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INTRODUCTION

U.S. Militaries is the first in an irregular series of *Spycraft* books detailing the overt and direct counterpart to espionage: military action. When diplomats and spies fail, George Orwell's "rough men" stand ready to do violence on behalf of their nation. This book and its forthcoming companion, *World Militaries*, provide you with all the tools necessary to build military agents, and to portray military stories using the *Spycraft* game system.

STARGATE SG-1 COMPANION

Beyond merely expanding the core *Spycraft* genre, all the information in this book – including the rules – is written to port directly into your *Stargate SG-1* campaigns! Need to beef up your latest NID assassin? Looking to design a Goa'uld who's slipped through the gate to pose as a U.S. Army general? Playing a lot of earthbound SGC games? This is the book for you!

WHAT THIS BOOK CONTAINS

U.S. Militaries is broken into seven chapters, as follows.

Chapter 1: The Department of Defense defines the American military place within the U.S. government and the nation it serves, and provides an overview of the standards of conduct and justice that apply to all U.S. military personnel. Details about U.S. military budgets, command structures, practices and more await you in this informative overview of the American combat machine.

Chapters 2 through 6 each present detailed information about a branch of U.S. military service. In order, they cover the U.S. Air Force, Army, Marine Corps, Navy, and Coast Guard, providing extensive examinations of these services' recruiting standards, basic training packages and select military occupational specialties (MOS), common tactics, history, command structure, culture and traditions, anecdotes, and more.

These chapters are your launch pad when conceiving the background for any U.S. military agent, or developing NPCs or serials set against a military backdrop.

Chapter 7: New Rules offers a wealth of options for players and GCs wanting to add more military realism to their games. It contains a detailed system for rank, promotion, and decorations, allowing an agent team to determine its military composition and leadership, and even award heroism in the field. A wide array of new vehicles and gear options bring a

higher level of technical precision to the table, and a comprehensive department system allows an agent to train with virtually every job in the American military. New feats and backgrounds stand at attention, ready to flesh out any agent concept, and new NPC classes are provided to populate a military *Spycraft* or *Stargate SG-1* season with realistic friends, foes, and fleshy scenery.

Lock and load, agents. The LZ is hot...

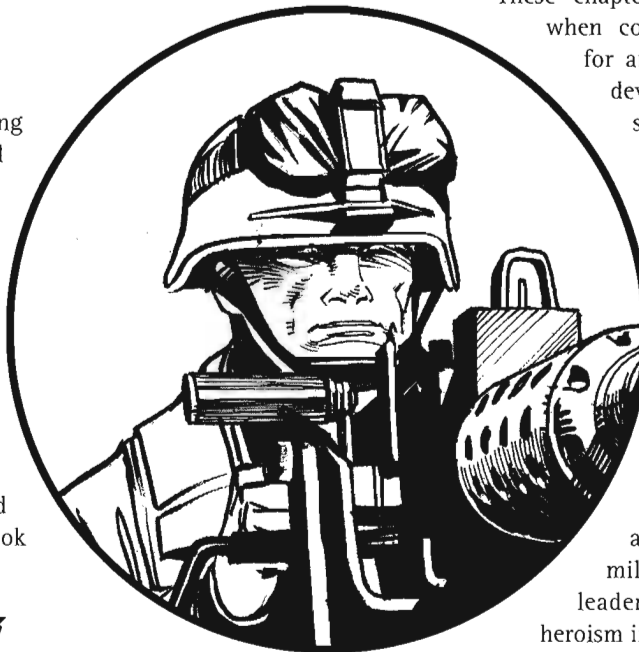


TABLE 1.4: UCMJ PUNISHMENTS

Offense	Light Punishment	Heavy Punishment
Absence without leave (AWOL)	3 months' confinement	Dishonorable discharge
Aiding the enemy	20 years' confinement	Death
Conduct unbecoming an officer	Rank reduction	Dishonorable discharge
Dereliction of duty	Rank reduction	Dishonorable discharge
Desertion	1 years' confinement	Death*
Disrespect toward superiors	Rank reduction	Dishonorable discharge
Espionage	30 years' confinement	Death
Failure to obey orders	1 months' confinement	Dishonorable discharge
Misbehavior before the enemy	Dishonorable discharge	Death
Misconduct as a prisoner	Dishonorable discharge	10 years' confinement
Spying	Life in prison	Death

* In time of war

service member is notified by his commander of the nature of the criminal charge, the evidence supporting the charge, and the commander's intent (whether to impose non-judicial punishment or not). The service member may then consult with defense counsel to determine whether to accept non-judicial punishment proceedings or demand trial by court-martial.

A member accepting non-judicial punishment proceedings is summoned to a hearing with his commander. The member may request or secure a spokesman, witnesses may appear and testify, and evidence may be presented. The commander considers all the findings and solely determines the member's guilt or innocence, as well as his punishment, if any. Non-judicial punishments range from forfeiture of pay to extra duties to rank reduction (for enlisted personnel).

If the member is dissatisfied with his ruling, he may appeal the judgment to his commander's commander, who may set aside the punishment, decrease its severity, or deny the appeal. An appellate commander may not increase a non-judicial punishment, however.

U.S. MILITARY RANKS

In the U.S. military, each serviceman possesses both a rank (his status within his branch) and a pay grade (which determines his salary and identifies his authority with respect to personnel from other branches). For example, a Marine Corps corporal and an Air Force senior airman are theoretically equal in authority and draw roughly equivalent pay (subject to variations for special duty or hazard pay).

Pay grades remain constant between branches of service, but ranks vary, as shown on Table 1.5: U.S. Military Ranks (see page 14). This table also provides the actual rank of any *Stargate SG-1* character within the real world U.S. military.

For the game effects of a military agent's rank and promotions, see page 78.

POSSE COMITATUS

The Posse Comitatus Act was originally enacted to end the use of federal troops to police state elections in former Confederate states and prevents the use of the Army and Air Force when executing civil laws, except where expressly authorized by the U.S. Constitution or Congress. Some key exceptions to this Act follow.

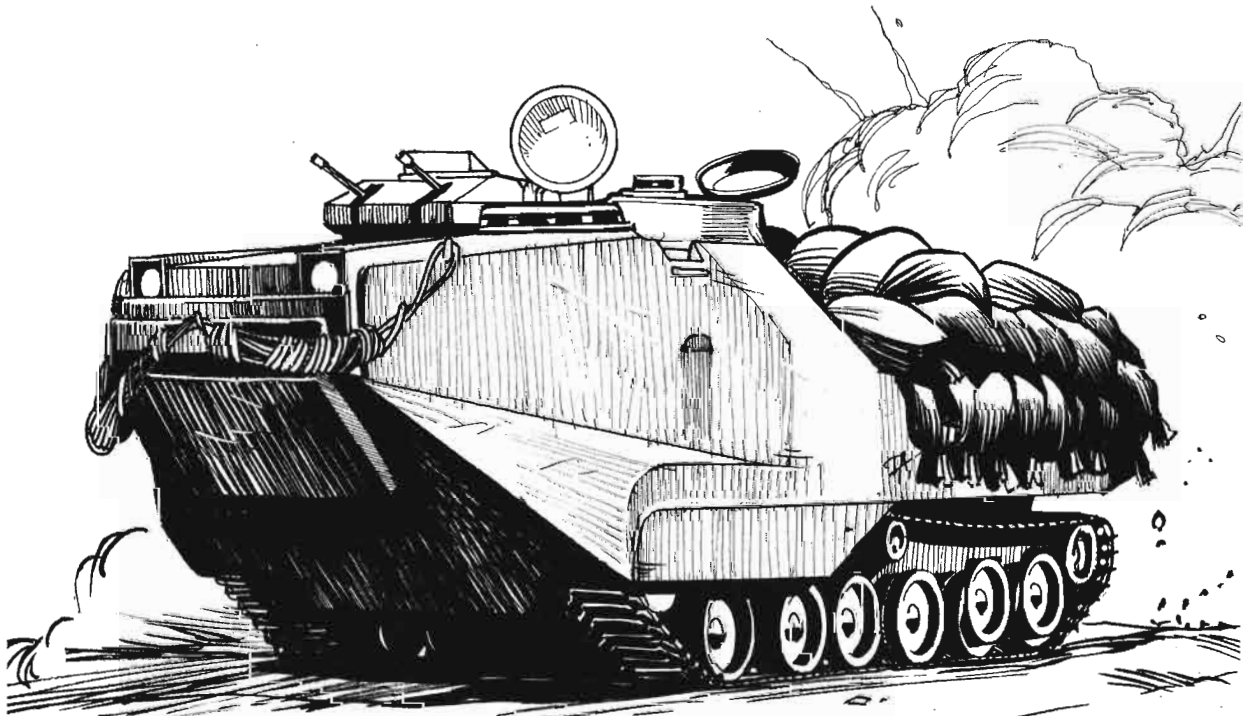
- National Guard forces operating under state authority.
- Forces called into service by the President to quell domestic violence.
- Military personnel conducting aerial photographic and visual search and surveillance operations.
- Military equipment, training, and expert military advice offered to civilian law enforcement agencies as part of the "war on drugs." During peacetime, the Coast Guard is exempt from the Posse Comitatus Act.
- When pursuing, searching, and seizing vessels suspected drug trafficking, the Navy may assist the Coast Guard.

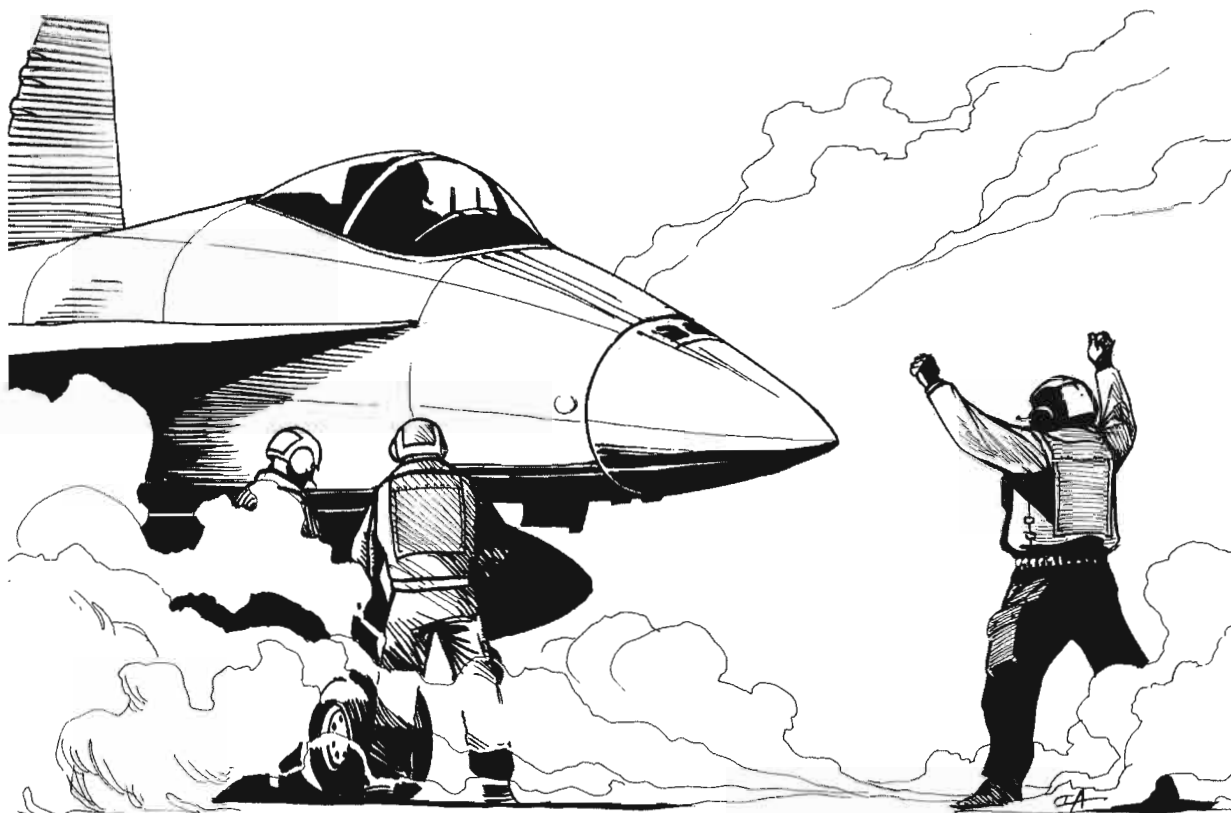
Originally, the Act only governed the use of the Army in a domestic law enforcement role but the Air Force was added to the original language in 1956 and although the Navy and Marine Corps are still not included in the act, they were made subject to it in 1992 by Department of Defense regulation.

U.S. MILITARIES

TABLE 1.5: U.S. MILITARY RANKS

SG-1 Rank	Pay Grade	Air Force	Army	Marine Corps	Navy/Coast Guard
<i>Enlisted Pay Grades and Ranks</i>					
N/A	E-1	Airman Basic	Private Basic	Private	Seaman Recruit
N/A	E-2	Airman	Private 2nd Class	Private 1st Class	Seaman Apprentice
Enlisted 1	E-3	Airman 1st Class	Private 1st Class	Lance Corporal	Seaman
Enlisted 2	E-4	Senior Airman	Specialist	Corporal	Petty Officer 3rd Class
Enlisted 3	E-5	Staff Sergeant	Sergeant	Sergeant	Petty Officer 2nd Class
Enlisted 4	E-6	Technical Sergeant	Staff Sergeant	Staff Sergeant	Petty Officer 1st Class
Enlisted 5	E-7	Master Sergeant	Sergeant 1st Class	Gunnery Sergeant	Chief Petty Officer
Enlisted 6	E-8	Senior Master Sergeant	Master Sergeant	Master Sergeant	Senior Chief Petty Officer
Enlisted 7	E-9	Chief Master Sergeant	Sergeant Major	Sergeant Major	Master Chief Petty Officer
<i>Commissioned Officer Pay Grades and Ranks</i>					
N/A	O-1	2nd Lieutenant	2nd Lieutenant	2nd Lieutenant	Ensign
Officer 1	O-2	1st Lieutenant	1st Lieutenant	1st Lieutenant	Lieutenant Junior Grade
Officer 2	O-3	Captain	Captain	Captain	Lieutenant
Officer 3	O-4	Major	Major	Major	Lieutenant Commander
Officer 4	O-5	Lieutenant Colonel	Lieutenant Colonel	Lieutenant Colonel	Commander
Officer 5	O-6	Colonel	Colonel	Colonel	Captain
Officer 6	O-7	Brigadier General	Brigadier General	Brigadier General	Rear Admiral (lower half)
Officer 7	O-8	Major General	Major General	Major General	Rear Admiral (upper half)
N/A	O-9	Lieutenant General	Lieutenant General	Lieutenant General	Vice Admiral
N/A	O-10	General	General	General	Admiral
<i>Warrant Officer Pay Grades and Ranks</i>					
N/A	W-1	Warrant Officer	Warrant Officer	Warrant Officer	Warrant Officer
N/A	W-2	Chief Warrant Officer Two	Chief Warrant Officer Two	Chief Warrant Officer Two	Chief Warrant Officer Two
N/A	W-3	Chief Warrant Officer Three	Chief Warrant Officer Three	Chief Warrant Officer Three	Chief Warrant Officer Three
N/A	W-4	Chief Warrant Officer Four	Chief Warrant Officer Four	Chief Warrant Officer Four	Chief Warrant Officer Four
N/A	W-5	Chief Warrant Officer Five	Chief Warrant Officer Five	Chief Warrant Officer Five	Chief Warrant Officer Five





Mission Specialists must possess Ph.D.-level training in their field (e.g. an education check bonus of at least +6, plus 2 related Knowledge or Profession sub-skills, each with 8+ ranks). Additionally, all astronauts must meet the following criteria.

Minimum Ability Scores: Strength 13+, Dexterity 13+, Constitution 13+, Intelligence 15+, Wisdom 13+, Charisma 13+.

Minimum Skill Ranks: Balance 4+ ranks, Concentration 2+ ranks, Survival 2+ ranks.

Feats: Astronaut Wings.

Classes Taught: Ace, inventor, vacuum jockey.

CYBER WARFARE SPECIALIST

While pilots dominate in the air and special ops troops excel on the ground, the men and women of the Air Intelligence Agency are cyber-warriors, utilizing information and technology to protect the United States and strike at enemy forces. A capable cyber-warfare specialist can access and disrupt enemy communications and information systems, offering on-site evaluation of incoming intelligence for U.S. forces on the ground and in the air. He might be assigned to protect sensitive branch satellite data systems, or to fly with Air Force special operations crews on electronic warfare missions.

Requirements: Air Force intelligence demands personnel who are extremely perceptive, intelligent, and intuitive. Technical proficiency is mandatory. Additionally, all cyber warfare specialists must meet the following criteria.

Minimum Ability Scores: Intelligence 15+, Wisdom 15+.

Minimum Skill Ranks: Bureaucracy 2+ ranks, Computers 4+ ranks, Cryptography 4+ ranks, Electronics 4+ ranks, Surveillance 4+ ranks.

Feats: Cryptology Basics, Electronic Warfare Basics, Mathematical Genius

Classes Taught: Forward, oracle, sentry.

PARARESCUE

The road to becoming a pararescueman begins with the Physical Abilities and Stamina Test (PAST), a grueling trial of swimming, running, and exercise. Two subsequent phases thin the ranks further with more difficult criteria. Only then do potential pararescuemen begin the hellish 12-week indoctrination course that defeats 90% of those who begin.

The elite go on to the U.S. Army Combat Divers School for 4 weeks, U.S. Navy Underwater Egress Training, the U.S. Army Airborne School for 3 weeks, the U.S. Army Military Freefall Parachutist School for 5 weeks, and the U.S. Air Force Survival School, where they learn Survival, Evasion, Resistance, and Escape (SERE) training.

In the *wedge* formation, tanks travel in a "V" shape, with two echelons each forming a flank. This formation is used in open terrain, and provides excellent forward firepower and decent coverage to both flanks.

OFFENSIVE OPERATIONS

When conducting offensive armor operations, an armored commander (Command and Control, or C2) must consider many elements. First, by selecting movement routes that offer both cover and concealment, tanks can gain the element of *surprise* on an enemy, potentially destroying them before they can react to the armored presence.

Second, the *concentration* of firepower is key to offensive action. A modern tank's main gun has incredible range, and firepower can be massed from tanks deployed across a wide battlefield. One hit from a tank may destroy a target, but five hits from multiple tanks may not leave enough of the target behind to identify.

Third, the *tempo* of an assault must not only remain in line with that of the enemy but that of allies as well. An M1 can move at very high battlefield speeds, even engaging and destroying targets well under way, but if the tank outruns its infantry support, it leaves itself open to counterattack.

Fourth, careful planning is required to effectively use tanks in battle, and special attention must be paid to surrounding *terrain*. Rough terrain does not favor armor, nor do heavily wooded areas. Battlefield locations that limit a tank's maneuverability or provide the enemy with cover or concealment should always be avoided, and when this isn't possible, lighter ground forces should always support the tank's move.

DEFENSIVE OPERATIONS

Tanks are not ideally suited for defensive operations. Granted, a tank is heavily armored, but it's called a *mobile* gun platform for a reason. If it isn't mobile, it's a sitting duck. Armored defensive operations should be limited to providing cover fire for lighter ground forces and, when the opportunity arises, should result in a counter-offensive to regain the initiative.

When preparing an armored defensive operation, a tank should seek cover and concealment, just like an infantryman. When a tank's body (or its hull) is protected from direct fire, leaving only the turret exposed, it is said to be "hull-down." This allows the tank to use its main gun, but exposes the tank to enemy anti-armor fire.

When all of a tank is protected from direct fire, it is said to be "turret-down." In this position, the vehicle cannot employ its main gun, though it may engage enemy infantry with a cupola-mounted machine gun, if it has one.

THE SALUTE REPORT

When contact is made with an enemy, a SALUTE report is made. This acronym stands for "Size, Activity, Location, Unit, Time, and Equipment." This simple report gives a unit all the information it needs to know about the enemy unit, as follows.

Size: How many enemy soldiers are present?

Activity: What is the enemy doing? Is he encamped, or preparing to travel? How is the enemy executing these activities?

Location: Where was the enemy when contact was made?

Unit: Is the enemy composed of regular units or guerilla forces? Does it possess any identifying patches or insignia? Determining a unit's identity may help to determine whether additional units are in the area.

Time: When was the enemy spotted?

Equipment: What sort of gear does the enemy carry? What was its condition?

Example: "During routine reconnaissance, we came across approximately 24 enemy dismounted soldiers. They appeared to be preparing to make camp for the night. The coordinates of the encampment were [classified]. Judging by uniform and insignia, they appeared to be personnel from the 12th Motorized Rifle Regiment. We observed the enemy at approximately 1945 hours local time. The enemy force was carrying small arms, a few support weapons, and two 81mm mortars."

SALUTE reports are vital tools in the field, and preparing these reports is a basic skill all soldiers are familiar with.

When digging a tank in, care must be taken to insure that the tank can easily back out of its fighting position, lest it become trapped without an escape route.

LIGHT INFANTRY

Regardless of how technologically advanced the U.S. Armed Forces have become, light infantry still plays an invaluable role. It can attack through difficult terrain, where heavier forces cannot pass, it's critical when seizing and securing built-up areas, and it can seriously restrict enemy movement through close terrain.

Light units work primarily at night, or in other periods of reduced lighting. The light infantry's goal is to take the fight to the enemy and eliminate him, using whatever resources are at hand. Toward that end, infantry units routinely conduct ambushes, assaults, and patrols.

THE U.S. MARINE CORPS

GENDER ALLOWANCES

It's the basic belief of the Marine Corps that all personnel, regardless of gender, are Marines first. To this end, all Marines, both male and female, attend Marine Combat Training directly after boot camp, before moving on to occupational training. Certain career fields within the Marine Corps are still closed to women, however, including infantry, artillery, and armor. Additionally, female Navy medical corpsmen are not assigned to combat units.

Combined arms missions are becoming the military standard, with careful coordination of all available resources ensuring Marine victory on the modern battlefield. As technology improves our ability to "shoot, move and communicate," the application of combined arms will work its way further down the organizational structure, allowing operations to be conducted by smaller and smaller combat forces.

EXAMPLE: COMBINED ARMS COMBAT

An infantry platoon moves into an area suspected of occupying enemy forces. The platoon conducts a thorough reconnaissance of the area, discovering an encamped infantry force. The reconnaissance force identifies strong points in the enemy's defenses, as well as weak points that can be exploited. Artillery and air support jointly target the identified strong points in the enemy's line while the infantry platoon, along with the other platoons in its company, is reinforced by an armor platoon. Using cover and concealment, the ground forces move into position, concentrating their firepower on the weakest points in the enemy defenses.

The attack begins with a coordinated artillery barrage and air strike against the strong points. The ground advance is signaled, and the infantry moves in, covered by light armor. At this point, artillery fire and air support are shifted to allow fire support to continue suppressing the enemy while simultaneously moving fire away from the ground element. Ground forces move to contact, using suppressive fire and flanking maneuvers to engage and kill the enemy ground forces and secure the area.

CUSTOMS AND TRADITIONS

The following is a brief summary of several common Marine Corps customs and traditions.

THE MARINE CORPS BIRTHDAY

The U.S. Marine Corps was born on November 10th, 1775 (see page 44), and since 1921, this date has been

adopted as the branch's official birthday. Observance of this Marine holiday involves group recitals of an excerpt from the Marine Corps Manual and a birthday message from the Marine Corps Commandant (MCC), and the commanding officer of each camp or post cutting a birthday cake. The first piece of this cake traditionally goes to the oldest Marine present, while the second piece goes to the youngest Marine.

LEGENDS OF THE MARINE CORPS

With their origins so closely interlocked with the Navy, it's only fitting that the Marines have a few "sea tales" of their own. Whether true or not, these legends serve to show the fighting spirit and *esprit de corps* of the United States Marine.

THE DEFENSE OF WASHINGTON

When the British invaded Washington in August of 1814, they put the capitol building, the White House, and most other public buildings to the torch in retaliation for an American raid on Toronto earlier in the war. The only public building not burned by British troops was the Commandant's House, located at the Marine Barracks. Legend says that the British commander was so impressed by the tenacity and heroism of the Marine stand in Bladensburg than he ordered the house left unmolested out of respect for the Marines' fighting spirit.

"DEVIL DOGS"

Throughout World War I, the Marines managed to repeatedly fight through impassable woods, overcoming insurmountable odds and seizing untouchable objectives. The German commanders were reputedly so impressed and terrified of the Marines that they began to refer to them as *Teufelhunden*, which translates to "fierce fighting dogs of legendary origin." The Marines further translated this to mean "Devil Dogs," a name that remains with the Marines to this day.

"RETREAT, HELL!"

During the third German offensive of 1918, Marines of the 2nd Battalion, 5th Marines were deployed to bolster Allied lines in the Belleau sector. As the Marines took their position, a French officer reputedly approached, telling the Marines that a general retreat had been called because the German advance was unstoppable. The Marine commander shouted, "Retreat, hell! We just got here!"

The Marines took their positions. When the German advance arrived, the German officers were stunned by an exhibition of flawless Marine Corps marksmanship. The German offensive faltered and stalled, and the attack was stopped.

HISTORY

The formation of the U.S. Navy was a long and painful process for the nation's leaders, stretching from 1775 – just before the American War for Independence – to the War of 1812. The Continental Navy largely preyed upon British commercial and military transports, but though American vessels occasionally defeated the British in true naval battles, these tactical triumphs never significantly hindered British operation or strategy. As such, the Continental Navy was soon disbanded.

Only when America began to stretch its commercial muscles and establish maritime trade routes did the need for naval power once again become apparent. With Barbary pirates stalking American commercial vessels in the Mediterranean, Thomas Jefferson and others argued for a powerful naval presence. Alexander Hamilton even went so far as to speculate that in the event that war broke out between England and France, a strong U.S. Navy could become the fulcrum upon which the balance of power in the Western Hemisphere rested. His proposal made the U.S. Navy not only an instrument of defense, but of doctrine as well, and this appealed to many detractors.

When America finally achieved rapprochement with the United Kingdom, France retaliated with naval power against America's shipping lanes. Negotiations collapsed, and Congress quickly commissioned the construction of over thirty ships to form a new U.S. Navy. On April 30, 1798, Congress formally established the independent executive office of the Department of the Navy, which was dedicated to protecting American commercial vessels. The force was not, however, chartered to defend the United States itself – at least, not yet.

The young Navy soon proved insufficient. With few ships, the War of 1812 illustrated the inadequacy of the American fleet, as well as its necessity. Two years later, Secretary of the Navy William Jones informed President James Madison that Britain's naval superiority made loss of strategic control by the U.S. inevitable, claiming that U.S. commerce had been swept from the seas, and her fortifications and defenses bypassed or trounced by the Royal Navy. Though this led to the commission of a powerful U.S. fleet, much like one originally envisioned by Hamilton, the Navy's role remained commercial protection rather than policy projection.

By the 1870s, the once powerful American Men-of-War, historically noted for their prowess, were antiquated and obsolete. Still, the need to replace them didn't become pressing until Presidents Benjamin Harrison, William McKinley, and Theodore Roosevelt used the navy as a tool to project U.S. interests into South America and the South Pacific. Further, as U.S. national interest stretched abroad, the Navy was deployed more

and more often as the first line of defense against foreign powers. The Spanish-American War cemented this role, with the U.S. Navy ultimately annihilating its Spanish counterpart, effectively ending Spain's empire in the New World. Suddenly, the U.S. Navy became the primary tool for force projection. No longer did the United States face wars on the nation's own soil, but on the distant shores of Europe.

During World War II, this doctrine proved effective once more. By the 1930s, the U.S. Navy focused its new vessel designs on force projection, including long-range submarines that crippled Japanese commerce and aircraft carriers that allowed for critical amphibious assaults and ultimate victory in the Pacific Theatre.

The mandate of force projection continues to this day, as the principal guiding influence for the world's pre-eminent military naval power.

ORGANIZATIONAL STRUCTURE

Unlike the other American armed services, the U.S. Navy is divided into commands, rather than units. These commands can be as small as a single patrol boat, or as large as one of the six naval type commands, or TYCOMs. The commands with the largest jurisdiction are divided by theater, one for the Navy's Atlantic forces, one for Pacific. These fleet commands are overseen by the Chief of Naval Operations, who in turn reports to the Secretary of the Navy.

Also subordinate to the Chief of Naval Operations are various U.S. Navy shore facilities, which support the fleet with repair, harbor, and storage facilities, communications centers, intelligence and meteorological support, and air bases. Like the fleet, each of these facilities is overseen by a single commanding officer, who directs various subordinates during day-to-day operation.

Nearly every naval command is part of a larger command, creating a Byzantine organizational structure that's far more complex than that of the other services. A particular ship's commanding officer, for example, might become the commander of a number of other ships, each of which may be commanded by an officer of equal rank. These arrangements are subject to frequent reorganization as Carrier Battle Groups and other operational units change composition on a regular basis.

PERSONNEL

A seaman may be assigned a variety of duties, based at least in part on personal career goals and whether the seaman is enlisted or an officer. The vast majority of these duties may be performed either shipboard or ashore, depending upon the seaman's posting.

INTRODUCTION

The military operates by rules and procedures, just as *Spycraft* agents do. This chapter presents new rules designed to support a military campaign (though many of them are applicable for general use in any *Spycraft* game as well).

Special Note: In the following text, the term “military agent” specifically refers to a *Spycraft* agent who is an active-duty member of a military force.

RANK AND PROMOTION

Relative rank does not play an important part in a standard *Spycraft* game, where all the agents are assumed to have roughly equal standing within the Agency. But in a campaign where most or all of the agents are active-duty military personnel, knowing each agent’s rank is critical.

RANK AT CHARACTER CREATION

As described in Chapter 1, all branches of the U.S. military share a standardized pay grade structure (see page 13 for more information). Agents from any of the departments described in this chapter may hold enlisted or officer rank – except agents from the air superiority and close air support departments, who must be officers. Further, graduates of any of the three U.S. service academies described in the *Soldier/Wheelman Class Guide* are automatically commissioned officers.

The following rules apply only in a military *Spycraft* campaign. Further, the decision whether to start as an enlisted military agent or a commissioned officer is left entirely up to the player (as the benefits of the enlisted and officer rank scales are balanced against one another). In both cases, however, an agent must meet the minimum requirements for his choice of service branch and rank/pay grade scale, as described under Training in Chapters 2–6 (see pages 20, 35, 48, 62, and 74, respectively).

An agent who begins as enlisted personnel may only become an officer by gaining either the Mustang or Warrant feats (see pages 91 and 92, respectively). An agent who becomes either a commissioned or warrant officer remains in that rank/pay grade scale permanently, or until he leaves active military service.

To determine a starting agent’s pay grade/rank, use the following criteria to determine the number of promotion points he possesses, then consult either Table: 7.1 (if the agent is enlisted) or Table 7.2 (if the agent is a commissioned officer). These tables show the

minimum promotion point totals necessary to attain each pay grade/rank, as well as the mechanical benefits for each, as described under Benefits of Rank (see page 79).

Ability Bonuses: For each point of Intelligence, Wisdom, and Charisma ability *bonus* (not score), the agent gains 1 promotion point. Conversely, for each point of ability *penalty* (not score) with *any* ability, the agent suffers a promotion point penalty of –1.

Military Competence: For every 5 full ranks the agent possesses in Profession (Military), he gains 1 promotion point.

Seniority: If the agent begins play in the “middle age” category, he gains 3 promotion points. If the agent begins play in the “old” category, he gains 6 promotion points. Military agents may not be “venerable” – all agents of this age have long since retired. Finally, an agent does *not* gain promotion points if he enters the “middle age” or “old” age categories after agent creation. Ability score modifiers from increased age may affect his chances for promotion, however. For more information about age categories, see the *Spycraft Espionage Handbook*, page 102.

Feats: Some feats provide promotion points – or a promotion point penalty – as noted in their descriptions. Additionally, the Promotion feat has specific effects upon the agent’s rank that are applied *after* his promotion points are calculated.

Command: When a team of military agents is created and at the start of each mission thereafter, the GC determines one among them to be the commander (see page 81). This commander’s pay grade/rank is increased by 1 grade after his promotion points are calculated. This bonus may shift from mission to mission, causing the agent’s rank to rise and fall accordingly, and thus the GC should avoid shifting the team’s commander without serious consideration.

CONGRESSIONAL CONFIRMATION

Promotion to flag rank (O-7 and above) is as much a matter of politics as competence. All prospective generals and admirals must be nominated by the President and confirmed by Congress before receiving their first star. If an agent who is eligible for such a rank has taken actions that might place him in disfavor with Congress – or even one specific member of Congress – he may be refused promotion past O-6, regardless of his qualifications.

On the other hand, connections are helpful when striving for flag rank. Accordingly, the Government Contacts, Military Contacts, and Political Favors feats are each worth 3 promotion points, *but only if the promotion points granted by possessing the feats raises the agent to pay grade/rank O-7 or higher.*

Recertification Time: This entry lists the time required to recertify with the program. An agent may only recertify after he's paid the program's GP cost and successfully completed the program's training time and final exam during a previous serial.

AIR ASSAULT TRAINING

Air Assault Training focuses on helicopter-based infantry operations, including rappelling and sling-loading (the transportation of cargo suspended underneath a helicopter). American agents undergoing this training program attend the Army Air Assault School, which is located in Fort Campbell, KY, and operated by the 101st Airborne Division (Air Assault).

Qualifications: Con 13+, Int 11+, Profession (Military) 2+ ranks.

GP Cost: 4.

Training Time: 17 days. Air Assault Training is conducted in three phases.

During Phase One (Combat Assault), the agent learns about aircraft safety and orientation, aero-medical evaluation, and combat assault operations.

During Phase Two (Slingload Operations), the agent receives instruction about transporting vehicles, ordnance, and supplies.

During Phase Three (Rappelling), the agent learns the basics of rappelling, both from a stationary tower and a UH-60 Blackhawk (see page 120).

Final Exam: The agent must first prove himself proficient with hand-and-arm signals. This requires a successful Innuendo check (DC 10), which simulates the agent giving multiple signals during the test. Next, he must demonstrate technical proficiency with slingload operations by making a successful Use Rope check (DC 10). Finally, he must make 3 successful Climb checks, one at DC 5, one at DC 10, and one at DC 12. These simulate rappel attempts from a 34-ft. wall, a 34-ft. open tower, and a hovering UH-60 Blackhawk.

Benefits: Until the end of the current serial, the agent gains the Endurance feat and 4 temporary skill ranks each in Climb and Use Rope, as well as 2 temporary skill ranks in Knowledge (Aircraft).

Recertification: 16 hours.

BASIC AIRBORNE TRAINING PROGRAM

This training program qualifies the recipient as a basic combat parachutist, someone who jumps out of perfectly good airplanes. Airborne training for American personnel is conducted at Fort Benning, GA, and operated by the Army's 1st Battalion (Airborne), 507th Infantry Regiment.

Qualifications: Str 11+, Con 13+, Profession (Military) 2+ ranks.

GP Cost: 3.

Training Time: 21 days. Basic Airborne Training is broken down into three phases.

During Ground Week, the agent's physical readiness is tested, and he's given instruction about basic parachute operations.

During Tower Week, the agent participates in simulated jumps from a 250-ft. tower.

During Jump Week, the agent performs five jumps from an airplane, including one night jump.

Final Exam: The agent must make a Sport (Skydiving) check (DC 10), which simulates his understanding of basic parachuting technique. With success, he is asked to perform a real check, which requires a Sport (Skydiving) check (DC 10). Failure with this second check has grave consequences, as the plane flies at 800 ft. (for details, see the *Soldier/Wheelman Class Guide*, page 37).

Benefits: Until the end of the current serial, the agent gains 4 temporary skill ranks in Sport (Skydiving) and 2 temporary skill ranks in Tumble.

Recertification Time: 4 hours.

U.S. AIR FORCE BASIC TRAINING

This program is generally regarded as the easiest of the services' basic training regimens, involving indoctrination into military protocol and relatively minimal physical fitness training.

Qualifications: Str 9+, Con 9+, Int 13+.

GP Cost: 5.

Training Time: 7 weeks. A detailed examination of U.S. Air Force basic training is found in Chapter 2 (see page 21).

Final Exam: First, the agent must pass a series of academic exams. This requires 3 successful education checks (DCs 8, 10, and 14, respectively).

Next, the agent must pass two physical fitness tests in any order, as follows.

Push-Ups and Sit-Ups: This requires a successful Strength check (DC 10).

Timed 2-Mile Run: This requires a successful Constitution check (DC 11).

Benefits: The agent gains 2 temporary skill ranks each in Bureaucracy and Profession (Military). Further, he gains 4 temporary skill ranks to distribute among the following skills as he desires, to a maximum distribution of 2 temporary skill ranks in any one skill: Balance, Climb, Concentration, Diplomacy, Jump, Spot. Finally, the agent is considered proficient with all variations of the Colt M16A2 assault rifle, even if he does not possess the Weapon Group Proficiency (Rifle) feat.

Recertification Time: 1 week.

Flexibility Test: This requires a successful Dexterity check (DC 8).

Push-Ups: This requires a successful Strength check (DC 8).

Swim Test: This requires a successful Swim check (DC 10).

Benefits: The agent gains 2 temporary skill ranks each in Profession (Military) and Swim. Further he gains 6 temporary skill ranks to distribute among the following skills as he desires, to a maximum distribution of 2 temporary skill ranks in any one skill: Bureaucracy, Climb, Escape Artist, Knowledge (Military History), Mechanics, and Survival.

Recertification Time: 1 week.

MISSION RESOURCES

One of the benefits of military status is the enormous backup support of three million-odd troops. The agents may request the following mission resources whether they're active-duty military personnel or in the Agency's employ.

During the Gearing Up phase, the team may pay a resource's GP cost to gain access to the resource for the duration of the current mission. This GP cost represents the effort and expense required for the military to devote the resource's services exclusively to the agents throughout the mission. Mission resources may be requested during an ongoing mission, but the GP cost is doubled.

Allowing the Pentagon to take work out of the team's hands has its own risks. Each mission resource lists a potential complication that may interfere with the team's plans when it's activated. Agents are advised to rely on outside resources at their own risk. After all, if you want something done right...

Special Note: All mission resources are considered "intelligence resources," and all standard intelligence resource rules apply to them. *For more information about intelligence resources, see the Faceman/Snooper Class Guide, page 113.*

ARTILLERY FIRE SUPPORT

In its simplest form, the job of artillery is to rain high explosives down upon a target zone. Two main types of artillery fire support are of interest to agents – time on target fire and contact fire.

Time on target fire involves dropping large numbers of artillery shells upon an area all at once. This tactic is used to destroy large enemy facilities or troop concentrations, or to prepare an area as a landing zone. It ensures that the target has no warning prior to the

attack. Its name stems from the preparatory math performed to ensure that every round lands simultaneously, even when multiple guns participate from different distances to the target. Time on target fire can be deployed in as few as two hours.

Contact fire is what most people think of when they hear the word "artillery," thanks to its representation in countless war movies. This tactic is used to support ground troops already in contact with enemy forces. By its nature, contact fire is rarely planned – guns can be alerted in advance, but an observer must be able to call for it when it's needed. A contact fire mission involves significant hazards, as a miscalculation or miscommunication can result in the shells landing on friendly forces.

When the agents are operating within range of a field artillery battery or a cannon-equipped naval vessel, they may request either type of artillery fire support. The GP cost depends upon the agent's mission and the battery being requested, as shown on Table 7.10: Artillery Fire Support Mission Resources (*see page 102*).

The target must be located within the battery's maximum range. Traits for 60mm and 81mm mortars are found in *Modern Arms Guide*, and traits for all other artillery listed in this book are found in the *Soldier/Wheelman Class Guide*. Treat all 120mm mortars 120mm cannons.

When the agents request time on target artillery support, the artillery executes its fire mission at a pre-arranged time, each gun in the battery or on the ship making a single indirect fire attack on the specified target or target area. The gunner in charge of each weapon is a soldier whose agent and class levels are each equal to 1/2 the team's average agent level (rounded down). Each gunner possesses the Artillery Basics feat (*see page 103*), and may take 10 with this attack due to the advance work involved in setting up the fire mission.

When the agents request a contact fire mission, gun crews are alerted to stand by to provide fire support on call. To initiate the fire support, an agent must make contact with the gun crews, usually via radio. As the gun crews cannot see the target, they must depend upon the agent to provide accurate coordinates for both his own position and that of the target. This requires 1 full action and a successful Profession (Military) skill check with a DC as determined by Table 7.11: Contact Fire Coordinate DCs (*see page 103*). If the agent possesses a map of the region, he may substitute his skill bonus in Survival when making this check (though he suffers a DC penalty, as shown on Table 7.11). Using either skill, the agent's error range is increased by 1.

Once an agent successfully calls to initiate the contact fire mission, the first salvo is fired at the start of the agent's initiative count 1d6 rounds later, plus a number

An embassy security detail consists of 1 NCO and 5 enlisted Marines. The NCO is a pointman possessing the Marine Infantry department (see page XX), whose agent and class levels are equal to the team's average agent level. Each enlisted Marine is an infantryman (see page XX), whose agent and class levels are equal to 1/2 the team's average agent level (rounded down), and for whom Diplomacy is an additional full skill.

The GC should always take into account the fact that embassy security details are chosen for their discretion and ability to follow orders, and that they under no circumstances take any action that jeopardizes their primary mission – the safety of the embassy and protecting American diplomatic interests.

Complication: Some ambassadors don't take kindly to outsiders meddling with "their" Marines and resist all orders to the contrary. The GC may spend up to 3 action dice to increase this resource's GP cost at a cost increase of +2 GPs per action die spent.

Alternately, if less than 1/2 the team consists of American agents (rounded up), the GC may spend 1 action die to declare this resource unavailable because the agents are potential security risks.

Finally, an embassy security detail suffers many severe restrictions concerning their behavior and doesn't hesitate to report shady dealings or requests for illegal actions to their superiors.

NEW STANDARD- ISSUE GEAR

This section introduces new standard-issue gear of specific interest or relevance to military personnel. It also addresses several ubiquitous items within the U.S. military establishment.

BDUS

The Battle Dress Uniform, or Battle Dress Utility, is the U.S. military's standard field outfit, in service since 1982, and enjoying widespread popularity in the export and civilian markets. In game terms, a set of BDUs is functionally identical to camouflaged fatigues, and interchangeable with camouflaged fatigues for purposes of game mechanics.

Standard BDUs consist of a coat or overshirt and pants, worn with combat boots. The pants are button-fly and feature four regular pockets and a large bellows (i.e. cargo) pocket on each thigh. The bellows pockets and hip pockets feature button-down flaps to secure their contents. The button-down shirt and coat each feature four pockets (two upper and two lower), all of which include flaps as well. There are wear patches on the knees, elbows, and buttocks of BDUs for added durability.

The proper manner in which to wear BDUs is to tuck in the T-shirt and button the overshirt but leave it untucked. Further, the correct way to roll up the overshirt's sleeves is to leave the camouflage pattern exposed, and the correct way to wear the pant's cuffs is to tuck them into the combat boots. This is trivial for anyone with even 1 rank in either Profession (Military) or Hobby (Military), and when someone wearing a uniform gets it wrong, it's a good indicator that he doesn't belong in it.

The name of a BDU shirt's owner is stitched on name tape over the right breast pocket, the name of his service branch is stitched over the left breast pocket, and his rank insignia is stitched on a small embroidered patch on the right collar and the front of his cap. Also, his combat or support arm insignia – e.g. infantry, artillery, or transport – is stitched on the left collar. All patches and stitching are in subdued colors so as not to defeat the purpose of a camouflage uniform.

Temperate and Hot Weather BDUs are visually identical, differing only in the material from which they're cut. Developed as the first BDU pattern when the U.S. Army expected to fight its next major war in Central Europe, they feature a four-color woodland camouflage pattern with equal parts black, tan, brown, and green. All subdued insignia on "woodland camo" BDUs is black so that it blends well with the camouflage pattern. Temperate and hot weather BDUs are also worn with black combat boots.

Desert BDUs come in standard and cold-weather variants, again differing only in material. The U.S. military's original desert camouflage BDUs featured a six-color pattern – white, tan, tan, rust, brown, and black – universally nicknamed "chocolate chip" for its small dark speckles. Lessons learned in Operation Desert Storm led to the development of a three-color pattern – tan, light olive, and brown – which is being phased in as stocks of the six-color pattern are depleted. Subdued insignia on desert BDUs are dark brown. Desert BDUs are worn with black or tan combat boots.

Introduced in 2002 after an extensive study about the human eye and electronic sensors, Marine Pattern (MARPAT) BDUs feature a new "pixilated" camouflage pattern. Viewed at close range, MARPAT BDUs have individual quarter-inch blocks of colors in semi-random patterns, rather than the smooth abstract shapes of conventional camouflage. The USMC globe-anchor-eagle insignia is embedded in the camouflage pattern and embroidered on the left breast pocket. MARPAT is available in both four-color woodland (tan/brown/green/black) and four-color desert (tan/tan/brown/brown) patterns. The shirt has additional shoulder pockets (accessible even when the soldier wears body armor or a tactical vest) and replaces the chest pocket buttons with Velcro. MARPAT BDUs are currently in use only with the Marine Corps.