

Starfleet Marine Corps Standard Operating Procedures

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Introduction

Welcome to the Standard Operating Procedure of the Starfleet Marine Corps, otherwise known as the SOP/MC. This document is intended to have the dual purpose of acting as a guide for the Marine Course, as well as lay out a base structure for the Marine Corps overall. It is the hope of the author that the reader will come away from this document with a clear picture of the Marine Corps of the Twenty-Fifth Century, its units and its missions.

This is not the first SOP/MC to be produced for the Marine Corps, and hopefully will not be the last. Those readers that have seen the first completed draft of the SOP/MC will notice that portions of the older version have been cut out. This has been done to streamline the SOP/MC, and all information that was found previously within will be published in documents dealing specifically with those aspects of the Marine Corps.

The Starfleet Marine Corps

Under the Federation Charter, Starfleet is tasked as the agency through which the Federation conducts deep-space exploration, scientific, diplomatic and defensive operations. It is an organization aimed towards putting an end to conflict in the interest of peaceful exploration. While armed and trained for the eventualities of war, the primary mission of Starfleet is the continued exploration of the universe around us.

Shortly after the founding of Starfleet, it was realized that Starfleet personnel were not trained or equipped properly for prolonged combat operations. Security Personnel were trained to handle hostile situations as they arose on the facility or vessel they were assigned to. They were not trained to operate in combat zones for extended campaigns and direct action operations without the immediate

support a starship or Federation facility. The train and experience was simply not present to provide Starfleet with a force of personnel trained for the rigors of combat and war.

It was with this realization that the Starfleet Marine Corps was born.

The Marine Corps was given two directives upon its creation. The first was to provide Starfleet with an elite body of soldiers capable of handling a wide variety of combat operations. The second was the continued defense and protection of the Federation, its interests and most importantly its citizens.

Since its foundation, the Starfleet Marine Corps has kept these two directives firmly at the forefront of their doctrine, despite their ever changing role within Starfleet.

Starfleet and the Marine Corps

The Chain of Command (IC/OOC)

The Chain of Command within the Marine Corps can be a very tricky thing to understand, as the Corps is an organization within a larger organization. Marine units are stationed aboard Starfleet ships and facilities at the request of that ship's or facility's Commanding Officer. The Marine unit commander would report directly to the ship or installation commander who would report to their fleet commander.

The fleet commander would then report to the Starfleet Head of Operation as per normal CoC but, they would also copy any Marine specific reports or requests to HQMC on Quantico III. From there, requests would be answered by one of the three administrative officers who keep track of what's going on in each fleet. The answered request is then sent to the SFMC Commandant for final approval and sent to the Starfleet Head of Operations to be passed back down the CoC.

There are times when the HQMC will contact a Unit directly and is still considered the Head of the SFMC, however, they are still an organization within Starfleet and as such do still report and get approval from the Starfleet Operations Head.

OOC the CoC is much the same as IC, the Marine unit CO's report to their CO, the CO reports to the FCO, etc. The main thing to always keep in mind with the CoC is that while Marines are an organization, they are still Starfleet Marines and still follow those protocols.

Home of the Marine Corps: The Quantico System

The Marine Corps makes its official home in the Quantico System. This is where the Marines hold their Basic Training and Officer School, as well as their more advanced schools and research units. The system is made up of five planets, each with their own ecosystems, which provide varying training grounds for the Marines.

Quantico I is a hot desert world with moderate Polar Regions. In the vast deserts that surround the planet are various desert condition-training camps that are designed to prepare a Marine for the harsh environments that might be encountered while on various postings. On the North Pole is the small civilian center that acts as the spaceport and recreation and relaxation facilities for the Marines. As well, this is where the Training Instructors live while not training Marine Candidates in the harsh desert wastes.

Quantico II is a much more temperate planet, covered with humid jungles that are host to all sorts of natural dangers. It is here that the Marines learn to work under the oppressive humidity that some planets offer. Also, the planet has vast mountain ranges that are home to the Mountain Men School, where Marines are put to the test during their final phase of boot camp. Again there is a civilian populace, but in this case it is only for the spaceport located in the southern hemisphere.

Quantico III is the home of Headquarters Marine Corps. An M-Class planet, it is a host to the majority of the system's population. Here is where the many research battalions reside, along with the various other administrative units required to run the entirety of the Corps. Officially the home base of the Commandant, this is where the majority of Marines start and ultimately finish their boot camp training. Also, the Urban Warfare School and the elite Force Recon Schools (including both the Ranger School at Fort Garrison and the Airborne School at Camp Toccoa) are located here where the planet offers the most diverse climates in the system. The largest civilian population is here, as only the first two planets allow for families of Training Instructors to be present. All others cycle back to Quantico III while not on duty at their specific school in the last two planets.

Quantico Station is the station that orbits the main planet in the system. This facility is used as the system's link to the outside universe. All freight and supplies, as well as civilians and new Marines, are processed through this facility while going into or coming out of the system. As this is the home of the Marine Corps, a large part of the station's staff is tasked to security, which is made up of training regiments of Military Police for the Marine Corps. The station also maintains a small flotilla of starships for training and defense purposes.

Quantico IV is a frozen wasteland and is in essence nothing more than a giant ball of ice. This is where the Marines test their abilities in contrast to the other three planets. Again, there is a civilian population but it is only there for the support of training efforts. Barracks and quarter facilities are based off an orbital platform for safety reasons, as the planet is subject to horrible ice storms that scrub the planet's surface clean with their fury.

Quantico V is the final planet in the system and is on the outside of an asteroid belt that rings the inner four planets. From here Zero-Gravity Combat School is run, as well as the combat pilot schools. As opposed to having the base on the atmosphere-bare planet, the Marines use many of the larger asteroids, having tunnelled them out for the dual purpose of a strategic defense net as well as combat schools for both pilots and infantry.

Boot Camp

The process of becoming a Marine is a long and tough journey through the many planets of the Quantico system. It is designed to give each and every member of the Corps the basic skills required to be a member of a rifle company, as well as give each Marine a unifying experience with the rest of the Corps. As such both commissioned and enlisted personnel are held to the exact same standards while going through basic. This policy ensures that every member of the Marine Corps is a trained and ready soldier, despite whatever their Military Occupational Specialty (MOS) or rank may be.

Boot Camp starts with the Marine Candidates forming into training battalions, where they are stripped of any and all personal affects. This is to put each candidate on an equal level, while also signifying the start of their new life as members of the Marine Corps.

Shortly after this, the candidates have their first experience with Physical Training (PT). This is done to introduce a regime of physical fitness early in the candidates training. The Corps places a high value on the fitness of all Marines and is another distinction in their training, as any Marine may find themselves in a combat situation. PT is a constant throughout training and life as a Marine.

Following this, the candidates start learning basic infantry tactics and problem solving skills. It is now that they are first introduced to their rifles, as well as the other basic equipment of the Marine Corps. This is also when the candidates are introduced to the other planets of the Quantico system during their combat simulations.

The final phase of basic training is the refinement stage, where Marines are given a chance to master and refine the skills they have spent the last year learning. In this stage, candidates are allowed to work on those skills that they may have found more difficult than others. When this phase is complete, the candidates are subjected to the Marine Readiness Test. This test is an assessment of the skills learned in basic and is repeated yearly by all Marines to make sure that they not only maintain the standard of physical fitness mentioned earlier, but also their infantry skills.

Once the Marine Readiness Test has been passed, each candidate is inducted into the Corps at the parade grounds on Quantico III before the Headquarters buildings. Families and friends are invited to witness this ceremony, care of the Marine Corps and is often a proud moment for the newly inducted Marines.

At this point, the Marine may elect to join a line Infantry unit, or continue on to one of the other training schools offered within the Quantico System.

Structure of the Marine Corps

The basic building block of the Marine Corps is the soldier and their rifle, valuing the soldiers individual abilities above all else. As such, they are the base unit of any formation.

However, one Marine can only go so far in the protection of an entire sector of space. As such the Marine Corps is broken into Divisions. Each Division is assigned to a Subfleet and is given a numerical designation in correspondence with each Subfleet's designation. For example, Homefleet has the First Division at its command, while Beta and Exploration Fleet have the Second and Third Divisions respectively. The units in these Divisions are then numbered using the Division number first then unit number or letter designation, i.e. - 3rd Division, 1st MEU or 1st Division, 2nd Division Alpha Company.

Aerospace units have a three number designation then what type of unit they are. For example, if you are in Homefleet and part of a squadron with only fighters the designation would be 101st Tactical Attack Squadron. The 1 represents Homefleet, the 0 represents the first wing in Homefleet and the 1 represents the squadron designation. This is standard for both Marine and standard Navel Aerospace units.

All Marine units are monitored on Quantico III by three administrative officers as well as the SFMC Commandant. These administrative officers are the Marine Division Commanders but are not put in the field or the front lines.

**OOC Note: The 3 administrative officers are NPC's played by the SFMC Commandant. You should seek out this person if you need to contact SFMC Command.*

In recognition of the diverse political and astrological climate of each Subfleet's sector of space, there is no set rule for the constitution of a Division other than it must contain four or more Regiments. If needed, it may also contain one or more Marine Aerospace Groups.

Units of the Marine Corps

When Headquarters Marine Corps receives a request to create a Division, it looks towards the four branches of the Marines to fill the billets. These would be the Infantry, Armoured, Aerospace and Force Reconnaissance branches.

As each Subfleet has different expectations and directions for their Marines, not all branches will be present. The only exception, however, is the Infantry Branch as it is the backbone of the very Marine Corps.

Infantry Branch:

<u>Unit</u>	<u>Comprised Of</u>	<u>Avg. of Marines</u>	<u>Commanded By</u>
Corps	2 Divisions	13,824	Lieutenant General
Division	3 Regiments	6912	Major General
Regiment	4 Battalions	2304	Brigadier General
Battalion	4 Companies	576	Lt. Colonel/Colonel
Company	4 Platoons	144	Captain/Major
Platoon	3 Squads	36	Lieutenant
Squad	3 Fire Teams	12	Sergeant
Fire Team	4 Marines	4	Corporal

Every soldier is part of a four man unit called a fire team. Each fire team composed of a Corporal or Lance Corporal armed with a Type IIIa phaser rifle, with under slung grenade launcher, two rifleman armed with type IIIa phaser rifles, and an automatic rifleman armed with a Squad Automatic Weapon or SAW. Three fire teams matched with a Sergeant make a squad. Three squads paired with a Lieutenant make a platoon.

Things get a little more complicated here, as three rifle platoons are then matched with a heavy weapons platoon armed with M-148 Machine Phasers, M-236 73mm Mortars and Torpedo Launchers, you have a Marine rifle company under the command of a captain and their first sergeant. Three of these companies joined with a heavy weapons company containing three platoons of M-267 86mm Mortars, a heavy weapons platoon armed with eight torpedo launchers and six Mk. 24 Machine Guns along with six M-148 Machine Phasers mounted on Antelopes. The heavy weapons company also contains an anti-armor platoon armed with eight quantum torpedo launchers. The heavy weapons platoon of the heavy weapons company is organized into three Combined Anti-Armour Teams (CAAT) which combine with the Antelopes to create a highly mobile force combined with the effects and capabilities of the their unique weapons to form a Rifle Battalion under the command of a lieutenant colonel and sergeant major. Three battalions joined with an artillery battalion (containing several anti-ship and indirect fire artillery pieces) form a regiment, under the command of a colonel and sergeant major.

Armoured Branch:

Unit Name	Comprised of	Number of marines	Commanded By
Brigade	4 Battalions 1 Power Infantry Platoon 1 MMCC	9232	Colonel
Battalion	4 Armoured Companies 1 Infantry Support Company 1 MMCC	2306	Lieutenant Colonel
Armoured Company	4 Medium Tank 1 Engineer 1 Medic 1 Recon 2 Light tank 1 Heavy tank 1 MMCC	542	Marine Captain/Major
Platoon	4-8 Tank/LAV	40-64	1 st Lieutenant

As one of the tasks of the Marine Corps is the defense of member planets of the Federation, it was only logical that they develop an arm capable of putting up a strong ground based defense against incoming invaders. To this end, the Armoured Branch provides both cavalry and armoured units to support the infantry.

Much like in the infantry, the first unit to be headed by an officer is a platoon. The first unit on the scale is the Platoon. A platoon varies in vehicle numbers and role. A platoon can be any of the types described above and is commanded by a 1st Lt.

The second unit is a Company and is commanded by a marine Captain or Major and his Staff Sergeant. The Company consists of 4 Medium Tank Platoons, 1 Engineer Platoon, 1 Medic Platoon, 1 Recon Platoon, 2 Light Tank Platoons, 1 Heavy Tank Platoon and 1 MMCC.

A Company would consist of 542 marines. They follow their platoon breakdown of numbers to provide Ground Crew (GC) or Operators (OPTR) in the platoons or the MMCC Officers (MMCCO).

The third unit is a Battalion and is commanded by a Lieutenant Colonel and his Staff Sergeant. The Battalion consists of 4 Companies and is then matched with an Infantry Support Company and an MMCC.

A Battalion would consist of 2306 marines. They follow their platoon breakdown of numbers to provide Ground Crew (GC) or Operators (OPTR) in the platoons or the MMCC Officers (MMCCO).

The last unit is a Brigade and is commanded by a Colonel and his Staff Sergeant. The Brigade consists of 4 Battalions and is then matched with 1 power Infantry Platoon and an MMCC.

A Brigade would consist of 9232 marines. They follow their platoon breakdown of numbers to provide Ground Crew (GC) or Operators (OPTR) in the platoons or the MMCC Officers (MMCCO).

Aerospace Branch:

Unit	Comprised Of...	Avg. of Vehicles	Commanded By
Fighter Group	4 Wings	144	Colonel/Senior Most Pilot
Wing	3 Squadrons	36	Major/Lieutenant Colonel
Squadron	4 Flights	12	Marine Captain
Flight	4 Crafts	4	1 st Lieutenant
Element	2 Crafts	2	Senior Most 2 nd Lieutenant

The units of the Aerospace Branch resemble those of an aerospace force as opposed to a ground force. This is due to the fact that Marines take on the dual roles of air superiority and air support for their brethren on the ground. Marines wishing to enter the Aerospace branch as pilots must hold a commissioned rank. Enlisted personnel are not permitted to operate vehicles, but instead support the pilots and their craft.

The basic building block of the Aerospace Branch is the element. Consisting of two crafts, they are commanded by a 2nd Lieutenant or the most senior pilot of the two. Two elements combine to form a flight which is under the command of a 1st Lieutenant. Squadrons are made up of 3 flights, have only a single type of craft, and are trained to operate cohesively as a unit under the command of a Marine Captain. However, as units often are required to fulfil a variety of roles the Marine Corps favours the use of composite wings. These wings are under the command of a Major or Lieutenant Colonel and are comprised of three squadrons. This means that a wing is essentially its miniature aerospace force unto itself. Now, sometimes the mission parameters will require a big assault force known as an Air Group

Commanded by a Colonel or the most senior Wing Commander. An Air Group is made up of 4 Wings and can contain both bombers and fighters.

As each type of craft requires a different number of crew, there is no set size for Aerospace units by personnel. Instead, it is done by craft. A flight consists of four vessels, a squadron consists of twelve, a wing consists of twenty four and a Fighter Group consists of one hundred forty four. All units are assigned the proper number of support personnel to make sure that they may complete their missions.

Unit designations are as follows;

Runabout Squadron Designations:

Abbreviation	Designation
RMA	Marine Runabout Attack Squadron
RMC	Marine Runabout Combat Support Squadron
RMCS	Marine Runabout Combat Support Special Squadron
RMH	Marine Runabout Heavy Lift Squadron
RML	Marine Runabout Light Lift Squadron
RMM	Marine Runabout Medium Lift Squadron
RMMC	Marine Runabout Mine Countermeasures Squadron
RMCC	Marine Runabout Cloak Countermeasures Squadron
RMT	Marine Runabout Training Squadron

Fixed Wing Squadron Designations:

Abbreviation	Designation
VMF(S)	Variable Marine Fighter Squadron
XMA	Marine Attack Squadron
XMAM	Marine Attack Mining Squadron

XMAQ	Marine Tactical Electronics Warfare Squadron
XMAW	Marine Aerospace-borne Early Warning Squadron
XMC	Marine Fleet Composite Squadron
XME	Marine Evacuation Squadron
XMF	Marine Fighter Squadron
XMFA	Marine Strike Fighter Squadron
XMPH	Marine Heavy Patrol Squadron
XMPL	Marine Light Patrol Squadron
XMPM	Marine Medium Patrol Squadron
XMPU	Marine Patrol Squadron Special Unit
XMQ	Marine Fleet Aerospace Reconnaissance Squadron
XMR	Marine Fleet Logistics Support Squadron
XMS	Marine Space Control Squadron
XMT	Marine Training Squadron
XXM	Marine Aerospace Test and Evaluation Squadron

Marine Expeditionary Unit (MEU):

The (MEU) works together with Starfleet Navel forces and serves as the Starfleet's forward deployed, quick-response team, capable of accomplishing numerous missions around the universe. The MEU, directed by a single commander, can be either an Aviator or Infantry Marine, is comprised of about 706 Marines assigned to a normal ship. This number could be higher on a stationary installation or a ship specifically designed to carry a full MEU, to top out at over 2,000 Marines.

The MEU's major elements are the Command Element (CE), the Ground Combat Element (GCE), the Aviation Combat Element (ACE), and the Combat Service Support Element (CSSE). The CE is comprised of the commanding officer and supporting staff -- about 40 Marines, including the MEU XO,

MEU Sergeant Major, Platoon Leaders, Platoon Lieutenants, Platoon Sergeants, Wing Commanders, XO's, Squadron Commander, and Squadron XO's. It provides the command and coordination essential for effective planning and execution of operations. In addition, the MEU CE is reinforced with specialized detachments, such as reconnaissance and surveillance elements, radio reconnaissance and electronic countermeasure teams, intelligence and counterintelligence assets, and advanced communications.

The GCE trains with ship Security in addition to regular training so they can provide support during ship board operations. They comprise of 2 rifle companies, armed with type IV phaser carbines, and 2 heavy weapons companies, armed with M-148 Machine Phasers, M-236 73mm Mortars and Torpedo Launchers,. The infantry poses 15 APC's crewed by 3 Marines and able to carry up to 15 infantry Marines and equipment. The APC's are heavily armored with rifle ports on the sides and a top mounted M-148 Machine Phasers. It also contains 1 tank Platoon consisting of 8 LAV's and 60 Marines.

The composition and size of the ACE is based on the tactical situation, the mission and size, and space limitations within the ship or installation and can contain bombers, interceptor fighters, multirole fighters and or MAVs at the call for transport. The ACE includes fighter operations chiefs, fighter maintenance/support and aviation logistics/supply capabilities.

The final major element of the MEU is the MEU Service Support Group. About 40 Marines of the MSSG provide combat support, specifically supply; maintenance; replication of food/water supplies; explosive ordnance disposal; Marine security; combat engineering; medical; fuel storage and distribution; and other services to the planetary deployed MEU. The MSSG gives the MEU the ability to support itself for 15 days in austere expeditionary environments.

The air-ground task -force concept is designed to thoroughly exploit the combat power inherent in air and ground assets by closely integrating them into a single force. The MEU brings what it needs to sustain itself from space for the rapid accomplishment of the mission or to pave the way for follow-on forces. The size and composition of the MEU make it well suited for space born operations; security operations; noncombatant evacuation operations; humanitarian assistance operations; and special operations.

Contingent upon "real world" situations, prior to deployment each MEU is thoroughly trained in 23 unique capabilities. The MEU is not designated "Special Operations Capable" until it has successfully completed a rigorous, comprehensive certification process.

MEU Operational List:

Space Operations

- EVA/Planet-side/Ship/Starbase Installation Assault
- EVA/Planet-side/Ship/Starbase Installation Raid
- EVA/Planet-side/Ship/Starbase Installation Demonstration
- EVA/Planet-side/Ship/Starbase Installation Withdrawal

Space Special Operations:

- Direct Action
 - Seizure/Recovery of planetary and Orbiting Energy Facilities

- Vessel Boarding Search and Seizure Operations
- Tactical Recovery of Spacecraft and Personnel

Military Operations Other Than War:

- Peace Operations
 - Peacekeeping
 - Peace Enforcement
- Non-combatant Evacuation Operations
- Humanitarian Assistance/Disaster Relief

Supporting Operations:

- Rapid Response Planning
- Terminal Guidance Operations
- Enhanced Urban and Planetary Operations
- Intelligence, Surveillance and Reconnaissance
 - Reconnaissance and Surveillance
 - Counter Intelligence
 - Signals Intelligence
- Fire Support Planning, Coordination, Control in a Joint/Combined Environment
- Provide Command, Control, Communications, Computers
- Airfield/Starbase Seizure
- Expeditionary Airfield Operations
- Security Operations – Including Combat Air Patrol(CAP)
- Enabling Operations
 - Joint Task Force Enabler
 - Chemical Biological Assessment
 - Maritime Preposition Force Enabler
 - Follow-on-Force Enabler
 - Special Operations Force Enabler
- Employ Non-lethal Weapons
- Tactical Deception
- Information Operations
 - Electronic Warfare
- Anti-terrorism

Marine Force Reconnaissance:

Force Reconnaissance is the elite of the Marine Corps. These units are tasked towards clandestine missions and are used to operating without much support for the universe around them. Veteran soldiers all, Force Recon units are the best the Marines have to offer.

Much like the Infantry Branch, the basic building block of Force Recon is the soldier and their rifle. They follow an identical model up until it comes to the company level. Here, they do not combine with a heavy weapons platoon, but instead with scout platoon consisting of six antelopes armed with

Mk. 24 Machine Guns and M-148 Machine Phasers. Four recon companies are then combined to create a recon battalion. These are then formed into recon regiments.

While all regiments within Force Recon are airborne qualified, the Airborne Corps is another aspect of this unique part of SFMC, providing the Marines with a body of rapid response shock troops that are capable of multiple mission profiles, from covert aerial insertion to full scale planetary assaults. They follow the standard infantry structure except they do not employ the use of heavy weapons companies or battalions. There are no vehicles assigned to airborne units and are assigned as part of an MEU. Marine Force Recon personnel, perform highly specialized, small scale, high-risk operations, such as:



- Amphibious and deep ground surveillance.
- Assisting in specialized technical missions such as Biological, Chemical, Radio, sensors and beacons, etc.
- Assisting in ordnance delivery (i.e., designating targets for close air support, artillery and naval gunfire).
- Conducting direct action raids, such as ship and starbase/ground base raids and the capture of specific personnel or sensitive materials.
- Behind Enemy Lines Assault
- Deep Reconnaissance
- Hostage/prisoner of war rescue.
- Unconventional warfare
- Foreign Internal Defense
- Counter-Terrorism








Starfleet First Force Special Operations and the Marine Corps:


It is not uncommon to find Force Recon working along side Starfleet First Force Operators from time to time. A professional air of competitiveness is to be found between the two separate special operations forces to match the mutual respect they also share.

Ranks and Uniforms

Ranks:

<i>Enlisted Personnel:</i>		
Private	The first rank an Enlisted Marine will receive is that of Private. This shows that the Marine has graduated basic training and is now considered a Marine in full.	
Private First Class	This rank is given to Marines who have completed either a successful tour of duty or passed the Advanced Infantry Course. Marines at this rank are still basic combat Marines.	

Lance Corporal	Squad Specialists and Fire Team Commanders tend to hold this rank, as they are being given very basic responsibilities. This is where evidence that the Marines trust their Enlisted Personnel with leading their fellow Marines.	
Corporal	Squad Specialists and Fire Team Commanders tend to hold this rank, as they are being given very basic responsibilities. This is where evidence that the Marines trust their Enlisted Personnel with leading their fellow Marines	
Sergeant	The typical rank at which you find Squad Leader, as these Marines have generally been around the block enough times to know the drill by heart.	
Staff Sergeant	These Marines are usually found in the position of Platoon Sergeant with raw Officers as Commanders. Their task is to "baby sit" the new officer and train them to become leaders.	
Gunnery Sergeant	The most famous and coveted of Marine Enlisted ranks, the "Gunny" is usually found in the position of Platoon Sergeant, though it is not unheard of for them to be Company Sergeants. This is also usually the rank where a Marine is rotated into the Basic Infantry School as a Drill Instructor.	
First Sergeant/Master Sergeant	Master Sergeant is for those who have chosen to remain within the technical aspect of the Corps, remaining as Drill Instructors or Senior NCOs in off field parts of the Corps. 1 st Sergeant is the rank of those who have chosen to follow the path of Command. At this rank, they are Company NCOs, helping to keep the Corps together as a functioning unit.	
Sergeant Major/Master Gunnery Sergeant	Master Gunnery Sergeant is the top rank of Marines having chosen to remain within the technical aspect of the Corps. These are the people who run the weapons shops in the Quantico Sector and other such similar positions across the Corps. Sergeant Majors are the Marines that help run the very Corps itself. They are the right hand people of the Officers commanding Battalions, Regiments and Divisions. This rank leads to the next two ranks listed. In order to make the step, a Marine must serve in this rank first.	

Sergeant Major of the Starfleet Marine Corps(Appointed Position):	<p>This is not truly a part of the rank system, but is important to note here. The Sergeant Major of the Corps is selected by the Commandant as a member of his staff to help remind him of the needs of the Enlisted Personnel.</p> <p>A Marine seeking this 'rank' must first attain the rank of Sergeant Major.</p>	
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Warrant Officers: (Only warrant and line officers can be qualified to fly Air/Space Vehicles.)



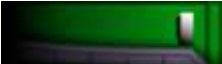


The Marine Corps has had warranted officers since the Early 20th century as technical specialists who perform duties that require extensive knowledge, training and experience with particular systems or equipment. Marine warrant officers are selected from the ranks of non-commissioned officers and given additional training in leadership and management. The duties Marine warrant officers typically fulfill are those that would normally call for the authority of a commissioned officer, however, require an additional level of technical proficiency and practical experience that a commissioned officer would not have had the opportunity to achieve.




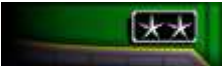


An enlisted Marine can apply for the Warrant Officer program after reaching the grade Corporal. If the Marine NCO is selected, he or she is given additional training in leadership and management.

While Marine warrant officers may often be informally referred to as "gunner", this title is actually reserved for a special category of chief warrant officer known as the "Marine Gunner," or "Infantry Weapons Officer." These Marines serve as the senior weapons specialists in an infantry unit, advising the commanding officer and his staff on the proper use and deployment of the current Marine infantry weapon systems. The title "Gunner" is almost always used in lieu of a rank (i.e., "Gunner Smith" as opposed to "Chief Warrant Officer Smith")





Additionally, Warrant Officers may take on the role of a pilot. The pilot role is the only one that allows an enlisting Marine to start at the Warrant Officer rank.

Warrant Officer	WO1s are technically and tactically focused officers who perform the primary duties of technical leader, trainer, operator, manager, maintainer, sustainer, and advisor.	
Chief Warrant Officer 2	CWO2s are intermediate-level technical and tactical experts who perform increased duties and responsibilities at the detachment through battalion levels.	
Chief Warrant Officer 3	CWO3s are advanced-level experts who perform the primary duties of a technical and tactical leader. They provide direction, guidance, resources, assistance, and supervision necessary for subordinates to perform their duties. They primarily support operations levels from team or detachment through brigade.	
Chief Warrant Officer 4	CWO4s are senior-level experts in their chosen field, primarily supporting battalion, brigade, division, corps, and echelons above corps operations. They typically have special mentorship responsibilities for other WOs and provide essential advice to commanders on WO	

	issues.	
Chief Warrant Officer 5	CWO5s are master-level experts that support brigade, division, corps, echelons above corps, and major command operations. They provide leader development, mentorship, advice, and counsel to Warrant Officers and branch officers. CW5s have special Warrant Officer leadership and representation responsibilities within their respective commands.	
<i>Line Officers:</i>		
2 nd Lieutenant	<p>These are the Officers straight out of Officer Candidacy School (OCS) and have been entrusted with a Platoon of Marines. They are also given an experienced Staff Sergeant or Gunnery Sergeant to help them learn the aspects of leadership... especially leading from the front.</p> <p>In the Aviation Branch, they are the Marines that make up the ranks of Flights and Squadrons. They are the “cocky hotshots” of the aviation world.</p>	
1 st Lieutenant	<p>Having served a successful tour as a Platoon Leader, these officers are rewarded with a promotion in rank. They hold the same position within the makeup of ground forces, but are now working on the more advanced aspects of command.</p> <p>In the Air/Space Branch, much like their ground based counterparts, are given promotion based on their successful tours. They however hold the same position on the flight line as their previous rank.</p>	
Marine Captain	<p>These are the Marines that are given command of Companies. Working with their 1st Sergeants, they tend to be the officers in command of Marine Detachments.</p> <p>In Aviation Branch the Marine Captain usually a Flight Executive Officer, leading the more inexperienced Marine Aviators.</p>	
Major	<p>Commanding either half Battalions or working as Executive Officer to a Lt. Colonel, these Marines have earned their stripes and are on their way to earning their place in the Corps. They are sometimes rotated to the Basic Infantry School to further train them while they train others.</p> <p>In the aviation world, these Marines are Flight Commanders or Squadron X.O.s.</p>	

Lieutenant Colonel	<p>With this rank comes command of a Battalion. These officers are the core of the command structure, as without them and their Sergeant Majors, the Marines would only be random detachments throughout Starfleet.</p> <p>These Officers are Squadron Commanders, leading the mainstay units of the Air/Space Branch.</p>	
Colonel	<p>These Officers are either in command of Regiments or Marine Air-Ground Task Forces. This can be a Marine Expeditionary Unit, or a mixed branch Regiment. Both ground based and aviation officers of this rank are given this duty.</p>	
<i>Flag Officers:</i>		
Brigadier General	<p>Brigadier Generals tend to serve their time at this rank at Marine Headquarters or at Starfleet Command in advisor positions. However, it is not uncommon to see a Marine of this rank in positions as Executive Officer of a Division or acting as a Marine Advisor for a Fleet.</p>	
Major General	<p>Marines of this rank are the ones in command of Divisions, often also acting as the Marine Fleet Commander for particular fleets within Starfleet.</p>	
Lieutenant General	<p>Assigned to Headquarters of a Fleet or the Marine Corps, these officers have almost certainly left the field except for tours and inspections.</p>	
General	<p>Very few officers reach this rank and those who do are given the honor and respect due to those who have made it to the top of the Marine Corps.</p>	

Uniforms:

		<p>The Starfleet Marine Corps general duty uniform is also not that much different from their equivalent Starfleet Naval uniforms. All Marines wear green, as opposed to specific departmental colours for the Navy. When on combat missions, however, the combat dress is a fully black uniform, making spotting them harder.</p> <p>There is also currently no alternate dress for flag officers, further re-enforcing the ideal that everyone is a Marine. Enlisted duty uniforms are identical as well, save for their rank insignia.</p> <p>Unit badges may be worn on this uniform, though officially only that of the current unit may be worn.</p>
		<p>The Starfleet Marine Corps dress uniform is more of the traditional uniform worn by old Marines. It is blue with a white cover, white gloves, light blue trousers with a red stripe and black polished shoes.</p> <p>Note that there is no split between junior and senior officer colours, like there is in Starfleet Naval, although officers wear their rank on the top of each shoulder while enlisted wear their rates on the sleeves shoulder below the unit identification patch.</p> <p>This helps reflect the simple fact that a Marine is a Marine, and that all are part of a single Marine Corps family.</p>

Standard Issue Equipment List

Personal Arms

SFMC Vibro Combat Knife

Small Arms

Type I Phaser

Type II Phaser

Pulse Phaser Pistol

Type III Phaser Rifle

Type IIIa Phaser Rifle
Type IIIb Phaser Rifle
R-117 Sniper Rifle

Heavy Weapons

M-64 Light Machine Phaser
M-148 Machine Phaser
Mk. 24 40mm Machine Gun *
Isomagnetic Disintegrator
Photon Grenade Launcher
73mm Mortar
Micro Torpedo Launcher
Recoilless Torpedo Launcher *

Battle Dress

Ghullie Suit
Fatigues
Light Flak
Medium Flak
Heavy Flak
Turtle shell Armor

Equipment

TR-1000 Combat Tricorder
Orbital Drop Parachute

** Equipment pending approval from Research & Development*

Hand Signals

With the type of combat missions the Marines Embark on it is necessary to be able to communicate with each other silently. The following are the hand signal and gestures used by the SFMC:

- Two fingers pointing at eyes – I see
- Number of fingers – Number of people seen. Note: for double digits flash hands, i.e. 55 would be hold up five fingers then making a fist and five fingers again quickly.
- Fist over head – Stop all movement
- Open hand from fist over head – Take cover
- Hold hand palm down – Get down
- Circling one finger over head – Move out
- 2 fingers in a V shape upside down – Move to, usually followed by the direction being pointed to