



=\= **First Force Special Operations (FFSO)** =\=

*Written by Wolf with input from First Force simmers
Based on US Navy SEALs official web site and information*

First Force was officially commissioned on stardate 240412.28, on the Planet known as Polaris I in the southern most part of the explored Alpha and Beta Quadrants. As the Special Operations component to the United Confederation Fleet, First Force provides elite special operations forces who are ready to meet the operational requirements that a normal security or even Marine team could not complete. First Force provides a versatile, responsive and offensively focused force with continuous fleet presence. The major operational components of First Force are based, as of 241010.05, on board:

- USS Enterprise G (Delta Quadrant) - First Force Unit 1 - Houses First Force Team 1-3
- Tezan Addo Base, New Bajor (NPU - Gamma Quadrant) - First Force Unit 2 - Houses First Force Teams 4-6
- Starbase 22 (Beta Quadrant) - First Force Team 7
- USS Princeton (NPT - Delta Quadrant) - First Force Team 8
- Janus IV(NPU - Beta Quadrant) - First Force Unit 3 - Houses First Force Teams 9, 10 & 11
- USS Andies (NPT - Gamma Quadrant) - First Force Team 12
- USS Wolverine (NPT - Delta Quadrant) - First Force Team 13
- USS Warrior (Alpha Quadrant) - First Force Unit 4 - Houses First Force Teams 14, 15 & 16
- USS Relentlis (NPU - Gamma Quadrant) - First Force Unit 5 - Houses First Force Teams 17, 18 & 19
- Atlantis Base (NPU - Alpha Quadrant) - First Force Unit 6 - Houses First Force Teams 20, 21 & 22
- USS Vance Jackson (NPU - Alpha Quadrant) - First Force Unit 7 - Houses First Force Teams 23, 24 & 25
- CSOD Offices (NPU - Earth) - First Force Unit 8 - Houses First Force Teams 26, 27 & 28

These ships, colony and base operate in all Quadrants, and are able to deploy teams as needed/requested to nearly anywhere within 24-48 hours. Currently each team has 4-6 members, 1 officer, 1 Senior NCO, and 2-4 regular NCO's. Currently no more than 3 teams may be assigned to 1 ship, and those teams are under the overall command of the senior team leader. The reason for this is First Force are not Marines and do not operate in teams of more than 6.

Marines are trained more specifically in ground combat and large unit tactics. They are sent on

massive assaults or missions that require raw power. First Force can assault small targets, but their primary method of operation is infiltration and tactics that allow them to create chaos unseen. Due to the unit and team sizes as well as how they operate First Force does not operate its own Starships or Aerospace Corps. They are assigned strategically by the First Force Special Operations Commander and Starfleet Head of Operations then deploy from the base or ship assigned. Ship, base and Colony Commanders are able to request Teams or Units as well, which would be sent through the FFSO CO.

First Force currently has 28 officers, including the FFSO Commander, Admiral Jason Roberts, FFSO Deputy Commander, Rear Admiral James Graham, with 148 NCO's, including the and FFSO SNCO and support personnel not assigned to a proper team.

A recent development has taken the idea of First Force to Starfleet from the Confederation. Upon the closing of UCF in 2407 UCF ships were recalled to their governments. Starfleet officers had had dealings with First Force and when the change was happening letters of interest came into Starfleet Command. Upon investigating the letters and First Force itself Starfleet asked then Fleet Captain Roberts to keep the group in operation. Their interest had been peaked and the reports from where the small teams of Operators had seen combat made them look like an asset to Starfleet. Roberts agreed, but only on the condition that he be allowed to keep charge over First Force, Starfleet agreed with no objections.

Operations

A tactical force with strategic impact, FFSO mission areas include reconnaissance, direct action, unconventional warfare, counter terrorism, foreign internal defense, information warfare, security assistance, counter-drug operations, personnel recovery, explosive ordinance disposal, pilots(both fighter and shuttle/helm capable) and stellar cartographic reconnaissance(mapping and charting of planets, asteroids, enemy ships/defenses and other possible dangers). FFSO core training is focused on reconnaissance and direct action - critical skills needed to combat current and future threats – with other skills being trained on and honed after being assigned to a unit.

FFSO personnel comprise only a miniscule amount of Starfleet personnel, about.00043% of the about 42,394,800 total officers and enlisted personnel, but offer a proven ability to operate across the spectrum of conflict and in operations other than war in a controlled manner, and their ability to provide real time intelligence, offer operational commanders immediate and virtually unlimited options in the face of rapidly changing crises around the galaxy.

The most important trait that distinguishes First Force from all other military forces is that First Force can strike from anywhere regardless of how situations may change. First Forces stealth and broad training allow them to complete missions that most full size forces couldn't complete.

Combined Special Operations Directorate (CSOD)

In 2407 Commodore Jason Roberts, the Commanding Officer of First Force and Lieutenant General Paul Conway, the newly appointed Director of the Starfleet Intelligence Agency realized that by pooling the resources and intelligence of First Force and the Starfleet

Intelligence Agency the success of missions and special operations within the United Federation of Planets would become radically streamlined and more effective than the distinct separation that had operated prior to the mission investigating UCF Corruption. With subtle persuasion they managed to bring in Brigadier General Nrrlon and the Starfleet Marine Corps to complete the Special Operations Trinity which they named the Combined Special Operations Directorate (CSOD). Brigadier General Nrrlon provided them with Fort MacDill in Florida on Earth as the base of operations and once furnished by First Force and kited out with Starfleet Intelligence's special computers Fort MacDill was staffed by members of all three operational groups and jointly ran by specially appointed delegates of each branch commander.

The mission objective of the CSOD is to promote unity within the field of Special Operations to achieve greater cohesion and effectiveness by the means of shared resources. Information is passed from the separate branches to Fort MacDill and is then distributed in a special communications package via CSOD relays to each branch commander (and forwarded internally to the delegate liaison officers). This, combined with regular meetings and a more open-door system of information gathering, allows the ease of sharing information and resources for the completion of special operations. With each branch retaining its own independence it now has another dimension added to it, that of cohesion and coherence with the other branches of the Trinity. With the CSOD Directive now in place it means that the Federation gets only the best of the best when concerning special operations.

Physically Fit, Highly Motivated, Combat-Focused

From its inception in 2404 First Force has gone a long way to prove itself a capable, reliable and strong special operations force. Because of the dangers inherent in FFSO, prospective operators go through what is considered by many to be the toughest training in the known Quadrants. The intense physical and mental conditioning it takes to become an operator begins at Basic Combat and Tactics(BCT) training which is conducted at the Special Warfare Academy on Polaris I. Candidates must complete a mentally and physically challenging 6-month basic training, 3 weeks of High Altitude Low Orbit(HALO) and Low Altitude Low Orbit(LALO) Jumps from shuttles and a 35-week advanced training period prior to becoming a First Force Operator and earning the Flying Dagger--the Special Operations comm badge of all First Force Operators.

Curriculum list:

- Basic Physical Conditioning – 6 Weeks
- Psychological Conditioning (Exposed to different psychological tortures and drugs) – 8 Weeks
- Hand to Hand/Close Quarters Combat(CQB) Training – 2 Weeks
- Basic Small Arms and Rifle Training – 5 Weeks
- Basic Combat Tactics – 3 Weeks
- HALO/LALO – 3 Weeks
- Intelligence Training – Gathering and Counter Intelligence – 5 Weeks
- EVA Combat – 2 Weeks
- Infiltration Training – 5 Weeks

- Advanced Ground Combat and Tactics – 6 Weeks
- Ship Capture and Seizure – 3 Weeks
- Basic Helm/Pilot Training – 3 Weeks
- Water Insertion/Combat – 4 Weeks
- Advanced Interrogation Techniques – 4 Weeks

First Force Special Operations History

Unit 1 (Teams 1, 2 and 3)

First Force was created by the Enterprise F chief of security Lieutenant Jason Roberts . He saw the need for a special forces team that UCF couldn't fill at that time. After being made the security chief he noticed that, while very well trained, there were missions that regular security just wasn't prepared for. Using his knowledge from the Marines and of military history he wrote a proposal for the CO and XO. They jumped on the idea and during a refit and repair of the ship Jason took a team of hand picked crew members to a tropical planet nearby called Polaris 1. The team consisted of 40 of Enterprises best officers and NCO's.

They all had to run an obstacle course consisting of various traps and hazards then sneak into an enemy camp without being seen or shot. The 12 with the fastest times would be kept for the second round. Round 2 consisted of accuracy with a phaser and rifle. Recruits were required to shoot from a standing, prone and running. Only the top 12 scoring 97% accuracy or higher made it onto the First Force team. The team was founded on 240412.28.

Since the beginning of Unit 1 Lieutenant Roberts has move up to command the Enterprise and is also in charge of the fleets First Force Units and a new officer has been given the task of Unit 1 Commander, SubLieutenant Trennor Rey. While Unit 1 originally consisted of 3 four operator teams each team was expanded to the maximum of 6 operators per team by the second Unit commander, Ensign Dylan Hunt.

Lieutenant Rey has proved to keep with the beliefs of First Force, Integrity, Strength, Honor, during his first mission. He had been taken on a diplomatic mission to Phomm I, home of the Louphomme, and left on the surface when the rest of the away team had to beam out. The planetary leaders advisor wasn't too happy with the away team beaming away and tried to attack the leader. Rey stepped in the way taking the attack injuring himself and saved the Louphomme leader until the guards could be summoned. By doing so he sealed the deal, showing Enterprise and its crew to be honorable as well as strong.

Later, though it caused injury to Roberts, Rey and Unit 1 were part of an operation to free the Enterprise bridge from terrorists. He managed to get in with only the CO being hit and helped to disarm the terrorist bomb while Unit 1 took down the other terrorists there.

Team 4/Unit 2 (Teams 4, 5 and 6)

Unit 2 started as only Team 4 aboard the CSS Endeavour and was launched and commanded by Commander Richard "Wolf" Johnson. After his return from being a POW and being reassigned to UCF on the Endeavour he wrote both the Endeavour and the United Confederation Fleet

Commanders to request a team be started for the Endeavour. Given the ships operation area of the Delta Quadrant and the inherent dangers there he argued that a small team would be the best way to complete high risk missions.

Coming from the Starfleet Marines he saw the advantage to having the smaller teams as opposed to a full fledged Company. As with Roberts, Johnson saw that the ship had a security force and not many situations call for all out attacks. Team 4 was approved and launched on 240610.08 with 5 Operators, including Johnson, and proved their worth during the support of the Intrepid during the Krivaldi Campaign. They took Johnsons lone fighter and 2 runabouts out to fly Combat Air Patrol(CAP) for the Endeavour. During the fight 2 Operators gave their lives by trying to defend against a flight of Krivaldi fighters, taking out three before the fourth managed to destroy the shuttle, and Commander Johnson kept flying until he passed out on the brink of death.

Since then Team 4 has evolved into Unit 2 housing 3 four Operator Teams and is still under the watchful eye of Commander Johnson. Unit 2 was launched on 240706.08.

Team 7

Team 7 was requested by the CSS Melbourne after hearing about the Teams aboard other ships and their success. This Team was assigned to Commander Mathew Roberts, a long time marine and executive officer for Starbase Zetari to head it. After being assigned the Team he took on his first assignment. As a test of Melbourne's security, as well as of him since his brother was FFCO, was to infiltrate Melbourne and simulate destroying it. He gladly took this mission on and the chance to prove he wasn't just living in his brothers extremely tall shadow. He selected 5 of the best from the BCT and set off.

The team got aboard without incident and split into Bricks. These Bricks set out for 3 different objectives, Security – neutralize their ability to respond, Engineering – to blow up the ship, and the last Brick was the wild weasel, or distraction Brick, tasked with keeping security and crew off balance. The regroup point, and planned escape, was the Wave Rider Runabout the Nova classes all carry. The plan went semi according to plan, though just as Roberts got to the antimatter storage pods the Melbourne exec called his Team off. After the proverbial smoke cleared 3 of his Team had been taken down, but all objectives had been met. The Main Security Bay had been sealed, internal sensors had been taken offline, the Wave Rider was about to be taken and, though the objective changed once security got wise and intercepted a Brick at Engineering, the ship was about to be dealt a destructive blow.

Impressed with the Team, Melbourne kept them on and the Team was launched 240708.06.

Team 8

Team 8 is headed by the first Louphomme to enter Starfleet, Sub Lieutenant Trrralin. He had originally served with Mathew Roberts, Team 7 Leader, on Starbase Zetari. When Mat left to get some perspective on life the Louphomme followed out of loyalty and respect for the man who'd saved his life a number of times. Trrralin is from the Marines as well, though he was a pilot. He'd received ground training both on his home planet of Phome III as part of the military cast as well as in SFMC boot camp. This team was assigned to the newly commissioned CSS Princeton and Trrralin was given Team Leader based on a recommendation from Roberts. The Princeton requested a Team just due to the small number of people required for it. Team 8 is composed of only 4 total operators.

They haven't seen combat yet, but were commissioned on 240708.31.

Original First Force Operators

First Force Team 1

First Force CO/Team 1 Lead	Lieutenant Jason Roberts
First Force SNCO/Sniper	Chief Petty Officer Sasha Gomez(NPC)
Medic	Petty Officer 1st Class Rick Martinez(NPC)
Demolitions Expert	Crewman Beth Garret(NPC)

First Force Team 2

First Force XO/Team 2 Lead	Sub Lieutenant De'luvia
Sniper	Chief Petty Officer Derrick Julieano(NPC)
Medic	Petty Officer 3rd Class Tulik(NPC)
Demolitions Expert	Petty Officer 2nd Class K'borath(NPC)

First Force Team 3

Team 3 Lead	Ensign Lexx
Sniper	Chief Petty Officer Solak(NPC)
Medic	Petty Officer 1st Class Whitney Mathews(NPC)
Demolitions Expert	Crewman Qui'el Falink(NPC)

First Force Special Operations Structure

Name	Comprised Of	Number of Operators	Commanded By
Unit	3 Teams	12-18 Operators	Lieutenant Commander/Senior Most Team Leader
Team	2-3 Bricks	4-6 Operators	Warrant Officer(any grade)/Ensign/Lieutenant(jg)
Brick	2 Operators	2 Operators	Senior Operator

- Satchel Charges
- Auto Door – Shaped Charge Used for Breaching, Explosion Concentrated to Cut a 6 ft High Hole by 5 ft Wide. Debris Channeled In.
- Rope
- 3 Yellowstone Class Runabouts per Unit(1 per Team)
- 2 Argo Buggies with top mounted gattling phaser cannon (per Team)
- Frequency Jammers
- Transport Inhibitors

First Force Special Operations Creed

First to respond

I shall strive to blaze the way with Integrity, Strength, Honor and Discipline

Reaching out to protect those who cannot protect themselves, always putting theirs, my teams and my shipmates needs before my own I will

Serve while remembering those who have come before me, Army Rangers, Green Berets, Navy SEALs, Marine Force Recon, Delta Force, Joint Task Force 2, Special Air Service Regiment, Division Spezielle Operationen, Special Reconnaissance Regiment, Spetznaz, Grupo Aeromóvil de Fuerzas Especiales, Starfleet Secret Service and Starfleet Special Forces. I will

Take the right path regardless of how difficult it may seem. I will

Fight without fail, never giving up

On duty even if I'm not, I will

Relax only when the Federation, my team, my shipmates and home are safe, I will

Cross the threshold of what has been laid down as my limits and push myself farther then ever before. I now

End with this promise; whether I lead or follow I will do so with distinction, never putting glory or personal recognition above the safety of the innocent, my team, my crew mates or my ship. I will never leave anyone behind, whether they are injured or dead, everyone comes home.

First Force Insignia, Uniforms, Combat Armor and Ranks

***First Force Special Operations Winged Dagger
Insignia/Comm Badge (dubbed "Dagger")***



Given only on completion of BCT Academy and assignment

to an FFSO Unit or Team and worn by all First Force Operators. It replaces the Operators standard issue comm badge.

First Force Special Operations Winged Dagger Shoulder Insignia



Given only on completion of BCT Academy and assignment to an FFSO Unit or Team and worn by all First Force Operators. The shoulder patch is worn on the left shoulder of the duty jackets three inches from the sleeve/shoulder seam

Uniforms





Duty Uniform


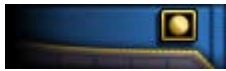


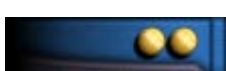












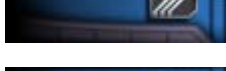

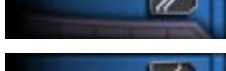
Duty Uniform with Tactical Vest

Battle Dress Uniform

Combat Armor

Ranks and Rates Chart

Officer Rank	Rank Name	Warrant Officer Rank	Rank Name	Enlisted Rates	Rate Name
	Admiral (Adm)				
	Vice Admiral (VAdm)				

	Rear Admiral (RAdm)				
	Commodore (Commo)				
	Captain (Capt)				
	Commander (Cmdr)				
	Lieutenant Commander (LtCmdr)				
	Lieutenant (Lt)				
	Lieutenant junior grade (Ltjg)		Chief Warrant Officer Grade 5 (CWO5)		Master Chief Petty Officer Rate (MCPO)
	Ensign (Ens)		Chief Warrant Officer Grade 4 (CWO4)		Senior Chief Petty Officer Rate (SCPO)
			Chief Warrant Officer Grade 3 (CWO3)		Chief Petty Officer Rate (CPO)
			Chief Warrant Officer Grade 2 (CWO2)		Petty Officer Rate 1st Class Rate (PO1)
			Warrant Officer Grade 1 (WO1)		Petty Officer Rate 2nd Class Rate (PO2)
			Warrant Officer Grade (WO)		Petty Officer Rate 3rd Class Rate (PO3)
					Specialist Rate (Spc)
					Technician Rate (Tcn)
	Cadet (Cdt)				Crewman (Crnm)