

STARFLEET  
MARINE CORPS



MARINE  
FORCE  
MANUAL



2006 EDITION

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# MARINE FORCE MANUAL

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## Acknowledgements

This edition of the MFM is only the latest in several versions of this important reference of which many fine folks have had a hand in shaping. A majority of the material found in this manual has been carried over from the 1998 edition by Matt Kelley and the 1999 edition by Kevin McNulty. The Corps would also like to thank Randy Bisig, Matt Copple, Brian Davis, Suzanne Davis, Erik Larson, Kimberly Brooks, Mike Smith, Jim Monroe, John Adcock, Matt Baillie, Wade Olson, Stephen Idell, Jill Rayburn and Aaron Murphy for their contributions in past editions.

## Pronoun Disclaimer

In this manual, "he", "him", and "his" are used following the standard English-language grammatical convention to use these forms for gender-nonspecific pronouns. No sexist bias is intended. The convention is used merely for ease of writing and reading. There have been and hopefully always will be plenty of female members in the SFMC, and no slight to them is intended.



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## SECTION 1 - Introduction

Welcome to the 2006 edition of the Marine Force Manual (MFM) of the STARFLEET Marine Corps (SFMC). This publication is intended primarily for members of the SFMC, which is a component of STARFLEET: The International Star Trek Fan Association, Inc. (SFI). However, anyone with an interest in our part of the Star Trek universe is invited to look and learn.

The MFM was created for members of the SFMC, and anyone else with an interest in the ground forces concept of *Star Trek*. It is *not* intended to be the last word in regulations—only to serve as a handy reference covering the SFMC's basic uniform standards, unit organization, awards, chain of command, etc.

### 1.1 An Introduction to SFI and the SFMC

#### What is STARFLEET?

STARFLEET: The International Star Trek Fan Association, Inc., (SFI) is a non-profit corporation chartered by the State of North Carolina, which is dedicated to uniting the fans of Star Trek as well as pursuing the future envisioned by Gene Roddenberry as depicted in the *Star Trek* television series and movies. Community service and charity fund raising are a large part of what makes SFI more than just 'a group of people who like Star Trek'.



#### Why is STARFLEET Sometimes in All Caps and Sometimes in Lowercase?

"STARFLEET" refers to the fan organization. "Starfleet" refers to the fictional organization as seen in the movies and TV episodes. We use the two styles to show the difference between that which is "Real World" and that which is *Star Trek*. Likewise, we use STARFLEET Marine Corps to show our part of the fan organization, and Starfleet Marine Corps to show the fictional 24th century organization we represent.

#### What is the STARFLEET Marine Corps?

The SFMC is a component of SFI, whose members include veterans and active duty military as well as people who just prefer a 'military flavor' to their *Star Trek* fan activities. The SFMC is organized along traditional military lines, in the same manner as SFI. However, instead of being organized along Navy lines, and using terms such as 'Ships' or 'Shuttles', the SFMC uses ground force equivalents such as 'Brigades' or 'Strike Groups'.

Members of the SFMC are dedicated to the same principles as other members of SFI, including community service and charity fund raising. However, because so many of our members identify with the real-world military, a significant amount of our focus is on organizations that associate with or assist military members, veterans and their families. Good examples are Operation Eagle, the Overseas Coupon Project, and the annual United States Marine Corps 'Toys for Tots' holiday drive.

#### Do I have to Be a Real Marine?

Absolutely not. There are plenty of real military personnel in the SFMC, but there are plenty of civilians, too. All ages as a matter of fact. The only requirement to be a STARFLEET Marine is a positive mental attitude and a willingness to work with others. Paid membership in STARFLEET is required, however, if you intend to participate in the SFMC Academy (SFMCA), hold an OIC position, or be listed on the official Corps roster, just like in STARFLEET.

#### What Exactly Does a Fan Club Do?

Well, it varies from group to group. Some chapters meet at a local restaurant or member's home, have a short business meeting concerning upcoming plans or charity work, then they watch an episode or two of *Trek*, or just eat a meal and socialize. Others have camping trips, picnics, or fund raisers. Still other chapters never meet at all. These are correspondence chapters, who conduct most of their business and activities through the mail, be it postal or electronic. This doesn't mean they are any less active or effective than other chapters, either.

#### NOTE:

Despite its common use of military structure and terminology, the SFMC is in **NO WAY** a military or paramilitary organization.

## What About the Uniforms?

It's just part of the effort to "get into character" or "set the mood" for a meeting or event. It also helps identify you as a member of a group, just as if all of us wore green T-shirts and denim jeans. Uniforms aren't required, either. So if you feel more comfortable in casual clothes, then by all means wear them.

## What About Ranks?

Ranks are explained in detail in Section 3 of the MFM, but briefly: An SFI chapter president (usually known as Commanding Officer of the ship) can usually promote chapter members one or more ranks. The actual procedure should be in the ship's bylaws.

### NOTE:

Promotions up to the rank of Lieutenant Colonel can be awarded by your SFI chapter's Commanding Officer.

The rank of Colonel is awarded by the STARFLEET Regional Coordinator.

The rank of Brigadier and above can only be awarded by the STARFLEET Executive Committee.

How do you get your chapter CO to promote you? One way is to be an active and participating member of the group's activities, as well as displaying leadership ability. Taking a correspondence test called Officer Training School (OTS) is another. OTS is available from STARFLEET Academy (not the Marine Academy), and is the standard test given to all STARFLEET naval officers.

In any given SFI chapter, rank is normally used to show appreciation for participation, enthusiasm, and leadership within the fan club. It carries no real authority. A higher ranking officer can't order you to give him a ride to the next event, say, or demand that you hand over some money. They can be pretty persuasive, though; leadership ability includes skill at talking people into volunteering for stuff! You don't have to be an officer to have fun, though. In fact some people never bother to take the OTS test at all. Remember that rank is just another facet of recreating the atmosphere or theme of the TV shows and movies.

## About Volunteer Organizations

This is a fan club, not a government organization. All costs incurred by this fan club are absorbed by it's members. We don't get money from anywhere but our own pockets or donations. This means that everything we do, we do at our own expense. Anything we publish, anything we mail, anytime we call on the phone, are done at our own expense. Remember this when you casually ask for a copy of a hundred page manual to be sent to you. Sometimes a SASE (Self Addressed Stamped Envelope) will be required, or you'll hear "Send me a dollar to cover the postage, OK?". Don't freak out, just consider how much it actually costs to develop a manual, print it, and ship it. Now consider just how many times you are asked to ship it. It gets expensive.

## 1.2 Why a Marine Corps?

One of the most overlooked aspects of the Federation's Starfleet is the need for ground forces. Starships are superb for exploration and space defense, but when it comes to planetary conflicts, you need troops who can be put on the ground, take it, and hold it. And, ultimately, all wars will eventually be fought on at least one planet. An Old Earth author, Robert Heinlein, once predicted this situation with some accuracy long before Earth knew space warfare.

Marines are needed for more than planetary wars as well. Starfleet has a limited capacity to conduct planetary "operations other than war" with strictly orbital forces and landing parties. Granted, the ability to devastate a planetary surface from orbit is a powerful tool, but it is not at all suited to handling threats like civil war, terrorism, and rioting. Using a starship to quell a riot is like burning down a house to eliminate fleas. On the other hand, the Chief of Security is going to get upset (and then get killed) if you beam the entire ship's complement of Security personnel into a city-wide riot and tell them to "control these people."

Realizing this, the Federation council decided to create and maintain a force of essentially 'ground based' troops capable of handling a wide variety of missions. This force would be highly mobile, self-contained wherever possible, and able to operate with little Starfleet support if necessary. We are that force.

### 1.3 The Starfleet Marine Corps Mission

Technically speaking, the mission of the SFMC is simple. In fact, it is laid-out by the Federation Council in the Corps' charter—issued by the Council in 2161:

1. To seize or defend advanced Starfleet bases and to conduct such planetary operations as may be essential to Federation interests.
2. To provide detachments for service in armed vessels of the Starfleet, or for protection of Starfleet property on Starfleet stations and bases.
3. To develop, with Starfleet Command, the tactics, techniques, and equipment employed by landing forces in planetary operations.
4. To train and equip, as required, SFMC forces for planetary operations.
5. To develop, with Starfleet Command, doctrine, procedures, and equipment of interest to the Starfleet Marine Corps for planetary operations which are not provided for by Starfleet Command.
6. To be able to expand from peacetime components to meet the needs of war in accordance with mobilization plans of the United Federation of Planets and its members.

### 1.4 Qualifications of a Starfleet Marine

The Starfleet Marine Corps is an all volunteer force, with a majority of its members being combat veterans. Marines have immense pride in being part of the Corps, and some say it is harder to join their ranks than it is to serve with any other military force in the Federation—including Starfleet.

Each marine is chosen for his intelligence, bravery and technical proficiency. Leadership ability is developed and encouraged within the Corps as an essential quality for the modern marine. Gone are the days when anyone strong enough to wield a weapon could enlist. Today's fighting man is highly trained, motivated, and must master a tremendous number of skills in order to function on the modern battlefield. Everything from standard Starfleet naval tactics to unarmed combat in zero gravity must be considered, if a Marine is to survive the increasingly technical demands of combat.

## SECTION 2 - Organization

This section will explain the organization of the SFMC, and what a new marine should know when first getting involved or when forming their new unit.

### 2.1 Organization of Units

From the smallest SFMC unit to the largest, the order of units is: individual Marine, Marine Strike Group (or, Marine Expeditionary Unit), Battalion, Brigade, Division, Corps.

**NOTE:**

Unless special circumstances arise, and an exception is made by COFORCECOM, SFI Chapters may only have one Marine Unit assigned to them.

#### Individual Marine: Active Duty vs. Reserves

The foundation of the entire SFMC is the individual marine. Members of the SFMC fall into one of two general categories as individual marines: *Active Duty* or *Reservist*. An Active Duty Marine participates with their SFMC unit as well as their SFI chapter exclusively as a STARFLEET Marine. They are known only by their marine rank, they wear only their marine uniform, etc. This is not to say that they do not participate in regular SFI functions, but they do so as a marine. Marines who still occasionally (or even frequently) participate as a “naval” SFI member (still use their naval rank, wear their regular STARFLEET uniform, etc.) are said to be Reserve Marines or simply reservists.

**NOTE:**

Although not an official organizational term, you may sometimes hear an MSG referred to as a ship's MARDET or “Marine Detachment.”

#### Marine Strike Group (MSG)

The basic unit in the SFMC is the Marine Strike Group, or MSG. The size of an MSG varies considerably, depending on the location and membership. An MSG can be anywhere from a single marine (in the case of a new unit, for example) up to two dozen or more. The marine in command of the MSG (or any SFMC unit, generally) is referred to as the OIC (Officer In Charge), and their second in command is usually termed the DOIC (Deputy Officer In Charge).

#### Marine Expeditionary Unit (MEU)

Equivalent in organizational status to the MSG, the MEU is formed by SFI members who currently have no SFI vessel assignment. If a STARFLEET chapter leaves SFI, but its original MSG still wishes to keep its affiliation with the SFMC, it can become an MEU (although it may be required to change its number).

#### Battalions (BNs) & Brigades (BDEs)

SFI itself is divided administratively into geographic “Regions.” In the SFMC, each SFI Region is called a brigade. In other words, Region 2 in SFI would be known in the SFMC as the Second Brigade or in shorthand “2BDE.” Within each BDE, each state (or other geographic subdivision in the case of international BDEs) is considered a BN. BNs are numbered in relation to the other states in their region—usually in alphabetical order. In our example of the 2BDE, then, 1BN (First Battalion) is Alabama, 2BN is Florida, 3BN is Georgia, etc.

#### Divisions (DIVs)

Above the Brigade level, there are seven divisions: 1DIV (First Division) is the Eastern US; 2DIV is the Central US; 3DIV is the Western US; 4DIV is Canada, Alaska & Michigan; 5DIV is Europe; 6DIV is Asia, Australia and the South Pacific; and 7DIV is Africa, South and Central America. At present, the division level is unmanned—it exists to accommodate expansion as the SFMC grows. If membership one day supports a division level, it will be staffed and activated.

### **Putting It All Together**

Here is an example of how an MSG fits into the SFMC organization. We will demonstrate each level of the SFMC, as it applies to a single unit, the 288th MSG, stationed aboard the USS Broadsword, in Jefferson City, Missouri.

- **STRIKE GROUP:** All the active marines, plus all the reserve marines from the crew of the USS Broadsword together make up the 288th Marine Strike Group.
- **BATTALION:** Region 12 is made up of Arkansas, Illinois, Kansas, Missouri, and Oklahoma. That makes Arkansas 1st Battalion, Illinois 2nd, Kansas 3rd, and so on. This makes Missouri the 4th Battalion. Now we have the 288th MSG, 4BN.
- **BRIGADE:** The 288th is in the 12th Brigade, since Missouri is in Region 12. So far, we're up to 288th MSG, 4BN, 12BDE.
- **DIVISION:** The 288th falls into the Midwest area which is part of Second Division. So the 288th's total unit designation is 288th MSG, 4BN, 12BDE, 2 DIV. Of course, you're rarely going to need to use the whole thing, and it'll probably get shortened to something like "We're from the 288th MSG. That's our fearless leader, Matt Kelley, over at the buffet table."
- **Marine Training Units:** Marine training Units (MTUs) are subgroups of established MSG's and designed for the Young Marines in any given unit. The MTU shares the same number as the MSG to which it is attached, but may create their own Motto and logo, if desired (subject to approval by the SFMC Heraldry Office). MTUs report their activities in conjunction with the reports submitted by their parent MSGs. An MTU may be activated by a BDE OIC upon the request of the parent unit OIC and after approval by the Heraldry Office and COFORCECOM.

## **2.2 Numbering of Strike Groups**

The numbers available to be assigned to new units are predetermined by the Commanding Officer, Forces Command (COFORCECOM), and then passed down to each Brigade OIC. For example, all the units in the 12th Brigade have numbers in the 200's. This assures that no two MSG's have the same number. New unit numbers may normally not exceed three digits and should fall within their brigade's assigned number range.

## **2.3 Selecting a Unit Number**

The members of an MSG decide on a unit designation that they like, and request the number from their Brigade HQ. If the number isn't already in use by some other unit, it is assigned to that MSG and becomes a permanent identification number for that unit. When requesting a particular number, remember that it can be no more than three digits long, and should fall within your brigade's assigned number range. The number must be unique to your unit. COFORCECOM can tell your BDE OIC if some other unit outside your BDE (created before the current system) has the designation you want.

## 2.4 Current MSG Numbering System and Division, Brigade and Battalion Coverage Areas

Not all Brigades had active units in them at the time this manual was written. In fact, some entire Brigades lie dormant, waiting for a unit in that region to become active. However, where brigades are active—and have a nickname and logo—we've included them here.

### First Marine Division



Above: 1st Brigade



Above: 2nd Brigade



Above: 7th Brigade



Above: 15th Brigade

#### First Brigade - "The Fightin' First" (MSGs 100 - 199)

Indiana (1BN)	South Carolina (5BN)
Kentucky (2BN)	Tennessee (6BN)
North Carolina (3BN)	Virginia (7BN)
Ohio (4BN)	West Virginia (8BN)

#### Second Brigade - "The Wild Deuces" (MSGs 600 - 699)

Alabama (1BN)	Mississippi (4BN)
Florida (2BN)	Puerto Rico (5BN)
Georgia (3BN)	Caribbean Islands (6BN)

#### Seventh Brigade - "The Lucky Sevens" (MSGs 700 - 799)

Delaware (1BN)	New Jersey (4BN)
District of Columbia (2BN)	New York (5BN)
Maryland (3BN)	Pennsylvania (6BN)

#### Fifteenth Brigade - "Firestorm" (MSGs 900 - 999)

Connecticut (1BN)	New Hampshire (4BN)
Maine (2BN)	Rhode Island (5BN)
Massachusetts (3BN)	Vermont (6BN)

**Second Marine Division**



Above: 3rd Brigade



Above: 6th Brigade



Above: 12th Brigade

**Third Brigade - "The Dogs of War" (MSGs 300 - 349)**

Louisiana (1BN)                      Texas (2BN)

**Sixth Brigade - "The Ice Warriors" (MSGs 800- 849)**

Iowa (1BN)                              North Dakota (4BN)  
 Minnesota (2BN)                      South Dakota (5BN)  
 Nebraska (3BN)                        Wisconsin (6BN)

**Twelfth Brigade - "The Dirty Dozen" (MSGs 200 - 299)**

Arkansas (1BN)                        Missouri (4BN)  
 Illinois (2BN)                         Oklahoma (5BN)  
 Kansas (3BN)

**Third Marine Division**



Above: 4th Brigade



Above: 5th Brigade



Above: 17th Brigade

**Fourth Brigade - "Only Those Who Dare" (MSGs 001 - 099)**

Arizona (1BN)                         Hawaii (3BN)  
 California (2BN)                      Nevada (4BN)

**Fifth Brigade - "Birds of Prey" (MSGs 500- 599)**

Idaho (1BN)                             Oregon (3BN)  
 Montana (2BN)                        Washington (4BN)

**Seventeenth Brigade - "The Order in Chaos" (MSGs 850 - 899)**

Colorado (1BN)                        Utah (3BN)  
 New Mexico (2BN)                    Wyoming (4BN)

## Fourth Marine Division



Above: 13th Brigade

### Tenth Brigade - (MSGs 400 - 433)

Alaska (1BN)

British Columbia (3BN)

Alberta (2BN)

Saskatchewan (4BN)

### Thirteenth Brigade - "Blackcats" (MSGs 434- 466)

Manitoba (1BN)

Ontario (3BN)

Michigan (2BN)

### Fourteenth Brigade - (MSGs 467 - 499)

Quebec (1BN)

Nova Scotia (4BN)

New Brunswick (2BN)

Prince Edward Island (5BN)

Newfoundland (3BN)

## Fifth Marine Division



Above: 20th Brigade

### Ninth Brigade - (Numbers assigned directly by COFORCECOM)

Continental Europe

(BNs assigned as necessary)

### Twentieth Brigade - (Numbers assigned directly by COFORCECOM)

Ireland (1BN)

Scotland (4BN)

England (2BN)

Wales (5BN)

Northern Ireland (3BN)

## Sixth Marine Division

### **Eleventh Brigade** - *(Numbers assigned directly by COFORCECOM)*

Australia (1BN)	Indonesia (3BN)
East Indies (2BN)	New Zealand (4BN)

### **Sixteenth Brigade** - *(Numbers assigned directly by COFORCECOM)*

Guam (1BN)	North & South Korea (4BN)
Japan (2BN)	Philippines (5BN)
Micronesia (3BN)	

### **Nineteenth Brigade** - *(Numbers assigned directly by COFORCECOM)*

Asia  
(BNs assigned as necessary)

## Seventh Marine Division

### **Eighth Brigade** - *(Numbers assigned directly by COFORCECOM)*

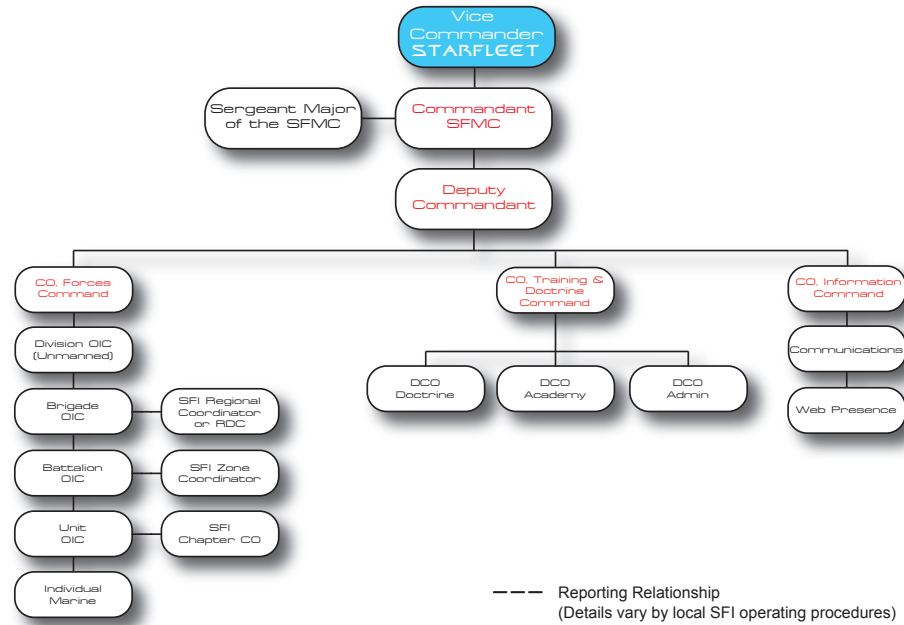
Africa (1BN)	Middle East (3BN)
Israel (2BN)	

### **Eighteenth Brigade** - *(Numbers assigned directly by COFORCECOM)*

Mexico (1BN)	South America (3BN)
Central America (2BN)	

## 2.5 Chain of Command (COC)

The purpose of a COC is to establish a clear path of authority, from the individual Marine through his superiors, to the highest level of Command Authority. The COC exists to facilitate the transfer of responsibility, authority, and information from one level of the organization to the next. Each position in the COC has a clearly defined responsibility to the positions above it and below it. **When you have a problem or an idea that you want someone to consider, you should follow the COC to contact this person.** This insures that everyone who is in the path of responsibility and authority is informed and aware of what is happening. To trace your particular COC within the organization, consult the accompanying illustration below.



**SFMC Chain of Command Chart**

## 2.6 The General Staff (GS)

The General Staff is the decision-making body of the SFMC and is made up of the top officers of the Corps. These officers are charged with creating and implementing policy within the Corps. Decisions are made by a majority vote of this body. The General Staff is comprised of the Commandant; Deputy Commandant; Commanding Officer, Forces Command; Commanding Officer, Information Command; Commanding Officer, Training and Doctrine Command and the Sergeant Major of the Corps.

### The Commandant of the SFMC

Appointed by the Vice Commander, STARFLEET (VCS), in consultation with the Commander, STARFLEET, the Commandant reports to the VCS, and is the top of the SFMC Chain of Command (COC). He is responsible for the Corps as a whole, and his duties include: Acting as liaison between STARFLEET and the Corps; appointing all members of the General Staff; appointing and overseeing the Office of History; accounting to the SFMC membership on Corps financial matters; forwarding to the SFI Executive Committee his own recommendations for promotion of SFMC personnel to the rank of Colonel and above (although he has no authority to directly promote); and reporting to STARFLEET, through its various publications what is happening in the Corps.

**NOTE:**

In more informal settings, you may hear the Commandant of the SFMC referred to as simply "The 'Dant."

### **The Deputy Commandant of the SFMC**

Appointed by the Commandant, STARFLEET Marine Corps, he is the Second-In-Command of the STARFLEET Marine Corps. If, for some reason, the Commandant is unable to fulfill his duties, the DepDant will assume command of the Corps until such a time as he/she can return to duty or until a new Dant can be appointed. The DepDant will provide, in detail, a report of all activities supervised by his office, to the Dant once every two months. A report will also be provided to the CQ on a bi-monthly basis. The Deputy Commandant is directly responsible for overseeing all charitable activities undertaken by the Corps. He/she may be responsible for overseeing committees and other duties as assigned by the Commandant. Revisions to the MFM will be overseen by this office as well as being the editor/publisher of the Headquarters Newsletter (similar to the CSR) at a time when the Commandant feels that such a publication is necessary. The DepDant is also responsible for proposals regarding changes to the SFMC Awards and Uniform Codes.

#### **NOTE:**

The Deputy Commandant may have any of several nicknames, but the most commonly used is "DepDant".

### **Commanding Officer, Forces Command (COFORCECOM)**

The COFORCECOM is responsible for the day-to-day operation of the Corps' Real-world units. Specifically, he is to report all news and directives from the Commandant to the various Brigade OICs and insure such information is passed on to the subordinate elements to the level of MSG OIC. Likewise all reports, concerns and requests from the MSG on up must be reported *via the chain of command* to the COFORCECOM and through him to the Commandant. Not only is COFORCECOM responsible for the Corps Heraldic services but is also responsible for appointing all Brigade Officers-in-Charge (OICs) and all Brigade OICs report and are answerable to COFORCECOM for violations of their duties or the policies of the SFMC.

### **Commanding Officer, Training & Doctrine Command (COTRACOM)**

The COTRACOM is responsible for establishing the fictional universe for the Corps. Specifically, he is responsible for developing materials and programs for the SFMC Academy, and for developing the SFMC's doctrine (the way in which the SFMC would intend to conduct operations in the *Trek* future). TRACOM invents and develops equipment, organization, strategy and tactics to complete the doctrinal picture of the SFMC universe; then trains the members in it. TRACOM may also appoint "Branch Directors" to administrate development and training issues particular to a certain Branch of Service (see page 22).

### **Commanding Officer, Information Command (COINFOCOM)**

The COINFOCOM is responsible for coordinating and directing activities in communications. Specifically he moderates the Corps list server and IRC channel, maintains the Corps website and provides for a method of electronic communications and the timely distribution of the SFMC Newsletter.

### **Sergeant Major of the SFMC (SGM/SFMC)**

The SGM/SFMC is responsible for acting as an advocate for the enlisted members of the SFMC; developing the Non Commissioned Officer (NCO) chain of support by recruiting and retaining NCOs; advising the Commandant and other members of the General Staff on issues that concern the enlisted ranks within the Corps; and promoting and assisting in the organization of community service activities at all levels within the SFMC.

## 2.7 Policies and Procedures in the SFMC

The policies and procedures of the STARFLEET Marine Corps can be found in the SFMC Policy and Procedure Manual and that document is incorporated, by reference, into this document. All Marines should become familiar with the Policy and Procedures Manual as it details the operational guidelines and policies for the entire SFMC from the General Staff down to the individual Marine.

## 2.8 The Non-Commissioned Officer Support System

Non-Commissioned Officers (NCOs or Non-Coms) play an important role in the military chain of command. They are the managers of personnel and equipment, as opposed to officers who are the planners and architects of warfare. It has often been said “Officers decide what to do, the NCOs figure out how to do it, and the enlisted men make it happen.”

Each level of the chain of command has a respective senior NCO assigned to it. At the Strike Group level, you have the First Sergeant (often referred to as Top Sergeant, or Top). At the Battalion and Brigade level you have Sergeant Major (SGM), and finally at the top of the pyramid you have the senior NCO of the SFMC, the Sergeant Major of the Starfleet Marine Corps (SGM/SFMC). Considered collectively, these NCOs form what is known as a Chain of Support (rather than Chain of Command). This is because while a Battalion SGM may give advice, support, and communication to an MSG First Sergeant, he does not exercise command directly over the subordinate sergeant.

Each NCO in the chain of support reports to the respective NCO above him, in a fashion similar to the Chain of Command. Each NCO also has a responsibility to report to the officer for whom he works, as well, however. The Sergeant Major of the STARFLEET Marine Corps reports directly to the Commandant.

## 2.9 Starting a Marine Unit: Things to Consider

### Context of the SFMC within SFI

Although there are hundreds of people who claim to be active STARFLEET Marines, and hundreds more that consider themselves reservists, we make up less than 15 percent of the membership of STARFLEET. This means you are going to get a lot of comments like “What do Marines do?” and “Never heard of them!”. How should you handle the stress? It’s simple, really. Instead of looking at it as “I’m all alone out here” or “I’m a minority”, STARFLEET Marines look at it as “I am elite” and “One marine can make a difference”.

### We are the SFMC, not the US Marine Corps!

And we aren’t trying to be. But you’ll run into people, inside and outside the SFMC, who have that misconception about us. We are simply a part of the larger fan club, STARFLEET, whose members wish to be a little different and just a little more militarily flavored. Note: we said “militarily” and NOT “militant”.

Fictionally, we are the ground forces element of STARFLEET. Because STARFLEET is modeled along traditional naval lines, it is only logical that we chose to use the name STARFLEET Marines. Since most of our members are from the United States, it is only natural to exhibit a tendency to identify with the USMC, but we must be ever vigilant against overdoing it. Imitation is the highest form of flattery, but there is sometimes a fine line between flattery and mockery—we must ALWAYS be on the right side of that line.

### We Aren’t Going to Hold Your Hand

Because marines are scattered pretty thin throughout the organization, we encourage and even expect you to show personal initiative. This manual gives you most of the background information you need to be a “STARFLEET Marine”. But to make a name for yourself, to earn respect, and to be recognized for your abilities you will have to take charge of yourself and set some goals, then work towards them. Leadership starts inside yourself.

**We Aren't Going to Look Over Your Shoulder**

Our reporting requirements are pretty loose, only once every other month (check with your next level OIC for the current reporting schedule). That gives you the maximum amount of freedom and time to do things your way. It also means that whoever is above you in the COC is putting his trust in you. That doesn't mean we don't want to hear from you. On the contrary, we love to hear from active marines, and we are always ready to help out however we can.

**You Will Still be Part of Your STARFLEET Chapter**

If you form an MSG, you will still be a part of your SFI Chapter. You will be responsible to the Chapter CO for the conduct of your group. Some on your ship may not understand or even like the concept of having a Marine Detachment—it will be up to you to be sure your MSG peacefully coexists with the non-marine elements of your chapter.

The STARFLEET Marine Corps does give out awards and other forms of recognition, but we do not promote. Promotions up to Lt. Colonel come from your ship's CO, your Regional Coordinator (RC) can promote individuals to the rank of Colonel and the STARFLEET Executive Committee can promote individuals to the rank of Brigadier and above. We can and do send recommendations for awards and promotions to our STARFLEET counterparts, however, whenever we learn of a marine deserving of such recommendation. But the bottom line is that you will still be part of your local chapter, and conduct nearly all of your activities with them.

**Still Interested?**

You've taken a look around and decided that you want to do something a little different from the rest of the crowd. You've decided that working alone or in a small group won't bother you. You've decided you've got what it takes to make a difference. If this sounds right, then you've got what it takes to be one of us. Welcome aboard, Marine!

## **2.10 Choosing Your Unit's Particulars**

**Choosing your Individual Branch of Service**

Choosing a branch of service is fairly easy. Simply refer to that section of the manual and pick one that appeals to you. There are nine basic choices: Aerospace, Armor, Combat Engineers, Infantry, Maritime Operations, Medical, Mecha, Special Operations, and Support. Choosing a branch automatically sets some uniform and insignia choices for you (see the uniform section for more info). It has no other real effect on your activities. Just like in STARFLEET, picking Sciences or Engineering doesn't affect much more than your choice of uniform colors.

**Choosing your Individual Marine Occupational Specialities (MOS)**

Your MOS is based on your branch. An MOS is merely a statement of your (fictional) qualifications within your chosen Branch. It doesn't affect your activities, but it might affect your choice of uniforms, insignia, etc. You'll notice that MOSs are not given in this manual. This is because MOSs are numerous within the various branches, and would take up too much space in this material. Instead, MOS listings are given in the Branch Guidebooks of each branch of service.

**Choosing Your Unit's Branch Type**

Most units also decide on a branch type for the unit as a whole. If the majority of marines in your unit are of the same branch, then you would choose that branch for your unit type. However, just because your unit is one type of branch, it doesn't mean you (individually) can't choose a different branch or MOS. An Aerospace unit, for example, can still have Medical, Special Operations, or any other type of personnel assigned to it. It is this flexibility in unit organization that makes Strike Groups so effective in combat.

## **Choosing Nicknames**

Most units choose a nickname. This can be anything you like, as long as you follow some common sense. It can reflect your attitude, your specialty, a specific uniform standard, etc. Some examples include "The Black Rags" (they wear black bandannas on their head during paintball games), "The Wrecking Crew" (Combat Engineers, specializing in demolition), and "The Old Guard" (an Infantry unit that specializes in parade ground drill and ceremonies).

## **2.11 Okay, Now What?**

You know how the SFMC is organized, who's responsible for what, you've weighed the factors involved in setting up an MSG, and chosen a type of unit and your individual branch and MOS. What next? Look up the Brigade OIC to get your MSG number and get started. If there is no Brigade OIC, contact COFORCECOM. Once you decide on a unit number, let the Brigade OIC know. He'll get commissioning approval for your unit from COFORCECOM and then add you to the unit roster and send you some paperwork (the basic report forms, etc.) to help you get started.

## **2.12 Activities for Your Unit**

### **Have Fun!**

Whatever you have been doing to have fun, just keep on doing it. Joining the STARFLEET Marines isn't like the real world Marines, where you go away for a couple of months and get your head shaved. On the other hand, maybe you want to try something new. Different groups do different things for fun. Everything from bowling, putt-putt golf, and picnics to paintball, laser tag, and role playing games. The point of being in a fan club (which is a social organization, remember) is to have fun with a group of friends.

### **Make a Difference**

The flip side of all this fun and games is community service; doing something to help your fellow man, the environment, or the future of the world.

While the SFMC does not require its members to perform any community service, it is encouraged, in the same fashion that STARFLEET encourages its members to do so. Once again, to make it perfectly clear: The STARFLEET Marine Corps does not expect or require that you or your unit perform "community service activities" or "charity projects". We do, however, encourage it.

If you decide you do want to perform some kind of community service, then sit down with your fellow marines and think of a project you can do. Adopt-A-Highway clean up programs, coupon clipping for the Overseas Coupon Project, canned food drives, blood donations, whatever. Your community service doesn't have to be something large or expensive like building schools for poverty stricken children in Bosnia. Volunteer to clean up a city park, or repaint a local elementary school's playground equipment.

One area that sees very little STARFLEET focus is veteran's organizations like the VFW, American Legion, and Marine Corps League. Activities that assist or support groups like these are particularly appropriate for SFMC units. Whatever you decide to do, be proud of what you achieve. Every little bit helps, and even if you only make a small difference, you are still making a difference!

### **Passing the Word**

Once you've accomplished something, let someone know. Your Battalion or Brigade OIC would be a great place to start! If he doesn't know about your work, he can't do much in the way of recognition, can he? If you've come up with a simple and effective project for your group, let other groups know! They might be looking for something like that, or they might want to help you out! If you've discovered a fun new activity, or a unique twist on an old one, tell us about it! As your unit's reputation grows, you'll discover that more people will want to join and you'll receive more cooperation and respect from civilians and other STARFLEET members.

## SECTION 3 - Heraldry, Flags and Colors in the SFMC

### 3.1 Heraldry in the SFMC

A unit's patch or symbol, motto or slogan helps us to remember a unit's deeds in history. Each unit is encouraged to develop their own logo, nickname, motto and slogan. Some units have decided to start with a patch or logo which was or currently is used by a US military unit.

#### NOTE:

All units should submit a copy of their unit's logo, nickname, motto, and slogan (when used) to COFORCECOM for registration and archiving. By this method, every effort can be made to see to it that SFMC units each have their own unique identity.

#### Logos - Two Points Of Difference

A policy of Two Points of Difference has been established for SFMC patches. Whenever a unit chooses an existing patch design, the unit should modify the patch in two ways. For example, add the MSG number, change the color on one of the components, add a different colored component, etc. For example, the 288th MSG purchased several US Army 75th Infantry Brigade patches because they had the basic things the members wanted (a sword on a shield-shaped background, since the unit is stationed on USS *Broadsword*). The patches were then embroidered with a green shamrock and a gold unit number—two points of difference result in a unique piece of SFMC heraldry.

#### Mottoes, Slogans and Nicknames

A motto is a phrase that symbolizes the unit's spirit and purpose. Mottoes are usually dignified and serious. The United States Marine Corps' famous "Semper Fidelis," which is Latin for "Always Faithful", is a perfect example. A slogan is usually more casual. Slogans are catchy, easy to remember, and tend to evoke some form of emotion. The famous battle cry "Remember the Alamo!" is a good example of a slogan. Nicknames give a unit a unique identity, and can come from just about any origin. Often, the nickname refers to some event in the unit's history, the equipment and tactics they use, or to some little habit they have.

### 3.2 Flags and Colors

*Flags* are cloth devices, usually with a distinguishing color or design, which have special meaning or serve as a signal. The flag of the United Federation of Planets is an example.

*Colors* usually refers to the national flag or the ceremony of raising or lowering the national flag. For purposes of this section and for most real-world operations of the SFMC, colors shall refer to the national flag of the United States of America. Units operating in other countries should consult the national regulations and guidelines for their respective national flags.

Flags are usually 2 feet high by 3 feet long, or 4 feet high by 6 feet long and referred to as *Standards*. (Larger flags exist, but are usually only found at major installations, flying from large flagpoles). If a flag is trimmed on three sides with golden yellow fringe, it is referred to as a *Parade Flag* (a parade flag is also sometimes what *colors* refers to).

#### Honors to Colors

If not in a formation and passed by or passing the colors being carried, uncased, in a military formation, all SFMC personnel in uniform shall salute. If in a formation, personnel should salute together on command of the OIC of the formation. The salute should be rendered on command, or when the colors approach within 30 paces. It should be held until the colors have passed.

#### NOTE:

To render honors to colors while in civilian clothing: come smartly to attention, remove headgear and place it (or your hand if no headgear is worn) over your heart. Women need not remove their headgear but should place their hand over their heart.

When colors are raised/lowered at a mast/pole, all SFMC personnel in uniform within sight and hearing shall salute. The salute shall be held until the colors are properly closed up or run down when there is no national anthem or bugle call accompanying the ceremony. If there is a bugle call or anthem, the salute shall start on the first note of the music and be held until the last note. Personnel in vehicles should pull over and stop if it is safe to do so.

In salute to proper authority, state flags and organizational flags (i.e. - ship flags, unit guidons, the SFI flag, etc.) are dipped. The United States flag is never dipped, unless to return a salute initiated by another national color—the United States flag never initiates a salute by dipping first. Organizational flags may also be dipped in salute during any military ceremony while the national anthem, “To the Colors,” or a foreign national anthem is being played.

### **The National Anthem**

When the national anthem is played, marines stand at attention and face the direction of the music. If the anthem is played at colors, those present face in the direction of the flag and follow saluting procedures detailed above. The same marks of respect prescribed for the playing of our national anthem are shown during the playing of a foreign national anthem.

### **Guidons**

A guidon is a unit flag, usually mounted on an eight-foot wooden pole and carried by a guidon bearer during unit runs or marches. At other times it may be found mounted, hanging, or flying from a flagpole outside the unit's area. SFMC guidons are red in color, with gold lettering and/or devices. They are 18 inches high by 30 inches in length. There is an optional 3 inch deep indent, centered in the trailing edge, forming two swallowtail points. All guidons are of the same standard size and color; only the lettering (2" high, block style) and Brigade insignia differs. Each guidon shows the unit name across the top (i.e., 001st MSG, 002nd MSG, 003rd MSG, etc...), the Brigade insignia in the center and the words “STARFLEET Marine Corps” across the bottom.

## **3.3 Streamers**

Streamers are awards that are given to a unit for attaining certain levels of performance as indicated below. The streamers themselves are easy to create with readily available materials from almost any fabric store. The streamers are all 3" in width and 36" long, the color and lettering of each Streamer is indicated in the award description. Streamers can be made by obtaining the proper color fabric, hemming the edges to the correct size and then applying 2" iron-on letters as indicated in the award description, below.

The streamers are to be fastened on the unit's guidon pole directly above the guidon and below the cap. If the unit does not have a guidon they may fasten the streamers earned by their unit on the pole for their SFMC/STARFLEET flag (if they have one) or to an empty pole until the unit can create or purchase their guidon or SFMC/STARFLEET flag.

Streamers for past years may be awarded only for the Meritorious Unit Citation, Legion of Valor and Legion of Honor awards.

The current streamers used by the SFMC are listed below. Additional Streamers may be authorized as the General Staff decides which performance levels can be accurately measured for use in this program.

## SFMC Streamers

### Reporting Award

**Awarding Authority:** BDE OIC (for MSG and BN level units)  
COFORCECOM (for BDE and higher level units)

**Frequency:** Annual (one per unit per year)

**Description:** Red with Gold Lettering. Lettering is REPORTING and the year of the award.

This award is given to any unit with a perfect 100% on time reporting record for an entire calendar year (January to December). Any late or missed report will disqualify the Unit from earning this award.

### Recruiting Award

**Awarding Authority:** BDE OIC

**Frequency:** Annual (one per MSG per year)

**Description:** Light Blue with Gold Lettering. Lettering is RECRUITING and the year of the award.

This award is given to any MSG that recruits at least 10% of their unit strength (based upon January 1-or later for newly activated units-strength) in any given year. The new recruits (and starting unit strength) must be properly reflected in the STARFLEET Database as marines (either Active or Reserve status).

### Participation Award

**Awarding Authority:** BDE OIC (for MSG and BN level units)  
COFORCECOM (for BDE and higher level units)

**Frequency:** Annual (one per unit per year)

**Description:** Green with Black Lettering. Lettering is ACTIVITY and the year of the award.

This award is given to any unit that has at least 20% of its members attend either the BDE Muster (or Regional Summit), other Marine specific Activities within the BDE, Marine specific activities in other BDEs (Musters, paintball, etc...) or the International Muster, as identifiable Marines. Members who attend both cannot be counted. This must be 20% of the unit made up of distinct individuals.

### SFMC Staff Service Award

**Awarding Authority:** Commandant

**Frequency:** Annual (One per member per year)

**Description:** Royal Blue with White lettering, as indicated below, and the year of award.

This streamer is awarded for members of a unit (MSG level only) serving the SFMC at the Corps level. More than one streamer may be awarded to a unit based upon the Corps level posts held by the unit's marines, but only one (1) streamer may be awarded per marine each year. The lettering on the streamer is based upon the post held by members of the Unit. The positions eligible for this award, and the respective, lettering will be:

**Branch Director/SFMCA School Director:** SFMCA

**Brigade Training Officer:** (BDE #) BTO

**SFMC WebTeam:** WEBTEAM

**SFMC Public Information Officer:** PIO

**Deputy Commander, SFMC Command:** DCO (FORCECOM, INFOCOM, TRACOM)

**Commander, SFMC Command:** CO (FORCECOM, INFOCOM, TRACOM)

**Sergeant Major, SFMC:** SGM SFMC

**Deputy Commandant:** DEPDANT

**Commandant:** DANT

**BDE Staff Service Award**

**Awarding Authority:** BDE OIC

**Frequency:** Annual (One per member per year)

**Description:** Black with Red lettering, as indicated below, and the year of award.

This streamer is awarded for members of a unit (MSG level only) serving the SFMC at the BDE or BN level. More than one streamer may be awarded to a unit based upon the Corps level posts held by the unit's marines, but only one (1) streamer may be awarded per marine each year. The lettering on the streamer is based upon the post held by members of the Unit. The positions eligible for this award, and the respective, lettering will be:

**Brigade OIC:** BDE OIC

**Brigade Deputy OIC:** BDE DOIC

**Brigade SGM:** BDE SGM

**Battalion OIC:** BN OIC

**Battalion Deputy OIC:** BN DOIC

**Battalion SGM:** BN SGM

**Other Authorized BDE Staff:** (Staff Post Name)

**Community Service Award**

**Awarding Authority:** BDE OIC (for MSG and BN level units)

COFORCECOM (for BDE and higher level units)

**Frequency:** Annual (one per unit per year)

**Description:** Silver/gray with Gold Lettering. Lettering is SERVICE and the year of the award.

This award is given to any unit that donates at least 250 hours (at least one-half of the units in the BDE must earn this award to authorize the BN/BDE level streamers) of time (combined from all members of the unit) to Community Service projects (Toys for Tots, food drives, charity fundraisers, etc...) during the calendar year.

**Meritorious Unit Award**

**Awarding Authority:** BDE OIC (for MSG and BN level units)

COFORCECOM (for BDE and higher level units)

**Frequency:** Annual (one per unit per year)

**Description:** White with Blue Lettering. Lettering is MUC and the year of the award.

This streamer may be added to the unit's guidon after they have been awarded the Meritorious Unit Citation.

**Legion of Valor Award**

**Awarding Authority:** BDE OIC

**Frequency:** Annual (one per BDE per year)

**Description:** Gold with White Lettering. Lettering is VALOR and the year of the award.

This streamer may be added to the unit's guidon after they have been awarded the Legion of Valor.

**Legion of Honor Award**

**Awarding Authority:** Commandant

**Frequency:** Annual (one per year)

**Description:** Gold with Red Lettering. Lettering is HONOR and the year of the award.

This streamer may be added to the unit's guidon after they have been awarded the Legion of Honor.

## SECTION 4 - Ranks

Rank in the STARFLEET Marine Corps is structured similarly to STARFLEET rank. The accompanying rank & insignia chart will help you to understand this structure. Study it carefully, paying particular attention to the abbreviations, which will be used extensively from this point forward.

### Grades vs. Ranks

In order to simplify comparison between the “naval” and “marine” rank systems, the SFMC often refers to “grades” as opposed to “ranks”. While a rank is a title, like “colonel”, a grade (occasionally referred to as a “pay grade”) is an alphanumeric designator, like “O5” which is the same for both naval and marine ranks. In other words, an O6 (naval CAPT, marine COL) always outranks an O5 (naval CMDR, marine LTC) regardless of whether his rank is SFI or SFMC.

Please note that if a member of STARFLEET wishes to participate in the fan club as a marine, they are entitled to use the ground forces rank structure, as shown in this manual and the STARFLEET Membership Handbook. That is to say, if your Chapter CO promotes you to a grade of O5 and you are a marine (Active or Reserve), you are entitled to use the Marine rank of Lieutenant Colonel, even though your non-marine shipmates who are O5s go by Commander. Using the Marine rank does not change your responsibilities or rights as a member of SFI, it merely designates you as a marine.

### Promotions

In STARFLEET, promotions up to the grade of O5 are handled strictly by your SFI Chapter. Promotion to the grade of O6 is handled by the Regional Coordinator and Grades of O7 or higher are awarded by STARFLEET’s Executive Committee. In different chapters, promotions are handled in different ways. Some ships use a point system, awarding points for activities and then promoting you when you accumulate enough points. Other chapters vote as a group on whether or not a member of the chapter deserves a promotion. Still others base their promotions on time-of-service with the club, requiring a certain minimum time in the group before you can be promoted another grade of rank. As you can see, there are probably as many ways to handle promotions as there are chapters in STARFLEET. This is the primary reason why the SFMC does not promote. However, we do offer our recommendations and evaluation of a Marines service, if requested by the Chapter CO or Executive Committee.

### SFMC Ranks and Insignia

In the SFMC, we use a rank structure very similar to the 20th century United States Marine Corps and United States Army. This is done for two important reasons. First, it allows us to use some commercially available rank insignia with only slight modifications necessary to make it distinctly ours. Second, it is easily understood by anyone with even a little military experience. Our system also nicely correlates with the system already used by SFI.

There are two basic forms of rank: enlisted and officer. The enlisted ranks are separated into grades E1 through E9. From lowest grade to highest, the enlisted ranks are Private (PVT), Private First Class (PFC), Lance Corporal (LCPL), Corporal (CPL), Sergeant (SGT), Staff Sergeant (SSGT), Gunnery Sergeant (GSGT), First Sergeant (1SGT), and Sergeant Major (SGM). One SGM is appointed by the Commandant to the position of Sergeant Major of the STARFLEET Marine Corps (abbreviated as SGM/SFMC). This is a duty assignment, not a rank.

In a similar fashion, the officer ranks are separated into 11 grades (O1 to O11). From lowest to highest, they are Second Lieutenant (2LT), First Lieutenant (1LT), Captain (CPT), Major (MAJ), Lieutenant Colonel (LTC), Colonel (COL), Brigadier (BDR), Brigadier General (BGN), Major General (MGN), Lieutenant General (LGN) and General (GEN). There is no equivalent to STARFLEET’s rank of Fleet Admiral, as that rank indicates the individual who is elected President of SFI.

Fig. 4-1 Officer Rank Chart

Officer Rank Chart (Insignia Metal is Gold in Color)		
Grade	SFMC Rank	SFI Rank
O12	No Equivalent*	 Fleet Admiral (FADM)
O11	 General (GEN)	 Admiral (ADM)
O10	 Lieutenant General (LGN)	 Vice Admiral (VADM)
O9	 Major General (MGN)	 Rear Admiral (RADM)
O8	 Brigadier General (BGN)	 Commodore (COMM)
O7	 Brigadier (BDR)	 Fleet Captain (FCAPT)
O6	 Colonel (COL)	 Captain (CAPT)
O5	 Lieutenant Colonel (LTC)	 Commander (CDR)
O4	 Major (MAJ)	 Lieutenant Commander (LTC)
O3	 Captain (CPT)**	 Lieutenant (LT)
O2	 1st Lieutenant (1LT)	 Lieutenant Junior Grade (JG)
O1	 2nd Lieutenant (2LT)	 Ensign (ENS)

Fig. 4-3 Enlisted Rank Chart

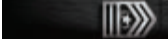

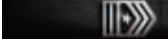

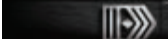

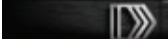







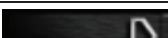
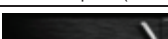
Enlisted Rank Chart (Insignia Metal is Silver in Color)		
Grade	SFMC Rank	SFI Rank
E9	 Sergeant Major of the STARFLEET Marine Corps (SGM/SFMC)	 Master Chief Petty Officer of STARFLEET (MCPO/SFI)
E9	 Sergeant Major (SGM)	 Master Chief Petty Officer (MCPO)
E8	 First Sergeant (1SGT)	 Senior Chief Petty Officer (SCPO)
E7	 Gunnery Sergeant (GSGT)	 Chief Petty Officer (CPO)
E6	 Staff Sergeant (SSGT)	 Petty Officer First Class (PO1)
E5	 Sergeant (SGT)	 Petty Officer Second Class (PO2)
E4	 Corporal (CPL)	 Petty Officer Third Class (PO3)
E3	 Lance Corporal (LCPL)	Crewman (CRM)
E2	 Private First Class (PFC)	Crewman Apprentice (CRA)
E1	Private (PVT)	Crewman Recruit (CRR)

Fig. 4-2 Warrant Officer Rank Chart

Officer Rank Chart (Insignia Metal is Gold in Color)		
Grade	SFMC Rank	SFI Rank
W5	 Chief Warrant Officer (CWO5)	No Equivalent
W4	 Chief Warrant Officer 4 (CWO4)	No Equivalent
W3	 Chief Warrant Officer 3 (CWO3)	No Equivalent
W2	 Chief Warrant Officer 2 (CWO2)	No Equivalent
W1	 Warrant Officer 1 (WO)	No Equivalent

**Note:**

TOS and Movie-Era (ST:II through ST:VII) Fleet ranks are different from those shown above. Consult the current STARFLEET International member handbook for these rank insignia. SFMC Insignia are the same across all era.

\* A "Five Star" General rank insignia may be worn and only worn by past and current Fleet Admirals.

\*\* Marine Captain (CPT) is occasionally confused with the Fleet rank of Captain (CAPT), so some Marines prefer to use MCAPT and MCPT.

### Tips on Understanding Marine Officer Rank

A handy way to remember the order of rank for general officers is the mnemonic: "Be My Little General" which refers to the ranks Brigadier General, Major General, Lieutenant General and General in order from lowest to highest.

A STARFLEET Marine captain (O3) is very different from a STARFLEET naval captain (O6). In the real-world military, anytime a marine captain serves aboard a navy vessel, he is referred to as major (one rank above his actual rank). This is to prevent confusion during combat or emergencies, since there can only be one "Captain" aboard a Navy ship. Likewise, whenever another naval officer with the rank of captain was aboard, he was referred to as commodore.

Since nearly all chapters in STARFLEET are ships, it poses an interesting problem for the STARFLEET Marines with the rank of captain (O3). Not surprisingly, we have adopted a similar method for reducing confusion. In all situations where a marine officer with the rank of captain (O3) has that rank announced aloud (as in presentation of awards and formal functions), they are referred to as "Marine Captain." Likewise, whenever such officers compose correspondence (including e-mail), they designate their rank as "Captain, SFMC." When abbreviating rank, a marine captain uses "CPT" whereas a naval captain uses "CAPT".

### The NCO Corps

We do this through developing and maintaining a body of dedicated enlisted Marines, known as the NCO Corps. The nine enlisted ranks are further divided by designating grades E4 through E9 as Non Commissioned Officers (NCOs), with E4 through E6 being Junior NCOs and E7 through E9 as Senior NCOs. All enlisted Marines who hold grades of rank from E4 through E9 are considered members of the NCO Corps.

The NCO Corps serves two very important functions in the SFMC. The first is to organize, coordinate and promote community service. It doesn't matter what form of community service, and it doesn't matter how large or small the effort. The Marine NCO is there to plan, advise, participate and encourage community service in his or her chapter. Leader, laborer and cheerleader, the Marine NCO is expected to set the standard for others to follow in community service.

The second function of the Marine NCO is to recruit, encourage and guide new members in the SFMC and their local chapter. This is particularly important where younger members are concerned. When a new member joins the chapter, the Marine NCO is there to make them feel welcome. When they have questions, the Marine NCO is ready to help them find the answers they need. From helping the new member get a uniform together to explaining the differences between the SFMC and its naval counterparts, the NCO is a leader and a friend.

### Warrant Officers

From their history in the real world militaries of the 20th century, the Warrant Officer (WO) has a place within the SFMC. The Warrant Officers serve in those fields and billets that are too specialized in scope for unrestricted officers and billets that require a Marine in a grade above staff noncommissioned officers. Warrant officers are, in essence, the technical specialists of the SFMC and serve to fill in holes that would normally require an officer to cover, thus freeing the officer for more essential tasks such as base, unit or department administration.

Warrant Officers are accessed exclusively from the Marine Corps' enlisted ranks and are considered enlisted personnel for purposes of annual awards and promotions.

Warrant officers are accessed from enlisted Marines with (usually and historically) 3-5 years time in service and primarily from the grades of SGT-GSGT.

#### The Warrant Officer grades are:

- Warrant Officer (WO)
- Chief Warrant Officer Two (CWO-2)
- Chief Warrant Officer Three (CWO-3)
- Chief Warrant Officer Four (CWO-4)
- Chief Warrant Officer Five (CWO-5)

#### NOTE:

Enlisted ranks fall below officer ranks in the Chain of Command, even though many senior NCOs are much more experienced and knowledgeable than the junior officers commanding them. In fact, there is a standing joke in the service that the only rank lower than Private is Second Lieutenant.

#### NOTE:

Because STARFLEET is based on Star Trek, and Trek episodes and movies deal mostly with officers, there are far more officers in SFI than there are enlisted personnel. There are only a handful of enlisted characters shown on Trek, and most of those tend to get eaten or otherwise killed in short order. While this isn't really a problem in SFI, in the STARFLEET Marines we have a higher percentage of enlisted rank members. This is because we try much harder to recruit and retain enlisted members.

The rank insignia to be worn by Warrant Officers is the gold "half pip" (the gold/black pip worn to distinguish Lt. Commander from Lieutenant by STARFLEET). One pip is worn for WO, 2 pips for CWO-2, 3 pips for CWO-3, 4 pips for CWO-4, and 5 pips for CWO-5.

It is intended that those selected for Warrant Officer demonstrate advanced knowledge of the SFMC, leadership abilities and their chosen career field. Therefore is it SUGGESTED that the following criteria be used for selection of Warrant Officers by Chapter CO's and MSG OIC's for the promotion of any enlisted marine to the rank of WO-1:

1. 3-5 years in service to the STARFLEET Marine Corps;
2. Hold the minimum rank of Sergeant;
3. Be promoted, by the chapter CO, to the rank of WO1. NOTE: Warrant Officer promotions are chapter promotions and not FLEET/SFMC;
4. Complete the Marine Officer Basic School (MOBS) through TRACOM (unless they have already completed OTS, PD-10, IN-10, LD-10, and NCO-10); and
5. Complete a minimum of the -20 level course in their chosen Branch of Service.

It is strongly suggested that promotion to CWO-2 through CWO-5 require a minimum of 2 years time in grade for promotion and that promotion to CWO-2 require the marine to complete the -30 course for their chosen Branch of service as well as PD-20, LD-20, NCO-20 and IN-20. It is further suggested that CWO-3 candidates have completed OCC, PD-15, LD-27 and NCO-30.

Warrant Officers generally have monitors who attempt to match the Marine Corps' needs with the officer's interest/needs. The monitors are located in the Offices of the Sergeants Major of the STARFLEET Marine Corps. The Assignment Branch is categorized into the ground and aviation component. Each year, the monitors visit each major base/station to conduct face-to-face meetings with as many Marines as possible. Another officer involved in the assignment process for warrant officers is the MOS Specialist. The MOS Specialist for each warrant officer MOS is a senior Chief Warrant Officer (CWO). These programs will be established at a later date and criteria set forth through the Office of the Sergeant Major of the SFMC and sent down to the various Brigade Sergeants Major for their use, if desired.

Warrant Officers who reach the ranks of CWO-5 have only one option for further advancement: Become a fully commissioned Officer and continue their career advancement. Otherwise a CWO-5 may continue to serve in that rank and assignment until they decide to retire for whatever reason.

## SECTION 5 - Military Courtesy And Customs

Military courtesy is the mutual respect shown between subordinates and their superiors. It is basic to military discipline and is founded upon respect for, and loyalty to, properly constituted authority. Every feature of military life has its effect on discipline and courtesy.

### The Hand Salute

While it is no longer used in STARFLEET, the hand salute is one of the many traditions that is still observed by the STARFLEET Marine Corps. The salute is a formal rendering of courtesy by military personnel. It is both a recognition of military rank and authority, and a greeting exchanged between members of a unique professional organization with special rules and codes of conduct. The hand salute is a universally recognized form of greeting and no Marine should feel embarrassment because he may have saluted someone who is not strictly entitled to it by Marine regulations.

**How to Salute:** Salute from a position of attention. Your right upper arm should be parallel to the deck or ground, forearm inclined at a 45-degree angle, hand and wrist straight, palm slightly inward, thumb and fingers extended and joined, with the tip of your forefinger touching your cap bill. (If you are uncovered or wearing a beret, your forefinger should touch your brow or the temple of your glasses if you wear them.) Face the person saluted, or if you're walking, turn your head and eyes toward the person. Hold the salute until the officer has returned or acknowledged it, then bring your hand smartly to your side. Marine personnel under arms render the salute prescribed for the weapon with which they are armed. Always salute with precision and enthusiasm. Never salute with anything in your hands or mouth. Never duck your head when saluting, but keep your chin up and back straight.

**When to Salute:** All SFMC personnel in uniform should salute when the person approaching or being approached is recognized as being authorized a salute (usually between five to 30 paces away). Salutes are never rendered in tactical situations, while seated, or indoors (except when reporting to a superior officer). Salutes are not required to be rendered or returned when either the senior or subordinate or both are in civilian attire.

**Whom to Salute:** If you are enlisted, salute all officers of the SFMC, SFI, or allied foreign services. If you are an officer, salute only those officers which are above your grade. Enlisted personnel are not normally saluted. Exceptions to these guidelines are personnel standing watch as Officer of the Watch (OW), Officer of the Deck (OD) or Command Duty Officer (CDO)—regardless of your comparative grades, you should salute these individuals when you are ordered to report to them. Recipients of the Gold Nebula should also be saluted regardless of your comparative grades. Civilians may be saluted by Marines in uniform when appropriate, but the headgear should not be raised or tipped as a form of salutation. There is one simple rule of saluting: When in doubt, salute.

### Reporting

To report indoors or aboard ship, first remove your headgear and knock or signal at the doorway. If the door is open, request permission to enter. In either case, once you enter the room, advance to a position two paces away from the desk and centered on it. Halt, come to attention, and render the hand salute if the person to whom you are reporting merits a salute. Report by saying, "Sir, Lieutenant Smith reporting as ordered," or the equivalent. Hold the salute until it is returned. Once you have completed your business, come to attention, salute again, execute an about face once the salute is returned, and then exit the room.

### Forms Of Address used by Officers

When addressing or greeting a superior officer, address him as "sir", by rank ("Captain"), or by rank and last name ("Admiral Wilson"). When addressing an officer of equal or lower rank, you may also address him by first name if you have his permission. Naval officers below the rank of Commander may be addressed by the title "Mister" with or without their last name ("Mister Brown"). To address an NCO, use their rank only or rank and last name. Enlisted personnel below NCO may also be addressed simply by the term, "marine."

#### NOTE:

Accompanying the hand salute with an appropriate greeting such as, "Good morning, sir," is encouraged. Do not mumble a greeting, but use only enough volume to make yourself heard. You should not greet people in the same tone of voice that you use when evacuating a burning shuttle.

**Forms Of Address used by Enlisted**

Enlisted personnel always address officers by either rank, rank and last name, or "sir." When addressing enlisted personnel who are of lower rank, but not an NCO, you may use their last name (Jones) or the term "marine." To address an NCO, use their rank, or rank and last name.

**Other Forms of Address**

By tradition, the commanding officer of any ship, no matter what his rank, is properly addressed as "Captain." An officer in the Medical Branch is addressed and referred to by title, or as "Doctor" when appropriate. A chaplain may always be called "Chaplain" no matter what his rank. Marines should always introduce unacquainted persons to each other: The junior in rank is introduced to the senior; regardless of rank, all personnel are introduced to a chaplain.

**Other Courtesies**

The command "Gangway!" should be given by anyone who observes a SFMC or SFI officer approaching where passage is blocked. The courtesy is also extended to important civilians. The senior NCO present is responsible for clearing the passage properly and promptly. Enlisted personnel do not clear a passage for themselves or other enlisted men this way, but should say, "coming through."

## SECTION 6 - Branch of Service, MOS and Common Duties

### 6.1 Branch of Service and MOS

All of the jobs in the Starfleet Marine Corps are grouped together by type, and are referred to as "Branches of Service." All the jobs relating to flying aircraft, for example fall under the Aerospace branch. Everything related to tanks is in the Armor branch, and so on.

Most branches have a number of specialties within them, which are called Marine Occupational Specialties, or MOSs. Here is a list of the branches currently available within the SFMC, and a brief explanation of each. With each branch is a (very) basic list of MOS types available. For more information, check with the COTRACOM for the specific branch you are interested in.



#### Support (100 series MOS numbers)

The Support Branch is the SFMC's largest and most complex. Combat support and combat service support functions ranging from military intelligence and signal corps, to logistics and research & development, are encompassed by the Support Branch. Example MOSs within this branch include Quartermasters, Intelligence Analysts, Computer Technicians, Military Police, Musicians and a host of other MOS descriptions that fall outside of the direct-combat concept. The Support Branch contains nearly 60 distinct organizational components which employ millions of marines and civilians.



#### Medical (0200 series MOS numbers)

Members of this branch provide first aid and surgical support of all types during combat operations. Examples of MOSs within this branch include Combat Medics, Nurses, Flight Surgeons, and Xenophysicologists. It is important to note that SFMC medical personnel often function where there is no advanced support by Starfleet medical assets like a ship's medical section. They must face the dual challenge of keeping the wounded alive with a minimum of equipment and staying alive themselves (as the enemy often disregards the noncombatant status of medical personnel).



#### Infantry (0300 series MOS numbers)

Infantry is the fundamental combat force of any military, and the cornerstone of the Corps. There are two basic types of infantry in the SFMC: Light Infantry and Powered Infantry. Light Infantry very much resemble their historical counter-parts of the late 20th Century—well equipped, smart, and agile. Powered Infantry add a new dimension to the battlefield. Wearing self-contained, heavily armed and armored powered suits, each carries firepower nearly equal to an entire squad of Light Infantry. Example MOSs in this branch include the basic Infantryman, as well as Light and Heavy Weapons specialists, Scout/Snipers, and a variety of unique Powered Infantry specialties.



#### Armor (0400 series MOS numbers)

This branch consists of Artillery, Mechanized Infantry, Surface Engagement, and Cavalry. Artillery units provide fire support and air defenses to ground units, Mech Infantry provide fast and protected transportation for infantrymen, Surface Engagement uses heavy firepower in the direct assault or defense, and the Cavalry provides reconnaissance and security for other ground forces. This branch is often referred to as a "sister service" to Mecha, because of the similarities in their operational doctrine. MOSs in the Branch include Armored Fighting Vehicle Pilot/Vehicle Commander, Artillery Spotter, Infantry Fighting Vehicle Systems Operator, and many more.



**Mecha (0500 series MOS numbers)**

Mecha are large, heavily armed and armored humanoid vehicles capable of a formidable variety of combat applications from assault to air defense. Not as fast as armored units on open ground, they still carry a tremendous amount of firepower, and can do many things that traditional armor cannot. They have a limited but vital application on the modern battlefield, and Mecha forces are usually elite units with high esprit de corps. MOSs include pilot specialties for the wide range of Mecha vehicles, as well as jobs for systems operators and support personnel which naturally come with fielding such a technologically complex combat force.



**Aerospace (0600 series MOS numbers)**

Aerospace personnel fly and maintain aerospace fighters, attack craft, cargo transports, and other Marine transatmospheric craft like drop shuttles and medivac transports. Other members of this branch coordinate and assist pilots in their duties. Example MOSs in this branch include pilot specialties for all the assorted craft as well as jobs like Aerospace Intercept Officer and EW Specialist. Common missions in Aerospace include ground support, aerospace superiority, interdiction, and interception. Because of that last type of mission, Aerospace pilots are considered either very brave or insane. Of course, they feel the same way about the Infantry.



**Combat Engineer (0700 series MOS numbers)**

Combat Engineers perform the duties of construction, demolition, and survey in a variety of environments (underwater, underground, deep space, etc.) and under direct combat conditions. When the Infantry needs defensive obstacles, they call the Engineers. When Armor needs to breach an obstacle, they call the Engineers. When Community Relations needs 200 portable toilets for an air show...well, you get the idea. MOS examples in the Branch include Heavy Construction Equipment Operator, Field Scientist (Geology), Combat Ecologist, Sapper, Diver, and CBR Specialist.



**Special Operations (0800 series MOS numbers)**

Because the SFMC has so much space to cover and only so many rapidly-deployable resources in any given sector, the Corps relies more heavily on its Special Forces than perhaps any other military force in history. These "force multipliers" can conduct unconventional warfare that can augment, and sometimes even substitute for, conventional ground force deployment. Members of this branch perform unconventional and often classified duties like small unit raids or hostage rescues. These duties often involve working without friendly support, inside hostile territory. Example MOSs in this branch include Weapons Sergeant, Team Medic, Interpreter/Linguist, and Datawarfare Specialist.



**Maritime Operations (0900 series MOS numbers)**

If you follow the traditions of the Marines back to its very beginnings, there is one thing that differentiates it from other soldiers... the fact that they rode ships to where they needed to go. After many long years, the SFMC has returned this proud element to the Corps. The Maritime Operations branch is responsible for all sea-borne operations. MOS examples include Signalman, Ocean System's Technician, Master at Arms, Gunner's Mate, Turbine Technician, and Hull/Repair Technician.

## 6.2 Common Duties of a STARFLEET Marine

There are two general categories of assignments for all marines. These are referred to as Garrison Force and Fleet Marine Force. A Garrison Force is assigned shore duty; that is, they are assigned to a planetary base, starbase, or station. Fleet Marine Forces are assigned to Starfleet vessels, either as the ship's Marine Detachment (MARDET), or as a "deployment force" which is embarked on the ship in order to rapidly respond to crises when the Federation finds such a force useful and appropriate. Marines are rotated regularly between the two general assignments, to keep skills and motivation at the highest level. Following is a listing of some common types of duty for marines assigned to each force.

### Garrison Force Duties

**Garrison Defense:** This type of duty accounts for the lion's share of Garrison Force marines by far. This is a role historically more suited to forces known as "armies". However, since the SFMC is the *entire* Starfleet ground force, it must serve both the traditional "marine" roles of assault and security, as well as the "army" roles of large-scale ground warfare and defense. Gone are the days when marines took the beach and the army moved in and garrisoned the area— the Starfleet Marines now must do both jobs.

**Training and Doctrine Command:** The marine is assigned to a training unit, either as an instructor or as a student. The training may be a new skill, or a refresher on some essential task like first aid. The Marine may attend the Marine Academy or be placed on minimal duties while he attends a civilian university or other educational institution.

**Courier:** The marine may serve as an armed classified courier, carrying important documents to and from various military and/or scientific offices. Such documents are often too sensitive to trust to standard electronic transmission, or require a physical sample to be transferred.

**Armed Escort:** The marine may serve as an armed escort for a diplomat, high-ranking officer, VIP, or even a prisoner. This often requires the marine to dress incognito and serve under the leadership of a Starfleet Security officer.

**Brig/MP:** For many Starfleet and planetary installations, Marines may be assigned to man heavy weapon stations or patrol in powered armor suits, assisting Starfleet Security personnel. Also, many Starfleet briggs are operated by marine correctional officers.

**Embassy Duty:** Marines serve as a visible representation of Federation military commitment and potential by serving at any of the many Federation embassies throughout the quadrant. Site security, courier duty, and protocol functions are common duties during this assignment.

**Military Attache/Aide de Camp:** The marine may be assigned as a personal or staff assistant to a SFMC general officer, or to Starfleet Admiralty. Considered by some to be the best duty available, after embassy duty on Risa.

**Research and Development:** A marine may be assigned to the R&D division of the Support Branch, or may work directly with the Starfleet Materiel Command, and tasked with developing and testing new equipment or weaponry. Testing weapons is even less popular duty than you might first suspect, and can be hazardous. There is a widely held belief among the Corps that scientists consider Starfleet Marines to be 'damage resistant expendable test assets.'

**Recruitment:** Duty at one of the Starfleet Marine Corps recruiting centers. Some of the very best marines are assigned this duty for at least some portion of their careers, serving as an example of what service in the Corps can do, and what it can mean.

## Fleet Marine Force Duties - MARDETS

**Boarding Party:** A ship's MARDET often forms part or all of a boarding party (depending on size and qualifications of the Starfleet Security department on board). Boarding parties are assault teams that board hostile vessels with the intention of seizing or destroying it. Transporters, shuttles, and armored space suits are all methods used to transport boarding parties.

**Landing Party:** Marines from a ship's MARDET often participate in Away Missions as part of a ship's landing party. The marine is usually tasked to participate as either additional security for the team, or as the team expert on military matters.

**Sentry Duty:** A Ship's Captain may order sentries posted at various sensitive areas under a variety of readiness or combat conditions. On ships with MARDETs, this duty normally falls to the marines.

**Gun Crews:** Marines from a ship's MARDET often man certain weapons systems or stations aboard ship when the ship engages targets or requires defense. Although the generic term for this duty in "Gun Crew", Marines may man phasers, torpedo launchers, or other defensive systems.

**Damage Control:** This is a common duty for Marines who are not needed for gun crews, surface operations, or flight duty. Squads of marines, with or without Powered Armor suits, work under the supervision of Starfleet Engineering personnel to fight fires, remove damaged components and repair ship systems.

**Search, Missing Person:** This is an uncommon but extremely important duty for a MARDET. A search in which teams of crewmen and marines physically check all ship's spaces that could possibly contain an injured or lost person. This type of search is predicated on the assumption that the missing person wants to be found, and searchers are not usually armed for this type of search.

**Search, Unknown Device:** A variation of the missing person search, except the purpose of the search is to discover a hidden or missing object (a bomb, homing transmitter, etc.) This is a much more detailed search, because devices are much easier to conceal than people. Powered Armor suits may even be used to search the exterior hull surfaces.

**Search, Intruder Aboard:** An armed and exhaustive search, in which one or more hostile persons are believed to be aboard. Armed combat teams must rapidly search and secure all vital areas of the ship, killing or incapacitating any enemy personnel encountered, until the entire ship is secured.

**Repel Boarders:** The exact opposite of Boarding party duty, as marines try to prevent enemy boarding parties from seizing or destroying areas of the ship. This can be extremely difficult and hazardous, because while the Marines must try to avoid collateral damage to the ship's systems and crew, the enemy boarders are rarely under the same restrictions.

**Ship's Armorer:** Because of a marine's expertise in a variety of weaponry, he may be assigned duty as the Armorer for the entire ship's crew, or for a secondary marine armory or weapon's locker. Additionally, a Marine may serve as the quartermaster for equipping Away Teams.

## Fleet Marine Force Duties-Deployment Forces

**Surface Action:** Also known as amphibious operations, these missions consist of action against opposing ground forces (rioting civilians, terrorists, or conventional military units). Usually involves direct combat. The majority of Deployment Forces are designed for amphibious operations—which today mean operations from orbit to a planetary surface (historically, amphibious referred to deploying forces from the sea to the land).

**Aerospace:** Members of the Aerospace branch may be assigned to a marine squadron on a carrier, or tasked to serve as shuttle pilots in support of their ship. On a carrier, the Marines are not normally tasked to act as shuttle pilots, except in the case of assault shuttles.

## SECTION 7 - Uniforms

### 7.1 Uniform Standards

#### Purpose of the Uniform

The purpose of a uniform is to provide identification and evidence of your profession, and your standing within that profession, through the use of insignia, equipment and accessories. The purpose of SFMC uniform regulations is merely to provide a standard professional appearance that allows a STARFLEET Marine to be easily recognized as such. ***Your dress, appearance, and conduct are a reflection of your own self respect. It is also a prime indicator of the degree of respect with which you regard your service to the STARFLEET Marine Corps.***

#### When Wearing the Uniform is Recommended or Prohibited

Wear of the Marine uniform is never required, but when it is worn it is required to be worn correctly. The Marine uniform can be worn at any Marine, ship, or fan function where the Marine uniform would seem appropriate in context.

Wear of the uniform is prohibited under the following circumstances:

- In connection with the promotion of any political or commercial interests.
- Except as authorized by competent authority, when participating in public speeches, interviews, picket lines, marches, rallies or public demonstrations.
- When wearing the uniform would bring discredit upon the SFMC.

#### Uniform Appearance and Fit

Uniforms should be properly fitted, clean, serviceable, and pressed as necessary. While absolute uniformity of appearance cannot be expected, personnel must project a professional image that leaves no doubt that they are accountable to a common standard. Uniforms should be kept buttoned and zippered, metallic devices should be kept in proper luster, shoes should be cleaned and shined, and pant and shirt cuffs should not be excessively long or short.

#### Personal Appearance

It is the responsibility of commanders to assure their uniformed personnel present a neat and professional appearance, and it is the duty of each Marine to take pride in his or her appearance. Hair on the top of the head should be neatly groomed and not unruly or unkempt. If longer than the shirt collar, it should be gathered and styled to remain above the collar. Its style should not interfere with proper wear of headgear. Facial hair should be neatly trimmed and not excessive. Makeup and nail polish should be conservative and compliment the uniform.

#### Wearing of Civilian Jewelry

The wear of one personal chronometer is authorized with all uniforms. Rings and earrings may be worn so long as they are in good taste and do not detract from the appearance of the uniform. Chains and necklaces should be kept under the uniform shirt at all times. No jewelry, watch chains or similar civilian items to include pens and pencils, etc. will appear exposed on the uniform.

#### !CAUTION!:

Uniforms should not be worn to functions where the majority of attendees would not recognize it as some type of fan uniform. Especially the Mess White and Class C uniforms are not readily recognizable as a non-military uniform. Marines should avoid wear of the uniform in any context where it may appear paramilitary or intimidating to the public.

## 7.2 Uniform Styles

**NOTE:**

Other than name tags listed in this manual, no other badges or nameplates are authorized for the uniform except during conventions or similar events when a badge must be worn for the duration of the event. In this case the badge will be displayed in a manner complementing the uniform, and all marines in attendance should wear the badge in the same location on the uniform.

There are several time lines in the Star Trek universe, some of which are many (fictional) years apart while others overlap. This makes it difficult to come up with a simple, yet logical uniform plan even for the designers of the shows! For the sake of “uniformity” and consistency, then, these various styles have been streamlined in the SFMC into three classes: Class A - Dress Uniforms; Class B -Duty Uniforms; and Class C - Field Uniforms.

Even when SFMC members choose to wear uniforms, few can afford to own all the types shown here. Therefore, it can be difficult or even impossible for a local commander to specify one particular uniform for all personnel attending a function. Therefore, most prescribe the “highest level” of uniform that is acceptable for a function. For example, for a formal event the commander may prescribe a Class A uniform. Marines owning only the Class B may wear their class B, but if they own a Class A uniform, they should change into it for the event.

As a general rule, if a Class A uniform is specified for a function and the marine owns only a Class C uniform, they should change into more formal civilian attire for the function rather than wearing their Class C uniform to it. Conversely, if a Class C uniform is specified, and the Marine owns only a Class A uniform, they would probably be more comfortable and more at home in civilian clothing or their unit/corps T-shirt/ polo shirt (when owned). Class B uniforms generally work well for any occasion if that is the only uniform owned.

**DO I HAVE TO BUY ALL THESE UNIFORMS!?**

No. Uniforms are not required by STARFLEET or the SFMC. We encourage you to obtain a uniform, of course, because it helps identify you as an SFMC member as well as gives you an opportunity to earn those few awards based partly on its public display. Whether you choose to wear one or not is completely up to you. If you do choose to wear a uniform, though, you must abide by the regulations and standards presented within this manual.

**Class A Uniform: Dress Blacks (a.k.a. Monster Blacks)**



This uniform shares the highest level with the Mess Blacks for purposes of Uniform of the Day planning—except for formal dinners (see Mess Blacks Uniform).

**Occasions for wear:**

1. On duty, as prescribed by local commanders.
2. Off duty, the Dress Black Uniform is normally the prescribed uniform for social functions.
3. On other appropriate occasions, as desired. When worn with white gloves and white belt, the Dress Black Uniform constitutes a formal uniform and corresponds to a civilian tuxedo.

**Composition:**

The Dress Black Uniform is comprised of the Dress Black Jacket, the Dress Trousers, a Dress Branch of Service (BOS) Tunic or Dickey, and accessories and accoutrements as authorized.

**Jacket, Dress Black:**

The jacket is based on the “monster maroon” as seen in Star Trek II: Wrath of Khan, but in black wool gabardine or polyester/wool blends. It is trimmed with 1/16-inch diameter piping around the collar, jacket closure, and sleeve cuff bottom. The piping is gold for officers and silver for enlisted. The jacket has a shoulder strap closure, passing over the right shoulder. For senior officers (COL thru GEN), the strap is gold; for junior officers (1LT thru LTC) it is white; for senior NCOs (SGST thru SGM) it is red; and for junior NCOs and Enlisted (PVT thru SSG) it is gray. First Sergeants and Sergeants Major add 1/16-inch diameter silver piping around the shoulder strap (the piping is gold for the SGM/SFMC). The SFMC insignia is pinned on the front of the strap centered from the tip and edges. Large rank insignia are placed 1/2 inch above the SFMC insignia, centered between the edges and running vertically up the strap.

**Trousers, Dress:**

Dress Trousers are low waist, straight legged, without cuffs, and with side hip pockets. There is a wide range of acceptable materials, but every effort should be made to use the same material as for the Dress Jacket. A 1-inch wide red blood stripe will be worn on each outside seam of the trouser leg, from the bottom of the waistband to the bottom edge of the trouser leg. The dress black trousers may be worn bloused with boots, or unbloused with dress shoes.

**Tunic/Dickey, Branch of Service, Dress:**

Under the jacket is worn a tunic or dickey with a vertically ribbed neck. This shall be in the color of the marine's branch of service (BOS), except that First Sergeants, Sergeants Major, Unit OICs, and General Staff officers may wear a white dickey instead of the BOS color.

**Belt:**

A 2-inch wide black dress belt with polished brass buckle is worn over the jacket with the buckle centered.

**Headgear:**

Only the beret is authorized for wear with the Dress Black Uniform.

**Footwear:**

Boots or dress shoes may be worn with the Dress Black Uniform.

**Insignia & accouterments:**

Only the following listed items are authorized for wear with the Dress Black Uniform.

1. **Insignia of grade** - Worn on the shoulder strap (see above).
2. **SFMC Insignia** - Worn on the shoulder strap (see above).
3. **Decoration ribbons, full size** - Worn centered on left breast area.
4. **Combadge/Branch Badge** - Worn 1/2 inch above and centered on ribbons (or distinctive items if worn).
5. **Distinctive branch items (i.e. - Aerospace Wings)** - Worn centered on the left breast 1/2 inch above ribbons.
6. **Other distinctive items (i.e. - Recruiter's Badge)** - Worn centered on the right breast (as described in Appendix F).
7. **Shoulder cord** - Worn on left shoulder. A single plain black button will be attached to the left shoulder of the jacket for this purpose.
8. **Qualification badges** - Worn centered on right breast (when authorized by local commanders).
9. **Dress gloves** - White (when authorized by local commanders).
10. **Dress pistol belt** - White (when authorized by local commanders).

**Class A Uniform: Mess Blacks (a.k.a. Insurrection Blacks)**



This is considered the highest level uniform for the purpose of formal dinners and shares the highest level with the Dress Black uniform for purposes of Uniform of the day planning.

**Occasions for wear:**

1. On duty, as prescribed by the local commanders.
2. Off duty, the Mess Black is normally one of the prescribed uniforms for social functions.
3. On other appropriate occasions, as desired. The Mess Black Uniform constitutes a formal uniform and corresponds to a civilian tuxedo.

**Composition:**

The Mess Black Uniform is comprised of the Black Waistcoat, the Dress Trousers and accessories and accoutrements as authorized below.

**Waistcoat/Blouse, Mess Black:**

The Waistcoat and Blouse are based on the formal uniform as seen in Star Trek IX: Insurrection, but in black wool gabardine or polyester / wool blends. The Waistcoat has quilted shoulders and has a stiff collar. There is 1/4" metallic trim on front, bottom and shoulder borders of the waistcoat. There is piping around the collar. The trim and piping is gold for Officers and silver for Enlisted. The Sleeve has a 1 1/2 stripe with piping. The Sleeve stripe color corresponds with the Marines Branch. Special color combinations are authorized and correspond with shoulder cord color combinations (Mess Whites) for the General Staff, Deputy Commandant and Commandant and the following combinations are authorized for other distinguished officers:

**Past Commandants** - Gold and Blue

**Brigade OICs** - Red and Black

The Blouse color indicates the rank of the Marine in the following manner.

**Enlisted E1 – E9** - Black

**Officers O1 – O7** - Gray

**Officers O8 – O11** - White

All SFMC personnel are authorized to wear the black blouse, as it is default color for all Marines regardless of rank, position or branch.

**Trousers, Dress:**

Dress Trousers are low waist, straight legged, without cuffs, and with side hip pockets. There is a wide range of acceptable materials, but every effort should be made to use the same material as for the Mess Jacket. A 1-inch wide red blood stripe will be worn on each outside seam of the trouser leg, from the bottom of the waistband to the bottom edge of the trouser leg. The dress black trousers may be worn bloused with boots, or unbloused with dress shoes.

**Belt:**

If a belt must be worn it is not to be exposed.

**Headgear:**

No headgear is authorized for wear with the Mess Black Uniform.

**Footwear:**

High gloss black dress shoes may be worn with the Mess Black Uniform. Aerospace branch and jump/para-qualified members of the Infantry and Special Operations Branches may wear spit-shined Jump boots.

**Insignia & accouterments:**

Only the following listed items are authorized for wear with the Mess Black Uniform.

1. **Insignia of grade** - Worn on the right collar.
2. **SFMC Insignia** - Worn on the left collar.
3. **Combadge/Branch Badge** - Worn on the left breast below the shoulder piping.
4. **Distinctive items (i.e. - aviator or Mecha wings)** - Worn centered above the Combadge, but below the shoulder piping.
5. **Dress gloves** - White (when authorized by local commanders).

(Decoration Ribbons, Shoulder Cords, Qualification Badges and exposed belts are NOT authorized for wear on this uniform at any time.)

**Class A Uniform: Mess Whites (a.k.a. Salt and Pepper)**

This is normally considered the second highest level uniform for purposes of Uniform of the Day planning.

**Occasions for Wear:**

1. Social functions of a general or official nature after retreat.
2. On other appropriate occasions, as specified by local commanders or as desired. When worn with long sleeves and white gloves, the Mess White Uniform constitutes a formal uniform and corresponds to a civilian tuxedo.

**Composition:**

The Mess White Uniform is comprised of the White Dress Shirt, the Dress Trousers, the Black four-in-hand Necktie (with long sleeve dress shirt), and accessories and accoutrements as authorized below.

**Shirt, Dress White:**

This is a buttoned white shirt, long or short sleeved, with two button-down chest pockets and shoulder epaulets. (This is often called an aviator style shirt, and is often worn by security officers and policemen.) The shirt is worn tucked into the trousers, so that the front row of buttons (the Gig Line) lines up with the belt buckle and closure of the pants.

**NOTE:**

This uniform is sometimes referred to as the "Salt and Pepper," because of the sharp contrast between the white shirt and black trousers.



**Necktie, Four-In-Hand Black:**

A conservative black tie, without adornment or design, is worn with the long sleeve shirt. If a tie clasp is used to secure the tie, it must be small, gold in color and plain in style.

**Belt:**

The black web belt is worn with the buckle edge aligned with the shirt and pant closure edges. The buckle is gold for officers, silver for enlisted.

**Headgear:**

Only the beret is authorized for wear with the Mess White Uniform.

**Footwear:**

Dress shoes are worn with the Mess White Uniform.

## **Insignia & accouterments:**

Only the following listed items are authorized for wear with the Mess White Uniform.

1. **Insignia of grade** - Large rank insignia are worn centered on the shoulder boards (see below). The top edge of enlisted rank points towards the neck; officer insignia is centered on the shoulder board, along a line between the neck and point of the shoulder.
2. **SFMC Insignia** - Worn on the tip of each collar, centered from the edges and 1/2 inch from the point.
3. **Decoration ribbons, full size** - Worn 1/2 inch above and centered on the top edge of the left breast pocket flap.
4. **Combadge/Branch Badge** - Worn centered on the left pocket flap.
5. **Distinctive items (i.e. - aviator wings)** - Worn centered on the left breast 1/2 inch above ribbons.
6. **Shoulder Boards** - Worn on both epaulets. They are 2 inches wide by 5 inches long (shorter lengths may be necessary on some epaulets), and covered with black felt.
7. **Name Tag** - A 1 inch long by 3 inch wide engraved plastic nameplate is worn centered on and 1/2 inch above the right breast pocket flap top edge. The name plate has gold or white lettering on a black background, and shows the wearer's last name only.
8. **Qualification badges (i.e. - marksmanship)** - Worn centered on the right breast pocket flap (when authorized by local commanders).
9. **Dress gloves** - White (when authorized by local commanders).
10. **Shoulder cord** - Worn on right shoulder.

## **Class A (Women's Variant)**

This variant replaces the Dress Trousers with the Dress Skirt, and changes the headgear and footwear to more feminine styles on the Mess Blacks, Dress Blacks and Mess White Uniforms.

### **Skirt, Dress:**

This is a plain black skirt with a 1 inch red blood stripe running vertically along the two outer seams, from the bottom of the waistband to the bottom edge of the skirt. It shall be hemmed so the edge falls within a range of 1 inch above to 1 inch below the knee. It can be with or without side hip pockets.

### **Headgear:**

The beret may be replaced with a US Navy Women's Service Hat on the Mess White Uniform. The beret only is authorized for wear on the Dress Black uniform. No head gear is authorized for wear on the Mess Black Uniform.

### **Footwear:**

There are two types of footwear authorized with the Woman's variant. Plain black pumps and hosiery are worn with the skirt. The pumps should be highly polished, have no bows or decorations, and have heels of 3 inches or less. Stockings or pantyhose should be flesh-toned, without decoration or visible seams. Fishnet, lace, or multicolored hosiery is specifically prohibited. Calf-high black boots are also authorized. Boots will be highly polished, have no decorations, plain toe and have heels of three inches or less. Combat boots are not authorized to be worn with the dress skirt.

## **Insignia & accouterments:**

The same items are authorized for wear on the Women's Variant. The commbadge is worn above the ribbons and the other accouterments may be adjusted as necessary for proper fit and image. Women are also authorized to carry a plain black purse with no adornment or decoration.

**Class B Uniform: Duty Uniforms**

This is normally considered the third highest level uniform for purposes of Uniform of the Day planning. It is based on the standard uniform seen on Star Trek: First Contact and lately on Star Trek: Deep Space Nine.

**Occasions for Wear:**

1. On duty, as prescribed by local commanders.
2. On other appropriate occasions, as desired.

**Composition:**

The Duty Uniform is comprised of the Duty Jacket, the Duty Trousers, a Duty Branch of Service (BOS) Tunic or Dickey, and accessories and accouterments as authorized below.

**Jacket, Duty:**

The jacket is the standard open collar, shoulder cut, Starfleet issue top. It is black with gray shoulders. The shoulder area is quilted vertically. The jacket is worn outside the trousers, not tucked into the waistband.

**Tunic/Dickey, Branch of Service, Duty:**

Under the jacket is worn a tunic or dickey with a turtleneck collar (this is the principle distinguishing feature between the Fleet and SFMC versions of the Duty Uniform). This shall be in the marine's BOS color, except that First Sergeants, Sergeants Major, Unit OICs, and General Staff officers may wear a white dickey instead of the BOS color.

**NOTE:**

The Duty Uniform is the most recognizable Trek uniform as well as usually being suitable for most occasions.

**Trousers, Duty:**

Duty Trousers are black in color, low waist, straight legged and with or without side and hip pockets. Simple black dress slacks without any product labels will do (they should be plain front—unpleated). The trousers are worn unbloused.

**Belt:**

The black web belt is worn with the trousers, under the jacket.

**Headgear:**

Only the beret is authorized for wear with the Duty Uniform.

**Footwear:**

Boots or dress shoes may be worn with the Duty Uniform.

**Insignia & accouterments:**

Only the following listed items are authorized for wear with the Dress Black Uniform.

1. **Insignia of grade** - Worn on the right of the turtleneck, centered vertically.
2. **SFMC Insignia** - Worn on the left of the turtleneck, centered vertically.
3. **Combadge/Branch Badge** - Worn in the usual place on the left chest.

**Note:** Unless otherwise noted, the variant is the same as the standard Mess White Uniform, and is authorized for wear on the same occasions. Women may wear either the standard Mess White Uniform, or the Women's Mess White Uniform

**NOTE:**

Because this uniform is intended to be worn in a tactical environment, non-reflective (subdued) versions of insignia and badges can be worn.

**Class C Uniform: Battle Dress Uniforms (BDUs)**



This is normally considered the fourth highest level uniform for purposes of Uniform of the Day planning. It is widely available at Army/Navy stores and via mail order, and is therefore the easiest uniform to obtain. The Flight Suit worn by Aerospace Personnel is the same as the Vehicle Crew Garment worn by Armor and Mecha personnel, the only difference being the latter has an extraction handle on the back.

**Occasions for Wear:**

1. On duty, as prescribed by local commanders.
2. On other appropriate occasions, as desired. The BDU is authorized for year-round wear by all personnel and is the normal service uniform for outdoor and/or tactical situations.

**Composition:**

The top consists of a standard black BDU four pocket blouse with a gray T-shirt worn under it. The trousers are standard black BDU pants with cargo pockets. The material may be cotton (winter weight) or ripstop nylon (summer weight), but whatever material is used to make the shirt must also be used to make the trousers, in order to present a standard appearance. The shirt is worn outside the trousers.

**Belt:**

The black web belt is worn with the trousers, under the jacket. A black buckle may be worn when wearing subdued devices or insignia. A white or black pistol belt may be worn on the outside of the blouse as directed by local

commanders. The white pistol belt should be reserved for dress use or to signify a marine on guard or watch duty.

**Headgear:**

Either the black eight-point cover or the black beret may be worn.

**Footwear:**

Boots are required. Trousers may be worn bloused or unbloused.

**Insignia & accouterments:**

Only the following listed items are authorized for wear on the BDU.

1. **Insignia of grade** - Worn on the tip of the right collar, centered from the edges and 1/2 inch from the point.
2. **SFMC Insignia** - Worn on the tip of the left collar, centered from the edges and 1/2 inch from the point.
3. **SFMC Patch** - Worn centered on the left shoulder, 1/2 inch below the shoulder seam.
4. **BDE Patch** - Worn centered on the right shoulder, 1/2 inch below the shoulder
5. **MOS/Branch of Service Patch** - If worn, is worn centered on the right breast pocket.
6. **Unit Patch** - If worn, is worn centered on the left breast pocket.
7. **Name tape** - Stitched with plain, sans-serif gold lettering - worn centered on the right pocket with the bottom of the tape flush with the top pocket flap seam and running from pocket edge to pocket edge.
8. **SFMC tape** - Stitched with plain, sans-serif gold lettering - worn centered on the left pocket with the bottom of the tape flush with the top pocket flap seam and running from pocket edge to pocket edge.
9. **Distinctive Items** - If the wearer is entitled to wear aviator wings, they may wear an embroidered wing insignia stitched 1/2 inch above and centered on the SFMC tape.
10. **Combadge/Branch Badge** - If worn, is worn one inch above the SFMC tape and centered on it (or above distinctive items if worn).

**Class C (Flight Suit):**

This is normally considered the same level uniform as the BDU for purposes of Uniform of the Day planning. It is widely available at Army/Navy stores and via mail order, and is therefore the easiest uniform to obtain.

**Occasions for Wear:**

1. On duty, as prescribed by local commanders.
2. On other appropriate occasions, as desired. The Flight Suit is authorized for year-round wear by all Aerospace Branch personnel and is the normal service uniform for outdoor and/or tactical situations.

**Composition:**

The Flight Suit is a standard black one-piece jumpsuit made from cotton, cotton blend, or nomex, with a gray T-shirt worn under it.

**Belt:**

A black pistol belt may be worn on the outside of the flight suit as directed by local commanders.

**Headgear:**

Either the black eight-point cover or the black beret may be worn with the BDU.

**Footwear:**

Boots are required, although the suit legs are worn unbloused.

**Insignia & accouterments:**

Only the following listed items are authorized for wear on the Flight Suit.

1. **SFMC Patch** - Worn centered on the left shoulder, 1/2 inch below the shoulder seam.
2. **BDE Patch** - Worn centered on the right shoulder, 1/2 inch below the shoulder seam.
3. **MOS/Branch of Service Patch** - If worn, is worn centered on the right breast pocket. A patch for the aircraft flown by the pilot may be worn in this position.
4. **Unit Patch** - If worn, is worn centered on the left breast pocket.
5. **Name plate** - A cloth or leather nameplate which includes the SFMC aviator wings (when authorized), full name, rank, and the letters "SFMC" may be worn on the left chest in the area of the suit designed for the plate.

**Class C (Vehicle Crew Garment):**

This is normally considered the same level uniform as the BDU for purposes of Uniform of the Day planning. It is widely available at Army/Navy stores and via mail order, and is therefore the easiest uniform to obtain.

**Occasions for Wear:**

1. On duty, as prescribed by local commanders.
2. On other appropriate occasions, as desired. The Vehicle Crew Garment is authorized for year-round wear by all Mecha and Armor Branch personnel and is the normal service uniform for outdoor and/or tactical situations.

**Composition:**

The Vehicle Crew Garment is identical to the Flight Suit with the exception of an extraction handle sewn to the back of the suit between the shoulder blades. This handle should be 1-1/4 inch wide web belt material and sewn on in such a manner as to support the wearer's weight in an emergency.

**NOTE:**

The Flight Suit worn by Aerospace personnel is the same as the Vehicle Crew Garment worn by Armor and Mecha personnel, the only difference being the latter has an extraction handle on the back.

## 7.3 Uniform Accessories

### Belts

When wearing a web belt, it should be fitted so that the belt tip only just emerges from the buckle. In other words, the inside edge of the belt tip should align with the outside edge of the buckle. The inside edge of the buckle should align with the edge of the shirt and trouser closures.

**Belt, Pistol, Black:** The black pistol belt is authorized for wear with the Dress Black and all Class C uniforms. It is a 2-1/2 inch wide, black combat web belt with a black plastic buckle. (US Military Pistol Belt, NSN 8465-01-322-1965, black.)

**Belt, Pistol, White:** The white pistol belt is authorized for wear with the Dress Black and all Class C uniforms as prescribed by local commanders for dress use or duty designation. It is a standard, 2-1/2 inch wide, white combat web belt. The belt may be worn with black buckle and eyelets, or gold-colored brass; however, all members of individual units should wear the same style of belt.

**Belt, Web, Black:** The black web belt is authorized for wear with the Mess White, Duty, and Battle Dress Uniforms. It is a standard, 1-1/4 inch wide, web or woven elastic web belt of black color with a black or brass tip.

**Belt, Web, Buckle:** The buckle for the web belt shall be a plain-faced solid brass buckle, squared-oval in shape, measuring 2-1/4 inches long and 1-3/4 inches wide. It shall be gold in color for officers, silver for enlisted, or black for either when wearing with subdued insignia on the BDU. The tip of the belt should match the color of the buckle.

### Headgear

When you wear headgear, you are said to be “covered”; removing headgear is “uncovering.” When outdoors, all SFMC personnel should be covered. Normally, you should uncover indoors, unless under arms. A marine is under arms when wearing a sidearm or sword, carrying a rifle, or wearing a duty belt (with or without weapon) while on watch or guard duty. Whether you are under arms or not, you should uncover when entering a dining facility where a meal is in progress, or a compartment where divine services are being held (for Jewish services, remain covered). Headgear is not normally worn inside a vehicle. Hair styles or accessories should never interfere with proper wear of headgear.

**Beret:** The beret is of one-piece design (no stitches or seam around the top), knitted wool, with no “pip” at the very top. It should have a stiffener inside, to which the SFMC insignia is pinned in the center. When worn, the pin should be centered over the left eye, and the beret should be folded or draped over the right side of the head. The black beret is universal, in that it may be worn with any uniform where a beret is authorized. No other beret colors are authorized for wear within the SFMC.

**Women’s Service Hat:** For the Women’s Mess White Uniform, the beret may be replaced with a US Navy Women’s Service Hat. This hat should be black and white in color. The SFMC insignia is pinned in the center of the front riser.

**Eight Point Cover:** The eight-point cover is authorized for wear with the BDU. The cap is a standard eight-panel USMC Utility Cap, but black in color. It should be without markings or lettering, and no insignia is worn on the cap.

## Footwear

When wearing boots and pants that completely cover the socks, white athletic socks may be worn. At all other times, black socks should be worn.

**Boots:** Boots must have black laces, and be black in color only. The boots must be highly polished, and of the combat boot variety, with square or rounded toes. Cowboy-style boots, and boots with pointed toes are specifically prohibited.

**Dress Shoes:** Dress shoes should be black and conservative in style, and should be highly shined. They should be without ornamentation or decorative stitching, and should lace up the front. Special attention should be paid to ensure that the trousers break properly over the shoes.

## Gloves

Utility gloves are worn as needed. Dress gloves, when worn, are worn indoors or out, but may be removed indoors, and should always be removed for meals.

**Gloves, White:** White dress gloves may be cotton, silk, kid, doeskin, or other materials (all members of the same individual units should wear the same type). They should be plain in color and style, and should be wrist-length. White gloves are authorized for wear with any Marine uniform at the discretion of local commanders for ceremonies or formal guard duty.

**Gloves, Utility, Black:** Plain black leather gloves are authorized for wear in cold or inclement weather with any Marine uniform. They should be wrist-length.

**Gloves, Utility, Flight:** Black leather & cotton or leather & nomex flight gloves are authorized for wear as needed with the Flight Suit and Vehicle Crew Suit. These may be wrist or forearm-length.

## Outerwear

In cold or inclement weather, the following items of outerwear are now authorized. This outerwear may be worn with civilian clothing if all insignia and accoutrements are removed beforehand.

**Jacket, Field:** A standard military cold-weather field jacket, black in color, with or without liner is authorized for wear with the BDU only. Large rank insignia are worn on the shoulder straps centered between the edges and 1/2 inch from the shoulder seam (oriented as in Mess White shoulder boards). SFMC insignia are worn 1/2 inch above the rank insignia and centered between the edges.

**Jacket, Flight:** A standard black nylon/fiberfill pilot's jacket (pocket on arm, orange liner, etc.) is authorized for wear with the Flight Suit and Vehicle Crew Garment. Patches may be sewn on and do not have to be removed in order to wear the jacket with civilian clothing. No insignia is required, but the marine may wear a cloth or leather nameplate which includes the SFMC aviator wings (when authorized), full name, rank, and the letters "SFMC".

**Raincoat, Black:** A standard black dress raincoat/overcoat with shoulder straps may be worn in inclement weather over any uniform. Large rank insignia are worn on the shoulder straps centered between the edges and 1/2 inch from the shoulder seam (oriented as in Mess White shoulder boards). SFMC insignia are worn on the upper lapel centered from the edges and 1/2 inch from the tip.

**Sweater, Wooly Pully:** A black "wooly pully" type sweater is authorized for wear in cold weather with the Mess White and all Class C Uniforms. Shoulder Boards as on the Mess White Uniform are worn on the shoulder straps of the sweater, and the uniform collar should be out and over the sweater collar so that the SFMC insignia can easily be seen. The marine may wear a cloth or leather nameplate in the designated area on the sweater which includes the SFMC aviator wings (when authorized), full name, rank, and the letters "SFMC".

### ! CAUTION !

**When wearing the Field Jacket or Black Raincoat:** If rank insignia are worn, SFMC insignia must be worn, as there is no other way to distinguish the uniform from a real military uniform. If SFMC insignia cannot be worn with the jacket, no insignia should be worn at all.

## 7.4 Uniform Accoutrements

### Insignia

**SFMC Insignia:** This is a small, gold, lapel-style pin used by the SFMC. It is a metal scale rendering of the SFMC logo, approximately 1/2 inch in width by 1 inch in height. They are normally available through the SFMC Quartermaster. A left and right handed version of this pin is now available for purchase. This is for wear on uniforms requiring insignia on both collars.

**Rank Insignia:** Officers use the cadet rank insignia of the Civil Air Patrol. The pin-on insignia come in silver or flat black (subdued) and must be painted gold (some suppliers can provide gold insignia on request, so ask). The smaller size is used for collar brass, the larger for shoulder boards on the Mess White Uniform. Enlisted personnel wear Army ROTC enlisted rank insignia. The pins come in brass or flat black (subdued) and must be painted silver.

### Ribbons

The SFMC uses single, bi and tri-colored, and an assortment of custom colored ribbons. Other than some single colored ribbons of similar color no real military ribbons are used or authorized for wear on any SFMC uniform. See page 30 for a complete listing of the awards currently used by the SFMC.

### Combades/Branch Badges

Marines may wear a combadge appropriate for their role-playing era. The badge may be converted to a branch badge by including the branch device in the center of the delta—the branch used should match the branch color selected for wear with the uniform. A flat black combadge may be worn with the Class C uniform. See pages 42 and 43 for a complete listing of Branch Badges.

### Distinctive Items

Various items may be authorized from time to time for wear on the uniform. Branch related distinctive items would include things like aviator wings, and would be regulated by COTRACOM. Other distinctive items are generally regulated by the Deputy Commandant. See Appendix "F" For a complete list of Distinctive Items and Qualification badges currently authorized for wear.

### Shoulder Cords

Branch of Service shoulder cords are approved for wear on the uniform if the Marine has completed the appropriate -10 level course from the SFMCA. In other words, if you have not passed AE-10, you may not wear the red Aerospace Branch of Service shoulder cord with any SFMC uniform.

A braided shoulder cord, or aiguillette, is worn on the left shoulder of the Dress Black Uniform, and the right shoulder of the Mess White Uniform. The shoulder cord is in the wearer's BOS color, and only one shoulder cord is worn. Aides to the General Staff are authorized to wear a Gold Tip attached to their normal Branch Shoulder Cord.

### Branch of Service Colors

As each branch has its own distinctive Branch Badge (see Branch descriptions on page 22), each has its own branch color which features prominently on many SFMC uniforms. The prescribed branch color is listed below. Colors described as "Starfleet" are those that are familiar for their use in modern Starfleet uniforms. All marines are entitled to wear black, the Infantry color, as all marines are considered infantrymen first.

Because of the widely dispersed nature of SFMC units and the varying availability of colored materials, precise uniformity of color cannot reasonably be expected. Therefore, lists of acceptable and unacceptable shades are given. Shades not specified below should be approved before use. Since they have the same access to materials, every effort should be made to assure that members of the same Strike Group have matching color shades.

#### NOTE:

In the case of brigadier, two double-diamond pins will have to be pinned such that they touch at the corners, forming a four-diamond rank. You may have them soldered to a piece of metal on the back so that they are always neat and straight.

**Branch of Service Color Chart**

Branch of Service	Branch Color	Acceptable Shades	Unacceptable Shades
<b>Aerospace</b>	Starfleet Red	Maroon, garnet, cranberry, brick, crimson, wine	Bright red, blood, magenta, rose, plumb, fuchsia
<b>Armor</b>	Royal Blue	Dark blue, cobalt, sapphire	Navy, midnight, indigo
<b>Combat Engineering</b>	Forest Green	Hunter, pine, emerald, ivy	Kelly, neon, lime, avocado, olive, seafoam
<b>Infantry</b>	Black	N/A	Charcoal, slate, dark grey
<b>Maritime Operations</b>	Navy Blue	Navy, midnight, indigo	Royal, dark, cobalt, sapphire
<b>Mecha</b>	Silver	Light gray, platinum	Darker grays, charcoal
<b>Medical</b>	Starfleet Teal	Periwinkle, ultramarine, turquoise	Powder blue, sky, green, aquamarine
<b>Special Operations</b>	Khaki	Tan, dark beige	Brown, eggshell, light beige
<b>Support</b>	Starfleet Gold	Mustard, burnt gold, maize, goldenrod, marigold	Bright or light yellow, lemon

There are exceptions to the branch of service color chart. Those exceptions are listed in the chart below.

Position	Shoulder Cord Color
<b>Corps Level Positions</b>	
<b>Commandant</b>	Gold and white
<b>Deputy Commandant</b>	Gold and black
<b>Past Commandants</b>	Gold and blue
<b>Sergeant Major of the SFMC</b>	Red and white
<b>General Staff Officers - COFORCECOM, COINFOCOM, COTRACOM</b>	Blue and white
<b>Deputy COFORCECOM, COINFOCOM, COTRACOM</b>	Blue and white with blue attachment with gold tip
<b>Commandant's and Deputy Commandant's Staff</b>	Blue and white with white attachment with gold tip
<b>Brigade Level Positions</b>	
<b>Brigade OICs</b>	Red and Black
<b>Deputy Brigade OICs</b>	Red and Black with black attachment with gold tip
<b>Battalion OICs</b>	Black and White
<b>Deputy Battalion OICs</b>	Black and White with black attachment with gold tip
<b>Unit OICs</b>	Kelly and White
<b>Deputy Unit OICs</b>	Kelly and White with Kelly attachment with gold tip

**Note:**

The Commandant's Staff are General Staff officers who answer directly to the Commandant but are not part of the chain of command.

## SECTION 8 - Awards

### Note:

When getting an award, you may or may not receive the ribbon itself or a written certificate. This will vary depending upon the operating procedure and financial situation of the issuing authority. However the award is made, though, once it is authorized by competent authority, you are free to procure and wear the ribbon yourself in accordance with the guidelines in this manual.

### Note:

On special occasions, or even as the Award Program evolves, new ribbons may be added. Always consult the Deputy Commandant for a complete and current list of Awards.

Awards are given for two basic reasons, regardless of the organization. First, they are intended as tangible evidence of recognition for some achievement or service. Second, awards serve as a motivating factor. The SFMC awards program exists for these same reasons. Awards are indicated by ribbons, and worn on Class A uniforms. The Awards Program of the SFMC is not a static concept. Rather it evolves and changes to meet the needs of the organization as a whole. For this reason, it is important to keep in touch with the Deputy Commandant through the chain of command for the latest information on the awards standards.

### The Awards Procedure

To receive an award, you have to be nominated for it by someone. Usually this involves your Unit OIC, ship CO, or fellow Marines. An award recommendation is sent up the chain of command to the appropriate authority (minimum Issuing Authority for each award is specified in the next section). If you have met or exceeded the standards for that award, it will be authorized and then awarded to you. All award nominations must be submitted no more than 6 months after the qualifying events. The only awards not affected by this are the Valor and Honor awards, which cover the previous 12 months.

Any person in the Chain of Command for an individual Marine may issue any award to a Marine from their level down when necessary, as long as the person up the Chain of Command has a role related to the award being issued (i.e., COTRACOM could not reasonably issue the Great Barrier Award, but COFORCECOM could as they are in the CoC and related to the role of the designated Issuing Authority). This means that a BDE OIC can issue an award which has an Issuing Authority of the BDE OIC or lower; COFORCECOM can issue any award which has an Issuing Authority listed as being COFORCECOM, BDE OIC, BN OIC, etc.; and the Commandant of the SFMC can issue any award listed in the SFMC Awards Program. Usually it is not necessary to have an award issued by anyone other than the listed Issuing Authority, however, in the case of a member of a Marine's Chain of Command personally witnessing a qualifying event, having the action reported on a Unit report or in successful appeals, it may become necessary to have awards issued by someone other than the Issuing Authority listed in the Award Descriptions.

### Eligibility For Awards

SFMC awards may normally only be awarded to STARFLEET Marines or STARFLEET Marine units. This means that in order to receive awards, individuals must be SFI members in good standing, and units must be listed as active and reporting for a minimum of three (3) reporting periods. Award recommendations must be made within six (6) months of the qualifying event to be considered. Unless otherwise indicated all awards are limited to one award per Marine per year. These limits are intended to reinforce and support the link between participation and communication that are essential for a successful fan organization.

### Recommending Awards

Remember, although only certain persons can actually authorize each of these awards, they can be recommended by *anyone* in the Chain of Command. This is one reason why unit reports and good communication are so important. If the Brigade OIC never hears about the things your unit has done, he certainly can't recommend or issue an award.

### Military Service Ribbons

**At no time may any member of the SFMC wear any award ribbons associated with the real-world military service on any SFMC uniforms of any type regardless of whether that person has earned the right to wear that ribbon otherwise.**

### Wearing The Ribbons

All awards are ranked in order of precedence, from the highest to the lowest. The ribbons are worn in that order. The ribbon with the lowest precedence goes on the bottom row to the wearer's extreme left (toward their arm), and the highest goes at the top to the wearer's right (toward their heart). In this way, ribbons are read by an observer from left to right, top to bottom—just like reading words—with the most important ribbon first and the least important last.

Each row of ribbons is, at most, three ribbons wide. If the total number of ribbons necessitates a row with less than three, that row is placed at the top and centered. The exception to this rule is when the wearer has 24 or more ribbons they may choose to wear a ribbon bar with four ribbons per row. Silver stars represent additional awards of the same ribbon, small gold stars represent five additional awards of the

same ribbon. Therefore, a Marine who has received three Brigade Service Commendations would wear the appropriate ribbon with two silver stars. A Marine who has received six Academic Excellence Awards would wear the appropriate ribbon and a small gold star. In the event that the Marine achieves ten of the same award a large gold star will replace any other clusters on the ribbon and no more devices will be added to the ribbon.

### **Award Categories**

All SFMC awards belong to one of three categories: Achievement, Service, and Training. In order of precedence, all Achievement Ribbons are worn ahead of all Service ribbons, which are worn ahead of all Training ribbons.

### **Awards Policies**

#### **Policy Regarding SFMC Award Nominations**

This policy is intended to help eliminate confusion and miscommunications regarding the submission of any award for consideration by an issuing authority within the SFMC Chain of Command. This is not exhaustive, and every attempt should be made before submitting the award to make sure you are including all information that may be needed by the Issuing Authority for the award being submitted; if necessary, send an advance email to the awarding authority to ask and make sure you have everything they may need to consider the award.

1. Award nominations must be made no more than six (6) months after the event leading to the nomination. The only exceptions to this policy are nominations for Honor and Valor awards which are, by necessity, made for actions over the course of the preceding year. Any nominations for awards older than six (6) months (except for Valor and Honor Award nominations), will be summarily denied based on this policy.
2. Award nominations must include as much specific information as possible (i.e., dates, times, names of individuals, specific actions of the individuals and any other information which may be necessary to show that the basic criteria for that award have been met). Award nominations will be considered, but may be denied if requisite information is omitted from the nomination. It is the responsibility of the nominator to include all necessary information for proper consideration of the award; the Issuing Authority will not be required to conduct any additional investigation or send out requests for additional information, but is strongly encouraged to do so if the award nomination is unclear or subject to misinterpretation as to whether the award is justified or not. We realize it may not be possible to include everything that would apply to an award nomination, but any additional information that may be helpful and which can be easily obtained should be included to help the Issuing Authority understand the events surrounding the nomination.
3. As necessary and wherever possible, supporting statements from witnesses, victims, etc... and other readily available information should be included with the award nomination. This does not mean you need to include statements from others for all awards (i.e., Initial Entry Training Ribbon, Great Barrier Award, etc...), but some awards (Gold and Silver Nebula, Wounded Lion, etc...) are of a type that this outside information greatly aids the decision making process and gives a much clearer view of what went on and how events transpired leading to the award nomination. The more information and details you can provide, the stronger the nomination and the better the chance that it will be awarded.
4. In the event that an award is denied, for whatever reason, the person may not be resubmitted for that award based on that particular action/event for reconsideration. This is why it is necessary to include everything that may be pertinent to the award being submitted for consideration.
5. The decision of the Issuing Authority may be appealed, in accordance with the SFMC Appeal Policy (set forth in the SFMC Policy and Procedures Manual) if you feel the denial was in error.

**Evaluation Criteria for all Nebula Nominations**

1. All award requests for Nebula awards must be made as indicated in the SFMC award policy and include all applicable information. It is very unlikely that the General Staff or the Commandant will have time to do any additional research on the nomination, therefore it is imperative that the award nomination include ALL applicable and relevant information at time of submission.
2. When any nomination for a Nebula Award is received, the Commandant will forward such nomination to the General Staff to obtain their input and thoughts on the award.
3. The award nomination is to be evaluated on the criteria listed for each Nebula Award as nominated.
4. The General Staff may recommend that a lower award may be more appropriate than the Nebula award the Marine has been nominated to receive.
5. The Commandant will consider all comments of the General Staff relevant to the award nomination and make his/her decision as to whether to issue the award as nominated, issue a lower award, or deny the award nomination.
6. If the award requested is not issued, the Commandant shall send an email to the nominator to inform the nominator that the award was denied or that a lower than requested award was approved. No explanation of the GS' decision or reasons will be given unless specifically requested by the Marine who made the nomination.
7. If the award requested is issued, or if a lower Nebula award is issued, then the Commandant shall make an announcement to the Corps-I list announcing such an award.

## SFMC Achievement Awards (In Order of Precedence)



### **GOLD NEBULA**

**Issuing Authority:** Commandant

**Frequency:** As needed

**Ribbon Description:** Black with gold Oak Leaf cluster

This award is given to any SFMC member who saves another person from immediate and potentially fatal harm while risking his/her own life in the process. The award recipient must meet the following special criteria (and the nomination should include all applicable information relevant to these criteria) to qualify for this award:

1. The "victim" must have been in immediate and potentially fatal harm at the time of the marine's action. This means the person's life **MUST** have been in danger (near certainty) of being lost without medical treatment, or other professional aid, within a reasonable amount of time without the Marine's actions (this must be clear either from the award nomination itself or from supporting documentation).
2. The Marine's life **MUST** also have been placed in danger by his/her actions. This means the Marine must have done something, during the course of his/her actions, to place his/her own life in danger (i.e., saving a child from drowning by jumping into a rushing river and pulling the child to shore is a worthy example; simply using your car to stop other traffic from impacting the victim or the victim's vehicle is not).
3. Lifesaving as a normal part of one's employment (paramedic, doctor, lifeguard, etc.) is excluded from this award. However, actions made while off-duty from one's job may be considered for this award.

This award is considered the Medal of Honor for the SFMC, and recipients of this award who are displaying this ribbon may be saluted under any circumstance.



### **SILVER NEBULA**

**Issuing Authority:** Commandant

**Frequency:** As needed

**Ribbon Description:** Black with Silver Oak Leaf Cluster

This award is given to any SFMC member who saves another person from immediate and potentially fatal harm without risking his/her own life in the process. Other than the risk to the lifesaver's own life, all criteria of the Gold Nebula apply.



### **CROSS OF HONOR (a.k.a. SFMC Marine of the Year)**

**Issuing Authority:** Commandant

**Frequency:** Annual (one award issued to one marine each year)

**Ribbon Description:** Gold

This award is given to the marine, officer or enlisted, that most exemplifies the spirit, image and attitude of the SFMC—the one who sets the standard for personal conduct, appearance, motivation, dedicated service and esprit de corps for which all STARFLEET Marines strive. Normally, the General Staff selects the top three candidates for this award from among the Cross of Valor recipients in the various brigades, and passes those names on to the Commandant for his selection of the final recipient. The recipient of the Cross of Honor is known as the "Marine of the Year".

**SWORD OF HONOR (a.k.a. SFMC Officer of the Year)**



**Issuing Authority:** Commandant  
**Frequency:** Annual (one award issued to one marine each year)  
**SFMC Ribbon Name:** Jackson Ribbon

This award is given to the Marine who most exemplifies the personal and professional standards of leadership valued by the SFMC. This individual has provided the highest standard of guidance and leadership to their fellow Marines, setting a standard of excellence for other leaders to follow. Normally, the General Staff selects the top three candidates for this award from among the Sword of Valor recipients in the various brigades, and passes those names on to the Commandant for his selection of the final recipient.

**SHIELD OF HONOR (a.k.a. SFMC Volunteer of the Year)**



**Issuing Authority:** Commandant  
**Frequency:** Annual (one award issued to one marine each year)  
**SFMC Ribbon Name:** Akers Ribbon

This award is given to the Marine who has made the most significant personal impact in community service efforts within the SFMC. This effort does not necessarily have to be on behalf of a SFMC campaign effort, but financial donations are specifically excluded as the basis for eligibility. Volunteering your time and hard work counts; simply writing a check doesn't. Normally, the General Staff selects the top three candidates for this award from among the Shield of Valor recipients in the various brigades, and passes those names on to the Commandant for his selection of the final recipient.

**STAR OF HONOR (a.k.a. SFMC NCO of the Year)**



**Issuing Authority:** SGM/SFMC  
**Frequency:** Annual (one award issued to one marine each year)  
**Ribbon description:** Red and White

This award is given to the Marine NCO who most exemplifies the personal and professional standards of leadership valued by the SFMC NCO Corps. This Marine NCO has made a significant personal impact in community service efforts throughout their area, and through their actions and words, have provided the highest standard of guidance and leadership to their fellow Marines, setting a standard of excellence for other NCOs to follow. Normally, the General Staff selects the top three candidates for this award from among the Star of Valor recipients in the various brigades, and passes those names on to the SGM/ SFMC for his selection of the final recipient.

**LEGION OF HONOR (a.k.a. SFMC Unit of the Year)**



**Issuing Authority:** Commandant  
**Frequency:** Annual (one award issued to one unit each year)  
**SFMC Ribbon Name:** Smith-Weber Ribbon

This award is given to the SFMC unit that most exemplifies the spirit, image and attitude of the Corps. This unit should set the standard for conduct, appearance, motivation and activity for which all STARFLEET Marine units strive. Normally, the General Staff selects the top three candidate units for this award from among the Legion of Valor recipients in the various brigades, and passes those units on to the Commandant for his selection of the final recipient.

**STARFLEET CROSS**

**Issuing Authority:** Commander, Starfleet

**Frequency:** As needed (one award per marine per year maximum)

**SFMC Ribbon Name:** Les Rickard Ribbon

This award is given by the Commander, Starfleet to recognize a marine who has rendered exceptional service to STARFLEET in general—either by demonstrating consistently outstanding performance over time, or by performing a particular task or service to a high standard of excellence.

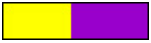
**COMMANDANT'S MERITORIOUS SERVICE AWARD**

**Issuing Authority:** Commandant

**Frequency:** As needed (one award per marine per year maximum)

**SFMC Ribbon Name:** Olson Ribbon

This award is given to any member of the SFMC who has distinguished themselves with exceptional meritorious conduct in the performance of outstanding service. This Marine will have performed above and beyond the normal duties of grade, branch, specialty or assignment to the degree of special recognition from key individuals of the SFMC. Simple experience of an individual is not adequate basis for this award. Qualification for this award may include exceptional meritorious service in successive positions of importance.

**COMET**

**Issuing Authority:** Brigade OIC

**Frequency:** As needed

**Ribbon Description:** Gold and Purple

This award is given to any SFMC member who saves another person from imminent harm without risking his/her own life in the process. This award is to be used when it is not clear whether the harm that would have been done to the victim was of an "immediate and potentially fatal" nature, as required by the Gold and Silver Nebula Awards.

1. Imminent harm is defined as the probable serious injury if action by the Marine had not occurred.
2. Severe injury is defined as broken bones, need for surgery, higher than normal pain and suffering (more than a few days of soreness or minor ache).
3. Actions which prevent a person from minor aches and pains (i.e., plant falling on arm/leg, falling less than 7 feet from a ladder or other height (unless it is readily apparent that broken bones or other injuries would probably result), etc...) are excluded from consideration of this award as they are not defined as serious injuries.
4. Dependent upon the medical condition of the person saved (diabetes, brittle bones, etc.), some ordinarily excluded actions would qualify a marine for this award; such medical condition information, therefore, should be included in the nomination.

**CROSS OF VALOR (a.k.a. Brigade Marine of the Year)**



**Issuing Authority:** Brigade OIC  
**Frequency:** Annual (one award per brigade issued each year)  
**SFMC Ribbon Name:** Deidre Rickard Ribbon

This award is given to the marine, officer or enlisted, that most exemplifies the spirit, image and attitude of the SFMC within a particular brigade—the one who sets the standard for personal conduct, appearance, motivation, dedicated service and esprit de corps for which all STARFLEET Marines in that brigade strive.

**SWORD OF VALOR (a.k.a. Brigade Officer of the Year)**



**Issuing Authority:** Brigade OIC  
**Frequency:** Annual (one award per brigade issued each year)  
**SFMC Ribbon Name:** Bisig Ribbon

This award is given to the Marine who most exemplifies the personal and professional standards of leadership valued by the Brigade. This individual, through their actions and words, has provided the highest standard of guidance and leadership to their fellow Marines, setting a standard of excellence for other leaders to follow.

**SHIELD OF VALOR (a.k.a. Brigade Volunteer of the Year)**



**Issuing Authority:** Brigade OIC  
**Frequency:** Annual (one award per brigade issued each year)  
**SFMC Ribbon Name:** Kelley Ribbon

This award is given to the Marine who has made the most significant personal impact in community service efforts within the Brigade. This effort does not necessarily have to be on behalf of a SFMC campaign effort, but financial donations are specifically excluded as the basis for eligibility. Volunteering your time and hard work counts; simply writing a check doesn't. Candidates for this award should be chosen from marines in a particular brigade who have received the Community Service Citation within the past year.

**STAR OF VALOR (a.k.a. Brigade NCO of the Year)**



**Issuing Authority:** Brigade SGM  
**Frequency:** Annual (one award per brigade issued each year)  
**Ribbon description:** Red

This award is given to the Marine NCO who most exemplifies the personal and professional standards of leadership valued by the NCO Corps of a Brigade. This Marine NCO has made a significant personal impact in community service efforts throughout their area, and through their actions and words, have provided the highest standard of guidance and leadership to their fellow Marines, setting a standard of excellence for other NCOs to follow.

**LEGION OF VALOR (a.k.a. Brigade Unit of the Year)**



**Issuing Authority:** Brigade OIC  
**Frequency:** Annual (one award per brigade issued each year)  
**SFMC Ribbon Name:** Matt Cople Ribbon

This award is given to the Brigade unit that most exemplifies the spirit, image and attitude of the STARFLEET Marine Corps within that Brigade. This unit should set the standard for conduct, appearance, motivation and activity for which all units in the Brigade strive.

**WOUNDED LION**

**Issuing Authority:** Commandant  
**Frequency:** As needed  
**Ribbon description:** Purple

This award is given to Marines who are seriously injured while on duty as a STARFLEET Marine during a STARFLEET or STARFLEET Marine event. The injury must be serious enough to require emergency room attention.

**SFMC SERVICE COMMENDATION**

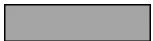
**Issuing Authority:** Commandant  
**Frequency:** As needed (one award per marine per year maximum)  
**SFMC Ribbon Name:** Hoover Ribbon

This award is given to recognize marines who have rendered exceptional service to the Corps by demonstrating consistently outstanding performance over time. To be eligible for this award, a marine must have served in an official capacity for a period of at least six months.

**SFMC ACHIEVEMENT AWARD**

**Issuing Authority:** Commandant  
**Frequency:** As needed  
**Ribbon description:** Navy Blue

This award is given to recognize marines who have rendered exceptional service to the Corps by performing a particular task or service to a high standard of excellence. Such accomplishment should be of national or international significance and affect or reflect favorably on the Corps as a whole.

**BRIGADE SERVICE COMMENDATION**

**Issuing Authority:** Brigade OIC  
**Frequency:** As needed (one award per marine per year maximum)  
**Ribbon description:** Grey

This award is given to recognize marines who have rendered exceptional service to a particular brigade by demonstrating consistently outstanding performance over time. To be eligible for this award, a marine must have served in an official capacity for a period of at least six months.

**BRIGADE ACHIEVEMENT AWARD**

**Issuing Authority:** Brigade OIC  
**Frequency:** As needed  
**SFMC Ribbon Name:** Strasser Ribbon

This award is given to recognize marines who have rendered exceptional service to a particular brigade by performing a particular task or service to a high standard of excellence. Such accomplishment should be of regional significance and affect or reflect favorably on the brigade as a whole.

**MERITORIOUS UNIT CITATION**



**Issuing Authority:** Brigade OIC (for BN and below),  
COFORCECOM (for BDE or above)  
**Frequency:** As needed (one award per unit per year maximum)  
**SFMC Ribbon Name:** Malotte Ribbon

This award is given to an MSG, a BDE staff, or other marine unit which exemplifies meritorious service either by demonstrating consistently outstanding performance over time, or by performing a particular task or service to a high standard of excellence. Receipt of this award neither recommends a unit for, nor precludes a unit from, receiving additional unit recognition such as the Legion of Valor.

**LEADER'S COMMENDATION**



**Issuing Authority:** Unit OIC  
**Frequency:** As needed (one award per marine per year maximum)  
**SFMC Ribbon Name:** Murphy Ribbon

This award is given by a Unit OIC to a marine under his command who exemplifies meritorious service either by demonstrating consistently outstanding performance over time, or by performing a particular task or service to a high standard of excellence. Receipt of this award neither recommends the marine for, nor precludes him from, receiving additional recognition such as the Cross of Valor.

**SFMC Service Awards (In Order of Precedence)**

**MARINE HONOR GUARD**



**Issuing Authority:** Brigade OIC  
**Frequency:** As needed (one award per marine per year maximum)  
**Ribbon description:** Maroon  
**SFMC Ribbon Name:** Ted Tribby Ribbon

Members of the STARFLEET Marine Corps who serve on SFMC Color Guards, Honor Guards or Drill Teams at public events (STARFLEET or otherwise) are eligible for this award. Recipients of this award have spent time and effort in close order drill or other parade skills, and are deserving of special recognition.

**GREAT BARRIER EXPEDITION**



**Issuing Authority:** Brigade OIC  
**Frequency:** As needed (two awards per marine per year maximum)  
**SFMC Ribbon Name:** McPherson Ribbon

This award is given to Marines who have undertaken extreme or lengthy travel on behalf of the SFMC. The two important criteria are "extreme or lengthy" and "on behalf of the SFMC." The former requires a judgement call by the Brigade OIC. A possible standard might be 5 hours travel time, for example. The latter is more exact: Taking a long road trip to attend a convention with the other members of your chapter, for example, does not qualify. Doing so because you are going to be presenting a class or demonstration (as a Marine) would qualify.

**DISASTER RELIEF****Issuing Authority:** Commandant**Frequency:** As needed**SFMC Ribbon Name:** Anbinder Ribbon

This award is authorized to Marines who have assisted in some form of disaster relief effort, whether the disaster is natural or man-made. Financial donations are specifically excluded as the basis for eligibility for this award. Further, the Marine may not receive this award if participation in the disaster relief effort was a requirement of their employment (National Guard, etc.).

**UNITED NATIONS SERVICE****Issuing Authority:** Commandant**Frequency:** As needed (one award per marine per year maximum)**Ribbon description:** Royal Blue

This award recognizes marines who make major efforts in the promotion of world peace. Financial donations are specifically excluded as the basis for eligibility—volunteering your time and hard work count, simply writing a check does not. A marine who spent more than 100 hours in service to a recognized charity organization that helps to promote world peace (i.e. Red Cross, AmFam, etc.) over a period of six months or more would qualify for this award.

**PRENTARES****Issuing Authority:** Commandant**Frequency:** As needed (one award per marine per year maximum)**Ribbon description:** White and Black

This award recognizes marines who make major efforts in the promotion of space exploration. Financial donations are specifically excluded as the basis for eligibility—volunteering your time and hard work count, simply writing a check does not. A Marine who spent more than 100 hours in service to a recognized charity organization which impacts space exploration (i.e., volunteering time as an instructor, guide, etc., at the local planetarium) over a period of six months or more would qualify for this award.

**COMMUNITY SERVICE CITATION****Issuing Authority:** Brigade OIC**Frequency:** As needed (one award per marine per year maximum)**SFMC Ribbon Name:** Brooks Ribbon

This award is authorized to Marines who have made a significant personal impact in a community service effort. This effort does not necessarily have to be on behalf of a SFMC campaign effort for the current year, however financial donations are specifically excluded as the basis for eligibility—volunteering your time and hard work count, simply writing a check does not.

**COMMUNICATIONS SERVICE AWARD****Issuing Authority:** COINFOCOM**Frequency:** As needed**SFMC Ribbon Name:** Dyar Ribbon

This award is given at the discretion of the COINFOCOM to those Marines who have demonstrated their communications skills in service to the Corps in general, or INFOCOM in particular. Such skills may be demonstrated through contributing to SFMC, BDE, or unit publications; creation of superior quality SFMC-oriented websites; or other similar activities.

**GOOD CONDUCT MEDAL**



**Issuing Authority:** COFORCECOM  
**Frequency:** As needed  
**SFMC Ribbon Name:** McNulty Ribbon

This award is given for three consecutive years of membership in good standing as a STARFLEET Marine. Once the award is issued, the three-year clock resets. In other words, a marine who joined the Corps in 1995 will receive a GCM for the period 1995 to 1998. He will receive his next one in 2001. He may not request one in 1999 for the period 1996 to 1999, because the clock “reset” in 1998.

For the first 5 issuances of the Good Conduct Medal (yrs. 3, 6, 9, 12, and 15), stars will be added as specified in the regulations. After the 15th year, no further GCMs will be awarded until the Marine reaches the 20th year of service. At this point, rather than adding a gold star, a Good Conduct Knot device will replace the stars on the ribbon. Once this is done, no further devices will be added to the ribbon.

**SFMC 20th Anniversary RIBBON**



**Issuing authority:** COFORCECOM  
**Frequency:** Issued only during 2003 (see description below)  
**Ribbon description:** Jim Harris Ribbon

This ribbon is awarded to anyone who served the Corps during it’s anniversary year beginning at the start of IC 2002 on August 1, 2002 and ending at the completion of IC 2003 on August 3, 2003.

**INTERNATIONAL SERVICE RIBBON**



**Issuing authority:** COFORCECOM  
**Frequency:** Once per year  
**Ribbon description:** Gold and Black

This award is give to any member of the SFMC who attends an International Starfleet Marine Muster.

**Brigade Muster Award (effective January 1, 2006)**



**Issuing authority:** COFORCECOM  
**Frequency:** Once per year  
**Ribbon description:** Gold and Red

This award is given to those SFMC members who attend their Brigade’s annual Muster, if one is held

**JOINT SERVICE RIBBON**



**Issuing Authority:** Brigade OIC  
**Frequency:** As needed (one award per marine per year maximum)  
**SFMC Ribbon Name:** Kinne Ribbon

This award is given to marines for participation in events with *Star Trek*-related fan organizations other than SFI. This may be cooperative or competitive, and must be done while obviously participating as a STARFLEET Marine. Participation as a marine can be shown by wearing a SFMC uniform, a unit cap or shirt, or by obviously being associated with others who are wearing an SFMC uniform. Marines who are also members of the same fan organization are not eligible. This award combines and replaces the Klingon and Romulan Service Campaign ribbons.

**EMBASSY DUTY****Issuing Authority:** Brigade OIC**Frequency:** As needed (two awards per marine per year maximum)**Ribbon description:** Red and Black

This award is given to marines for participation at a STARFLEET function, such as the annual International Conference or a Regional Summit. The key word here is participation, not attendance. The Marine must have done more than simply attend (i.e., served on a panel, worked on the Security detail, etc.) Likewise, the Marine must have attended as a Marine for the entire time.

**LEGION OF ARMS****Issuing Authority:** COFORCECOM**Frequency:** As needed (one award per marine maximum)**SFMC Ribbon Name:** Monroe Ribbon

This award is authorized to members of the SFMC who have actively served 180 days or more in the active or reserve components of their country's armed forces. In the case of the United States, this includes the Marine Corps, Navy, Army, Air Force, and Coast Guard. It does not include the Merchant Marine or service auxiliaries like the Civil Air Patrol. It does include the Reserve Officer Training Courses (such as ROTC), or similar organizations. The member must have completed two years of service and summer camp (basic training, MS3) for the United States Armed Services. Other countries' qualifying service will be authorized by the COFORCECOM on an as needed basis.

**CADET LEGION OF ARMS****Issuing Authority:** COFORCECOM**Frequency:** As needed (one award per marine maximum)**SFMC Ribbon Name:** Monroe ribbon w/Good Conduct Knot device

This award is authorized to members of the SFMC who have actively served two years in the Junior Reserve Officer Training Courses of their country's armed forces maintaining an overall scholastic grade point average of 3.0 or higher.

**SFMC Training Awards (In Order of Precedence)****TRACOM COMMANDER'S AWARD****Issuing Authority:** COTRACOM**Frequency:** Once per year**SFMC Ribbon Name:** Bell Ribbon

The Commander's Award is given to the Marine who is selected by the COTRACOM as having had the most influential impact on TRACOM during the previous year. The recipient of this award can be any Marine, whether they are a staff member of TRACOM or a student at the SFMCA. Past recipients of this award have included the most active students at the SFMCA for a given year, the most active and involved Staff members of TRACOM and even a combination of the two.

**ACADEMIC EXCELLENCE AWARD**



**Issuing Authority:** COTRACOM  
**Frequency:** As needed  
**Ribbon description:** Orange

This award is given to SFMC Academy students who earn a Bachelor's of Military Science Degree with Honors. Consult COTRACOM for current degree and honors requirements. The award may also be given to marines at the discretion of COTRACOM for meritorious performance and/or contributions to the Training and Doctrine Command.

**NCO ACADEMIC RIBBON**



**Issuing Authority:** SGM/TRACOM  
**Frequency:** As needed  
**Ribbon description:** White with Numeral indicating level of training completed.

This ribbon is issued to STARFLEET Marine Corps NCOs who complete the Non-Commissioned Officer 10 course. As they complete subsequent courses in this series (I.e. NCO-10, NCO-20, etc) they will be authorized to wear a numeral corresponding to the course.

**PROFESSIONAL DEVELOPMENT AWARD**



**Issuing Authority:** COTRACOM  
**Frequency:** As needed (one award per marine maximum)  
**Ribbon description:** White with Gold Torch device

This award is given to Marines who have completed the Initial Entry Training Program, the Primary Leadership Development Course (PLDC) and STARFLEET Academy's Officer Training Course (OTS). Note that while the Initial Entry Training program and PLDC are administered by SFMC Academy, OTS is administered by SFI Academy.

**MEDICAL PROFICIENCY AWARD**



**Issuing Authority:** Branch Director - Medical  
**Frequency:** As needed (one award per marine maximum)  
**Ribbon description:** Hunter Green  
**SFMC Ribbon Name:** Dr. David Miller Ribbon

This award is authorized to marines who receive certification in Cardiopulmonary Resuscitation (CPR) from the American Red Cross or similar organization. Documentation of such training must be provided by the certifying organization, and verified by the issuing authority. This ribbon is unlike most others in that it may only be worn as long as the individual's certification is in effect.

**MARINE PROFICIENCY RIBBON**



**Issuing Authority:** COTRACOM  
**Frequency:** As needed (one award per marine maximum)  
**Ribbon description:** White with Silver Torch device

This award is authorized to marines who have successfully completed Initial Entry Training and the Marine Essential Task List training program. Check with COTRACOM for current METL program guidelines.



### **INITIAL ENTRY TRAINING AWARD**

**Issuing Authority:** COTRACOM

**Frequency:** As needed (one award per marine maximum)

**Ribbon description:** White with Bronze Torch device

This award is authorized to Marines who complete the current Initial Entry Training program, as administered by the SFMCA.

## **Other SFMC Awards (In Order of Precedence)**



### **Wilderness Challenge Qualification Badge**

**Issuing Authority:** SFMC Commandant

**Frequency:** As needed

**Ribbon description:** Black Ribbon with Gold Frame

This badge is issued to any Marine who participates in the Annual SFMC Wilderness Challenge and completes all the criteria. The badge is a black ribbon with a gold frame with a device indicating the SFMCWC that was participated in, i.e. SFMC Wilderness Challenge 2000's device is a bronze arrowhead. A maximum of three such devices can be added to the ribbon. It is worn on the right breast ½ inch above the Name Plate, below any other Qualification Badges and to the outside of the Commandant's Award.



### **Commandant's AWARD**

**Issuing Authority:** SFMC Commandant

**Frequency:** As needed

**Ribbon description:** Blue and Gold

**SFMC Ribbon Name:** Commandant's Award

This ribbon is given for completing or participating (certain criteria may have to be met to qualify) in a Commandant's Campaign. It is worn on the right chest to the inside of any Wilderness Challenge Qualification badge. It is a Blue and Gold ribbon.

## **SFMC Naval Citations (Certificate Only)**

### **Naval Unit Citation**

**Issuing Authority:** Brigade OIC

**Frequency:** As needed (no more than one per Chapter per year)

**Ribbon description:** None, certificate only

This award is given to chapters of STARFLEET, The International Star Trek Fan Association, Inc. to recognize them for outstanding support and assistance rendered to STARFLEET Marine Units (above and beyond simply hosting a Strike group or attending their events).

### **Naval Achievement Citation**

**Issuing Authority:** Brigade OIC

**Frequency:** As needed (no more than one per Chapter per year)

**Ribbon description:** None, certificate only

This award is given to members of STARFLEET, The International Star Trek Fan Association, Inc. to recognize them for outstanding support and assistance rendered to STARFLEET Marine Units (above and beyond simply hosting a Strike group or attending their events).

## SECTION 9 - History

### Historical Perspective

As a Starfleet Marine, you are the bearer of a combat tradition that literally spans time and space. Today's Corps is a blend of the military traditions of each of the Federation's member worlds. However, few of the Federation's member worlds have had as much of an impact on the history and doctrine of the Corps as Earth. Seventy percent of Earth's surface is covered with oceans of water, and the dry land that makes up the other thirty percent is crisscrossed with rivers and lakes. Since humankind began, it has been using these waterways for communication, trade and conquest. Many ancient Earth civilizations lived and died through control of the seas.

The ancient Greeks and Romans enhanced the fighting power of their rowed war vessels by stationing squads of foot soldiers in the prows. These soldiers would harass and distract the enemy by showering sling stones and arrows on opposing rowers from a distance. As the opposing fleets closed, the Romans switched to conventional pilum, shield and short sword, leaping aboard enemy vessels from a specially designed bridge attached to the war galley. These "sea soldiers" were the first professional marines.

In the 17th, 18th, and 19th centuries (Earth's Age of Sail), the development of reliable and accurate firearms precipitated the reemergence of the marine. Reprising the role of their ancient counterparts, the Marine Corps of the English, Dutch, and later American navies stationed foot soldiers in the masts and on the decks of their vessels to pick off enemy officers, repel boarders and serve as a raiding force to capture enemy vessels at close quarters. Due to their training in land warfare, Marines often participated in ground operations, disembarking from their ships to conduct raids and provide security and firepower to naval landing parties.

By the 20th century, most nations of the world used marines. Of them all, one organization — the United States Marine Corps, or USMC — stands out. These soldiers developed the art of amphibious landing into a science. "On land, air, and sea," as their anthem said, the USMC combined outstanding tactical flexibility, overwhelming firepower and superior mobility with legendary élan to become known as one of the most feared fighting forces of the century.

The SFMC traces its direct history to the chaos following the Eugenics Wars and the Third World War, in the late 20th and early 21st centuries. Although few records survive from that terrible period, we know from the archeological record and surviving accounts that in this fifty years of unceasing and uncompromising warfare, up to two thirds of the world's population was destroyed. Entire nations ceased to exist, societies disintegrated and the world economy was destroyed. The governments that survived were prostrate, bankrupt and nearly powerless. The USMC, which had been one of the most efficient military organizations in the world, was a hollow, battered shell, unable to pay its few troops or even feed them. Far more concerned with getting shattered economies on the mend and repairing fragmented societies than worrying about neighbors who were now just as powerless, the nations of the world turned their backs on the legions of men and women who fought for them.

Not everyone had lost in these wars, however. As humanity turned on itself in its own home world, millions of men and women turned to the skies for a better life. These brave (and often poverty stricken) settlers colonized first the moon, then Mars, digging valuable minerals from the hard soils of these bodies to feed the ever hungrier war machines of Mother Earth. While the nations of the Earth fought first the Supermen, then each other, refugees from all over the dying planet flocked to the safe havens above, providing economic power and cheap labor to develop the MegaCorporations.

After the killing stopped, the MegaCorporations needed a new purpose, and for that purpose, they looked further into the heavens. If Mars and the Moon could be colonized, they theorized, then so could planets beyond our solar system. They developed giant "sleeper" ships which could hold whole colonies in cryogenic sleep for the long trip beyond the solar system. They also needed protection for these colonists, and the cash starved governments of Earth were only too happy to accept hard currency in return for MegaCorp control of their militaries. The Colonial Marines were born.

Although perhaps not as polished as their prewar ancestors, the first "Space Marines" were tough and smart. Often fighting previously unknown threats, usually in small units, the Colonial Marines kept the space lanes safe for travel and colonization, spending their blood so that their charges could forge a

future. The event that spelled the end of the Colonial Marines and corporate armies, and marked the beginning of the modern Federation, was to write a bloody chapter in the history of Earth.

On October 3rd, 2156, a massive fleet of sublight vessels (by now, Earth had made first contact with Vulcan and had developed its warp drive capabilities) appeared near the Earth colony of Sectis. The colonists were very puzzled by the strange ships, but did have time to transmit a distress signal before they were destroyed by the strange invaders. The Colonial Marines and their naval counterparts, the Maritime Militia, proved completely ineffective against these invaders, now identified by Vulcan sources as the Romulans.

Although Earth possessed greater technology, there was no centralized chain of command and each corporation was trying to fight its own war. Faced with rising hysteria at home and increasingly serious reversals in the field, the United Nations, now the world's only true government, nationalized all Colonial Marine and Maritime Militia units, forming the United Nations Peace Force in June of 2158. With a united chain of command, the UNPF gradually stabilized the situation, and in March of 2162, decisively defeated the Romulan Fleet in the Battle of Cheron, effectively ending the war.

In 2161, in response to the recent Romulan invasion, five civilizations formed the United Federation of Planets. The naval arm of the UNPF became the basis of the Starfleet, and the UNPF Marines formed the cadre for the Starfleet Marine Corps. As their UNPF and Colonial Marine predecessors had done, Starfleet Marines served primarily as tactical security for Federation Starbases and planetary bases, and as tactical resources for Starfleet vessels. Large-scale ground combat operations were not part of the doctrine of the earliest SFMC. They generally operated in company-size units, with larger elements for administrative purposes only. As history was to show, however, the SFMC was not destined to simply be a well armed security force.

### **First Blood: The Klingon Wars (2195 to 2199)**

In 2195, Federation mettle was tested for the first time by forces from the Klingon Empire. Tensions over trade and expansion along the border between Federation and Klingon space broke out in full scale war in February of that year. The Klingons attacked all along the shared border, sending diversionary forces against minor targets to spread out Starfleet assets and concentrating on major targets with overwhelming force.

The Klingon Fleet would overwhelm or scatter Starfleet resistance in and around the system, then use specialized assault transports to beam down whole Divisions of Imperial Marines to destroy local resistance, which often consisted only of a Strike Group and assorted local conventional forces. Using armor and artillery, with orbital bombardment support, the Klingons usually eliminated the hapless defenders within hours. Those ground forces spared the first wave of attacks faced mop-up operations after the Klingons had taken their primary objectives. Once again, orbital bombardment, followed by lightning transporter attacks, eliminated most opposition before it had a chance to coalesce.

With the Klingon front near collapse, the Federation took the unusual step of nationalizing all conventional planetary forces of its member worlds, and rushing them to the front in a desperate effort to stem the Klingon advance. Using heroic, sometimes suicidal tactics, these soldiers stopped the advance long enough for the Federation to recover and adapt to Klingon tactics. As the Klingon tide was slowed, then stopped, the marines began to adapt themselves and their tactics to this new adversary.

Marine line companies were grouped into Strike Forces, mission specific elements designed to be self-supporting in combat. These Strike Forces were then grouped into larger elements as needed for operations. The SFMC adopted armor and heavy artillery support. In the past, SFMC doctrine called for these elements to be provided by the planetary forces the Marines were to ostensibly support. The poor reliability of these forces, however, forced Marine planners to include these new branches, and as a result, Marine performance and unit survivability improved drastically.

The SFMC also developed specialized assault craft, on the order of the Klingon transports. In the past, the SFMC had simply used attacking starships or freighters. The starships were placed at a severe disadvantage because they had to fend off attacking Klingons while lowering shields long enough to transport men five to ten at a time. Worse yet, equipment often had to be off-loaded to shuttles, which then had to be flown in the face of planetary fire and off loaded at the surface. It could take up to an hour just to get one Strike Group on the ground. Freighters, although they could take advantage of the protection of Federation starships from marauding Klingon fleets, did not have the shielding to withstand planetary

fire. Once assault vessels were in service near the end of the war, the Marines could take the war into Klingon space.

One area in which Starfleet started with and maintained an advantage was in the area of aerospace operations. Early on, the Corps realized the value of transatmospheric fighter craft to support ground operations. Inexplicably, the Klingons did not develop such a capability, and sublight craft such as the A-1 Talon wreaked havoc on unprotected Klingon formations. By August of 2198, the war was far from won, but aggressive counter attacks, improved technology and more advanced tactics began to push the Klingons out of Federation space. When a cease fire was finally signed in 2199, Marines were garrisoning soil that had been Klingon before the war.

### **Lessons Learned, Not to be Forgotten**

Most historians consider the Four Years War to be a “draw.” The cease fire merely recognized the prewar boundaries of the two rivals, changed later by the Organians to include a Neutral Zone. The SFMC survived the war at a horrendous cost. Casualties were 100% for the units that were overrun in the first months of the war. The casualties suffered by the conventional forces thrown at the Klingons to stabilize the front in 2195 were nearly as bad. Overall, nearly one million lives were lost by the Federation in that four years. Best estimates of Klingon casualties run from two to five million.

Faced with maintaining a credible defense during the “Cold War” that would exist for the next 93 years, SFMC planners were determined not to be caught unprepared again. In order to maintain ground force doctrine while still fulfilling its traditional function of supporting starship operations, the two General Assignments, Fleet Marine Force and Garrison Force, were created. All marines were required to rotate through both during their careers to keep skills sharp. The Corps expanded its manpower base and retained the armor, artillery and dedicated transport capabilities created during the war. The Strike Force system was replaced with a more formal Brigade-oriented structure. Special Operations units, first used during the Four Years War to conduct surveillance behind enemy lines, were developed in increasing numbers.

When the Khitomer Accords ended over a century of hostility between the Federation and the Empire in 2293, many heralded the “end of war in our time.” A great deal of pressure was placed on Starfleet and its Corps to severely scale down warfighting capabilities in favor of more peaceful exploration. Although Starfleet did convert much of its postwar Fleet to survey and exploration projects, the Marines, under the leadership of General Robb Jackson, resisted this pressure. As Commandant Jackson said in an address to Marine College graduates in 2296, “The universe is a big place, and not all of it is friendly.” Less than half a century later, his words would prove prophetic.

### **The “Marines War” - Conflict with Cardassia (2347 to 2367)**

As peace “broke out” between Federation and Empire, colonization of space increased rapidly. In 2317, the first Federation-Cardassian contact took place, and the “Great Race” to settle the dense (and resource rich) cluster of systems in and around what is today known as the Badlands began. Within 30 years, Cardassians and Federation citizens were locked in conflict.

A series of serious incidents and a not entirely unjustified fear of an invasion by the Federation, culminated in a Cardassian Army expedition against the planet of Setlik III in 2347. Mistakenly believing that a secret Special Operations base was on the planet, the Cardassians tortured and killed over one hundred civilians in the raid. When the Cardassian Government, still convinced that the Federation had a base on Setlik III, refused to apologize or make an offer of reparations to victim families, war fever raged in the Federation. Ships and troops were sent, and an undeclared war raged for the next 20 years.

This series of engagements and conflicts is often called the “Marines’ War” because most of the engagements were fought by ground forces. The conflict itself was not continuous; it would flare for a few months, die down, only to flare again after halfhearted peace talks failed. The most active part of the war was in 2366, shortly before the truce that ended it was signed.

The Cardassians had planned “Operation Hammer,” a series of naval and ground force engagements designed to force the Federation out of the Badlands once and for all. Unfortunately for the Cardassians, SFMC Special Operations forces called Omega teams had infiltrated most of the planets the Cardassians were using for staging bases. They quickly detected mission preparations, and one team even managed to steal copies of the top secret operations orders. Just twenty four hours before kickoff, these Omega

teams and specially inserted Mecha lances attacked Cardassian supply depots and assembly areas, while Starfleet forces simultaneously attacked the gathering Cardassian fleet. Within weeks, the Cardassians had lost even territory they claimed before the war began. When the truce was signed in 2367, the Badlands were firmly in Federation hands.

One of the most controversial weapons systems of the war, and SFMC history, debuted in this conflict. When Mecha were proposed in 2340, Marine planners dismissed the idea, derisively nicknaming the 15m high machines "TMT", or "The Moving Target." A variety of reasons were given for not producing them — the expense, their size and their armament. Most blasphemous of all in Marine eyes, was the fact that Mecha walked! Nevertheless, supporters within the Corps and the Federation Assembly (many of whom were eyeing a lucrative new contract for their constituencies) managed to get the idea adopted, and the first units were sent to the field in 2355. They quickly proved themselves in combat. Although quite vulnerable to armor and artillery on open ground, the rugged and mobile Mecha were unmatched on the rough, uneven terrain of mountains and forests where conventional vehicles dared not go. Between Armor, SpecOps and Mecha, there was simply nowhere for the Cardassians to hide.

### **The Dominion War**

The signing of a treaty of peace with Cardassia has not meant "the end of war in our time" any more than the Khitomer Accords did over 150 years before. The entrance into the quadrant of the "Dominion" from the Gamma Quadrant via the Bajoran Wormhole has destabilized the entire quadrant and led not only to all-out war, but to a variety of "musical chair" alliances that change nearly as fast as they form.

The first major conflict dealt with the destruction of the Klingon-Federation Alliance and invasion of Cardassia by the Klingon Empire. For a time, it looked as if the SFMC would once again face Klingons in the trenches. Soon, though, the Dominion allied with Cardassia to form a new and formidable force in the quadrant, which resulted in the Federation and Empire re-allying.

Jem'Hadar and Cardassian forces have been formidable opponents for allied Federation and Klingon forces. Even after Dominion reinforcements were prevented by closure of the Bajoran Wormhole, the threat of the combined forces of the Cardassians and Alpha-Quadrant Jem'Hadar remains intense. Both militaries have formidable ground forces, leading to heavy involvement in the war by the SFMC. Although things appear to be shifting in favor of the Federation, the final chapter in this conflict is still being written.

### **The SFMC Today: Threats Abound**

Even in the midst of intense conflict with the Dominion, the Federation is unable to relax its efforts in other areas of the quadrant. Although the "strange bedfellows" alliances created by the Dominion war place the Romulan Star Empire on our side for the time being, it is still an uneasy alliance. Behind their shroud of isolationism, the Procurators of Empire weave twisted plots. We have not fought face-to-face since before the founding of the Federation, but Romulan hands can be detected in nearly every major conflict of this century. We must remain vigilant on this border and remember the sacrifices of our predecessors.

Conflict with the Borg was brief, intense, and primarily naval in nature, but just because it has curtailed does not eliminate it from Starfleet's or the Corps' future. We have defeated them twice, but still they come, constantly finding ways to adapt to our technology and warfighting. This will be a standing threat for decades to come.

# APPENDICES



## APPENDIX A - Pledges

### The Creed of the STARFLEET Marine

I am a Starfleet Marine!  
A professional!  
I am a volunteer, knowing all the hazards of my profession.  
I serve with the memory of those who have gone before me.  
I pledge to uphold the honor and integrity of all I am in all I do.  
I am a professional soldier; I will serve wherever duty requires.  
I will always strive to excel in every art and artifice of war.  
I know that I may be tasked to serve in isolation, far from familiar faces and voices.  
I will conquer my fears and succeed.  
I will keep my mind and body clean, alert, and strong, for this is my debt to those who depend upon me.  
I will maintain myself, my arms, and my equipment as befits a Starfleet Marine.  
I will not fail those with whom I serve.  
I will not bring shame upon myself or the Corps.  
I will adapt and overcome any adversity.  
My goal is to succeed in any mission, and to live to succeed again.  
I will succeed.

### The Marine Rifle Oath

This is my rifle.  
There are many like it, but this one is mine.  
My rifle is my best friend. It is my life.  
I must master it as I master my life.  
My rifle, without me, is useless.  
Without my rifle, I am useless.  
I must fire my rifle true.  
I must shoot straighter than my enemy, who is trying to kill me.  
I must shoot him before he shoots me.  
I know that what counts in war is not the shots I fire, nor the sound of my firing.  
I know that it is the hits that count.  
My rifle is human, even as I, because it is my life.  
Thus, I will learn it as a brother.  
I will learn its weakness and its strength.  
I will keep my rifle clean and ready, even as I am clean and ready.  
We will become part of each other.  
My rifle and I are the defenders of my world.  
We are the masters of our enemy.  
We are the saviors of my life.  
So be it, until victory is ours, and there is no enemy, only Peace.

**Guard Duty General Orders**

1. I will take charge of the post that I am assigned and all other Federation property in view.
2. I will walk the limits of my post in a military manner, being always on the alert for anything unusual.
3. I will challenge all persons who enter my area, regardless of their rank or status.
4. I will report accidents, emergencies, and anything not covered by my orders To the Officer of the Watch.
5. I will insure the safety of all visitors of high rank while they are on my post.
6. I will receive, and pass on to the sentry who relieves me, all orders of the Officer of the Watch or the Commander of the Relief.
7. I will quit my post only when properly relieved.

**The STARFLEET Code of Conduct**

- I. I will always conduct myself in a manner which brings credit to the Corps, my unit, and myself.
- II. I will be resolute in the performance of my duty and the execution of Corps policy and regulations.
- III. I will show courtesy to my subordinates, fellow officers, and superior officers at all times.
- IV. I will strive for impartiality and fairness in judgment, and disqualify my-self from decisions where my judgment may be compromised.
- V. I will listen to both sides of a dispute, and act upon fact, not innuendo.
- VI. I will never assume, but always verify.
- VII. I will strive to defuse confrontations, not cause them.
- VIII. I will be the first to praise, and the last to criticize.
- IX. I will praise in public, and criticize in private.
- X. I will strive to be part of the solution, not part of the problem.

## **APPENDIX B - How to Destroy a Marine Strike Group**

Don't attend meetings, or at least arrive late.

Always leave before the meeting is over.

Never have anything to say at meetings, wait until you get outside or at home.

When at meetings, agree to do everything, then go home and do nothing.

The next day, find fault in your officers and fellow Marines.

Take no part in your ship's affairs.

Be sure to sit in the back at meetings, so you can talk things over with your friends. No one will notice.

Take all that your fellow Marines have to give and all they are working hard to get, but give nothing in return.

Talk cooperation, but never cooperate.

If asked to help others, always say you don't have the time.

Threaten to quit or resign at every opportunity.

Tell others they stand for too little or too much.

Never accept an assignment willingly. It is easier to criticize others than to do something yourself.

Spend as much time as possible on the Internet criticizing other organizations and units. Only people in your unit or organization are worthy of courtesy and respect.

Constantly spread rumors and criticize the officers around you. This gives you something to do with all your free time. It may even get them to work harder for the ship. They all want to be big shots or they wouldn't be officers, right?

Don't do anything more than you have to, and when others willingly and unselfishly try to use their ability and time to help the unit, howl as loudly as you can because the unit is being run by a CLIQUE!

## APPENDIX C - Keeping the Peace

As one of your ship's marines, you may be called upon to handle real life security problems during a meeting, at a convention, etc. Following are general guidelines you may wish to follow in this role. They should not be construed as legal counsel or directives for prescribed behavior, but rather as friendly advice.

There are a number of knuckle-dragging individuals walking around in the world who have very little to lose from their boorish behavior and who do not mind ruining your day (or at least trying to). Some may be bigger and stronger than you. Some may be drugged or drunken. Whole books have been written about what to do at the OK Corral when this happens, but let's cover some real world points that you must remember if you are going to get involved.

### **YOU HAVE TO CONTROL YOURSELF BEFORE YOU CAN CONTROL ANOTHER.**

You are expected to keep a cooler head, especially if you are everyone else's cover. Speak slowly and calmly to the subject, but firmly and authoritatively. Make eye contact. Do not call names or threaten. State exactly what is, as opposed to making threats. Rather than, "Hey, you better watch it or I'll kick you outta here," try, "If you do not stop this, I will have you ejected." ***The only thing worse than not reacting is overreacting in a security matter.*** Take the heat out of yourself by counting to ten or playing a song in your head as you are moving to deal with the problem. If you have to take a few seconds in the next room to calm down before you take further actions, then do so. There is absolutely no room for macho games. Do not challenge (nor accept) invitations to engage in violence or prove who the bigger man is. Don't get into verbal shoving matches that escalate a matter and prolong it.

### **KNOW THE LAW, AND DO ONLY WHAT YOU ARE WILLING TO BACK UP IN COURT.**

You must know the legal requirements for using force, citizen's arrest, and knowing how to avoid violating someone else's rights. Remember, both SFI and the SFMC will revoke your membership for doing the above. Contact a police agency or a criminal lawyer to find the best source for this information. Remember, you are not a police officer, and this limits your protections and powers for handling other persons. Also remember that you can be sued by someone, and spend lots of time in court, even though you may have acted legally.

### **DIAL 911 AT THE FIRST SIGN THAT SOMEONE IS COMMITTING OR IS ABOUT TO COMMIT A CRIME.**

You are no substitute for the real police. Call the police, and make clear that you (or the party that is wronged) are the complainant. Obey all of their instructions and keep a cool head. Give clear, concise answers to their questions. Don't expect them to be overawed by the fact that you are a combat ready STARFLEET Marine, and remember that every situation you get the law to handle is one less one that you can be sued over.

### **CLARIFY WITH THE OWNERS OF THE PROPERTY YOUR ROLE AND POWERS ON THEIR PROPERTY.**

Whoever owns the area you are standing on rules it. If you do not have the owner's permission to eject a rowdy individual from the premises, you better not do it. The same goes for using any sort of weapon, including chemical sprays. A friendly meeting prior to the event with the owner where you introduce yourself and voice your concerns about security is mandatory. Only they can give you the authority to take control over the premises. You may need them to back you up in court when someone gets around to wondering why you had any business jumping into the disturbance, so make sure you're on good terms with them. You do only what they say you can do, nothing beyond that.

**IF THE SITUATION TURNS AGGRESSIVE OR VIOLENT, YOU PROBABLY SCREWED UP**

You, as the peace keeper, need to keep an eye out for burgeoning disturbances, loud voices, drunk individuals who might turn mean, and other potential problems before they turn into full blown call outs. Rarely, if ever, does a fight or disturbance just suddenly start from nowhere. Identify the problem as it starts, and then handle the problem discreetly by taking steps to prevent it from getting any larger. The old saying about “an ounce of prevention” applies here. Ideally, no one will notice that you are doing your job, as you casually move around and help the drunken individual who’s a little loud find his way out and calmly ask the rowdies at the far table to tone it down a bit. It’s easier to do things like this than react to the matter later.

**GOOD REFLEXES ARE FINE, BUT GOOD PREPARATION IS BETTER**

Know the law. Know your physical abilities, and know how to take care of yourself. Know what you can legally do in the situation. Know who will help you out, and who you can call on to back you up in an emergency. Equip yourself with the equipment you need to restrain or control an aggressive person. If you do these things, then good performance in a crunch will come naturally. The US Rangers say “everything is training and training is everything”. Adopt this philosophy, and that of the Boy Scouts, which is “Be Prepared”.

**TAKE THE TIME TO UNDERSTAND WHY SOMEONE IS ACTING UP**

To put it simply, people do things for reasons. Apply this thinking to the aggressive or disruptive individual. Do they want attention or to make a scene? Withdraw it, or handle them off on the side. Do they fear you? Make yourself non-threatening. Do they throw tantrums? Withdraw interest from them to squelch it. Do they work themselves up into a frenzy over something? Deal with them assertively before they can work themselves up. Remember that a significant part of controlling behavior is understanding it.

## APPENDIX D - Information Resources

### D.1 Online Information

There are many sources for information about Star Trek and its fan clubs on the Internet. Some of the ones that relate especially to the STARFLEET Marine Corps are listed below.

#### **SFMC List Serve**

A listserv is like a community bulletin board, except that mail and other notes are posted electronically. The current SFMC listserv address is: [corps-l@sfi-sfmc.org](mailto:corps-l@sfi-sfmc.org). To subscribe to the list:

GO TO: <http://daystrom.linux-site.net:88/mailman/listinfo/corps-l/>

You can subscribe to the list, modify your account and view past posts to the listserv through this site. To post to this list:

SEND TO: [corps-l@sfi-sfmc.org](mailto:corps-l@sfi-sfmc.org)

Note that the address for sending mail to the list serve is a lower case L, not the number one.

#### **SFMC Web Site**

The SFMC operates a web site for information and communication relating to the STARFLEET Marine Corps functions. You can find contact information for most of the Corps' top brass, as well as information about the structure, activities, and philosophies of the SFMC. To reach this web site, go to: <http://www.sfi-sfmc.org>.

#### **STARFLEET International Web Site**

The Corps' parent organization has its main website at <http://www.sfi.org>

#### **Organizational and Private Web Sites**

Some members have Home Pages on the net, and some ships or chapters within STARFLEET do as well. A good way to locate these is to start at the SFI or SFMC Web Sites and follow the links thereon.

Forces Command's website is accessible through the main SFMC website. Here you can find an Awards Request form for submitting nominations for ribbons, check out the Structure of the SFMC from Unit up to the General Staff, explore the geographical layout of the Corps, etc.

Support Command's Website is accessible through the main SFMC website. Here you can view a source list and images for ribbons and uniform accoutrements and find order forms for SFMC merchandise.

Training and Doctrine Command's website is accessible through the main SFMC website, students can access manuals and take courses online at no cost.

#### **America Online and Web Search Engines**

Many of the members of SFMC have accounts with America Online (AOL). Most put SFMC in their personal information. You can search the membership database using SFMC as a keyword and locate other Marines this way. There are also forums for other Star Trek Marine organizations as well, under the messageboards at keyword STAR TREK. You can also find a plethora of websites and information by entering SFMC, Starfleet, or Star Trek in any of the several web search engines like Yahoo, Web Crawler, Excite, Alta Vista, etc. Be cautious, as there are several organizations that use Starfleet and Marine Corps in their name, but are not affiliated with SFI or the SFMC.

## D.2 Telephonic Information

Many members of the SFMC are willing to answer questions and offer help via telephone. Before you call anyone in the organization, though, please remember some common telephone courtesy.

No matter who you call, please observe some common sense and check the difference in time zones! A comfortable time after supper for you might be very late in the evening someplace else. If you get an answering machine, be sure to leave your name, phone number with area code, time you called, and a good time to call you back. If you are willing to pay for their call back, tell them it's okay to call collect. Not only is this good manners, it encourages them to call you even if they do decide to pay for their own call. Here's an example:

"You have reached the Klingon Embassy. We are out intimidating other species and can't come to the phone. Leave a message or be destroyed." ...BEEP...

"Hey General Chang! Colonel Kelley calling about the paintball game. It's 2 A.M. here in Missouri, give me a call before ten tomorrow morning if you guys want another re-match. The number is area code 573-893-6550. No need to bankrupt the empire, so you can call collect if you want. Q'apla!" They never did call back, but you get the idea.

## D.3 Publications of Interest

### Attention On Deck

This is the official newsletter of the SFMC. It contains updated contact information, promotions and awards listings, upcoming events and other administrative data that concerns SFMC members. The AOD is included in the bi-monthly publication of the STARFLEET Communiqué.

### STARFLEET Communiqué

The official newsletter of STARFLEET, the International Fan Association, Inc. Subscription information may be obtained by writing to STARFLEET Headquarters. (This has an official Marines column where the members of the fleet can read about SFMC activities and accomplishments.)

### Suggested Reading List

This is a partial list of some books and other materials that you might consider reading. Most are fiction, some are not. They all deal with different aspects of military life, whether or not it is in a science-fiction setting. My absolute favorite is *Starship Troopers*, by Robert A. Heinlein. The movie was good, but the book is even better—and the movie bore little resemblance to the book, if you're wondering. If you haven't read it, put this down and go do so, right now! Everyone should read the series "There Will Be War" —it's a mix of nonfiction and fiction about war in the future, by the best writers in the world.

By far one of the best non-fiction books ever written is "Black Hawk Down", by Mark Bowden. He tells a riveting story of the actual battle that took place in Mogadishu, Somalia. The story is comprised of actual accounts from the survivors and is truly "THE" story of modern warfare.

If you are a powered armor fan read John Steakley's book, *Armor*. It's simply incredible. For Mecha fans, FASA's entire line of books is mandatory. Tankers will love David Drake's stuff. Infantry will enjoy Jerry Pournelle's *Mercenary* and *West of Eden* and Carston Stroud's *Iron Bravo* (especially you NCOs). SpecOps types will like Joe Garner, Sr.'s *Code Name: Copperhead* (non-fiction) and Victor Leonev's *Blood on the Sands* (non-fiction).

Other books worth reading: Anything by Gordon Dickson, but especially *Dorsai!*, *Tactics of Mistake*, *Soldier Ask Not*; Joe Haldeman's *The Forever War*; William Keith's *Decision at Thunder Rift*, *Mercenary's Star*, *Price of Glory*, *Tactics of Duty*; Michael Stackpole's *Assumption of Risk*, *Natural Selection*, *Lethal Heritage*, *Blood Legacy*, *Lost Destiny*, *Bred for War*; Anything by David Drake, but especially *Hammer's Slammers*, *The Sharp Edge*, *Rolling Hot*, *The Military Dimension*, *Redliners*; Robert Aspirin's *Illegal Aliens* (with Phil Foglio) and *The Cold Cash War*; Keith Laumer's *Bolo*, *The Retief series*; Anything by Larry Bond, but especially *Vortex*; W. E. B. Griffin's *The Brotherhood of War* series (8 books, very good), *The Corps* series (7 books, great stuff).

**Suggested Viewing List**

This is a partial list of some non-Trek movies that you might consider watching. One of my favorites is Aliens (the sequel to the movie Alien) because of the Colonial Marines in it. They unfortunately get pretty much waxed by some seriously nasty monsters, but go out with style and lots of gunfire. Other military and sci-fi movies and shows worth watching: Babylon 5 (series), Glory, Predator, Space: Above and Beyond (series), Terminator, Terminator 2, The Thin Red Line, The Walking Dead, Uncommon Valor.

Anyone with any interest whatsoever in how military planning can get it wrong (and right) and how luck and fate intercede should watch A Bridge Too Far. Anyone wishing to appreciate the true nature and sacrifice of warfare must watch Saving Private Ryan.

## APPENDIX E - Materiel Resources

Here are some places to obtain the things you'll want, like uniforms, insignia, and all the other paraphernalia of the Trek universe.

### SFMC Quartermaster

The SFMC Quartermaster, within the Commandant's office, should have many of the insignia and other items for the SFMC uniform, as well as information on where to get other Corps Specific Merchandise and what to ask for. Try here first!

### The Hock Shop (1-800-THE HOCK)

This is a Civil Air Patrol supply company, run by Tom Flanagan who's been a member of the CAP for over 15 years. Call and ask for a catalog which includes ribbons, berets, color guard equipment, boots and even field gear (Army issue type). Be sure to tell him thanks for the support, when you order from him.

### Glendale (1-800-555-9269; [www.glendale.com](http://www.glendale.com))

Glendale specializes in parade, band, and honor guard supplies and has many hard-to-find specialty items like extra-large web belts, shoulder cords in ANY color, bib scarves, gloves, color guard equipment, etc. An outstanding selection!

### US Cavalry (1-888-88USCAV; [www.uscav.com](http://www.uscav.com))

This is a chain of stores that specialize in "World's Finest Military and Adventure Equipment." They carry lots of nifty things, including boots, field gear, flight suits, and many civilian versions of current issue military equipment. While they are not cheap, they have an incredible returns policy.

### Quartermaster (1-800-444-8643; [www.qmuniforms.com](http://www.qmuniforms.com))

This mail-order company based in California specializes in military and law enforcement apparel, insignia, and equipment. They carry many distinctive insignia and are also a good source for parade and honor guard equipment.

### 800-TREKKER (1-800-873-5537)

Its phone number as well as its name, this company specializes in *Trek* uniforms and paraphernalia. A standard *Star Trek: Voyager* and *Star Trek: Deep Space Nine / Star Trek: First Contact* uniform top with communicator and pips, runs about \$50. They carry standard size uniforms from small to extra large, as well as makeup, costumes, and prosthetics for Bajorans, Ferengi, and Klingons.

### Intergalactic Trading Company

(1-800-383-0727; [www.intergalactictrading.com](http://www.intergalactictrading.com))

This is a company specializing in sci-fi collectibles (including a lot of non-Trek memorabilia). They do carry some nice Trek related things like T-shirts, uniforms, makeup, and jewelry. While they aren't a big source for SFMC material, they carry some unusual items that may be hard to get elsewhere.

### New Moon Props

([www.newmoonprops.com/Starfleet.htm](http://www.newmoonprops.com/Starfleet.htm))

This is a company specializing in making props. Some of the individuals that work for this company are also STARFLEET and SFMC members. They have started to make various items for both Fleet and SFMC uniforms.

#### IF ALL ELSE FAILS:

Talk to other Marine Strike Groups, or contact your Brigade OIC. Its very likely that someone will know where to get whatever you need. Don't forget, you can always make something that is needed yourself, and you'll have an instant market composed of your fellow Marines!

## APPENDIX F - Distinctive Uniform Items

Various items may be authorized from time to time for wear on the uniform. Distinctive Items fall into three main categories: "Branch Devices" (like Aerospace Wings) and "Qualification Devices" (like Flight Surgeon's Wings) are regulated by COTRACOM. The third category of Distinctive items is "Other Distinctive Items" (like the John Phillips Sousa Badge) are generally regulated by the Deputy Commandant. See Appendix "F" For a complete list of Distinctive Items currently authorized for wear.

### Branch Devices

#### Advanced Studies

This device is awarded to a Marine who successfully completes an Advanced Studies course. This device is the US Army Staff Specialist device painted gold with a small combadge affixed to the center of the book.



#### Aerospace Wings

The Aerospace wings are authorized for wear by any Marine who receives a degree in Aerospace studies by passing AE-10, AE-20 and AE-30, or who completes AE-10, AE-20 and AE-25. They are the Navy Pilots Wings with a small TNG combadge glued in the center. They are worn on the left breast ½ inch above the ribbon bar.



#### MECHA Wings

The MECHA wings are authorized for wear by any Marine who receives a degree in MECHA studies by passing ME-10, ME-20 and ME-30. They are worn on the left breast ½ inch above the ribbon bar. These wings are specially made. Efforts are currently underway to appropriate these into Corps stock.



#### Medical Branch Device

This device is issued to any Marine who received a degree in the Medical Branch by passing MD-10, MD-20 and MD-30. They are worn on the left breast ½ inch above the ribbon bar. These wings are a Medical caduceus with a miniature combadge attached.



#### Special Operations

This device is issued to any Marine who received a degree in the Special Operations Branch by passing SO-30. This device is the South Vietnamese Ranger Badge.



### Qualification Devices

#### Flight Surgeon Wings

This is a qualification badge indicating that the Marine has passed the MD-25 course. These wings are the Senior Army Flight Surgeon Wings with a small combadge pin affixed to the top of the shield between the wings. It is worn on the right pocket flap.



#### Combat Medic Insignia

Awarded for successful completion of MD-23. This device is created by painting the US Army Expert Field Medic Device gold and the cross on this item is to be painted red.



**Leadership Qualification Badge**

These badges are given to Marines who complete the leadership courses. For Completion of LD-10 a Silver Wreath is authorized, for LD-20 a Gold Wreath is authorized and for LD-30 a red felt background is added to the Gold Wreath. They are worn on the Right breast above the Name Plate.

**Parachutist Wings**

Awarded for successful completion SO-13. These wings are the Vietnamese Army Parachute Basic Wings. Civilian or Military real life parachute qualification entitles the wearer to paint the star at the bottom of the parachute gold.










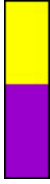


































**Other Distinctive Devices****John Phillips Sousa Award**

Issued to Marines who play an instrument at an official SFMC event on Brigade level or higher either with a band, small group, or playing solo. It is worn on the right breast ½ inch above any and all Qualification Badges.





**APPENDIX G - Ribbon Quick Reference**

**SFMC Awards (In Order of Precedence)**

	Gold Nebula		Silver Nebula		Cross of Honor		Sword of Honor
	Shield of Honor		Star of Honor		Legion of Honor		STARFLEET Cross
	Commandant's Meritorious Service Award		Comet		Cross of Valor		Sword of Valor
	Shield of Valor		Star of Valor		Legion of Valor		Wounded Lion
	SFMC Service Commendation		SFMC Achievement Award		Brigade Service Commendation		Brigade Achievement Award
	Meritorious Unit Citation		Leader's Commendation		Marine Honor Guard		Great Barrier Expedition
	Disaster Relief		United Nations Service		Prentares		Community Service Award
	Communications Service Award		Good Conduct Medal		SFMC 20th Anniversary Ribbon		International Service Ribbon
	Brigade Muster Award		Joint Service Ribbon		Embassy Duty		Legion of Arms
	Cadet Legion of Arms		TRACOM Commander's Award		Academic Excellence Award		NCO Academic Ribbon
	Professional Development Award		Medical Proficiency Ribbon		Marine Proficiency Ribbon		Initial Entry Training Award

**Other SFMC Awards (In Order of Precedence)**

	Wilderness Challenge Qualification Badge		Commandant's Award
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## APPENDIX H - Glossary

Realizing that many of the terms and acronyms we use so casually in conversation may confuse those who haven't had the benefit of years of active military service, we have included this glossary of "Milspeak." While it is far from complete (it is possible to make acronyms for just about any collection of words, trust me) it should cover most of the ones found in this manual and what you might overhear in normal 'Grunt' conversation.

### H.1 Nautical Terminology

Because Marines have a long history of service on naval vessels and with naval personnel, they freely use nautical terminology just like their naval counter-parts. This can be confusing for the new recruit when someone tells him to "secure the hatch" when they really want him to "shut the door". The following guide, then, may help.

When you are on a planet or space station, you are ashore. To move from shore to ship, you go onboard. If you make the journey via transporter you beam aboard; if you walk aboard via access tube through a docking hatch, you go aboard the quarterdeck via the brow; if you go aboard via shuttle or aerospace craft, you land aboard. When such craft land aboard a ship, they are recovered; when they leave the ship, they are launched. When a ship is cruising under its own power it is said to be underway; when it is docked or grounded at a base or station it is in port (more infrequently it may be said to be moored or anchored).

#### Directions

Marines will often use nautical terms for directions—these are terms used aboard ship. The front of the ship is the bow; its forward-most point is the stem; to move in that direction is to go forward. The rear of the ship is called the stern; to move in that direction is to go aft; if something aboard is behind you, it is abaft; if something is behind the ship itself, it is astern. In between the bow and the stern is amidships.

As you face the bow, things on your left are to port; things on your right are to starboard. An imaginary line drawn from the stem to the stern is called the centerline. Things placed on a line perpendicular to the centerline are said to be athwartships. To move toward the centerline is to move inboard, to move away is to move outboard. To go up to an upper deck is to go topside, to go down to a lower deck is to go below.

#### Structural Terms

Terms used in reference to ship construction are widely applied to structures ashore as well. For instance, a floor is called a deck, a wall is a bulkhead, the ceiling an overhead, a door a hatch, a hall a gangway or passageway, and stairs are known as ladders. Types of rooms also have different names: a bedroom is known as a stateroom, a bunk room is a berthing compartment, a dining room is a wardroom (for officers) or a mess deck/hall (for enlisted), a bathroom is a head, and the general term for an unspecified room is simply compartment.

## H.2 Acronyms and Military Terminology

**Abaft:** Farther aft, as, "The plot room is abaft the bridge."

**Abeam:** On a bearing of 90° (abeam to starboard) or 270° (abeam to port).

**Aboard:** In or on a ship. Sometimes used in reference to being in or on a station, when there is a close-by shore facility to avoid confusion.

**Aerospace:** 1. The atmosphere of a planet and the space immediately surrounding it. 2. The combat arm that conducts operations in aerospace.

**Aft:** Toward the stern. Not as specific as abaft.

**After:** Of two locations, the one farthest aft, as, "The after wardroom."

**All Hands:** The entire ship's (station's) company.

**Amidships:** An indefinite area midway between the bow and the stern. "Rudder Amidships" means maneuvering thrusters are off, or employed equally to port and starboard so the ship does not change course in the XY plane.

**Astern:** Directly behind a ship.

**Athwart:** Across; at right angles to; perpendicular.

**Away Mission:** Any mission assigned to an Away Team, (this usually means it will take place off ship).

**Away Team:** A group of ship's personnel that are sent off ship for some specific purpose. Used to be called "Landing Party".

**Aye or Aye Aye:** Reply to a command or order meaning "I understand and will comply" used aboard ship (many times used ashore as well, though sometimes supplanted by roger and/or wilco).

**Battalion (BN):** A unit of organization consisting of three or more companies, plus attached elements. Within the fan club, a battalion consists of all Marine units and personnel within a single state.

**Battery:** A company-sized artillery unit.

**Beam:** 1. The extreme breadth of a vessel; 2. A structural support; 3. A focused energy transmission; 4. To move by matter transporter.

**Bear:** The act of being located on a bearing, as, "The target bears 045 mark 3."

**BOS:** Branch Of Service.

**Brig:** Confinement facility for prisoners aboard a vessel. Off ship facilities are known as jails or prisons.

**Brigade (BDE):** A unit of organization consisting of two or more Battalions. Within the fan club, a Brigade is equivalent to a STARFLEET Region. As an example, all units in Region 3 are in the Third Brigade.

**Bulkhead:** A wall on a ship.

**Caliber:** Measurement of a projectile's diameter, usually measured in millimeters or in hundredths of an inch.

**CO:** Commanding Officer

**COFORCECOM:** Commanding Officer, Forces Command

**COINFOCOM:** Commanding Officer, Information Command

**COTRACOM:** Commanding Officer, Training and Doctrine Command

**Commandant:** The highest ranking officer in the Starfleet Marine Corps.

**Company:** a unit composed of two to four platoons.

**Division (DIV):** The largest organizational unit within the Starfleet Marine Corps, consisting of two or more Brigades that are geographically associated in a specific manner. There are seven divisions in the SFMC.

**Fire Team:** The smallest level of organization in an infantry unit, consisting of four Marines. The standard fire team consists of a team leader, two infantrymen, and a light weapons specialist. Two to four teams make a squad.

**Fleet Marine Force (FMF):** One of the two general assignments all marine duties are divided into. The other is Garrison Force.

**Garrison Force:** One of the two general assignments all marines are rotated through during their careers. The other is Fleet Marine Force.

**Gear:** Equipment To get dressed/strap on all of your equipment is to "gear up".

**Grunt:** Slang for any combat soldier who is not a pilot of a vehicle or aerospace craft. Also used as a derogatory term by non-Marine personnel to describe Marines in general. Of course, most Marines consider this to be a compliment, so there's rarely any offense taken at the use of the term.

**Gung Ho:** From the Chinese language, it means "works together". Anyone who is enthusiastic and motivated is considered "Gung Ho".

**Gunny:** Slang for Gunnery Sergeant (grade E7).

**JAG:** Judge Advocate General. JAG officers are the military equivalent of lawyers.

**Line Officer:** An officer who commands combat troops. See also Staff Officer.

**Local Commander:** The SFMC member in charge at any specific event is considered the 'local commander'. For example, the 1BDE OIC would be the local commander for the 1BDE Muster (even if the Commandant is in attendance) and would specify the highest level uniform for the muster.

**Marine Force Manual (MFM):** This manual that you are reading.

**MSH (pronounced "mash"):** Mobile Surgical Hospital

**MCU:** Marine Correspondence Unit, a unit which does most of it's activities through regular or electronic mail or via telephone.

**MEU:** Marine Expeditionary Unit, a unit without a host chapter in SFI, but whose members remain affiliated with the SFMC.

**Mecha:** A large, armed and armored vehicle that has a basic humanoid design (usually equipped with arms and legs). Better suited to rough terrain than AFVs and more versatile, but slower on open terrain and requires more maintenance.

**MOS:** Marine Occupational Specialty

**MSG:** Marine Strike Group

**MTU:** Marine Training Unit

**NAVOP:** Naval Operations

**Non Commissioned Officer (NCO):** Enlisted grades E4 through E9.

**NCOIC:** Non Commissioned Officer in Charge

**Noncom:** Another term for NCO, or Non Commissioned Officer.

**OCC:** Officer Command College, second of two officer training courses available through Starfleet Academy. You must complete OTS before you can take OCC.

**OIC:** Officer in Charge

**Omega Team:** A special operations force of particularly covert nature.

**OTS:** Officer Training School. The first step in becoming a STARFLEET officer is to take this course through Starfleet Academy.

**Platoon:** An organizational unit consisting of 3 (or more) squads. Platoons usually have an OIC (the Platoon Leader) and a NCOIC (the Platoon Sergeant).

**SCC Number:** Your SFI membership number. It is usually a five digit number sometimes followed by a dash and the digits representing the region you live in (i.e. - 98035-12 for someone living in Region 12 when he joined the fan club).

**SFA:** STARFLEET Academy

**SFI:** STARFLEET: The International Star Trek Fan Association, Inc.

**SFMC:** STARFLEET Marine Corps

**SFMCA:** STARFLEET Marine Corps Academy

**SGM/SFMC:** Sergeant Major of the Starfleet Marine Corps, the highest NCO post in the Starfleet Marine Corps.

**SOP:** Standard Operating Procedure, a set of instructions that cover a standard situation and what needs to be done in such a situation.

**SpecOps:** Special Operations

**Squad:** An infantry unit consisting of two to four fire teams, plus a squad leader.

**Squad Leader:** The individual in charge of a squad, usually an experienced enlisted man or Junior NCO.

**Squadron:** A company-sized aerospace unit.

**Staff Officer:** Any officer assigned to a unit who is not directly responsible for the command of troops. A good example are the officers who run the intelligence, logistics, and personnel departments at a unit's headquarters.  
**Strike Group:** A task-formed Marine Unit, usually assigned to a ship or station, which may be homogenous (all one service branch) or composite (elements from many branches) in nature. It is usually company-sized, but may be as large as a battalion based on requirements.

**Task Force:** A task-formed Marine Unit, which is almost always composite (elements from many branches) in nature. It is usually larger than battalion strength and composed of several different units or Strike Groups.

**Task-Formed:** A unit composed to accomplish a particular task. It may consist of an existing unit, or may draw from existing units to form a new unit. It may be permanently established or exist only until the task is accomplished.

**Troop:** A company-sized cavalry unit.

**Uniform Code of Military Justice (UCMJ):** The laws and regulations that real-world US military personnel are expected to follow.

**USMC:** United States Marine Corps.

## About SFMC Academy

The Starfleet Marine Corps Academy was established by Commander Starfleet in 2164 when it was determined that Starfleet Academy could no longer adequately meet the needs of both services. The historical home of the United States' Navy and Marine Corps academies, Annapolis, was selected as the new home of the SFMCA. The head of the Academy, known as DCO-Academy, TRACOM, is still headquartered at the main campus in Annapolis. The motto of the SFMCA is "Facta Non Verba" or, in Federation Standard, "Deeds not Words." This is reflected in the more informal academy slogan, "We lead by example... whether we mean to or not." The DCO-Academy, TRACOM reports to the Commanding Officer of the Training Command (COTRACOM) who, in addition to the SFMCA, oversees branch schools, enlisted personnel training, advanced technical schools, and periodic skill re-fresher courses. Most of these courses are held either at one of the SFMCA facilities, or at one of the many training facilities in the New Valley Forge system which is home to TRACOM. These facilities, together with an Oberth-class spacedock serving as TRACOM headquarters, comprise Station Valley Forge. Today, the SFMCA consists of 5 campuses, 8 training worlds, and 42 ranges and field courses throughout the UFP. Together with Station Valley Forge, the SFMCA comprises one of the largest and most advanced military training organizations in the known universe.

