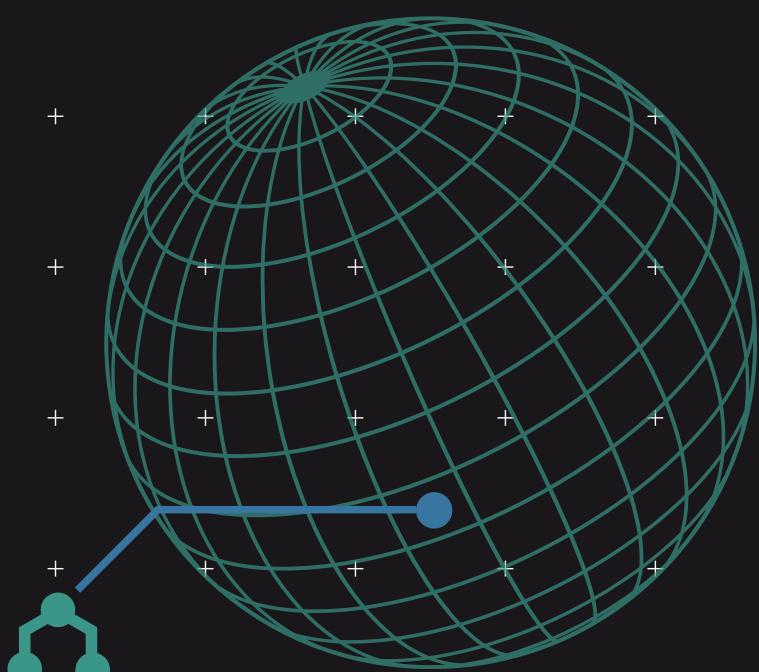




**10TH CALIBAN
OPERATIONS
GROUP**

MICROTECH



THE BLUE BOOK

**GUIDE FOR INITIAL ENTRY TRAINING
AND OPERATIONAL GOALS**



CURRENT REVISION DATE: 17 OCTOBER 2024

CLASSIFICATION: UNCLASSIFIED



DISCLAIMER

This document was designed with more than two decades of gaming experience leading this organization. The leadership of 10co/10CO/10thCO created this document as a way to standardize initial training and set a baseline of expectations for outfit members.

This document is provided to you because you've shown interest in joining 10co. Because of your interest, this document is provided to you for the sole purpose of training within our gaming platforms and is designed to help standardize our operating procedures.

By being in possession of this document, you agree to the following terms of use:

- You are welcome to share concepts within this document with other 10co members within our gaming platforms.
- In no instance may you copy, reproduce, or share this document, in full or in part, outside of 10co, without express written consent of Roh Atmora.

Thanks for being a part of our organization. If you have any questions about The Blue Book, please contact any organization leadership member.



UPDATED CHANGE SUMMARY

Update summary for v24.10.17

- Updated '**Tenth Company**' to '**Tenth Caliban**' for alignment of rebranding
- Updated '**Company**' to '**Organization**'
- Updated '**Disclaimer**' with **10co/10CO/10thCO** ident. tags
- Updated '**Definition of a Warrior**' to be in line with FT 0-1 Course Module
- Updated '**The Forge**' to reflect updated changes to initial entry and ranking requirements
- Updated '**History of the Tenth**' to be in line with FT 0-1 Course Module
- Updated various paragraphs and spacing to become more legible
- Added pg. 39 '**Special Thanks**' to end of the document
- General update/typo corrections



FOREWORD

"HONOR AND STEEL"
- Old warrior saying

Throughout mankind's great history, there have been those who have exhibited times of unwavering courage, self-discipline, and unbreakable honor. Such individuals rise above their peers, becoming a beacon for their fellow brothers-in-arms, and setting the example of what it means to be a warrior.

Not only have you shown to yourself and others that you are capable, but you're ready to take on the challenges that lie ahead. Now you must ask yourself; are you ready to go beyond that? Do you have what it takes to join the Tenth?

This is no easy task, as you enter your initial training, much will become required of you. You will demonstrate your aptitude for adaptability, flexibility, and innate capability to overcome any obstacles that come your way.

The contents of this book have been written with the accumulated Knowledge and Wisdom of those who have come before you, and with it you'll be prepared to face the challenges that are to come. This book contains carefully selected advanced tactics and training; that when executed with speed and precision can turn the tide of any engagement - on or off the battlefield.

Good luck recruit.

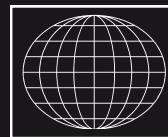
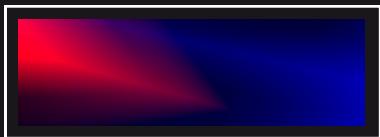
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CHAPTER ONE

TRANSFORMATION



DEFINITION OF A WARRIOR

"Out of every one hundred men, ten shouldn't even be there. Eighty are just targets. Nine are real fighters and we are lucky to have them - for they make the battle. Ah, but the one. One is a warrior, and he will bring the others back."
- Heraclitus

An ancient Greek philosopher, named Heraclitus, around 500 B.C. is attributed to saying:

"Out of every one hundred men, ten shouldn't even be there. Eighty are just targets. Nine are real fighters and we are lucky to have them for they make the battle. Ah, but the one. One is a warrior, and he will bring the others back."

Even in today's modern conflicts, he was right.

In terms of the Organization, this means for every one hundred people joining the fray, there are roughly ten people who are not fit to fight with anyone. This can be due to their trollish attitude or simply the lack of moral decorum; these people are generally swiftly removed, lest they commit any more ruin to the situation.

After that you have roughly eighty people, who, while making for the bulk of the allied forces, have little to no common sense - the greatest power a man can possess. While this does not make them useless, they are often used best by pointing them into the direction of the conflict, and letting the herd simply trample into the fray.

Then you have nine people, the real fighters. They possess the mighty power of common sense and as such are able to think for themselves. While they might not be the most strategically sound, they understand tactics and force of action. As has been said, we are lucky to have them, as they are able to quickly adapt to the ever changing situation, and overcome obstacles that would otherwise stagger the lesser man. These people often make up team leads, fill critical support roles, and can take the initiative when they have to improvise at a moment's notice. They keep the battle going.

Last, one remaining is a true leader, a warrior. They are able to see the battlefield as a whole. To see the big picture, as well as the small details, without getting lost in them. They are able to forecast tactics that the enemy will use and create counters on the fly. They are able to form complex strategies, while also consolidating them to their most basic form, disseminating them to squad leads and allied troops, all while in the throngs of battle. A warrior will lead by example, project the Warrior Ethos, and cultivate esprit de corps that wins the day.

We hold these ideals at our core. Whether you are seeking your first organization, or may already be part of another group but seek more of a challenge - we sift through the sands of common people to find those who are fit to wear our title.

One thing is true; by taking this first step you have already moved away from the eighty and joined the nine. Now we'll take care of the rest.



THE FORGE

Upon acceptance of your Recruitment Application, you'll be issued this copy of the **Blue Book** and join fellow recruits in the training cadre as you enter **The Forge**. This virtual academy is designed to help you learn the basics, as well as progress in your career as a member of the Tenth.

You will learn the history of the Company, and why its members take pride in its heraldry. You will learn about what makes up the bulk of our force, and what it means to be part of the corps. You will learn about the Chain of Command, and where your hard work helps drive the success of the organization.

The Forge

The Forge is broken down into four levels; each level containing several training courses and knowledge articles, with each level becoming unlocked and available to you as you progress through the ranks:

- Level 0: Recruit - Initial Entry Training (IET) and Basic Combat Training (BCT)
- Level 1: Enlisted - Tactical Training and Common Tasks
- Level 2: Non Commissioned Officer (NCO) / Warrant Officer (WO)- Advanced Tactical and Operational Training
- Level 3: Officer Candidate School (OCS) - Advanced Operational and Strategic Training

You have one month from your application date to complete the Level 0: Recruit Training modules. Upon completion, you'll be granted permission to use the [10co] identification tags, as well as the Enlisted rank of Private.

From there, how far you go is up to you...

For those looking to rise through the ranks; you are able to learn and train at your own pace, with assistance from trained NCOs and Officers to guide you along the way.

As you finish the required number of courses for each rank, you can request an Officer evaluation that will test your general knowledge and see how your training has progressed. Upon passing completion of the evaluation test, you will be awarded the new rank and all the privileges and responsibilities that come with it.

After which you will have to wait one month before being able to take your next evaluation.

[Note: Level 2 and 3 have a 2-3 month respective wait period between evaluation tests.]



IET AND BCT

Initial Entry Training

The goal of Initial Entry Training (IET) is to learn the history of the Organization and why its members take pride in its heraldry. You will learn about what makes up the bulk of our force and what it means to be part of the corps. You will learn about the Chain of Command and where your hard work helps drive the success of the organization.

By the end of IET you will:

- Understand our Corps Values and Warrior Ethos
- Uphold our customs, traditions, and fundamental skills and responsibilities
- Be able to operate effectively and flourish under high stress conditions
- Possess self-discipline, be adaptable and flexible to overcome any challenge

Basic Combat Training

The goal of Basic Combat Training (BCT) is to build both confidence and discipline in the individual, so they can begin to understand the effective combat prowess each person possesses when they focus on the task. Learning various weapons platforms and survival skills, each person will be challenged to overcome conditions they will experience on the battlefield. From basic movements to standard Battle Drills, the various skills and techniques learned will instill the confidence and capability to take on any hostile force that presents itself to challenge you.

By the end of BCT you will:

- Complete obstacle and confidence courses
- Qualify with individual weapons
- Be proficient in unit tactics and skills
- Be proficient in battle drills and tasks

Why do we Train?

Going into future conflicts, such as those starting to rise in 'the Verse', the 10th is poised to be one of the most effective and feared organizations due to our focus on cohesion. In order to hold onto that prestige and confidence of those who contract us, we must stand in constant vigil and keep our edge sharp.

- We train to hone our skills
- We train to keep our competitive edge sharp
- We train to forge the next generation of warriors



HISTORY OF THE TENTH

The origins of the Tenth date back to the year 2012 when its predecessor, Odin, took part in the Auraxian wars in 'Planetside 2'.

Known as the "First Founding", Odin was initially conceived as a black-ops unit capable of operating autonomously in hostile environments. Due to the units unique and highly effective approach to the conflict, the face of Auraxis, and the way the endless war would be fought, would be changed forever. However, because of internal strife within the command hierarchy of the unit, the Outfit would be disbanded and soon lost to memory.

It would not be until the year 2015, during the "Second Founding," that a successor chapter would be formed. "Wardogs", a quick reaction / special operations force, rose from the ashes of the former Outfit and cemented themselves as the premiere special forces unit of the Connery Sector. Recognized as the apex in clandestine operations, the Wardogs SF reputation for unparalleled efficiency and discretion within the Auraxian theater, carved their place into legend.

With the war on Auraxis drawn out into a perpetual stalemate, the group began to set its sights on a new theater of conflict. With the emergence of never before seen expansion, exploration, and conquest, the group set to the Stars and what is known as the 'Third Founding,' once again evolved to become the famed "Tenth Company".

Over the next few years, they would produce some of the greatest fighters and Officers the systems had ever seen. Using the lessons of the past, the "Tenth Company", also known as 10co, refined the traditional, unit based training, and pioneered the way in Officer and Command level training and doctrine.

The result was one of the most combat effective groups seen in the 'Verse, able to take small squads of highly skilled fighters, and completely annihilate platoon level hostile opposition. As the discovery and exploration of the Verse continued to expand known boundaries, the 10th once again found itself at a crossroads and turned to a new chapter within the "Fourth Founding."

Finding a home among the stars, the 10th, now known as the "10th Caliban Special Operations Group," would enjoy a short time of peace; before being thrown once more into the fires of war. Their new home would be threatened, and ultimately devastatingly lost in a conflict now known as "The Fall of Caliban."

The face of this new enemy would rise to such vile hatred, that it would become the sole focus of the now nomadic Battlegroup, as it roamed the stars in its Eternal Crusade to avenge the fallen, and take back their Homeworld.



CHAPTER TWO

PILLARS OF THE CORPS



THE WARRIOR ETHOS

"Virtutis Gloria Merces" - "Glory is the reward of Valor"
- Motto of Clan Donnachaidh

Warrior ethos refers to a set of principles that define a warrior's character, spirit, and way of life. It's essentially a code of conduct that emphasizes qualities like:

- Courage and bravery in the face of danger
- Loyalty to one's comrades and to a cause
- Discipline and self-control
- Resilience in the face of hardship
- Self-sacrifice for the greater good

The specific content of a warrior ethos can vary depending on the culture or military force, but these core values are often present. For the Tenth, our code is simple:

- To place the mission first, above personal glory
- To accept any challenge, despite the odds
- To never accept defeat, regardless how dire
- To never quit, even to the last
- To never leave a fallen comrade behind

RULES OF WAR

"War does not determine who is right; only who is left."
— Anonymous

As a member, you will represent the Organization in both character and conduct. As such, basic Laws of War were created to guide those in the toils of war, to conduct themselves in the responsibilities and manner befitting the title of "Warrior".

While each system and faction has their own laws they enforce; the Tenth has its own guidelines and rules to follow. The primary examples of such are:

- Only fight enemy combatants
- Do not harm those who surrender
- Destroy no more than the mission requires
- Treat your opponent with respect deserving



PRINCIPLES OF VIRTUES

Members of the Organization follow basic ideals and principles that lay the foundation of what it means to be a member of the Tenth. These virtues not only help reinforce the Warrior Ethos, but layout in such plain terms what is expected of one's self.

THE NINE NOBLE VIRTUES

Courage

The ability to stand firm in the face of danger and do what needs to be done

Truth

The commitment to speak truth always, so that all will know your determination

Loyalty

The binding force that binds brothers-in-arms and the pride in their glorious history

Valor

The strength of mind, spirit, and determination in the face of overwhelming odds

Discipline

The training of the mind and one's character, habit, and self-control

Industriousness

The act of hard work, diligence, and skillful progression in all one's fields

Self Reliance

The drive to achieve with one's own hands, be independent, and get things done

Perseverance

The continued effort to do, achieve and overcome despite failure or opposition

Honor

The combination of all other virtues before it, that uniquely defines one's character

It is by these principles that members of the Organization are not only able to dominate the battlespace, but are able to excel in both development of one's community and in one's character.



CHAPTER THREE



INITIAL ENTRY TRAINING



RESPECT

"Respect is earned, not given."

- Unknown

What is respect?

It is a unifying force as well as a calling card of superior men. The ability to acknowledge a foe's strength or grit, even when that foe is woefully outnumbered or outgunned, shows respect. Respect is also a cornerstone of a professional fighting force. This means respect for the officers in charge who give orders, and for your fellow soldiers who follow them.

Actions such as firing when you do not need to do so, whether out of boredom, accident, or ignorance, belies a lack of respect for those around you - particularly if someone, such as your commander, is speaking. In mixed company, others around you may not always show this same respect - do not join them at their level. Set the example.

Remain disciplined and respectful, and you will be responding to them in a manner befitting the Company and your inherent dignity: that is, by destroying your enemies, in larger numbers and with greater ferocity than they could possibly imagine, a feat they could only match in their wildest imagination.

Overview of Proper Etiquette

What does it mean to be an ambassador of the Organization?

As a member of the Organization, the eyes of the public will be upon you in all that you do. Wearing a tag associated with the Tenth marks you as representative of the Organization's culture and membership at all times. Whether you're in a public squad or engaged in high-level, organized point-hold tactics with another outfit's squads, the Organization will be judged on how you present yourself.

Rank and File

Within the Organization, members adhere to a structured chain of command, based on discipline and respect. Those within the chain of command of higher rank earned their place through hard work, dedication, and taking heart in the meaning of the Warriors' Ethos. As such, it is required of members to show due respect to those who have put in the time and effort to earn the rank of Officer.

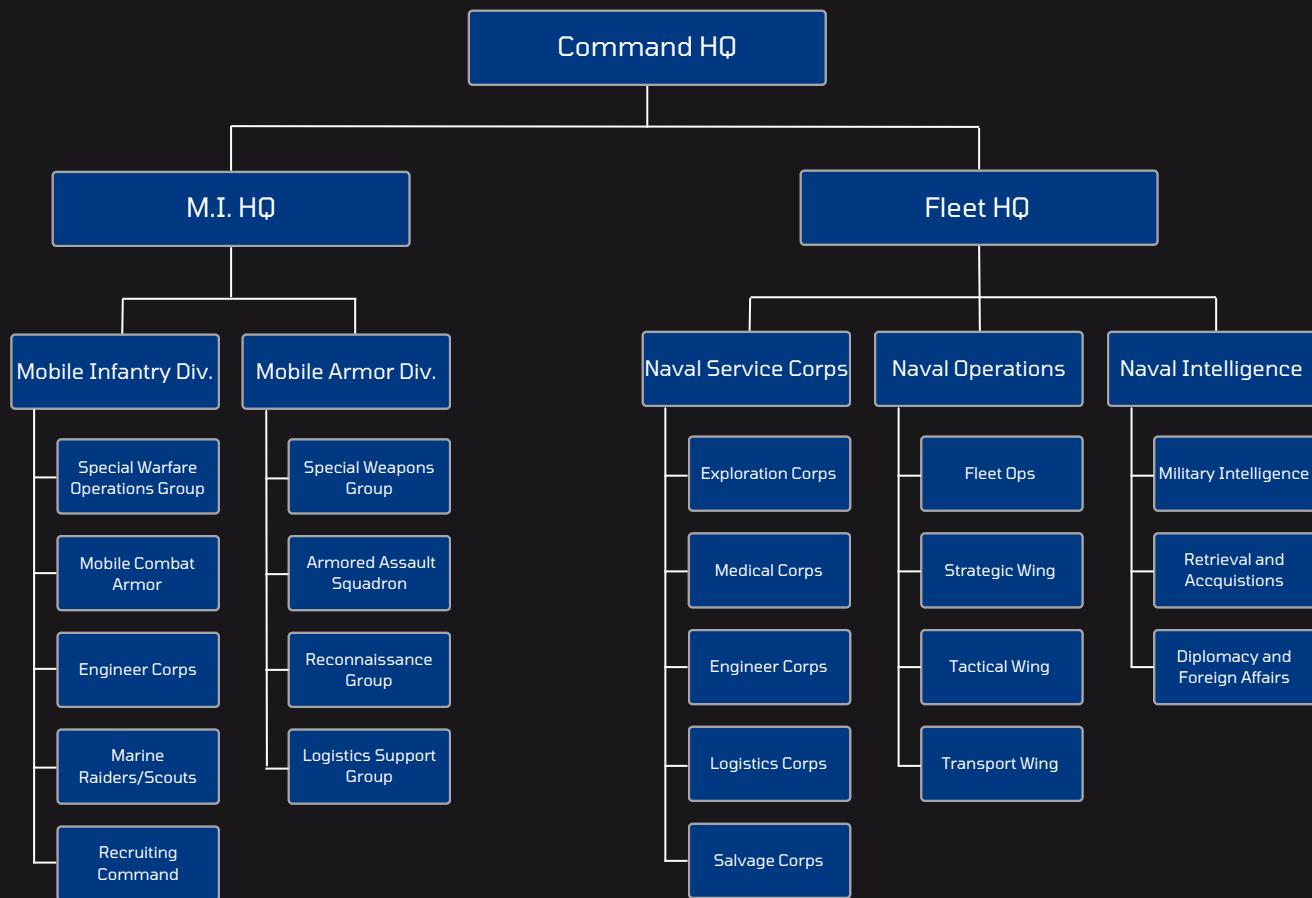
The Current ranking structure of the Organization is based on a system that not only favors, but forces members to learn to push themselves to become better. Ranks are not awarded based on good behavior or favoritism, but instead on hard work and dedication - all self imposed. After completing IET, recruits will be granted a starting rank; and be granted their identification tags [10co] to wear with pride.



Why does the Chain of Command exist?

The Tenth is split into several divisions that handle the various duties of the Organization. Each division consists of several officers, each in charge of various squads. During combat, a single order from a Platoon Lead must be disseminated downward to dozens. Having a clear chain of command allows each individual level to interpret and apply the intent of those orders to their specific capabilities and mission-structure.

The Chain of Command allows all of this to happen in mere moments from the time the Platoon Leader arrives at a plan to the time vehicles are moving to the target. Each link in the chain interprets orders and conveys clear, concise instructions that are easy to follow and which are manageable by the soldier.



**Other ranks and levels of organization may exist at the Company level, but are outside the scope of this document.*



FOLLOWING ORDERS

What is there to gain by following orders?

Understanding the orders at a personal level is not relevant to following them. You may not know why an order has been given - it may seem counterintuitive to you, or it may seem incomplete or misguided. Your orders have been distilled from a complex series of decisions and interactions between your superiors and the situation at hand, and they represent the combined training, knowledge and intuition of those above you.

By understanding and following your orders, you gain clarity of purpose, removal of uncertainty in your actions, and the confidence and ease that training brings.

How does following orders affect the battlefield?

There are many principles of war, each of which are affected directly at the most basic level by the ground-level soldier following their orders. Among many others, these principles include: Concentration of Mass, Unity of Command, and Economy of Force.

Unity of Command

That which ensures that all units deployed on the battlefield are under a single commander - requires that all units under that commander follow the intent of his or her orders and do not inject their own agendas.

Concentration of Mass

Brings the overwhelming effects of massed combat power at the decisive time and place. A broken order within the chain can destroy the advantage of combined arms and ruin a massive strike.

Economy of Force

Dictates that minimum essential power is given to secondary objectives, and this ensures that adequate and ample combat power is available for decisive encounters.

These are but three of ten principles of war by which your officers abide. Even in this small sample, the importance of following orders can be readily seen.



CONDUCT BECOMING A PROFESSIONAL

The Tenth does not participate in "Organizational Dramas." Members are judged upon their conduct both within and outside the bounds of the Outfit's ops and trainings. Members, and more importantly, Officers, do not engage in petty gossip, retribution, retaliation or bullying. Membership in the organization is a privilege to be earned and maintained, and it is at-will for both parties. If you do not meet the standard set for all members, or if you do not wish to maintain your membership, the Organization holds no ill will.

Should you choose to leave the Organization, appropriate officers will be happy to refer you to any Organization and give an honest recommendation to the receiving leadership. Likewise, recruits coming to the order from other outfits are to be judged on their conduct and character from the initial day of their training, and not necessarily upon gossip or reputation from their previous lives. The day you join the Organization you begin a new life, learning new skills and a way of seeing yourself and the world. The Organization judges you on who you show us you are, not who you are rumored to be.

A PRACTICAL EXAMPLE FROM HAFFORD THE AURAXIAN

"I was running an off-hours combat patrol with four or five 10co soldiers and a couple of blueberries [randoms]. We had a member of another well-known outfit join the group and he ran with us for a good while. During a lull in combat, he remarked positively upon the characteristic organization that 10co displays during Ops and the reputation our soldiers are earning. Conversation shifted to light discussion of his outfit's culture and leadership and he decided to share a warning in open squad vox.

"If you see [soldier identity redacted], he's on our blacklist, you should avoid him because he got in a fight with our leader..."

I quickly cut him off and informed him that 10co doesn't have an alliance nor an exclusivity agreement with his organization. Gossip or personal squabbles between previous outfit-mates does not inherently disqualify membership. We judge our brothers and sisters on their conduct while in our envoy, and we do not participate in 'Guild Drama' between outfits. We would take his warning with a grain of salt but we will not de-facto blackball someone on hearsay and rumor.

He acquiesced, saying that I had a good point, and we returned to combat while discussion turned to other topics."



Of course it is easier to say something, and harder to do it. We respect those who do, more than those who *might*. We can easily say that we treat others with respect, but how do we *do* it?

- We show it in our professional bearing in the staging areas, before and during ops and trainings.
- We show it on the battlefield when we work together with other units on the field of battle.
- We show it to the public when we respect their capabilities but give them a nudge to act; when we support their pushes and drive their stalemates forward.
- We show it when we ignore trollish behavior, and don't return that behavior in kind.
- We show it to other organizations when we work together with their leadership to achieve common goals.

How others will judge you by those actions

It's easy to say we have the best-organized fighting force on any world, but how do others believe it when it is said?

- When we are able to mobilize multiple platoon-sized elements faster than any other.
- When we demonstrate cohesion to our allies by employing formations and inspire fear in our foes when they see and recognize our formations joining the battlespace.
- When we show our competence by routing superior enemy numbers and securing enemy territories for our faction.
- We show it by influencing policies, raising the bar of unit cohesion and outfit organization across the server by setting a positive example.
- We show it to our faction when we capture territory upon territory or stand as the last bastion of resistance to enemy movement.

The Organization instills in its recruits discipline, above all else. The ability of a soldier to remain cool under pressure is based not only on nerves, but their ability to remain disciplined and follow the orders given through their effective chain of command. This applies to all levels within the Organization, and the training gained during one's first weeks of initiation informs their stay in the Organization.

Holding fire when instructed, even in the face of imminent danger; moving according to given orders to further the Commander's Intent; and learning to communicate with efficiency and brevity are some examples of this trait.



CHAPTER FOUR

BASIC COMBAT TRAINING PHASE ONE



THE FIRETEAM

The Fireteam: A Cornerstone of Modern Infantry

The fireteam concept emerged from the need for tactical flexibility in modern infantry operations. These small units can operate independently while seamlessly integrating into larger formations like squads. Fireteams are designed to be adaptable to different situations, but they achieve this modularity in slightly different ways.

Cross-training: All members can operate each other's weapons to some degree, allowing for flexibility if a fireteam member becomes a casualty.

Attached specialists: In specific situations, engineers, medics, or other specialists can be attached to the fireteam for additional capabilities.

Scalability: Fireteams can operate independently or integrate with other fireteams to form a larger squad.

Flexibility: Fireteams can be adapted to specific missions.

Advantages and Limitations

Fireteams have proven highly effective for professional militaries deploying squads in combat. This approach is less suited for armies relying on massed infantry formations or significant conscription. In conscript-based forces, fireteam development can be hindered. Team effectiveness grows with experience and cohesion, which requires time for members to build personal bonds.

The Fireteam as a Force Multiplier

The development of effective fireteams is considered a cornerstone of a professional fighting force. As the company's primary unit, fireteams demonstrate a strong sense of camaraderie, driven by a desire not to let their teammates down. Historically, armies with well-organized fireteams have seen demonstrably superior performance from their infantry compared to those relying solely on larger unit operations.

Fireteam Deployment and Tactics

During maneuvers and attacks, fireteams typically spread out over 40 meters (130 ft), with roughly 10 meters separating each member. When in defensive positions, teams cover the effective range of their weapons or the limits of visibility, whichever is shorter. In open terrain, a skilled fireteam can cover up to 500 meters (1,600 ft), though detection range limits their effectiveness beyond 100 meters (330 ft) without specialized equipment. Fireteams remain effective as long as their primary weapons are functional, and even with compromised weaponry, they can still pose a threat through unconventional means.



Standard Fireteam Unit

Fireteam Leader:

The Team Leader, or FTL, is typically a Corporal or Lance Corporal who is in charge of the overall team. His job includes keeping the team on task, to carry out orders from the Squad Lead (SL) or Command (HQ), and complete mission objectives during operations. Team Leads typically run 3.4-4x optics, and often will double as the teams Grenadier.

Direct Fire Support:

Generally listed as a Automatic Rifleman, the teams Direct Fire Support typically runs a LMG or like weapon. The TDFS does not run 'heavy weapons' such as anti tank weaponry, but can run a HMG provided the team's Support Specialist is running as a Assistant Automatic Rifleman/ Ammo Bearer. The TDFS also serves as second in command for the team if required.

Team Support Specialist:

Acting as the flexible member for the group, the Team Support Specialist is a jack-of-all-trades, keeping the team in action during and after engagements by carrying extra ammunition, providing medical aid, or acting as the team's Grenadier to engage "dead space" or mark targets.

Team Systems Operator:

The Team Systems Operator is primarily a Rifleman / Scout for the team, but is also responsible for integrating new technologies like drones into the units operations, as well as acting as the teams joint terminal attack control or JTAC. If needed, they are tasked with being able to navigate terrain rapidly, and well as track the enemy and spot hidden dangers. Due to this, they also often act as the team's designated marksman with a higher-powered rifle.

Fireteam Leader



Direct Fire Specialist



Team Support Specialist



Team Systems Operator



BASIC TRAINING

"We do not rise to the level of our expectations, we fall to the level of our training."

– Archilochus

All successful organizations operate using standardized doctrine that is passed to their members. These doctrines consist of many aspects, including normal standards of behavior, dress (presentation), training competencies, and organizational culture. Uniformity in these and other aspects provides a clear and easy-to-follow method of acting and reacting to the varied situations in which you will find yourself. Having clear expectations and the training to address them reduces anxiety and ensures better outcomes – while at the same time making executing tasks easy. Our doctrine ensures that you will be recognized as a member of the Company, based not on the tag above your head, but by your actions and presence.

Proper Trigger Discipline

"Don't fire unless fired upon"

Many of the situations in which you will find yourself during the Company's missions and tasks will require stealth and surprise. This allows us to get closer to our enemy, to gain information about their whereabouts and habits, and secure us the luxury of planning. In the beginning stages of contact, refraining from alerting your enemy until you have determined that you have sufficient advantage goes a long way to putting yourself beyond defeat. The rules that form the foundation of the behavior of the soldier on the ground are the standard Rules of Engagement, henceforth abbreviated ROE, and are reflected in the Company's combat doctrine. This will be covered in greater detail in a later segment of your training.

How to avoid Fratricide (Teamkilling)

The best way to minimize incidents of friendly fire is to understand the fundamentals of firing lanes and Direction of Contact. The space of battle will have many areas that are hazardous to traverse, such as long corridors, blind corners, and elevated, protected firing positions. Taking up position at one of these many locations will give you the ability to suppress enemy positions, and will allow you to be reinforced from behind by friendly combatants. But with this advantage comes a deadly and serious side-effect: FRATRICIDE. It is easy in the heat of battle to confuse friend from foe, or to become excited and to over-apply force.

You may find your brothers-in-arms have strayed into your carefully-prepared (or hastily-selected) fire lane or killbox. Key to managing effective and safe firing lanes is to stay behind friendly firing positions, and, when you are in a position to fire, minimizing movement. Simply approach the allied firing line, suppress the enemy position, and retreat from the line in a predictable manner to reload/regroup. Awareness of the Direction of Contact is integral to managing a firing lane. As the tide of battle ebbs and flows, so too will firing lanes. As positions are either taken or lost, your position may become part of a new firing lane, and you may begin to take fire from formerly allied positions. To mitigate this, you must be aware not only of your position but that of your teammates.



What, When, and Where Communications are Needed

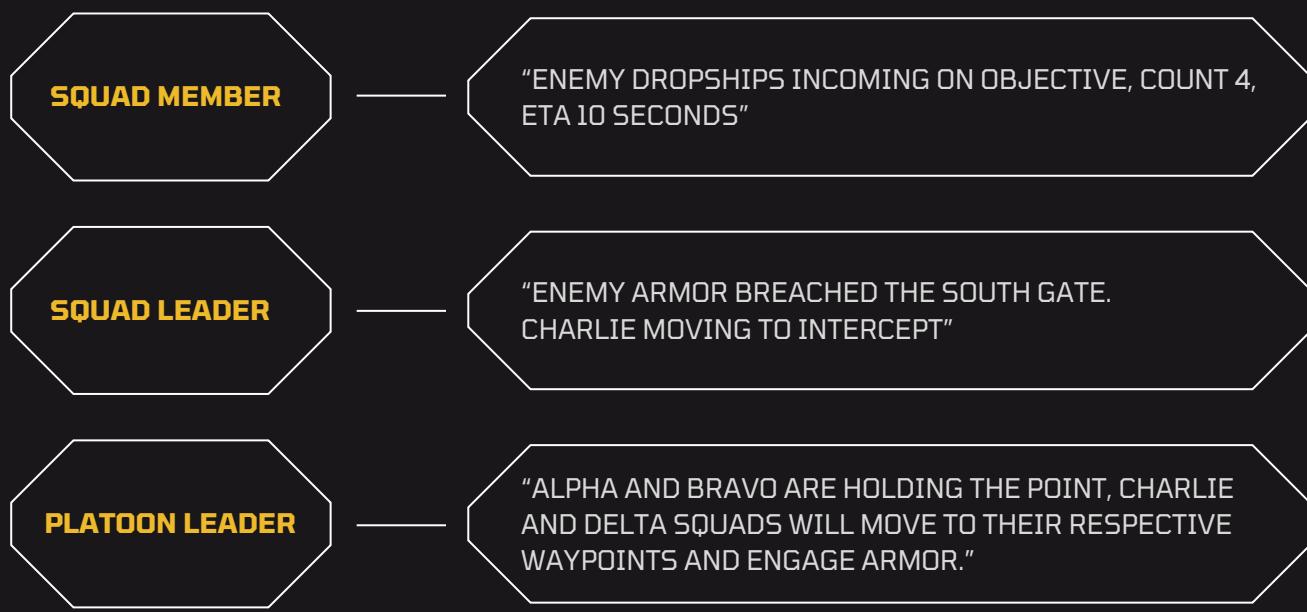
In order for vox (voice communication) to be effective, all channels voice is carried over must be clear, free of chatter, crosstalk and garble. Depending on the game's type of voice communication, this may take different forms. For instance, using TFAR-Radio in Arma, squad members may be restricted to a few-mile radius by the power of their radios and may not be able to receive direct vox from the rest of their platoon. There may be a single member of the squad who has access to a higher-powered radio to boost range, but even then, there are only so many channels that can be monitored at any one time. Arma is relatively quiet for the squad members, and it is easy to pay attention to the task at hand.

By contrast, in Planetside, vox inside a Platoon is an omnipresent free-for-all that anyone may use. Added to that channel are Squad vox, **Proximity** vox, Orders chat, Region say, Local chat, Tells, command vox channel, Outfit vox channel and the entire TeamSpeak organization with whisper channels or Discord vox and text. This can make for a maddening cacophony of competing voices, orders from those outside your organization, and text chatter; with music, soundboards and spurious conversation to boot.

Communication goes up to your next in command, whether that be your Team Lead, Squad Lead, Platoon Lead, etc. Orders will come down those same channels. When an order comes from your Lead, let them complete the order before sending up a message. You may hear "BREAK BREAK BREAK" or "CLEAR COMMS" which is your cue to immediately silence chatter on the channel for an important communique.

Platoon Channel

The platoon channel should be reserved for coordination between squad leaders and the platoon lead. Squad members may use platoon chat but the utmost care must be used to keep statements short, effective and relevant to the entire platoon.





Squad Channels

Squad channels should be used to communicate with your immediate lead, and to those in your unit to coordinate your actions. Your squad leader will best be able to digest your input about the state of the battlefield and how it relates to your current objective - and escalate it to the platoon if it is warranted.

SQUAD MEMBER

"SQUAD, BE ADVISED: ENEMY APC, NORTHWEST CORNER OF BASE, BEHIND THE BIG ROCK AT ALPHA 3'S POSITION."

SQUAD MEMBER

"THE ENEMY HAS BROKEN THE PERIMETER."

Proximity Channels

Proximity channel (prox) is useful when relaying information that is immediately relevant to those in your area. Remember that it is an open channel; keep communication to simple and basic information. One of the biggest advantages of proximity chat is that it is spatial. Just by hearing someone yell "BAD FRAG" in proximity you know instinctively which way to dive.

PROXIMITY

"CONTACT REAR!"

PROXIMITY

"THE TARGET IS TO THE RIGHT OF THE TOWER NORTHEAST OF OUR POSITION"

PROXIMITY

"FRAG OUT!"



Conveying Quick, Concise Callouts

Sometimes special words and phrases will be used to temporarily disrupt or organize the vox channels. These have varying uses and intents. Use Brevity Codes to your advantage, and remember callouts should be devoid of emotion as much as possible to ensure clarity and composure.

"CONTACT!" - The Three D's

- Direction - Where is it
- Description - What is it
- Distance - How far is it

(Examples of the Three D's)

- "Northwest, Infantry, danger close"
- "10 o'clock, enemy armor, 100 meters"
- "South low, incoming Enemy aircraft"
- "030, Sniper on the ridgeline."

"Masks On"

When the group goes from on standby to actively receiving and executing orders, it is imperative that all side communication in the squad is suppressed, so that the squad leader can correctly hear incoming orders, and so that those orders can be relayed to the squad. Hearing the phrase "Masks On" means that you have passed the entry point of an engagement and it is time to get down to business.

"SLLS" (said: SiLLS)

"Stop, Look, Listen, and Sense."

When the heat, weight, and fatigue take your focus off moving in silence and invisibility—Stop what you are doing. Look around. Listen to your surroundings. Sense by using your map and electronic detection abilities. Take a moment to re-center yourself in your physical environment and recalibrate your senses for possible dangers and advantages. Often this is also used to alert the team to a possible audible detection.



Regarding Chatter

Non-critical information such as jokes, comments, questions, and idle chatter are best saved for when the squad or platoon is being transported to the next location, or when the squad or platoon is not being actively engaged, and has not been and does not expect to be for a reasonable amount of time. Chatter is an effective tool to build esprit-de-corps, but is detrimental to the combat experience. It is perfectly acceptable to talk and joke, but be aware of the appropriate time and place.

“Freeze!”

When the command to “Freeze” (Down and Freeze!), the Marine hits the dirt and does not move, no matter what. If there is available cover within less than 2 seconds of the command, then roll to it; but after 2 seconds all movement stops, no matter what. The purpose of this is that the Lead has spotted a threat or possible threat, and instant reaction can and often will prevent the team from being detected. It is important that while the Freeze command is given, no movement, no matter how slight is to be seen, until the command to ‘unfreeze’ or ‘recover’ is given.

A PRACTICAL EXAMPLE FROM “SQUAD”

“So were on Yehorivka, the one with the open airfield? So I’m quick joining, squads filling up, off of a sudden this f***ker is talking bout three rules or some sh*t...droning on, I’m not paying attention. We get going, driver is hauling ass down the road and the SL is quiet. One of the FTL’s starts to ‘repeat’ what the lead said, least part of it talking about “freeze means freeze.” The other guys are trolling, its funny, whatever we get to the first point.

Immediately this guy starts barking orders, his guys are instantly out of the truck, shoves out, there’s builds going up – we have a full FOB up in like 30 seconds, so that was cool. Everyone starts to head to the truck to leave and he’s calling us to get on the move on foot – were like ‘wtf man’...anyways we get moving. About five or six minutes later, everyone’s f***ing around and talking but were still moving. He calls out for a ‘formation change’ and his guys start repeating it. Fine, whatever, we move into a ‘wider wedge’ still talking; bout 30 seconds later all hell breaks loose...

Out of no where he yells “DOWN! FREEZE!”, his guys instantly the deck and they start yelling “get the fuck down!”. Takes a few seconds but everyone goes prone, they are still yelling ‘not to move’ and ‘take your hand off your mouse’ an sh*t. About ten seconds later... two whole squads and a APC roll up and through us, everyone is freaking out, they keep saying “don’t move, don’t fire, just chill out.” I watch one of their guys bump into and walk OVER one of our guys...guess he thought it was a rock or log or something...

Anyways, few seconds pass and the SL tells everyone ‘up’ and we all turn around and watch these guys moving away, and all he says is “engage.” That was the fastest I’ve ever seen anyone get mowed down, was like 3 seconds and boom, they were all dead.

So yeah...I turned in my application and joined them after that match.



COORDINATION AND FORMATIONS

Basic training has existed as long as there have been standing armies. It serves to ensure that a soldier has a proper foundation upon which to build future learning, while giving them the training and muscle-memory to react quickly to combat situations.

To that end, formations are one of the first things a group is taught, because it governs how they engage their enemies, and demonstrates their commitment to the Organization. Formations have varied depending on time period, function and even culture, but all professional armies have employed them.

The basic squad formations are:

Team Formations

Line



Column



Echelon



Staggered Column



Wedge



Diamond

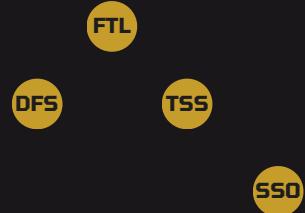


Squad Formation

Squad Column



SL





THE OPERATIONAL CONCEPT

"No plan survives first contact with the enemy."
- Moltke the Elder, Prussian Chief of Staff, 19th Century

Winning a battle requires more than just a gun and the will to do so. It requires analysis, information, judgment and planning, as circumstances allow. Part of this planning and analysis regards the terrain you will be fighting on. Certainly some basics you will know already, such as elevation providing a better vantage point, but there may be times when taking the elevated position is actually one of the worst places to be. Mastery requires not just knowledge of how terrain can be utilized, but analyzing the situation itself to help determine how best to move and engage.

Once the information has been gathered, the analysis done, and a plan made to engage the enemy; you wait for the right moment and:

Seize the Initiative:

If the enemy has made a mistake, make him pay for it. Now, thanks to your planning and training, your opposition has folded, and are retreating.

Maintain your momentum:

It may seem obvious, but many are willing to stay near the battlefield, celebrate their victory and not push the advantage they have made. Continue pushing your opponent as far as you are able with your current support infrastructure or as far as your operational command staff has ordered.

Exploit your successes:

A loss to your opponents will reduce morale and foster doubt. It will make the opposition less effective in combat, and they will be more likely to make mistakes and act in a reckless manner to try and secure a victory. Exploit these weaknesses to further your attack and ensure that your goal is achieved with minimal casualties. Your opposition will only be able to think about the things they could have done differently, while you will be busy looking towards your next victory.

This is the basics of the **Operational Concept**.

While simple; done correctly it will allow a force to completely overwhelm and overpower an enemy, giving them little to no time to rest, recover, or regroup.



CHAPTER FIVE



BASIC COMBAT TRAINING PHASE TWO



ADVANCED TRAINING

Many will tell you the weapons wielded by soldiers win wars, but those weapons are useless if they are not leveraged at the best place and time. For instance, communication and analysis of the battlefield are required before the first shot is even fired. Maintaining proper communications discipline is vital to the Informational domain of conflict. Without proper discipline, important information will be lost in the clutter of side discussions and chatter, and can jeopardize the mission, or the battle itself.

Survival

The lessons of the past are only effective when paired with the hard work and sweat that comes with practical application. As such, depending on the location of their training, recruits are put through a basic Survival Training that tests their strength, their endurance, their intelligence, and their nerves. From open deserts to frozen tundra's, and from the ocean depths to the emptiness of space; soldiers are trained to adapt, overcome, and thrive in any environment.

Advanced Survival Training:

- Understanding Strategic Terrain and Stealth Tactics
- Terrain Identification and Map Reading
- Deployment Training (Atmospheric/Orbital Drop, Zero-G)
- Extreme Environmental Training and Land Navigation

Squad Training

After being assigned to your Fireteam and training with your crew, you will eventually be pulled into a squad-level unit for training. Typically you will only operate within your Fireteam for most actions, however depending on the size of the mission or engagement, a Squad level unit will be required. When this happens, your Fireteam will join with another; under the command of a NCO or Officer.

In order to be effective, your squad will need to be able to move quickly, engage enemies at various ranges, survive multiple engagements in succession, and relay valuable information to command or other squads that may be taking part in the battle. A squad which lacks any of these qualities can leave themselves or their allies in a vulnerable position.

Squad Level Training:

- Squad Compositions with different Fireteam combinations
- Squad Level Formations
- Base of Fire vs Maneuvering Element
- Traveling, Bounding, Bounding Overwatch
- Patrol Base



ATTACKING AND DEFENDING

Once you have established your communications, your chain of command, and have completed your analysis, you must decide how to engage. Are you defending, or attacking? What terrain and environment advantages and disadvantages are there? These can affect the sorts of advances and retreats available to both you and the enemy, and will allow you to predict what your enemy is likely to do with any given set of parameters. This analysis will naturally expose a counter to those circumstances.

Are they gathering supplies in a heavily wooded area? Perhaps an ambush is in order. Being attacked by heavy vehicles, with only infantry? A reverse-slope defense of difficult terrain is a good option. Regardless, all the planning and training leads up to the decision of how to engage. Make the enemy fear your preparation, no matter the circumstances, and they will forever be at a disadvantage when you meet.

Types of Attacks:

- Frontal Assault
- Envelopment Attack
- Hasty Attack
- Initiative Attack
- Deliberate Attack
- Ambush
- Raid

Types of defense:

- Area Defense
- Mobile Defense
- Blocking Defense
- Reverse Slope Defense
- Final Protective Line/Fire
- Retrograde Defense



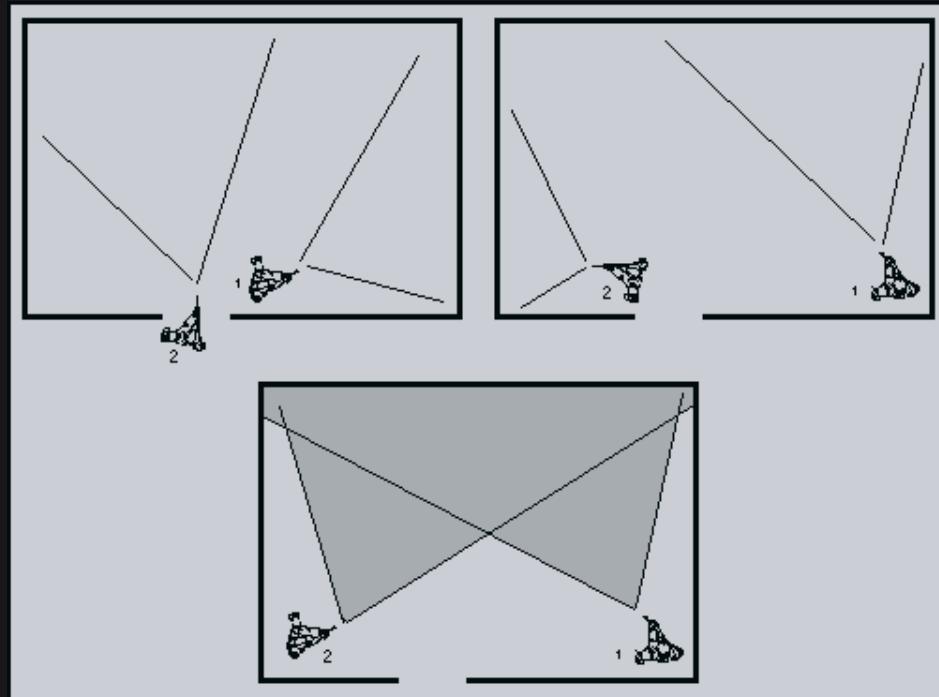
BATTLE DRILLS

Battle Drills are essentially pre-programmed responses soldiers practice for common battlefield situations. These drills are designed to be automatic responses, requiring minimal orders from leaders in the heat of the moment. This allows soldiers to react quickly and efficiently under pressure, which can be critical for survival. These drills are practiced extensively to ensure instinctive and cohesive action under pressure.

While there are various Battle Drills for both ground and ship combat, there are a few that are the basic building blocks for new recruits.

Battle Drills:

- I React to Contact
- II Break Contact
- III React to Ambush
- IV Knock out Bunkers
- V Enter/Clear a Trench
- Breaching/Room Clearing



* Refer to 10co Green Book Recruit's Field Guide: Battle Drills



OPERATIONAL PLANNING PROCESS

Each Fireteam in a Squad has a specific function, and each member within that Fireteam has their own role to fill. In this way, no one is ever unsure of what they should be doing. In the case of an absence of orders, or should a disruption of the chain of command occur, the basic functions of each soldier's role can help dictate their decisions.

Once you understand the composition of the squad, what do you do to plan for your operation? You do not just pick up your weapon and march off - that is a certain way to die. You must plan, prepare for that plan, and when the time is right, execute and refine the plan on the fly.

There are various methods of analysis for the general engagement, your enemies, and your allies. **METT-TC** is one you will hear often with us, and **SALUTE** often accompanies it. Remember that information is important in all fights, and these processes, while somewhat time consuming, will provide you greater chances of victory with lower casualties.

As you continue your career with the Organization, and choose to challenge yourself to become a Squad Leader, you will learn how to use METT-TC to become a crucial component in the battlespace.

METT-TC:

- Mission
- Enemy considerations
 - Understand and analyze the enemy, a **SALUTE** report.
 - Size
 - Activity
 - Location
 - Unit
 - Time
 - Equipment
- Terrain / weather
- Troops available
- Time until/for
- Civil considerations



Before the operation can begin, a series of plans are considered and created that meet the requirements of both the Mission, and Commander's Intent. Successful execution is based on careful analysis of METT-TC and detailed planning. The planning is done in reverse sequence, as to make sure the core of the mission is understood, and each plan following is what it will take to see the job done.

They are:

- The Ground Tactical Plan
- The Landing / Disembarkation Plan
- The Movement Plan
- The Loading Plan
- The Staging Plan

Ground Tactical Plan:

The foundation of a successful ground operation is the ground tactical plan. All additional plans must support this plan. It specifies the actions and objectives to the area, the rules of engagement, and ultimately what constitutes as a mission success or mission accomplished.

The Landing / Disembarkation Plan:

The landing or disembarkation plan must support the ground tactical plan. It outlines the sequence of events that will allow allied forces or elements to move directly into the area of operations, and ensures that the units arrive safely at the designated locations, at the designated time, ready to execute the ground tactical plan.

The Movement Plan:

The movement plan is based on the ground tactical and landing/disembarkation plans. It specifies the time, routes, waypoints, and instructions for any troops, equipment, or supplies that are being moved to or from the LZs.

The Loading Plan:

The loading plan is based on the movement plan. Making sure that troops, equipment, and supplies are being loaded into the correct vehicles or crafts. Unit integrity is maintained when vehicles and crafts are loaded as planned. While cross-loading may be necessary in order to maximize unit effectiveness or survivability, all assets heading to the LZ need to be in the proper order so they are ready to fight the moment they arrive.

The Staging Plan:

The staging plan is based on the loading plan, and overviews the arrival time of ground units, equipment, and supplies at the mobilization area. Here, vehicles and craft are staged into the order of embarkation to maximize troop, equipment, and supply loading, according to the loading plan.

When considerations are made for all 5 plans of action during the strategic and tactical planning, what would normally take hours is reduced to mere minutes, or even seconds. In warfare, **Speed** is a critical factor in order to secure advantageous positions on the battlefield. Equally important is both **Stealth** and **Surprise**, which is easily achieved when proper planning and drills are executed with discipline and precision. The combination of these three factors will lead to **Success**.



MILITARY OPERATIONS IN URBANIZED TERRAIN (MOUT)

Not all operations will take place in the open fields of old. In today's modern warfare, the battlefield is becoming more urbanized as conflict descends into street to street, close quarter fighting. As such, MOUT training is provided to address this new type of terrain.

Types of Urban Operations

High-Intensity Conditions:

High-intensity urban operations can lead to casualty-intensive situations for both sides and non-combatants, as well as greater destruction of local infrastructure. During this time it becomes critical that forces are 100% aware of the current situation and respond accordingly, in order to mitigate accidental damages and destruction. Strict area control is required as "Blue on Blue" situations can become alarmingly possible during high-intensity fights.

Precision Conditions:

Units train to defeat an enemy that is mixed in with non-combatants in 'precision' urban combat. Limiting civilian casualties and collateral damage through strict rules of engagement (ROE) and employment of precision weapons and munitions are key.

Surgical Conditions:

Operations under surgical conditions normally include raid and small precision strikes. Included in this is recovery or rescue operations in urban environments (example: hostage rescue). During this time, close quarter combat deployment is similar to SWAT tactics, as the mission may require tight control in close quarters with a high encounter of non-combatants.

Urban terrain is one of the most significant future areas of operations. Expanding urban development affects military operations as the terrain is altered, making it harder and harder to predict and plan accordingly. The increasing focus on stability and support operations, urban conflict, and civil disorder emphasizes that combat in urbanized areas is often unavoidable. Urban areas are the power centers, the centers of gravity, and thus the future of, the battlefield.



Principles of MOUT

Leaders, both Team Leaders and Squad Leaders, must always be prepared to transition rapidly from one type of urban combat to another and back.

Urban operations can rapidly deteriorate with little or no warning, and forces in contact can find themselves suddenly in a high-intensity combat situation; often highly outnumbered.

To maintain situational control, leaders need to remember the basic principles of MOUT.

- **Surprise:** Strike the enemy at a time or place or manner for which he is unprepared.
- **Security:** Never permit the enemy to acquire unexpected advantage.
 - Maintain 360 security at ALL times
 - Four-dimensional battlefield (height, depth, width, subterranean)
 - Mission is never complete as long as you remain in the urban environment
- **Simplicity:** Prepare clear, uncomplicated plans, and provide subordinates clear, concise orders.
 - Keep plans simple
 - Ensure everyone understands the Mission and Commander's Intent
 - Hope for the best, but Plan and Prepare for the Worst
- **Speed:** Rate of military action
 - Acts as security
 - Move in a careful hurry
 - Smooth is fast
 - NEVER move faster than you can confidently and accurately engage targets
- **Violence of Action:** Eliminate the enemy with sudden, explosive force
 - Combined with speed gives surprise
 - Prevents enemy reaction
 - Effects both physical and mental



CHAPTER SIX

YOUR CAREER WITHIN THE ORGANIZATION



THE MOBILE INFANTRY

The Tenth has earned a reputation that is both feared and respected due to its unmatched rapid deployment capabilities. They can mobilize large forces seemingly out of nowhere; on land, sea, air, or even in space. This unmatched speed and coordination has set them apart from any other PMC within the UEE. However, the source of their symbolic heraldry is tied to a much older, renown corps.

Birth of a New Branch

The Marines of the Mobile Infantry (MI) trace their heritage and training from the early founding's of the UPE's (United Planets of Earth). The Army's Advanced Special Operations (ASO) unit was a group of elite soldiers tasked with tackling high-risk missions during humanity's interstellar expansion. However the later UEE would find itself spread dangerously thin in war with an alien race known as the Tevarin.

During the Tevarin War, the limitations of relying on the UEE Army for space invasions became clear. Originally designed for traditional, large-scale warfare, the UEE military struggled against the Tevarin's swift, surgical strikes. The overwhelming effectiveness of these pinpoint raids exposed limitations within the UEE Army and Navy. Recognizing this, the UEE separated the Army's Special Operations branch by the war's end. This newly independent branch became the UEE Marines, a specialized force dedicated to leading assaults and spearheading planetary invasions.

From Special Ops to Masters of War

Elite recruits, culled from the top 1% of both the UEE Navy and Army, formed the backbone of the Marines. This rigorous selection ensured a versatile skillset for any combat situation, from zero-gravity space battles to brutal trench warfare. Stationed on the frigid and unforgiving ice planet Corin in the Kilian System, these Marines endured grueling training and challenges, forging them into ruthless instruments of war. Unlike their Navy and Army brethren tasked with patrols and defense, the Marines were an offensive spearhead. Their singular purpose: conquering planets and securing them for the UEE.

The Marines' signature shock tactic, known as "Planetfall" or "Diving," involved a terrifying, fiery orbital descent. Stationed aboard swift Corvettes, they climb into specialized drop pods nicknamed "Nails" for the bone-jarring journey. These armored capsules, hurtling from space, delivered the Marines with pinpoint precision directly into the heart of the battle, their arrival marked by the thunderous shockwave impact of the pods themselves.

Those of the Tenth's "Mobile Infantry" are trained by the ex-marines and veterans of the most recent wars; specifically those who saw first hand the horrors of the **Fall of Caliban**. Seeing the rise of the Vanduul threat and the UEE's slow response, many chose to go into the private sector as mercenaries to take the fight to the enemy. With their in-depth knowledge and harsh training, the warriors of the Tenth are trained by some of the best War Masters of the Verse.



THE FLEET

In the early days of humanity's leap into the vastness of space, the United Empire of Earth Navy wasn't the war machine it is today. Back then, the Navy wasn't much more than a glorified space patrol, keeping an eye on lost ships and making sure the newly charted systems remained safe. It was a time of exploration and discovery, with humanity's focus on finding its place amongst the stars.

Early Days: From Patrol Force to Guardians

This focus shifted dramatically with the discovery of the Banu, a sentient alien race. These 'peaceful' traders, with their advanced technology and enigmatic ways, opened humanity's eyes to a universe teeming with life, not all of it friendly. The realization that humanity wasn't alone, coupled with the potential for interstellar conflict, spurred a military buildup. The Navy became the Empire's most visible symbol of strength, its fleet steadily growing.

The Tevarin War and Growing Pains

The first major test came during the brutal Tevarin War. The Tevarin's hit-and-run tactics exposed weaknesses in the Navy's lumbering war machine. New technologies and local militia forces were introduced to counter the Tevarin's agility. This period also highlighted internal friction between the Navy and the Marines, both vying for resources and influence.

The UEE Navy Today: Protectors with a Tarnished Image

The UEE Navy remains the Empire's primary defense force. Its structure revolves around squadrons assigned to carriers and supported by various ships. Admirals command these carrier groups, with Wing Commanders leading fighter detachments within the squadrons.

While the Navy upholds the image of humanity's shield, some criticize its operations, particularly in policing the often lawless fringes of the UEE. Despite these controversies, the UEE Navy stands as a cornerstone of the Empire's power. Its ongoing role in the ongoing skirmishes with the Vanduul underscores its vital function in the ongoing struggle for survival and dominance among the stars.

The Winged Sword

The Fleet of the Tenth is comprised of small **Strike Groups** that rely on covert stealth, and lightning fast attacks to achieve overwhelming force upon their enemies. Just like the Mobile Infantry, they were formed and trained by survivors of the **Fall of Caliban**, and rumored of those of **The Lost Squadron**. Using Corvette and Light Capital Class ships, they are able to deploy into sectors of space unseen; striking from the shadows with fire and fury before returning to the cold blackness of space.



THE NEXT CHALLENGE

So what is next?

That answer depends entirely upon on you. With the completion of your Level 0: Recruit IET and BCT evaluations and final review, you will have earned the rank and honor of being a member of the Organization. If you wish to challenge yourself, you can learn what it takes to become the Team Leader of a Fireteam, or become a Non-Commissioned Officer for the chance at leading your own Squad.

Maybe you'll choose to rise through the ranks and become an Officer; in charge of Diplomatic and Joint Force operations. Perhaps your drive to challenge yourself further will result in being given command of your own Ship or Strike Force; to hunt the stars and strike down the threats that haunt mankind. The only thing holding you back, is you.

For those of you who seek the challenge, the Tenth ready to set you on the path.

Welcome to the 10th Caliban Special Operations Battlegroup.

"Honor and Steel"





SPECIAL THANKS

Thank you to all whom have put in the hard work to create this living document, and the on-going projects of the **Red** and **Green** Books as well.

Special Thanks to the Officers whom have worked hard to help build this program for the future generations of the Organization:

- [10co] Acewolf
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Thank you for the hard work and long hours to make this Organization a success.

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