 "Pave Invader" of the 21st Special Aero Group. The Pave Invader is specially equipped with advanced navigation and ECM systems for covert insertion and extraction missions. It is recognizable at a glance from its matte black sensor absorbent coating (SAC). There are several such variants of standard aerospace craft. An "M" prefix and a "Pave" name indicate a vehicle has been fitted with special navigation, sensor, ECM, and/or transporter systems. Most are coated with the matte black SAC.

The only Marine Corps SpecOps unit type not under complete control of the SpecOps Branch is SpecOps Aerospace. This mission is jealously guarded by the Aerospace Branch under SFMC organizational mandate which state that branch ultimately controls all flight ops. Therefore, the Aerospace Branch supplies all flight assets (shuttles, drop ships, flight/ground crews, etc.) attached to SpecOps units; or, more typically, schedules flights of its 21st Special Aero Group in support of SpecOps teams as needed.

Unit Organization

By now it should be clear that the normal "rules" of warfare do not apply to special operations. The same is true for SpecOps unit organization. Special operators work in small groups far from higher authority, and their organization reflects that. The basic operating unit of SpecOps is the team.

The SpecOps Team

A SpecOps team ranges from 8 to 16 operators (usually in increments of four so fire teams can be easily formed if needed). As with any Marine unit, even though there is a prescribed "book strength" for an "average" unit, very rarely will you find that average unit in the real world. However, most teams in the SpecOps branch will field at least the following members:

1. ***Team Leader (MOS 805)*** - usually a CPT or MAJ specializing in an area in which the rest of the team is weak.
2. ***Team First Officer (MOS 805)*** - usually a senior 1LT or junior CPT who will one day lead their own team.
3. ***Team Sergeant (MOS 807)*** - the senior NCO also covers a specialty, most commonly weapons, demolition, or comm.
4. ***Communications Sergeant (MOS 810,812, or 813)*** – handles team comm including satellite, subspace, and data transfer.
5. ***Weapons Sergeant (MOS 831 or 833)*** - operates and services squad weapons like heavy phasers, SAWs, and MAPLIMLs.
6. ***Team Medic (MOS 820 or 821)*** - cares for the team in addition to whatever medical missions the team may have.
7. ***Recon/Intel Sergeant (MOS 833, 882, 884, or 888)*** - usually a language expert, human intel specialist, and a qualified scout/sniper.
8. ***Demolitions Sergeant (MOS 871 or 872)*** - responsible for building and/or destroying whatever the team may need.

You will notice right off, that not all SpecOps MOSs are accounted for above. Not all are needed on every team; however, supplementing the above eight are as many additional specialists as may be needed for the team's mission. Team members are also extensively cross-trained to cover for each other in the field. And although no one in a team may actually have a scout/sniper MOS, at least half of any team is usually qualified as a sniper as far as their marksmanship goes.

Larger Units

For organizational purposes, the SpecOps Branch is composed of higher-level units such as Strike Groups, Battalions, and Brigades (currently, no SpecOps Divisions exist). However, with the occasional exception of a Marine Strike Group (MSG), SpecOps units are almost never fielded in a strength larger than a team. The higher-level headquarters are simply an administrative tool. Some teams have spent a tour of as long as four years without ever even exercising with another team in their battalion. As far as organization goes, however, the Branch tries as much as it can to balance the type of teams in a given command. For instance, a Marine Strike Group (SpecOps) is typically composed of eight teams—one of each type or some other such mix. Although, several SpecOps MSGs are composed only of Recon Teams as this is a very common deployment scheme in support of Infantry ops.

Chain of Command vs. Chain of Communication
At this point it would probably be beneficial to discuss the often-convoluted way SpecOps teams receive their orders. Since a team is typically operating detached from its MSG or battalion, it usually operates in one of two ways: autonomously, or in support of another unit.

In autonomous operation, the team still takes orders directly from its higher headquarters. Chain of Command and Chain of Communication are the same thing in this case. However, when a team (or occasionally an entire MSG) operates in support of either another SFMC unit or a starship, the Team Leader will usually take orders from the Commanding Officer of the supported unit. In this case, the team's Chain of Command goes up through the CoC of the supported unit, but they do maintain a Chain of Communication with their own higher headquarters for administrative, supply, intel, and other SpecOps-specific matters. For example, HEAT Team 2 is currently attached to the USS *Endeavour* as its MARDET (Marine Detachment). The team takes orders from the ship's Captain, but maintains a Chain of Communications with the 605th MSG (SpecOps) which is its higher headquarters.

Inside a Marine Strike Group (SpecOps)
While the simplest MSG for our example would be a homogeneously Recon strike group like the 669th MSG (SpecOps), a much more instructional portrait can be painted using one of the several mixed-force SpecOps groups in existence throughout the Corps: the 650th MSG (SpecOps).

The Shadow Angels
Currently assigned *en masse* as a MARDET aboard the USS *Odyssey*, the 650th is one of the few SpecOps MSGs to actually conduct operations as one unit, rather than having its constituent teams assigned on detached duty. This makes it a convenient model to study for organizational purposes. The *Odyssey* serves with the Second Fleet's Rapid Deployment Force—a task force of four capital ships (*Odyssey*, *Yamato*, *Khai Tam*, and *Relentless*), and associated escorts, that carry four Marine Strike Groups (650th SpecOps, 667th Powered Infantry (Aeromobile, SOC), VMA-78, and the 674th Mecha respectively) for response to crises throughout the troubled sector they patrol. It is the wide range of missions—planned and happened upon—this force faces that make the 650th such an appropriate application of resources. In looking at the teams that form the 650th, one notes the seemingly odd numbering scheme. Unlike other units, SpecOps teams are simply numbered in the order in which they are formed (except Omega units which are not numbered at all for security reasons).

Datawarfare Team 22
Composition (12 operators):
Leader, First Officer, Team Sergeant/Communications Sergeant, 2 Weapons Sergeants, Demolitions Sergeant, Medic, 2 Communications Sergeants (1 data-communications-trained, 1 cryptographer), 3 Datawarfare Specialists.

FACTS Team 38
Composition (8 operators):
Leader, First Officer, Team Sergeant/Communications Sergeant, Weapons Sergeant, Demolitions Sergeant, Medic, 2 Fire Support Specialists.

Foreign Assistance Team 10
Composition (16 operators):
Leader, First Officer, Team Sergeant/Weapons Sergeant, Communications Sergeant, Demolitions Sergeant, 2 Surgeons, 2 Linguists (15 languages between them), 2 Recon/Intel Sergeants, 2 Field Scientists (1 life, 1 physical), 2 Advanced Technology Specialists.

HEAT Team 28
Composition (12 operators):
Leader, First Officer, Team Sergeant/Sniper, 2 Weapons Sergeants, Demolitions Sergeant, 2 Surgeons, Recon/Intel Sergeant, 2 Snipers, Communications Sergeant.

Omega Team
Composition (8-16 operators)

Pararescue Team 12
Composition (8 operators):
Leader, First Officer, Team Sergeant/Medic, Weapons Sergeant, Demolitions Sergeants, Communications Sergeant, Surgeon, Recon/Intel Sergeant.

Recon Team 50
Composition (16 operators):
Leader, First Officer, Team Sergeant/Communications Sergeant, 2 Weapons Sergeants, 4 Recon/Intel Sergeants, 2 Demolitions Sergeants, 2 Medics, Datawarfare Specialist, 2 Snipers.

Ship Seizure Team 8
Composition (8 operators):
Leader, First Officer, Team Sergeant/Weapons Sergeant, Communications Sergeant (with languages), Demolitions Sergeant, Medic, Recon/Intel Sergeant, Datawarfare Specialist.

You'll note that even though all teams have common elements, there are distinct differences. For example, every SpecOps team has some sort of medical operator, but while it's simply one combat corpsman for a Recon Team, it may be as many as two highly trained surgeons for a HEAT team, which is more likely to encounter heavy trauma casualties in its operations. Also, you'll note some MOSs are not represented in this example at all (there are no NBC Specialists assigned to the 650th for example). These rarer specialties are used in other teams, rest assured; it is simply that the likely missions of the above teams will not include a need for them.

Finally, a comment on administration: note the absence of any additional Headquarters staff. In SpecOps, there are few superfluous personnel—the senior Team Leader (right now HEAT Team 28) also commands the MSG.

Part 5 – Equipment

About 60% of the weapons and equipment used by special operators are off-the-shelf Infantry and Combat Engineer equipment. Be sure you are completely familiar with the inventories of those branches before thinking yourself well acquainted with SpecOps gear. Probably about 25% of the gear for SpecOps is classified the remaining 15% can be found in the SFMC Arms & Equipment Manual.

Part 6 - Training

This is not intended to be a full course of tactics, merely an introduction. One particular tactical operation in each unit type is discussed as a way for you to get acquainted with SpecOps doctrine and operating methods.

Selection

Before candidates get anywhere close to BASS, they must undergo a rigorous background check, medical and psychological evaluations, and grueling physical, oral, and written exams. Before even reaching this stage, however, they must meet minimum requirements to submit an application.

Minimum Selection Criteria

Below are the MINIMUM criteria before a Marine may even apply for SpecOps training. All candidates must:

- Have at least 3 years distinguished service with the SFMC.
- Speak at least two languages fluently.
- Be parachute qualified or successfully complete parachute training before entering BASS.
- Score above 265 (out of 300) on marksmanship qualifications with both phaser and projectile rifles.
- Have scored an average of not less than 350 (out of 500) on
- Their semiannual PT test for the last three years.
- Have a psych profile score of not less than IC-4.

Average Selection Criteria

While the above are the minimum acceptable values, the SpecOps program attracts nothing but the best. Below are the current AVERAGE criteria possessed by SpecOps candidates. The average SpecOps applicant today:

- Has 3.8 years distinguished service with the SFMC.
- Speaks three languages fluently.
- Is parachute qualified.
- Scores 281 on marksmanship qualifications.
- Scores an average of 418 on their semiannual PT test.
- Has a psych profile score of IB-3.

About 65% of SpecOps candidates come from the Infantry branch. 10% come from the Medical branch, another 10% from Combat Engineers, the remaining 15% are a scattering from other branches. Few candidates come from Aerospace since that branch has its own SpecOps component wherein pilots can remain pilots (try to get a pilot to give up flying—or for that matter, try to get a Mecha pilot to give up his machine).

Training

Most branches of service have a short basic school followed by MOS training and then job assignment where the student receives OJT (on the job training). That's why you don't find much in the branch guidebook on training: it's pretty standardized and mostly unremarkable. As you may imagine, those rules, like so many others, don't apply to SpecOps.

BASS (Basic SpecOps School)

BASS (pronounced "base") is the initial eight-month training program that all SpecOps members go through. It is a gruelling and intensive course, especially the first 16 weeks...and in particular, week 8: Motivation Week. The first 16 weeks of BASS are conducted on two planets in the New Valley Forge system (TRACOM's headquarters). NVF III-A (one of two planets in a Trojan orbit in the third star-orbiting ring) has high gravity, a thin atmosphere, and high daily temperatures (much like Vulcan). NVF IV has high gravity, a thick atmosphere, and a low daily average temperature. Classes alternate between the two planets every 16 weeks (i.e. - class 226 will be on NVF III-A, class 227 will be on NVF-IV). Candidates are assigned to the environment they would be LEAST suited to naturally, so a candidate may wait for as long as 16 to 18 weeks between being accepted into the program and beginning BASS. When recruits arrive at basic training in the SFMC, they are given up to 10 days to acclimate themselves to the atmosphere and gravity of their training world. BASS candidates are given no such luxury. From the moment they arrive, instructors are providing a high-stress, high activity environment. It simulates real SpecOps: a team may be infiltrated onto a new planet and expected to immediately act—combat allows little acclimation time. In a BASS class of 60 students, an average of 5 drop out the first week due to poor conditioning, injury, or just plain quitting.

The first seven weeks of training are mostly physical conditioning: running, climbing, swimming, obstacle courses, marches with heavy packs, etc. Less than a fourth of the way through their training, BASS students are already in better shape than most of the Marine Corps. Another 5 students drop out during this phase of the training. When students voluntarily terminate their training, they place their MIPPA training helmet, with their name and class number stenciled on it, on the deck outside the door of the chief instructor's office. Even before week 8, the line of helmets seems excessively long. Students with injuries are allowed to recycle to the next class if they will recover in time. Long term or permanent injuries are involuntarily terminated from the training and returned to the Corps.

Week 8 of BASS is known to the public as Motivation Week. It is known to the students as Hell Week. Hell Week starts at midnight with students being roused from their bunks with simulated artillery fire and instructors "motivating" them through loudspeakers and water hoses. Over the next seven days they will get a total of six hours sleep. They will be put through mind-numbing drills in swimming, running, and climbing. Instructors provide intense psychological stress as well as physical stress to give students a small taste of what they may encounter in the field. Of the remaining 50 or so students, an average of 15 will quit or be involuntarily terminated. As many as 10 will be recycled for injuries. In some classes the figures are much higher. By the end of Hell Week, helmets are lined on both sides of the corridor leading to the CI's office. After week 8, though, very few students quit. Perhaps another 5 over the next six months. A class that started with 60 students will graduate an average of 20. The largest class to graduate has been 37, the smallest, 5. After Hell Week, training becomes much more focused on the skills all special operators need. For the remaining eight weeks on their initial training world, BASS students learn the essential elements of infiltration and exfiltration, SpecOps fieldcraft, survival, clandestine tradecraft, etc.

Night phaser practice at the BASS free fire range on New Valley Forge IV.

The next three months consist of field training on a variety of ranges and training worlds. Students learn diving, alpine skills, SpecOps parachuting skills, aerospace assaults, escape and evasion (including a week in a very realistic POW camp simulation), and shooting, shooting, and more shooting.

Special operators may spend months from a resupply point and must operate for that period on only the ammunition they carry—so every shot must count. Students are taught long and short-range marksmanship with rifles, as well as CQB with pistols, carbines and shotguns. Students also go through endless shoot/don't shoot drills since many will be operating in areas with civilians, hostages, or other noncombatants.

The last month of BASS is an exercise known as Grand Luxe. This is a full up field operation consisting of two separate but related two-week missions. The students are divided into teams, infiltrated into the exercise area with an instructor, and allowed to carry out missions behind "enemy" lines. The instructor is there only for safety purposes—the student team leader runs the operation. It is the most grueling final exam in the Federation.

Team-Specific Training

Graduates of BASS are then assigned to the team type of their choice, provided their aptitudes match openings that exist. Then they begin their team-specific training or TST. There are rarely enough BASS graduates in any team type to form a training team right away, so the blanks in the files are often filled with other Marines or other UFP military or paramilitary members who receive team training as part of an exchange program, or for some other purpose. For example, UFP Police special tactics teams are often sent for HEAT training. Starfleet Security forces often attend Ship Seizure training, etc. Here students learn the specific skills to accomplish their team's mission. TST lasts from eight to sixteen weeks depending on the course (Datawarfare and FACTS are the shortest, HEAT and Foreign Assistance are the longest.

Omega Training

No one from the BASS graduating class gets to pick Omega. Omega picks you... and never from the BASS grads. Omega taps special operators already serving with teams who have at least two years SpecOps experience. The length and nature of the training (even the location of the training facility) are classified.

Part 7 – Basic Parachuting

Introduction

Welcome to Basic Parachuting School! For those individuals already familiar with the basics of parachuting this course should be a refresher, but for those who have very little or no parachuting experience what you learn here will be vital to your survival.

Please note: *That even though some of the basics or parachuting are covered in this manual it is no way representative of the total volume of material available to the student. If you are interested in learning more about parachuting check out your local library, internet or talk to a certified instructor.* **DO NOT ATTEMPT TO ACTUALLY PARACHUTE IF YOU ARE NOT TRAINED TO DO SO OR NOT UNDER THE SUPERVISION OF A CERTIFIED INSTRUCTOR. FAILURE TO DO SO COULD LEAD TO SERIOUS BODILY INJURY OR DEATH! THIS SECTION IS IN NO WAY A SUBSTITUTE FOR INSTRUCTION BY A CERTIFIED INTRSTUCTOR!**

Airborne Training

The purpose of airborne training is to qualify personnel in the use of the parachute as a means of combat deployment. This training also develops leadership, self-confidence, and aggressive spirit through tough mental and physical conditioning.

Training Standards

Airborne training initiates and sustains a high standard of proficiency through repetition and time-proven techniques. Valid results are obtained when the following training standards are employed:

- Strict discipline.
- High standards of proficiency on each training apparatus and during each phase of training.
- A vigorous physical conditioning program to ensure a parachutist is capable of jumping with a minimum risk of injury.
- A strong sense of esprit de corps and camaraderie among parachutists.
- Emphasis on developing mental alertness, instantaneous execution of commands, self-confidence, and confidence in the equipment.

Phases of Instruction

The airborne training course is four weeks long and is divided into two different training phases. Instruction for weeks one and two take place on the ground, week three is the atmospheric jump training phase, and week four is the orbital jump phase.

1. **Ground Phase:** Each of the five basic jump techniques pertains to a particular area of military parachuting and provides a sequence for dividing the ground phase into six instructional segments.
   a. ***Actions inside the craft:*** To ensure that the maximum number of parachutists can safely exit a craft, a means of controlling their actions inside the aircraft just before exiting is necessary. The jumpmaster (JM) maintains control by issuing jump commands. Each command

calls for specific action on the part of each parachutist.

b. ***Body control until opening shock:*** Due to craft speed and air turbulence around the rear of the craft, the parachutist must exit properly and maintain the correct body position after exiting. This action reduces spinning and tumbling in the air and allows for proper parachute deployment.

c. ***Parachute control during decent:*** Parachute control is essential to avoid other parachutists in the air and to avoid hitting obstacles on the ground.

d. ***Parachute landing fall (PLF) execution:*** The PLF is a landing technique that enables the parachutist to distribute the landing shock over his entire body to reduce the impact and the possibility of injury.

e. ***Parachute control on landing:*** The parachutist releases one canopy release assembly after landing. Winds on the drop zone may cause a parachutist to be injured from being dragged along the ground.

f. ***Physical training:*** Physical training is included in each day of ground training. Students who cannot progress in daily physical training are released from the course and returned to their unit. Daily exercises are designed to condition the muscle groups that play a significant part in jumping.

2. **Jump Phase:** During this phase of the training the students put into practice what they have learned during the Ground phase.

a. ***Atmospheric:*** During week three the students are taken aloft in various shuttlecraft and assorted craft used by SpecOps and jump from various altitudes. Upon satisfactory completion of this segment of this phase the student is qualified for atmospheric jumps.

b. ***Orbital:*** Orbital jumps are the most dangerous type of jump that SpecOps performs. So week four the students are given time in the holodeck to practice before attempting a live orbital jump. Students must satisfactorily complete three simulated orbital jumps in the holodeck before being allowed to conduct live orbital jumps. Once a student completes the required simulation jumps they are allowed to attempt the three live jumps required for qualifying. Once these three jumps are successfully completed then the student is qualified for orbital jumps.

Five Points of Performance

The five points of performance are specific actions the parachutist performs between the time of exit from the craft and the recovery after landing. These points of performance are individual actions and are essential on every parachute jump. Failure to perform any one point correctly could result in a jump injury.

1. ***Check Body Position and Count:*** A proper exit, body position, and count are essential to lessen the possibility of a parachute malfunction/bodily injury during the deployment and inflation of the parachute. The duration of the 4000-count corresponds to the approximate time it takes the main parachute to fully deploy when used by a jumper exiting an craft flying 150 miles per hour. The following must be trained reflex actions as the parachutist exits the aircraft:

a. The parachutist starts the 4000-count at ONE THOUSAND and snaps his feet and legs together, locking his knees and pointing his boot toes toward the ground. He lowers his head and places his chin firmly against his chest.

b. At the same time, he rotates his elbows firmly into his sides (with the palms of his hands on the ends of the reserve parachute, fingers spread, and right hand over the rip cord grip), and he bends his body forward at the waist to look over the reserve and to see his boot toes while he continues to count, TWO THOUSAND, THREE THOUSAND, FOUR THOUSAND, at normal cadence. (He keeps his eyes open to react to situations around him.)

2. ***Check Canopy and Gain Canopy Control:*** When he finishes the 4000-count, the parachutist feels the parachute open, checks the canopy for malfunction/damage, and controls the parachute.

    a. **T-12:** He grasps the risers (thumbs up), spreads the risers apart, and throws his head back to inspect the entire canopy.

    b. **T-14 and OT-10A:** He throws his head back to inspect the entire canopy and at the same time grasps the control line toggles, with the elbows well back, for immediate canopy control.

    c. **Twists.** The main parachute may have twisted suspension lines, risers, or both. This condition may be caused by a single action or a combination of actions. The most common causes include the following:

    i. The deployment bag spinning before the canopy deploys.

    ii. The canopy spinning when it comes out of the deployment bag and before it inflates.

    iii. The parachutist tumbling or spinning (caused by improper exit and body position) during his descent.

    iv. If the suspension lines are twisted and the parachutist cannot raise his head enough to check the canopy properly, he compares his rate of descent with that of nearby parachutists.

    To untangle twists there are several methods that can be employed. Each method depends on the rate of descent in relation to those jumping with you.

    a. ***Rate of descent same as others around him:*** If his descent is the same as other jumpers around him, the parachutist untwists his suspension lines by reaching behind his neck, grasping each pair of risers (thumbs down, knuckles to the rear), and exerting an outward pull on each pair. He kicks his legs in a bicycle motion, continues to pull outward on the risers, and kicks until the twists are out of the suspension lines. When the twists are out of the lines, he checks the canopy and gains canopy control.

    b. ***Partial malfunction and rate of descent too fast:*** If the parachutist's main canopy has a partial malfunction and his descent is too fast (when compared to nearby parachutists), he activates the reserve parachute.

    c. ***No comparison can be made:*** When other parachutists are not close enough to compare rates of descent, he activates the reserve parachute.

3. ***Keep a Sharp Lookout During Descent:*** The ability to hit a specific landing spot and to avoid other parachutists during descent is essential to successful airborne operations.

   Depending on the wind conditions and his skill, the parachutist can steer his parachute to a selected point of impact on the DZ to avoid other parachutists in the air, to avoid obstacles on the ground, or to use a preferred PLF.

   When using a T-12 parachute, the parachutist must maintain a distance of 25 feet from other jumpers. When using either a T-14 or OT-10A the parachutist must maintain a distance of 50 feet from other jumpers.

   a. **Collision and Entanglements:** A collision is the physical impact or contact, however slight, of one parachutist or parachutist's equipment with that of another parachutist. An entanglement is the entwining or attachment of a parachutist or parachutist's equipment with that of another parachutist during descent, whether or not the entanglement lasts until the parachutists contact the ground.

      i. ***Collisions:*** Parachutists must be alert in the air and warn each other of impending collisions. If a collision cannot be avoided by slipping or turning, the parachutist attempts to bounce off the other parachutist's suspension lines or canopy by spreading his arms and legs just before making contact.

      ii. ***Entanglements:*** If a parachutist becomes entangled with one or more suspension lines of another parachute, the parachutist does one of the following, depending on the type of parachute being used.
          1. *T-12:*
             a. The upper parachutist firmly grasps a portion of the lower parachute and moves hand under hand down the suspension lines of the lower parachute until each parachutist can grasp and hold the main lift web of the other's parachute, being careful not to grip the canopy release assemblies.
             b. If neither parachutist has a fully inflated canopy, both parachutists push away from each other and activate their reserves
             c. With the T-12, both jumpers can ride one good canopy to the ground. If both canopies collapse, both jumpers must activate their reserves.
          2. *T-14 or OT-10A:*
             a. Both jumpers remain where they are and activate their reserves for a partial malfunction.

      iii. ***Stealing Air:*** A descending parachute causes an area of partial air compression immediately below the canopy and an area of partial vacuum and descending turbulent air above the canopy. *This turbulent air extends about 50 feet above the canopy.* Any parachute falling into this area will not capture enough air to keep it fully inflated. The jumper needs to make corrective actions to move to an area were the parachute will re-inflate.

4. **PREPARE TO LAND:** A proper landing attitude is necessary to lessen the risk of injury to the parachutist when he hits the ground. The preliminary movements of the parachutist vary, depending on the type of parachute used. However, lowering his individual equipment is the same with either parachute. He lowers the equipment on a lowering line when he is between 200 to 100 feet above the ground.

5. **LAND:** Most jump injuries occur because of improper PLF techniques. To lessen the possibility of injuries, the parachutist is trained to absorb the impact of landing by executing a proper PLF. To do this, the following five fleshy portions of the body must contact the ground in sequence: balls of feet, calf, thigh, buttock, and pull-up muscle(s). The three basic PLFs are *side* (right or left), *front* (right or left), and *rear* (right or left). The type of fall to be made is dictated by the direction of the wind drift. Before the landing attitude is assumed, the parachutist judges the direction of drift by looking at the ground. Then he prepares to make the appropriate PLF.

    a. **Side PLF:** As the balls of his feet strike the ground, the parachutist begins several actions at the same time. As the fall continues, he does the following to complete a left-side PLF.

        i. He lowers his chin firmly to his chest and tenses his neck. He brings his hands up in front of his head and elbows in front of his chest, continuing to grasp the risers (T-12) or the toggles (T-14 or OT-10A). Then he bends and twists his torso sharply to the right. This movement forces the body into an arc. The twisting motion of the hips pushes both knees to the left as the fall continues, and it exposes the second through the fifth points of contact (calf, thigh, buttock, side).

        ii. As the PLF is completed in the direction of drift, the parachutist maintains tension in his neck to prevent his head from striking the ground. The momentum caused by drift brings his feet around to the right and into the line of drift. After completing the PLF, he activates the canopy release assembly to keep from being dragged. The right-side PLF is similar to the left-side PLF, except the points of contact on the right side of the body are used.

    b. **Front PLF:** The two types of front falls are *right-front fall* and *left-front fall.* The right-front fall is used if the direction of (wind) drift is slightly to the right. The left-front fall is used if the direction of drift is slightly to the left. If the direction of drift is directly to the front, the parachutist selects either PLF. For a left-front PLF, he rotates from the waist down 45 degrees to his right, exposing his second and third points of contact to the line of drift. Upon contact, he continues to rotate his body to the right, exposing the second, third, fourth, and fifth points of contact. (When executing the right-front PLF, he rotates to the left.)

    c. **Rear PLF:** The two variations of the rear PLF are *right-rear PLF* and *left-rear PLF.*

        i. The parachutist determines what PLF to make by checking the direction of drift. If the drift is directly to the rear, he selects the appropriate PLF.

        ii. For a left-rear PLF, he rotates from the waist down 45 degrees to his left, exposing the second and third points of contact to the line of drift. Upon contact, he continues to rotate his body and bend his upper torso away in the opposite direction, exposing the second, third, fourth, and fifth points of contact. When executing the right-rear PLF, he rotates to the right.

Jump Command Sequence and Jumper Actions

A sequence of jump commands is given by the JM to ensure positive control of parachutists inside the aircraft and immediately before exiting. Every command requires specific actions by each parachutist. To ensure the positive control of parachutists inside the aircraft and immediately before exiting, a sequence of nine jump commands is given by the JM When commands are executed properly they ensure a safe exit from the aircraft.

PRESENTATION

The commands are given orally but, as a backup, arm-and-hand signals are also used with each command because of the aircraft engine noise. The signals must be precisely executed, smooth, and coordinated.

1. The commands listed, are employed on jump aircraft. JMs ensure that the correct sequence is used for a particular aircraft. The correct commands are explained and demonstrated to parachutists during prejump briefing.
2. The following sequence of jump commands is used on high-performance aircraft. The commands are given by the JMs. Prior to the 10-minute time warning, the JMs hookup to the inboard anchor line cable, hand the static line to the safety, and announce, SAFETY, CONTROL MY STATIC LINE. The JMs then issue the jump commands. If the aircraft is configured with only one anchor line cable, the JMs hookup to the one cable.

1. GET READY

GET READY is the first jump command.
a. **Command:** This jump command alerts the parachutists seated in the aircraft and directs their complete attention to the JM.
   i. The JM starts the command with his arms at his sides and gives the arm-and-hand signal by extending both arms to the front at shoulder level with his palms facing the parachutists.
   ii.　He begins at shoulder level, fingers and thumbs extended and joined, palms facing toward the parachutists. He extends both arms forward until the elbows lock, with the palms toward the parachutists. He gives the oral command GET READY, and then returns to the start position with arms at the sides.
b. **Static Line:** The static line is over the appropriate shoulder and fastened to the top carrying handle of the reserve parachute. Parachutists do not remove the static line snap hook from the reserve parachute after the JM inspection or anytime before the command HOOK UP.
c. **Jumper Actions:** Each parachutist signifies alertness by leaning forward and placing both hands on his knees. Each parachutist positions his foot

nearest the jump door under the seat and places his foot nearest the pilot's compartment in the aisle.

2. **OUTBOARD PERSONNEL, STAND UP**
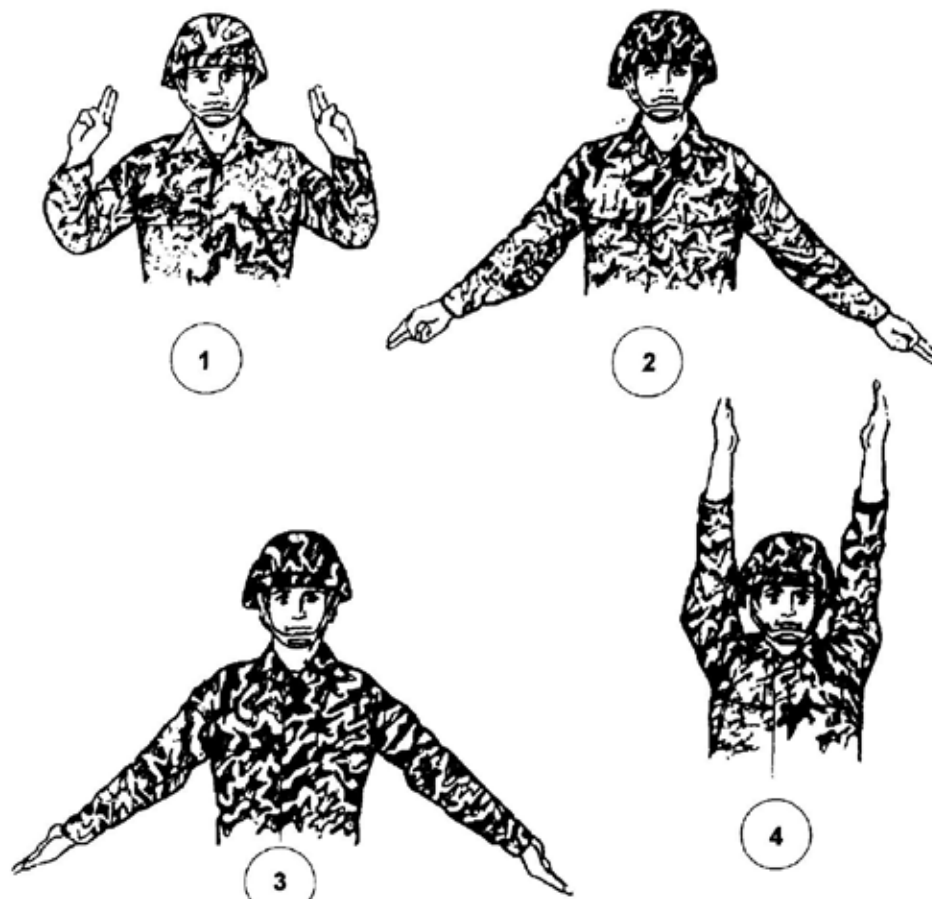
OUTBOARD PERSONNEL, STAND UP is the second jump command. For this command, the arm-and-hand signal has two parts.

a. **Part One:** The JM starts at the shoulders, index and middle fingers extended and joined, with remaining fingers and thumbs curled to the palms. He gives the command OUTBOARD PERSONNEL, lowers the arms down to the sides at a 45-degree angle, and locks the elbows.

b. **Part Two:** The JM gives the command STAND UP. He extends and joins the fingers and thumb of each hand, rotates the hands so the palms face up, and then raises the arms straight overhead, keeping the elbows locked. At this command, parachutists sitting nearest the outboard side of the craft stand up, raise and secure the seats, face the jump doors, and assume the shuffle position.

3. INBOARD PERSONNEL, STAND UP
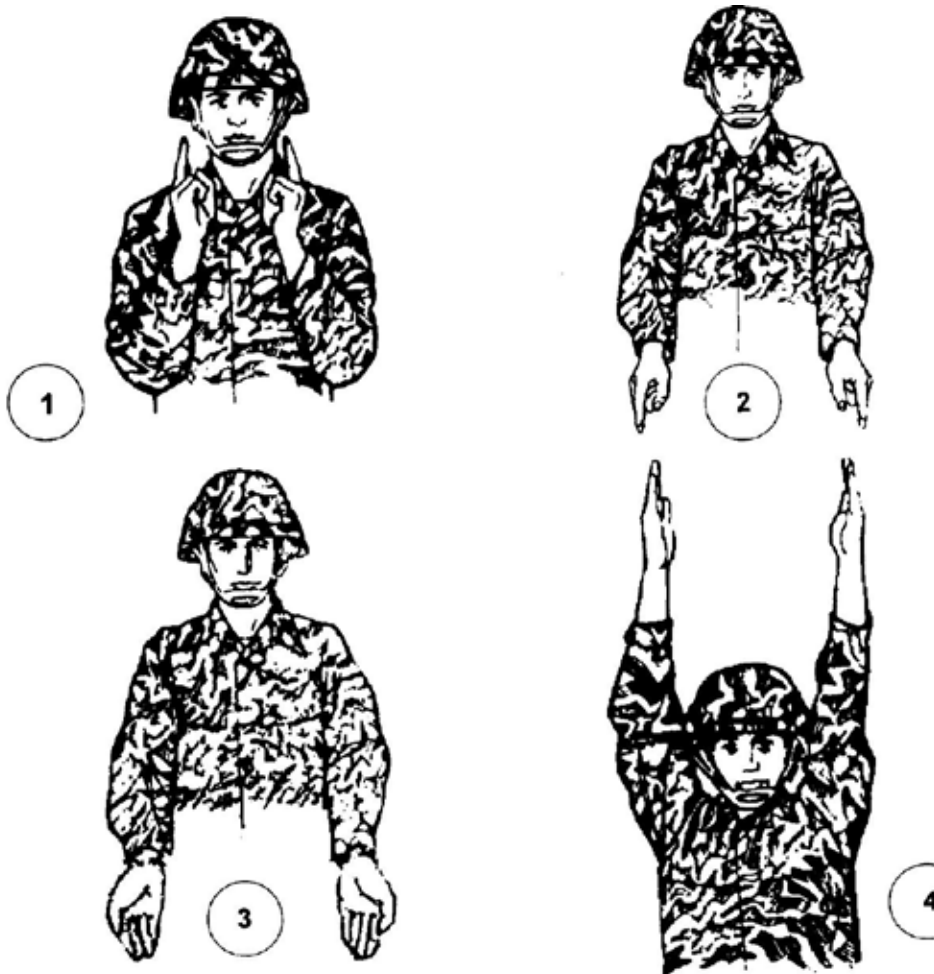
INBOARD PERSONNEL, STAND UP is the third jump command. The arm-and-hand signal has two parts.

a. **Part One:** The JM starts with the hands centered on the chest at shoulder level, index and middle fingers extended and joined, remaining fingers and thumbs curled to the palms. He gives the command INBOARD PERSONNEL, extends the arms forward at a 45-degree angle, toward the inboard seats, and locks the elbows.

b. **Part Two:** The JM gives the command STAND UP. He first rotates his arms to the sides and down at a 45-degree angle. Then he extends and joins the fingers and thumb of each hand, rotates his hands so the palms face up, and raises his arms straight overhead, keeping the elbows locked. The Parachutists seated inboard react in the same manner as the outboard personnel described in the previous paragraph.

4. HOOK UP
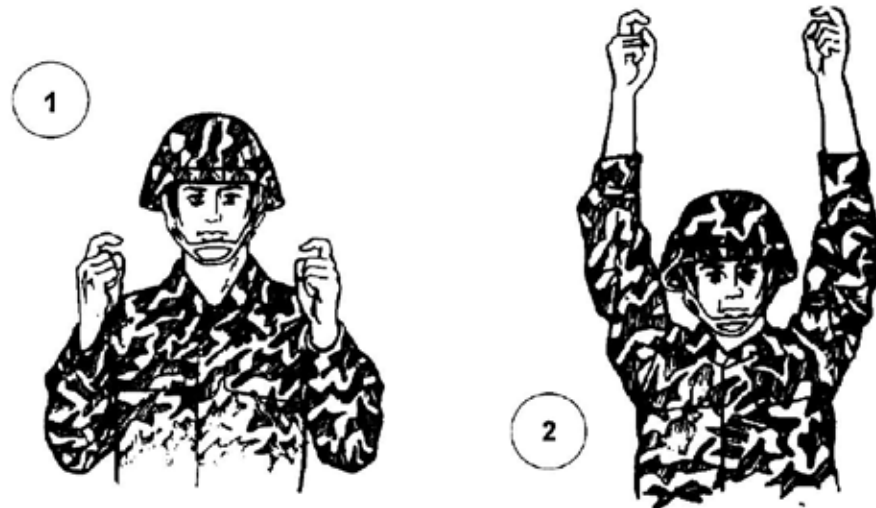
HOOK UP is the fourth jump command.

a. **Command:**
- i. The JM begins with his arms either extended directly overhead with elbows locked or with arms bent, hands at shoulder level.
- ii. He forms a hook with the index finger of each hand. He forms fists with the remaining fingers and thumb of each hand.
- iii. As he gives the oral command, he move his arms down and up in a pumping motion. He repeats the arm-and-hand signal at least three times.

b. **Jumper Actions:**
- i. At this command, each parachutist detaches the static line snap hook from the top carrying handle of the reserve parachute and hooks up to the appropriate anchor line cable, with the open portion of the snap hook toward the outboard side of the craft. Each parachutist must ensure that the snap hook locks properly.
- ii. The safety wire is inserted in the hole and folded down. To protect the eyes, the wire is inserted by pointing it toward the rear of the craft. Then a bight is formed in the static line and held at eye level. The bight is not released until the parachutist moves into the door.
- iii. Personnel jumping the left (right) door have the static line over the left (right) shoulder.

5. CHECK STATIC LINES
CHECK STATIC LINES is the fifth jump command.

a. **Command:**
i. This is a plural command since there are several static lines attached to the anchor line cable. It begins at eye level, with the thumb and index finger of each hand forming an "O."
ii. The JM extends and joins his remaining fingers with the palms facing in. As he gives the oral command, he extends his arms to the front until the elbows
b. **Jumper Actions:**
i. Upon receiving this command, each parachutist checks his static line and the static line of the parachutist to his front.
ii. Each parachutist checks visually and by feeling with his freehand. He does not release the bight for checks. He verifies the following items: are nearly locked, and then returns to the starting position.

iii. He repeats the arm-and-hand signal at least three times, ensuring the knife edge of his hands are toward the parachutists and the palms face each other Static line snap hook is properly attached to the anchor line cable with the safety wire properly inserted. Static line is free of frays and tears. Static line is not misrouted and is properly stowed on pack tray. All excess slack in the static line is taken up and stowed in the static line slack retainer. Pack closing tie is routed through the pack opening loop. Pack tray is intact.

NOTE: The last two jumpers in each stick face about. The next to last jumper inspects the last jumper's static line and gives him a sharp tap to indicate that the static line and pack tray have been checked and are safe for jumping.

iv. Each parachutist gives the parachutist to the front a sharp tap signifying that the static line and pack tray have been checked and are safe for jumping.

6. CHECK EQUIPMENT

CHECK EQUIPMENT is the sixth jump command.

a. **Command:**

    i. The JM starts this arm-and-hand signal with the fingertips centered on his chest, palms facing the chest, and fingers and thumb of each hand extended and joined; or with his arms extended to the sides at shoulder level, fingers and thumbs extended and joined, and palms facing toward the parachutist.

    ii. He gives the oral command, extends his arms to the sides at shoulder level, and then returns them to the chest; or bends his arms at the elbows, bringing the fingertips to the center of the chest, and then returns to the extended position.

    iii. He repeats the arm-and-hand signal at least three times. (The JM must check his own equipment.)

b. **Jumper Actions:**

    i. At this command, each parachutist checks his equipment, starting at the helmet, and ensures there are no sharp edges on the rim of the ballistic helmet and that the chin strap and parachutist retention straps are properly routed and secured. The parachutist then physically seats the activating lever of the chest strap ejector snap and the leg strap ejector snaps. If jumping combat equipment, the parachutist also ensures the ejector snap of the HPT lowering line is properly attached and seated.

    ii. The parachutist completes these actions with the free hand while maintaining a firm grip on the static line bight with the other hand.

7. SOUND OFF FOR EQUIPMENT CHECK

This is the seventh jump command.

a. **Command:**

i. The JM cups his hands and places the thumbs behind the ears.

ii. He gives the oral command SOUND OFF FOR EQUIPMENT CHECK.

b. **Jumper Actions:**

i. At this command, the last parachutist in the outboard stick sounds off, saying "OK," and gives the parachutist in front a sharp tap on the thigh. The signal is continued until it gets to the number 1 parachutist, who notifies the JM by pointing to the JM and saying, "All OK, jumpmaster. "

ii. A parachutist who has an equipment problem notifies the JM, AJM, or safety personnel by raising his outboard hand high above the anchor line cable, palm facing the JM. The parachutists do not pass this signal. The JM, AJM, or safety either corrects the deficiency or removes the

parachutist from the stick.

NOTE: After the JM receives "All OK, jumpmaster," he regains control of his static line from the safety and takes the number 1 parachutist position.

8. STAND BY
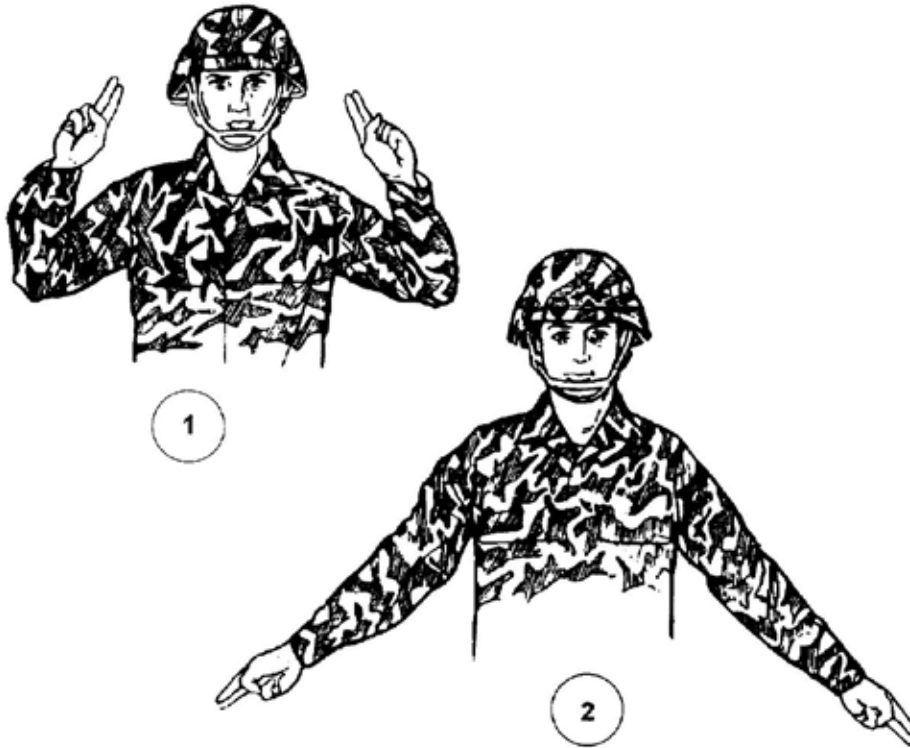
STAND BY is the eighth jump command. This command is given about 10 seconds before the aircraft reaches the release point and only after the aircraft has cleared all obstacles near the DZ.

a. **Command:**
    i. Starting at the shoulders, the JM extends and joins his index and middle fingers, curling the remaining fingers and thumb of each hand toward the palm.
    ii. He extends his arms down to the sides at a 45-degree angle by locking the elbows, and points to both doors at the same time.

b. **Jumper Actions:**
    i. At this command, parachutist number 1 shuffles toward the door, establishes eye-to-eye contact with the safety, hands the safety his static line, holds his elbows firmly into his sides with his palms on the end of the reserve, executes a half-left or half-right face to the open jump door, and awaits the command GO.
    ii. All following parachutists maintain the static line bight and close up behind the preceding parachutist.

9. GO

GO is the ninth jump command. The green light is the final time warning. It tells the JM that as far as the aircrew is concerned, conditions are safe and it is time to issue the ninth jump command, GO.

a. **Command:**

i. The JM gives the verbal command GO and may also tap the first parachutist out.

ii. In this case, the command GO and a sharp tap on the thigh is the signal to exit. If this signal is used, it is explained during the JM's briefing.

b. **Jumper Actions:**

i. At the command GO, the first parachutist walks out the door and executes the first point of performance. Each succeeding parachutist moves to the door and exits the same way without command.

ii. Movement into the door is a normal walking pace. Parachutists pass the static line to safety personnel, place the hands on the ends of the reserve parachute, and exit.

iii. Exits are made at an angle toward the rear of the aircraft and are not vigorous.

NOTE: The commands STAND BY and GO are first taught during the initial training periods on the mock door and the 34-foot tower. As training progresses, the complete command sequence is taught.

Part 8 – The Drop Zone

A drop zone is any designated area where personnel and equipment may be delivered by means of parachute or free drop. The DZ is located where it can best support the ground tactical plan; it is selected by the ground unit commander (GUC) For tactical training, the assault zone availability report should be checked for an approved DZ within the tactical area. If the selected DZ is not on the assault zone availability report, a tactical assessment must be conducted.

Drop Zone Selection and Methods

The GUC uses the tactical analysis to select an area that can best support his mission. However, several technical selection factors must be considered, which are discussed in this section.

TYPE OF LOAD

Type of load includes personnel (1-second drop interval), CDS, or heavy equipment (3-second exit interval).

1. **Obstacles:** To ensure that the airdrop is safe, and that equipment and personnel can be recovered or employed to accomplish the mission, the drop zone and adjacent areas should be free of obstacles. Examples of obstacles are; Trees 35 feet or higher impeding recovery of personnel or equipment. Water 4 feet deep within 1,000 meters from any edge of the DZ. Any other conditions that may injure parachutists or damage equipment.

2. **Air Approach and Departure Routes:** Air routes to and from the DZ should not conflict with other air operations or restrictive terrain, or with man-made objects (television or radio towers).

METHODS OF DELIVERY

Different drop methods are described as follows:

1. **High Velocity:** A drogue chute stabilizes and keeps equipment upright but does not slow the descent (for example, a poncho parachute on a rations box).

2. **Low Velocity:** A parachute slows the rate of descent for a soft landing (for example, personnel and cargo parachutes).

3. **Free Drop.** This is cargo that has no device to stabilize or slow the rate of descent (for example, durable items such as clothing bundles).

ACCESS TO AREA

The unit must have access to and from the DZ to recover equipment or conduct troop movement. DZs with no roads leading to them or next to a river with no bridges are examples of impeded access to areas.

Part 9 - Tactics

This is not intended to be a full course of tactics, merely an introduction. One particular tactical operation in each unit type is discussed as a way for you to get acquainted with SpecOps doctrine and operating methods.

Infiltration Tactics

Infiltration and exfiltration are arguably the most intricate and critical skills for a special operator. Nine times out of ten, the operator cannot accomplish his mission without successful (and usually covert) infiltration. Op Areas may be infiltrated by land, sea, air or space, and the particular route and technique will vary widely based on conditions and operational parameters. What works in one instance may not in the next—flexibility is the key.

Air Infil

Infiltration of an Op Area from above it is known as Air Infil, whether accomplished from orbit or atmosphere. Of course, the object of Air Infil is to place your assets in position without the enemy's knowledge, so his capabilities as well as your own must be taken into account. How good are his sensors and air traffic control systems? Do adequate drop zones (DZs), landing zones (LZs) and rallying points exist? Are there personnel on the ground who can act as a reception committee, help to transport your team, and help you sanitize the DZ after use? Are suitable aerospace craft available?

If dropping from orbit, what are his orbital detection and defense capabilities? All these things and more must be well considered. The most common air infils are via parachute and via drop shuttle.

Airborne Operations

Whether inserting your team into the Op Area, or being resupplied, parachuting is often the best method. It is not as fast as a transporter, but it is MUCH less detectable. Parachute operation is covered in the equipment section. However, there is much more to airborne ops than pulling a rip cord. In the mission planning stages, proper DZs must be selected, and in the execution phase, many factors must be considered.

Selecting a DZ

- ***Shape:*** The DZ should be equally accessible from all directions, so the best shape is round or square, even though your team and equipment will land in a line parallel to your aircraft's course or your deorbit axis. If you must use an oblong DZ, the drop axis must be in line with the aircraft's route of most success and least danger. A shuttle can hover if it must, but it makes the aircraft a sitting duck for the duration of the drop. Pilots always prefer to keep their craft moving.

- ***Terrain:*** A suitable DZ will have fairly flat and level ground free from obstructions such as rocks, trees, fences, power lines, etc. DZs should be chosen with an eye for nearby cover. Avoid extremely hard or icy ground to minimize landing injuries. Try to locate DZs in soft snow or grassland. Remember that parachutes fall faster in thin atmosphere, so particular effort should be made to locate soft DZs in these conditions. Avoid water-covered DZs unless your team is equipped appropriately. Water-covered DZs are particularly dangerous to heavily-laden personnel (which special operators almost always are). If dropping into water without diving gear, make sure:

it is about one and a half meters deep; it is clear of obstructions on and below the surface; it is 10°C or warmer; it is free of swift currents and shallow areas; and there must be a foolproof recovery system that assures personnel do not remain in the water long.

- *Waypoints:* The further an aircraft has to fly on a heading without waypoints, the more likely it is to be off course. Flying just one degree off course for 100km can put an aircraft nearly 2km away from the DZ. Therefore your DZ should be chosen with consideration for waypoints—features that can be used to update the aircraft's position along the route to the DZ. The easiest way to do this is to select an easily identified landmark 8 to 24 km from the DZ. The pilot can then take his bearings from this point before his final approach to the DZ. Remember that features that stand out on the ground may not from the air. Some examples of good waypoints:
    - Distinctive stretches of coastline, especially with breaking waves or white sand beaches that are seen easily at night.
    - River mouths over 50 meters wide.
    - Rivers more than 30 meters wide.
    - Canals with a straight course and consistent width..
    - Lakes at least one square km in area, especially of a distinctive shape or feature.
    - Woods or forests a square km in area with clear-cut boundaries or some special identifying feature.
    - Major road intersections.
    - Railways or tube transportation lines.

- *Dispersion:* When dropping from a moving aircraft or making an orbital drop, your stick (the line of team members jumping) will obviously fall in a line with space between each person. This is called dispersion. For low-level aircraft drops, dispersion can be estimated by multiplying half the speed of the aircraft in knots by the amount of time between the first jumper and the last. HALO (High Altitude, Low Opening) or LOLO (Low Orbit, Low Opening) operations require finer calculations. The point is that dispersion must be accounted for in choosing a DZ of the proper width.

- *Reception Committee:* Whenever possible, have friendly forces standing by on the ground to secure the DZ and help recover your team.

Preparing your team

When preparing a team for airborne insertion, remember that aircraft load capacity may limit the amount of equipment and personnel you can take. Multiple drops may be required if suitable drop shuttles are not available. If this is the case, be careful about which team members you choose to drop first: they must secure the DZ and hold it while remaining drops are made. A hot DZ may be indefensible, so alternate insertion methods may be required. Don't get so focused on making an airborne op succeed that you can't see when the idea of airborne infil is unworkable.

Remember that the team leader must be in the optimal position in the stick to control the unit on the ground. If dropping in HALO or LOLO ops, team members will likely rendezvous in the air to assure minimum dispersion. Stick position becomes irrelevant here—the order in which members leave the rendezvous formation becomes the key. If a reception committee is to be used, recognition and contact signals and code words must be agreed upon in advance. Make sure they are communicated to the reception committee before drop.

The best-planned drops go bad. Make sure all team members can navigate to rallying points on foot if they land off course. The primary point should be 100 to 200 meters from the DZ, the secondary point should be 5 to 10km from the DZ. In a LOLO drop by capsule, capsule dispersion (especially in thick atmospheres) may prevent an air rendezvous. Care must be taken that deorbit trajectories will lead to a precision landing. A bad deorbit can leave personnel on the opposite side of a planet from one another, calling for emergency extraction and mission abort.

Sanitizing the DZ
When the drop is complete, all chutes and chute rigs should be collected, hidden or destroyed (each rig has a destruction mechanism). Damage to landscape should be repaired to the greatest extent possible. Nothing should be left behind as evidence of your presence there. If landing in a field with green plants, spray the area with chloromask—chlorophyll from broken plants will show up in IR scans. Leave the area ASAP.

Air Assault
When conditions allow, riding all the way down to the ground in a drop shuttle is much preferable to parachutes. The team lands together in a tight, cohesive unit. There is less chance for injury as well. However, there is usually a greater chance of detection also. Care must be taken in choosing LZs and approach routes, and timing is often vital.

Choosing an LZ
Many of the same considerations apply to LZs as DZs. Since all drop shuttles are capable of vertical takeoff and landing (VTOL), LZs can often be smaller than DZs, but the ground must be harder in order to support the weight of the shuttle (minimizing antigrav use minimizes detection risk). Care must also be taken to avoid LZs with many surrounding obstacles. A choice of clear approach paths gives the pilot flexibility and minimizes antigrav use.

Deployment
When deploying from a drop shuttle, the commander's position in the formation is considered just as his position in a stick. He must be in the ideal location to control the team as soon as it hits the ground. The team should deploy rapidly and disperse, clearing the VTOL area of the shuttle and providing a good defensive perimeter. The first operators out should take up close, quick positions to cover the egress of the rest of the team. When the drop shuttle is clear, the team should immediately head for cover.

The most common air assault team deployment is the ramp egress. Here, operators wait until the shuttle is grounded or nearly so, then run or jump down the ramp to the ground. If jumping, be sure the shuttle is at a height that prevents injury. Twisting your ankle in your enthusiasm to hit the ground will not help your team. The next most common deployment will be fast roping. In this method, several ropes are lowered from the shuttle and operators slide down them using special rappelling rigs and heavy gloves. This method has the advantage of the smallest LZ, since the shuttle doesn't actually have to make ground fall—it only needs enough room for the ropers to avoid hitting obstacles on the way down.

Another common deployment method is Extremely Short Range (ESR) transport. At extremely low altitudes, a short-range transporter is hard to detect. The only drawbacks to this method is that drop shuttles rarely have the power and buffer capacity to transport the whole team simultaneously, so planning must be as for a multiple drop airborne insertion. The other drawback is the possible presence of

enemy scattering and dampening fields that disrupt transporter operation.

Wet Infil

Infiltrating an Op Area by water or some equivalent liquid body (depending on planet) is known as Wet Infil. Many of the same considerations for Air Infil apply to Wet Infil. First of all, what sort of coastal areas are available for the landing? What is the depth and efficiency of coastal defenses? Do you have the right sort of marine craft to accomplish the landing? Do you have the facilities to assure the water or liquid will not damage team equipment? All must be considered when deciding on a Wet Infil. The most common types are boat landings and beach swims.

Boat Landings

Landing a boat, hovercraft, or skimmer on an enemy beach is a tricky task in the best conditions, but you will rarely have the best conditions. Therefore, planning and rehearsal (if possible) are your best allies.

Selecting a Landing Site

If you are landing a boat of some type, be sure to choose a landing area which has a relatively shielded approach from coastal observers and sensors. If energy and/or noise emissions are not a problem, you can use motors. However, if you will need to paddle in, be sure to factor tides and wave forces into your equation. If your team will have to paddle too hard, they may not be in any shape for the mission when they land. Also look for relatively flat and smooth beaches free of obstructions like rocks or reefs. Remember that obstructions covered by a comfortable depth of water at high tide may be exposed during low tide. Rock portage (landing a craft against rocks or a rocky surface) is dangerous even to trained SpecOps teams and should be avoided if possible.

Keep in mind that you will have to sanitize the landing area. Will you be using water craft for your exfiltraion as well? If so, where will you hide your boats? If not, what will you do with your boats and how will you remove evidence of their destruction if applicable? In beach landings, make sure your trailing team member brushes the sand behind your team to conceal your presence, strength, and direction of travel.

Beach Swim

The most covert Wet Infil is to swim underwater right up to the beach. It has many advantages, but also many logistical considerations. First off, how will your team get into the water? An aquashuttle or submarines are optimum for long trips. They can often transport your team right to the edge of the beach, leaving only a short swim. It takes time to get the whole team out, but hopefully that will not be a problem if the craft is well sound and energy dampened. Another method if entering the water is a parachute drop wearing diving gear. Deploying from a surface craft can work, but usually leaves a long swim since they cannot approach the coast as closely.

Lastly, the option of starting on a friendly beach nearby and swimming down coast or cross-channel should not be overlooked. Once in the water, many of your concerns will mimic those of a boat landing: tides, waves, distance to swim, sanitizing the landing area, etc. If swimming out will be required for exfiltration, be sure you will have enough air left in your rebreather for the trip back!

Land Infil

The last category of infiltrations is Land Infils. Infiltration over land is very similar to a long-range patrol in enemy territory, and can be the most secure way of all to get your team in place, especially if time is not all important. Distance is not necessarily a problem to fit, well-equipped SpecOps units trained to use their skills, wits and resources. Where you can get help from friendlies already in place, to provide food, shelter, and intelligence, overland infiltration is often the most effective of all. Because DZs and LZs are unlikely to be right next door to the Op

A Recon Team on a land infil. Most any infiltration eventually becomes a Land Infil at some point, so there are some advantages to going overland to begin with. Simplicity is the key: a plan's chances of success are inversely proportional to its complexity.

Area, both Air and Wet Infils will probably end up as overland journeys anyway. So there's a lot to be said for relying on your own two feet rather than on technology. A straight Land Infil will begin in friendly territory, and the team will simply walk to the Op Area. Of course, it really isn't a simple walk at all: most of the travel will be at night to avoid detection, and it may be in an area not supported by navigation or positioning satellites. Teams will have to rely on maps and direction-finding devices as well as good, old-fashioned landmarks and pace counts for navigation. Be sure your map is as accurate as possible and that you have the very latest intel on the area.

Another method of infiltration that falls broadly into this category is to install the team into an area **BEFORE** the enemy moves in and takes over. Long-range planning and intelligence will dictate whether this is a real possibility in any given situation. Obviously, maintaining security will be the most difficult part of the operation. Safe houses and refuges will need to be set up in advance, communications established, caches of supplies and rations stored away, and all without anyone outside the organization having any idea of what's going on. In the countryside, your team can camouflage and conceal itself. You are trained to move silently and to live in the country for extended periods without revealing yourself. The same will not necessarily apply in urban areas, though, where you will no doubt require the help of the locals to provide security, communications, and many times supplies.

Team Tactics

In this section, one example mission from each type of team will be given along with some general comments. Not every operation could be shown in this manual, but the examples below will give you a better idea of how each team type operates.

Datawarfare: Passing on a Little Virus

One of the most effective methods for disrupting Threat Information Systems (TIS) is to infect them with a computer virus. However, this is not easy in today's computing environment: communications programs strip off viruses and eliminate them before an incoming transmission even makes it to a mainframe; watchdog programs alert operators of attempts to rewrite code; and unknown storage devices

(chips, rods, disks) are automatically denied access to processors.

Therefore, the most effective method in today's environment is to ensure the virus is "hard-wired" into the system, that is, the virus code should be burned into a communications, logic, or memory device in the system. This will at least get by communications and storage device safeguards. The data infiltration must still get by watchdog programs, though, and stay in the system long enough to reach all processors on the network.

Preparing the Virus
When writing the virus, resist the temptation to write algorithms that outright defeat or suppress the watchdog programs—TIS security will often detect the failure of the watchdog to be operating. Instead, concentrate on writing routines that reroute watchdog queries or give convincing false responses that prevent further or more detailed queries. Next, burn the virus into a hardware component. The best is a communications device, but a logic or memory device can also be used. It must be something that either the CPU or network slave processors access frequently if the virus must spread over a large network quickly. The choice of component varies by mission and you may actually need to burn more than one type of component. The component(s) on which the virus is burned are now known as the infectious component(s), or IC for short. At this point, you can formulate a plan to insert the IC into the TIS directly. However, this is often problematical: you will need to remove the old component and install the IC, and some of these devices have a staggering amount of connections. This can take a lot of time. Also, it leaves your component vulnerable to discovery by Threat forces during routine maintenance checks. In the amount of time you'll have to work, your installation job will not look like replicated work—it will be obvious to anyone poking their head into the access panel that a component has been switched. If at all possible, the IC should be wired into a sealed unit that can be replaced as a whole much more quickly with much less risk of detection. This sealed unit should be of Threat manufacture whenever possible, so the casing can in no way be identified as foreign. A good example is a subprocessing module (SM). A stolen SM can be cracked and the IC wired in carefully with the luxury of time back at base. The SM can then be carefully sealed so the tampering is invisible. During infiltration, all your team will have to do is unplug a good subprocessor, and replace it with the now-contagious one. Much quicker and cleaner than switching out individual components.

Another good method is to wire the IC into a peripheral of some sort which directly communicates with network elements. In fact, this is the oldest form of datawarfare virus implantation: during Earth's Persian Gulf War in 1991, the United States' National Security Agency nearly pulled off a plan to disable the Iraqi air defense network by burning an EPROM with a virus and then wiring it into a printer that was to be smuggled into Iraq and installed on the network.

Getting the Virus In
Now that the virus is written, tested, and hard-wired, you must get it into the TIS. The easiest way to do this is actually to plant the peripheral or sealed-unit into a regular shipment or supply of similar enemy components destined for installation. However, if time is of the essence, this method will usually not work—you can't count on *when* the contagious element will be installed in the system. If time is not all-important, however, this is the method that places your team at the least risk. If the virus must be up by a certain deadline, the Datawarfare Team will probably have to infiltrate the Op Area containing the TIS covertly. To plant the virus, you will usually have to get all the way into a building or other sensitive area without being discovered. Methods for infiltration will vary by enemy sensor capabilities, building

design, environmental conditions, and the like; but may include entry through environmental systems (air ducts), ESR (Extremely Short Range) transport, or forced entry. Forced entry is usually a poor choice unless: 1) a suitable diversion can be created; 2) the team can be in and out before reinforcements arrive; and 3) the team can carry out a convincing decoy operation (hacking a database for example) so that the enemy does not search too closely for the hardware plant.

If you have time, try to run the system with the virus installed to see if your program will indeed defeat the watchdogs. If you set off virus alerts, grab as much data as you can, take out your contagious element, and get out. The virus implantation didn't work—but the data may reveal another opening for the next virus, and taking the contagious element with you denies the enemy the ability to analyze your attack. This means when the next program is ready, the same elements may be used if another attempt is to be made.

FACTS: Calling in Fire

One of the most common missions for a FACTS Team is combat control and damage assessment in the forward area. During such a mission, the FACTS Team serves as forward air controllers to guide aerospace craft to the right targets and evaluate the effectiveness of their strikes. In order to remain effective throughout the duration of the air campaign, the FACTS team must keep from revealing their position to the enemy while at the same time being in a good position to observe potential targets.

Selecting Observation Sites

Survey the Op Area maps and holos carefully to select several observation sites for your team. Also review intelligence on the area daily during your mission planning phase. Plan on a primary and at least one secondary site for each target package (more than one backup site is useful if available). This will be necessary in case your primary site is compromised, or on insertion you discover some condition of the primary site that makes it unusable. A good site will have a wide field of view of the surrounding area, be defensible, have clear routes to fall-back positions and rally points, and be easily camouflaged.

During your mission rehearsal phase, set up as convincing a holodeck simulation as you can of each position. Have members of other teams search the simulation for you and your team. This will reveal weak spots in your camouflage or position selection. Be adaptable to changing sites by having several alternates in mind. Also be sure to pick a defensible fall back position in the event you are compromised. You will usually be storing a cache of supplies and equipment here in case your primary gear must be abandoned or destroyed, so make sure your fall back position has adequate features for storage (loose soil for digging, a cave, rock formations, etc.).

In position

Once you have infiltrated, stored your fall back cache, and established your observation site, you are ready to start communicating with the aerospace forces. To communicate with fighters and their controllers, you will have several types of radios, and a larger than average supply of crypto gear to keep all the communications secure. Make sure you have an established procedure to keep these items (particularly the crypto gear) secure. Have a destruction plan in the case the worst possible scenario plays out. Check all the targets in your package that are visible from your site. Match what you observe against intelligence estimates. Keep in mind that intelligence can be disturbingly inaccurate—you may have to alter the battle plan according to what you observe.

Calling the Airdales

Once you have established contact with aerospace controllers, report any changes in attack plan based on your observations. Confirm that controllers have the proper assets in the proper positions to cover your changes. When you have agreed on the final approach plan, stand by to direct individual flights or craft to their targets. Remember which planes have which call signs to avoid confusion once they begin to maneuver. When communicating on the radio, you must keep several things in mind. Even though you are on a secure net, assume an enemy is listening. Keep your messages brief, use call signs and code words, and use battle code (BATCO) to designate grid references and coordinates. You will use a different voice than your normal conversational tone. Remember RSVP:

• **Rhythm:** Divide your message up into logical portions, and deliver it at an even cadence with pauses. Remember the recipient may have to enter coordinates as you speak.

• **Speed:** BATCO delivered too quickly can lead to mistakes; delivery must be slightly slower than normal speech to assure first-time understanding.

• **Volume:** Speak slightly louder than normal, but don't shout; this just distorts the message.

• **Pitch:** Try to pitch your voice slightly higher than normal; this enhances clarity.

Marking Targets

On occasion you may actually mark the targets for the air strike in one of several ways. The most commonly used three methods are:

- **Tachyon Beam:** By using the TDRS-28 Target Designator, you can illuminate a target with a tachyon beam. The most outstanding feature of this method is that the tachyon signature takes nearly 30 minutes to degrade, and weapon guidance sensors can still detect it for most of that time. This means you can "paint" several targets ahead of time.

- **Laser Beam:** More conventional and mundane is the laser target designation feature of the TDRS-28. For this method, only one target at a time can be painted, and the beam must be kept on the target right up until weapon detonation.

- **Smoke:** Even more basic are smoke rockets and 40mm grenades which can be launched into the target area so that pilots can more clearly see where the target is. This is especially useful in heavily wooded or jungle areas. The principle disadvantage to this method is its potential to reveal your own position to Threat forces. *Never launch smoke from your observation site.* Always proceed a good distance away before launching, and use care in returning to ensure you are not followed. All target marking methods run the risk of revealing your position, so they must only be undertaken when an emergency extraction plan is in effect, or in extreme circumstances.

BDA

After the initial strike, you must perform an instant Battle Damage Assessment (BDA) of the target to determine the effectiveness of the strike. You will have three general prearranged code words to indicate strike effectiveness. The first will mean "totally destroyed"; when calling this BDA, the strike craft is free to move to its secondary target. The next will mean "partially damaged, but serviceable" this means the target is no longer operational, but could be soon with work. The last code word will mean "strike ineffective" and will usually mean you'll have to recall the craft in on another vector or with a different weapon.

Danger Close

You will mostly conduct combat control missions well in advance of friendly ground forces. However, if friendly forces are advancing faster than anticipated, they may arrive at your position while you are still calling fire. In this case, your role switches to calling close air support fires. Care must now be taken to place fires with precision to avoid friendly fire. When arranging fire within 200m of friendly forces, all calls should be prefaced with "danger close" to indicate to the pilot he is placing ordnance dangerously close to friendly troops and should positively ID targets visually.

Foreign Assistance: Building an Army

Indigenous training operations are disputably one of the most challenging and inherently dangerous missions that may be undertaken by a Foreign Assistance Team. More importantly, they are one of the most politically important endeavors that can be conducted by forces representing Federation interests.

Evaluation

Before your team is inserted 'in country', an evaluation of the area and people you will be working with will be conducted—usually by Federation or allied intelligence

agencies. During evaluation, intel conducts observation and survey of a population, and ascertains whether or not enough popular sympathy exists for safe contact, and whether sufficient resources (personnel and equipment) exist to form a fighting force.

Contact
Contact is normally done by intel operatives who have been in place for a length of time. During this stage, agents will identify local leaders, and make efforts to recruit the support of those peoples. Once that support is secured, a primary time line is developed for contact with Foreign Assistance Teams.

Infiltration
At this stage, your team enters the game. Your mission planning phase will have included rehearsals of infiltration and all the contact codes and passwords for linking up with Intel contacts or local resistance leaders. Now is the time to put that to work. Once you are introduced to the indigenous forces, you must make an immediate effort to build a rapport with the leadership. They will often be distrustful, and may initially refuse your help and demand your equipment. At this stage you may supply them with food, medical supplies, and (using good judgment) ammunition; but unless otherwise instructed by higher authority, never surrender your weapons.

Organization
Once you have built a rapport with the indigenous forces, it is time to set up an organization plan with their leader, and to establish a training schedule. Always keep in mind that this entire operation must be kept from the occupying force that the locals will be fighting, so training may be awkward and difficult. Listen to what the locals have to say when it comes to enemy intelligence. They have often been fighting this enemy for a long time before you arrived, and they know what they're talking about. Now is the time to supply the locals with the balance of equipment you've brought with you for their use. It is also the time to begin forming "underground railroads", communications channels, safe houses and partisan parties. This will provide a safe haven for locals to use as refuge after an operation or attack. Once these logistical considerations have been addressed, you can get down to the work of training the locals.

Instruction
The instruction phase is when your team conducts the training of indigenous forces. Time lines and subjects taught vary, depending on what the emphasis of the forces may be, language and cultural barriers, the teachability of the forces, and the violence of the conflict. A good rule of thumb is:

- **Military indoctrination -** 1 month
- **Firearms and munitions -** 2 weeks
- **Tactics and movements -** 1 month
- **Recon and Intel -** 3 weeks
- **Specialized ops -** 2 weeks

Of course, these figures are for training civilians. If your force is composed of experienced fighting forces, your timetable will be shorter. This also assumes the local leaders will allow you this kind of time—they may instead demand action from their forces sooner, and you will have to compress your schedule accordingly.

Throughout the instructional stage, your team will accompany training forces on all missions. At first, your own team members will lead the various elements of local forces, but resist the temptation of continuing this trend. Eventually, this force

will have to lead itself, and you'd better be sure they can before you leave. Near the end of your tour in country, you will be serving as a subordinate to the local commander on missions—a very unnerving experience, but necessary.

Additional Equipment
Once your team leader provides confirmation to higher headquarters that the indigenous unit is ready for action, the Federation government will normally sanction funding to STARFLEET Command for the purchase of appropriate weapons and equipment. This does not mean you give them your weapons—the cardinal rule of never surrendering your weapons still applies.

What this does mean is that weapons and equipment will start to be provided for the locals in one of several ways. Most popular are airdrop, aeromobile or suborbital matter-transport, or by providing crypto replicator chips for local weapons replication if possible. If the latter is chosen, guard your replicator chip set as closely as your communications crypto elements and have a destruction plan. No matter how friendly the local force is to you or the UFP, never turn over the chip set or replicator equipment. Make sure only your team operates the replicators and that they are set to self-destruct if tampered with.

Support
After the indigenous unit enters the field as an operational unit, Federation policy is to continue providing guidance and supervision of trained forces. Normally this support comes in the form of Recon teams operating in the Op Area in conjunction with Indigenous teams, but will not normally include Aerospace support and the like.

HEAT: Hostage Rescue

Hostage extraction is what HEAT teams are all about. However, developing only one set of tactics for hostage rescue would be naive and ineffective. Every situation is different: To cover every eventuality of even this one mission would take an entire manual. So for the purposes of this example, we will assume an unknown number of terrorists have seized a shop and its employees and customers are being held hostage.

Situational Assessment

You are given the task of planning the assault should it become necessary. You must formulate a plan quickly in case a rapid response is needed. But before you can plan, you will need intelligence on the situation and the shop. Taking action without intelligence will lead to dead hostages. Only if the terrorists actually begin killing hostages should you risk storming the shop without intelligence and a well-rehearsed plan. The first thing you should do is locate blueprints of the shop. Is there an underground exit? Is there a door on the roof? How many exits and where? How many rooms? Where are the stairs and lifts? Are the air ducts large enough for recon drones? Large enough for personnel? Also check out the surrounding area. Are there suitable firing positions for your snipers? Are there suitable routes to approach the building without being observed? Can you access the shop from neighboring shops? Once you have good details on the shop and surrounding area, you'll need to know in which room(s) the hostages and terrorists are. If all the hostages are in one room, you are likely dealing with amateurs. If they are well distributed through the building, and they are between your sniper positions and the terrorists, you are dealing with pros.

To determine these things, you will have to reconnoiter the shop, and you will have to do so without alerting the terrorists. Most times, this can be done with scanners—terrorists are rarely well-equipped enough to have scan-sensing or jamming equipment. However, there will be times when scans are ineffective (maybe they do have a jammer, or maybe they are in a structure resistant to jamming). In this case, it's old-fashioned covert recon—with mirrors and binoculars if necessary. Another outstanding method of reconnoiter is to get someone inside if possible. If there are wounded hostages or terrorists, offer to send in unarmed medical personnel. Make sure one of your medics is with them. Another tactic can be to send in your Recon/Intel Sergeant under the guise of a negotiator. If either method is used, be sure the team member has a covert method of communicating with you from inside in case the terrorists decide not to let them back out. Make sure anyone going in undercover is wearing lightweight MIPPA clothing—**DO NOT** let anyone in the building with obvious personal body armor: you will just wind up supplying the terrorists with armor as they will surely snatch it from the personnel as soon as they get inside.

Mission Planning

Once you have the intel you need, begin your mission planning. In this scenario, mounting a simultaneous assault from as many directions as possible will be your best bet. Ideally, you will be able to enter via transporter, but only if you can do so in areas where you will be unobserved. If your team materializes under observation, they may be riddled with terrorist fire before they complete transport. Failing transport, you'll have to go in the old-fashioned way with breaching tools. Doors and windows are the obvious choices, but through a wall or roof works very well if there is an exterior room with no hostages in it. The terrorists will be expecting entry through normal points—a wall or roof entry has a much larger surprise element. It is almost always easier to clear a building from the top down. Gravity works for you instead of against you: your team does not tire climbing

stairs, you do not have to worry about terrorist grenades rolling downstairs— or your own rolling *back* down—and roof entries usually have a good element of surprise (for example, beaming onto a roof is usually *much* easier tactically than actually beaming into the building). If you can coordinate the roof entry with a ground party forming at an exit nearest the hostages, you can sweep down and out of the building in one fell swoop.

Mission Rehearsal

If the situation runs at a stalemate for any length of time, you will have an opportunity to rehearse your assault—be sure you do. Your team will likely be supplied with holodeck facilities on your transport ship, so write the most accurate simulation possible, then conduct your assault until your timing and positioning are flawless. If holodeck facilities are unavailable, do it the old fashioned way: build a mock up and rehearse with it. Local authorities will usually lend a hand here. If another identical or similar building is available, use it (many shops and living units are prefabricated factory units with identical layouts).

Go! Go! Go!

A four-man HEAT entry team blows a door in preparation for their assault. Other teams will likely enter from the rear and top if possible.

When called on to make the assault, do it swiftly, professionally, and just like you rehearsed it. You have to be flexible if the situation doesn't match your rehearsal, but don't improvise just for the sake of it at this point: the fewer deviations from your plan, the greater the chance of your success.

If you are going to cut power as you enter, make sure one of **YOUR** team is at the power console. You cannot rely on anyone outside your team for such a crucial timing element. If breaching charges are used following a power cut, they should immediately follow the cut. The cutting of power without warning will signal the terrorists that your assault is under way, you must not give them time to react. Cutting the power will cause a moment of confusion, you must act before that moment is over. Detonate your charges and send your team members in quickly and simultaneously through all pre-planned points. The ideal entry team will usually be four members working in two pairs so that as one of each pair advances, he can be covered by his partner. Use as many of these entry teams as you can. If you have more entry points than four-man teams, give some of the entry points up. Better to go in at fewer locations with adequate strength than string out your team too thin in a vain attempt to maximize surprise.

Stun Scenarios

If the terrorists and hostages are both susceptible to stunning with no deleterious health effects, hosing each room with a phaser on stun will be most effective. You can sort out the bad guys later. In fact, a ship's phaser can often simply stun the entire building; however, you will still need to conduct your assault methodically for the reasons below. When stunning a room or building, you must leave a team member in every room where there are stunned victims—never declare the room clear and move on! An armored or drugged terrorist could be laying low with the

hostages waiting to spring up from behind and wipe out your team or the hostages. If stunning room by room, two team members in each entry team should be the designated "stunners" while the others have weapons set to kill in case the stun plan doesn't work as anticipated. Also effective are stun grenades. These can be tossed into a room in advance of your party to emit an omnidirectional phaser stun burst. These also emit an extreme light/noise to disorient beings not susceptible to stuns. If phaser energy is not indicated (say, sturdy terrorists/frail hostages), conventional flash/bang grenades or chemical agents can be used.

When Stunning is Not Enough
If the circumstances don't allow phaser stuns, you must fall back on your years of training and experience in shoot/don't shoot marksmanship. Terrorists and hostages may look exactly alike, and it may come down to a split-second reaction from you.
In any HEAT operation, you can expect your use of deadly force to be governed by one of four "compromise authorities":

1. You may fire at any time you have a clear shot at an identified suspect.
2. You may fire if you are in reasonable fear of death or grave bodily harm to you or another.
3. You may fire at a designated target on command only.
4. You may not fire at any time.

While snipers often operate on compromise authority 3, your team will most likely operate on compromise authority 1 for this op. It is possible, however, that an op like this must be conducted under authority 2, which is tricky to say the least. When entering a room where stunning will not be used, always check it carefully before declaring it clear. HEAT teams use standard Infantry house-clearing techniques, but with important differences. An Infantryman is usually fighting through a house using explosives and shooting into possible enemy hiding places in a room. On a rescue mission, you must use stun or flash/bang grenades, then enter and check hiding places without shooting. You have to be ready for instant action, though. Once the room is clear, you yell out ,"Room Clear!", mark the room with a light disk, and—if you are using portable force fields—secure the room so no one can come in behind you. Then the other half of your entry team (which has been covering you and your partner) moves to the next room while you provide cover.

Remember as you move through the shop that hostages are unlikely to be moving about during your assault. You know the entry and travel routes of your teams, so if you see anyone moving about who is not one of yours, be ready to instantly fire.

Sorting out the Bad Guys
Once you have found the hostages, you must now sort out the good guys from the bad guys. *Always treat all hostages as potentially hostile.* It is unlikely that you will be able to account for all of the terrorists immediately, and some may have hidden themselves among the hostages. If the siege has gone on for a long time, the hostages will be prone to the "Stockholm Syndrome". This is a psychological state where they will identify with their captors, and might not point out the terrorists in their midst. They may also be brainwashed or in some other way behaviorally altered to attack you instead of responding to you. If you try to lead them out, you could get shot in the back, or a hidden terrorist might commit suicide with a grenade. Cover the rescued personnel, secure them, and get them to safety as fast as possible. Then you can go about identifying them and reassuring the hostages.

Omega: Intel Op

While most of the missions Omega teams conduct are highly classified, certain mission types are widely known (even if they are never publicly acknowledged by the Corps). One such is Intelligence Gathering Operations or Intel Ops. While no one will confirm or deny the use of Omega Teams in Intel Ops, this seems an appropriate section in which to cover the basics of intelligence gathering.

The purpose of reconnaissance operations is to gather military intelligence on the enemy. Under some circumstances, though, the data required pertains to the social, political, economic and technological status of an enemy, potential enemy, terrorist group, or occasionally even an ally. When these operations are conducted separate from the observation of an enemy's military, they are considered Intel Ops. When the requirement for such operations necessitates skills for infiltration and/or possible hostile actions, then the prime candidate to perform these operations are SpecOps Teams. For this reason, most teams are trained in methods of mixing with indigenous populations and gathering information.

The conduct of Intel Ops differ slightly from Recon Ops, mostly in that the collecting asset approaches Intel gathering operations from a secretive angle, and not from a military one.

Infiltration

To collect intelligence, your team will have to enter the Op Area undetected. There are two general types of Intel Op infiltration.

- **Covert Infiltration** usually entails a military-style entry such as an orbital parachute operation, or a near-warp transport. These types of infiltrations are conducted when the likelihood of passing your team through foreign customs or border checks is unlikely. The advantages to this method are that you do not need to rely on civilian schedules of travel or border control; passage of weapons for teams is possible; extraction craft can be readily available; and communications support is available. The primary disadvantage is that you must "sneak" into the Op Area which runs the risk of detection and makes a cover for your team hard to establish.

- **Overt Infiltration** is the preferred method of entry. This normally involves your team entering an Op Area by usage of commercial or civilian transports, such as passenger liners. You will pass through foreign customs like normal civilians, albeit under an assumed identity. This has the advantage of giving you a credible cover. It also provides you access into area where military transports might attract unwanted attention. Overt infil has the disadvantage of restricting the weapons and field gear your team may bring in country, though. Extraction of your team may also be difficult.

Contact

This stage is very important to the success of the team. Unless your team are the first operatives to enter an Op Area, then you will likely meet up at a predetermined time and place with a contact. The contact will either be an operative already in place, or a local sympathetic to your goal. You may or may not know the identity of the contact, but the contact will always know how to approach you. The contact will provide last minute communications and instructions, logistical support like weapons and supplies, identification materials, housing arrangements, etc.

Integration

This stage normally occurs either right before or right after the contact stage. This is when your team establishes a cover and integrates with the local population. To do this effectively, you will rely on a cover for your team. A good cover has high credibility and therefore relies on a certain amount of intelligence itself (imagine having a cover of a butcher on a world of vegetarians). This is where your contact can help. Without a little bit of information to base a cover on, you will have to observe and collect completely covertly until you have enough information to establish a cover on the spot. Your cover will establish you either as a member of the indigenous population, or as a visitor with a credible purpose behind the visit. If you are to pass as a local, you will usually require surgical alteration to disguise your appearance. You will also have to know the language as translators will be a dead giveaway. Once disguised, you can "replace" a local individual, assuming their identity through various means. This type of operation is very risky, and is usually reserved for Intelligence operatives. Alternatively you can assume an identity of a member of the local population, but new to that particular community. Use care here also: many people will be wary of a newcomer until you can establish a rapport with them and win them over. If you go into an Op Area as yourselves, say under the premise of being vacationers or businessmen, your cover will be easier to maintain. However, you may have an even bigger trust gap to overcome with the locals. An age old Intelligence tactic is to place team members as embassy employees, however this tactic can be very transparent.

Collection

The collection stage is the actual gathering of intelligence. It is done by any method feasible, however, care must be taken not to expose the fact that information has been collected. This would normally preclude harming of foreign peoples or the theft of property. Therefore, you will be limited mostly to passive gathering: recording ELINT, video or holographic photography, information gleaned from conversations with contacts and locals, etc.

Reporting

Reporting can be the most dangerous part of the mission. As you collect your Intel, you will record all pertinent information into a storage device that you will keep well hidden. When reporting, you will need to do something with the recorded information. There are three primary methods of reporting recorded information.

- ***Contact*** is the method wherein information is handed directly to a contact, messenger or embassy official. For this you will have to have the information on you, sometimes for an extended period, so use care. A variation of this method is the *Dead Drop* in which you place the material in a predetermined location so another operative can pick it up later.

An encoded nanovirus. The message is hidden in synthetic DNA.

- ***Burst Transmission*** can be useful in some situations, but exposes your team to a larger risk of detection. Here, information is relayed to an orbiting ship by burst transmission from a Special Operations DBA set. With slight modifications, planetary communications assets can be used for this
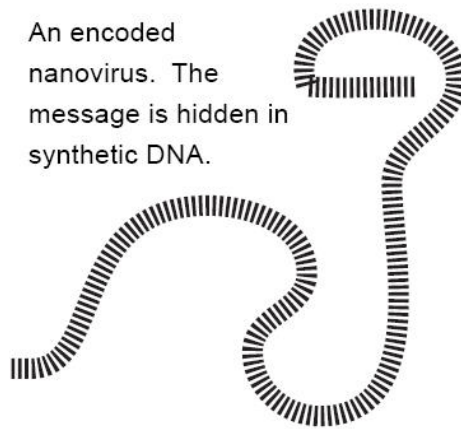
if a safe method of doing so can be found.

- ***Data Extraction*** involves encoding information into a small device and smuggling it out of the Op Area. The latest trend in data extraction comes from a variation of Borg nanotechnology, where data is placed into a nanovirus, and injected directly into your blood stream for later extraction by Federation Medical personnel.

Exfiltration and Debriefing

Simply stated, exfiltration is when the team leaves the Op Area, normally by the same way they came. Once back in friendly territory, the team can be thoroughly debriefed—usually by a group consisting of representatives from higher headquarters, SFMC Military Intelligence, and STARFLEET Intelligence. It may also include allied Intelligence operatives. The debriefing can be the most important part of any Intel Op. Your team will be interviewed—both conventionally and under hypnosis—on all aspects of the mission from start to finish. Less attention is placed on the data reported (after all, they already have a copy of that) and more on the actual events surrounding the operation. The hypnotic interview will search for subliminal information gathered by your subconscious and/or details you have trouble recalling consciously.

Pararescue: Picking Up the Aircrew

By far the most common mission for Pararescue teams are picking up stranded or injured aircrews from remote areas after an unexpected departure from their aerospace craft or shuttle. This is usually due to an ejection or emergency transport—at the airspeeds and operating ceilings of most of these craft, very few crashes yield survivors.

To make pick up, Pararescue Teams fly modified S-34 Valor Strategic Medivac Aerospace Craft. With more complex navigation systems, beefier shields, a higher top speed and an advanced transporter system, the MS-34 Pave Valor is a truly cutting edge Pararescue vehicle. In fact, the Pave Valor has so advanced the state of the art in its profession, that it has nearly eliminated the accuracy of the "Para" in "Pararescue".

Rescue Jumping

As good as the Pave Valor is, there are times when even the MS-34's sensors and transporters can't track down an entire aircrew, and there are times when the terrain they are stranded in is so broken that no nearby landing areas can be found. It may also be that the aircrew is down in enemy territory and the Pave Valor can't afford to loiter. This is when the rescue jumpers earn their keep.

The basic goal of the rescue jumpers is to treat wounded aircrew members and/or find lost ones, then to arrange swift pick up for the crew and themselves by the Pave Valor. If weather or other interference is wreaking havoc on transporters, the rescue jumpers may have to sustain the survivors for long periods while waiting for it to clear. Alternatively, they may need to get the survivors to a clear landing area for physical pickup if matter transport is altogether eliminated.

Planning the Rescue

In most cases you will have very little time to formulate a plan. Pararescue teams operate on the smallest amount of information of any SpecOps team. Often, all you have are planetary coordinates to go by. The type of terrain, condition and number of survivors, and enemy presence will all be unknowns until you arrive on scene. Still, anticipate as many contingencies as possible. All team members should be

hovering over long range scanner displays to pick out possible LZs and DZ around the coordinates.

Communications
Stay in touch with the aircrew on the emergency frequency if possible to determine their condition and location. Are they spread out? What landmarks are around them? Are there injuries? If so, what is their nature and severity? Can they detect any enemy activity? Etc. Also stay in touch with the rescue dispatching group to get updates on enemy activity, weather, and other up-to-the-minute intelligence.

Finding the Survivors
The MS-34 has a fantastic sensor suite which should be able to pinpoint the survivors before you even arrive at the crash/ejection site. However, enemy jamming or natural interference can inhibit this unit. Then it's back to visual scanning (and hopefully some helpful directions from the survivors on the radio). If the situation is a crash, locate the wreckage first, it will be easier to spot than individual survivors who will be nearby. If dealing with an ejection, look for the cockpit capsule. It should have a beacon to home on, but in enemy territory the survivors may disable the beacon to prevent Threat forces from homing on it. If you are looking for crew member's emergency transported into the area, you have no choice but to look for individual survivors. Keep your eyes constantly scanning the terrain. Use your peripheral vision to detect movement. Look for light flashes, smoke or other signals. When you finally locate the survivors, mark their position with a TDRS-28 target designator. This will give your team a tachyon signal to base operations on. It will also automatically communicate the exact position to the Pave Valor's computer which will lock it on the pilot's visor display and will radio it back to base.

Getting Down
If there is no suitable LZ for the Pave Valor and transporters are being jammed or interfered with, you'll have to jump down to the survivors. Very rarely will this drop have to be made from orbit, so you will be dealing with a standard free-fall parachute operation. However, when making a jump into broken country, you must do so with extreme caution or the next rescue mission will be for you. Make the jump at as low an altitude as is safe. Being off course from your landing site by more than a degree or two can leave you with insurmountable obstacles between you and the survivors. If possible, use an antigrav decelerator for at least the last 10 meters of your jump to avoid injury on landing. Steer your rig to the flattest area possible and land with great care. Immediately stow or destroy your chute (based on circumstances) and link up with other rescue jumpers on secure I-LINK. Check that all jumpers reached their targets without injury, and then set out after your survivors.

Treating the Wounded
To be certified as a rescue jumper, you must be a SpecOp medic or surgeon. Now you'll find out why: Even a flawless ejection can produce devastating casualties, not to mention the effects of a crash. Also, your survivors may have already had to engage enemy patrols and may have suffered combat casualties. Finally, they may have received injuries prior to leaving their craft from combat or mechanical damage. In any case, you are likely to face casualties among the survivors. Stabilize them as quickly as possible—the fact that you had to jump in indicates a strong probability that the patient will have to be moved and soon. Transport is unlikely if you are on the ground treating him. In your rucksack will be two or three portable antigrav stretcher assemblies which can make moving the survivors easier. Enlist the help of the uninjured or mildly injured. It will give them something to focus on as well.

Gathering the Survivors

Once casualties have been stabilized, you'll need to gather all the survivors together and move out. Wherever you are is not likely to be the place you'll be staying. Move at the fastest pace you can without further injury to personnel. If you will be waiting for the return of your MS-34 to beam you up (when interference clears or enemy activity allows their return), move to the nearest shelter and set up camp. If you are not behind enemy lines, activate your transponder for your Pave Valor to home on and/or set up orbital communications on your DBA terminal. If enemy activity is likely, you will need to more carefully select your waiting point to make sure it is defensible as well as providing adequate shelter. This will also limit your comm. If you need to get the survivors to an LZ for your MS-34, choose your route carefully. The shortest one may not be suitable for your injured charges. Pick out the most negotiable route to the designated LZ and set out as a patrol. If behind enemy lines, put armed rescue jumpers on point and in scouting positions to make sure the route and your LZ are clear of enemy activity. If the LZ turns out to be hot, scout out another one and communicate the change to your pilot via DBA.

Making Pickup

If making pickup by transporter, the MS-34s unit should be able to pick up your entire party simultaneously. Even through the Pave Valor's transporter only has four pads, it has an enormous pattern buffer which allows it to extract up to 30 humanoids at once, and then rematerialize them in sets of four once safely aboard the craft. If you have to physically load the survivors aboard the Pave Valor, do so as quickly and orderly as possible. Send the survivors who can still walk with a team member to the side hatch, while other team members load the stretchers through the clam shell doors. If you are fortunate enough not to have stretchers, send the whole group through the clam shells and get the hell out of there.

Should the enemy attack while you are loading up, your door gunners can keep them pinned down with the Pave Valor's heavy phasers and 15mm projectile weapons. Other team members can cover the loading with light weapons as well. Hopefully, the Pave Valor will have air escort to suppress ground fire as well, but this is not always the case. Whatever the circumstances, all you can do is get everyone aboard ASAP.

Once safely aboard and on the way back to base you can start detailed treatment of casualties with the Pave Valor's extensive medical facilities. For cases too extreme for the MS-34's equipment, there are four stasis tubes aboard to keep their condition from deteriorating en route.

Recon: Catching a Train

Normally, the tasks of Special Operations units are covert and hidden. There are certain exceptions to this like HEAT and Pararescue Teams, however the main agenda for SpecOps is conducted in the shadows. Occasionally, though, this mission is changed. Teams sometimes are ordered to utilize their special training to conduct operations directly against an enemy force. This is known as Direct Action, and the teams that are most often assigned Direct Action missions are Recon Teams.

There are several types of DA missions carried out by Recon Teams such as *raids* (deliberate attacks conducted against a specific target for the purpose of securing it or attaining an objective); *combat patrols* (infantry operations that teams' often participate in to harass an enemy and keep him disorganized deep in his own territory); and *ambushes* (raids against moving targets). For our tactical example of a Recon Team Direct Action, we will be using an ambush of a mag lev train which

is carrying critical supplies deep behind enemy lines.

Ambushes are intentional pre-positioned surprise attacks conducted against personnel, vehicles or ships on the move. They are characterized by four distinct stages: 1) clandestine insertion; 2) brief, violent combat; 3) rapid disengagement; and 4) swift, deceptive withdrawal.

Organizing your Ambush
Your ambush party will have two basic elements—an assault group and a security group. The assault group will conduct the actual operation itself (in this case destroying the train). In this example, your assault group should contain your demolition experts and at least some of your heavy weapons experts. The security group is there to protect them, to secure the area and stop enemy reinforcements from becoming involved in the action, to stop any would-be escapers, and to cover the withdrawal of the assault group. Although objective, terrain, equipment, enemy defenses, and weather will all affect the organization of your party, a good rule of thumb is to set your security group at about twice the size of your assault group.

Planning: Keep it Simple
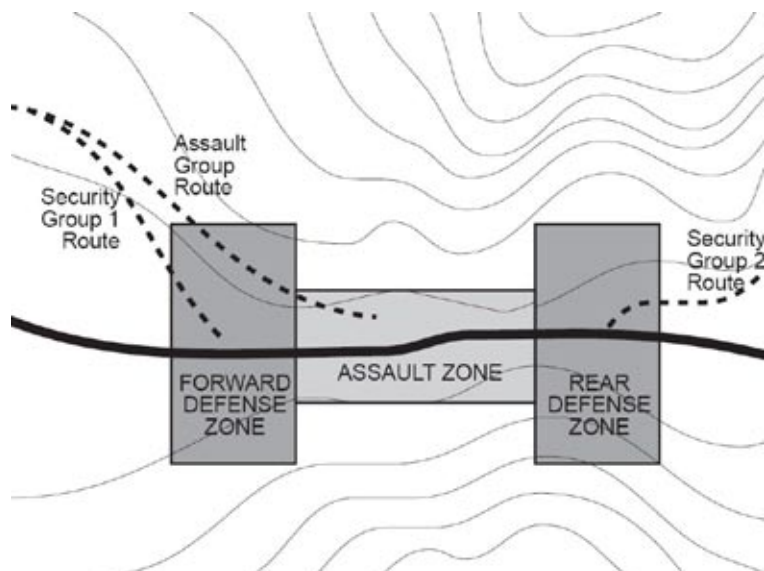
An oversimplified diagram of the ambush scenario. The thin topographical lines show a natural pass between two high rock structures. Natural choke points at the exit and entrance make this an ideal assault zone. The boxes show the approximate area of responsibility of each group.

Although it should be accurate down to the last detail, the plan should be essentially simple. If success depends on a large number of factors coming together at the right time, any one of them going wrong will probably blow the entire operation.

- **Location***:* Set the ambush in a site you can move into and out of unobserved. That usually means a remote section of track or tube, which works out perfectly since you want to be far from reinforcements and repair personnel. Try to pick a main section of tube or track that will also hold up following rail traffic substantially. Avoid attacking on a siding or spur line. If given the choice, make sure it is an area where enemy forces have to bunch up, making it easy to address a counterattack if one comes. Also try for a steep valley or ravine that makes enemy air support difficult.

- **Time:** Working in the dark is almost always preferable, so schedule your attack for night. If you can get into the area, attack, and withdraw all under cover of darkness, by all means do so. However, you may have to move in one night, then attack and withdraw the next. Of course, in this instance, your timing will be dictated by the arrival of the train into the kill zone you have selected. If you're lucky you'll find a suitable kill zone which will

coincide with a night arrival. If you must attack during daylight, try for the end of the day. Dusk is a great time for withdrawal since you have the benefit of the last minutes of daylight to exit the immediate Op Area, and darkness to slow down the enemy pursuit.

- **Intelligence:** As with any other operation, good intelligence is important to success of the mission. However, you and your team will have to be flexible: the best intelligence in the world can't predict the enemy's operational delays, so you may be in position for some time before being able to carry out your assault.

Stopping the Train

Once the assault group is in the immediate Op Area, split up your group and begin to take positions. Your demolition expert(s) and some covering operators should make for the track/tube section in question and plant their charges. Remember, you may be in position for some time, so hide your explosives well in case there are patrols or maintenance crews about. If you will detonate by wire, lay your wire along an indirect path following natural features or fence lines; a path of disturbed vegetation from the track/tube to your position across an open field will be easily spotted from the air. Remember to use plenty of chloromask spray also, since the chlorophyll from crushed vegetation will show on IR scans. If you are detonating by wireless remote, be aware of RF hazard: your charges could be prematurely detonated by a radio transmission near your demolition circuit. You could avoid the problem altogether by using safety fuses, but this is not always tactically appropriate. The site from which you detonate should be in good cover, overlooking the target, and far enough away to be safe from the effects of the blast. They should also be well clear of your fire support team's kill zones.

While the explosives are being planted, position your heavy weapons. Make sure they have clear fields of fire to the rear of the explosives position. Establish kill zones/boxes for each weapon so there is no unnecessary overlap of fires. Make sure the fire support group is in effective range for all of its weapons. It may be necessary to clear vegetation from fields of fire, but don't remove too much or it will be noticed. A generous helping of chloromask is called for here as well. While this is being accomplished, your security group should already be in position up-track and down-track from you to assure your free fire zone remains uncompromised. When the train finally arrives, blow the track/tube when the train is in the optimal position with regard to the explosives point. This is usually just as the locomotive reaches the charges, but may be different for your particular mission. Activate both the primary and backup detonation circuits simultaneously— don't wait for a failure. Your heavy weapons will then engage the train to assure its destruction. Light weapons covering fire can take care of anyone disembarking the train.

While all this is happening, parts of your security element will be removing sections of track/tube in both directions from the kill zone to prevent reinforcements from arriving unexpectedly. Even so, the fire from your weapons and explosives should be furious and concentrated. If it takes much more than five minutes to destroy the train, you are in trouble. Reinforcements may arrive from the air, or may be transported into the area any time.

Withdrawal

During mission planning, you selected an FRV (Final Rendez Vous) point for your withdrawal. The FRV should be an easily recognizable and defensible position a few hundred meters away on the inward route to the target. You will withdraw here to regroup before you move off after the ambush. Leave it secure with an FRV party, who will also provide you with rear protection. Leave a cache of weapons and ammo

here as well. If you are attacked, you may have to withdraw to your FRV point under fire. You should get away fast using fire and maneuver tactics. Discourage the enemy from following you by liberal use of CDM, minimikes and other booby traps. Make sure everyone knows the safe route out! Part of your security element may have to draw the enemy pursuit away from the main force if necessary.

Ship Seizure:
To the great dismay of the Federation, the task of taking a STARFLEET vessel *back* from an enemy force is becoming a painfully common mission for Ship Seizure teams lately. Despite advances in security, starships in remote or border areas are more vulnerable than ever to capture...especially by the technically advanced Jem' Hadar and Cardassians. These forces have their own highly capable ship seizure teams, which forces the SFMC special operators into the role of counter-seizure: the thrust of our tactical lesson here.

Seizure and counter-seizure tactics are very similar to HEAT tactics for compartment clearing and fire and maneuver—especially in the counter-seizure role when friendly forces may still be aboard. This can be very similar to a hostage crisis.

Preparation
You will likely be responding to a counter-seizure crisis rapidly and with little advanced intelligence, much the same way a Pararescue Team must respond when called. However, you have an advantage in counter-seizure that the Pararescue team does not: you KNOW the territory you will be operating in. You will have practiced time and time again on all manner of Federation starships, so you will know exactly where you're going and how you'll get there. The only variables will be the size and sophistication of the force holding the ship, and where they have put hostages if they have them.

Catching Up
Sometimes the most difficult part of a counter-seizure operation can be catching up to the stolen ship. They generally have a massive head start on you, and fancy navigation may be needed more than raw speed to catch them. Some teams even "transporter hop" through a series of ships and installations spaced at maximum transporter range to advance themselves into the general Op Area. The problem with this method is that the last ship you wind up on may not be the one you were hoping for to catch up to the stolen vessel. In the meantime, hopefully, naval forces have been able to engage the stolen vessel at least well enough to slow it down. Since catching a stolen vessel is sometimes impossible for a team starting from deep in friendly territory, many SFMC Ship Seizure Teams are stationed in border areas and other "hot spots".

Command Overrides
A less sophisticated adversary may overlook the starship's Command Override codes, or may not know how to reprogram them. If this is the case, it makes your job much easier. You may simply have to override the ship's bridge controls, stop the vessel, and flood the decks with anesthezine gas. Unfortunately, it is almost *never* this simple. It seems terrorists and threat forces learn about anesthezine gas in grade school, and are almost always prepared for it. And most any force capable of taking a STARFLEET vessel is capable of defeating the Command Override subroutines. This shouldn't force you to give up on the Command Overrides though. If your team fields a capable datawarfare specialist, they may be able to force their way into the system and subtly override commands before the enemy can stop them.

Getting Aboard

Boarding a ship that is prepared for your arrival is extraordinarily difficult and usually results in high casualties. Therefore, most ship seizure operations will be conducted when the enemy is incapable of solid resistance or is unaware of the team's approach. Neither one of these eventualities is likely in a counter-seizure op, though. They will be waiting for an attempt to retake the ship. And if they have hostages aboard, engaging them ship-to-ship until they are beaten down enough to lose shields will guarantee a dead STARFLEET crew when you arrive.

Fortunately, you have advance knowledge of shield modulations which you can capitalize on. You can use the highly-classified (but available to you) shield regeneration cycle as a transporter window to insert your team. Even if the enemy has remodulated the shields, your datawarfare tech should still be able to access the regeneration sequence when he gains access to the system. There are classified safeguards in place to assure he can do this. You will already know where to insert your team. This will vary by type of vessel, but usually will include the Emergency/Battle Bridge and/or CIC. From here you can override the Main Bridge (where most Threat forces will concentrate their defenses). For the same reason, your secondary team will likely enter Impulse Engineering rather than Main Engineering. If hostages are held and you have team members to spare, beam some into areas where they can secure the hostages quickly without being seen during transport. Remember, though, that your mission is to save the ship, first. You are not a HEAT team (although you *may* be working with one). The transport cycle will be your most vulnerable time: if you are observed, you could be riddled with fire before you fully materialize. If possible, beam in stun grenades or flash/bang grenades in ahead of you—but timing must be perfect. Your target coordinates should always be behind suitable cover, and you should transport "weapons hot" and in firing positions.

Taking Over

As soon as you are capable of firing, remove your opposition. Secure the room you are assigned to, and start working on the ship's systems. You can worry about the rest of the ship and the hostages *after* you have control of the ship's key systems. Contrary to popular belief, your first priority is *not* navigation or even engines; it is the internal security system. Once you have control of this, you can lock enemy forces into the compartments they are in, use anesthezine, disable weapons, erect force fields, etc. Remember, you must neutralize the enemy force before you truly control the ship. If you fail to gain control of the internal security system, you will have to clear the ship of the enemy compartment by compartment as in normal Infantry clearing operations. This is time consuming and can lead to casualties. Every effort should be made to control the security system first. Once you have neutralized the enemy threat, you can slowly retake the ship's systems. After Internal Security, your priorities should be:

- **IWS:** Get control of the Integrated Weapons System and disable the shields. This will allow your reinforcements in if necessary, and will allow ship-to-ship engagement should you fail to win the ship from inside. Disable weapons and targeting systems too to prevent the enemy from fighting back with what systems they do control.

- **Propulsion:** With the enemy threat neutralized internally and externally, the next step is to stop the ship.

- **Life support:** You had gross control of this function through the internal security system, but now you can fine tune your control to include cutting

off atmosphere to enemy occupied compartments while maintaining it in hostage-filled ones. Members of your team are experts at zero-g fighting, so immediately disable the artificial gravity as soon as possible. These are the bare minimum systems to hold if you must subsequently fight your way through the ship. However, once you have these systems, you are usually in control and may retake the entire ship at your leisure.

A Word on Hostages

Compartment clearing is just like room clearing. If hostages are aboard you must use HEAT clearing techniques. Remember, though, that your first priority is to take the ship back. Hostages are a secondary concern for you.

It sounds callous, but STARFLEET crews—even their on-board families if applicable—knew the risks when they signed on. When it comes to a vessel falling into enemy hands, they are expendable, and so are you. Your first priority is the ship. If you are lucky enough to be working with a HEAT team, they can worry about the hostages. If you have no HEAT support and no team members to spare, then the hostages will have to take their chances while you take the ship. If you can't regain control of the ship, you may be forced to destroy it, no matter who is left on board.

Appendix A: 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.

Air Defense Battery – Shipboard mount that provides fires to destroy enemy aircraft.

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 planetside.

Antiaircraft - Designed specifically to damage/destroy aerospace craft.

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

Antishipping - Designed specifically to damage/destroy spacecraft/starships.

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

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.

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.

Centimeter - One one-hundreth of a meter. There are about 2.54 cm in an inch.

Charge Pack - Large power cells that provide electrical power for vehicles.

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.

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 that 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.

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".*

Essential Task List - The list of duties, standards, behaviors, tactics, etc. of which a Marine must have mastery in order to attain a certain MOS.

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 of Service - In SFMC organization, a group of related MOSs within a branch. Examples in the Maritime Branch are Deck, Weapons, Engineering and Services.

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

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

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.

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.

Hovercraft - Usually refers specifically to a vehicle which uses a cushion of air for limited lift in negotiating terrain.

Humanoid - *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.

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.

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.* A maritime or aerospace operation intended to carry out specific program objectives.

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

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.

Normal Upper Ceiling of Operations - The altitude at which vehicles can operate with no difficulty regarding power drain, control, and excess detectability.

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.

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.

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.

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.

Track - A tractor-tread-type system used for ground vehicle propulsion over varying terrain.

Transatmospheric - Traveling from atmosphere to space or vice-versa.

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

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".

Appendix B: 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.

ACH - Air-Cushioned Hover
AFV - Armored Fighting Vehicle
AG - Antigrav
ALSTTAR - Advanced Life Support for Trauma, Transportation, And Resuscitation
AMS - Artillery Missile System
AOD - Armor Operations Directorate
APC* - Armored Personnel Carrier
ARV - Armored Recovery Vehicle
BDA - Battle Damage Assessment
BDU - Battle Dress Uniform
BMNT - Beginning of Morning Nautical Twilight (first light)
C3 - Command, Control, Communications
CAS - Close Air Support
CQB - Close-Quarter Battle
CP - Command Post
cm* - centimeter
DEW - Directed Energy Weapon
ECM* - Electronic Counter Measures
EMD - Emergency Medical Dispensing unit
EMPW – Electro-Magnetic Projectile Weapon
EPS - Energetic Plasma System
EXCHEG - Extreme Conditions Hazardous Environment Garment
FACTS - Forward Aerospace Control and Tactical Support
GOEIS - Ground Offensive Electronic Interdiction System (pronounced "goes")
HE - High Explosive
HEAT - High Explosive Anti-Tank
HIVAP - HI Velocity Armor Piercing (pronounced "hi-vap")
HOTAS - Hands On Throttle And Stick
HPK - High Probability of Kill
HQ - Headquarters
IDF - Inertial Dampening Field
IFV - Infantry Fighting Vehicle
I-LINK - Individual communications Link
IR - Infrared
kg* - kilogram
km* - kilometer
kph - kilometers per hour
LCARS - Library Computer Access and Retrieval System
LPK - Low Probability of Kill
m*- meter
MAPLIML - Man Portable Light Infantry Missile Launcher (called "mapper")
MIPPA - Marine Infantry Personal Protective Armor (pronounced "mippa")
MOS* - Marine Occupational Specialty
mm* - millimeter
MSG - Marine Strike Group
MVS - Modular Vehicle System

NBC - Nuclear, Biological and Chemical
NCO* - Non-Commissioned Officer
NUCO* - Normal Upper Ceiling of Operations
OIC - Officer In Charge
OpArea - Operational Area
OPCON - Operational Control
OPORD - Operations Order
OPSEC - Operational Security
PADD - Personal Access Display Device
PL - Platoon Leader
PS or PSG - Platoon Sergeant
PVC - Pilot/Vehicle Commander
R&D - Research and Development
RCT - Regimental Combat Team
RF - Radio Frequency
SAC - Sensor-Absorbent Coating
SFMC - StarFleet Marine Corps
SIF - Structural Integrity Field
SOP - Standard Operating Procedure
SURTACCOM - Surface Tactical Command
TACAIRCOM - Tactical Aerospace Command
THEOG - Thermal Hazardous Environment Over Garment (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
XO - Executive Officer

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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.