Special Operations Branch Manual

"Who Dares Wins"

"Seven Years for Seven Minutes"

SPECIAL OPERATIONS

STARFLEET MARINE CORPS

Edition 2014

BGR William "Junior" Hof, Director

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Welcome Aboard!

Welcome to the Special Operations Branch Guidebook of the STARFLEET Marine Corps; which is a component of STARFLEET, The International Star Trek Fan Association Inc. This manual was created for the for the members of the SFMC, but anyone with an interest in the Special Operations concept of Star Trek as it is applied by the SFMC is invited to look and learn. It is designed to serve as a handy reference work for members of the SFMC Special Operations Branch. It covers the tactics, missions, and organization of the SFMC Special Operations and SFMC Special Operations Capable units. In short, it is a one-book source for any SFMC or SFI member who wishes to role-play or write fan-fiction about the world of SFMC Special Operations. The majority of this work is obviously fictional in nature, but the references to uniforms and insignia of the SFMC are accurate. It also draws heavily from the example set modern Special Operations units throughout the world. This manual is not intended to be the last word on the subject, the Branch material relayed within is constantly being revised, upgraded and updated by the members of the Branch themselves.

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Portions of this manual specifically dealing with parachute training and jump procedure are from the US Army FM 57-220.

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

This Manual is dedicated to the Commandos and Special Operations Soldiers throughout the world. They secretly serve their countries, in the shadows of war, and who have nothing but their own satisfaction for a reward.

Acknowledgements

Reporting Authority

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

Chapter 1 – "Eyes on the Ground"

"In intelligence work, surveillance is called coverage. It's like basketball; you can run zone defense or man-to-man. Man-to-man is risky; follow someone too long and they're going to get suspicious. Zone is usually the way to go. Stay put and let targets come to you. Less obvious, easier on the feet... and you can catch up on your celebrity gossip."

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 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 sixteen members of Davidson's Theta Team crouched down in a wide circle around the runabout-looking MS-65 as it silently pushed up and away from the desert sand. Hopefully the anti-gravs didn't attract too much attention. Anti-gravs, the energy-hogging alternative to a rolling landing, gave the advantage to the team of a pinpoint, fast, and audibly silent insertion. But anti-gravs gave off a distinctive and 'loud' sensor signature that bled more energy than the MS-65'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 Theater 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 with full kit. However, these were hardly normal circumstances. While their Landing Zone had been in 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 on 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 didn't go as planned for the Allies, 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 next Allied advance. The first shots of which would start in just under eight hours,

and Davidson's team was one of nearly two-dozen being inserted far behind enemy lines to provide the Allies with much-needed intelligence on the state, direction, and strength of all enemy reinforcements moving to the front. Davidson had been briefed nearly three weeks ago along with the rest of her Force Reconnaissance Battalion, 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 at Starfleet Marine Corps Academy. It had been used to great effect by the United States-led Allies during a conflict known as the First Persian Gulf War on Earth so many centuries ago. The idea then, as it was now, was 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, this 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 Kardatians would act the same as the Iraqis had back then. The Starfleet Marine Corps and Harlequin allied forces would need to know the second Kardatian 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 Theater Command. If everything went well, Allied forces would reach their positions in a day or two. Nobody wanted to think about if things went badly.

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 SpecOps Marine does because they do not give away your firing position like a phaser does, but any Kardatian 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 four sections of four. They would dig their hides bordering an important hover corridor that was a wide, flat road that served wheeled vehicles at surface level, and anti-grav hovercraft and ground-effect vehicles a few meters above. Each section 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 section was compromised, the others could continue the mission. In rehearsals, the sections 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 Kardatian military forces in or near this sleepy little farming town; but Marines knew better than to accept Starfleet Intelligence (SI) estimates blindly. It wasn't Intelligence'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 water farmers. 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 Kardatian farmers would not bother tending to their fields in the off season. They said that the Theta Teams could expect peace and quiet out in the fields, but they failed to take into consideration that the Kardatians had far fewer pleasant distractions (like holosuites) than their counterparts in the Federation. By noon civilians surrounded Davidson's position on all sides. Children played with small mammal-looking animals that reminded Bobbi of dogs. Men and women (it was hard to tell the difference with the Kardatians, 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 communications switch on her helmet that linked her to the DBA in her hide.

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

"Falcon; be advised emergency extraction not recommended your position in daylight."

Davidson knew that was coming. The Pave Zodiac could sneak past just about every sensor system known, but it couldn't beat eyeballs and their passive sensor equivalents. Operating this far behind enemy lines in broad daylight would be extremely dangerous to the MS-65's crew. It did comfort her to know, however, that if she and her team did come under fire, there wasn't a physical force in the universe that could stop that same crew from trying. It was part of the unspoken bond between SpecOps Marines and their brother branches, Aerospace being the closest. Nothing stopped a SpecOps mission to rescue downed Aviators, and similarly nothing stopped those same Aviators from pulling a SpecOps Team out of a dangerous situation.

The children were nearly at the hide. Davidson and the other three members of her section 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 them.

Then one of Davidson's team had an epiphany. Without a word Nedar, her Bajoran Datawarfare Sergeant, knelt down to the holoflage generator and began furiously reprogramming it. The light came on for the rest of the Marines in the hide shortly thereafter. Davidson grabbed the ball and set it on the ledge of their hide as her Weapons Specialist, 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 the 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 just as well, although some were compromised and required emergency pickup. But none of the Theta Marines were killed or injured in the operation.

It wasn't a mission that would earn the operators a lot of glory, most Special Operations 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 them anyway). But the forward intelligence they supplied enabled the Allies to staunch the counterattack before it gained momentum and led to the success that Theater Command needed so badly. And so it is with much of Special Operations, 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.

Chapter 2 – History

"I have read somewhere or other, in Dionysius of Halicarnassus, I think, that history is philosophy teaching by examples."

While every member race of the Federation with any significant history of warfare also has a tradition of Special Operations, it would take too long to cover all the prominent examples this Manual. Therefore the focus of this publication shall be the examples of Special Operations in the history of the planet Earth and its dominant sentient species, Humanity.

When considering the long history of warfare on Earth it becomes obvious that the concepts of Elite Troops and Special Troops are a natural byproduct of warfare as conducted by nation-states. However even though both types can be considered harbingers of the model current Special Operators adhere to, they have a striking difference. The Immortals of Ancient Persia, the Janissaries of the Ottoman Empire and the Knights of Feudal Europe are considered Elite Troops rather than true historical examples of Special Operations forces. These warriors were no different than the average soldier standing next to him; they were just better equipped and better paid. These benefits of course made the individual more effective, but they lacked the critical element that makes a warrior truly "special". That special element can be found in the Samurais of Japan, the Mongol Hordes of Central Asia, and the Spartans of Greece; that element was training. While it is true that in these examples the training was because of a cultural bias toward conflict, it still doesn't take away the fact that only political failures and social weaknesses allowed the civilizations served by these warriors to fall.

Section 1 – Terrestrial History

As the following examples beginning in Earth's Age of Industrial Warfare (18th Century – 21st Century) will show, it is a combination of the equipment of Elite Troops and training of Special Troops that has given the modern Special Forces Marine his mentality; Special Training for Special Men with Special Equipment in Special Situations

Section 1.1 – 18th and 19th Centuries

Rogers' Rangers
The first major example of soldiers conducting Special Forces' type missions was on the North American Continent during the Seven Years War (1754-1763) between all the major European powers at the time. The French had enlisted the help of Native Americans to turn the tide of expansionary settlement by British colonists. These Natives didn't fight in the "Traditional" styles that marked warfare in Europe, and the British soldiers had an impossible time overcoming their own deficiencies in combating the unusual threat. In response, a British colonial officer named Major Robert Rogers

formed a company of troops who were trained to fight in the manner of their Native American enemies. He instilled in his troops the mentality of "Move Fast and Hit Hard". Operating in the hard terrain on the western side of the Appalachian Mountain Range and throughout the Ohio River Valley of the North American Continent, he used stealth, small unit tactics, and a willingness to shrug off the rules of "civilized" warfare in order to win battles. These men constantly distinguished themselves as Scouts and Light Infantry operating with the vanguard of the British Army throughout the conflict in North America.

The "Swamp Fox"
One of the best examples of the Special Operations ideal of "economy of force" was first practiced by the American Colonial Officer Francis Marion during the American Revolution of 1775-1783. Known by enemy and ally alike as the "Swamp Fox", his band of Colonial Militia were the bane of British Loyalist and Regular Troops throughout the North American region known as South Carolina. He would strike at Army supply trains and supposedly secure towns in order to create the largest reaction for the smallest commitment of manpower. Using surprise and stealth he forced the British Generals to dedicate large amounts of regular troops to either securing every possible target or hunting Marion down in his own territory.

The "Gray Ghost"
In the American Civil War of 1861-1865 the Confederate Colonel John Singleton Mosby of Virginia picked up the mantle of Irregular Warfare. Colonel Mosby handpicked nearly 300 volunteers and led them on a campaign against their Union enemies. Well-trained and well-disciplined, his men cut off lines of communications and supply, wrecked railroad rights-of-way, and raided Army Headquarters and Supply Units far behind the front lines. It could be considered that Colonel Mosby was the first true example of Irregular Warfare serving a national military goal, weakening the enemy's front line, infrastructure, and winning over the support of its people. Added to the fact that the Colonel was incredibly difficult to capture, his campaign of Guerrilla Warfare was the nightmare of many Union Generals.

Section 1.2 - The Second World War
Many current and historically significant Special Operations units can trace their direct lineages to the numerous Special Forces-type units of Earth's Second World War (1939-1945). During the conflict, clandestine government agencies and special military units all operated (more or less) together to bring victory to their nations and allies. While many of these units were built around normal military formations for use together for specific missions, numerous others were sponsored by civilian government agencies for what would now be considered Special Forces operations.

The biggest user, and over-user, of Special Operations units was Nazi Germany. Its supreme totalitarian leader, Adolf Hitler, had an obsession for these types of units. Whenever a difficult or secret mission was ordered a new special unit was built and staffed by the best personnel that could be found. These weren't necessarily one time

use units; rarely were they disbanded after the mission was complete and yet they never served on the front lines in support of their comrades. By the fall of Berlin and the end of Nazi Germany in mid-1945, there were dozens of Special Operations units demanding the best of everything, making the task of waging an ultimately futile war even more difficult on the German General Staff. The most notable example of this was the Waffen-Schutzstaffel (or just SS) units. Originally a single Brigade of Elite Nazi guards it eventually grew to a force of 38 Divisions that offered only marginally better performance than their regular army counterparts but for a greater expenditure of men, material, and treasure.

Rangers, Raiders, and Scouts
In nearly all of the Allied democratic countries, special military units were formed to perform specialized tasks and duties. However, unlike the Nazi Germans, these units were nearly exclusive in their mission assignments. While many didn't survive the war, some did and a handful lasted decades longer. These units were special in that they generally had better equipment and or training then typical units, but also unlike their Nazi counterparts these units were never elitist in their actions. Many times these special units had to fill in for normal infantry units. Even though they suffered extreme casualties when employed in normal roles, their morale and fighting spirit never suffered.

The first unit to be generally accepted as to have conducted Special Operations within the Allied Military was "L" Detachment of the Special Air Service Brigade. It was formed as an airborne deep strike and sabotage unit of the British Army in North Africa and Italy. These British soldiers were excellent parachutists that typically dropped at night and times of bad weather to surprise the enemy. Working extensively with the Long Range Desert Reconnaissance Units of the British 8th Army, it became a terror to the German Afrika Corps striking airfields and supply depots far behind the enemy lines.

The United States Army formed battalion sized units and trained them in small unit tactics so as to perform reconnaissance missions for larger formations. These units were typically formed from infantry battalions, although some notable exceptions did occur, and were referred to as Rangers. While often misused as normal infantry, during such missions they fared no better than a normal unit; they did, however, make a name for themselves on the beaches of the Normandy during Operation Overlord. The US Second Ranger Battalion was charged with assaulting a suspected heavy artillery unit overlooking Omaha Breach, which had been dug into the cliffs of Point du Hoc. In order to assault the position the Rangers had to scale 100ft sea cliffs with nothing more than climbing ropes and scaling ladders, famously borrowed from a local fire department in Britain. While the suspected artillery had never been emplaced, the Rangers used their position to flank the defenses along Omaha Beach in further support of the landings.

The 1st Special Service Force, famously known as the Devil's Brigade, was one of the first multi-national military forces of such a size. It consisted of soldiers from both the United States and Canada, all of whom were airborne qualified and trained extensively. They were originally intended to operate as a deep strike force in cold weather and

mountainous terrain, such as Norway or Romania. While their training in sabotage and deep strike missions did in fact spawn from the intended targets of hydroelectric dams and oil fields, it eventually became specialized in close combat techniques against numerically superior enemies. Unfortunately, they would eventually suffer the same fate as similar units and be forced into the line as a normal infantry brigade. In fact the unit didn't even survive the war, being disbanded in 1944 in an Italian field and its soldiers being used as replacements in various Canadian and United States Army Parachute Units.

A similar unit formed to fight in a completely different theater of the war and environment was the 5307th Composite Unit (Provisional). Formed from a direct mandate of the Quebec Conference of 1943, it was trained to be a deep penetration unit for use in the jungles and mountains of Burma and Southeastern China. Eventually earning the nickname of Merrill's Marauders after their long time and much loved commander, they used small unit tactics, surprise, and flexibility to engage and eliminate Imperial Japanese units. These tactics were partly a result of the terrain in which they had to fight and partly a result of their lack of heavy weapons. Because equipment had to be quickly moved through nearly impassible jungles, all artillery and vehicles were deemed as unnecessary and the unit learned to fight without them. The Marauders also became infamous for their ability to take losses, not only from combat but from the prevalent diseases as well, and still keep on fighting. When the unit was disbanded in 1944, after only five months of duty, it could only muster 130 combat effectives out of the original 2997 men; even more telling was that of the 2750 men to enter Burma only 2 had never suffered a battle wound or major illness.

In comparison, another unit in the Pacific Theater of the Second World War had a completely opposite combat record. The Alamo Scouts were a volunteer organization of United States Army officers and former US-trained Filipino soldiers who spied on Imperial Japanese installations and troop movements throughout the Philippines. Their most recognized operation was the raid on the Prisoner-of-War camp at Cabanatuan on the island of Luzon. They lead a combined unit of US Army Rangers and local guerrillas on a rescue mission to free American POWs who were scheduled to be executed by the Imperial Japanese High Command. Despite this one high profile mission, they accomplished over 80 other hazardous missions while never numbering over 70 men and not once suffering a man killed in action. Individual Alamo Scouts were also highly decorated, as a unit they were awarded a total of 44 Silver Stars, 33 Bronze Stars, and 4 Soldier's Medals.

The SOE and the OSS
During the years of 1941 to 1943 the two major democratic powers (the United States and the United Kingdom) were hard-pressed to hold Adolf Hitler and his Nazi Germany. Their ally of convenience, Joseph Stalin and his Soviet Union, demanded that they immediately invade France across the British Channel in order to open up a Second Front in Europe and take pressure of the Red Army currently fighting for its life on the plains of Russia. Neither democracy had the troops, equipment, or experience to launch such an invasion as of yet. Though the plan for such an invasion (Operation

Overlord) was already on the drawing board, and was constantly being revised and upgraded. Instead both governments created clandestine services to launch a "secret" war against their Nazi enemy using Insurrection and Guerrilla Warfare.

When the United States joined the war after the surprise attack on their Naval Base at Pearl Harbor, Hawaii in 1941, they found themselves desperately underequipped in nearly every category. The most glaring deficiency was in Foreign Intelligence Gathering, for which there is no substitute in the type of warfare that the rest of the world was fighting. A new agency was needed to fill this important role, so President Franklin D. Roosevelt commissioned the Office of Strategic Services (OSS). Borrowing heavily from the British Special Operations Executive (SOE) model – although the OSS was significantly larger and more diverse, the Americans quickly closed the gap in Intelligence Operations when compared with the other major combatants in the war.

The SOE was formed to compliment the already outstanding work being done by the various Clandestine Intelligence Agencies in His Britannic Majesty's service. Their goal was twofold: (1) advise, supply, and regulate already existing "resistance" groups operating within the confines of Nazi-Occupied Europe; and (2) launch directed, covert precision strikes against hardened targets in Europe that were either too difficult or too dangerous to eliminate with conventional military means. The SOE and the OSS eventually had an incredibly close working relationship, so much so that many operations were conducted jointly and to many they appeared to be the same organization.

The crown jewel of operations for both the SOE and the OSS was Operation Jedburgh. Operation Jedburgh was designed to seed three man teams throughout enemy occupied territory in order to liaise with already established groups of insurgents or form groups of insurgents from the local population. These teams, often called Jedburgh Teams consisted of an Officer (British or American Army), an Area Specialist (a military officer or local from the area in which the team was to operate), and an Enlisted Radio Operator. These teams allowed groups of insurgents to operate in support overall military objectives and be supplied with top of the line military equipment so as to be more effective against their occupiers. Universally effective in both the European and Pacific Theaters (although the OSS was almost exclusively responsible for operations against the Japanese), these units served as the prototype for future Special Forces Units specializing in Insurgency, most notably the US Army's "Green Berets" Special Forces Teams.

At the end of the war both the Special Operations Executive and the Office of Strategic Services were disbanded by their respective governments. However, with the beginning of the US-Soviet Cold War (1945-1991), the United States again found itself at a disadvantage in foreign intelligence gathering, this time against the Union of Soviet Socialist Republics. When the National Security Act of 1947 was signed into law by President Harry S. Truman, tucked into a then-obscure clause was the authorization for the President to create the Central Intelligence Agency (CIA). Formed from the ashes of the Office of Strategic Services, and including much of the same leadership and

personnel, the CIA eventually went on to be the one of the premier agencies for clandestine intelligence gathering during the latter half of the 20th century and into the 21st.

Section 1.3 – The Brush Wars and the Coming of Age

After the Second World War, an uneasy peace descended on the world, ruled by continuous tensions between the Union of Soviet Socialist Republics (USSR) and her allies on one side and the United States of America and her democratic allies on the other. Their alliance during the previous war was one of convenience, and after their common enemy was defeated their post-war politics were ruled by mutual mistrust.

The Allies lead by the United States wanted to spread democracy to far corners of the shattered world, while Joseph Stalin's USSR wanted to spread communism. The democratic powers used diplomacy and economic aid to spread their form of government, helping all willing countries to establish commerce and a higher standard of living for its people. The USSR, with significant guidance from the Chinese Communist Mao Zedong (although the Soviets would never admit it), spread their form of government by means of the self named "Wars of Liberation". These wars generally pitted a national army (such as the United States, France, or England) against a smaller army recruited from the population of the country being fought over.

These smaller armies were traditionally communist, and were armed and trained by either of the two major communist countries at the time, the People's Republic of China (PRC) and the USSR. These wars took place anywhere that a communist guerrilla band could become organized enough to attract the attention of the communist powers or they were organized from the outset by the foreign intelligence services of the communist nations. This whole period of unrest earned its name because of their typical arenas, heavy jungle and forest which the larger national armies had a difficult to impossible time fighting in and the communist armies, with their high concentration of locally recruited soldiers, excelled at fighting in.

The Korean War

Waged from mid-1950 to mid-1953, it was fought on a northeastern Asian peninsula strategically placed between the PRC, USSR, and Japan (which was still home to a sizable United States occupation and reconstruction force at the time). Occupied by the Imperial Japanese Army during World War II, the peninsula had been split along the 38th degree of latitude after the war. This was because of the portioning of former Axis territories between the opposing camps of the victorious Allies, the camps being the democratic Allies and the Communist USSR.

In an attempt to reunite the two halves of the Korean Peninsula, the leader of the Democratic People's Republic of Korea (North Korea), Kim Il-sung, waged a war of aggression against his brothers to the south. He was supported by Soviet advisors and armed with top-of-the line Soviet equipment, much of which was just a single generation removed from the equipment used against Nazi Germany. While the North would

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eventually get a massive reinforcement of PRC troops, this wouldn't be until late in 1950. The democratic allies, under the auspices of the United Nations, launched a concerted defense and counter-attack in support of their ally, the Republic of Korea (South Korea). After three years of bitter fighting, an armistice was signed between the openly warring powers and the peninsula returned to its pre-war boarders. Even though this war was primarily a contest of major arms and armies, with little tangible involvement of Special Operations type units, it did have a major impact on the roles, missions, leadership, and direction of Special Operations within the United States.

During this war the recently established CIA, using veterans of the OSS, tried to again support their military comrades with behind-the-line operations. However, these missions were never as successful as the ones conducted as little as a decade earlier, and some were downright disasters. Their failures were a direct result of the CIA's inability to connect with the local Korean people on a personal or even military level. They lacked any training or experience with Asiatic peoples and culture, even simple things like communicating in the Korean language was difficult if not impossible for the CIA's agents. As a result of the lack of support from the CIA, three of the four branches of the US Military decided that they would form, in some cases resurrect, their own Special Operations units answerable to only the military leaders.

United Kingdom's Special Air Service
The entirety of the Special Air Service Brigade, parent unit to the famous "L" Detachment, was disbanded after the Second World War because the British Army could see no need for such a unit in the post-war world. Less than a year later, however, in 1946 the British Army reversed its course and raised a Volunteer Regiment in their Territorial Army that would specialize in long range, deep penetration Commando raids. The original unit was designated the 21st Special Air Service Regiment (V) and was stood up in 1947.

Its initial service was planned to be in support of the United Nations forces fighting on the Korean Peninsula, but after three months of training the Imperial General Staff decided to send a squadron of the Regiment to the Southeast Asian nation-state of Malaysia. During the Malaysian Emergency, British Commonwealth forces tried to stem the tide of communistic expansion that threatened to overthrow their efforts to reform the Malaysian economy. Eventually three volunteer squadrons of the 21st SAS Regiment would serve in Malaysia, perfecting tactics that involved long range patrols, ambushes, and strikes deep into enemy controlled territory. They also pioneered techniques that allowed parachutists to be successfully used in areas of heavy jungle. They were not strictly an attack force, they also constantly sent out medical teams to jungle villages to dispense medical care in an effort win the hearts and minds of the local populace.

From the late 1960's to the early 1990's, units of the 22nd SAS Regiment, the Regular Army brother to the 21st SAS, were deployed against insurrectionists operating in the Northern Ireland province of the United Kingdom. This was, and in some circles still is, considered the most controversial deployment of Special Operations units ever

conducted by a democratic nation. The reasoning behind initial deployments was that regular army and loyalist constabulary units needed a dependable quick strike and reconnaissance force to combat the acts of terrorism being perpetrated in the region. While a majority of the official records concerning the acts of the 22nd SAS in this conflict were never publicly released before their destruction during Earth's Eugenics Wars, several general facts are known.

The 22nd SAS resurrected the tradition of pure military forces conducting clandestine intelligence gathering. These types of intelligence operations are essential to counter-terrorist activities. Due to a terrorist organizations need to remain largely anonymous, there is never a centralized position or group that can be targeted by intelligence personnel. Therefore, intelligence gathering must be conducted in the field by trained operators who know what they are looking for. While the large scale success of these types of intelligence missions are rare, they are incredibly successful in preventing terrorist actions in the short term.

In response to a terrorist organization's small numbers, the 22nd SAS had to perfect close quarters and small unit combat techniques. They did this at the school maintained by the Counter-Revolutionary Warfare (CRW) wing. During training they learned how to attack and counter terrorist actions against any number of targets or in any conceivable situation. The training was intense, and by some accounts the average student would expend over ten thousand rounds of pistol ammunition during the course (not counting training with carbines and various rifles). With a combination of the training received at the CRW and their experience in Northern Ireland, the 22nd became known as the premier Counter-Terrorist unit on Earth. This led to them becoming the basis and inspiration for a large majority of other such units during the late 20th and early 21st centuries.

United States Army Special Forces
Colonel Aaron Bank and Colonel Russell Volkmann, two former OSS operatives who remained in the US Army after the Second World War, worked tirelessly to convince the Army Leadership to adopt an unconventional warfare force. Special Forces as envisioned by these two men (Bank in particular) were designed to be a force multiplier: a small number of soldiers who could cause a disproportionately large amount of trouble for the enemy. Confusion would reign among enemy ranks and in their territory, and missions could be accomplished with extreme economy of manpower.

The 10th Special Forces Group (SFG) was the first experiment in this type of organization. The 1950 Lodge-Philbin Act of the United States Congress gave the US military the ability to recruit and accept foreign nationals into their ranks. The benefit to these new recruits was that after five years of service and an Honorable Discharge, they had earned citizenship in the United States. The benefit to the US Army, in particular, was that a majority of these foreign nationals were actually displaced persons from Eastern Europe and almost all of them were former resistance fighters against Nazi German Occupation. These facts meant that all these experienced fighters had intimate knowledge of areas, cultures, and societies that were now considered enemy territory.

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The mission for the 10th SFG was as a "stay-behind" unit that wouldn't retreat in the face of a Soviet-led Warsaw Pact invasion along with the rest of the North Atlantic Treaty Organization's (NATO) forces. Once the initial wave of enemy troops had passed, the Special Forces soldiers would embark on a campaign of sabotage, reconnaissance, and insurrection similar to the French Forces of the Interior and OSS/SOE Jedburgh Teams during World War II. These operations would be carried out with little or no assistance from conventional military forces, and these soldiers would be expected to survive for long periods of time amongst the civilian population. Since the invasion of Western Europe by the forces of the Warsaw Pact never materialized, the 10th SFG was never needed for its intended role. However, it did serve as the testing ground for the tactics, techniques, and procedures that would be desperately needed in another theater where the US military did see extensive combat, the Indo-China region of Southeast Asia.

In the nation-state once known as the Republic of Vietnam (South Vietnam), the United States military tried to establish and maintain a democratic state in opposition to its communistic brother to the north, then known as Democratic Republic of Vietnam (North Vietnam). The communist forces of the North Vietnamese Army (NVA) made extensive use of indigenous fighting forces (known as the Viet-Cong or VC) and guerilla tactics to strike at the South Vietnamese Army and their American supporters whenever they chose to. As had been the case in similar wars throughout history, the conventionally minded armies of the South Vietnam and the United States were incapable of countering these unusual tactics. The 5th SFG was able to put into practice the tactics and skills developed by the 10th SFG in Europe to successfully combat both the NVA and the VC. However, even though the missions of US Army Special Forces were incredibly successful, the United States campaign in Southeast Asia failed because of political and social turmoil at home and abroad.

United States Navy Special Warfare Command
At the outset of the Second World War, the United States Navy understood that in order to defeat Imperial Japan in the Pacific Theater and to liberate Europe from Nazi Occupation, amphibious landings were going to critical. Even though the United States Marine Corps had been experimenting with and perfecting the art of Amphibious Warfare, there were still no established assets to provide physical reconnaissance on designated landing beaches. It was into this void that the joint effort between the United States Navy, Army, and Marine Corps established the Amphibious Scout and Raider School to train combat swimmers and experienced explosive ordnance disposal personnel in amphibious reconnaissance.

These basic principles of amphibious reconnaissance and obstacle clearance drastically evolved less than a year after its introduction because of the disastrous 1943 invasion of the Pacific island of Tarawa. The Marine Corps landing force floundered on submerged coral reefs and other Japanese emplaced artificial obstacles during its initial landings. As a result, a ghastly number of Marines drowned trying to get to shore. In response, the US Navy modified its Amphibious Scout and Raider training to include a greater focus on obstacle clearing and landing support in order to prevent another

disaster like Tarawa from ever happening again. The units trained in this manner became known as Underwater Demolition Teams (UDT).

UDTs served with distinction for the rest of the war, participating in every amphibious landing conducted by the United States military. After the Second World War, the UDTs were not disbanded as many of their Special Operations compatriots. Their worth was proven a short five years after the war with the Invasion of Inchon during the Korean War. The planning for this amphibious operation started barely two months before the troops were expected to make the landing. Due to the compressed time table, UDT units were forced to accomplish two related but separate missions at nearly the same time. They first needed to clear the landing zones of artificial obstacles and scout the avenues off the beachheads. These units were also required to lead the initial waves of assault troops off these same beachheads with barely enough time to finish their initial mission. The UDTs mission was large and complex but they executed it flawlessly.

When the United States began to provide increasing amounts of support to their allies in the Republic of Vietnam, the UDTs began to deploy and train their South Vietnamese counterparts. However, as the war gradually became larger and the US began to commit combat troops to the fight, the UDTs had to become better at fighting on the land. They began to train in counter-guerrilla tactics, jungle warfare, and airborne deployments. The combination of these skills gave the UDTs the ability to fight from the Sea, Air, and Land; this unique skill set also gave the UDTs a new moniker, SEAL Teams.

Operating primary from the South Vietnamese city of Da Nang and in the area known as the Mekong Delta; they attacked the VC and NVA in their strongholds, not waiting for them to be the first to attack. However they never stopped training their South Vietnamese counter parts in the skills they were using. In fact they tried to combine the units they were training into SEAL missions, giving their trainees controlled combat experiences along with the confidence that comes with victory. Even though South Vietnam only survived as an independent nation a bare two years after the complete withdrawal of US combat troops, the last South Vietnamese troops to surrender or be destroyed were those that had been trained by the US Navy SEAL Teams.

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Section 2 – Earth in Space

During the times of the Eugenics Wars and the Third World War, Earth was experiencing an equally profound scientific exploration into space. Due to the resources being expended by national governments to defend themselves from terrestrial threats, the private sector was the primary driving force behind Human expansion into space. Individual corporations banded together and formed Mega-Corporations for the express purpose of exploiting the mineral resources of the Sol system and beyond.

Section 2.1 – The Colonial Marines amongst the Stars

With the constant warfare on Earth creating endless streams of displaced persons and refugees, the Mega-Corporations had a ready supply of laborers to build their extra-terrestrial empires and trained soldiers to protect them. Operating in small groups, rarely numbering above forty, these soldiers were tasked with guarding the empires of their paymasters. Threats normally consisted of native life hostile to human colonization (which were mostly eliminated by the terraforming process) and pirates. Basic infantry formations were able to effectively counter most of these threats, and many Mega-Corporations didn't see the need for specially equipped and highly paid Special Forces-type units.

A small minority of the Mega-Corporations, however, did establish "Special Security" units answerable only to their CEOs and Boards of Directors. They formed these units with the best possible candidates; typically soldiers from US Marine Corps Force Recon, US Army Rangers, British and Australian Special Air Service, US Navy SEALs, and Soviet Spetsnaz. What these soldiers were recruited to do however was not exactly what their training in national militaries had prepared them for. They were called upon to forcefully break union strikes, covertly destroy or eliminate rival Mega-Corporations' facilities or personnel, and offensively eliminate pirate threats.

"Special Security" units within the Mega-Corporations quickly gained the correct reputation of being mercenaries and attack dogs. Unlike past and current wars on Earth, the introduction of such units was never meet by jubilation - even by the populations they were supposed to be helping. These so-called "soldiers" constantly carried themselves as being better than everyone, and it was not uncommon for these units to leave an area worse off for having been there. The only historically positive activities and duties these units eventually contributed to the development of Special Operations were that they perfected skills relating to ship seizures in deep space, anti-piracy, and operating in extremely hostile environments. Many of these methods and tactics that they pioneered are still used by the modern Special Operations Branch.

Section 2.2 – The Romulan War

The war with the Romulan Star Empire was not a great surprise when it finally began. For years, the Romulans had tried to keep the Terrans, Vulcans, Andorians, and Tellerites fighting amongst themselves and prevent any alliance that could be threat to them. However, what they didn't count on was the impressive stabilizing influence

provided by United Earth. Having for decades handled these exact types of situations, the United Earth Starfleet was able to not only maintain the peace but forge exactly the type of alliance that the Romulans feared. In a supreme case of galactic irony, the Romulans could be considered the driving force behind the United Federation of Planets, their greatest nemesis for the next three centuries.

The Romulan War officially began in 2156 with an attack on the outer mining planets of Earth's Mega-Corporations. Motivated by the need to conceal these losses from their competitors and shareholders, the government of United Earth didn't even realize that it was under attack until the Romulans had already established large forward operating bases in Earth Territorial Space. Once it was understood that United Earth was indeed in a war with the Romulan Star Empire, the desperate situation that Earth was in became dangerously clear. There was no standing space borne military in place, and no plans had ever been made to repel such a large scale interstellar invasion.

With this desperate situation thrust upon them, United Earth took the unprecedented step in 2158 of federalizing all the security organizations of the Mega-Corporations, independent colonial militias, and the militaries of Earth into the United Earth Peace Force (UEPF). While the Mega-Corporations possessed most of the talent and experience in space borne warfare, it took the steady hand and discipline of the militaries of Earth to make them a truly effective fighting force. In recognition of their exemplary performance with the United Earth Starfleet, the Military Assault Command Operations (MACO) was charged with reorganizing itself and expanding into the UEPF. An integral part of the new UEPF was the Special Operations Service (SOS), which used the United States military's Special Operations Command (USSOCOM) as its progenitor. While the leaders of the new SOS found the Special Operations capabilities of the various nations of Earth to be exceptional, they summarily dismissed a majority of the "Special Security" personnel of the Mega-Corporations due to their extremely poor discipline and reputation. The soldiers that did remain in the Special Operations Service were restricted to Earth-side training units, imparting their experience and skills in deep space combat to the soldiers that would take the War to the Romulans.

Interestingly, the Romulans had not fully developed warp drive technology by this time. Accordingly, they were dependent on forward staging areas to support their military forces. It was these areas that the UEPF Special Operations Service targeted with enthusiasm, conducting deep strikes against any area that could have a material advantage to the Romulan war effort. However, these assaults alone did not have the greatest impact on the victory that was to come. By carefully coordinating the assaults on forward bases with deception missions by various intelligence agencies, the Special Operations Service was able to help convince the Romulan military that the UEPF was planning to fight a major battle at the planet Cheron.

During the Battle of Cheron, the Special Operations Service secured for itself a reputation for selfless service that still permeates through the SFMC Special Operations Branch. Before the battle, a sixteen man team (codename "Theta") was infiltrated onto the planet with the mission to destroy as many space command and control instillations

as possible before Admiral Napier's attack. The Romulans had recently conquered the planet and, consequently, still had all these instillations clustered in a relatively small area, making this mission appear deceptively easy.

In traditional fashion, "Theta" targeted the antenna farm connecting the planet-side battle staff to its fleet and the command center being used by this staff. The mission, however, was only a partial success. The team failed to completely destroy the antenna farm and it continued to be viable throughout the battle. By contrast, but the assault on the command center came off better than predicted. Through divine intervention, the section of "Theta" charged with the command center assault was able to covertly insert into the very bowels of the building completely undetected. Using the element of surprise, they managed to silently kill the entire command staff without raising an alarm or destroying any of the equipment. In a fit of ingenuity, the soldiers of "Theta" commandeered the battle control systems and began to send false orders to the Romulan fleet in orbit. While they were quickly discovered after beginning their devious work, their efforts fatally crippled the Romulan fleet and left them unable to coordinate their defenses. This allowed Admiral Napier, with a numerically inferior fleet, to destroy the Romulan fleet. Their invasion force now impotent, the Romulans withdrew to their own territorial space and sued for peace.

After the Battle of Cheron, UEPF troops were sent to secure the planet and recover "Theta" team. The ground troops faced stiff resistance upon entering the Romulan base, but eventually pacified the area when the Romulans retreated. The bodies of the entire Special Operations team were eventually found in the base's central courtyard; they had all perished in order to complete their mission. They never knew how well they had succeeded, or how their sacrifice had forged a new era in galactic history. To this day the names of the members of team "Theta" are inscribed over the entrance to the Starfleet Marine Corps graveyard on Earth, listed as the first to die for the Federation.

Section 3 – The Starfleet Marine Corps Special Operations Branch

In response to the Romulan Invasion, four separate civilizations joined together to form the United Federation of Planets (UFP). 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. To prevent such bloodletting in the future, the UFP established the Starfleet and its subsidiary Marine Corps as their primary defenses.

The Starfleet was to be the deep space exploration and defense organization, with the Starfleet Marine Corps serving the same duties that where once accomplished by United Earth's MACO. Integral to the Marine Corps was the Special Operations Branch, the direct descendent of the Special Operations Service during the Romulan War. They would specialize in battlefield reconnaissance, deep strikes, counter-terrorism, and anti-piracy. While the need for foreign internal defense missions was not essential to the new Special Operations Branch, the need to integrate the various militaries of the United Federation of Planets let these Marines keep their language and diplomacy skills sharp.

Along with the rest of the Marine Corps, the long period bereft of war and full of pirate and terrorist activity changed the Special Operations Branch. Skills relating to battlefield reconnaissance and deep strikes eventually fell by the wayside, as the Marines of Special Operations were constantly fighting in small "police actions" and prosecuting pirate threats. While proficient small unit tactics and close quarters combat are just as effective fighting pirates as fighting a large professional army; the two situations are far from being comparable. With the coming of the Klingon Empire, the Special Operations Branch and its parent Marine Corps were to pay the price of not having an integrated Special Operations War plan.

Section 4 – Federation-Klingon Conflicts

The biggest mistake ever committed by the United Earth Starfleet was first contact with the Klingon Empire in the mid-22nd century. This disaster would haunt the Federation for nearly a century and a half. The Klingon Empire initially had no interest in Earth or her allies, but the victory over the Romulans and the subsequent formation of the UFP were very disturbing events to them. Even though they felt themselves to be the stronger party, they didn't to declare war until 2267. However, by this time the Federation and the Klingon Empire were already well familiar with each other in battle.

Section 4.1 – The Klingon War

Prior to the general outbreak of war, numerous small conflicts erupted along the Klingon-Federation boarder as both governments sought to expand their areas of influence. Generally considered as annoyances by the Klingons, they gave the Federation a great deal of information on how their enemies conducted warfare. "Brutal" would be the most common way that many in the Federation would describe Klingon Warriors. Although very few in the Starfleet Marine Corps would admit it, total war was a greatly feared event.

This fear was realized in 2267 when an ultimatum was delivered to the Federation demanding the immediate secession of numerous boarder areas to Klingon control. While this proposal would be rejected by the Federation Council; before the official declaration of war, large Klingon invasion fleets appeared along the border with the Federation. These attacks were swift and deadly to many on the front lines, and none more so than the Marines of Special Operations. Even though the First Klingon War lasted barely a month before the Treaty of Organia was forced upon both parties, this short exposure to battle devastated the entire Marine Corps and Starfleet.

Forward deployed Special Operations units were nearly impotent in their pre-war missions, owing to the Klingon's incredible skill in close quarter combat. While missions involving reconnaissance and covert intelligence gathering were successful due to the Klingons poor performance in the area of battlefield security, strike missions were disastrous. The Special Operations Branch had for too long only faced inexperienced and poorly trained pirate and terrorist forces, and the forge of a true war nearly incinerated them. It was little consolation that almost all the other Branches had similar experiences when engaging in close combat with the Klingons, and if the war had not ended as quickly as it did, the Marine Corps would have had no time to learn from its mistakes.

Section 4.2 – The Klingon Cold War

From the imposition of the Treaty of Organia until 2293, the Federation and Klingon Empire shared an uneasy peace. Routinely broken by both sides, small conflicts were fought nearly constantly over disputed territories. These battles were almost the exclusive purview of the Starfleet with little concrete influence by the Marine Corps. The

few times that ground forces engaged each other, the Corps displayed just how much it had learned during their first true encounters on the battlefield.

The Special Operations Branch had to drastically rethink its war fighting policy and how it trained its Marines. The reconnaissance missions of the 2267 War had proven that the Klingons were incredibly susceptible to covert insertions and insurrection operations, missions largely ignored in the fights against pirates and terrorists. So the renewed attention was paid to foreign internal defense and intelligence/sabotage missions. These tactics were once pioneered by the United States Army's 10th Special Operations Group, when facing a similar enemy in a similar situation. Special Operations would therefore focus their war plans on leaving behind Teams in the wake of any Klingon invasion in order to attack their vulnerable rear areas.

Special Operations teams were deployed to every planet along the border and were constantly readying facilities and supplies for use after a Klingon invasion. Data Warfare, Foreign Assistance, and Forward Aerospace Control and Tactical Support (FACTS) Teams were all specially designed to accomplish the mission of harassing the Klingon's rear areas. Data Warfare Teams would electronically attack the computer and communication systems rendering them useless. Foreign Assistance Teams would ferment rebellion amongst the supposedly conquered peoples, forcing the Klingons to redeploy troops from the front lines. FACTS Teams would guide Aerospace and Starfleet assets in support of these "left-behind" units and striking targets deep behind enemy lines.

The post-War Special Operations Branch was still in need of Teams capable of reconnaissance and direct action missions in order to support the rest of the Marine Corps and fulfill the requirements set to them by Starfleet Command. Recon Teams had performed admirably during the war, and discounting the times they were asked to accomplish strike missions, had a perfect record against the Klingons. Some on the SFMC General Staff thought it was just too much to ask of the same Team to be able to covertly observe and scout an area, and still be able to attack any known target. To counter the Klingons propensity for close quarters combat, two new team sets were created to be just as skillful but drastically more professional and swift. Hostage Extraction and Anti-Terrorist Tactics (HEAT) Teams were formed to be the close quarters combat masters of the Special Operations Branch. While they were indeed slated to rescue hostages and engage terrorists, it was never a secret that when war with the Klingons came again these Marines would be expected to match the Klingons blow for blow in close quarter combat. Ship Seizure Teams were also created for the same reasons and with the same skill sets as their HEAT counterparts, but they would be used to attack starships and deep space instillations.

Para-Rescue and Omega Teams were to be the two specialty units within the Special Operations Branch, with limited but indispensible mission sets. Para-Rescue Marines were to be the covert insertion masters, capable of getting into and out of any area by whatever means necessary. These skills were to be put to good use recovering stranded pilots and other personnel within enemy territory, but they could also be used

to assist other teams to getting to and from their objectives. Omega Teams were intended to be the clandestine intelligence collectors for the Marine Corps, and as a result were extremely secretive. This secrecy served them well over the years, because they would become the "catch-all" team used for any mission that the Federation or Marine Corps wanted no official part of. Omega Marines eventually became the best versed and most experienced soldiers in the Special Operations Branch, masters of the skill sets of every other team.

In 2293, the Klingon moon of Praxis exploded and confronted the Empire with a desperate situation. They would never sue for peace with the Federation, but they couldn't afford to continue with the perpetual state of impending war. A result of this new Klingon reality, the Khitomer Accords officially ended the hostilities between the two powers and began a new age of peace between them. The Special Operations Branch would never know how their war fighting doctrine would have worked against the Klingons, and quite a few of the Marines involved were thankful for that. After the Accords, the militaries of both sides became closer and revealed many procedures and tactics to each other. When Klingon Generals were briefed on the war-fighting doctrine of the Special Operations Branch, they were both surprised and impressed. While they would never openly admit if these plans would have worked, that they did concede that they would have found have found them difficult to counter.

Section 5 – The Cardassian Wars

Relations between the Cardassian Union and the United Federation of Planets were marred by two conflicting ideals: territorial expansion and material resources. The Cardassian people have always been resource poor and required the material wealth of the rest of the galaxy to sustain them. This desire gave birth to a military apparatus that ruled every aspect of their society for nearly all of its history. When faced with an obstacle, the Cardassian Military's first reaction is to destroy or conquer it. However, they would eventually collide with two other competing powers that wouldn't give in or be conquered: the United Federation of Planets and the Klingon Empire.

First contact between the Cardassians and the Federation was as they were both colonizing the same resource-rich quadrant of the galaxy. At first, there were plenty of planets to colonize or mine for resources; therefore, neither side was willing to use their militaries to force out the other. That would change, however, as all the suitable worlds were claimed by either side or both. Since their earliest days amongst the stars, the Cardassians have always had a cultural tendency towards xenophobia and a generally suspicious nature. These traits led them to believe that the Federation was targeting them for conquest as they had conquered other societies before. Beginning in the mid-2340's, numerous small wars began to erupt all along their shared boarder. Both sides tried to use military force to secure their interests and advance individual agendas. These border skirmishes and small wars lasted until 2370, when a treaty finalizing the border and establishing a demilitarized zone was signed by both governments.

Because these conflicts were fought to acquire specific colonies and planets, planetary warfare was the key to any battle plan and its execution. When a war, however small, would erupt between colonists or established military formations, Special Operations would be there to render faithful and dedicated service. Using their practiced dispersions and skills, the Special Operations Branch primarily conducted deep strikes against a wide range of targets. Attacks on deep space and orbital platforms were also common, along with reconnaissance missions for any number of purposes. It wasn't until the Massacre on Setlik III, however, that the Special Operations Branch began to play an even greater part in the overall defense against the Cardassians.

Section 5.1 – The Massacre at Setlik III
The Cardassians erroneously believed that the colony of Setlik III was being used by the Federation as a forward staging base for an attack against the Cardassian Union's colonies in the region. They dispatched an assault force to eliminate the supposed threat, but found only a stereotypical Federation colony of a few thousand people. The Cardassians though still believed that they were threatened by an attack, so they forcefully occupied the major inhabited areas and attempted to secure the planet. Several hours after the initial assault the *USS Rutledge* became the first of nearly twenty Starfleet ships and eight Marine Strike Groups to respond to the colony's distress call. While they would liberate the colony within a month, they were too late to

save over five hundred civilians from being massacred according to Cardassian Occupation Law.

The events on Setlik III proved that the Federation defenses along the Cardassian border were porous, but Starfleet could not station enough ships to secure every system from a dedicated attack. They would have to continue to rely on quick reaction forces made up of fast and heavily armed star ships. To buy time for Starfleet to respond to an invasion or attack, the Special Operations Branch was ordered to double their current commitment to the colonial defenses along the border. Until this point Foreign Assistance, Data Warfare, and FACTS Teams specializing in the Cardassian Union were small in number and had been held in reserve to be inserted after an invasion had taken place. These Teams would now be forward deployed onto every Federation colony facing the Cardassians and would prepare themselves for the same mission that their brothers facing the Klingons had always prepared for. While these deployments were conducted in secret, it didn't take the Cardassians long to encounter them during the next conflict. Whenever the Cardassians would set foot on a Federation colony to occupy or attack it, they would be harassed during their entire stay by these "left-behind" units. While they had marginal success in countering these Teams, they were earned mainly by conducting civilian executions and taking large amounts of hostages - but they were never able to completely stop them.

Section 5.2 – The Broken Hammer

One of the greatest victories of this protracted conflict was made possible by Marine Corps Special Operations. During one of the many Cardassian raids during the later part of 2265, a Data Warfare Team was able to uncover plans regarding a massive preemptive strike (codename "Operation Hammer") which was about to be unleashed against several Federation colonies in the area. The intelligence was immediately passed up the chain of command for further action. Starfleet Command and the Marine Corps General Staff decided to launch a spoiling attack against the primary base being used to support the projected Cardassian attack. They would use a task force consisting of Starfleet ships, Marine Corps Special Operations, and a largely untested Marine Corps force known as MECHA to either destroy the base or stall those forces long enough for reinforcements to be rushed to the area. Special Forces would commit four teams of their special mission force known simply as "Omega" to provide for forward area reconnaissance and covert strikes.

The "Omega" Teams would covertly insert onto the Cardassian planet several hours before the actual assault would take place by means of a Sub-Orbital/Low Opening parachute drop (SOLO). Their mission would be to infiltrate the primary staging base on the planet and destroy as much command and control systems, communication equipment, and defensive systems as possible before the Starfleet and MECHA forces arrived. Once the other forces arrived, they would then act as forward controllers in order to designate landing zones for the drop pods containing the MECHA force. While difficult, the operation was a complete success with all the "Omega" Marines returning alive and generally unharmed. The only complaint from the mission coordinators was that the "Omega" Teams used excessive amounts of pyrotechnics and explosives

during their initial assault. In traditional "Omega" fashion, the Senior Special Operations Officer for the mission was reported to have replied to this criticism by saying, "Wasn't there, didn't do it".

Chapter 3 – Traditions

"A lot of people think the word commando means super-hero, or at least something close to it. In the popular mind, they're thought of as the ultimate elite soldier, the solution to every problem. The fact is that a commando is just someone trained to fight under a specific set of circumstances. He's the guy you send in when there are more bad guys than good guys, when surprise is the only advantage you can get in an operation. When it works, commandos seem unstoppable. Those are the operations that make the papers. When it doesn't work, commandos get killed just as dead as anyone else."

The Special Operations Branch is very similar to the other branches of the Starfleet Marine Corps in that they have specific traditions that they adhere to. Most traditions, however, are rather secretive because of how these Marines work. This section will address the more common and well known traditions, and some of the common misconceptions and myths about the Special Operations Branch and its Marines.

The Marine
An individual Marine in the Special Operations Branch is unique amongst his peers. Typically a new recruit will go to Advanced Individual Training directly after Basic Training, however this is not true in the Special Operations Branch. Every Marine in Special Operations is already an expert in at least one other Branch of Service before he is even considered for entry into Special Operations Training. Since SpecOps missions usually take place far from support, tasks need to be done in complete isolation from assistance; therefore this requires Marines well versed in a skill before he is ever deployed into the field.

Special Operations are and always have been a team effort. To be sure, it requires remarkable individuals, but selection and initial training programs are designed, in part, to weed out lone wolves. It is those types of individuals who put others needlessly in harm's way, and can prove to be just as dangerous to a mission as any enemy. If you want to learn what SpecOps is NOT looking for in its warriors, reference the 20th century mythological figure John Rambo.

An ideal SpecOps Marine is a quiet professional, serving in the shadows without much fanfare or recognition. Over 90% of what is done by Special Operations can never be revealed to the general public. This doesn't mean their actions are illegal, but rather require a certain level anonymity in order to allow them to do it again. As one former SpecOps Sergeant Major put it, "A lot of times the only way you know a man in this line of work has been killed is a pair of combat boots on the steps of the base Chapel."

"A Rose by Any Other Name Would Smell as Sweet"
Throughout recorded history there have been many different Special Operations groups and they have all become known be different nicknames. This is rather common since the proper name for some of these units are rather involved at times. For example: United States Army Special Forces became known by their unique and originally

unauthorized headgear, "Green Berets". At other times these nicknames can be deceptively official: Members of the United Kingdom's Special Air Service are officially referred to as Troopers.

However, the Marines of the SFMC Special Operations Branch have steadfastly refused to be labeled with any Branch-wide "catchy" nickname. For centuries it was generally accepted that these Marines were perfectly happy with the moniker of "Operator" but this has always been untrue. While each Team set within the Branch has official and unofficial nicknames that have evolved over time, these are rarely used in anything more than clarification or playful jocularity. When referring to a member of the Special Operations Branch it is both proper and expected that they are simply called Marines.

Hell Week
Officially known as "Acceptance Week", week 4 of the Basic Candidate Selection Course has many other unofficial names, most unflattering. At least a quarter of any given induction class drops out during this stage of training. It is a grueling, punishing, sleep-depriving week of incredibly intense training meant to closely simulate the generalized feel of an extended mission. Those that make it through know with complete confidence that they have what it takes to be in SpecOps. After this point, less than 1% of all Candidates will voluntarily drop from the course; most who fail from this point on will have to be dragged from training.

Bar Burning
One of the most somber of Special Operations traditions is the rite performed by team members when they lose one of their own. Should a SpecOps Marine die in the line of duty, his teammates will convene at a local adult drinking establishment to toast his memory. They do this quite dramatically, by pouring a full quart of a highly alcoholic beverage onto the serving bar and setting it alight.

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 remains the same. When in an adult drinking establishment with other Marines, one can produce his coin and slam it on the bar or table. All other Marine must follow suit to demonstrate their esprit. Those caught without their coin must buy a round of drinks for those who have their coin as penance. However, if all other Marines have their coins the one who challenged must buy the round of drinks; this is the punishment for questioning the esprit of the Marines present.

Honorary Members
Throughout the history of Special Operations, many have come to render true and faithful service to these types of soldiers while never being officially part of their ranks. Aviators, maritime boat crewmen, quartermasters, etc. are all essential to the success of a SpecOps mission, but it's extremely rare that these faithful soldiers get any sort of recognition, even by the poor standards of the Special Operations Branch.

When a Team in the field feels that they have met a Marine whose work has been constantly invaluable to their mission and success, a small token is awarded to them. The SpecOps Team will present themselves to the Marine in question, usually in full Class A uniform and at an adult drinking establishment, although medical facilities (for obvious reasons) are not uncommon. In a quite ceremony during which no one is allowed to intrude, each Marine in the Team will describe how the honoree's actions have helped them in particular or the Team as a whole. When these stories are completed, the Team OIC will present the honoree with a specially replicated Special Operations Branch Device that has been modified with the honoree's individual Branch of Service insignia superimposed over the crossed knives. After the presentation, the Team will render a hand salute to the honoree and promptly leave. While this device is not authorized for wear on any uniform, it is usually carried everywhere by the honoree as one of his most precious keepsakes.

Chapter 4 – Branch Basics

"Operatives live in shadows, but they dream of the light. When you're working covert ops for low pay in life threatening conditions the idea that your life's work won't remain secret forever keeps you going. One day the world will learn what you've done even if your name is never known. Some of the sweetest moments come when the job ends and the bullets stop flying – that is unless one of those bullets rips through your chest."

The Special Operations Motto
"Who Dares Wins"
Taken from the United Kingdom's Special Air Service Regiments of Old Earth, the motto succinctly summarizes the Special Operations philosophy toward operations. Every mission has risk of death or serious injury, but without the courage and fortitude to do what is necessary to win, Special Operations are impossible

The Special Operations Device

"Crossed Knives"
The knife has been a symbol of Special Operations work since the earliest days. A knife or sword has appeared in the insignia of the United States Army's Special Forces, the Special Air Service of the United Kingdom, the Andorian Aylacy (AYlah-CEE), the Kappellan T'edar (TAY-ee-dar), and hundreds of other historical examples of Special Operations. It is a symbol of a swift, silent, and deadly weapon, which is exactly what a Special Operations Marine strives to be.

The Special Operations Creed
Field Marshal Charles Dotambwe, the only commander of the UEPF's Special Operations Service wrote a creed for his newly assigned troops. Based on several similar creeds from the global Special Operations community, he had hoped that it would serve to unite his command. 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 am the lone survivor.

Chapter 5 – Branch Organization

"It always makes me laugh when I hear an uninformed boob make mention of a special operations division; there ain't no such thing. If any special operations force ever gets to the point that it legitimately needs a division to organize itself, it ain't special anymore. It would probably just be a big group of so-and-sos patting each other on the back and saying 'We're special'."

Unlike other Branches, the basic organizational element of Special Operations is a Team, consisting of not more than 16 Marines. While Teams vary in size depending on their Department or missions, they are all independently deployable. It is perfectly normal to find a Special Operations Team in the middle of the battlefield with no support closer than a thousand kilometers. It is also completely normal to see a Team deployed with a larger conventional unit with no other Special Operations units in the same Theater.

Marine Occupational Specialty (MOS)
The MOS codes of the Starfleet Marine Corps define the general specialty and billet of any Marine in the service. Any code from 800 to 899 is directly associated with the Special Operations Branch. For more information, and a detailed listing of all MOS codes please consult the MOS Manual published by SFMC Training and Doctrine Command (TRACOM).

Section 1 – Departments of the Special Operations Branch

Before the Dominion War, the Special Operations Branch maintained as many as eight different team types for use in various missions. During the course of that war, it was discovered that these teams had become so specialized in their mission sets that they had a nearly impossible time doing anything else. The calls for Special Operations Teams also greatly exceeded the pre-war planning and deployment in some areas while in others demand was nearly non-existent. For example: the Branch had five times the number of HEAT and Ship Seizure Teams that were ever needed at any one time; yet Recon and Foreign Assistance Teams were constantly being overtaxed, and many of the Marines in these Teams only left the combat zone when they were wounded.

Lieutenant General Dorian Schmidt took over the post-War Special Operations Branch in 2376. Having served on the front lines of the war with the Dominion, he was intimately familiar with the Branches critical weaknesses and was determined to eliminate them. He started by dissolving all the currently standing Teams and Marine Strike Groups, then he formed five new Team sets each with its own Department answerable to the Branch Director. Each Department would focus on a particular discipline of the overall Special Operations capability.

However, it should be noted that even though each Department has particular mission strengths, every member of the Special Operations Branch is first and foremost a

professional soldier. General Schmidt was well aware of the problems that ultra-specialization caused during the Dominion War, and was determined to never let it happen again. The only thing that mattered to him was that the mission is accomplished. For example, the Theta Marines would train primarily for direct action and battlefield reconnaissance, and they excel in these actions. This would mean they are they more capable, on the whole, than Sigma or Omega Marines in this regard. Sigma Marines train primarily in guerilla and counter-guerilla tactics; and are therefore more capable than the Theta or Omega Marines in this regard. And so forth throughout the rest of the Branch.

Starfleet Marine Corps Special Forces
Missions: Foreign Assistance and Liaison, Insurgency Operations
Official Call Sign: Sigma (Σ)
Slogan: "De Opresso Liber" (To Free From Oppression)
Team Size: 12
Predecessor Teams: Foreign Assistance, FACTS, Para-Rescue

Special Forces are charged with the most traditional missions that have always described special operations units throughout history. They specialize in operating deep behind enemy lines with little support from outside units. Typically these units will be used to ferment insurgency within enemy territory, forcing threat forces to expend more units to secure their supposedly conquered territory then fighting front line Marine units. As a result these Marines will specialize in certain sectors of space; being experts on every aspect of the civilizations within their area of responsibility.

Starfleet Marine Corps Force Reconnaissance
Missions: Direct Action, Long Range Reconnaissance Patrols
Official Call Sign: Theta (Θ)
Slogan: "Lo Que Sea, Cuando Sea, Donde Sea" (Anything, Anytime, Anywhere)
Team Size: 16
Predecessor Teams: Recon, Data Warfare, FACTS, HEAT, Para-Rescue, Ship Seizure

Force Reconnaissance will be charged with providing combined unit commanders with a capable and highly deployable scouting and assault unit. To aide in these missions, the Marines of this Department maintain the highest level of deployment skills ranging from Sub-Orbital/Low Opening (SOLO) parachute drops to Sub-Surface Aquatic diving. They are also capable of assaulting objectives once in range, and are the premier Team set in this regard. Force Reconnaissance will be the largest Department within the Special Operations Branch, available for deployment with any and every unit of Battalion size and greater.

Starfleet Marine Corps Special Fleet Service
Missions: Clandestine Intelligence Operations, Counter-Terrorism Tactics
Official Call Sign: Omega (Ω)
Slogan: "Seven Years for Seven Minutes"
Team Size: 16
Predecessor Teams: Omega, Data Warfare, FACTS, HEAT, Para-Rescue, Ship Seizure

The Special Fleet Service was formed on the basis of the Omega Teams, while integrating the services of nearly the entire capability of the former Special Operations Branch. The missions and operations of this Branch will be just as secretive as the old Omega Teams used to be. However their exposure to the general public will drastically increase as they will take over all the Counter-Terrorism and Hostage Rescue duties of the Special Operations Branch. They will specialize in close quarters combat and certain other duties that may be assigned to them through Starfleet Command. They will not lose their standing ability to operate in secret and on missions that require high levels of discretion and plausible deniability.

Starfleet Marine Corps Psychological Warfare
Missions: Propaganda Operations to influence friendly actions in threat forces
Official Call Sign: Phi (Φ)
Slogan: "Persuade, Influence, and Change"
Team Size: 6
Predecessor Teams: None

Before the Dominion War, Psychological Warfare was a mission that was accomplished by Starfleet's Special Warfare Groups. However, manpower shortages forced a large majority of these units to be disbanded. Therefore the reorganized Special Operations Branch will include these skill sets in order to better support line Marine units. The mission of this Department is to use persuasion to influence perceptions and encourage desired behavior amongst threat and neutral populations. Their cornerstone is truth and credibility in order to convince a given population to cease resistance or take actions favorable to allied forces. Psychological Warfare Marines are, first and foremost, communicators whose language skills, regional orientation, and knowledge of communications media provide a means of delivering critical information to targeted audiences.

Starfleet Marine Corps Civil Affairs Department
Missions: Support Civilian Activities in Military Area of Operations
Official Call Sign: Sampi (ϡ)
Slogan: "Secure the Victory"
Team Size: 6
Predecessor Teams: None

Before the Dominion War, Civil Affairs was a mission that was accomplished by Starfleet's Special Warfare Groups. However, manpower shortages forced a large majority of these units to be disbanded. Therefore the reorganized Special Operations Branch will include these skill sets in order to better support line Marine units. Civil Affairs Marines are a commander's link to the civil authorities in his area of operations. These authorities are not always necessarily within the commander's direct area of control. Often Civil Affairs Teams are deployed into hostile territory to assist Special Forces Teams with winning the hearts and minds of the local population. With specialists in every area of government service, they can assist any local authorities in supporting its people's needs and maintain a stable and viable civil administration. Civil Affairs Marines possess unique training, skills, and experience as they are recruited from all sectors of the Marine Corps. They provide such specialties as judges, physicians, bankers, health inspectors, fire protection, security, etc. which are typically not found in combat specialties.

Starfleet Marine Corps Special Operations Command
Missions: Coordination and Training of Special Operations Units
Official Call Sign: Digamma (Ϝ)
Slogan: "The Best Training Anywhere"
Predecessor Teams: None

During the Dominion War the demand for units capable of accomplishing basic Special Operations missions was unprecedented. Up until then, Special Operations Capable units were simply better trained in their particular Branch of Service with a smattering of Special Operations qualified personnel at key posts to provide planning assistance. These units faired marginally better than their non-Special Operations Capable compatriots, but it was discovered time and again that they were nearly useless in any sort of in-depth Special Operations mission. As a result the Command and Training section of the Special Operations Branch would be expanded to provide continuous Special Operations training to line units. Primarily focused on Infantry units, the expanded capability of the overall Special Operations Branch will soon allow for any line unit of the Marine Corps to earn the Special Operations Capable designation.

Section 2 – The Best of the Rest

The plan of the post-Dominion War Special Operations Branch is that any Special Operations Capable unit within the Marine Corps be able to quickly and fully integrate into the planning for a Special Operations Mission. At this time, this goal still remains in the planning stages awaiting General Staff approval of the concept. However, there are currently three Branches that provide true and faithful service to the missions of the Special Operations Branch. In each case the capabilities of the Special Operations Branch would be largely nullified without their assistance.

Aerospace Branch

For as long as there have been the Aerospace assets, Special Operations personnel have used them to extreme benefit. The ability of the Aerospace Branch to transport and support Special Operations units in any theater has lead to a very close and professional bond. In the SFMC, the focus of this bond is with the 21st Special Aerospace Wing, which maintains all the aerospace craft that are the most capable of directly supporting Special Operations missions. The pilots and air crew of this Wing are not technically Special Operations trained, although to even qualify for assignment to the 21st, they must first display an overabundance of professionalism and skill. Their training programs within the Wing are heavily influenced by the Special Operations Branch, and are often conducted in conjunction with Special Operations training rotations.

Maritime Operations Branch

Marine Corps type formations were originally formed as an integral component of the earliest sea navies on nearly all Federation worlds. In the modern day, the need for Special Operations units to operate from an aquatic environment is still necessary and required. No better example of this is Force Reconnaissance's requirement that all its Marines be aquatic diving qualified. The Maritime Operations Branch maintains all the facilities and expertise in the field of aquatic operations, and their skills are highly regarded by the Special Operations Branch. From training all the aquatic divers in the Corps to providing special boat crews for Special Operations missions, interactions between SpecOps and Maritime Operations may be few in number, but it's no less strong than with any other Branch.

Support Branch

The Special Operations Branch has always relied on the highly qualified Marines of the Support Branch to provide them with everything from rifles to water to explosives. The Support Marines that support the Special Operations Branch are a special bred that have the same skill, determination, and will to win as any SpecOps Marine. The bond between Special Operations and Support became even more official and permanent because of the additions of the Psychological Warfare and Civil Affairs Departments, both of which will use recruits from the Support Branch almost exclusively.

Starfleet
Starfleet is the mother service; every mission of the Marine Corps is either supported by or done through the overall Starfleet Command apparatus. For most of the Federation's history, Starfleet and the Marine Corps have maintained complimentary Special Operations capabilities, each with its own specialties and focus. Starfleet's Special Operations capability is concentrated in its Special Warfare Groups, or SWGs. SWGs are part of Starfleet's Security Command and specialize in the unique deep-space operations, humanitarian and diplomatic missions. Typical SWG missions include Smuggling Interdiction, Humanitarian Aid, and Deep Space Electronic Intelligence. One of the few service-overlap missions: Starfleet fields its own teams specializing in Ship Seizure. The argument is that Ship Seizure is a purely naval concern; however Marines have made the counter-argument that throughout history Marines have always been responsible for boarding parties and that they are better equipped for Close Quarters Combat.

This conflict of interest and overlap will eventually be nullified by the fact that the Special Operations Branch is in the process of eliminating its specialized Ship Seizure Teams. However, both Force Reconnaissance and Special Fleet Service will maintain their high standards regarding Close Quarters Combat. In the future, while Starfleet Ship Seizure Teams will take the lead in such operations, the Marines of the Special Operations Branch will always be trained to for this mission in order to support Starfleet or forcefully take a ship in an emergency.

Chapter 6 – Field Organization

"Special Forces squads are built around the skills of individual members. But no matter how good an individual member of the squad is every mission comes down to one thing: how well they work together. Because, in the end, you don't need a hero to succeed in the field… you need a team."

Special Operations Strike Groups are varied in both organization and deployment, dependent on mission and intended capabilities. For this section, this manual shall briefly describe the five companies deployed with any numbered Division. Each of these companies is able to be formed into a Marine Strike Group, either by themselves or as a task organized unit. In either case, the deployment of these companies is directed by needs of the Division.

Section 1 – The Special Operations Battalion Combat Team (SOBCT)

Because a Division will typically have four separate companies of Special Operations forces assigned to it, it has, in effect, a full battalion of Special Operations Marines. Although these companies will mainly work separately in furtherance of the Division Officer-in-Charge's intent, an apparatus was needed that could help plan missions for the Division's Staff and provide the field companies with administrative, logistical, and specialty support. This apparatus would come in the form of the Special Operations Battalion Combat Team (SOBCT) concept of operations.

SOBCT's central operating principle is focused on a Headquarters and Service Company fielded by the Special Operations Command Department. This company is attached to every Division and acts as the intermediate level of command between the Division and the line SpecOps companies. It is worthy to note that while the Headquarters and Service Company is organic to the Division, the line companies are not. This was done intentionally in order to give the Division Staff a stable cadre of personnel with which to build a professional relationship and at the same time gives the Special Operations Branch the ability to support different training rotations than typical Marine line units.

Section 1.1 – Headquarters and Service Company
Co-located with a Division's headquarters and service units, this company is the primary administrative and logistical unit within the SOBCT. The company itself is split into two self-sufficient platoons each working towards the similar goal of supporting the forward units. These platoons are often deployed as complete units but they can be tasked organized to better support the other companies of the SOBCT. This task organization is especially common amongst the Service Platoon and its personnel.

Battalion Headquarters Platoon
The Headquarters Platoon of a SOBCT consists of the standard arrangement of command element, coordinating staff, and special staff. Small when considering other similar organizations, it serves more as a coordinating organization then in a true command role.

Service Platoon
This platoon serves the exact same purpose as it would with any other Battalion. The organization of this platoon consists of a Command Element, a Signals Section, and a Support Section. The Platoon is the one place in the SOBCT where there are few fully qualified Special Operations marines. This is due to the fact that these marines are almost never involved in combat operations or other Special Operations missions.

The Command Element is nearly identical to other similar platoons, but its billets are filled exclusively with Special Operations marines. This is done so that there are never any miscommunications or misunderstandings between the platoon and the forward deployed marines it is tasked with supporting.

The Signals Section is designed to establish and maintain the command, control, communications, computer, and intelligence systems used within the SOBCT. It is further divided into Base Squad and a Maintenance Squad in order to accomplish this mission.

The Support Section is divided into a Supply Squad, Maintenance Squad, Food Service Squad, and Service Squad all united by a Command Element. The Supply Squad maintains the warehouses and replication facilities needed by the units of the SOBCT, along with administering the lines of supply between the rear and forward units. The Maintenance Squad contains the specialties needed to repair and maintain the equipment used by Special Operations units. The Food Service Squad is usually charged with feeding those marines in the Battalion Headquarters and Service Company, though they can be called to duty anywhere dietary sustenance is needed. The Service Squad is populated by personnel with specialties such as jump and dive masters, parachute and anti-gravity equipment riggers, etc in order to support the forward units with maintenance and specialty logistical support.

Section 1.2 – Company Headquarters Team
Any Special Operations Team cannot easily deploy or operate without the support of its Company Headquarters Team. This type of headquarters consists of 12 personnel and is typically also the headquarters element for the Marine Strike Group (SpecOps). They act as the command and control element of the individual Teams within the Company and any attachments. Every Special Operations Company has the exact same strength and billets. Some of the Marine Occupational Specialties (MOS) may be different from one company to another, so for more complete information please reference the current edition of the SFMC Organizational Manual.

During purely planetary operations, the Headquarters Team will establish and operate an Advanced Operational Base independent of Starfleet shipping. No matter how it operated, its duties will include: planning and conducting Special Operations missions separately or as part of a larger force; training and preparing its subordinate Teams for deployment; infiltrating and extracting from operational areas by any means necessary; conducting operations in remote areas and hostile environments for extended periods of time with minimal external direction or support; and training, advising, and assisting other Starfleet and allied forces.

Company Officer-in-Charge
   Rank: Lieutenant Colonel (O-5)
   The Company OIC exercises command and control of all the personnel and elements assigned or attached to the Company. He oversees the planning of missions and coordinates with supporting units and higher headquarters. When an Advanced Operational Base is established, he also serves as its commander.

Company Deputy Officer-in-Charge
   Rank: Major (O-4)
   The DOIC oversees the Company's staff and assigns specific responsibilities to each member to further the intentions of the OIC. Coordinating with the Company NCOIC, oversees the administration and logistical procedures of the Company.

Company Operations Officer
   Rank: Chief Warrant Officer-2 (CWO2)
   The Ops Officer has the staff responsibility to oversee and plan for all activities relating to: Company organization and training; intelligence and counter-intelligence operations; and the combat deployments and activities of the Company's assigned Teams.

Company Non-Commissioned Officer-in-Charge
   Rank: Sergeant Major (E-9)
   The senior enlisted person in the Company is the OIC's principle advisor on matters relating to the enlisted personnel in the unit. Primary responsibilities include the daily supervision of the company's training, operations, and administration.

Operations Sergeant
   Rank: Master Sergeant (E-8)
   This Marine assists the DOIC and the Operations Officer in the accomplishment of their duties. When uncommitted, the primary duty of this post is to manage the Company's training program for the OIC.

Intelligence Sergeant
   Rank: Master Sergeant (E-8)

The Operations Officer's primary assistant in matters relating to intelligence and counter-intelligence operations. He is the primary questioner in any interrogation of enemy prisoners and friendly informants, and is responsible for their disposition and care. Also responsible for conducting the briefs and debriefs of all Teams assigned to the Company.

Medical Sergeant
Rank: Gunnery Sergeant (E-7)
Responsible for the overall general medical care of the assigned Teams including: routine exams, preventative care, and emergency medical services. This Marine also gathers information regarding the health and overall well being of all the personnel in the Company, and advises the OIC on all matters of health care.

Engineering Sergeant
Rank: Gunnery Sergeant (E-7)
The ranking Engineering specialist in the Company, he is responsible for advising the Company OIC on all matters relating to construction, demolition, and the support of any engineering tasks within the Company. Well versed in all matters of Combat Engineering, this Marine maintains the ability to build or destroy anything with speed and precision.

2 Communications Sergeants
Rank: Gunnery Sergeant (E-7)
        Staff Sergeant (E-6)
These Marines advise the Company OIC on all matters pertaining to communications, equipment, and communications plans. They install and maintain the Company's communications equipment and conduct training for the Communications personnel assigned to the individual Teams.

Data Warfare Specialist
Rank: Staff Sergeant (E-6)
This Marine is an experienced in computer software, information systems, and electronic security. Primarily concerned with the direct needs of the Company Headquarters, he will support the overall Company communications plan with knowledge pertaining to information warfare and data transfer. He will also coordinate with the SOBCT's Headquarters and Service Company to meet the needs of the Data Warfare missions within the Company.

Supply Sergeant
Rank: Staff Sergeant (E-6)
This Marine is the principle planner of the Company's supply and logistical operations. By coordination with similar personnel on the SOBCT staff and in the Service Platoon, he is able to meet any normal or unique needs of the Company and its Teams.

Section 1.3 – Force Reconnaissance Company

A Force Reconnaissance Company is organized with the previously described Headquarters Team and 6 Theta Teams. Each Theta Team consists of 16 personnel and is the maneuver element of the Company. Each Team is fully capable of being deployed throughout a full range of environments and methods. Normal missions for these Marines include reconnaissance of critical objectives, conducting or coordinating strikes against time sensitive targets, and long range patrols along a projected line of advance.

The Team's commanding and only officer is a Captain, and is responsible for the missions and actions of the Team. This officer is assisted by a Warrant Officer-1 who serves primarily as an expert in the capabilities and operations of the Team. The senior non-commissioned officer of the Team is a First Sergeant; he has the duties of any unit's senior NCO along with being the primary operational planner within the Team. The next most senior NCO is a Gunnery Sergeant who serves as the chief intelligence specialist of the Team.

The rest of the Team is populated by marines with specialties including: field medicine, communications, combat engineering, weapons and tactics, reconnaissance and surveillance, and data warfare. Each of these individual specialties has a Staff Sergeant and a Sergeant serving as the resident expert practitioners.

Section 1.4 – Special Forces Company

A Special Forces Company is organized with the previously described Headquarters Team and 6 Sigma Teams. Each Sigma Team consists of 12 personnel and is the maneuver element of the Company. These teams are deployed into situations where cultural interactions are the norm, and combat actions will typically be secondary to the mission objectives. Typical missions will include: liaising with allied military units, providing truth in reporting to higher command; guerrilla activities with civilian populations within the Division's area of operations, either fermenting or suppressing them as the situation dictates; and long term intelligence gathering activities along the Division's line of advance.

The Team's commanding and only officer is a Captain, and is responsible for the missions and actions of the Team. This officer is assisted by a Warrant Officer-1 who serves primarily as an expert in the capabilities and operations of the Team. The senior non-commissioned officer of the Team is a First Sergeant; he has the duties of any unit's senior NCO along with being the primary operational planner within the Team. The next most senior NCO is a Gunnery Sergeant who serves as the chief intelligence specialist of the Team.

The rest of the Team is populated by marines with specialties including: field medicine, communications, combat engineering, and weapons and tactics. Each of these individual specialties has a Staff Sergeant and a Sergeant serving as the resident expert practitioners.

Section 1.5 – Civil Affairs Company

A Civil Affairs Company is organized with the previously described Headquarters Team, a Planning and Operations Team, 2 Platoon Headquarters, and 8 Sampi Teams. This more involved organizational scheme is a result of this company's tendency to work in smaller and more scattered units. On the whole however, the Civil Affairs Company is charged with interacting with non-combatant civilians within the Division's area of operations. Their duties will revolve around minimizing the disruption made by combat operations, and reestablishing a civil government and its ability to respond to the needs of its people.

The Planning and Operations Team is designed to contain a wide range of specialties not found within the Sampi Teams. This has been done intentionally because this Team is supposed to formulate the long term operations of the company in furtherance of the overall mission. This Team consists of a Captain and Master Sergeant in overall command of a varying number of specialists in government administration, economics, public relations and facilities, and law and order.

The Company deploys 2 Platoon Headquarters, each consisting of 6 marines, in order to coordinate the actions of the individual Sampi Teams. Officially each platoon has authority over four individual teams, however in practice each platoon is task organized to the situation in which is finds itself. The Platoon Headquarters is manned by a Captain and a First Sergeant in command, an Intelligence Sergeant, a Communications Sergeant, and two sergeants to provide expertise in governance or economics. Typically the Platoon Headquarters will coordinate localized efforts of the Company and support its subordinate Teams with specialized expertise.

Each Sampi Team consists of 6 marines who are dedicated to a particular mission or section of civilians. A Warrant Officer-1 and Gunnery Sergeant command the team, with sergeants covering communications, medical, engineering, and law enforcement specialties. These Teams are charged with executing the missions and managing projects as directed by the Company Commander and the Planning and Operations Team. They will also provide intelligence on the needs of the local population and identify civilian enablers to the missions of the company.

Section 1.6 – Psychological Warfare Company

Psychological Warfare Companies are organized with the previously described Headquarters Team, a Planning and Operations Team, 2 Platoon Headquarters, and 8 Phi Teams. This more involved organizational scheme is a result of this company's tendency to work in smaller and more scattered units. On the whole however, the Psychological Warfare Company is charged with responding to the needs of field units in reference to spreading positive messages about the Federation. Their duties will revolve around maximizing the distribution and effectiveness of messages directed at civilians and threat military personnel.

The Planning and Operations Team is designed to analyze the target audience of a PsyWar message, plan for its implementation, and produce the means of distribution.

This Team consists of a Captain and Master Sergeant in overall command of a varying number of specialists in the individual aspects of its mission.

The Company deploys 2 Platoon Headquarters, each consisting of 6 marines, in order to coordinate the actions of the individual Phi Teams. Officially each platoon has authority over four individual teams, however in practice each platoon is task organized to the situation in which is finds itself. The Platoon Headquarters is manned by a Captain and a First Sergeant in command, an Intelligence Sergeant, a Communications Sergeant, and two sergeants to provide expertise in print and media communications. Typically the Platoon Headquarters will coordinate localized efforts of the Company and support its subordinate Teams with specialized expertise.

Each Phi Team consists of 6 marines who are dedicated to a particular mission or section of individuals. A Warrant Officer-1 and Gunnery Sergeant command the team, with sergeants covering communications, medical, engineering, and general psychological warfare specialties. These Teams are charged with executing the missions and managing projects as directed by the Company Commander and the Planning and Operations Team. They will also provide intelligence on the needs of local units and identify key motivators amongst the targeted audiences.

Section 2 – Chains of Responsibility

In reference to a point alluded to earlier, is the fact that none of the Special Operations line companies are permanent members of their assigned Division. They are actually a part of larger Special Operations Regiments, which are in turn subordinate to their respective Special Operations Departments. These higher echelons of command are an integral part of the overall structure of the Special Operations Branch – the Special Operations Command Department being the only exception. While on deployment, these companies will take its operational orders from its assigned Division through its SOBCT organization, but it is still responsible for reporting to its parent Regiment. This arrangement can seem convoluted and inefficient on paper. In practice, however, it operates rather well.

Chain of Command

Any sized unit within the Special Operations Branch can operate one of two ways: independently, or deployed with a larger unit. Independent operations are when the Marine Corps General Staff or Starfleet Command required a mission to be accomplished, but field units either do not cover the necessary area of operations or field units cannot be involved in the mission. In situations like this, the SpecOps unit to be used will take orders from its Regiment - just like any large unit within the Corps.

When deployed with a larger unit, such as a Division, overall command passes from the insular structure of the Special Operations Branch to the Division in question. Missions will originate from the Division's Staff and be planned by the SOBCT to be executed by the units in the field. In these situations, the unit in question has temporally separated itself from its parent unit. For the entirety of its deployment, it will take orders and missions from the Division and its SOBCT, and not from its parent Regiment.

Chain of Communications

When deployed with a larger unit, the Special Operations force in question does not lose their connection to its parent unit. Even though organizations such as a Division's SOBCT will handle the command responsibility and deal with the day-to-day supply requirements of the attached Special Operations forces, the units still have the responsibility to report its activities to their parent units. Communication with the parent unit is essential to the overall operating ability of the detached unit. This is because the higher echelons of command within the Special Operations Branch are responsible for the long term training and readiness of the unit, and is the only organization that can adequately replace losses in personnel.

Chapter 7 – Equipment

"When you prepare for a mission, it's the little things that count. Firepower is great, but an operation's more likely to be saved by a fresh set of batteries than a gun."

The Special Operations Branch makes every effort to use the standard equipment of the rest of the Marine Corps. About 85% of everything a Team will take into the field is the exact same materials that the rest of the Corps has: especially weapons, communications equipment, demolitions and explosives, and personal protective and load bearing gear.

The so called variety of equipment that many people see in the Marines of Special Forces comes from a simple concept of comfort. When deploying into the field the Marine will take what works and what he, personally, is comfortable with. So if he is comfortable with the load bearing gear from 30 years ago, he will bring that instead of the modern equipment used by the rest of the Corps. Also, the Team itself may have a hodgepodge look about it, with everyone having differing equipment and weapons. This goes to the need for proficiency over standardization prevalent in Special Operations. If a Marine is better with a phaser carbine then he is with a full sized phaser rifle, then the Marine will regularly carry the carbine even if the rest of the Team is carrying the rifle.

Chapter 8 – Selection and Training

"One of the things covert warriors like us have to give up is the idea of a fair fight.
We aren't trained to fight fair; we're trained to win."

Training in Special Operations has been often referred to as "The Finishing School". This is because Special Operations training isn't intended to teach the Marine a completely new way of doing things. Instead, it is focused on making the individual Marine into the best soldier physically and mentally, with a solid grasp of teamwork. The average candidate to the Special Operations Branch is already an expert in his chosen field; so training is only trying to make him better overall, and make him in an expert in everything else needed to be a complete Marine.

Section 1 – The Candidate

The average Marine in Special Operations will spend twice as much time on deployment in dangerous situations then their peers in other Branches; and even when deployed to a Starfleet ship, they will rarely spend more than half their time aboard. Missions will always be highly dangerous, highly stressful, highly important, and always need to be done quickly and secretly. If a Marine is married or otherwise bonded to another, these relationships have a better than 60% chance of failing (depending on the species of course). The compensation received for always being on the line and operating in combat is no better than their peers sitting safely in a secure and peaceful base, or on a starship during a patrol. Finally, there is always the extreme possibility that the Marine will be killed, wounded, or seriously injured at any time.

So what kind of Marine chooses to join this kind of fraternity of his own accord; a select few, a precious and valuable few. They come from all sorts of backgrounds and with highly varied skill sets. It is proper to mention that there is no such thing as an ideal or typical Special Operations Marine. Every applicant is unique, and it is actually this uniqueness that the Special Operations recruiters look for. Missions in Special Operations are diverse and therefore require their Marines to be equally diverse. For example, an Officer-in-Charge of a Special Forces Team actually cited her Medical Sergeant's knowledge of ancient Andorian Clan Warfare as the critical piece of information during a Foreign Internal Defense mission.

There are, however, some minimal standards that every Marine must meet before being considered for acceptance to Special Operations Training.

- Have at least 4 years of distinguished military service (Starfleet and/or Starfleet Marine Corps)
- Hold or have been selected at least the grade of E-5, WO-1, or O-3
- Be able to read, write, and speak fluently one other language besides their native language
- Be Parachute Qualified

- Achieved a score of 250 (out of 300) or above on their annual marksmanship qualification for at least 3 consecutive years
- Achieved a score of 400 (out of 500) or above on their annual physical fitness qualification for at least 3 consecutive years

Section 2 – The Recruiter

There are a set of Marines in the Special Operations Command Department that are either meet with eagerness or hatred with little middle ground, the Recruiters. These Marines universally have extensive field service with the Special Operations Branch, are close to retirement (this posting is usually their last duty assignment), and their typical grades are E-9, CWO-4, and O-6. This is an intentional set of circumstances designed to maintain the quality of the recruits and prevent the recruiters from being professionally harmed by their duty.

With extensive field service, they know exactly what is required of the Special Operations Marine. The long service can show a potential recruit that he can indeed come back alive from hundreds of missions into enemy territory; especially when the biggest publicity about Special Operations comes when something goes terribly wrong. These Recruiters know exactly what type of Marine that the Branch needs, can provide the potential recruit with a full understanding of what they are stepping into, and what they can expect from the life. It also helps that they are encouraged to be brutally honest, even if it means losing a potential recruit. The leadership of the Branch would rather have no recruits then have one Marine walk into training not knowing or believing falsely what is expected of them.

The use of high ranking Marines close to retirement is also designed not only to instill a sense of authority with any potential recruit, but also to protect them from harassment from their mainstream Marine colleagues. Special Operations Recruiters are usually seen as poachers by the rest of the Marine Corps, intentionally stealing the best soldiers and leaders away from line units. So when a Recruiter wants to chat with a potential recruit, the Officer-in-Charge can rarely find a reason to say no to a Master Gunnery Sergeant or a Colonel. Since they are seen in a negative light most of the time, being close to retirement ensures that there are few possibilities to professionally retaliate against the Recruiter for "stealing" a good Marine from a particular unit.

Section 3 – Application Process

There are two ways that a Marine can make their way into the Special Operations Branch: an application from the Marine in question or the Recruiter finds possible candidate while out amongst the Corps. Referred to as "Gathering" and "Hunting", no matter how the application comes to the Branch it always goes through the same process. The first thing that the Special Operations Command Department will do is a full and complete background check utilizing Starfleet Security and civilian Federation Intelligence and Law Enforcement Agencies. Most of the information revealed by these checks will have already been discovered before enlistment with the Marine Corps, but the checks done under Special Operations' direction are more in-depth and comprehensive.

The second essential job done by Recruiters is the professional back-ground check. During the "Hunting" type of recruitment, this sort of check is done on a preliminary basis before the recruit is encouraged to join the Special Operations Branch. This back-ground check involves requesting official evaluations, different than the semi-annual performance reviews, of the Marine in question from the commander and senior enlisted man from every unit the Marine has ever been assigned to. These tend to be dry and, depending on the tendencies of the people involved, rather misleading. So the Recruiters will often personally solicit reviews in informal manners, such as calling friends and trusted colleges within the Marine Corps who have had interactions with the recruit. A favorite informal method is having a drink with the recruit's direct superiors while in professional clubs and off-base "watering holes". Recruiters are also famous for interviewing the recruit's subordinates and peers; the information gleaned from these interviews is often the most telling and truthful since such questioning is always done privately and in the strictest confidence. It is said that a Special Operations Recruiters can keep a confidence better than a chaplain.

In addition to the officially mandated requirements for acceptance to Special Operations training, Recruiters and others involved in the Application Process will also look for a variety of intangibles.

- **Professional Experience** – The requirement that every applicant is at least a Corporal or First Lieutenant about to be promoted takes care of most of the military experience needed for Special Operations missions. But the selection team will also look at what the applicant has done during his career. Marines who have spent entire careers in Staff postings tend to be rejected more often than personnel who have served in line units. However technically proficient Marines are always welcome. Some specialties within the Support Branch, especially, don't have as much chance to be on the fighting line as Marines from the Infantry Branch.
- **Age/Maturity** – Normally considered one and the same, within the Starfleet Marine Corps every species is different. A Human aged 20 standard years would typically be less mature than a Vulcan of the same age. Again the grade requirements allow the candidates to have matured more than typical of the

norm. What the Recruiters look for in maturity is not only that the recruit knows when and how to do things, but more importantly, when not to do things.

- **Branch Experience** – The standard pool of candidates will have at least completed the advanced courses (-20 level) in their particular Branch of Service, but most of those allowed into Special Operations training will have completed the expert courses (-30 level). Special Operations accepts and will recruit Marines from all the Branches of Service, because it has been shown that a wide range of skills is needed while in the field. There are only two types of Marines that the Special Operations Branch will refuse to accept, Aerospace Aviators and Medical Officers. This is because that a significant amount of time and resources have already been expended to train these people and are therefore it is too risky to allow them into the missions usually undertaken by Special Operations.
- **Physical Attributes** – Contrary to popular belief, a person with above average strength is not the standard Special Operations Marine. Raw strength is not usually seen as a benefit during training or operations; in fact everything Special Operations does tend to favor endurance and mental toughness. They tend be tri-athletes and distance swimmers rather than taut hard bodies. Mental toughness has always been a greater indicator of a great Special Operations Marine than the ability to lift a shuttlecraft.
- **Language and Communication Skills** – The Universal Translator has gone down as one of the greatest inventions in history, right next to Warp Drive. However, being able to speak the language of a target society is usually seen as a great compliment and an essential step to earning trust. So to even be considered for acceptance to Special Operations, every recruit must have Phase I (conversational) language ability in one other language besides their native tongue. By the time a recruit is assigned to their first Team, they will have at least Phase III (native speaker) proficiency in at least two other languages besides their native tongue.
- **Leadership** – This is an indefinable quality, but after several years in the Marine Corps it becomes apparent who has it and who doesn't. Initiative and self-motivation are prime traits not only in Marine leaders but Special Operations Marines as well. When doing interviews as part of the candidate acceptance process this is the one thing above all else that the Recruiters are looking for. It is in this area that interviews with subordinates and peers tend to be of the most help as certain Marines tend to act differently around such people as compared to superiors.
- **Education** – Branch leadership looks for a solid educational base in each recruit and indications that they want to continue their official educations. This doesn't mean that all the Marines in Special Operations will be academics, but they will be intellectually curious. They are avid readers and literally soak up knowledge from every possible source (libraries on bases with Special Operations units tend to be overstuffed with books for these Marines). Officers will have already graduated the Starfleet Marine Corps Academy, but they will continue to apply for staff and professional schools throughout their careers. They also find time for post-graduate and doctorate work. Enlisted Marines and Warrant Officers tend

to complete some type of undergraduate or graduate education during their service, and some have even gone further.

- **Interpersonal Skills** – Marines have never been famous for smooth or skilled interpersonal relations; they tend to be clumsy and abrupt enough to scare, threaten, or cause civilians to become hostile. Special Operations Marines must break this stereotype on a constant and consistent basis; because most of their work is done with other people, societies, or cultures. Nothing causes missions to fail as much as insulting or scaring off people who they are either training or trying to receive help from. These traits are monitored at all levels of induction and training; and quite a few recruits have been dismissed because of poor interpersonal skills.
- **Entrepreneurial Spirit** – This type of Marine has vision, is adaptable, and takes calculated risks that more often than not pan out. They have the drive, determination, and energy to create something tangible from only raw ideas. The Branch Leadership selects their recruits who demonstrate this type of skill. Given the nature of Special Operations, sometimes all the Team has is the idea of a successful mission; they have to supply the how.

This combination of traits, experience, and skill is exceedingly rare. During any given year, fewer than a hundred thousand are eligible for service with Special Operations out of the millions of Marines in Starfleet. Of these, less than twenty thousand will become full members of the Special Operations Branch.

Section 4 – Training to be the Best

The course of training and study that any Special Operations Marine must undergo usually takes more than two years depending on specialty. Therefore, training is broken into five distinct phases to accommodate varying numbers of candidates and courses of study. While the later stages focus greatly on individual Special Operations Departments and by default mission as well, all Marines will start and finish at the same points.

Section 4.1 – Basic Candidate Selection Course

The cost in time and resources to fully qualify a Special Operations Marine is immense. In order to minimize these expenditures, the initial phase of training must be focused more on separating the wheat from the chaff than truly training Marines. The most telling (and most time and resource consuming as well) way to tell if a person has the right stuff to be in Special Operations is to throw them into a battle situation. Holodecks provide some semblance of the uncertainty and variety that describes the vast majority of battle. But they have one key flaw: the possibility of serious injury or death. No matter what happens in the most in-depth holographic simulation, the candidates know that it's not real and that they will survive even if something serious happens.

To counter this deficiency, Special Operations restrain from using any hologram technology during this phase of training. Instead, the candidates will be pressed to their absolute mental and physical limit in real life training. This training is intentionally brutal and difficult even for the stoutest of species. It is defined by its complete lack of sleep and creature comforts all too common in the Federation. The candidates will have, on average, just four hours of sleep a day for twenty-one days straight. Their activities will include obstacle courses, long and medium distance runs, marches with full equipment, land navigation and field craft, practical exercises, and a smattering of team building events.

Week Four (days twenty-two through twenty-eight) is the most gruesome of times in the Basic Candidate Selection Course. It is officially referred to as "Acceptance Week," but is more often than not referred to by several unprintable and vulgar names. During these seven days the candidates will average just four hours of sleep for the entire week, or barely forty minutes a day. Their training will cover everything done in the previous weeks, including creative and technical exercises. A failure in any aspect during this week, judged by the standards set in previous weeks, will cause a candidate to fail. Most of the drops on request and failures will occur during Week Four.

During any given year, over 60000 Marines will have orders to report to a Basic Candidate Selection Course; by the end of the year roughly 20000 will have graduated. That means that two out of every three Marines who attempt to join Special Operations will fail. The reasons they fail fall into three general categories: medical, request, and failure. Medical drops are the most regrettable and, most times, avoidable reasons that a Marine leaves training. Accidents are the most common reasons for medical drops,

but sometimes they are a result of a person pushing their body past the breaking point. Drops on Request encompass a significant majority of all Marines who fail to complete training. These Marines reached their breaking point and decided to go no farther. Failure to accomplish a task or training evolution is actually more difficult on the Instructors than the candidates. While the candidate is already an exceptional Marine in their chosen branch, they could not be taught the multi-skilled basics needed for Special Operations. Many Instructors take this as a personal failure; however they still take comfort in the knowledge that even though the candidate isn't the best at everything, they are still the best at something; or they wouldn't have been there in the first place.

Section 4.2 – Conditioning Intelligence Course

After the Selection Course, all candidates are given two weeks of leave to rest and recover from their ordeal. This doesn't mean that they can let themselves go or consider themselves part of the Special Operations community, there are still many ways to leave training. When they return, the candidates are split into two groups: Combat and Service. The Combat group is made up of Marines wishing to join either Special Forces or Force Recon. The Service group is Marines joining Psychological Warfare or Civil Affairs. The reader will notice that it is not possible for new candidates to initially join either the Special Operations Command or Special Fleet Service Departments; this is because those ranks are filled with fully qualified SpecOps Marines after at least two deployments.

Each version of the Intelligence Course is similar in the fact that the Instructors are trying harder to train the candidates rather than to destroy them. The Course is eight weeks long and focuses on the basic skills that a Marine will need to operate in his chosen field. The Combat version of the Intelligence Course focuses on field craft, reconnaissance skills, deployment techniques, and small unit tactics. The Service version is oriented towards interacting with various societies and cultures; however small unit tactics for self-defense are still a key part of the curriculum.

The Intelligence Courses are not designed to be easy either physically or mentally; but instead of strictly testing for determination, instructors here look for leadership, adaptability, intelligence, and skill. However, conditions in either version of the Course are only marginally more civilized than the Selection Course. Candidates are allowed five hours of sleep a night and have one day off a week (if they've earned it). Work in classrooms and holodecks is also used more here than previously, usually averaging three to four hours a day.

Section 4.3 – Individual and Skills Training

The Intelligence Courses will have weeded out those candidates without the mental dexterity to be part of Special Operations, and the survivors will begin their training in the specifics of their chosen life. The first courses attended will qualify individual Marines in their Special Operations occupational specialty. Marines in the established Combat groups will stay more or less together because their individual training is exactly the same. The real diversity comes from the Service groups; because the

missions required by the Psychological Warfare and Civil Affairs Departments require specific skill sets each has to maintain separate training facilities.

Engineering specialties require their Marines to attend advanced classes at schools maintained by the Combat Engineering Branch and the Starfleet Engineering Academy. They will spend four weeks after all their formal studies at a Special Operations training range conducting practical exercises in both construction and demolitions. Medical specialties have a similar course of study with class work at various Marine Corps and Starfleet schools, with a final course at a Special Operations training range. The unusual facet of training for Medical specialties is that they will spend a significant amount of time doing practical work both in established medical facilities and medical support missions throughout the Federation.

Reconnaissance and Weapons Specialists begin their individual training together. Both sets of Marines need to be able to utilize any form of weaponry, and be well skilled in combat operations. After about six weeks of training, the Instructor staff will decide who will attend either the Reconnaissance or Weapons training courses. Weapon Specialists will go into depth with operational planning and heavy weapon training; Reconnaissance Specialists will focus more on individual weapons, close quarters combat, and intelligence gathering. Communications and Data Warfare Specialists also start their training together. However, unlike their brothers in Weapons and Reconnaissance, they have already chosen their specialties and go on to advanced schools after about eight weeks.

Officers, both commissioned and warrant, attend a command and leadership school designed to make them into proper Special Operations leaders. They will learn how to conduct patrols and small unit tactics, operational planning, basic diplomacy, and conflict resolution. Because these Marines will eventually lead Teams into combat situations, the requirements in both the classroom and in field exercises are the most strict and unbending. No chance is taken will Special Operations Leaders; therefore Officers tend to have a greater rate of failure than their enlisted brethren. An interesting note is that Senior Enlisted Men qualifying to become Unit Non-Commissioned Officers-in-Charge also attend this course; this gives the candidate officers a stable of combat proven Marines to lean on during training (similar to new Lieutenants leaning on their platoon Sergeants when first deployed to a line unit).

Section 4.4 – Departmental Training
After the candidates have successfully completed their training in a particular MOS, they will be separated into Teams to begin training in the skills required by their selected Department. Each course of training is unique to the Department conducting it, and is designed to take rough molds produced by individual training and turn them into qualified Marines for a Departments specific mission. Each training course is different

in both length and curriculum, emphasizing different skills and imparting different mentalities.

The Special Forces course is six weeks long and revolves around a simulated Foreign Internal Defense Mission. For two weeks the candidates will study the various skills, techniques, and methods to supporting a local indigenous force. Training stresses interpersonal skills and proficiency in individual specialties working together into an effective whole. The final exercise is designed to closely resemble (although time will be compressed) a real life insurgency mission. The instructor staff plays the parts of the leaders of an insurgent band, and they will try to give their candidates a wide range of situations to deal with. They will take pleasure in frustrating the candidates and making them think both outside the box and on their feet.

Force Reconnaissance Marines will spend their training cycle becoming experienced in operations in nearly every type of environment the galaxy has to offer. Their six week course is spent mainly in a holodeck; however, the training staff will try to find real life locations for training. Their instruction also includes training in every type of deployment method they will ever encounter; from SOLO parachute jumps to Aquatic Diving. All other Departments handle this type of training within the deployable Team structure; because all Force Reconnaissance Marines must always be capable of extreme deployments, this basic training is given before the candidates report to their first Teams. The final exam for this course is a simulated deep strike mission utilizing multiple types of deployment and small unit tactics.

The mission of the Civil Affairs Department is unique and in-depth. It combines traditional real life skills, such as construction and government, with Special Operations skills like field diplomacy. Because these Marines will eventually need to operate behind the lines of both friendly and threat forces, they have to be able to deal with both direct supervision of their missions and, conversely, no supervision as well. Therefore, their final exam is an exercise simulating a Federation occupation. This simulated occupation is in an area that is infested with insurgent forces, and the objective of the candidates is to successfully convince the local population to stop supporting the insurgents. They do this by building up the local government, establishing responsive and effective law enforcement, and providing for the defense and welfare of the people. The simulated mission is conducted under constant supervision from "higher headquarters" (the instructor staff trying to make the mission difficult); but with complete freedom of action, which simulates behind the lines operations.

Psychological Operations is one of the more unique training courses within the Special Operations Branch. Most of the instructor staff are actually civilian psychologists and, believe it or not, advertising specialists. The mission of this Department is to try and sell the Federation and the Marine Corps to a target population, so the best people to help them do this the people who do it on a daily and continuing basis. The combat exam of this course is actually completely done in a holodeck. It involves a simulated combat environment in which the candidates must try and convince the greatest number of enemy soldiers to either desert or surrender themselves. This is actually considered

one the hardest exams within the Special Operations Branch; because there are no right answers, and it requires the candidates to not only think outside the box but convince someone that the cube is actually a toroidal polyhedron.

Section 4.5 – The "War Zone"

The final training exercise of the every candidate is conducted on the grounds of the Training and Doctrine Command's Cheron Range. The Cheron Range (not located on the famous planet) is actually the largest, continuously operating war zone in the galaxy. It is operated just like a real war zone would be, with units from every Branch of the Marine Corps fighting each other in simulated combat environments. The Special Operations Branch takes their candidate units here in order to judge their reactions and skills in an environment designed to be as close to a war zone as any simulation can be.

All Departments actively participate in the exercise, and will usually work together as well. It is not uncommon for Special Forces, Civil Affairs, and Psychological Warfare candidates to work together to pacify insurgency. Force Reconnaissance candidates to be greeted by a Special Forces Team after a parachute jump. Psychological Warfare candidates try to convince a Civil Affairs-supported insurgent group to surrender, or Force Reconnaissance candidates coming to the same group's rescue. The overall objective is not only to test the skills of the candidates in realistic conditions, but also to demonstrate that all the Departments must work together to accomplish a mission.

Another intended, but unplanned, effect of training at the Cheron Range is that these Special Operations candidates must operate with Marines from other Branches. Up until this point all the training exercises have been conducted in isolation from the rest of the Marine Corps. But the instructor staff wants these candidates to understand that even though they are now qualified to do things that no one else can do, they are still Marines. They must not only work with the other Departments of the Special Operations Branch to complete the mission, but they must also work with the rest of the Marine Corps.

After a successful tour within the Cheron Range, the candidates will have completed the course of training to become Special Operations Marines. The graduation is subdued and takes place on the grounds of the Range with little fanfare, no audience, while the candidates are still dirty and exhausted from the exercise. The instructor staff intends the graduation to be the last training experience. They want to impart to the candidates that they will work in isolation and secrecy, to do things no one else can - and when they have succeeded, no one should ever know.

Chapter 9 – Deployment Methods

"In any covert operation, your first concern is remaining undetected. Whether you're infiltrating a military base or getting car parts from your mom's garage without her knowing, staying invisible is tough. And no matter how good you are... sometimes they're better."

Infiltration into and extraction out of the area of operations are arguably the most intricate and critical skills for any Marine, especially one in Special Operations. Nine times out of ten, the mission is a complete bust if the Marines cannot get to the target. The methods of deployment are varied and intricate, each with its own benefits and drawbacks. Each situation and mission must be evaluated in isolation so that the precise method can be used. Flexibility is the key when considering these problems because what may work in one instance may not in the next.

Section 1 – Overland Deployment

The most basic and simple type of insertion or extraction is simply to walk. Similar to long-range patrols into enemy territory, they can be one of the most secure ways of all to get your team in place - especially if time is not all important. However, no matter how basic, it is also one of the most stressful and easily countered methods as well, because most of the time you will be walking through enemy held territory filled with soldiers that would love to see you dead. Being covert and practicing stealth movement techniques is essential to Overland movement, so it is constantly taught at every level and stage of training.

Distances, a prohibiting factor in many dismounted infantry operations, are not a problem to the disciplined SpecOps Marines trained to use their skills, wits and resources. In addition, Landing Zones are unlikely to be close to the needed area of operations. Thus both Aerospace and Wet Insertions will usually end up as overland journeys anyway.

There is a lot to be said, however, for relying on the most basic principles rather than on technology or something complicated. A stereotypical Overland Insertion will begin in friendly territory, and most of the travel will be at night or times of poor visibility. Teams will have to rely on maps and primitive direction-finding devices instead of technological aids, most of which can be detected by threat forces, along with well established use of landmarks and pace counts for navigation. In any situation having well annotated and accurate maps can mean the difference between success and failure.

Another method of insertion that falls broadly into this category is the idea of leaving behind units in the face of an enemy advance. This type of mission was formalized as an early way to install Special Operations units behind the lines before the use of aerospace, space based, and maritime assets were perfected. Dependant on long-range planning and intelligence to be effective, it is highly subjective to both political and

military necessities and realities. Obviously, maintaining security will be the most difficult part of the operation. Safe houses and base camp sites will need to be set up in advance, communications established, and caches of supplies and rations stored away before hand, all without threat forces detecting what's going on. In the countryside, your team can camouflage and conceal itself. Teams are already trained to move silently and to live off the land for extended periods of time without revealing themselves. Operating in urban areas, however, will require the help of the locals to provide security, communications, and many times, supplies.

Section 2 – Aerospace Deployment

Infiltration of an Area of Operations from above is known as Aerospace Insertion. It can be accomplished from either directly from orbit or through the atmosphere from another point on a planet's surface. As with any other type of Insertion, the overall objective is to place your assets into position without the enemy's knowledge. Therefore, both your capabilities and his capabilities must be taken into account during planning. Several questions a Commander must ask himself before executing an Aerospace Insertion are:

- How good are the enemy's sensor systems?
- Are there suitable Aerospace craft and pilots available?
- How well can friendly aircraft defeat or decoy threat sensor systems?
- Is there adequate Landing Zones (LZ) or Drop Zones (DZs)?
- Will there be friendly personnel already on site to conduct defense and help sanitize the area?

Section 2.1 – Parachute Drops

Whether inserting your team or being resupplied, parachuting is often the most recommended method. It cannot be as fast as a transporter system, but it is much less detectable. Despite what many may believe, there is much more to parachute operations than jumping out of a perfectly good transport or shuttle and pulling a cord. You need to select where and by what means the Marines in question are going to make landfall.

Mass Drops or Static Line Jumps is the classic form of parachute drop, classified by tens or thousands of Marines dropping simultaneously from aerospace craft. The problem with these types of operations is that they are very easy to detect; even when the aerospace craft fly deception courses they will eventually all rendezvous at the same location and put a lot of Marines on the ground. Therefore, Special Operations never use this means of deployment. However, company-sized drops of this type are sometimes used by regular line units; especially when speed is of the essence and the Marines are expected to engage the enemy immediately.

Free Fall Jumps are the normal type of parachute deployment conducted by Special Operations Marines. These differ from Static Line Jumps in that the parachute is activated by the jumper after he leaves the craft, instead of automatically. Free Fall Jumps are classified into five categories based on how high above the surface the jumper will leave the craft and at what altitude he will activate the parachute.

- **Sub-Orbital / High Opening (SOHO)** – The jumper will leave the aerospace craft while it is still outside the atmosphere of a planet. This type of drop allows the craft to use the most effective deception and masking techniques to conceal its presence. However, the jumper will need to wear an airtight exposure suit capable of not only providing a breathable atmosphere but also protecting the jumper from the heat/friction from entering an atmosphere at high speeds. The

jumper will also need to pack two parachutes: one to slow his descent and a second to gently lower him to the ground. In the High Opening versions of Orbital jumps, the greatest amount of mobility and precision is given to the jumper because he will spend on average ten minutes suspended from the parachute. The parachute is designed so that the jumper can control both his direction and speed. When properly equipped, the jumper can actually travel several hundred kilometers to his drop zone.

- **Sub-Orbital / Low Opening (SOLO)** – The jumper will leave the aerospace craft while it is still outside the atmosphere of a planet. This type of drop allows the craft to use the most effective deception and masking techniques to conceal its presence. However the jumper will need to wear an airtight exposure suit capable of not only providing a breathable atmosphere but also protecting the jumper from the heat/friction from entering an atmosphere at high speeds. The jumper will also need to pack two parachutes: one to slow his descent and a second to gently lower him to the ground. In the Low Opening versions of Orbital jumps, the greatest amount of speed is given to the jumper because he will not deploy either of his parachutes until the last possible moment. This allows the jumper to travel at terminal velocity for the maximum amount of time.
- **High Altitude / High Opening (HAHO)** – The jumper will leave the aerospace craft while it is traveling at the upper limit of a planet's atmosphere. The craft will not be able to take full advantage of its masking and deception ability, but it will still be able to detect and, hopefully, avoid any possible threats. The jumper will need to make use of apparatus providing him with a breathable atmosphere, but this can be limited to simple breathing gear and not a full airtight over-garment. The jumper will also only need to pack one parachute as he will not normally reach terminal velocity during the jump. In the High Opening versions of High Altitude jumps, the greatest amount of mobility and precision is given to the jumper because he will spend on average five minutes suspended from the parachute. The parachute is designed so that the jumper can control both his direction and speed. When properly equipped, the jumper can actually travel about a hundred kilometers to his drop zone.
- **High Altitude / Low Opening (HALO)** - The jumper will leave the aerospace craft while it is traveling at the upper limit of a planet's atmosphere. The craft will not be able to take full advantage of its masking and deception ability, but it will still be able to detect and, hopefully, avoid any possible threats. The jumper will need to make use of apparatus providing him with a breathable atmosphere, but this can be limited to simple breathing gear and not a full airtight over-garment. The jumper will also only need to pack one parachute as he will not normally reach terminal velocity during the jump. In the Low Opening versions of High Altitude jumps, the greatest amount of speed is given to the jumper because he will not deploy his parachute until the last possible moment. This, allows the jumper to travel at high velocities for the maximum amount of time.
- **Low Altitude / Low Opening (LALO)** – The jumper will leave the aerospace craft while it is traveling at median altitudes. Higher than the altitudes required for Static Line jumps, but low enough that the jumper will not need to use any sort of life support apparatus. Benefit is that jumpers will be placed close if not

over their intended Drop Zone, allowing for quick and clustered deployments of jumpers. The aerospace craft will not be able to use many of its masking or deception abilities, but it will be able to travel at higher speeds than possible with static line jumps.

The Drop Zone

Selecting a proper Drop Zone for the landing is often just as important as the planning for the rest of the mission. To the team making the drop, a proper DZ will not be noticed to any great degree; but an improper DZ has the ability to disable or kill personnel, and in some cases cause the mission to become a failure.

A proper DZ will actually closely resemble an aircraft landing strip, only personnel and not a craft will be making the landing. Optimally it should be able to be approached from any direction, but a DZ is only required to have one good angle of approach. When using a DZ with only one angle of approach, it becomes necessary for not only the aerospace craft in question to follow a precise course to the drop point but also the parachutists to have the ability to maneuver into the DZ. In these cases, both the parachutists and the aerospace crews should have the ability to maneuver to and locate the DZ by using passive electronic means or physical landmarks on the surface of the planet. Examples of good physical landmarks are:

- Distinctive stretches of coastline; especially with breaking waves or white sand beaches that are easily seen at night.
- River more than 30 meters wide, or mouths more than 50 meters wide.
- Canals with a straight cut and a consistent width.
- Lakes over a kilometer in area, with distinctive shapes or features.
- Woodland or jungle over a kilometer in area, especially with clear cut or distinctive shapes and other identifying features.
- Major vehicle rights of way, intersections, and distinctive paths or features.

The terrain of a suitable DZ should be fairly flat and level, free from obstructions (rocks, trees, fences, power lines, etc). They should be chosen with an eye towards for nearby cover; but avoid heavily forested, extremely hard or broken, and excessively icy ground in order to minimize landing injuries. Optimally, you should locate soft DZs in grasslands, plowed fields, or unused recreational areas. Particular effort should be made to locate soft DZs when dropping onto a planet with a thin atmosphere, as the parachutes will have a faster speed of descent.

Preparing the Team

When preparing a team for a parachute insertion, remember that aircraft load capacity may limit the amount of equipment and personnel you can take. Multiple aerospace craft and or multiple drops may be required if suitable craft are not available. If this is the case, be careful about which team members and equipment you choose to drop first; the first Marines on the ground must secure the DZ and hold it while the remaining drops are made. Always have a back-up plan or secondary DZ planned for as well. All

too often the initial Marines on the ground will need to engage threat forces and the DZ will become "hot". This may make the DZ dangerous to follow-on forces, so alternate insertion methods or plans may be required. The point is, never get so focused on making a parachute operation succeed that you can't see when the idea is unworkable.

During a parachute drop, the team leader's drop position must be in the optimal location in order to control the unit while dropping and when they make their landing. In Sub-Orbital and High Altitude drops, team members will rendezvous during their descent so how the team exits the aerospace craft becomes irrelevant. Instead, the order in which the members open their parachutes and leave the rendezvous formation becomes the key.

Normally in Special Operations, there will be no friendly forces waiting for the parachutists to land. Many times they will be used as the reception committee for follow-on regular forces. In any case, if a reception committee is to be used, recognition and contact procedures (code words, visual cues, and sensor signals) must be agreed upon in advance. The scariest situation for any parachutist is to see people running towards him as he lands with minimal ways to defend himself. Always make sure that the parachutists and the reception committee are working off the same playbook.

Special Operations Marines are the best personnel to conduct any sort of parachute drop, but even the best laid plans go bad. A suitable back-up plan is always necessary, including rally points for after landing. Every member of the team should be able to navigate to the rally point(s) on foot in case anyone should land off course. The primary rally point should be about 100 to 200 meters from the DZ, any secondary rally point(s) should not be more than 5 kilometers from the DZ.

After the Landing
After every one has been accounted for after a parachute drop, the DZ should be sanitized to remove all traces that any landing has taken place. This includes gathering all parachutes, rigging, and equipment any needed for the drop. All these things should be destroyed and or rendered inoperable quickly and silently, and then hidden. Damage to landscape, from both the landing and the hiding process, should be repaired to the greatest extent possible. Camouflage is essential to leaving no traces of a drop, and every tool at their disposal is used to make this job easier and better. If landing in a field with green plants, certain types of Infra-red sensor devices will detect the fact that these plants have been crushed; Chloro-mask is a spray that will mask the excess chlorophyll given off by from the broken and damaged plants.

Section 2.2 – Aerospace Assault Drop
When conditions allow, riding all the way down to the ground in a landing craft or shuttle is always preferable to making a parachute drop. The benefits are that the team will land together as a tight, cohesive unit. The craft's crew can assure pinpoint delivery in both space and time. There will also be less chance for injury from parachute accident, landing wrong, or interaction with poor terrain. However, the aerospace craft in

question will also be more vulnerable to detection and threat forces; and therefore put the craft, crew, ground team, and ultimately the mission in greater danger. When choosing such a method of deployment, close relations with the aerospace planners is essential in order to assure that the needs of both the ground team and the crew doing the flying will be met.

The Landing Zone
Unlike a Drop Zone, a LZ can be anywhere the aerospace craft can set down or get its troops to the ground. Typically, the ground unit commander and the crew of the aerospace craft will work together to choose the LZ. The ground unit commander will want LZs close to his objective with ready concealment in order to disguise his unit once on the ground. On the other hand, the aerospace crew will want areas free from obstructions, threat defensive units, and an area that will minimize the use of their anti-gravity generators. These generators allow nearly any sized craft to take off and land vertically, but they also emit a huge sensor signature even under the best of circumstances.

For the most part, terrain has very little effect on LZ selection because there is no need for the troops to be descending at speed or the aerospace craft to land; so rough and or hard ground is perfectly suitable. The only time that terrain will be seriously addressed is if the aerospace craft will need to land, in this case the area will need to be stable enough to allow the craft to initially set down and then sit for a period of time then still be able to lift off again. Other than these considerations about shape, size, and terrain the considerations for a LZ and actions after landing will the exact same as a parachute Drop Zone.

Methods of Assault
During an Aerospace Assault Landing, it is generally considered that any way to make it from the craft to the ground is perfectly acceptable. In many situations, it is not necessary for the craft to even touch the surface in order to discharge its troops, and in almost all situations the aerospace crew would prefer that this be mandatory. Common ways of making it from the craft to the ground are: Ramp Egress, Extremely Short Range Transport (ESRT), and Fast Roping.

Ramp Egress is the most common type of Assault and is categorized by Marines simply exiting the craft by means of the loading ramp they entered by. As with everything that is simple or straight forward, there are several variations. Low jumping is the most common insertions, and is described as a pilot putting the craft approximately half a meter off the ground and continues to move ahead while at slow speed. Marines will then jump out of the craft at this level, and immediately assume a defensive position as the rest of their unit exits the craft. This is the fastest method of Assault because it eliminates the excessive use of anti-gravity generators, and allows the pilot to keep his engines ready for evasive maneuvers or to accelerate away from the LZ.

The other two versions of Ramp Egress (Stop and Drop, and Landing) require the craft to slow to a stop and use anti-gravity generators for an extended period of time. This

will produce a large sensor signature and therefore is not usually recommended by the aerospace crew; any benefits are strictly for the ground team. Stop and Drop is when the aerospace craft stops in mid-air but doesn't actually land on the surface. The craft will be approximately half a meter above the surface and the ground troops will simply jump off the craft and deploy into position. Landing is exactly what it sounds like; and is used only in a low-threat LZs. The pilot will land the craft and the troops will jump out and set up a complete perimeter. Marines prefer this method because it is easier on their bodies when exiting the craft; but if there is even a chance of hostile activity, the aerospace crew will insist on an attentive perimeter until they are away.

ESRT is a common type of Aerospace Assault, but not normally used by Special Operations. The benefits are that the aerospace craft doesn't need to even slow down to make the drop and the ground unit arrives in a tight, cohesive unit with no superfluous equipment. However, the drawbacks are that matter transporters are incredibly energy intensive and have a large sensor and visual (bright blue light) signature. Typically ESRT is only used to place a team inside a ship, building, or natural formation when any other method of deployment is either too time intensive or unworkable.

The last, and least graceful, way that an Aerospace Assault can be made is by Fast-Roping. While situations do exist that require the use of this method, the general consensus by both aerospace crews and Marines is that Fast-Roping is the last option. Typically done from altitudes not exceeding 9 meters, it is possible to successfully conduct this operation from altitudes up to 24 meters. The craft will lower ropes 75 millimeters in diameter, which the troops will use to lower themselves to the surface in a manner similar to poles found in some fire protection departments. Depending on the length of the rope used, several Marines can use it at the same time. The benefit is it allows the troops to gain access to areas that are too dangerous or impossible for them to parachute into, and for the aerospace craft to safely approach. The drawbacks, however, are numerous and great. The craft must remain stationary and use its anti-gravity generators for as long as it takes for all the troops to exit. The troops using the rope are also perfect targets for hostile forces as they are descending at regular intervals and at standard speeds, and they will make it to the surface at a predictable location.

Section 3 – Wet Deployment

Deploying to an Area of Operations by means of an aquatic body is simply known as "Getting Wet". In application, the same considerations used for Aerospace Deployments are used for Wet ones. The only major change is that instead of using an Aerospace craft, the team may use Maritime craft. While there are a few well established ways of getting from the aquatic body to the Area of Operations, initially getting into the aquatic body can actually be a cause for great concern.

The Plunge

The simplest way for a team to "Get Wet" is for them to be already on the Maritime craft at the time of deployment. However, it is rare that the shipping of the Maritime Branch has access to Special Operations Teams most of the time. So it is commonplace for the Team to use matter transporters or shuttles to embark onto Maritime shipping from orbit. Initially this shipping will be a large craft acting as a flag ship of a particular flotilla; but it is exceedingly common that this shipping will be a submersible craft stationed at the extreme edge of the Area of Operations.

Another common method of "Getting Wet" is to use Aerospace craft to drop swimmers and or small Maritime boats into the aquatic body. It is possible to use any of the variations of parachute deployment or Aerospace Assault to get the Marines wet. When the parachutists are already using life support equipment, such as Sub-Orbital or High Altitude drops, it will only be necessary to increase the amount of atmospheric gasses in the apparatus to allow the Marine to not only parachute but also swim to the objective. When deploying divers by means of a Low Altitude drop or Aerospace Assault, the Marine only needs to be equipped with all the apparatus of a diver. However, it is not always necessary to be equipped as a diver when making an Aerospace Deployment into an aquatic body. If the parachute Drop Zone or aerospace Landing Zone is close enough to dry land, the Marines will only need to swim on the surface of the liquid and not under it.

"From the Sea"

Once the Marines are "Wet," it's time to make your way to the Area of Operations or Landing Zone. The types of deployment are divided into two general categories, surface or sub-surface, each with two possible methods, maritime craft use or swimming. Each of the four possible methods has advantages and drawbacks, and the commander in charge of the Special Operations Team will need to weigh these thoroughly before choosing a specific method.

Surface based deployments enjoy the benefit of increased communications and control because all the elements of the Team will typically be within sight of each other. This allows information to be passed easily between elements; this also allows supporting forces to more easily track and, if needed, assist the Team. However, these benefits can also be drawbacks as it makes the Team more visible to threat warning devices and

sensor systems. Surface Deployments are typically, therefore, used at moderate ranges against unprepared enemy forces.

Any deployment made under the surface of an aquatic body is referred to as a Sub-Surface Deployment. These methods allow for the greatest amount of stealth, as many threat warning systems are usually poorly calibrated for sub-surface aquatic searches against small targets. In every case, a Team making a Sub-Surface deployment is smaller than some forms of aquatic life and easily mistaken for the same. However, the drawback is that the Team will need to pack all the extra equipment needed for dive operations. Speed and navigation are also an issue. Even the best small sub-surface maritime craft are vastly slower than their surface cousins; and without visual reference point by which to navigate the Team is restricted to highly accurate navigation data, which can be in short supply in unfamiliar territory, or active sensor systems, which can be detected by the threat forces.

When using maritime craft in any type of aquatic deployment, the Team will be interacting with the Maritime Branch's Special Boat Squadrons. These soldiers may not be fully qualified Special Operations Marines, but they offer an invaluable and expert service that rivals the Marines of the 21st Special Aerospace Wing. They maintain a stable of advanced surface and sub-surface maritime craft that are capable of deploying Special Operations Teams in any situation or environment. Each craft is equipped with advanced navigation and passive sensor systems that can place a Team exactly where they need to be and warn them of possible threat forces. The craft also offer increased speed of deployment over swimming to the Landing Zone under the Marines own power, which also allows the Team to conserve energy. The drawback is that, even with advanced passive stealth systems and construction, maritime vehicles are easier to detect than humanoid sized swimmers. This is due to their use of power producing equipment and artificial construction, both of which are detectable by an alerted and prepared enemy.

Swimming to the Landing Zone offers the greatest stealth, and gives the Team making the deployment to best ability to enter an Area of Operations undetected. It does make for slow going, however, as even the best swimmer cannot go much faster than 7 kilometers per hour with only a suit on. Special Operations swimmers will be carrying at least 80 kilograms of equipment, so their speeds will be drastically slower. Therefore, swimming is only considered when distances are short or time is not a determining factor in entering the Area of Operations.

At the Beach
When making the landing on a Beach Landing Zone, be sure to choose an area which has a relatively shielded approach from threat sensor and warning systems. If using maritime craft, make sure that their energy and sound emissions are controlled and do not add to the possibility of being detected. Never, in any circumstances, be afraid to use personal power to paddle into position. In every case, be sure to factor in tidal forces and aquatic currents into your equations for approach. Also look for secluded beaches that are relatively flat, smooth, and free of obstructions. You don't want to

worry about people happening upon your landing because they are taking a leisurely stroll along the beach.

In every case, before the whole Team comes ashore the commander must deploy a recon element. These scouts will come ashore first and ensure that there are no unexpected conditions present that could jeopardize the Team or the mission. Once it has been reported that the beach is clear and safe, the rest of the Team will come ashore. Keep in mind, however, that just like an aerospace drop zone, the Beach LZ will likely need to be sanitized. When using maritime craft, this can be a extremely problematic as these craft will either need to be camouflaged on shore, be destroyed and their remains hidden, or they will need to remain off-shore (only done when they have crews aboard). These same considerations need to made with any equipment used for the swim ashore; many times limited to fins and mask that can be carried with the Team for the rest of the mission, but sometimes it will include diving gear that cannot normally be carried. When using diving gear, the considerations for their disposition once ashore are the same as used for maritime craft. As simple as it may sound, it is worth mentioning that if this equipment is going to be used for extraction, it is important that there will be enough atmospheric gases left in the apparatus for the trip back out.

Chapter 10 – Basic Parachuting

"And where is the prince who can so afford to cover his country with troops for its defense, as that ten thousand men descending from the clouds might not in many places do an infinite deal of mischief before a force could be brought together to repel them?"

This section of the Special Operation Branch Manual deals directly with static-line parachute deployments. This method of Aerospace Deployment is vanishingly rare within the Special Operations community, but does serve as a convenient starting point for all future parachute deployment training. The sections dealing with the actions while parachuting and the landing are universal and can be used even in free fall parachute deployments.

-- SAFTY NOTICE –

EVEN THOUGH SOME OF THE BASICS OF PARACHUTING ARE COVERED IN THIS MANUAL, IT IS NO WAY REPRESENTATIVE OF THE TOTAL VOLUME OF MATERIAL NEEDED BY A PARACHUTE STUDENT. IF YOU ARE INTERESTED IN LEARNING MORE ABOUT PARACHUTING CHECK OUT YOUR LOCAL LIBRARY, INTERNET OR TALK TO A CERTIFIED INSTRUCTOR. DO NOT, UNDER ANY CIRCUMSTANCES, ACTUALLY ATTEMPT A PARACHUTE DROP IF YOU HAVE NOT FULLY TRAINED OR UNDER THE SUPERVISION OF A CERTIFIED PARACHUTE INSTRUCTOR. FAILURE TO DO SO COULD LEAD TO SERIOUS BODILY INJURY OR DEATH. THE FOLLOWING INFORMATION IS IN NO WAY INTENDED TO BE A SUBSTITUTE FOR THE TRAINING AND INSTRUCTION BY PROPERLY CERTIFIED INSTRUCTOR.

Section 1 – 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 Basic Airborne Training Course is three weeks long and is divided into two different training phases: Weeks One and Two are the Ground Phase, and Week Three is the Jump Phase. During the Ground Phase, the basic jump techniques pertaining to military parachuting provide suitable dividers for six instructional segments.

1. ***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 and the Assistant Jumpmaster (if required) maintain control by issuing jump commands. Each command calls for specific action on the part of each parachutist.
2. **Body Control until Opening Shock**: Due to craft speed and atmospheric 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.
3. **Parachute Control during Descent**: Parachute control is essential to avoid other parachutists and to avoid hitting obstacles on the ground.
4. **Parachute Landing Fall (PLF)**: 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.
5. **Parachute Control on Landing**: The parachutist engages the canopy release assembly after landing. Winds on the drop zone may cause a parachutist to be injured by being dragged along the ground.
6. **Physical Training**: Physical training is included in each day of parachute 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.

During the Jump Phase of training the students put into practice what they have learned during the Ground Phase. Week Three Students are given training in both in real situations and on holographic training simulators. Students must satisfactorily complete a series of jumps from training apparatuses and simulated mass drops in holographic environments before being allowed to conduct live jumps. If a Student completes the required simulation jumps, they are allowed to attempt the live jumps required for qualification. Four successful live jumps, including one in inclement weather (often a night jump), are required to complete the basic parachuting course.

Section 2 – Jump Command Sequence and Jumper Actions

A sequence of jump commands is given by the Jumpmasters 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 Jumpmasters; when executed properly they ensure a safe exit from the aircraft.

The commands are given orally, but arm-and-hand signals are also used as visual clues with each command because of the engine or wind flow noise. The signals must be precisely executed, smooth, and coordinated. The commands listed below are employed on every jump craft; it is the duty of the Jumpmasters to ensure that the correct sequence is used for any particular craft. The correct commands are explained and demonstrated to parachutists during every pre-jump briefing.

The following is the list of jump commands that are issued in sequence and is used on all high-performance craft; they are only given by the Jumpmasters no matter their rank or position in the unit. Prior to the 10-minute warning, the Jumpmasters will hookup to the inboard anchor line cable, hand the static line to the safety, and announce "SAFETY, CONTROL MY STATIC LINE". The Jumpmasters will then issue the jump commands to the line of parachutists.

1. **GET READY**

    A. *Command*: This jump command alerts the parachutists seated in the craft and directs their complete attention to the Jumpmaster.
        I. The Jumpmaster 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 Jumpmaster's inspection or at any time before the command of 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
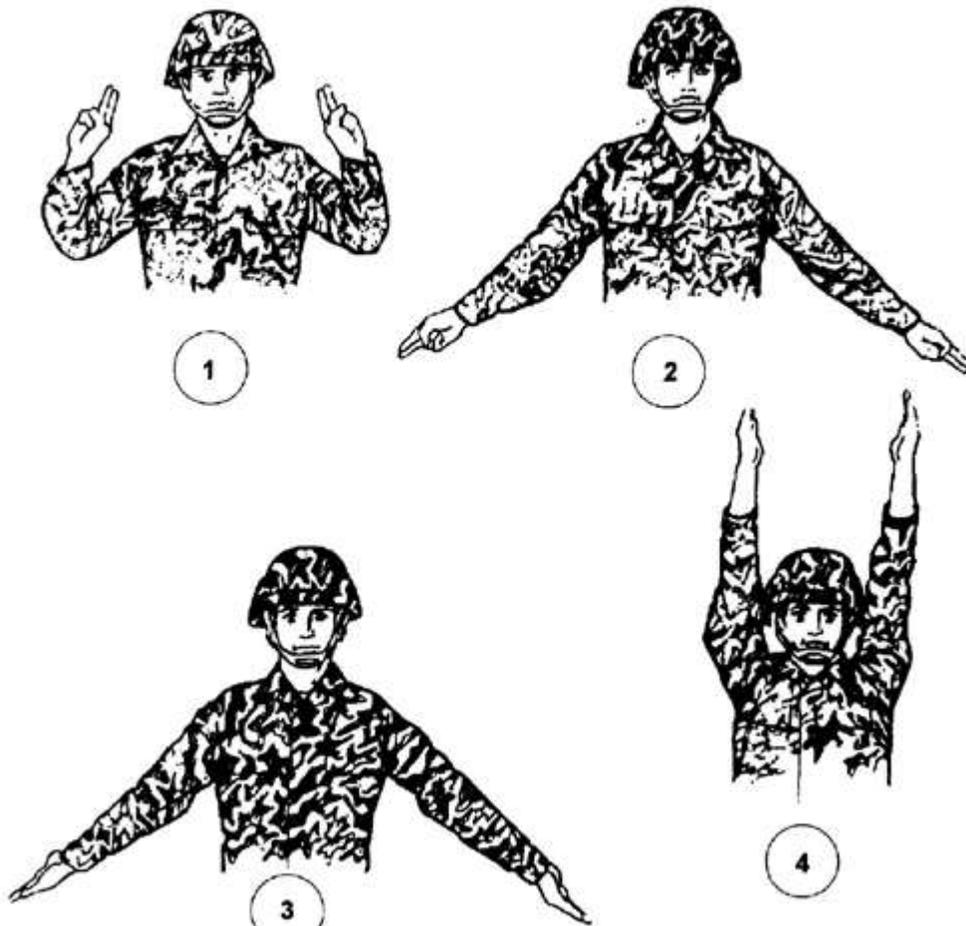
A. *Part One*: The Jumpmaster starts at the shoulders, index and middle fingers extended and joined, with remaining fingers and thumbs curled to the palms. He gives the command "Outboard Personnel", lowers the arms down to the sides at a 45° angle, and locks the elbows.

B. *Part Two*: The Jumpmaster 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.

C. *Jumper* Actions: The 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
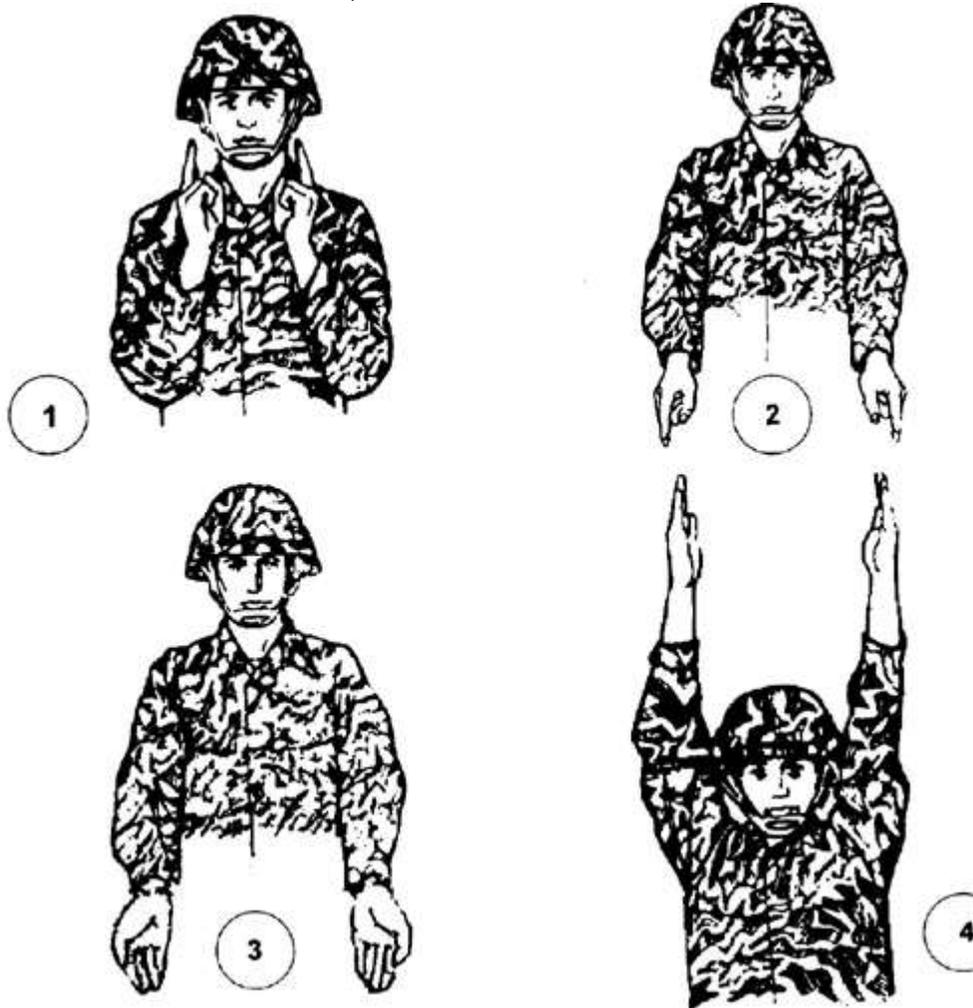
A. *Part One*: The Jumpmaster starts with the hands centered on the chest at shoulder level, index and middle fingers extended and joined, remaining fingers and thumbs curled to the palms. He gives the command "Inboard Personnel", extends the arms forward at a 45° angle, toward the inboard seats, and locks the elbows.

B. *Part Two*: The Jumpmaster gives the command "Stand Up". He first rotates his arms to the sides and down at a 45° 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.

C. *Jumper* Actions: The parachutists sitting nearest the inboard side of the craft stand up, raise and secure the seats, face the jump doors, and assume the shuffle position.

4. **HOOK UP**
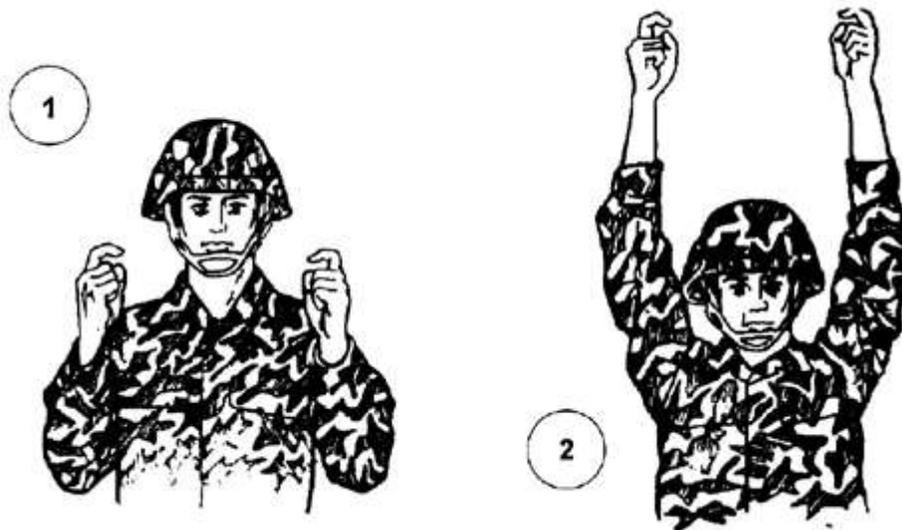
A. *Command*
    I. The Jumpmaster begins with his arms either extended directly overhead with elbows locked or with arms bent and his hands at shoulder level.
    II. He forms a hook with the index finger of each hand. He forms fists with the remaining fingers and thumb of each hand.
    III. As he 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 slack of the static line is collected and held at eye level. This slack is not released until the parachutist moves into the door.
    III. Personnel jumping the left door have the static line over the left shoulder. In personnel jumping from the right door, the static line is over the right shoulder

5. **CHECK STATIC LINES**

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 Jumpmaster 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. He repeats the arm-and-hand signal at least three times, ensuring the knife edges of his hands are toward the parachutists and the palms face each other.

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.
- 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 stored on the 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

    III. 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.
    IV. 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.

6. **CHECK EQUIPMENT**

A. *Command*
- I. The Jumpmaster 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.

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 equipment capsule's 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

A. *Command*
    I. The Jumpmaster 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 on the outboard side 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 first parachutist in the line, who notifies the Jumpmaster by pointing at him and saying, "All OK, Jumpmaster".
    II. A parachutist who has an equipment problem notifies the Jumpmaster, Assistant Jumpmaster, or safety personnel by raising his outboard hand high above the anchor line cable, palm facing the Jumpmaster. The parachutists do not pass this signal. The Jumpmaster, Assistant Jumpmaster, or a safety officer will either correct the deficiency or removes the parachutist from the jump line.

8. **STAND BY**
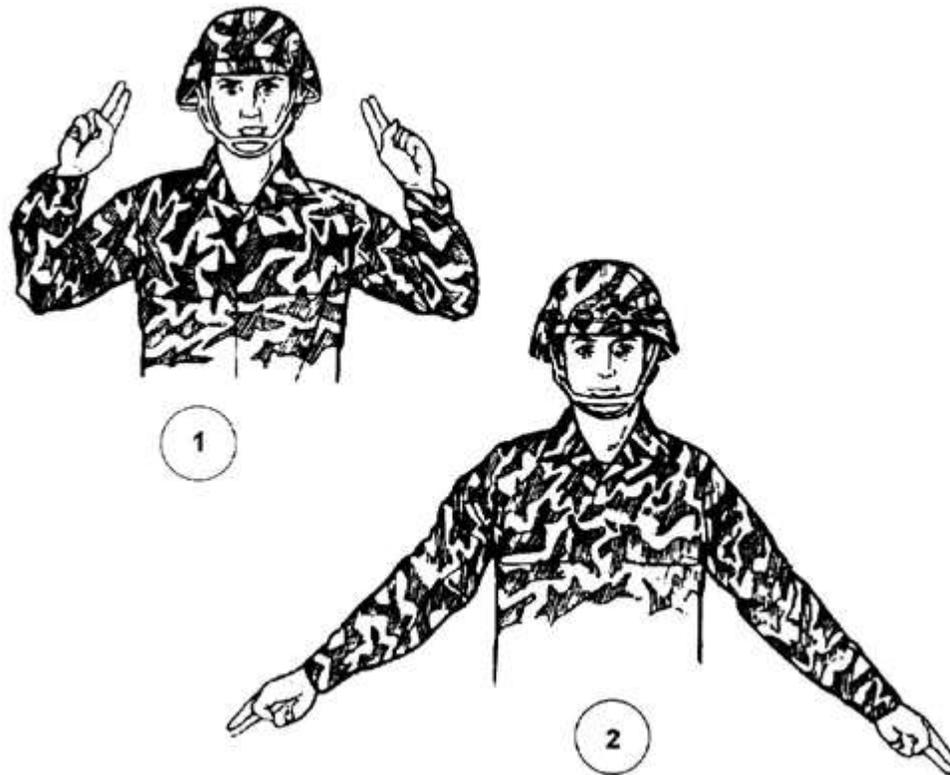
A. *Command*: Given about 10 seconds before the craft reaches the release point. Only given after the craft has cleared all obstacle near the DZ
  I. Starting at the shoulders, the Jumpmaster extends and joins his index and middle fingers, curling the remaining fingers and thumb of each hand toward the palm.
  II. He extends his arms down to the sides at a 45° 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 Jumpmaster, 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**
    A. *Command*
        I. A green light is activated by the craft's pilot and is the final time warning. It tells the Jumpmaster that as far as the crew is concerned, conditions are safe and it is time to jump.
        II. The Jumpmaster gives the verbal command "GO" and taps out every parachutist in a steady rhythm.
    B. *Jumper Actions*
        I. At the command "GO", the first parachutist walks out the door and executes the first of the five points of performance (see below). 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.
        IV. Once all parachutists have exited, the Jumpmaster will check to make sure that all chutes have disconnected properly from the parachute pull lines, and no one is being dragged. The Jumpmaster will then jump from the craft.

Section 2 – 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 4 One Thousand-count corresponds to the approximate time it takes the main parachute to fully deploy when used by a jumper exiting a craft flying 240 kilometers per hour.
   A. At the count of 1 One Thousand, he 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, 2 One Thousand, 3 One Thousand, 4 One Thousand at a normal cadence. He keeps his eyes open to react to situations around him.
2. **Check Canopy and Gain Canopy Control**: When he finishes the count, the parachutist must feel the parachute open. Once it does, he checks the canopy for malfunction or damage, and assumes controls the parachute.
   A. With the standard T-12 parachute, he grasps the risers (thumbs up), spreads the risers apart, and throws his head back to inspect the entire canopy.
   B. 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.
      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 during his descent caused by improper exit and body position
   C. 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 around you.
      I.   If the rate of 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.

    II. 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.

    III. 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. During mass drops the parachutist must maintain a distance of 7.5 meters from other jumpers.

    A. Parachutists must be alert in the air and warn each other of impending collisions. A collision is the physical impact or contact, however slight, of one parachutist or parachutist's equipment with that of another parachutist. 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.

    B. 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. If a parachutist becomes entangled with one or more suspension lines of another parachute, the parachutist does one of the following:

        I. 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.

        II. If neither parachutist has a fully inflated canopy, both parachutists push away from each other and activate their reserves.

        III. Both jumpers remain where they are and activate their reserves for a partial malfunction.

    C. 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 vacuum can extend to about 50 feet above the canopy, and 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; however, 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 the Feet, Calf, Thigh, Buttock, and then the Pull-Up Muscles.

   A. 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.

      I. *Side Parachute Landing Fall*: 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 PLF to the left side.

         i. He lowers his chin firmly to his chest and tenses his neck
         ii. He brings his hands up in front of his head and elbows in front of his chest, continuing to grasp the risers
         iii. 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, and Pull-Up Muscles).
         iv. 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.
         v. After completing the PLF, he activates the canopy release assembly to keep from being dragged.

      II. *Lateral Parachute Landing Fall*: When wind drift is either from the direct front of the direct rear, the parachutist will make his PLF more towards the wind drift than to either side. The two types of lateral falls are right angle and left angle depending slight variation in the direction of the wind drift.

         i. The parachutist will rotate 45° from the waist down in the opposite direction of the fall desired; exposing his second and third points of contact to the line of drift
         ii. Upon contact, he continues to rotate his body in the same direction, exposing the second through fifth points of contact.

Chapter 11 – Basic Mission Sets

"It doesn't matter if you're helping rebel forces fight off a dictator, or giving combat tips to a third-grader. There's nothing like helping the little guy kick some bully's ass."

What follows are the descriptions for the various missions sets that any Special Operations Team might be called on to perform. Due to the fact that this manual is for simple overview purposes, the missions covered will only be those associated with the three Departments most directly linked to combat actions: Special Forces, Force Reconnaissance, and Special Fleet Service. It is worth mentioning here that every Combat Team is capable of accomplishing these mission sets. The only differentiating factor is which Team spends the most time training at a particular mission. To further reinforce this fact, no mention of which Team spends the most time training for a particular mission will be made in this publication.

Section 1 – Close Air Support and Fire Control

A common mission for a Special Operations Team is to conduct reconnaissance for the Aerospace Branch in order to control precision strikes and perform damage assessments on the forward edge of or behind the battle area. During such a mission, they will serve as forward air controllers to guide Aerospace craft to their targets and evaluate the effectiveness of the strikes. In order to remain effective throughout the duration of the mission, the Team must keep from revealing its position to threat forces while at the same time being in a good position to observe potential targets.

Section 1.1 – Missions and Areas of Operation

Many times an Aerospace unit commander will request assistance in designating or assessing a target to be attacked by Aerospace forces. This type of mission is used to strike a particular target or target class (such as Aerospace Defense instillations or vehicles), and referred to as Forward Control. Another common type of reconnaissance mission is Force Protection; often assigned by a combined arms headquarters as a means of providing security against threat forces in a given area. The combined arms commander might also assign the mission of Aerospace Interdiction, which is similar to Force Protection but without the need to protect anything. The purpose is to deter threat forces from using or denying the use of a particular piece of territory. In this mission, attacking targets of opportunity is the objective rather than striking specific targets.

In every case, the Team will need to survey the Area of Operations by means of two-dimensional maps and or three-dimensional holograms in order to carefully select several possible observation sites. It is also imperative to review daily intelligence data on the area in question while planning the mission. The overall plan will need to allow for a primary observation site and at least two secondary sites. This will assist in relocating if the primary site is compromised, or if upon insertion the primary site is discovered to be unsuitable. Each site should have a wide field of view of the surrounding area, be defensible, have clear routes to secondary positions and rally

points, and be easily camouflaged. Also be sure that any secondary sites have the ability to store emergency and back-up gear in case the primary equipment needs to be destroyed or is lost.

When possible during the mission planning stages, set up convincing holodeck or real life simulations for each position. Have every member of the Team make an evaluation of the mock-up positions in order to locate weak points in the camouflage or blind spots in the field of view. Be flexible with the site selections for the primary observation site, secondary observation sites, and emergency positions. Emergency positions are essential to mission planning because they will be needed if the Team has been compromised.

Section 1.2 – Communications

Once you have infiltrated and all the arrangements have been made for concealment and security, it is time to start communicating with the assigned Aerospace forces. The primary point of contact will be with the Controllers aboard an airborne command post. However, it will be necessary to communicate with the fighters directly as this will provide the greatest amount of control over any strike. To allow for all this communication, the Team will have need of several types of communications and encrypting equipment. When using all this equipment, make sure that there are established procedures to keep these items secure, particularly the encryption gear. These procedures should include a destruction plan in case the Team has been compromised and is either unable to escape or must escape without this sensitive piece of equipment.

Once you have established contact with the Aerospace Controllers, report any changes that need to be made to the attack plan based on your observations. These may be unexpected concentrations of civilian personnel or military equipment that could be a danger to the Aerospace craft making the strike. Unless these conditions prevent the ground Team from accomplishing its mission, the Aerospace command will decide whether or not to continue with the mission. Once the Team is in position and the report of local conditions has been made, the Aerospace Controllers will update and confirm the mission plan.

When communicating with either the Aerospace Controllers or the Pilots directly, several things must be remembered. Even though you are on an encrypted net, assume an enemy is listening. Keep messages brief, and use call signs and code words to designate grid references, coordinates, and units. When communicating, remember to use proper communications protocol as described by the acronym RSVP.

- **Rhythm** - Divide the message up into logical portions. Deliver it at an even cadence with proper pauses.

- **Speed** - The cadence of any communication needs to be fast enough as to be as brief as possible, but still being slow enough for the recipient to both understand it the first time through and to enter data as you speak.

- **Volume** - Speak slightly louder than a normal voice, but don't shout. Being either too soft or to loud will distort the message, and cause the recipient to waste time adjusting the audio volume instead of focusing on the message.

- **Pitch** - The pitch your voice should be slightly higher than normal as to enhance clarity.

Section 1.3 – Designating Targets

Modern Aerospace craft are bristling with advanced sensors, both passive and active, that can locate, identify, and mark targets from the long range. With this ability, the reason there is still a need for forward observers is because of accuracy and speed. Attack craft are often traveling at speeds in excess of 1400 kilometers per hour while on attack runs and with these kinds of speeds the craft can actually miss the target if the pilot is not careful. So it is the forward observers' mission is to make sure that the pilot of the attack craft doesn't miss the target.

The best way to accomplish this is to make sure that the pilot has the most precise information regarding the target or targets as possible. Often this will only require the Team to provide this information to the pilot as soon as he starts his attack run, which could be up to five minutes before the ordnance leaves the aerospace craft. But under certain circumstances it may be necessary to mark the target by any number of means, called lazing. However, it must be understood that every means of physically or electronically lazing a target has the possibility of being detected by the forces being targeted. The final decision about whether or not to laze a target must be made by the ground Team, as they are the ones who will be in danger if it is detected. Common techniques of lazing include:

- **Tachyon Beam** - The most dependable method of lazing is with a coherent beam of Tachyons. This method has two advantages, the target will remain lazed even if the beam is disabled and the Team will not need to continuously laze the target. This is because the Tachyon signature on the target will take nearly 30 minutes to degrade to the point of being ineffective as a means of target identification. The disadvantage is that it is easily detected by threat forces, especially the target. Once detected, all enemy forces in range of the lazed target will usually begin evasive maneuvers trying to either seek cover from the impending attack, or get away from the target that is marked.

- **Electromagnetically** – A more conventional means of lazing is by using a beam of coherent electromagnetic energy. Common forms would be Infrared, Ultraviolet, and Microwave beams. The advantage is that this form of lazing is much harder for threat forces to detect and therefore safer for the ground Team. The disadvantages are that the target needs to be continuously lazed until it has been destroyed and the attacking craft has to be within the line of sight of the target in order to detect the laze.

- **Visually** - The least common and most dangerous form of lazing a target is by using visual signals, smoke or visible light. The way this is accomplished is by means of ground markers either thrown by hand or launched by any number of means. This method is only used as a last resort, or by units that have no other means of lazing a target. The reason is that even though a target or targets will be marked in a way that is visible to aerospace craft, the disadvantages associated with this method are numerous. Such as, unless the marker is placed on top of a vehicle the pilots of the attack craft will only know the general area of a target and not its precise location. Also, the threat forces will typically be able to detect the marker as well and know they are about to be attacked.

Section 1.4 – Battle Damage Assessment

After the initial strike, it is imperative that a quick and complete Battle Damage Assessment (BDA) of the target to determine the effectiveness of the strike. For the purposes of the forward observer there are only four possible outcomes of an aerospace attack: Destroyed, Inoperable, Serviceable, and Ineffective. The desired outcome of any strike is for the target to be Destroyed and therefore eliminated as an effective enemy asset. The assessment of Inoperable tends to be more of a judgment call on the part of the forward observer; it means that even though the target was hit and is now out of action, it could be brought back on-line or fixed after a time. The call of Serviceable describes a target that was hit, but is lightly or moderately damaged and could be quickly brought back on-line. The worst outcome of an aerospace strike is Ineffective, which is a convoluted way of saying that the target was either not hit at all, or survived the hit with minimal damage and is still effective.

After the forward observer has made the assessment, the mission is either over or another strike needs to be made. Obviously, when the assessment is 'Destroyed' the mission is logically over; for the Aerospace craft, the Team on the ground, or both. For any other assessment there needs to be a decision about whether or not to conduct another strike. Unless there are extenuating circumstances, such as the ground Team has been compromised or the pilot determines it is too dangerous to make another attack run, the Controllers in the airborne command post will decide if another attack should be made. Follow-up attack runs will usually be made in the cases of a 'Serviceable' assessment. Depending on several factors, there is typically better than a 50% chance of a follow-up run being made against a target with an 'Inoperable' assessment.

Section 1.5 – Special Missions and Situations

Special Operations Teams do not usually conduct forward controller duties for field units - these units are normally assigned personnel especially for the duty. However, two special types of forward controller missions are worth exploring here, as they could be used by Special Operations Teams during the conduct of any number of missions. These missions are referred to as "Danger Close" and "Broken Arrow" situations.

Whenever Aerospace units will be deploying ordnance or making attack runs against threat forces within 200 meters of friendly forces, the call of "Danger Close" shall precede any instruction to the pilot. Care must be exercised by both the forward observer and the pilot to assure that every attack run is made accurately in order to avoid fratricide. When hearing this instruction, the pilot making the run is required to make visual identification of his target before attacking, unless confirmation has been made that a target has been positively lazed by the forward controller.

In vanishingly few situations, a unit will become surrounded and be in danger of being overrun without immediate assistance. When this happens the ground unit commander will broadcast the "Broken Arrow" signal over every appropriate channel. This signal is followed by two actions, one on the ground and one in the atmosphere. The ground unit is that the surrounded will collapse into the tightest possible perimeter centered on its commander. The atmospheric action is actually quite dramatic; every Aerospace craft in range carrying ordnance or weapons capable of attacking surface targets will immediately divert to the area. In this situation, everything means everything; during the Dominion War there were reports of heavily laden strategic bombers, attack craft on time critical missions, Starships in orbit, and even personal shuttles mounting nothing more than phasers all participating in these situations.

Once Aerospace craft begin to arrive, the forward controllers will advise the pilots of the shape and size of the area being defended by the ground unit. Armed with this information, the pilots will begin to annihilate everything around that perimeter. While they will normally refrain from launching attacks within the 200 meter safety buffer, in desperate situations the forward controllers might order attacks as close to the unit's front lines as possible. In those delicate situations the pilots will exercise extreme caution. Some pilots will even make attack runs at altitudes of less than 15 meters above surface level in order to assure that they do not hit friendly units.

In both "Danger Close" and "Broken Arrow" situations, Aerospace pilots display extreme loyalty to their ground bound brothers. They will disregard their own safety and even their missions in order to assure that the ground unit not only survives but they don't hit their fellow Marines. Many pilots have been killed during these missions in an effort to be as precise as possible.

Section 2 – Direct Action

Direct Action missions are an integral and vital part of the overall ability of the Special Operations Branch. These missions usually fall into one of three general categories: Raids, Patrols, or Ambushes. Each category is launched against a target that the enemy is either not expecting or considers to be secure.

Raids are characterized by rapid and unexpected actions against an enemy target for one of three purposes: destruction, deception, or intelligence. A Destructive Raid is launched against a particular instillation or unit for the purpose of destroying it or rendering it ineffective. In Deception Raids, the purpose is to make the enemy focus his attention on a particular location and or redeploy valuable units away from another location. This type of Raid is the prime example of the military principle of economy of force, because a small unit is able to provoke a large reaction from a superior force.

Intelligence Raids fall into two categories: Gathering and Reaction. Raids for the purpose of Gathering Intelligence are focused against specific locations in order to gain access to enemy plans, intentions, or information. Usually done in conjunction with Data Warfare operations, this type of Raid is usually difficult to execute but yields an impressive amount of intelligence data when successful. The Reaction Intelligence Raid is a variation of the Deception Raid, in that the Special Operations unit is trying to provoke a reaction from the enemy. But instead of provoking actions that will benefit friendly forces, the Raid is intended to ascertain the condition of enemy forces. By analyzing the actions of the enemy in the aftermath of the Raid, higher headquarters can gather a better picture of the overall structure, strength, and intentions of enemy forces.

Direct Action missions classified as Patrols are informally referred to as search and destroy missions. A Special Operations unit will deploy either on the forward edge of the battle area or just behind it for the purpose of engaging enemy units. The objective is twofold: to locate and fix enemy units for exploitation by regular forces, and to spread confusion among enemy forces. By blurring the lines of battle, enemy forces are left unsure of the strength and disposition of not only friendly forces but also their own units as well.

The example of a Direct Action mission explored in this manual will be the Ambush. These are intentionally pre-positioned surprise attacks conducted against enemy personnel, vehicles or ships while they are on the move. Ambushes are characterized by a period of brief, violent action followed by quick disengagement and withdrawal of the Ambush Team

Section 2.1 – The Ambush Party
No matter how big an Ambush is designed to be, the unit conducting it will always be split into two groups: an assault group and a security group. The assault group is made up of the personnel that will actually conduct the Ambush, and it will also contain the

Team commander and his headquarters. The security group is there to protect the Assault Group from enemy reinforcements and or flanking counter-ambushes conducted by threat forces, and provide for a safe corridor for the Assault Group to withdrawal through. Although the target of the Ambush, surrounding terrain, Team equipment and weapons, expected enemy defenses and organization, and current weather will all affect the specific organization of each group; a good rule to follow is to organize the Security Group so that it is about twice the size of the Assault Group.

Section 2.2 – The Mission
Ambushes are conducted for one of three purposes: to destroy the target, to delay or disable the target, or to harass the target. There is no difference between these objectives from the standpoint of planning or execution, only the follow-up actions after the Ambush are affected. When the target needs to be destroyed, the Team will stay in place as long as they can hold their position and their escape route. After a majority of the fighting is concluded, the assault group will usually physically scout the objective to assure its destruction. This is a dangerous maneuver because it exposes the Team to enemy troops who are still capable of being effective and might be hiding within the wreckage; and allows more time for reinforcements responding to the Ambush to close with the Team. A scouting party will only be sent into the kill zone only if the entire enemy unit was caught in the Ambush, otherwise the Team will not reveal its positions.

Ambushes to delay a target or to harass a target are essentially the same mission; the difference comes from how long the Team will stay in position. When delaying a target, the Team can spend up to five minutes firing on the target, the purpose is to cause an enemy unit to spend an inordinate amount of time defending itself, attacking the ambushers, and securing the area instead of moving to its objective. An Ambush to harass is intended to simply sow disinformation and fear amongst enemy units. Usually conducted with hidden explosives or quick strikes, it forces the enemy to deploy into defense and costs them valuable time to make it to their objective. Harassing Ambushes are most effective when conducted multiple times along a route of advance or to multiple units in the same area. Because of the harassing Ambushes typically only require small units of about 4 or 5 Marines to be effective, a single Team can execute multiple Ambushes at the same time or in the same area.

Section 2.3 – The Plan
When conducting an Ambush, every person in the unit should know precisely what they are to do once the shooting starts. Generally, Ambushes against a specific target require a large number of factors coming together in the right way at the right time. Any plans should be simple and capable of being changed quickly if the situation dictates it. While Special Operations Teams can easily adjust to changing situations, any unexpected events will probably degrade the effectiveness of the Ambush and may even cause it to be aborted or a failure.

When staging an Ambush for any reason, the commander must take into account multiple factors. These will affect not only how the Ambush it conducted, but also how

the Team will defend itself, escape and evasion routes, and weapons that will need to be employed.

Target - What the Team is intending to ambush is the critical factor in every other decision about the mission. Dismounted infantry targets will require extensive camouflage preparation of the Ambush area, but only light weapons and explosives. An Ambush against mounted infantry or mechanized targets will require planned applications of cover and concealment, but will still require relatively light weapons with perhaps a greater expenditure of explosives. Ambushes against armored fighting vehicles need to be considered carefully as they are the most dangerous to a Special Operations Team. Heavy weapons and extensive use of explosives are required, and the Ambush will never be for the purpose of destroying the enemy unit unless overwhelming force can be brought to bear.

Location - Where to conduct an Ambush will be determined by the overall objective and type of target to be ambushed. A general rule is that an Ambush should happen at locations where the enemy forces are at a disadvantage. Natural choke points, any areas where the enemy would need to slow down their travel, or be clustered in a confined or single area are ideal. Against infantry targets, ambush sites should be in locations where the enemy has limited lines of sight, and concealment for the Team is abundant. When striking motorized targets, the location should be where these vehicles are forced to slow down and/or bunch together. In every case, the Ambush Team must plan for escape and evasion once the ambush has been accomplished. Cluttered and difficult terrain is the best since threat vehicles will have a hard time perusing and there are numerous locations for the Team to hide.

Time - The time of an Ambush is one of the few things that a Team cannot control, as the target will enter the ambush site on its own schedule. However, every care should be given to launching ambushes at night or twilight. Being in position before the enemy arrives will allow the Team to commit the terrain to memory, whereas enemy forces will likely not be familiar with the area. This also means that the Team will have the cover of darkness in which to make its escape and evade any pursuing forces.

Intelligence – Every operation begins and ends with good intelligence. This can be provided either before the mission, or gathered during the mission by means of scouting and reconnaissance. When conducting an ambush, it would be advisable to use a few Marines from the Support Group to man observation posts overlooking likely entries into the ambush area. These posts will provide information on when a target is beginning to enter the ambush site, how big the enemy forces are, composition, and even when enemy forces have left the ambush zone. When the ambush has begun, these observation posts can also act as a "trip-wire" force to provide forewarning enemy reinforcements trying to relieve the ambushed unit.

Section 2.4 – Set Up
Once the location of the ambush has been reached, it is time to scout the area and improve the cover and concealment for the Team. Whether the site has been selected

before hand or if it is a location of opportunity, the unit should always perform a reconnaissance of the area. This reconnaissance should identify the positions of greatest visibility, blind spots for both the target and the ambushers, and natural features that could be used to the attackers' or target's advantage. Also of importance is to scout for the fall back positions and escape routes for not only the Team but the target at well. By identifying the likely areas where an ambushed enemy would seek refuge or paths they would try to use to escape, traps could be laid and/or secondary ambushes prepared.

Every member of the Assault Group should select or be given a location for a fighting position. These positions should give the Marine a clear area of fire and, ideally, some sort of natural cover and concealment. Individual fields of fire should be interlaced to assure that every meter of the ambush site is covered by at least two weapons. Individual positions should be able to see at least two other positions, but care should be given that there is no possibility of accidently firing on these other positions by mistake. Heavy weapons should be given the largest zones of fire so that they have the ability to engage the largest amount of targets. The Support Group should select positions that will cover the likely avenues of approach to the Assault group. Their fighting positions should have the same care to zones of fire, cover and concealment as any other position.

If explosives are to be used, it is imperative that they be placed as early as practical; and their deployment should be planned to compliment the manned portions of the ambush. Placement should allow the explosives' area of effect to encompass the greatest portion of the ambush site as possible. If using mines, their positions should be marked in ways indistinguishable from the surrounding terrain, but readily identifiable to the ambush team. This will assure that their detonation will either be expected or be able to destroy a designated target immediately. A clever way of distributing explosives is to place them in the locations that the target would use to seek cover from the attacking force. When used in this manner, these explosives are not detonated until after the beginning of the ambush so that they can kill the targets seeking cover or escape and therefore demoralize the surviving enemy force.

Section 2.5 – The Attack
Once the target has entered the ambush site, the commander needs to signal the rest of his team to attack. This signal is typically the commander firing the first shots of the ambush or triggering any explosives used. Once the signal is given, the rest of the Assault Group should immediately open fire and follow the plan as set out beforehand. All threat forces within the ambush site should be engaged indiscriminately - if it looks dangerous, the Marine should fire on it. An important consideration with the beginning of an ambush is the targeting of armored fighting vehicles. If these vehicles become part of the force being ambushed, they must be eliminated within the first few seconds. As such, anti-armor weapons are usually the first weapons to open fire during an ambush against motorized and mechanized targets.

Just as important as the signal to begin the ambush is the signal to conclude the ambush. If the objective was to destroy the target, the Assault Group will naturally slacken or cease fire as targets are eliminated. In Harassing Ambushes, the commander will need an effective means of signaling the rest of the Team to begin its withdrawal. Standard electronic communications are the most common method of signaling the unit; since the enemy already knows friendly forces are in the area, there is no need for electronic silence during the ambush. However, time limits on the part of the Assault Group, aerial markers (flares), and voice commands can also be used to signal the end of the attack phase of the ambush.   Delaying Ambushes are usually controlled by time limits on the part of the Assault Group; but since these types of ambushes are usually conducted with explosives only, the attackers will normally withdrawal once the explosives have been detonated.

Section 2.6 – Withdrawal

During mission planning, escape routes and rally points were scouted by the Team. The first parts of the Team that will disengage will the Assault Group as they are in direct contact with the enemy. The Security Group will be used to cover this withdrawal and provide protection from any enemy pursuit that may materialize. Also, each part of the Assault Group will have a separate escape route; this will cause the enemy to be unsure about which direction to send any pursuit force.

The Initial Rally Points (two or more) will be locations from which separate portions of the Assault Group will rendezvous with each other. These Initial Rally Points will be used to cover the withdrawal of the Security Group, which will then join the members of the Assault Group. Once organized in coherent units, the personnel at the Initial Rally Points will make their way to the Final Rally Point, at which time the entire Team will be made whole again. If for any reason a pursuit force should fix the location of any part of the Team, the Marines under attack should never follow their planed escape routes as they would then reveal the positions of the rest of their unit. They should attempt to break contact with their pursuers, and make their way to the Final Rally Point by means of a deceptive route.

Section 3 – Data Warfare Operations

These types of missions are rather rare in the grand scheme of Special Operations. This is because there are safer and easier ways of gathering electronic intelligence than trying to physically hack into an enemy's computer system. However, there exists no better, and sometimes permanent, way to disrupt a Threat Electronic System (TES) than to infect it with malicious software (malware). This is an exceedingly difficult proposition for most Marines in modern environment of advanced computing systems.

Scrubbers guarding communications systems and programs eliminate malware before a transmission is accepted into a mainframe. Watchdog Programs will deny attempts to rewrite computer code, and unauthorized or unrecognized data storage devices are automatically denied access to the computers central operating system. Therefore, there exists only two ways to gain access to a TES: to circumvent the computer's security systems or hardwiring the malware into the system. The goal of either method is to bypass the Scrubbers and Watchdog Programs. The process of circumventing a computer's security systems is very time consuming and is usually impractical from a Special Operations mission standpoint. But the techniques of hardwiring malware into a computer system are rather straightforward and quick.

Section 3.1 – Types of Malicious Software

Programming malware can be a personal and unique experience amongst Data Warfare Specialists. To some it is almost like creating a child from scratch, and a successful one will visit destruction upon the enemies of its creator. Specific types of malware and their purposes are innumerably varied and could fill volumes if fully cataloged. However, they do tend to fall into general categories of mission and technique.

- **Spyware** - This type of malware is used to gather intelligence and information from a TES. It will essentially record the actions of the computer system and its operators, and copy any data located in a computer's memory. Getting this information into friendly hands can be handled many ways, including covert broadcast using the TES's own communication systems or downloading the information onto a removable data storage device.
- **Adware** - The intent of this type of malware is to disable the ability of a TES to operate efficiently or effectively. It can be programmed to reorganize data in a computer's memory or change the computer's basic operating functions in order to make using the computer tedious at best and useless at worst.
- **Virus** – A virus is the most common type of malware because it is capable of electronically replicating itself in order to infect other TES's besides the one it initially infected. The actions of a virus are actually varied enough that all types of malware are commonly considered viruses.

Section 3.2 – Getting the Malicious Software In

No matter what the intent is, the hardest part of infecting a TES is getting the malware past a computer's security systems. Accessing the operating system of a TES by either remote or being physically at a terminal is problematic and, most of the time, impossible. The easiest way to implant a piece of malware is actually by installing the malware by means of a data storage device. In every case, this data storage device must be camouflaged in order to hide its purpose from both the TES's computer security programs and visual inspection of the physical components. Common ruses include a communications device, logic processer, and a removable memory storage device. When such hardware is used to transport and install malware onto a TES it is referred to as an Infectious Component (IC).

The reasoning behind using an IC is that if it is a component that the TES will often use in its normal operations, the malware has already defeated several levels of computer security. This is because the security systems of a TES are designed to stop outside programs from accessing the operating system, not stop the operating system from accessing programs and components necessary for it to do its job. The choice of what kind of IC to use is dependent on what type of TES the Data Warfare Specialist is attempting to access. It is actually not uncommon for a Data Warfare Specialist to carry several types of ICs with him in order to react quickly to any possible situation.

Section 3.3 – The Actions of Malicious Software

The first action of any malware program, once installed onto a TES, must be to defeat the computers security systems. If using an IC, several layers will have already been defeated, but there are always multiple systems to defeat. The Data Warfare Specialist must resist the temptation to write algorithms that will outright defeat or suppress the security systems because TES security protocols will often detect the failure of any of its subordinate systems and immediately scrub all programs being currently run. Instead, concentrate on writing routines that reroute security inquiries or give convincingly false responses that will prevent further or more detailed queries.

The methods used by a piece of malware to disable a TES, gather intelligence from electronic memory, or both are varied and complex. Listing them all will take more space then is allocated to this manual but one thing is constant. A successful Data Warfare Attack will go unnoticed by the TES's security systems and the operators monitoring it.

Section 4 – Combat Search and Rescue

One of the scariest situations for any Marine is being trapped behind enemy lines. For aviators this is always a possibility since they should spend much of their time in such situations. Because of this, Special Operations Teams and their Aerospace brothers routinely practice the skills of picking up stranded or injured aircrews after they have an unexpected departure from their aerospace craft.

Section 4.1 – Planning the Rescue

In almost every case, a Rescue Team will have very little time to formulate a plan because these operations are usually launched as soon as it is confirmed that an Aerospace craft has gone down. The distances between forward operating bases and the likely area of operations are usually great and time it takes to confirm that Marine aviators have indeed ejected could mean the difference between life and death.

Often, the only solid piece of information available to the Rescue Team is the planetary coordinates of the last known position of the Aerospace craft. While terrain, weather conditions, and suspected enemy strength in the area could all be determined from these coordinates, certain vital information is usually harder to come by. The number of survivors (a maximum number is the total crew compliment of the craft that went down), their physical condition, and the extent of the enemy presence will typically be unknown until the Team actually arrive on the scene. Even then, certain pieces of information may take time to discover.

Section 4.2 – Communications

During an entire rescue, Aerospace Controllers aboard a command aerospace vehicle will serve as the focal point for all communications and control operations for the various elements involved in the search. These Controllers will have been the first to declare that an aerospace craft has indeed gone down, and request the dispatch of a rescue team. They will begin to establish communications with all other units in the area capable of rendering assistance to the rescue. It is at times like this that every Marine, no matter the Branch or their current mission, will assist in any way possible.

The most important part of the communications plan is to establish contact with the downed aviators. The emergency beacon/communications link issued to all aviators is capable of communicating the pilot's voice and a precise locator beacon that will allow any properly equipped units to home in on the signal with great accuracy. While it is encoded and capable of being focused down to a single degree of azimuth, it will also - unfortunately - radiate a detectable energy signature up to five kilometers away. It is this problem that prevents many pilots from making liberal use of the device, sometimes to their misfortune.

As soon as the Rescue Team is within communications range of the downed aviators, they will begin to communicate directly with them instead of through the Aerospace Controllers. This allows the Rescue Team to establish a rapport with the aviators and

provide advice about how they can better conceal themselves from enemy troops and mark their position for the Rescue Team. An equally important reason for this direct communication is that the Ground Element of the Rescue Team can gather first hand intelligence about the situation from the only person on the ground. Examples of such intelligence are: what is their location, such as landmarks and condition of the terrain; if there is more than one aviator, and if they are spread out or in a single location; are there injuries, and if so, how sever (Medical Specialists can pass along advice about treatment); is there any enemy activity in the area; and any other intelligence that the Rescue Team might think is important to the mission.

Section 4.3 – Finding the Survivors

The most difficult part about these types of missions is actually locating the downed aviators. Ideally the positions of the crash site, ejection capsule, and/or the aviators themselves will be marked by a sensor/communications beacon. This beacon will allow the Rescue Team to home in, and conduct the rescue with speed and efficiency. Active sensors aboard the Rescue craft can be used to great effect, but in situations of a heavy enemy presence they may not be recommended.

The next most ideal situation for a rescue is that voice communications have been established with the downed aviators. While this situation will not normally yield precise information about their location, the aviators can at least provide a general location with which the Rescue Team can narrow the search. The least desirable situation is that there is no beacon and no voice communications. In this situation the Rescue Team can only try and locate the crash site, ejection capsule, or signs of the downed aviators by a visual or passive senor search. If a location can be established with any degree of certainty, the Ground Team will almost always be inserted. However, if there are no signs of the aerospace craft or its occupants, the Ground Team is rarely given the chance to continue the search on the surface.

Section 4.4 – Deployment

Once the Rescue Team is in the area of the downed aviators, a plan must be formed about how to get the Ground Element to the surface and how to get everyone out again. The benefit of using Special Operations Marines for Combat Search and Rescue missions is that these two actions do not need to be handled at the same time. Many aviators are poorly trained for ground combat. While they do attend escape and evasion courses about once every two years, these courses are not the same as a proper course in combat or behind the lines operations. With the addition of Special Operations Marines, it becomes possible to parachute a small section or an entire Team into the area and secure the aviator for future retrieval.

The ways that the Ground Element can deploy are extremely varied. The best case scenario is that the Ground Element can be inserted by means of a matter transporter. This is a precise means of deployment, but matter transporters emit a highly detectable energy signature which can be detected by threat forces. Also, certain environmental conditions and defenses erected by the enemy can nullify a matter transporter. The

next best way of getting in is that the Rescue Team conducts a Aerospace Assault landing of any kind to position the Ground Element as close to the downed aviator as possible. The ideal conclusion to such a deployment is that the aviator makes his way to the aerospace craft as soon as it lands or the Ground Element picks him up a short distance away, and the whole action takes less than five minutes. But in some situations, the aerospace craft will simply insert the Ground Element to search for the aviators and then become airborne again.

The least desirable way to deploy for the Ground Element is by parachute. This method severely limits the amount of equipment and supplies the Ground Element can bring into the mission. It is, however, the most covert method of insertion as well. If a parachute deployment is called for, the Team will typically use either form of High-Altitude drop (HALO or HAHO). Normally, the ground element of the quick reaction team will not be equipped to conduct a Sub-Orbital drop. If such a drop is indicated at any time during Rescue Operations, a properly equipped team will be notified and placed on stand-by.

Care must be used during any form of parachute deployment as landing without injuries is a must during Search and Rescue missions. Because downed aviators have a habit of concealing themselves in broken terrain, either by accident of ejection or to avoid threat forces. Therefore getting as close as possible to aviator can give the parachutists a poor selection of less than ideal Drop Zones. When in these types of situations, sacrificing proximity to the aviator for the safety of the parachutists is always desirable. It will not benefit the rescue mission if the Ground Element suffers debilitating injuries attempting to land as close as possible to the downed aviator(s).

Section 4.5 – Gathering the Survivors

As indicated previously, if a matter transport cannot be used to recover a downed aviator it will be necessary to physically get them to the rescue craft. Hopefully the aviator will be a condition to locate himself at the Landing Zone and simply run aboard, but conditions rarely allow this. Typically the aviator in question will have been injured in some degree and require the Ground Element to recover him and get him to the Landing Zone.

Ideally, if dealing with a crew of two or more, the entire crew will have gathered together before the Rescue Team is in a position to recover them. If they have, the task of locating and recovering them is simplified and can be conducted in the same way as a single aviator would be recovered. But what typically happens is that the crew will be scattered over an unfortunately large area. When scattering is mild or moderate the same Rescue Team can conduct all recoveries; this is characterized by multiple small operations similar to recovering a single aviator. If the scattering is extreme however, multiple Rescue Teams will need to be used.

During these types of missions, Medical Specialists are in high demand as there should be two Medical Specialists for every downed aviator. This requirement is satisfied by Special Operations Teams as they have two fully qualified medics and two other

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Marines that have been extensively cross-trained as field medics as well. The reasoning behind this standard is that even in a picture perfect ejection the aviator(s) will likely have suffered some sort of injury. It could be from the ejection itself, the landing, or sustained while evading threat forces. In nearly every case, there will likely be casualties among the survivors. The mission of the medics is to stabilize them as quickly as possible. Hopefully, the recovery will be quick; but if the Team needs to stay on the ground for any length of time then the medics should be ready to provide extended care.

In any situation where recovery will not be immediate, once all the aviators have been stabilized everyone will need to move out. This is not only because there is safety in movement, but because if the aviator has been seriously injured then he has not moved far from the location of the injury. This indicates that threat forces have either fixed or closely estimated the location of the downed aviator, which will bring a large contingent of enemy units into the area to conduct their own search and capture operations. When moving to a pick-up point or to a position at which to wait, evasion is the key word. It will do no one any good to go through the trouble of securing the downed aviator if the Ground Element needs to engage enemy forces every five minutes. Teams have been known to set traps to deter trailing threats or decoy trails for the enemy to follow, but either of these operations are designed to negate a pursuit force not destroy it outright.

Section 4.6 – Getting Out
The rule for the recovery phase of Combat Search and Rescue missions is simply explained by the phrase "Grab and Go". Any means available to get everyone out will be considered or used. Even if a Team has been inserted onto the surface, matter transport is still the preferred option. Any type of matter transport produces a large, detectable energy emission, but the theory holds that everyone can be recovered and on their way to friendly territory long before threat forces can react. If there is a problem with natural or artificial barriers to matter transport, the Ground Team will usually carry boosted pattern enhancers that have had good successes in nullifying these barriers.

The second most preferable method, and most common as well, is physical recovery by means of the rescue craft landing. Again, the same principles of "Grab and Go" apply. Normally by the time of recovery, but hopefully during the entire operation, there will be sufficient aerospace cover to eliminate or suppress any threat forces capable of contesting the landing of a rescue craft. So, making a discrete landing will not be as necessary during recovery as it is during insertion of the Ground Element. Once recovery has been made, the rescue craft will make its way towards friendly lines as fast as possible. In this phase of Search and Rescue missions, speed is more desirable than stealth.

The least preferable method of recovering the aviator and Ground Element is by overland movement. Downed aviators are not normally located anywhere near friendly lines, and moving to them without vehicles is problematic at best. If an aerospace craft cannot make recovery right away, which is sometimes the case even with massive covering forces, it might be in the Ground Element's best interest not to stay in the

same place. So their course will typically be towards friendly forces, but the hope is that recovery can be made long before surface contact is made. The Ground Element will be constantly searching for a suitable Landing Zone for a rescue craft, while at the same time aerospace forces and higher command will be trying to secure the local airspace to allow the rescue craft to make a pick-up.

Section 5 – Foreign Internal Defense

Training of foreign, allied military forces can be one of the most challenging and inherently dangerous missions that may be undertaken by any Special Operations Team. They are also one of the most politically important endeavors that can be conducted by forces representing Federation interests.

These missions require patience and determination on the part of the Special Operations Marine combined with the knowledge that every situation and every mission is different. Foreign Internal Defense falls into one of two general categories where Special Operations is concerned: insurgency and counter-insurgency. With insurgency operations the Marines will be dealing with an indigenous population fighting to overthrow an oppressive regime or a foreign occupier. In this case, the personnel that will be trained will typically be skilled and knowledgeable enough to have avoided capture during their resistance but lack the formal training needed to force their enemy to capitulate. Counter-insurgency operations are the other side of the coin when compared to insurgency, but it bears no more than a surface resemblance.

This is because the force to be trained is usually a national army that is heavy on organization and leadership, of varying degrees, but lacks the combat ability or skill to secure their territory. These types of missions are the most demanding on the Teams diplomacy skills, as the leadership of these national armies are normally resistant to change and highly sensitive to critiques of their abilities. However, both models of Foreign Internal Defense are highly subjective, and every mission is different. They do share enough common elements that allow Special Forces Teams to train for the common elements, thus allowing greater time to be allocated to prepping for the differences.

Section 5.1 – Evaluation
The very concept of inserting a Special Operations Team into a territory to conduct a Foreign Internal Defense mission is by nature a political decision. Even when conducted in conjunction with purely military goals, the Team will be in fact training an armed group of soldiers capable of engaging any number of targets. So, before inserting a Team on this kind of mission, a thorough and complete evaluation of the group or groups to be supported is undertaken by numerous agencies and forces. Starfleet Intelligence and civilian Federation intelligence agencies will compile information about the group and its leadership. Various military organizations will decide whether supporting a given group will forward Starfleet military objectives, while civilian agencies will decide if they forward Federation political objectives. The most important pre-mission evaluations are performed by the Special Operations Command Department.

They will try to determine if there is enough popular support to allow the foreign military force to operate efficiently. Without this support, the foreign force is no better than a rogue unit attempting to enforce their ideals on a population or supplant an already

existing system with another. In either case, if the Special Operations Command Department determines that there is no popular support for the proposed force, there will be no mission. Once the mission is given tentative approval, still other evaluations are done. These following evaluations will focus on: ability of this force to support its operations, support the indigenous populace, requirements that will need to be filled by the Federation and Starfleet, and personality profiles of the various leaders that will be in contact with the Team once in the Area of Operations.

Section 5.2 – Planning

Once all the details and information has been gathered by higher headquarters, the Team or Teams selected for the mission will go into seclusion and start mission prep. During these periods, typically lasting about two to six months, the Marines tasked with conducting the mission will be the driving force behind its planning. These personnel will be fully immersed in the situation once deployed, so it is only right and expected that they have the final say in any operational decisions.

They will pour over data relating to the Area of Operations, picking out its benefits and drawbacks from an operational point of view. This will also allow them to tailor their training schedules to better fit the supported force. For example, an allied force whose primary terrain is desert would have little need for training in jungle operations. They will review the data gathered about the personnel that will be encountered and the evaluations of the force to be trained. The Team will routinely call in personnel with a specialty in the area of operations, or have first hand information and experience.

Additional language and cultural training will also be available to every member of the Team. While every Team has a permanent area of specialty (such as the Romulan border), the sheer number of possible societies that could be encountered sometimes precludes in-depth knowledge. So, language and cultural specialists are used to give the Team a better picture of the targeted society and a refresher course in its nuances. Sometimes knowledge of the dietary requirements of the different segments of a society can prove crucial to a successful mission.

Section 5.3 – Phase I Training

The first part of any Foreign Internal Defense mission is getting to the Area of Operations. If the mission is for the benefit of a national military force engaged in counter-insurgency operations, entry can be rather unexciting and sedate. However, if the mission is for insurgency purposes, entry can be extremely covert and, more often than not, require a Sub-Orbital level parachute drop.

Once in theater, the first thing that the Team will need to do is become acquainted with their surroundings. Team Officers-in-Charge will typically begin by meeting with the leadership of the group to which they have been assigned. All other members of the Team will survey the facilities for training, support, supply, medical care, and disposition of the local civilian populace. During the initial contact stages of the mission, every member of the Team will be trying to build a rapport with the group they are supporting.

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Overall, having a good reputation with the allied group can only speed their training and further the ability of the Team to operate effectively.

Depending on cultural bias and the personalities of various members of the allied group's leadership, initial contact stages have a wide range of scenarios. Ideology-based leaders tend to see the Team as simply a means of receiving supplies and advanced equipment. They have very little interest in the knowledge and experience offered by the Team. These types of leaders require the utmost level of diplomacy and cajolery. Much that the Team wishes to do will need to be placed in front of the leaders as either bribes for more and better equipment, or presented in such a way as that the leader believes it's his own idea. Dealing with this type of leadership is very demanding on the Team's Officer-in-Charge, because much of their time is spent convincing people rather than training them.

Another type of leader that can be faced by the Team is one who is mission-based. These leaders tend to be grateful for the Team's assistance and are willing to do anything the Team's Officer-in-Charge says. While this can greatly speed the training process, extreme cases of this type of leadership can actually be counterproductive. This is because the allied group's leadership is willing to be completely supplanted by the members of the Team and not take an active role in their own fight. The danger here is that the Team can be seen by both outside parties and the soldiers within the allied group as taking over and turning the conflict into a Federation fight. This situation must be avoided at all costs, as it will eventually be detrimental to the group and their ability to operate effectively without the Team. These leaders must be constantly put into positions where they must make decisions and take an active role in their group's activities.

Section 5.4 – Phase II Training

Once the needs and requirements of the allied group have been determined, the Team can proceed to the difficult and intensive task of actual training. They will teach these soldiers the military skills relating to tactics, weapons and marksmanship, demolitions, medical care, engineering, communications, and leadership. Depending on the strengths and weaknesses of the force being trained, training in any particular facet of military operations can be either time-intensive or simply polishing the already proficient skills of the force. Often during insurgency operations, the allied force will be greatly experienced in weapons and tactics but lack communications and solid leadership. During counter-insurgency, these skill sets are generally reversed. But, like all missions, this conclusion is extremely generalized and should not be considered as a fact of life.

During Phase II operations, the Team will try to guide the group through the planning and conduct of an actual strike against enemy forces. The Team will normally select a simple target that would be easily assaulted so the group is almost guaranteed a successful outcome. The purpose of this is to allow the group to build confidence in their abilities and the training imparted by the Team. When successful, the Team will be liberal in their praise of every member of the group. They will spread compliments

about every facet of the operation in an attempt to further build the confidence of their trainees. In secret, however, this operation will serve as a real life test of how well the group has taken to their training; schedules will be modified and areas of focus changed to concentrate on demonstrated weaknesses.

The most difficult part of Phase II operations is instruction in the laws of war. The Marines on these missions must understand and be fully briefed on the wartime practices of the cultures being assisted. This is because what may seem like a gross violations of the accepted laws of war throughout the known galaxy, could be an accepted practice among the combatants in a particular conflict. It can be difficult for the Team, but they must exercise restraint and better judgment when dealing with their assigned group. While they should never try to preach to their trainee soldiers (such actions are usually counterproductive), they should try to guide them towards a more accepted form of conduct.

Section 5.5 – Phase III Training

The ultimate objective of any Foreign Internal Defense mission is, when dealing with counter-insurgency, for the group becomes a fully functional military force; or when dealing with insurgent forces, for the group to be able to make significant strides towards deposing a repressive regime on their own or support an attack by allied forces. Major confidence builders for the allied group are when their operations are conducted with minimal or no assistance from the Team. As the group becomes more and more proficient, they will require less influence and guidance. What is important at this stage is making sure that the allied group has a proper civil affairs program to support their civilian population. The point is that any military force must not only be fighting against something, but fight for something as well.

A military force, no matter if it's insurgent or counter-insurgent, must have the support of the local populace in order to succeed. So operations relating to civil affairs become the center of the Team's training of the allied group. They will attempt to give the military formations the knowledge and infrastructure to support their civilian charges and further their military objectives as well. As is often the case in situations requiring long term involvement of Special Operations units, several different Departments might be operating with an allied group at any given time. This is done especially if the group being supported is overly large or is trying to build itself into a true military fighting force.

Section 6 – Intelligence Operations

Long-Term Clandestine Intelligence Gathering is not, and will never be, a mission undertaken by the Special Operations Branch. There are numerous civilian organizations that are trained to conduct this type of mission and do so with great skill and dedication. However, that said, the skills and knowledge of how to conduct a clandestine intelligence operation is of great use to the Special Operations Branch. This is especially true when conducting reconnaissance in enemy territory prior to the outbreak of hostilities or in furtherance of a strike mission.

The purpose of these reconnaissance operations is to gather military intelligence on enemy forces or dispositions. Under some circumstances, the data required pertains to the enemy's social, political, economic, and/or technological status. Typically these types of missions are conducted in furtherance of First Contact missions or against states assisting terrorist groups within the Federation. These non-military missions are extremely few and far between. The reason that the Special Operations Branch would even be considered for such a mission is when they require unusual insertion skills and/or when the intelligence mission could lead to hostile actions.

Section 6.1 – Infiltration

As with any other reconnaissance mission, the biggest problem is always how to enter the Area of Operations without being detected. If the Special Operations Branch is involved, the method of getting into an area is usually difficult and requires a covert insertion. As such, the same methods used for any other reconnaissance mission would apply. The only notable difference is that the equipment for the mission might be much more "civilian" then normal. The primary reasoning behind a Special Operations-type insertion is that the Team will not need to make contact with the local civilian authorities. While everything needed to conduct a covert mission of this sort (weapons, communications, and extraction craft) will be readily available, there exists little chance of the Team talking its way out of trouble if they are caught.

If the mission is for purely intelligence reasons, or for a later strike, the normal mode of insertion relies on commercial or civilian transports such as passenger liners. The Team will need to pass through foreign customs and interact with civilian authorities like normal civilians. The Team will use assumed identities and possibly even cosmetic surgery to further conceal their identities. This method has the advantage of giving the Team a credible cover and can ease their movements within high population areas and provide some level of protection if their presence is suspected. However, this type of insertion has the disadvantage of restricting the quantity and quality of the equipment the Team may use and it makes extraction difficult in all but the direst of circumstances.

Section 6.2 – Walking the Walk

If the mission might require the Team to interact or be in contact with the local civilian population, especially local law enforcement, every member will need to be given a cover story. There exist few rules regarding a member's cover story or identity because

every situation is different and every member has different strengths. The most common cover story is that of an employee of the local Federation Embassy or Consulate. This allows the Team to operate without fear of being captured because all such employees are typically immune to arrest and imprisonment. The drawback is that this type of cover story has been used, and is still used, for clandestine intelligence officers for thousands of years. Therefore, these personnel are usually under some form of surveillance by the local government's counter-intelligence agency at all times.

If the cover of an embassy employee is not desirable or is unavailable, the Team will need to integrate into the local society. This will more often than not require extensive cosmetic surgery and a well thought out cover story. An embassy cover allows the Team to make several cultural mistakes with little backlash from the local population, but any mistakes when posing as a local could attract unwanted attention. A proper cover should play to the strengths of the Team member. For example, if one of his hobbies is astronomy, than he can be covered as an astronomy student or a low level employee at an observatory. Never try to be covered as a specific, unusual, or notable person; the Team's Medical Specialist might be able to have the cover of a nurse or orderly in a local hospital, but this might raise suspicions when coming in contact with the real staff or during a medical emergency.

A key ingredient to any convincing cover is to never be from the Area of Operations. A tourist or recent immigrant is expected to be culturally clumsy and is (more often than not) forgiven any social gaffes. This allows the Team to make minor mistakes with little in the way of backlash from the local population. Also, never being from the area prevents the Team from having to establish friends and family who could easily be checked. However, when choosing the false origin, make sure that it is normal or not uncommon for a person from that region to be in the Area of Operations. While an uncommon region would prevent the Team from having to interact with real inhabitants from the false origin, it cannot be so uncommon that the locals suspect that you are lying.

Section 6.3 – Officers, Agents, and Sources

The most closely guarded secrets of any clandestine intelligence agency are the identities of their officers. These civilians are charged with the continual and consistent gathering of intelligence about and concerning a foreign power. Therefore, these agencies will almost never reveal these precious commodities to the inexperienced hands of a military organization. When they do, it's because the mission is of the utmost importance and they have been ordered to do so by a higher authority. Even if the mission was never compromised, the intelligence officer will always be extracted from area - either with the Team or by independent means.

If the involvement of a civilian clandestine intelligence agency is required, the more common means of assisting the Team is through a Source. A Source is a person, usually indigenous to the society or region, which is of help or collects intelligence for the intelligence officer. Sources that assist a Special Operations Team are usually members of the local criminal element or corrupted law enforcement officers. In both

cases, the Source will need to be assured that his involvement is never revealed; and if dealing with a local law enforcement officer, the source might need to be assured that the mission will not involve any deaths.

Section 6.5 – The Action of the Day

When the time comes for the substance of the mission, be quick and quiet. For intelligence missions, be unobtrusive as possible while gathering the information. If the information to be gathered is simple economic, social, or governmental data that is easily accessible (typical in First Contact situations), no extensive cover will be necessary. It is recommended, however, that the Team use covers that identify them as students or researchers to explain the large amount of common knowledge data recorded on storage devices. If the information is classified or otherwise not common knowledge, it all should be encoded on concealable and disposable data storage devices. This is to allow the information to be hidden or destroyed easily if the Team is confronted by local law enforcement.

After the information is collected, reporting becomes the most important part of an intelligence mission. This is because no matter how skillfully the information was collected or how detailed it is, if is worthless if it cannot get to the people who can use it. Reporting can be done one of several ways:

- **Physical Transfer**: When the information needs to be passed to an intermediary, messenger, or another intelligence officer, it is often necessary to physically meet. This is the most dangerous of transfers as the Team will rarely know the person they are to meet, and it is entirely possible that local counter-intelligence agencies or law enforcement are aware of the meeting. A safer method of physically transferring data is by Dead Drop, by which the data is left at a specific location for pick-up later. While the need to conceal such a drop is critical, this means that it is intrinsically risky as the Team doesn't know who will retrieve the data or even if the data will be retrieved.
- **Electronic Signals**: The most common means of data transfer is to transmit it by means of communications links. This method is incredibly safe for the data as once it has been transmitted it will be received by friendly forces, but it can be risky for the Team. If a transmitter is used covertly by the Team, local law enforcement or counter-intelligence agencies could detect it and possibly triangulate the position of the transmitter. It is often better to use normal civilian modes of communications when in enemy or hostile territory, but even this means carries some risk.
- **Covertly**: A time tested method, with both risks and benefits, is to simply extract the data along with the Team. A Team physically carrying the data to the people who need it or can use it is the most desirable in many situations. The latest in highly technological methods of doing this comes from a variation of Borg nano-technology. The data is encoded on an inert nano-virus, which is then injected directly into the blood stream of the courier. While it does require medical personnel to later retrieve the nano-virus, it is hard to detect by most threat forces.

Section 6.6 – The Ending

When the mission is simple intelligence gathering, the Team can leave the Area of Operations whenever and however is most convenient. However, when the mission requires the Team to make a strike or assist in making a strike, the methods of extraction must be infallible. Any violent action or sabotage will immediately bring conspicuous amounts of government forces to the area, exponentially increasing the risk to the Team. So it is recommended that after such missions have been accomplished that the Team be extracted immediately. Two common methods are: the Team leaves the area before the strike, when their presence is not required for the actual mission; and the Team leaves after the mission or with the force conducting the mission. Special Operations Marines are never left in the Area of Operations for any length of time after a violent strike or sabotage.

Once back in friendly territory, the team can be thoroughly debriefed; which is the most important part of any mission into hostile territory. When intelligence gathering was purpose of the mission or a major secondary objective, this is can become quite involved. Commonly on hand to conduct the debriefing are representatives from higher headquarters, military intelligence, and sometimes civilian clandestine intelligence agencies. 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 and more on the actual events surrounding the operation. It will be a probing process that can last hours or even days. The objective is to glean every bit of intelligence from the minds of the Team, whether that intelligence seems important or not. When a hypnotic interview is conducted, it will search for information gathered by your subconscious and/or details you have trouble recalling consciously.

Chapter 12 – Counter-Terrorism Tactics

"Rescuing a hostage isn't about battering rams and guns. Charge through a door with a gun and chances are the person you're trying to save will be the first one lying on the floor dying of acute lead poisoning."

Terrorism within the Federation is considered a crime, to be enforced and prosecuted as such. Therefore, the Starfleet Marine Corps will never be involved in these types of operations. This is because of the resistance within the Federation Council, not to mention every segment of the Marine Corps, of a purely military organization having any sort of internal policing powers. The Starfleet is sometimes given such internal policing powers, but these are only exercised during incidents of multi-jurisdictional conflict or in situations where there is no policing agency with jurisdiction. As an integral part of the overall Starfleet command structure, situations may arise when the Marine Corps will need to become involved. When this happens, Marine Corps personnel are never in overall command; only used to supply proficient and disciplined units capable of utilizing deadly force.

Section 1 – Planetary Situations and Hostage Rescue

Hostage Rescue is not a normal requirement of the Special Operations Branch. The Special Operations Branch will only be involved in these types of missions when outside the official borders of the Federation, such as the worlds of Federation Allies. The only exceptions to this policy that have ever occurred were during the immediate aftermath of the Dominion War; these operations were actually part of the liberation of Federation worlds and against regular military forces using terrorist tactics.

Section 1.1 – Arrival and Evaluation

When the assistance of the Special Operations Branch in a hostage situation is requested or required, the Team must enter the area fully capable of conducting an immediate assault. Therefore the Team Officer-in-Charge must request all possible information from the forces already on sight in order to formulate a plan of action. A brief example of the information he will need is:

- Blueprints or schematics to the location of the Terrorist forces. Three dimensional holographic data is the best, but even an accurate sketch done on scrap paper will help in the initial phases.
- A map of the surrounding area, including the plans to any adjacent buildings and positions with a direct line of sight to the Terrorist held location. Again, holographic representations are the best, but any informal diagram will suffice.
- The precise location of the hostages and the Terrorists within the location. The more accurate the information the better; but again, educated guesses will do initially.

- The composition of the Terrorist forces: numbers, apparent skills, method of assault, weapons and equipment, nationality or ethnicity, stated cause or group, and demands. Many of these factors will become important during a protracted operation, but only a few will be required initially.
- The composition of the Hostages: numbers, known or suspected injuries, genders and ages, actions in response to the Terrorists, personalities, and any condition that would prove decisive to either the Terrorists or friendly forces

When the Team has made its arrival on the scene of the crisis, they must have a plan for the immediate assault of the terrorist held position. While such a plan will be by its very nature incredibly crude, every member will be fully briefed on its execution by the time they reach the area of operations.

Standard Operating Procedures within the territories of Federation allies indicate that during a hostage or terrorist situation all means of resolving the problem peacefully must be explored before any force can be taken. These negotiations serve two complimentary purposes: terrorists do not usually plan on long sieges, and after a period of time they will exhaust themselves mentally and physically making any action taken by friendly forces more effective; and it will give the Team that will make the forced entry much more time to perform reconnaissance of the area, plan the assault, and prepare the men that will be making the physical assault. In effect, while the counter-terrorist forces are getting stronger and better prepared, the enemy terrorists will be getting gradually weaker

The involved Special Operations Team will typically have no part of the negotiations; however, they can serve in an advisory role to those who are. They will instead use the time granted by the negotiations to conduct reconnaissance of the area and gather further intelligence. The Team will continue to refine and add to the information gathered during their deployment phase. Operations and Intelligence Sergeants will go so far as to conduct interviews will any personnel that are familiar with the location, surrounding area, potential hostages, and first responders to the incident. These interviews can yield a trove of useful information when the interviewers know what to ask.

Examples include of useful information are: the building's superintendent indicates that the roof of the building has many points of easy entry. Local waste disposal personnel give intelligence that indicate that the location being used by the terrorists has several blind spots that can be used as covert avenues of approach. The Team is informed that there is a fully qualified paramedic and an off-duty law enforcement officer among the suspected hostages. Finally, the first indications of the terrorists were that they were well organized and had a clearly defined leader. All of this information can be put to good use to further the plans of the Special Operations Team and to flush out their intelligence estimates of the suspected enemy force.

Section 1.2 – Looking and Listening

No matter how good the provided information is though, the Team should always make its own reconnaissance and conduct independent surveillance of the area. Every piece of intelligence provided to the Team should be personally verified and evaluated. While physical reconnaissance is preferred, sometimes there is no option other that electronic sensors, scanners, and observation devices.

Most counter-terrorism units throughout the galaxy have sophisticated portable sensor suites that can effectively scan a location and provide real-time, highly accurate information. The problem routinely encountered is that the terrorist forces are equipped with either sensor jammers (even unsophisticated models can greatly impede the effectiveness of sensor scans) or sensor warning devices that can indicate when an active scan is in progress. While the jammers are simply a defensive measure, when they are equipped with warning devices the terrorists can threaten the lives of the hostages if any sensor scan is used on their position. In these types of cases, the Team will need to concentrate on its passive sensor equipment, distance visual observation skills, and covert and overt reconnaissance techniques.

The methods of Covert Reconnaissance accomplished in counter-terrorism missions are drawn from the skills used in any other Special Operations Missions. The Team will attempt to get as close to the terrorist held location as possible without being detected. The Marines conducting this reconnaissance will observe and report the conditions within the location, and place passive observation devices in as many places as possible. Examples of such devices are: cameras capable of detecting various forms of the electromagnetic spectrum, and recorders that are able to detect any sounds emanating from the location. A second, and far more risky, version of reconnaissance against a terrorist held location is overt reconnaissance.

Overt Reconnaissance requires a member of the Team to be inserted into the location to gather intelligence about its interior. This type of operation is incredibly dangerous to whomever is sent in, because they will be most definitely be unarmed and run the risk of becoming a casualty or a hostage. Contrary to popular belief, and certain holo-novels, getting a trained professional on the inside doesn't mean that they can begin to wreak havoc amongst the terrorists and their plans. Instead of trying to hunt this type of person down, which is usually how the "hero" is able to subdue most of the terrorists, the terrorists are much more likely to simply start killings hostages until the person surrenders himself.

How this overt reconnaissance is accomplished is highly dependent on the overall situation. Any outside personnel allowed into the location by the terrorists will most certainly have a member of the Team or local law enforcement as a participant. Such situations include: medical personnel drawn to treat or evacuate injured hostages, negotiators conducting face-to-face meetings, and personnel making any sort of delivery to the terrorists (usually food, water, or other requested items). The person or persons going into the location will always be wired for communications and be wearing minimal personal protection. The terrorists will be wary of anyone coming into their area

and will prefer them to be as helpless as possible. So any communications set up will need to be hidden and the personnel protection will also need to be minimal and hidden.

Section 1.3 – A Word on Snipers

Long range visual observation is the key duty of the snipers assigned to the Team. In addition to being exceptional long range marksmen, they are detailed and thorough reconnaissance specialists. They can provide the rest of the Team with time sensitive and accurate intelligence about all the happenings within and around the terrorist held location. They are often used to locate and track individuals within the location and report on their habits, movements, displayed equipment, and relationships with other individuals. It is also most often their duty to either make the only shots of an assault, or suppress threat forces during the assault made by the rest of the Team. Because of this intense observation of individual targets, snipers can be susceptible to two psychological problems that may manifest during an operation, "Texas Tower Syndrome" and "Munich Massacre Syndrome".

When a sniper has been observing a specific individual for long periods of time, it can be possible for the sniper to begin to empathize with the target. In extreme cases, this empathy will be so great that the sniper is unable to open fire once the order is given. The opposite of this problem is when the sniper losses his empathy altogether, which has the effect of turning the sniper into a killing machine. If the sniper becomes too detached from a situation, he will eventually be unable to differentiate between threat, friendly, and neutral targets within his line of sight. The effect is that the sniper will simply open fire on anything he can see without reason. To combat these problems, snipers are chosen for their professional detachment and psychological stability. While they will be allowed to empathize with the individuals within their sights, they will also be able to able to shot once it is called for.

Section 1.4 – Planning and Entry

As intelligence continues to flow into the Team, the attack plan will constantly evolve and become more detailed. The plan that was formulated as the Team made its way to the Area of Operations might either be used as the basis for future planning or be thrown out all together if the situation warrants it. One thing to remember, the simpler the plan the better; resist the urge to make it overly complex or dependent on too many variables working in harmony. The probability of a mission going wrong is directly proportional to the number of people and individual parts involved. The more people and units involved, the bigger the chance something will go horribly wrong.

The first part of any plan is how to get the Team into the location. When mounting an assault, launching it simultaneously from multiple directions will allow you to maximize the shock value and eliminate routes of escapes for the terrorists. Entries come in two separate types: shock entries and stealth entries. Shock entries are made forcefully by using demolition (aka breaching) charges, if they can be safely used, and stun explosives. Stun explosives come in two varieties; a chemical explosion that produces an ultra loud bang noise and a blinding flash, and an energy version that emits a power

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stun burst of phased energy that can fully disable nearly anyone caught within range. These entries need to be made with at least four members of the Team, and once begun these Marines cannot stop until the location is secure. This is because they will have advertised their entry and the Terrorists will either being to fire on the Team or start killing hostages.

Stealth Entries are rather more flexible in both size and utility. An entry like this can be made by a single Team member (although two is usually considered the minimum), and it may not be necessary to begin to clear the location once inside. The typical purpose of this type of entry is to conduct reconnaissance and or place surveillance devices within the terrorist held location. However, the Team can use such an entry to place Marines in strategic locations, so that when the assault begins they will surprise the terrorist force by coming from unexpected positions. The drawback is that making a stealth entry is problematic even in the best situations. If a single mistake is made, the terrorists could either start killing hostages or simply capture the Marine(s) in question. To minimize the risk, stealth entries are sometimes made by means of a matter transporter; but many terrorists are usually equipped with transport inhibitors which prevent "beaming" either into or out of their location. Also, they could be equipped with electronic emissions detection gear that will detect the signature of matter transport within their location, defeating its utility as a means of stealth entry.

Section 1.5 – Cleaning out the Location
With any situation that includes terrorist groups, the timing of an assault can never be certain. Unless the Team plans to make an assault regardless of the actions of the terrorists (even then it is still subject to cancelations and holds), there might not be time to practice or have a live rehearsal of the plan. A lot of good can be done, however, if the members of the Team remain completely briefed on every facet of the operation. This means that every change in the plan and every new piece of information is immediately passed along to the Team. Those Special Operations Teams that practice Counter-Terrorism tactics regularly are extremely well trained in the basics, so it is possible for them to improvise an assault with the right information - even if there is no central plan.

When an assault is called for, it must be done swiftly and professionally; and according to an agreed upon plan. They should follow the plan as much as possible but they should also remain flexible if the situation requires it. However, avoid improvisation for its own sake. The fewer deviations from an established plan there are, the greater the chance of success.

The easiest way to clear a building, or any location, is from the top down. Military strategy has always emphasized the high ground because the Team will make gravity work for them. The team will not tire by continuously climbing up stairs. The terrorists will be forced to fire in awkward positions, if they get the chance to shoot at all, and it minimizes the ability of grenades being used effectively against the Team. Entries made from the roof of a structure usually have the greatest element of surprise.

Entries made at ground level are the most expected by the terrorist group, but they also can be quickly made with overwhelming force. Doors and windows are the easiest points of entry for the team, but they must be made carefully as the terrorists can predict these methods and plan ambushes and traps for the assault team. When all the possible points are guarded or trapped, the Team must make their own point of entry through a wall or roof. This method is extremely surprising to many terrorist groups because it has the Team come from an unexpected direction. The use of explosives to make a sufficiently sized entry also has the effect of stunning or killing any terrorists in the vicinity of the explosion. When in confined spaces, especially when hostages are present, this method should not be used because of the likelihood of collateral damage to the hostages or any dangerous equipment.

Section 1.5 – Actions while on the Inside

When the assault entry needs to be made, the Team has two possible courses of action: stunning everyone with energy weapons or using proper techniques relating to deadly force. If both the terrorists and the hostages are susceptible to stunning with no harmful health effects, the most effective way to secure a location would be with energy weapons set to stun. This allows the Team to quickly and efficiently disable everyone within the location, and then separating the hostages from the terrorists after the mission is complete. However, simply spraying a room with stun energy is not enough - every individual must be confirmed as being disabled before the room is declared clear and the Team moves on. An armored or otherwise resistant terrorist could lay low waiting to attack the Team from behind after they have moved on. Even if the room is to be stunned, selected Team members should still have weapons capable of delivering lethal force in case any possible terrorist is immune to an energy stun.

If circumstances do not allow the use of energy stun weapons, the Team must be prepared to use deadly force. By its very nature, the use of deadly force in a counter-terrorism mission requires years of training on the part of the Marine. They must be trained to react quickly in dangerous situations, and often from awkward firing positions, yet still exercise clear and precise judgment. Terrorists and hostages may look exactly alike, by accident or design, and the decision to shoot may come down to a split-second reaction from the Marine in question. To exercise command control over such situations, Officers-in-Charge can give levels of Compromise Authority to their soldiers making the assault. Compromise Authority comes in four levels:

1. Free to fire on any Identified Suspect
2. Fire only when there is a clear and immediate threat to yourself or others
3. Fire upon command only
4. Hold Fire

Before an assault begins, snipers will often operate under Compromise Authority Level 3 while the rest of the Team will typically operate under Compromise Authority Level 4. Level 2 may be given to snipers under only the direst of situations and with approval from the negotiation team and the incident commander. All the other members of the

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Team will rarely operate under any Level of Compromise Authority lower than 3 before the assault begins.

Special Operations Teams use the same close quarter combat techniques used by any other Infantry unit when clearing a location from terrorist control. However, a line Infantryman will be trained in the liberal use of explosives - and shooting first and asking questions later. Special Operations Teams do not usually have this freedom of action; conducting Counter-Terrorism operations normally require safeguarding hostages or capturing terrorists for interrogation. Yet under any situation, the Team must be ready for instant action. Once the room has been cleared, the assault team will communicate this fact to the command center and the rest of the assault force. A favored method used to keep a room secured after an assault team has left it to use portable force field generators; this will serve as a visual signal that the room has already been cleared, and it prevent the terrorists from reentering the cleared room or coming at the Team from behind.

Section 1.6 – The Aftermath

Once the area has been secured, the most difficult part of the operation will begin. Terrorists have a nasty habit, when they see that their mission has failed, of abandoning their weapons and equipment and playing possum amongst the hostages. They do this in order to elude suspicion, escape, and come back to fight again. Therefore everyone within the location must be detained until their identities have been confirmed by official means. This usually means that everyone, hostages and terrorists, are treated the same for a while. Interrogations for all suspected hostages will commence as soon as they have been cleared by medical personnel. In any situation dealing with suspected hostages, the interrogations will be pointed yet respectful. The job of the interrogator is not to get a confession out of a suspected hostage, but look for inconsistencies in their personal story and confirm the stories of all the other suspected hostages. The process can actually take longer than the actual stand-off, but once complete the Team will be confident that all the terrorists have been captured and the real hostages have been freed.

The problem that may present itself, especially if the stand-off has been ongoing for extended periods of time, is that the hostages will begin to display signs of "Stockholm Syndrome". This is a psychological condition in which the hostage will identify with their captors, and begin to sympathize with their cause or situation. The effects of such a condition have a wide range of possible outcomes, from mild to severe. In mild cases the hostage will not consider his experience to be as traumatic as it was and see the terrorists as simply misguided rather than truly dangerous. Most of those affected will still cooperate with the authorities, but will also try to befriend their captors; while others will refuse to indicate who the terrorists are, even when directly questioned.

Severe cases rarely occur naturally; usually they are a result of an attempt by the terrorists to brainwash their hostages. People afflicted by this condition will actually join the terrorists in their fight. While the terrorists will never usually give the converted hostage a weapon or equipment; the hostage can provide a nasty surprise to the Team

during their assault. They could pick up a weapon dropped by a terrorist and begin firing on the assault team, or could physically attack an individual member once his back is turned. In cases involving brain washing, the terrorists will often give the hostage some quantity of explosives to be used against the Team after the building has been secured.

Section 2 – Deep Space Situations and Piracy

Terrorism within the blackness of Deep Space is vanishingly rare; and when it does happen, Starfleet is able to handle the situation with little or no involvement from the Marine Corps. However, Starfleet does routinely request the assistance of the Special Operations Branch when dealing with the need to capture an individual ship. While this need has usually related to ships involved in Piracy, it is becoming disturbingly common for Starfleet to try and recapture one of its own ships. Famous incidents of this unfortunate need were the capture of the *USS Reliant* by Khan Noonien Singh and the capture of the *USS Prometheus* by the Romulan Tal Shiar.

Section 2.1 – Naval Actions

If someone would like to get the attention of Starfleet in a dramatic way, they will attempt to capture a starship. Starfleet officers have a particular dislike of anyone who tries to capture their ships or harm their crews. If a group is actually able to commandeer a ship, they can expect a large reaction from every other ship within range. Captains will cease work on their current missions in order to try and recapture their lost ship. And if a boarding operation might be called for, the Special Operations Branch will be a full and enthusiastic supporter of their Starfleet brothers.

Starfleet has several options when dealing with a captured ship. Every ship in the fleet has a series of codes called Command Overrides; these codes are able to be accessed by any other Captain within the Fleet and can be used to remotely disable the commandeered ship. In this is the case, friendly ships can simply override the ship's bridge controls, stop the vessel, and use a number of different methods to capture or disable the terrorists. Flooding the decks with Anesthezine gas, transporting them to a secure location, or simply waiting for them to surrender are all common options. However, any terrorist organization with the skill and knowledge to capture a Starfleet ship will most certainly have the knowledge to change the Command Override codes or simply delete them.

If using the Command Override is not an option, which happens most of the time, Starfleet will be forced to fire on the commandeered ship. Using standard tactics, friendly ships will attempt to disable or destroy vital systems in order to cripple the captured ship. This type of action has two distinct phases: a mobility kill and full resolution. A mobility kill is simply when friendly forces are able to disable the warp drive and or the impulse reactors of the commandeered ship. This will stop the ship and allow other ships and units to approach. A full resolution is when friendly ships are able to disable not only the propulsion systems but also the shields of the commandeered ship. This will yield the same results as if the Command Override codes could have been used. While they typically happen one after another, some situations require only the mobility kill and not the full resolution.

Two less frequently used methods of stopping a commandeered ship are hacking the computer core and destroying the ship. While every Starfleet Captain will hesitate to

destroy the ship, even when the terrorists haven't taken the crew hostage, they will do it in order to prevent the ship from escaping. Hacking the computer core of the commandeered ship is attempted in almost every case when the Command Override codes will not work. Even while trying to disable or destroy the commandeered ship, Marine Data Warfare Specialists and Starfleet Engineers will be trying to remotely access the target computer core. Nine times out of ten this option will not yield any decisive results, as Starfleet computers are some of the most well protected systems in the galaxy. But by using their familiarity with the operating systems, these personnel will sometimes be able to gain access to the internal sensor systems, which will give the Team a useful edge in planning.

Section 2.2 – Pre-Boarding

Like all Counter-Terrorism operations, the Team will likely be responding rapidly and with little advance intelligence. Unlike hostage situations, however, you will have all the information needed to complete a mission plan. If dealing with a Starfleet ship, full records of the ship's systems and layout will be available, greatly simplifying the problem of planning. Even if the ship in question is of a civilian design, Starfleet maintains good records relating to all types of ships that routinely operate within Federation space, giving the Team the same advantages. The only variables will be the size and sophistication of the force holding the ship and if they are keeping hostages.

Trying to catch the target ship can be the most difficult part of this type of operation. They generally have a massive head start on friendly forces and fancy navigation will often be needed more than raw speed to catch up. If a single ship is unable to catch the target, the Team may need to "transporter hop". "Transporter hopping" is a rapid deployment method by which the Team will use matter transporters to advance from ship to ship, spaced at maximum range, to area of operations faster than any ship can travel. The problem with this method is it requires the Team to stay within transporter system for extremely long periods of time, and carries the possibility that the last ship in the line will not be ideal for the operation. While the problem of shipping is usually addressed before the "transporter hop" is even considered; the possibility of trying to recapture an Akira-class Cruiser with a Nova-class Science Ship always exists.

Section 2.3 – To Board the Ship

After Starfleet has managed to intercept the commandeered ship, the Team must evaluate the means by which they can gain access to its interior. The simplest method is for the Team to "beam" aboard by means of a matter transporter. Unless there is information about the exact whereabouts of the terrorist force, the locations to be "beamed" into must be non-critical and easy overlooked in order to make sure that the terrorists are not immediately made aware of the Team's presence. Favored locations are Jefferies Tubes, personal quarters, and even the occasional closet.

The second method is by use of a shuttlecraft. However, the Team will usually not be able to board the commandeered ship through its shuttle bays; they must use one of the docking collars located around the hull of the ship. Care must be taken however, since

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these are obvious points of entry and may be trapped or guarded. Another use of the shuttlecraft is to have it connect to the ship and attempt to cut through the hull. This is not an easy or silent method of entry for two reasons: the hull of a star ship is incredibly tough and thick, and force fields will engage and alarms sound if any sort of penetration is made.

In order to conduct any sort of boarding operation, the target's shields must be disabled. Other ships could begin attacking the commandeered ship until its shields fail, but this will usually lead to its destruction. Unless all other means of retaking the ship have been exhausted, forcibly disabling the shields will usually be the last course of action. A more finesse-based option is to use the commandeered ship's Shield Modulation as a window through which the Team can be inserted by matter transporter. The Shield Modulations of Starfleet ships are specific to the ship in question and are highly classified; but in this type of situation, the information will be revealed and the Team will be able to put it to good use. If the terrorists have been able to remodulate the shields, however, Data Warfare Specialists and Starfleet Engineers might be able to use their intimate knowledge of the systems to ascertain the new shield modulation, eventually yielding the same result.

Section 2.4 – Gaining Control

Starfleet ships are big and complex beasts, so knowing where to go once aboard and how to get there is essential. The Team should try to aim for a ship's critical areas that might be overlooked by the terrorist force. Examples of these types of areas are: Ship Control stations, engineering areas, and internal control stations. The most obvious place to assault the terrorists would be the Main Bridge of the commandeered ship; while securing this area will yield the greatest of advantages, it is also the area where the terrorists will congregate and defend heavily. To get the same results with less risk, the Team should try to capture the Battle/Emergency Bridge or the Command Information Center (CIC). These areas are sometimes less guarded or unguarded by the terrorist force, and will allow the Team's Data Warfare Specialist to override the controls from the Main Bridge.

Engineering areas are also ideal places to retake control of a commandeered ship, as they are capable of controlling individual control and support systems independently of the Main Bridge. A Team located in Main Engineering can simply override the Bridge's control of the Warp Nacelles or the Power Distribution Systems, effectively crippling the ship. However, terrorists will normally guard the Main Engineering spaces as heavily as the Main Bridge. Secondary locations that can yield the same results are: Impulse Control/Engineering spaces, Warp Nacelle Control Rooms, and Fusion Reactor Control Spaces. All these locations can be used to disable individual systems, or with the right Engineering and Data Warfare support, retake control of the ship.

The most overlooked areas of the ship by any terrorist force are the internal control stations like: the Main Computer control room, Damage Control Command Center, Transporter rooms, Environmental Systems control rooms, and the Security Center. Any one of these areas can command individual systems independently of the Main

Bridge or Engineering. Accessing the Main Computer, even if the Team cannot fully override the ship's systems, will be able to restrict access to individual systems. The Damage Control Command Center controls all the internal force field generators and has limited control of the Environmental Systems. With control of these systems, the Team can trap the terrorists in specific areas using force fields, or make certain areas of the ship uninhabitable. Controlling the Environmental Systems will allow the Team to control when and what parts of the ship can be inhabitable at any given time. It can also allow the Team to flood the ship with Anesthezine gas to disable everyone aboard. The Security Center can control all the ship's Internal Sensors, giving the Team full reign of the ship without being detected by the terrorists. This area also has limited control of the internal force field generators.

Section 2.5 – Actions Aboard

Once aboard the commandeered ship, no matter how it is done, the Team should secure its immediate area. Hopefully where the Team starts is in or close to vital areas of the ship. The methods used to move and secure areas within the ship are identical to any other counter-terrorism mission. The difference is that the Team doesn't need to clear every room or take complete control of the area; they only need to travel safely from one point to another.

The first action that needs to be taken once the Team is at its objective is to take control of the individual systems. Gaining physical control of the ship's interior or rescuing any hostages can be accomplished after you have control of the ship's key systems. Contrary to popular belief, the first priority is not the navigational systems or even the engines; it is the Internal Security System. This system has overriding control of the internal force field generators, internal weapons (if any), dampening fields to disable hand-held weapons, and the internal sensor system. Controlling this can allow the Team to locate and secure terrorist forces in place by disabling their weapons and erecting force fields. Remember, that the terrorists must be neutralized before the ship can be truly secured. If the Team fails to gain control of the Internal Security System, at best the ship will need to be physically cleared compartment by compartment and at worst the terrorists could easily neutralize or eliminate the Team. Therefore, every effort should be made to control this system first. After Internal Security, your priorities should be:

- **Integrated Weapons System**: Getting control of the tactical systems will allow the Team to disable the shields and weapons. This will allow for the addition of reinforcements if necessary, and will allow friendly ships to effectively engage the commandeered ship.
- **Engines and Navigation**: If the commandeered ship has not already been stopped, or the terrorists were able to repair whatever damage was inflicted, the next step is to disable the Engines. There are numerous ways to do this, both obvious and subtle. If the Team can gain control of the Anti-Matter storage system, they can trick the computer into thinking there is a fault which will disable the transfer of Anti-Matter to the Warp Core and shut it down. Also pulling a few control chips (a few well place rifle shots or explosives will work to) will disable

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the Navigational Deflector, which will render the ship incapable of safely traveling at Warp velocities.

- **Environmental Systems and Life Support**: The Internal Security System will provide gross control of these functions, but any fine tuning of the Environmental Systems will require extra work. This will allow the Team to cut off breathable atmosphere to enemy occupied compartments while maintaining it to the hostages. Disabling artificial gravity will disorientate the terrorist force and effectively neutralize them. If they insist on fighting, the Team is extensively trained in Zero-G Combat.

Control of the mentioned systems is the priority, and without them the task of eliminating the terrorist force becomes extremely difficult. Missing any one of these systems will mean that the Team might need to fight its way through the ship securing every compartment and service spaces. However, once control of these systems has been assured, the ship has been secured and physically eliminating the terrorist force becomes a secondary priority.

Section 2.6 – A Word on Hostages
It may sound insensitive or cruel, but Starfleet crews and even their families know the risks when they joined. When it comes to a vessel falling into enemy hands, every Captain and crew will gladly sacrifice their lives to assure that it doesn't happen. The first priority of any Counter-Terrorism mission such as this is regaining control of the ship. Hostages are a secondary concern, because only when control of the ship is assured can there be any successful rescue attempt. If control of the ship is regained, the hostages will be safe; but rescuing the hostages doesn't necessarily mean the ship is safe.

Appendix A – Marine Occupational Specialty (MOS) Codes

Section 1 – Command Specialties

800 Special Operations Senior Commissioned Officer
This MOS is reserved for senior officers who will lead a Special Operations force of battalion size or larger, or who serve in the Special Operations command structure. These are the field and general grade officers who make policy and strategic decisions regarding the use, composition, assignment, training, and support of Special Operations forces.
Requirements: LD-211, LD-291, LD-301, NCO-201, OD-151, OD-161, OD-171, OD-301, PD-205, PD-210, PD-225, PD-301, IN-151, IN-301, SO-110, SO-120, SO-130, SO-150, SO-220, SO-250, SO-301, and MD-211

801 Special Operations Commissioned Officer
Any officer in the Special Operations Branch will maintain this MOS for a good portion of their career. This MOS represents a large contingent of commissioned officers who can serve as everything from Team Commanders to staff officers.
Requirements: LD-151, LD-211, LD-291, NCO-201, OD-151, OD-161, OD-171, OD-201, PD-205, PD-210, PD-225, IN-151, IN-301, SO-110, SO-120, SO-130, SO-150, SO-220, SO-250, SO-301, and MD-211

802 Special Operations Warrant Officer
Every Warrant officer in the Special Operations Branch maintains this MOS. Designed to allow these marines to freely roam the Branch, Warrant Officers are intended to be the primary assistants and deputies to commissioned officers.
Requirements: LD-151, LD-211, LD-291, NCO-201, OD-161, OD-171, OD-201, OD-231, OD-241, PD-205, PD-135, PD-210, IN-151, IN-201, SO-110, SO-120, SO-130, SO-150, SO-220, SO-250, SO-301, MD-211, and SU-201

803 Special Operations Senior Non-Commissioned Officer
After a career serving in the Special Operations Branch a Non-Commissioned Officer will usually retire with this MOS code. While a majority of the marines with this code will serve as the senior NCO of a unit, it can also be held by any number of other NCOs whose duties are not covered by any other MOS code – given that the marine in question holds the grade of E-8 or E-9.
Requirements: LD-201, LD-211, LD-291, NCO-120, NCO-151, NCO-251, NCO-301, OD-161, OD-171, PD-205, PD-210, PD-225, IN-151, IN-301, SO-110, SO-120, SO-130, SO-150, SO-220, SO-250, SO-301, and MD-211

804 Special Operations Staff Specialist
Unlike similar MOS codes in other Branches, the Special Operations Staff Specialist is no different than those on the front lines. He has the same experience and training as the "shooters", but his duty is more focused on enabling others to fight without having to worry about the services of supply. Due to the fact that all officers must be able to exercise command authority at all times, this MOS is exclusively filled by non-commissioned officers.
Requirements: LD-211, NCO-201, OD-161, OD-171, OD-211, OD-221, OD-231, OD-241, OD-251, PD-205, PD-135, IN-151, IN-201, SO-110, SO-120, SO-130, SO-150, SO-220, SO-250, SO-301, MO-155, MD-211, SU-230, and SU-301

810 Special Operations Public Affairs Non-Commissioned Officer
When Starfleet, the Marine Corps, or the Special Operations Branch needs to issue and disseminate a message, they turn to the marines of this MOS. Since the audience will often change quicker than the message, these marines can be found everywhere from a unit's Press Pool, to a Refugee Camp, to behind enemy lines.
Requirements: LD-201, NCO-120, NCO-151, NCO-201, OD-161, OD-251, PD-205, IN-151, IN-201, SO-110, SO-120, SO-130, SO-150, SO-220, SO-250, SO-301, MD-211, SU-240, and SU-270

818 Special Operations Liaison Qualification
This is a secondary MOS for any Special Operations marine. In many situations a friendly or allied unit will need assistance when dealing with Special Operations units or operations within their area of concern. These liaisons are fully qualified Special Operations marines who have also qualified themselves to work in tandem with another government, service, or branch. They can serve as go-betweens for all the involved parties, or even as commanders and staff officers when working with a combined arms team.
Requirements: Any Special Operations Primary MOS (800-series); and any 300-level course from the Combat Support College, Staff College, War College, or Xeno-studies College not covered in their MOS qualification

819 Special Operations Qualification
This is a secondary MOS for any non-Special Operations marine. The marines with this MOS will serve in a non-combat, service support capacity within Special Operations units. They are fully qualified in their chosen fields and have undergone further training in order to deploy into the same environments as a Special Operations unit.
Requirements: SO-150, SO-201, and any non-Special Operations MOS

Section 2 – Science Specialties

820 Special Operations Medical Non-Commissioned Officer
Because the Special Operations Branch has no physicians or other medical officers within its ranks, this MOS serves as the primary medical service marine in many units. This marine is expected to be trained and experienced in large cross section of medical procedures from the ordinary (bullet trauma) to the unique (animal husbandry). While his field of knowledge may not be as in-depth as a medical officer's, it will often have a wider scope of experience.
Requirements: LD-201, NCO-120, NCO-151, NCO-201, OD-161, OD-171, PD-205, IN-151, IN-201, SO-110, SO-120, SO-130, SO-150, SO-220, SO-250, SO-301, MD-120, MD-211, MD-221, MD-291, MD-301, and SU-181

825 Special Operations Public Health Non-Commissioned Officer
Civilians who are living in a warzone or former warzone will often abandon the basics of public health and sanitation, and into this void come the marines of this MOS. Their duty is to treat every illness and disease that a civilian population may have been exposed to or risks exposure to. Generally these marines are better trained in preventative medicine and medical administration rather than day to day treatment; but in Special Operations environments there is often no practical difference between the two.
Requirements: LD-201, NCO-120, NCO-151, NCO-201, OD-161, OD-171, PD-205, IN-151, IN-201, SO-110, SO-120, SO-130, SO-150, SO-220, SO-250, SO-301, MD-120, MD-211, MD-221, MD-291, MD-301, SU-181, and SU-280

826 Special Operations Public Services Non-Commissioned Officer
Reestablishing a community where one has been destroyed is not an easy task. The marines of this MOS specialize in creating a viable public education system, communications network, or anything that the populace needs to link itself socially.
Requirements: LD-201, NCO-120, NCO-151, NCO-201, OD-161, OD-171, PD-205, IN-151, IN-201, SO-110, SO-120, SO-130, SO-150, SO-220, SO-250, SO-301, MD-211, SU-181, and SU-280

Section 3 – Operations and Intelligence Specialties

830 Special Operations Warfare Non-Commissioned Officer
This MOS designates marines who are especially skilled and trained at the intricacies of a Special Operations mission.   Instead of commanding a mission or operation, these marines plan and coordinate the mission before, during, after its execution. While the duties of this MOS closely mirror those of the Staff Specialist (MOS 804), these marines usually double as "shooters" on the front lines or serve in a combat command's headquarters.
Requirements: LD-151, LD-211, LD-291, NCO-120, NCO-151, NCO-251, OD-161, OD-171, OD-221, OD-231, OD-251, PD-210, IN-151, IN-301, SO-110, SO-120, SO-130, SO-150, SO-220, SO-250, SO-301, and MD-211

840 Special Operations Intelligence Non-Commissioned Officer
The key to any Special Operations mission is good and timely intelligence. The marines of this MOS are trained to glen intelligence from every possible source and interpret it in a manner that allows prompt actions by the unit. Signals intelligence, interrogations, debriefing friendly or allied units, and clandestine operations are all in the repertoire of these marines.
Requirements: LD-151, LD-211, NCO-120, NCO-151, NCO-201, OD-161, OD-171, OD-221, OD-231, PD-205, IN-151, IN-201, SO-110, SO-120, SO-130, SO-150, SO-220, SO-250, SO-301, MO-156, MD-211, and SU-250

841 Special Operations Information Non-Commissioned Officer
This MOS specializes in setting up, maintaining, and protecting the information systems of the Special Operations Branch and its supported personnel. The breadth of operations able to be undertaken by these marines is vast, ranging from establishing social networks for civilians to securing highly classified materials for friendly governments.
Requirements: LD-201, NCO-120, NCO-151, NCO-201, OD-161, OD-171, OD-221, OD-251, PD-205, IN-151, IN-201, SO-110, SO-120, SO-130, SO-150, SO-220, SO-250, SO-301, MD-211, SU-240, and SU-270

845 Special Operations Cultural Area Non-Commissioned Officer
This MOS specializes in collections of cultures and civilizations, usually with long or notable histories together. The duty of these marines is to continuously analyze and monitor their area of interest in order to formulate a complete and accurate picture of the operational environment. Their services often include intelligence estimates, situation analysis, or brief field teams in proper decorum and history when dealing with native populations.
Requirements: LD-201, NCO-120, NCO-151, NCO-201, OD-161, OD-171, OD-251, PD-205, IN-151, IN-201, SO-110, SO-120, SO-130, SO-150, SO-220, SO-250, SO-301, MD-211, SU-250, and two (2) 300-level courses from any school in the Xeno-studies College

846 Special Operations Cultural Non-Commissioned Officer
This MOS specializes in a single culture or civilization, usually when they have some long-term interest to Starfleet and the Special Operations Branch. The duty of these marines is to continuously analyze and monitor their civilization in order to maintain a complete and accurate picture of the operational environment. Their services often include intelligence estimates, situation analysis, or brief field teams in proper decorum and history when dealing with native populations.
Requirements: LD-201, NCO-120, NCO-151, NCO-201, OD-161, OD-171, OD-251, PD-205, IN-151, IN-201, SO-110, SO-120, SO-130, SO-150, SO-220, SO-250, SO-301, MD-211, SU-240, and one (1) 300-level course from any school in the Xeno-studies College

Section 4 – Communications Specialties

850 Special Operations Communications Non-Commissioned Officer
Even within a branch that prizes stealth and independent operations, there is still a need for reliable and complete communications networks. These marines are considered to be the lifeline of any field team, and are skilled at establishing and maintaining both simplistic and complex communications networks.
Requirements: LD-201, NCO-120, NCO-151, NCO-201, OD-161, OD-171, OD-251, PD-205, AE-100, AR-251, IN-151, IN-201, SO-110, SO-120, SO-130, SO-150, SO-220, SO-250, SO-301, MO-156, MD-211, and SU-240

851 Special Operations Information Warfare Non-Commissioned Officer
The marines of this MOS are the tip of the spear in both offensive and defensive information warfare. Skilled in hacking threat computer systems and defending allied systems, these marines can be found at nearly every level of the Branch and in every field unit.
Requirements: LD-201, NCO-120, NCO-151, NCO-201, OD-161, OD-171, OD-251, PD-205, IN-151, IN-201, SO-110, SO-120, SO-130, SO-150, SO-220, SO-250, SO-301, MO-156, MD-211, and SU-240

860 Special Operations Dissemination Non-Commissioned Officer
This MOS specializes in the technical aspects of distributing a message amongst a populace. Skills ranging from leaflet printing to broadcast media to social network presence are found with these marines. While the message they are disseminating may not be their own, it would be impotent without their skills.
Requirements: LD-201, NCO-120, NCO-151, NCO-201, OD-161, OD-171, OD-251, PD-205, IN-151, IN-201, SO-110, SO-120, SO-130, SO-150, SO-220, SO-250, SO-301, MD-211, and SU-270

Section 5 – Engineering Specialties

870 Special Operations Engineering Non-Commissioned Officer
In a condensed and often independent unit, like the Special Operations, the need for local engineering talent is a requirement. The marines of this MOS are expected to be able to build and destroy with equal proficiency, and offer advice and guidance so others may do the same.
Requirements: LD-201, NCO-120, NCO-151, NCO-201, OD-151, OD-161, OD-171, PD-205, IN-151, IN-201, SO-110, SO-120, SO-130, SO-150, SO-220, SO-250, SO-301, CE-110, CE-120, CE-151, CE-211, CE-301, MD-211, and SU-290

875 Special Operations Civil Engineering Non-Commissioned Officer
A civilization requires that their environment be responsive to their needs. From roads, to crop fields, to sewage systems the marines of this MOS are experts. Called on to repair or build wherever the situation dictates, they are often the most responsible for a populace's growth and prosperity.
Requirements: LD-201, NCO-120, NCO-151, NCO-201, OD-151, OD-161, OD-171, PD-205, IN-151, IN-201, SO-110, SO-120, SO-130, SO-150, SO-220, SO-250, SO-301, CE-110, CE-120, CE-151, CE-211, CE-301, MD-211, and SU-290

Section 6 – General Specialties

880 Special Operations Weapons Non-Commissioned Officer
Combat is the cornerstone of Special Operations missions, and the marines of this MOS are the undisputed experts. Their primary skill is to be able to utilize the weapons of nearly all threat and friendly militaries. This level of expertise allows a field team to engage and destroy threat forces with minimal effort and loss of life.
Requirements: LD-201, NCO-120, NCO-151, NCO-201, OD-161, OD-171, OD-231, PD-205, AE-100, AR-221, AR-231, AR-241, AR-251, AR-261, IN-151, IN-152, IN-153, IN-301, SO-110, SO-120, SO-130, SO-150, SO-220, SO-250, SO-301, CE-251, MO-151, and MD-211

881 Special Operations Surveillance Non-Commissioned Officer
The marines of this MOS are usually called "Wraiths", due to their ability to remain undetected in almost any situation and strike at will. However, it is their training in intelligence gathering that often yields the greatest benefits to a Special Operations team. These marines excel in ascertaining those bits of information that enemy would most like to hide, and friendly forces would most like to discover.
Requirements: NCO-120, NCO-151, NCO-201, OD-161, OD-171, OD-221, PD-205, AR-251, IN-151, IN-153, IN-301, SO-110, SO-120, SO-130, SO-150, SO-220, SO-250, SO-301, MO-151, MD-211, and SU-250

885 Special Operations Justice Non-Commissioned Officer
As a civilization recovers from war and strife, many people often find that criminal activity is the best use of their recently acquired skills and experience. In order to counter this destructive force, the marines of this MOS assure law and order. While most are skilled and trained in law enforcement, this MOS also covers those who specialize in writing laws and administering a legitimate justice system.
Requirements: LD-201, NCO-120, NCO-151, NCO-201, OD-161, OD-171, OD-251, PD-205, IN-151, IN-201, SO-110, SO-120, SO-130, SO-150, SO-220, SO-250, SO-301, MD-211, and SU-260

886 Special Operations Governance Non-Commissioned Officer
When a civilization is reestablishing itself, the last thing on anyone's mind is the ability of the government to serve and respond to the needs of the people. The marines of this MOS specialize in the day to day work of a government and assure the prompt response of allied assets to any civilian situation or concern.
Requirements: LD-201, NCO-120, NCO-151, NCO-201, OD-161, OD-171, OD-251, PD-205, IN-151, IN-201, SO-110, SO-120, SO-130, SO-150, SO-220, SO-250, SO-301, MD-211, and SU-270

887 Special Operations Economics Non-Commissioned Officer
The most important thing needed by a civilization as it reestablishes itself is the proper and orderly exchange of goods and services in the economic marketplace. The marines of this MOS specialize in many aspects of the economic environment including getting crops to market, overseeing entrepreneurial enterprise, and regulating industry. While these marines will not try to guide or influence the rise of economic systems, they will assure that they grow and mature responsibly.
Requirements: LD-201, NCO-120, NCO-151, NCO-201, OD-161, OD-171, OD-241, PD-205, IN-151, IN-201, SO-110, SO-120, SO-130, SO-150, SO-220, SO-250, SO-301, MD-211, and SU-270

890 Special Operations Psychological Warfare Non-Commissioned Officer
Influencing neutral and enemy personnel to undertake actions beneficial to allied forces is not an easy thing to do. So the marines of this MOS have been extensively trained in the art of persuasion and debate. It is their duty to use any and all means necessary to assure that everyone within an area of operations remains neutral or friendly to allied personnel, and hostile to threat personnel.
Requirements: LD-201, NCO-120, NCO-151, NCO-201, OD-161, OD-171, OD-251, PD-205, IN-151, IN-201, SO-110, SO-120, SO-130, SO-150, SO-220, SO-250, SO-301, MD-211, and SU-280

Appendix B – Special Operations Organization

Section 1 – Force Reconnaissance Company (108 Marines)

Headquarters Team

Company Commander	801	O-5
Company Executive Officer	801	O-4
Operations Officer	802	CWO-2
Company Sergeant Major	803	E-9
Operations Sergeant	830	E-8
Intelligence Sergeant	840	E-8
Medical Sergeant	820	E-7
Engineering Sergeant	870	E-7
Communications Sergeant	850	E-7
Assistant Communications Sergeant	850	E-6
Information Warfare Sergeant	851	E-6
Supply Sergeant	804	E-6

Theta Team / Alpha

Team Commander	801	O-3
Team Executive Officer	802	WO-1
Team First Sergeant	830	E-8
Intelligence Sergeant	840	E-7
Communications Sergeant	850	E-6
Medical Sergeant	820	E-6
Engineering Sergeant	870	E-6
Weapons Sergeant	880	E-6
Reconnaissance Sergeant	881	E-6
Information Warfare Sergeant	851	E-6
Assistant Communications Sergeant	850	E-5
Assistant Medical Sergeant	820	E-5
Assistant Engineering Sergeant	870	E-5
Assistant Weapons Sergeant	880	E-5
Assistant Reconnaissance Sergeant	881	E-5
Assistant Information Warfare Sergeant	851	E-5

Theta Team / Bravo

Team Commander	801	O-3
Team Executive Officer	802	WO-1
Team First Sergeant	830	E-8
Intelligence Sergeant	840	E-7
Communications Sergeant	850	E-6
Medical Sergeant	820	E-6
Engineering Sergeant	870	E-6

Weapons Sergeant	880	E-6
Reconnaissance Sergeant	881	E-6
Information Warfare Sergeant	851	E-6
Assistant Communications Sergeant	850	E-5
Assistant Medical Sergeant	820	E-5
Assistant Engineering Sergeant	870	E-5
Assistant Weapons Sergeant	880	E-5
Assistant Reconnaissance Sergeant	881	E-5
Assistant Information Warfare Sergeant	851	E-5

Theta Team / Charlie

Team Commander	801	O-3
Team Executive Officer	802	WO-1
Team First Sergeant	830	E-8
Intelligence Sergeant	840	E-7
Communications Sergeant	850	E-6
Medical Sergeant	820	E-6
Engineering Sergeant	870	E-6
Weapons Sergeant	880	E-6
Reconnaissance Sergeant	881	E-6
Information Warfare Sergeant	851	E-6
Assistant Communications Sergeant	850	E-5
Assistant Medical Sergeant	820	E-5
Assistant Engineering Sergeant	870	E-5
Assistant Weapons Sergeant	880	E-5
Assistant Reconnaissance Sergeant	881	E-5
Assistant Information Warfare Sergeant	851	E-5

Theta Team / Delta

Team Commander	801	O-3
Team Executive Officer	802	WO-1
Team First Sergeant	830	E-8
Intelligence Sergeant	840	E-7
Communications Sergeant	850	E-6
Medical Sergeant	820	E-6
Engineering Sergeant	870	E-6
Weapons Sergeant	880	E-6
Reconnaissance Sergeant	881	E-6
Information Warfare Sergeant	851	E-6
Assistant Communications Sergeant	850	E-5
Assistant Medical Sergeant	820	E-5
Assistant Engineering Sergeant	870	E-5
Assistant Weapons Sergeant	880	E-5
Assistant Reconnaissance Sergeant	881	E-5
Assistant Information Warfare Sergeant	851	E-5

Theta Team / Echo

Team Commander	801	O-3
Team Executive Officer	802	WO-1
Team First Sergeant	830	E-8
Intelligence Sergeant	840	E-7
Communications Sergeant	850	E-6
Medical Sergeant	820	E-6
Engineering Sergeant	870	E-6
Weapons Sergeant	880	E-6
Reconnaissance Sergeant	881	E-6
Information Warfare Sergeant	851	E-6
Assistant Communications Sergeant	850	E-5
Assistant Medical Sergeant	820	E-5
Assistant Engineering Sergeant	870	E-5
Assistant Weapons Sergeant	880	E-5
Assistant Reconnaissance Sergeant	881	E-5
Assistant Information Warfare Sergeant	851	E-5

Theta Team / Foxtrot

Team Commander	801	O-3
Team Executive Officer	802	WO-1
Team First Sergeant	830	E-8
Intelligence Sergeant	840	E-7
Communications Sergeant	850	E-6
Medical Sergeant	820	E-6
Engineering Sergeant	870	E-6
Weapons Sergeant	880	E-6
Reconnaissance Sergeant	881	E-6
Information Warfare Sergeant	851	E-6
Assistant Communications Sergeant	850	E-5
Assistant Medical Sergeant	820	E-5
Assistant Engineering Sergeant	870	E-5
Assistant Weapons Sergeant	880	E-5
Assistant Reconnaissance Sergeant	881	E-5
Assistant Information Warfare Sergeant	851	E-5

Section 2 – Special Forces (84 Marines)

Headquarters Team

Company Commander	801	O-5
Company Executive Officer	801	O-4
Operations Officer	802	CWO-2
Company Sergeant Major	803	E-9
Operations Sergeant	830	E-8
Intelligence Sergeant	840	E-8

Medical Sergeant	820	E-7
Engineering Sergeant	870	E-7
Communications Sergeant	850	E-7
Assistant Communications Sergeant	850	E-6
Information Warfare Sergeant	851	E-6
Supply Sergeant	804	E-6

Sigma Team / Alpha

Team Commander	801	O-3
Team Executive Officer	802	WO-1
Team First Sergeant	830	E-8
Intelligence Sergeant	840	E-7
Communications Sergeant	850	E-6
Medical Sergeant	820	E-6
Engineering Sergeant	870	E-6
Weapons Sergeant	880	E-6
Assistant Communications Sergeant	850	E-5
Assistant Medical Sergeant	820	E-5
Assistant Engineering Sergeant	870	E-5
Assistant Weapons Sergeant	880	E-5

Sigma Team / Bravo

Team Commander	801	O-3
Team Executive Officer	802	WO-1
Team First Sergeant	830	E-8
Intelligence Sergeant	840	E-7
Communications Sergeant	850	E-6
Medical Sergeant	820	E-6
Engineering Sergeant	870	E-6
Weapons Sergeant	880	E-6
Assistant Communications Sergeant	850	E-5
Assistant Medical Sergeant	820	E-5
Assistant Engineering Sergeant	870	E-5
Assistant Weapons Sergeant	880	E-5

Sigma Team / Charlie

Team Commander	801	O-3
Team Executive Officer	802	WO-1
Team First Sergeant	830	E-8
Intelligence Sergeant	840	E-7
Communications Sergeant	850	E-6
Medical Sergeant	820	E-6
Engineering Sergeant	870	E-6
Weapons Sergeant	880	E-6
Assistant Communications Sergeant	850	E-5

Assistant Medical Sergeant	820	E-5
Assistant Engineering Sergeant	870	E-5
Assistant Weapons Sergeant	880	E-5

Sigma Team / Delta

Team Commander	801	O-3
Team Executive Officer	802	WO-1
Team First Sergeant	830	E-8
Intelligence Sergeant	840	E-7
Communications Sergeant	850	E-6
Medical Sergeant	820	E-6
Engineering Sergeant	870	E-6
Weapons Sergeant	880	E-6
Assistant Communications Sergeant	850	E-5
Assistant Medical Sergeant	820	E-5
Assistant Engineering Sergeant	870	E-5
Assistant Weapons Sergeant	880	E-5

Sigma Team / Echo

Team Commander	801	O-3
Team Executive Officer	802	WO-1
Team First Sergeant	830	E-8
Intelligence Sergeant	840	E-7
Communications Sergeant	850	E-6
Medical Sergeant	820	E-6
Engineering Sergeant	870	E-6
Weapons Sergeant	880	E-6
Assistant Communications Sergeant	850	E-5
Assistant Medical Sergeant	820	E-5
Assistant Engineering Sergeant	870	E-5
Assistant Weapons Sergeant	880	E-5

Sigma Team / Foxtrot

Team Commander	801	O-3
Team Executive Officer	802	WO-1
Team First Sergeant	830	E-8
Intelligence Sergeant	840	E-7
Communications Sergeant	850	E-6
Medical Sergeant	820	E-6
Engineering Sergeant	870	E-6
Weapons Sergeant	880	E-6
Assistant Communications Sergeant	850	E-5
Assistant Medical Sergeant	820	E-5
Assistant Engineering Sergeant	870	E-5
Assistant Weapons Sergeant	880	E-5

Section 3 – Civil Affairs (84 Marines)

Headquarters Team

Company Commander	801	O-5
Company Executive Officer	801	O-4
Operations Officer	802	CWO-2
Company Sergeant Major	803	E-9
Operations Sergeant	830	E-8
Intelligence Sergeant	840	E-8
Medical Sergeant	820	E-7
Engineering Sergeant	870	E-7
Communications Sergeant	850	E-7
Assistant Communications Sergeant	850	E-6
Information Warfare Sergeant	851	E-6
Supply Sergeant	804	E-6

Planning and Operations Team

Team Commander	801	O-3
Government Administration Officer	802	WO-1
Team Sergeant	830	E-8
Intergalactic Law Sergeant	885	E-7
Public Health Sergeant	825	E-6
Cultural Relations Sergeant	846	E-6
Public Communications Sergeant	850	E-6
Civilian Supply Sergeant	804	E-6
Emergency Services Sergeant	825	E-5
Public Safety Sergeant	885	E-5
Public Utilities Sergeant	875	E-5
Agriculture Development Sergeant	887	E-5

First Platoon Headquarters

Platoon Commander	801	O-3
Platoon First Sergeant	830	E-8
Intelligence Sergeant	840	E-6
Government Administration Sergeant	886	E-6
Communications Sergeant	850	E-5
Economic Stability Sergeant	887	E-5

Sampi Team / Alpha

Team Commander	802	WO-1
Team Sergeant	830	E-7
Medical Sergeant	820	E-6
Communications Sergeant	850	E-6
Engineering Sergeant	870	E-5
Law Enforcement Sergeant	885	E-5

Sampi Team / Bravo

Team Commander	802	WO-1
Team Sergeant	830	E-7
Medical Sergeant	820	E-6
Communications Sergeant	850	E-6
Engineering Sergeant	870	E-5
Law Enforcement Sergeant	885	E-5

Sampi Team / Charlie

Team Commander	802	WO-1
Team Sergeant	830	E-7
Medical Sergeant	820	E-6
Communications Sergeant	850	E-6
Engineering Sergeant	870	E-5
Law Enforcement Sergeant	885	E-5

Sampi Team / Delta

Team Commander	802	WO-1
Team Sergeant	830	E-7
Medical Sergeant	820	E-6
Communications Sergeant	850	E-6
Engineering Sergeant	870	E-5
Law Enforcement Sergeant	885	E-5

Second Platoon Headquarters

Platoon Commander	801	O-3
Platoon First Sergeant	830	E-8
Intelligence Sergeant	840	E-6
Government Administration Sergeant	886	E-6
Communications Sergeant	850	E-5
Economic Stability Sergeant	887	E-5

Sampi Team / Echo

Team Commander	802	WO-1
Team Sergeant	830	E-7
Medical Sergeant	820	E-6
Communications Sergeant	850	E-6
Engineering Sergeant	870	E-5
Law Enforcement Sergeant	885	E-5

Sampi Team / Foxtrot

Team Commander	802	WO-1
Team Sergeant	830	E-7

Medical Sergeant	820	E-6
Communications Sergeant	850	E-6
Engineering Sergeant	870	E-5
Law Enforcement Sergeant	885	E-5

Sampi Team / Golf

Team Commander	802	WO-1
Team Sergeant	830	E-7
Medical Sergeant	820	E-6
Communications Sergeant	850	E-6
Engineering Sergeant	870	E-5
Law Enforcement Sergeant	885	E-5

Sampi Team / Hotel

Team Commander	802	WO-1
Team Sergeant	830	E-7
Medical Sergeant	820	E-6
Communications Sergeant	850	E-6
Engineering Sergeant	870	E-5
Law Enforcement Sergeant	885	E-5

Section 4 – Psychological Warfare (84 Marines)

Headquarters Team

Company Commander	801	O-5
Company Executive Officer	801	O-4
Operations Officer	802	CWO-2
Company Sergeant Major	803	E-9
Operations Sergeant	830	E-8
Intelligence Sergeant	840	E-8
Medical Sergeant	820	E-7
Engineering Sergeant	870	E-7
Communications Sergeant	850	E-7
Assistant Communications Sergeant	850	E-6
Information Warfare Sergeant	851	E-6
Supply Sergeant	804	E-6

Planning and Operations Team

Team Commander	801	O-3
Operations Planning Officer	802	WO-1
Team Sergeant	830	E-8
Audience Intelligence Sergeant	890	E-7
Cultural Sergeant	846	E-6
Media Development Sergeant	890	E-6
Print Media Development Sergeant	890	E-6

Broadcast Dissemination Sergeant	860	E-6
Intelligence Planning Sergeant	840	E-5
Cultural Area Sergeant	845	E-5
Assistant Media Development Sergeant	890	E-5
Print Media Dissemination Sergeant	860	E-5

First Platoon Headquarters

Platoon Commander	801	O-3
Platoon First Sergeant	830	E-8
Intelligence Sergeant	840	E-6
Media Communications Sergeant	890	E-6
Communications Sergeant	850	E-5
Print Communications Sergeant	890	E-5

Phi Team / Alpha

Team Commander	802	WO-1
Team Sergeant	830	E-7
Psychological Warfare Sergeant	890	E-6
Communications Sergeant	850	E-6
Engineering Sergeant	870	E-5
Medical Sergeant	820	E-5

Phi Team / Bravo

Team Commander	802	WO-1
Team Sergeant	830	E-7
Psychological Warfare Sergeant	890	E-6
Communications Sergeant	850	E-6
Engineering Sergeant	870	E-5
Medical Sergeant	820	E-5

Phi Team / Charlie

Team Commander	802	WO-1
Team Sergeant	830	E-7
Psychological Warfare Sergeant	890	E-6
Communications Sergeant	850	E-6
Engineering Sergeant	870	E-5
Medical Sergeant	820	E-5

Phi Team / Delta

Team Commander	802	WO-1
Team Sergeant	830	E-7
Psychological Warfare Sergeant	890	E-6
Communications Sergeant	850	E-6
Engineering Sergeant	870	E-5
Medical Sergeant	820	E-5

Second Platoon Headquarters

Platoon Commander	801	O-3
Platoon First Sergeant	830	E-8
Intelligence Sergeant	840	E-6
Media Communications Sergeant	890	E-6
Communications Sergeant	850	E-5
Print Communications Sergeant	890	E-5

Phi Team / Echo

Team Commander	802	WO-1
Team Sergeant	830	E-7
Psychological Warfare Sergeant	890	E-6
Communications Sergeant	850	E-6
Engineering Sergeant	870	E-5
Medical Sergeant	820	E-5

Phi Team / Foxtrot

Team Commander	802	WO-1
Team Sergeant	830	E-7
Psychological Warfare Sergeant	890	E-6
Communications Sergeant	850	E-6
Engineering Sergeant	870	E-5
Medical Sergeant	820	E-5

Phi Team / Golf

Team Commander	802	WO-1
Team Sergeant	830	E-7
Psychological Warfare Sergeant	890	E-6
Communications Sergeant	850	E-6
Engineering Sergeant	870	E-5
Medical Sergeant	820	E-5

Phi Team / Hotel

Team Commander	802	WO-1
Team Sergeant	830	E-7
Psychological Warfare Sergeant	890	E-6
Communications Sergeant	850	E-6
Engineering Sergeant	870	E-5
Medical Sergeant	820	E-5

Section 5 – Special Fleet Service (108 Marines)

Special Fleet Service Companies are NEVER deployed as a Marine Strike Group aboard a Starfleet vessel; their deployments come directly from the Special Operations' Branch Command, often originating with the Marine Corps General Staff. It is incredibly rare for Special Fleet Service to deploy in company strength, and as a result the Company organization is primarily for administrative and supply purposes.

Headquarters Team

Company Commander	801	O-6
Company Executive Officer	801	O-5
Operations Officer	802	CWO-4
Company Sergeant Major	803	E-9
Operations Sergeant	830	E-9
Intelligence Sergeant	840	E-9
Medical Sergeant	820	E-8
Communications Sergeant	850	E-8
Engineering Sergeant	870	E-8
Assistant Communications Sergeant	850	E-7
Information Warfare Sergeant	851	E-7
Supply Sergeant	804	E-7

Omega Team / Alpha

Team Commander	801	O-4
Team Executive Officer	802	CWO-3
Team Sergeant Major	830	E-9
Intelligence Sergeant	840	E-8
Communications Sergeant	850	E-7
Medical Sergeant	820	E-7
Engineering Sergeant	870	E-7
Weapons Sergeant	880	E-7
Reconnaissance Sergeant	881	E-7
Information Warfare Sergeant	851	E-7
Assistant Communications Sergeant	850	E-6
Assistant Medical Sergeant	820	E-6
Assistant Engineering Sergeant	870	E-6
Assistant Weapons Sergeant	880	E-6
Assistant Reconnaissance Sergeant	881	E-6
Assistant Information Warfare Sergeant	851	E-6

Omega Team / Bravo

Team Commander	801	O-4
Team Executive Officer	802	CWO-3

Team Sergeant Major	830	E-9
Intelligence Sergeant	840	E-8
Communications Sergeant	850	E-7
Medical Sergeant	820	E-7
Engineering Sergeant	870	E-7
Weapons Sergeant	880	E-7
Reconnaissance Sergeant	881	E-7
Information Warfare Sergeant	851	E-7
Assistant Communications Sergeant	850	E-6
Assistant Medical Sergeant	820	E-6
Assistant Engineering Sergeant	870	E-6
Assistant Weapons Sergeant	880	E-6
Assistant Reconnaissance Sergeant	881	E-6
Assistant Information Warfare Sergeant	851	E-6

Omega Team / Charlie

Team Commander	801	O-4
Team Executive Officer	802	CWO-3
Team Sergeant Major	830	E-9
Intelligence Sergeant	840	E-8
Communications Sergeant	850	E-7
Medical Sergeant	820	E-7
Engineering Sergeant	870	E-7
Weapons Sergeant	880	E-7
Reconnaissance Sergeant	881	E-7
Information Warfare Sergeant	851	E-7
Assistant Communications Sergeant	850	E-6
Assistant Medical Sergeant	820	E-6
Assistant Engineering Sergeant	870	E-6
Assistant Weapons Sergeant	880	E-6
Assistant Reconnaissance Sergeant	881	E-6
Assistant Information Warfare Sergeant	851	E-6

Omega Team / Delta

Team Commander	801	O-4
Team Executive Officer	802	CWO-3
Team Sergeant Major	830	E-9
Intelligence Sergeant	840	E-8
Communications Sergeant	850	E-7
Medical Sergeant	820	E-7
Engineering Sergeant	870	E-7
Weapons Sergeant	880	E-7
Reconnaissance Sergeant	881	E-7
Information Warfare Sergeant	851	E-7
Assistant Communications Sergeant	850	E-6
Assistant Medical Sergeant	820	E-6

Assistant Engineering Sergeant	870	E-6
Assistant Weapons Sergeant	880	E-6
Assistant Reconnaissance Sergeant	881	E-6
Assistant Information Warfare Sergeant	851	E-6

Omega Team / Echo

Team Commander	801	O-4
Team Executive Officer	802	CWO-3
Team Sergeant Major	830	E-9
Intelligence Sergeant	840	E-8
Communications Sergeant	850	E-7
Medical Sergeant	820	E-7
Engineering Sergeant	870	E-7
Weapons Sergeant	880	E-7
Reconnaissance Sergeant	881	E-7
Information Warfare Sergeant	851	E-7
Assistant Communications Sergeant	850	E-6
Assistant Medical Sergeant	820	E-6
Assistant Engineering Sergeant	870	E-6
Assistant Weapons Sergeant	880	E-6
Assistant Reconnaissance Sergeant	881	E-6
Assistant Information Warfare Sergeant	851	E-6

Omega Team / Foxtrot

Team Commander	801	O-4
Team Executive Officer	802	CWO-3
Team Sergeant Major	830	E-9
Intelligence Sergeant	840	E-8
Communications Sergeant	850	E-7
Medical Sergeant	820	E-7
Engineering Sergeant	870	E-7
Weapons Sergeant	880	E-7
Reconnaissance Sergeant	881	E-7
Information Warfare Sergeant	851	E-7
Assistant Communications Sergeant	850	E-6
Assistant Medical Sergeant	820	E-6
Assistant Engineering Sergeant	870	E-6
Assistant Weapons Sergeant	880	E-6
Assistant Reconnaissance Sergeant	881	E-6
Assistant Information Warfare Sergeant	851	E-6