



# THIRD BRIGADE STARFLEET MARINE CORPS



Field Training Exercise Manual  
December 2020

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## Overview

The Third Brigade Field Training Exercise (FTX) program is designed to encourage recreational game play between and among the STARFLEET Marines in the Third Brigade.

An FTX in the “real world” is a full-scale rehearsal of military maneuvers as practice for warfare. For our purposes, FTX evolutions are games played by two or more STARFLEET Marines.

Any active duty or reserve STARFLEET Marine in the Third Brigade may participate. STARFLEET members who are not STARFLEET Marines are encouraged to join the STARFLEET Marines (as a reservist or an active-duty Marine).

STARFLEET Marines from other Brigades are welcome to participate, as well; however, any awards the Third Brigade issues through the FTX program may not be recognized by Brigades other than the Third Brigade.

## Basic Terms

**Game** - Any rules-based activity done for entertainment.

**Credit** - The unit used to qualify under the FTX program, equal to one hour of game play time.

**Multiplayer** - For the purposes of this program, games can only be counted if they are being played in a multiplayer environment.

A player who is not interacting with anyone is not engaging in multiplayer play and would therefore not be earning credits in this program. A player who is interacting with other players via the internet or other communicative remote method is engaging in multiplayer play.

Players taking turns at a single-player game as part of an organized gaming day or tournament earn credit for multiplayer play.

**Categories** - The types of games that can be played are divided into seven categories by game type. (See page 5, below.)

**Issuing Authority** - The member authorized to issue FTX certificates based on records submitted. In the Third Brigade, this is the Brigade Officer-in-Charge.

**Recording Authority** - The member tasked with recording a game’s play. Unit OICs must include the records in the bimonthly unit report, as well. See page 7 for an example of recorded game play. *(Please note that the form may change from the example included here.)*

**Game Master / Instructor** - A game master / instructor is a player whose job is to plan and execute a roleplaying game or any other game that requires scenario design and moderated play, or a player who is functioning in an instructional capacity showing players rules, strategies, and tactics for a given game. For the purposes of this program, this person will receive play credit for a game even if their sole contribution is instruction and they do not themselves play. Their efforts allow more STARFLEET Marine personnel to enjoy new or unfamiliar games.

## Earning an FTX Level

This process is simple. A member plays games and records them. When the credits a member has earned in a single category are equal to or greater than the number necessary for a certificate to be issued, the issuing authority does so.

A game qualifies if two or more SFMC members are engaged in playing it. In each game, one member is responsible for recording the game as well as notifying the members' unit OIC. There is a form available with which to do this but often an email with the game details is sufficient for the person at the chapter level or above who keeps records are sent to the issuing authority and a certificate is generated.

## FTX Levels

	Credits
Bronze	250
Silver	750
Gold	1500

## Recording FTXs

This process is simple. A member plays games and records them on the report form, and informs the unit OIC(s) of the players. The records are also reported in the unit's bi-monthly report. When the credits a member has earned in a single category are equal to or greater than the number necessary for a certificate to be issued, the issuing authority does so.

When reporting FTX credits, one should include the name of the game played, the names, SCC numbers, and unit numbers of all SFMC players, the length of gameplay (rounded down to the nearest quarter-hour – in other words, both 20 minutes and 25 minutes of UNO would count for 0.25 credits), and the date the game played.

A game qualifies if two or more SFMC members are engaged in playing it. In each game, one member is responsible for recording the game. There is a form available on the Brigade web site with which to do this. This information should also be sent to the players' unit OIC, so that he may add it to the unit's bi-monthly report. These records are sent to the issuing authority and a certificate is generated.

The levels are color-coded. Additional levels may be created in the future.

## Calculating Credits

Credit calculation is simple. The number of hours played is the base credit value of any game. This number is modified by the number of SFMC members participating in a game. The result is the credit value of the game session.

The minimum credits possible for a game session is 0.25 credits, or 15 minutes. If a game lasts less than 15 minutes, multiple plays might be necessary to make the minimum time.

Number of Players	Multiplier
Two	1
Three	2
Four	3
Five or More	4

### Credit Multiplier

As an example, if four SFMC members play Axis & Allies for four hours, the credit hours are multiplied by 3 (because there are four players) for a total of 12 credits each. Likewise, if three members had played for 5 hours, the total credit hours would be 10. No matter how many players are involved in the game, the maximum credit multiplier is 4.

## Special Cases

**Tournaments** — Though individual bouts in a tournament may be one-on-one, for records purposes the entire tournament can be counted as a game session, including the credit multiplier. This works out favorably for the players and encourages tournament play.

**Asynchronous Games** — Many computer or mobile games are asynchronous; that is, players play their turns at different times from one another. A good example of this is Words with Friends, a Scrabble-like mobile game. One player may play their turn at midnight, while the next does not get around to playing their turn until noon the next day. All asynchronous games are credited at 0.25 credits per day of play. This credit only occurs on days when turns are actually played, not days between turns. This can be modified if the game allows clans or teams up to 1 credit per day for five or more SFMC members playing.

**Arcade/Console Video Games** — These can be combined into “sessions,” such as with tournaments. If a group of SFMC members spend an hour in an arcade playing together, then an hour of credit is earned (as adjusted by the credit multiplier).

**Brigade Hosted Games** — There are some games that the Brigade may, from time to time, host. These include – but are not limited to -- such video games as Bridge Crew and Artemis. At the Brigade OIC’s sole discretion, players in Brigade hosted games may qualify for special bonus credits.

## Issuing a Certificate

The issuing authority for Third Brigade, SFMC is the Brigade OIC. The MEUs and MSGs are responsible for reporting to their issuing authority when a member has reached an FTX level (as

well as reporting individual credits earned). This information should be placed in the bi-monthly unit report. The Brigade OIC is encouraged to delegate the recordkeeping to an appropriate member of his staff.

Certificates are issued for levels gained regardless of FTX type. For example: over the last two months, MCPT Rodgers has played 30 hours of D&D and 10 hours of Cards Against Humanity with SGT Barnes (one of his SFMC buddies) and a couple of non-members; this totals 40 credits. Rodgers and Barnes both started at zero credits, so they lack 210 credits to earn their Bronze FTX level.

Credits can be earned by playing any of the following categories of games.

## Categories of Games

Here is a list of applicable games

- **Party / Casual Games** -- A game designed to be played as a casual entertainment at a party-style gathering. These games will typically include six or more players and be simple card or dice games, sometimes with simple boards or other play aids. Casual games require very little setup and are often humorous or lighthearted in theme. BGG keywords often associated with this type of game: *card game, party game, trivia, word game, humor, music, real-time*.

**EXAMPLES: Cards Against Humanity, Star Trek Flux, Munchkin (multiple versions), Scene-It! (multiple versions), Twister, and Zombie Dice.**

- **Family Games / Traditional Games** -- These games are found on nearly every family game shelf. These games can be children's games — Chutes & Ladders, Operation, and Mouse Trap — or adult games like Monopoly, or Scrabble. If the game is a children's game (suggested age of 12 or less) or a mass-market family game, it belongs in this category. Most games by mass manufacturers like Milton Bradley would belong here. These games are usually a bit more involved than a party game and take a bit more attention than a party game would because of more complex rules or the normal attention span of the children demographic. These games tend to be lighter in rules and subject matter than those found in almost any other category. BGG keywords often associated with this category: *children's game*.

**EXAMPLES: Monopoly, Chutes and Ladders, Clue, Checkers, Chess, and derivatives.**

- **Tactical Board Games, CCGs, Deck Building Games** -- These games are board games in which the players control a single person or a small group of people. Combat may occur, but it is not the focus of the game. These games also do not typically have the sort of individual unit detail as a war game, with more abstraction in the game design. For example, both X-Wing and Battlestar Galactica handle space fighter combat. In X-Wing, each fighter's precise movement and distance are the focus of the game; for this reason, it would be classified as an Aerospace/Naval Wargame. In Galactica, the fighter's locations are generalized, and their maneuvers are abstracted.

**EXAMPLES: Firefly, Battlestar Galactica, Dwarven Dig, Dungeons & Dragons Adventure System games (multiple), Poker, Blackjack, and traditional card games.**

- **Aerospace, Naval, and Ground-based War Games** -- This category covers all war games, whether board or miniature, which have subject matter primarily dealing with terrestrial navies, space navies, aircraft and ground-based combat. This also includes strategic-level war games, in which the players control a large number of units across a wide area. Combat may occur, but it is not the focus of the game. These games typically involve a large amount of abstraction and deal much more with diplomacy or economics than warfare. Games that are continental, global, or even interstellar in nature would be classified as type Delta games.

**EXAMPLES: Ace of Aces, Broadsides & Boarding Parties, Crimson Skies, Saganami Island Tactical Simulator, Star Frontiers: Knight Hawks, Star Wars: Armada, X-Wing, Melee/Wizard, Battletech, and Star Wars: Imperial Assault; also Axis & Allies, Fortress America, Conquest of the Empire, Pandemic, Cosmic Encounter, and Twilight Imperium.**

- **Roleplaying Games** -- All roleplaying games, or RPGs, fall under this category. Most RPGs will self-identify as such on the box or cover. The category also covers live-action RPGs (LARPs), including paintball and laser tag. Role-playing games are categorized as games in which each player takes on a single persona and attempts to portray that character verbally or actively to collaboratively tell a story. The most famous game of this category is Dungeons & Dragons, but myriad games with many themes exist.

*NOTE: The SCA is specifically not a LARP as the purpose of the organization is more "society" than "game."*

**EXAMPLES: Dungeons & Dragons, Star Trek Adventures, GURPS, Shadow Run, Savage Worlds, Marvel Superheroes, Boot Hill, and RIFTS.**

- **Tactical Multiplayer Computer Games** -- These games are electronic, video, or computer games that cover tactical subject matter. Vintage arcade and console games, as well as pinball and other coin-op attractions, fall under this category by default in most cases. Only games of this vintage that are explicitly strategic in theme, such as The Blue and The Gray or Nobunaga's Ambition, are not included under this heading.

*Tactical multiplayer games, and single-player games organized into a game day or tournament, give credit.*

**EXAMPLES: All MMORPGS at the single-character or tactical level, Rock Band, Sid Meier's Gettysburg!, World of Tanks, Neverwinter Nights, Shadow Run Returns, and Artemis Starship Bridge Simulator.**

- **Strategic-level Multiplayer Computer Games** -- Computer or video games of a strategic theme are included in the Plasma Rifle category. Empire-spanning games or recreations of world wars in electronic format would fit here. These games are almost always inherently multiplayer in nature, though exceptions may exist. When these exceptions occur, the games could still qualify if a game day or tournament situation is organized.

**EXAMPLES: All multiplayer computer games at the strategic level, Sid Meier’s Civilization, Master of Orion Series, Star Wars: Rebellion, and Defender of the Crown.**

Example of Record-keeping:

Field Training Exercise Activity Log								
Date of Activity	Name of Game	Length of Gameplay *	Number of SFMC players	Last Name	First Name	SCC	Unit #	Credits
12/26/2020	D&D 5th Ed	4.00	2	Rodgers	Stephen	10000	300	4.00
12/26/2020	D&D 5th Ed	4.00	2	Barnes	James	10001	300	4.00
12/26/2020	Poker	0.50	3	Rodgers	Stephen	10000	300	1.00
12/26/2020	Poker	0.50	3	Barnes	James	10001	300	1.00
12/26/2020	Poker	0.50	3	Wilson	Sam	99999	300	1.00

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*Remember, for the purposes of the FTX program, a game is a game is a game. The only requirement is that the game must be played between/among two or more STARFLEET Marines.*

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