

CDF Operations Manual

CDF-OM 07-100



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CDF Operations Manual

Purpose:

This manual compiles war skill, tactical techniques and procedures into a quick reference guide. This manual also covers Threat Response to Nuclear, Biological, Chemical, and Conventional attack scenarios. Defense operations and procedures, as well as the information needed to survive and operate in a Nuclear, Biological, and Chemical Environment. This manual is for general use throughout the Colonial Defense Force and is a guide suitable for teaching or learning for all members. This manual applies to all active and reserve unit personnel. The following chapters provide the personnel with information needed to make the correct decisions during any phase of their CDF military career.

Availability & Updates:

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Chapter 01: - OM-101 - Introduction for Personnel

1.1 - Introduction:

Every CDF member is an expeditionary personnel.

It is the personnel's responsibility to stay ready and alert for deployment anywhere with-in the twelve colonies on short notice. This manual does not contain everything the personnel must know, and it does not focus on the in-depth Multinational nature of combat operations, nor does it replace the CDF regulations and protocol procedures that the personnel need to follow. This manual covers basic war fighting skills and points of knowledge. CDF intent is to help the member successfully complete their mission as CDF personnel. The tasks outlined in this manual apply at both Battlestar and homeland assignment. Keep this Operations Manual close and use it while training and exercising for contingencies and deployments.

Refer to it often, because you might need it.



“So Say We All”

Fleet Admiral Nathan Gastineau

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Chapter 02: - OM-102 - Readiness

2.1 – Personal Affairs:

A career within the Colonial Defense Force can be a dangerous profession. You must keep your personal affairs in order and up to date at all times. You can avoid problems later by effectively managing your personal information before an assigned deployment as listed below.

- Finance
- Legal Will
- Life Insurance
- Power of Attorney (P.O.A.)
- Re-Employment Act (R.E.A.)
- Solider Relief Act (S.R.A.)

2.1.1 – Finance:

Use your Colonial Defense Account number (C.D.A.) to access your military pay account for Earning Statement, Pay Changes, Taxes, & Savings Plan via the Colonial Defense Finance and Accounting Service (C.D.F.A.)

2.1.2 – Legal Will:

Periodically review your legal documents such as Marriage, Divorce, Births, & will for changes of significant events that affect your legal interests. In the unforeseen event of death you should declare who is to carry out any provisions of your Will such as disposal of property and guardians for any minor children.

2.1.3 – Life Insurance:

Make sure your life insurance policy clearly states who the named Beneficiaries are upon your death for monetary dispense. This is a contract between you and your insurer. Because of that, the provisions of your Will do not impact the insurance payouts. Always discuss with Legal Assistance providers the risks and dangers of the designated distribution of your Insurance proceeds. Make sure your policy is the correct type and the value you need along with being up to date.

2.1.4 – Power of Attorney:

The Power of Attorney, P.O.A. lets you designate someone to perform legal acts on your behalf for a set period of time. This is a powerful document for the people you choose to execute your P.O.A. so make sure that they have good common sense, and a clear understand what your wishes are concerning the matters you ask them to conduct. A P.O.A. is not validated or accepted by the courts prior to your deployment.

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2.1.5 – Re-Employment Act:

The Re-Employment Act assisted anyone who is a reservist within the Colonial Defense Force to get his or her jobs back after deployment. The R.E.A. also addresses issues such as seniority, leave, pension plans, and continuing health care coverage for members and dependents while being deployed.

2.1.6 – Soldier Relief Act:

The S.R.A. is a comprehensive law that provides protection to members while on active duty, from capping interest rates on pre-service loans and postponing civil court cases.

2.2 – Pre-Deployment Checklist:

Below is a checklist for all personnel of essential items to have in order prior to being deployed.

General Items:

- Chaplain and Religious concerns
- Family Support Center
- Emergency Contact Information
- Loans
- Education
- Finances
- Government Documentation

Health Care:

- Medicine
- Dental
- Optometrist
- Loans
- Immunization

Legal:

- Living Will
- Insurance
- Power of Attorney
- Passport

General Items:

- Chaplain and Religious concerns
- Family Support Center
- Emergency Contact Information
- Loans
- Education
- Finances

Use this checklist as quick reference to stay prepared.

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2.3 – Gear Bag:

Depending on your specialty, duty station, and deployment destination all personnel will be issued a Gear Bag of any combination as listed below.

GS-Bag [General Support):

- Helmet
- Web Gear
- Body Armor
- Sleeping Bag
- Canteen & Mess Kit

CW-Bag [Cold Weather):

- Parka
- Gloves
- Boots
- Cold Weather clothing

CD-Bag [Chemical Defense):

- Protective Mask & Filter
- Gloves
- Boots
- Coveralls & Hood
- Radiation Equipment

2.4 – Personal Bag:

Along with the Gear Bags, all CDF personnel must prepare a personal bag that contains essential items based on the most probable deployment destination. Since there is no certainty of a deployment destination conditions, personnel should pack at least a 30 day supply of personal consumable items until re-supply can be made.

Below is a list of essential items all CDF personnel will be required to pack along some additional personal items that have been approved. Always check with your squadron leader for any updates or changes to your personal bag list for items and quantities.

- Uniform Sets
- Civilian Clothing
- Athletic Clothing
- Undergarments & Socks
- Waterproof Bags
- Sun block & Lotions
- Towels & Wash clothes
- Hygiene Gear [mirror, comb, toothbrush, toothpaste, shampoo, soap]
- Religious Items & Book
- Personal Cash & Credit Cards

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2.5 – Twelve Colonies Sensitivity:

All CDF personnel should learn as much as possible about the colony your squadron will be deployed to. Each of the Colonies has their own costumes that may be profoundly different than your home world. Do not be surprised if you learn that some of the standard rights, freedoms, religion, and customs are not recognized or are not unacceptable. There are a lot of things to remember when being deployed, so always try to study the deployment area and consider the important issues as listed below.

- Religion: Not all colonies guarantee religious freedom and the displaying of some religious icons may be offensive.
- Dress and Appearance: What might seem acceptable in your home world may be offensive or even illegal on other colonies.
- Literature: Always be aware of anything that might be construed as pornographic material or illegal in some colonies.
- Food Items: Some Colonies may stringently control what you can and cannot bring in, especially items such as tobacco and alcohol.
- Social Customs: learn the tradition customs of the colony that you are being deployed to.

2.6 – The Twelve Colonies:

Below is a brief description of the twelve colonies.

2.6.1 – Caprica:



The Planet of Caprica has been the center of the twelve colonies civilization from the beginning of recorded time. The planet is a paradise for humanity and is perfectly suited for habitation. Caprica society is highly orderly and peaceful. Caprica is known for its philosophers, particularly of legal issues, morality and enlightened thought. Caprica is also the fashion capital and trendsetter of the Twelve Colonies, Fashion Week in Caprica City is a major Colonial event for the elite. Thanks to a pleasant environment, and good government Caprica soon dominated the remaining Colonies with respect to economic and military power though it rarely attempted to dominant the other colonies. Caprica morality, political views, and philosophy considered such tactics as heresy. Caprica efforts to push through the Articles of Colonization were the single most important factor in the unification of the Colonies. We also know that Caprica City itself was the first Colonial settlement to be founded, and it is from here that the fledging Caprica Government ran its planetary affairs. Caprica invested much time and effort into their "Crown Jewel", and Caprica City stands supreme amongst all Colonial cities as the most beautiful, cultured and richest city with wide boulevards and shopping areas. The Caprica Government Building is a tourist attraction as much as it is the bureaucratic and political heart of the Colonies.

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2.6.2 Tauron:



The planet of Tauron is dominated by two large continental landmasses located closest to the Colonial worlds of Caprica. Surface temperatures are higher than what would be called comfortable by most humans, which is caused by the huge industrial factories on the surface of Tauron, which have ejected vast amounts of gasses into the atmosphere, increasing global temperatures.

Tauron appears to have been largely agricultural and fertile until the construction of tylium reactors and the industrialization began. Tauron industrial dominated more than the development of all other colonies industry and Tauron production of civilian transport FTL capable ships soon rivaled the other colonies as Tauron begin exporting these cheaper vessels. The Tauron shipyards have been credited as being pivotal in decreasing the cost of space flight for the average Colonial citizen, and improving the Colonial economy. Unfortunately, Tauron was also the world used for production of the first Cylon units making the Colony heavily robotic in both industrial and domestic sectors and as a consequence, Tauron became an important battlefield during the Great War. Today, Tauron tends to be very pragmatic and accepting of things as they are, they tend not to question the status quo or the social order and Civil disobedience is virtually unheard of on Tauron. Tauron people are workaholics and terribly unhappy when they have nothing to do. They also tend to be task-oriented and obsessive about the task until it is accomplished successfully, which makes them highly adaptable and efficient.

2.6.3 – Gemenon:



The planet of Gemenon is unremarkable close to the Caprica standard for habitability. The industrialization of Gemenon from an early stage meant that the lifestyle of its people has always been higher than most other Colonies. With the invention of tylium-based reactors, the Gemenon industry was overshadowed and surpassed by Tauron. As a result, Gemenon suffered a short-lived economic depression during the relocation of heavy industry to Tauron. The Government took a pragmatic outlook on the situation, and decided that competition with Tauron was no longer an option as a policy of reform. Gemenon became the main hub in the financial network of the Colonies, superseded only by Caprica. Favorable policies and legislation soon turned Gemenon into the financial capital of the Colonies. All major economic institutions, corporations, stock exchanges, and The Colonial Reserve Bank have major headquarters on Gemenon. As a result of this shift in Gemenon policy, the Colony is now the largest provider of services amongst all twelve worlds. Its people have never known hardship giving Gemini's a reputation for being pampered. They often dream up ingenious solutions to seemingly intractable problems, using their natural deviousness and cunning to their advantage.

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2.6.4 – Scorpia:



The planet of Scorpia, while not as utopian as Caprica, it is certainly a pleasant world to live on, although the planet is subject to violent weather patterns. The people of Scorpia have always been the most devout and religious of the twelve tribes. Their belief in the spiritual and power of the Twelve Lords have undoubtedly been influenced by the location of the High Temple on that planet. The High Temple was the ecclesiastical capital of the Twelve Colonies, housing the keenest theologians in brotherhood with the Priests and Priestesses who tended to the people's well being. Scorpia people also hold to their own brand of honor, dictated by the scriptures of the Book and the teachings of the Twelve Lords; the word honor holds a very different meaning to them compared to others. Scorpions are also, a kindly society, and extremely charitable, also undoubtedly due to the strong influence of the High Temple. They are polite and helpful people. On the other hand, centuries of religious indoctrination have also tended to make Scorpions view "right" and "wrong" from a more traditionalist point of view, and also tended to fuel zealotry amongst the populace. Scorpions tend to have conservative opinions towards sexual morality, and as a consequence of their sexual conservatism, Scorpions also tend to be insanely jealous and suspicious of any sort of infidelity, true or imagined.

2.6.5 – Picon:



The planet of Picon is in many respects similar to Caprica, except for its relatively small size and mass. The result of the smaller mass is a lighter gravity field experienced by those on the surface of the fifth Colony. Picon also has a higher proportion of water to land, but all other parameters are similar to Caprica. Picon grew from a largely agrarian society into a major port of call for merchant ships en route to other destinations within the Twelve Colonies. The explosion of trade between the Colonies fuelled the rapid transformation of Picon from a backwater Colony dependent upon farming to one of the richest and most sophisticated worlds under Colonial control. The mindset of the Pisceans changed over time and military service became the social norm for most Pisceans. In fact, more than three quarters of the population was involved with the Picon Navy in some way or another at the time when the Articles of Colonization were signed. Picon Naval power is second only to that of Caprica. With the unification of the Colonies, Picon played host to the Colonial Navy Headquarters in the capitol Picon City and the Naval Academy along with the War College. Subsidiary naval industries sprang up on Picon to feed the Naval machine and Picon became the center of Colonial naval construction. In many ways, Picon is viewed as a military planet. As a direct consequence of their militaristic nature, Pisceans tend to operate by a strict code of discipline. Displays of emotion in public are strongly frowned upon, while tears are seen as a sign of weakness.

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2.6.6 – Virgon:



The planet of Virgon is a pleasant place to live on with a sparse rainfall and the bright luminosity of the Virgon star guarantees almost perpetual sunshine across the planet. Virgon is dominated by equatorial landmasses, with the northern and southern latitudes composed of large oceans. Virgons largely exist on agricultural pursuits for most, however, with the tropical environment it naturally became a popular tourist and almost overnight, with financing from Gemon and Virgon tourism sector, resorts, theme parks, and other recreational facilities sprang up all over the planet. The Colonial upper class began to pour onto the planet, each willing to spend their cubits for luxury goods and items. The Virgons also became keen patrons and sponsors of the arts with their suddenly newfound extra income, making the planet a cultural center. Virgon is also famous for its universal instinct towards sexual gratification and sex is seen as a part of life and something to be enjoyed to the fullest. However, their tendency towards sexual gratification also makes Virgons the vainest; they spend more time per capita in the bathroom doing their hair than any other Colonies. Virgons in general do not take well to the military and often are difficult to contain. They are just as likely to have a bottle in their hand as a fork, and are the most non-religious of all the twelve Colonies.

2.6.7 – Aquaria:



The planet Aquaria is located right at the outer edge of Colonial space with the highest proportion of water to land of any of the Twelve Colonies. Planetary axial tilt is extreme, providing for large variations of temperature with the seasons in the temperate zones. Average planetary temperatures are lower than the Colonial average. Surveys of the surface of Aquaria revealed very large and concentrated deposits of tylium. Explorations of continental shelves, and sea beds revealed similarly promising resources waiting to be exploited. The discovery of rich tylium deposits sparked a "tylium rush" as entrepreneurs, pioneers and miners flooded towards the Colony in an attempt to stake out their riches and Aquaria population doubled within thirty years. To cope with the rising population pressures, the Aquaria Government constructed a number of orbital habitats utilizing technology purchased from Caprica with tylium export revenues. Aquaria soon produced the largest merchant marine fleet within the twelve colonies. Added to the substantial population living in its orbital habitats, Aquaria have the largest proportion of its population in space at any given time. They are very independent people, and form tight bonds to people they know, particularly those serving in the armed forces. Aquarians tend to have a witty sense of humor, although they tend to be drier and more sarcastic than Caprica. They are a pragmatic people, a consequence of those working in the tylium mines and the dangers of space, but also fair and dependable.

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2.6.8 – Leonis:



The planet of Leonis is unique amongst the Twelve Colonies by being in almost pristine condition. The surface of the landmasses is almost entirely forested and free from space. Leonis looks like a giant emerald forest in a sea of black. The only exception to this canopy of forest is the major human cities in the east continent where the forests give way to lush verdant grassland. Leonis is also home to an astounding variety and number of fauna, both indigenous and introduced, which thrive in the forests. Leonis is by far the most unpolluted and undisturbed ecology amongst the Twelve Colonies. Leonis law strictly prevents any deforestation for industrial purposes; in fact, the only deforestation allowed to occur on the planet is to hold back the encroachment of the forests onto the human settlements. This strict environmental policy has turned tourism into the single largest commodity for the Leonis people and accounts for more than two-thirds of their income. Leonis law allows the hunting of game in the forests subject to licensing, and this recreation is particularly favored amongst tourists from other colonies. Leonis people tend to be welcoming and sharing which is a fact that plays well for their primary tourism. Leonis are particularly wary of physical contact unless invited. They are an independent people, and pride is important amongst them. They have a sense of harmony that they have learned from their surrounding forest environment, and use that harmony in their interactions with people.

2.6.9 – Sagittaron:



The planet of Sagittaron has a standard atmosphere, although barometric pressure at sea level is a little lower than Caprica standard. Sagittaron weather extremes are virtually unheard of, possibly as a result of the extremely slow rotational period. Sagittaron also bears witness to some of the most irregular and broken terrain with the most extensive mountain ranges than seen on any of the Twelve Colonies. The planet is an important supplier of raw resources for Colonial industry and Sagittaron labor is the cheapest available in the twelve Colonies, with few rights and protections. Sagittaron has also been afflicted with much civil strife caused by the efforts of terrorists and insurrectionists for the right of Sagittaron to secede from the Articles of Colonization. The Sagittaron people are partiers and lovers of all things fun, with a wild streak in them that cause them to be seen as "adrenalin junkies". They tend to be seen as irresponsible and reckless by the other Colonies. Sagittaron people are an honorable lot, operating by a strange form of the thieves' code or honor, and an almost feudal hierarchy.

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2.6.10 – Canceron:



The planet of Cancer is very similar to Caprica with regards to atmosphere, size, and gravity, although Canceron experiences a longer rotational period that creates longer days. Cancer continental landmasses are relatively smaller than that of other Colonies. The surface of Cancer is also remarkably uniform and flat, made up of large areas of grasslands and plains with only one major forest. The Cancer distribution of land mass and climate patterns essentially ensures that no arid regions develop which is why Canceron agriculture and husbandry forms the main backbone of the Colonial food supply and produces more than four times the food that its population can consume. Several Colonial worlds including Tauron, Caprica, and Aquaria, depended entirely upon Canceron for a steady supply of food, which is why the Canceron economy is largely based upon agronomy for income. Due to this reliance upon primary produce to earn revenue, the Canceron as a population are not overly rich and the average per capita income is below the Colonial average. Nevertheless, Cancer is also the first Colony to eradicate poverty amongst its people. While not rich, the Canceron people are also comfortable and embody the ideal to support a reversion of Colonial technology and culture towards the bare minimum needed to maintain a healthy and comfortable modern Colonial life. Canceron, due to their pastoral lifestyle are polite and courteous to a fault, while their hospitality is genuine if simple, their views on things tend to be conservative and adaptation to change is not high on their agenda. They are also similarly lax about time; farmers have loads of it so they do not bother keeping track very often, meaning that they tend to be chronically late. They are also un-cosmopolitan; most Canceron have never been or seen a major Colonial city. Even the planetary capital of Elysian is rustic in comparison to Caprica City.

2.6.11 – Libris:



The planet of Libris is the third planet to be founded and is more arid than others, being the closest of the twelve colonies to their sun, with the equatorial band being particularly dry and hot. Libris also does not experience seasons due to the lack of an axial tilt. Libris is also the most sparsely populated Colony, numbering less than half the population of Caprica. The general Libris population tends to be more cerebral than other Colonies and place great weight in intellectual prowess and not physical. Perhaps the greatest crime in Libris society is to be dumb, and the greatest insult also. Libris also tends to be logical and methodical, sometimes appearing cold. They are not an emotionally expressive people but arguments on topics of interest and can get rather heated. They are also not religious in general, although they hold no animosity towards the other colonies. Libris people sometimes find it difficult to communicate with others as they think and talk in abstract ways and are often misunderstood.

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2.6.12 – Aerelon:



The planet of Aerelon is unique amongst the Colonies in having not just one, but three moons, with their mass sufficiently large enough to exert considerable tidal forces on the surface of Aerelon. Even tectonic activity has been modified by the presence of the three moons moon, making Aerelon the most volcanically active Colony. Aerelon society is similar to Picon cultural in that they are also a militaristic society, though the Aerelon of today is no more likely to start a fight than a Picon would. Aerelon society places great emphasis on physical prowess and skill, almost to the detriment of all other factors, including intellectual and cultural pursuits. As a direct consequence of this, Aerelon culture is considered almost barbaric by the other societies and the Aerelon sense of humor is not sophisticated, and has a distinct bawdy to it. Aerelons are undoubtedly the best ground troops, which are why Aerelons have the highest membership of the Colonial Marine; in fact, Aerelon is host to the Marine Headquarters. The Aerelons are also a very athletic people, producing a good number of Golden Laureates at the Colonial Games. The Aerelon combat tactics, strategies and doctrines are unsurpassed by all other colonies and excel at combat. In general, Aerelons are rowdy, jovial and boisterous. They are rarely ever serious, except for physical competitions, matters of pride, and military issues where they display an amazing and surprising amount of determination and drive that is not visible in their normal behavior. They also tend to be courageous, and when the situation demands it, they can be tough as nails.



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Chapter 03: - OM-103 - Deployment

3.1 - Squad Accountability:

Nearly every Colonial Defense Forces member may be deployed with very little to no notice for support of all types of operations within the twelve colonies. Depending on the operational need, you may be deployed with your fleet, your squad, or alone.

If you deploy in a fleet, you will form up by a squad or unit number associated with a Battlestar mission number. You will first assemble with your squad or unit then be transported with other fleet personnel. During processing, an executive officer will brief you on the latest information for your deployment. Before leaving your current CDF station, a commanding officer will be assigned to your squad or unit if one has not been previously assigned. It is that commander's responsibility to carry a personnel and equipment accountability kit for that assigned squad or unit to the deployed location.

3.2 - Rules of Engagement:

Colonial Defense Forces Headquarters issue Rules of Engagement or "R.O.E." that describe the circumstances and limitations under which one can start or continue military operations before, during, and after deployment. Commanding Officers will find "R.O.E." included with every operational plan and operational order. Commanders and personnel of the CDF are to use "R.O.E." to ensure all deployment operations follow national policy goals, mission requirements, and the planetary law. You must understand, remember, and apply the Law of Conflict "L.O.C." with the "R.O.E." while performing your operational duties. In armed conflict, the "L.O.C." and the "R.O.E." are specifically tailored for each operational deployment providing responsibility and guidance on the use of deadly force. Therefore the purpose of the CDF standing "R.O.E." is to implement guidance on the application of deadly force for that specific operational accomplishment and to provide the exercise of the inherent right and obligation of self-defense for all CDF personnel.

All CDF personnel should understand that:

- All "R.O.E." questions and concerns should be properly passed up the chain of command for resolution
- Failure to comply with the "R.O.E." may be punishable under the Uniform Code of Colonial Justice.

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3.3 – Law of Conflict:

Every Colonial Defense Force member shall obey and follow the Law of Conflict or “L.O.C.” The Fundamental purpose of the “L.O.C.” is to prevent unnecessary suffering and the maintenance of a well-disciplined military force. The “L.O.C.” colonial treaties, and customary interstellar law, and is to be followed during all military operations. Failure to comply may be punishable under the Uniform Code of Colonial Justice. Here are some things to remember as listed below:

- Always use the amount of force required to complete your mission and to counter hostile acts or hostile intent.
- Always fight only those combatants who are declared hostile. Combatants are all persons participating in military operations or activities that pose an immediate threat to you, your unit, or other friendly forces.
- Always pull the trigger when required, your fellow squad members are counting on you! Do not freeze up.
- Never kill, harm, or torture enemy personnel that have surrendered, they are considered prisoners of war.
- Never Attack noncombatants. This includes civilians, sick and wounded, medical personnel, Chaplains, and Prisoners of War.
- Never Attack persons, vehicles, or buildings marked as diplomatic, religious, or medical.

As a member of the Colonial Defense Force, it is also your responsibility to always:

- Care for all wounded and call for medical support.
- Treat all non-combatants with respect and respect their personnel possessions and property.
- Always report actual and suspected activities that may be deemed inappropriate with the “R.O.E.” & “L.O.C.”

3.4 – Media Censorship:

Access to information is critical for a healthy democratic system within the twelve colonies and the role of the media in this process is far too important to ignore. CDF headquarters recognize the need for public trust and support in all facets of military operations. The CDF is accountable and responsible to the public for performing its national defense mission. The news media are the principal means of communicating information about the CDF to the general public. With this in mind one should always remember these three factors:

- Public opinion of a CDF military operation is fragile.
- Media reports can shape public opinion.
- News stories shape the colonies agenda on issues.

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3.4.1 - Foreign Media:

If a CDF member should ever have contact with any foreign colonial media and they attempt to gather information about CDF military operations or an organizational squad or unit, this incident is to be reported immediately to the Commanding Officer. If a squads or units commanding officer is not available, then report the incident up through your chain of command. If you are contacted by foreign Colonial news media, refer them to the nearest CDF public affairs representative.



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Chapter 04: - OM-104 - Duty

4.1 - Deployment Location:

Upon arrival to an assigned deployment all CDF personnel will go thru processing, status briefings, and mobility bag retrieval. If you are first to arrive at a bare station status briefings may be delayed until all personnel arrive. Always remember to review the functional checklists that pertain to your particular specialty assignment. The following is a list of CDF essentials that can be found at any deployment station:

- Briefing – Generally include local alarm signals and warning systems, sector or zone operations, Contamination Control Area, shelters and bunkers, local phone numbers, communication, fire safety, intelligence, rules of engagement, medical, and local information.
- Base Operating Support – Varies with deployment strength and mission. A main operating base support will have a full range of services. Support will be limited especially during the early days after arrival.
- Personnel Support – Will be available at most deployed locations.
- Finance – service is sometimes limited to cashing credits and answering pay inquiries. May not be able to process military pay changes immediately.
- Chaplain Service – Responsible for religious activities, worship services, pastoral counseling, work area visitation, and religious rites. Chaplains and chaplain assistants form Religious Support Teams.
- Medical and Dental Support – Varies with deployment strength and assignment. Support ranges from self-aid care and preventative medicine to treatment of minor medical and surgical problems to fully equipped expeditionary hospitals.
- Legal Services – If available, contact the appointed legal representative for claims. If claims cannot be processed, keep receipts, photos, and statements. File all claims upon return to your home station. You will have one year from date of incident to file a military claims. Defense service is available if you become the subject of a criminal investigation or other disciplinary action. Contact the appointed legal representative directly or, if not available through your squad or unit commanding officer.
- Services – Provides food, water, recreation and fitness, field laundry, mortuary affairs, and field exchanges.

4.2 - Fire Safety:

Unfamiliar environments, crowded accommodations, a high operations tempo and carelessness can adversely affect fire safety. The key to a fire safe mission execution is fire prevention. Make it part of your daily routine.

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4.2.1 - General Fire Prevention:

- Smoke only in designated smoking areas and use proper receptacles for discarding smoking materials
- Practice good housekeeping in personal and storage areas
- Set up a fire alerting system
- Use smoke and carbon monoxide detectors, if available, when heating equipment may produce carbon monoxide vapors and test detectors often
- Know fire escape plans and participate in unit fire drills and know your assembly location
- Keep pathways to emergency exits clear
- Know the location and operation of fire extinguishers
- Ensure fire extinguishers are operational and installed near exits and hazardous operations areas

4.2.2 - Firefighting:

If there is a fire, efficient reporting, evacuation, and quick extinguishing will significantly reduce the loss of critical resources. Become familiar with fire reporting procedures and be ready to perform expedient firefighting tasks as an auxiliary firefighter. Know the type of fire and which firefighting Agents to use as listed below:

- ABC rating: Dry Chemical Extinguisher, use on all fires except metals
- BC rating: Halon Extinguisher, use on fuel and electrical fires
- D rating: Dry Powder Extinguisher, use on metal and metal-alloy fires

When a fire is spotted always remember to report the fire by following these simple steps as listed below:

- Sound the alarm and Yell "FIRE, FIRE, FIRE"
- Report all emergencies even if the fire goes out
- Notify the fire department officer and report the location of fire, nature and status of emergency, and status of personnel
- Evacuate the area and account for personnel, try to evacuate updraft from any fire
- Extinguish small fires if possible
- Direct firefighters to the fire

When in the position of trying to extinguish a fire always remember these few rules:

- Fight small fires with available firefighting resources
- Always maintain an escape route
- Separate fuel sources from ignition sources, shut off fuel and valves, and shut off electrical equipment
- Munitions involved in a fire are unpredictable
- Fires can generate intense heat and move rapidly

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4.3 – Health:

Many of the twelve colonies have environments that you may not be accustomed to will need knowledge and experience to survive. Medical threats from heat, cold, water, food, disease, poor sanitation, and pollutants are real. Remember that in the warfare, more people are lost to disease than to conflict. Below is a quick reference checklist of the major categories to insure your personal health.

4.3.1 Heat:

Heat can be incapacitating or deadly Drink water before you get thirsty. Consume 1/2 quart per hour during moderate work in temperatures over 82°F Avoid caffeine as it increases water loss and promotes dehydration Follow appropriate work and rest cycles If urinating, that is a good sign you are hydrated.

4.3.2 Cold:

Cold can cause serious injury or death. Wear the proper cold weather gear and layer your clothing for added warmth Limit the amount of time you must spend outdoors Watch for signs of frostbite and hypothermia. Eat all meals to maintain energy.

4.3.3 Local Food & Water:

Local food and water can cause serious illness and may contain parasites Do not eat local foods or drink any water, including bottled water and ice, until approved by the appropriate or assigned CDF military officer.

4.3.4 Hygiene:

Diseases are a major concern. Good personal hygiene helps prevent illnesses, fights off infections, helps maintain good morale, and supports good general health. Proper hygiene requires constant attention. Follow these simple guidelines to help prevent disease. Wash your hands frequently. Practice good oral hygiene Maintain clean, dry clothing and change your socks & undergarments daily. Use foot powder to prevent fungal infections. Bath only in approved water and as often as practical. Wash where you perspire the most. If you think you have a sexually transmitted disease, seek a CDF medical officer.

4.3.5 Mental Health:

Taking care of yourself is the most effective way to manage stress. The key components to self-maintenance are to get sufficient sleep, eat a healthy and balanced diet, and participate in a regular exercise program. Take advantage of leisure activities during off duty hours. It is good for you and your unit's morale, and you may enjoy the experience and contribute to everyone else's mental health. Always keep in touch with family, friends, and loved ones. This will make you feel better and minimize any worries or concerns that your family and friends have for you.

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4.4 – Passive Defense:

Passive defense are measures taken to lessen damage from an enemy attack. Most measures are typically quickly executed, inexpensive, and require minimum manpower and material. Below is a list of some basic passive defenses along with their protective capabilities:

4.4.1 – Hardened Structure:

- Allows occupants, systems, and support infrastructure to operate during and after attacks
- May include a multiple and interconnecting protection system
- Typically constructed below ground level and concrete cover
- Provides substantial protection against direct attacks with chemical, biological, and conventional weapon threats
- Protects against small arms fire
- Protects against most collateral effects of nuclear weapons such as blast, heat, fallout, radiation, and electromagnetic pulse

4.4.2 Semi-Hardened Structure:

- Allows occupants, systems, and support infrastructure to operate during and after attacks
- May include a multiple and interconnecting protection system
- Typically constructed above ground level
- Provides protection against the collateral effects such as blast, heat, fragmentation, shock, and contamination from chemical, biological, and conventional weapon threats
- Protects against small arms fire
- Protects against some collateral effects of nuclear weapons such as blast, heat, fallout, radiation, and electromagnetic pulse

4.4.3 – Splinter Protected:

- Allows occupants to survive attacks and limits damage to systems, supporting infrastructure, and resources
- Limits collateral effects from blast, heat, fragmentation, and shock of conventional weapon attacks
- Provides limited protection against small arms fire
- Provides limited protection against collateral effects of blast, heat, fallout, radiation, electromagnetic pulse from nuclear weapons

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All types of defenses have limitations and are not able to be concealed from satellite surveillance. There are also a few common steps to follow to help obscure a defense from the enemies' visual sight as listed:

Noise:

- Practice noise discipline continuously
- Noise can help the enemy identify a defensive location

Litter:

- Eliminate litter, it is a nuisance and can reveal a defensive location

Light Discipline:

- At entry control points, do not silhouette sentries with lights as this will cause them to lose night vision and give away their location

4.5 – Command Structure:

An effective command structure is essential to mission accomplishment and base survivability. You may notice some command structure differences at your deployed location compared to your home station. Below is a list of some different centers for a command structure that are essential.

4.5.1 – Operations Center:

This is the main CDF base of operations led by a designated senior CDF commander at a deployment location. Below is a list of the structure requirements at an Operations Center:

- Primary focus is flight operations, base security, along with base support
- Focal point for resource allocation, operations, status reporting
- Battle staff includes senior officers from the medical, operation support, and maintenance groups
- Senior officers representing CDF and / or host nation forces may be present
- Operation Direction and alarm signal changes

4.5.2 – Recovery Center:

This is the nerve center for space, air and ground operations for defense, attack, and recovery missions. The recovery center recommends courses of action and executes preplanned operations.

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4.5.3 Command Center:

This is the focal point for CDF squad and unit command along with control functions:

- Directs and monitors contamination control and dispersal actions
- Rapidly provides alarm condition and Level changes to all squad and unit personnel
- Directs and monitors all operation actions
- Directs squad and unit personnel movement through sectors or zones
- Monitors shelter operations and works closely with shelter managers
- Collects status reports, logs and wireless information from squads and units
- Remains in contact with alternate control center
- Tracks locations of all known enemy contacts that may affect a squad or unit's mission
- Warns squad and unit personnel of enemy contacts and directs their movements accordingly

4.5.4 - CDF Command Structure:

Below is the Colonial Defense Force line or chain of command for all operations structure that is to be adhered to by all CDF personnel.

FLEET COMMAND	CDF-HQ
FLEET OPERATIONS	CDF-OPS
FLEET COMMUNICATIONS	CDF-COM
COLONIAL MARINE CORPS	CDF-CMC
PRESIDENTIAL MILITARY ADVISOR	
CDF C.A.G.	CDF-CAG

FLEET CMD. > FLEET BATTLESTARS > SQUADRONS > DEPT. HEADS > SHIP PERSONNEL

Below is a list in order from top to bottom of the chain of command along with that positions starting rank:

<u>Position:</u>	<u>Min. Rank:</u>
Fleet Commander	Commander
Fleet CAG	Captain
BSR Commander	Colonel
BSR Executive Officer	Captain
BSR CAG	Lieutenant
BSR C.I.C. Officer	Ensign
Squad Leader	Lieutenant Junior Grade
Pilot	Ensign

So simply put, all pilots are to report to their Squad Leader who would report to the BSR C.I.C. or the BSR C.A.G. and so forth up the line. Now as far as promotion with rank goes, it is very possible for a Squad Leader to climb up through the ranks faster than a C.A.G. if it merits rapid










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promotion based on activity and major contribution to the Colonial Defense Forces. All promotions or position changes are to go through the BSR Commander and then up to the Fleet Commander then up to FLEET Communications. Any BSR group announcements should go thru the XO for approval of material to be presented to members.

Follow these simple rules and the CDF should run smoothly for all members.

4.5.5 - CDF Commissioned Officer:

This is the rank structure of officers for proper chain of command and communication:

Symbol:	Description:	Abbreviation:
	0-11 Fleet Admiral	FADM
	0-10 Admiral	ADM
	0-9 Vice Admiral	VADM
	0-8 Rear Admiral	RADM
	0-7 Commander	CDR
	0-6 Colonel	COL
	0-5 Major	MAJ
	0-4 Captain	CAPT
	0-3 Lieutenant	LT
	0-2 Lieutenant Junior Grade	LTJG
	0-1 Ensign	ENS

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4.5.6 - CDF Enlisted Personnel:

This is the rank structure of enlisted members for proper chain of command and communication:

Symbol:	Description:	Abbreviation:
	E-9 Master Chief Petty Officer of the Fleet	CPOF
	E-8 Master Chief Petty Officer	MCP0
	E-7 Senior Chief Petty Officer	SCPO
	E-6 Chief Petty Officer	CPO
	E-5 Petty Officer First Class	P01
	E-4 Petty Officer Second Class	P02
	E-3 Specialist	SP
	E-2 Deckhand	DH
	E-1 Crewman	CR

Proper communication through the chain of command is essential to any deployment operation. A break down of this chain of command would cause disorderly havoc during a crisis situation.

For general structure, rank and insignia information for the Colonial Marine Corps, please refer to publication CDF-MM 07-500.

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4.5.7 - Colonial Defense Forces Occupation:

01. Acquisition Management:

Your responsibilities will include planning, organizing and developing program management techniques and determining organizational structure, personnel, training needs and security requirements.

02. Air & Space Management:

If space is the place aboard a Battlestar, then this exciting field is for you. To become a Air & Space Management Officer takes dedication and character. In this specialty, you will be expected to master system controls aboard a CDF Battlestar.

03. Band:

As a Band Officer, you will be expected to perform management duties including formulating band policies, directing budget preparation and monitoring equipment maintenance.

04. Biomedical Corps:

As a Biomedical Officer, you will manage laboratory services and ensure that lab results are accurate and dependable. You will perform laboratory duties such as analyzing biologic materials.

05. Chaplain:

As a chaplain, you minister to CDF members of your own faith group, and also play a vital role in facilitating religious accommodation for personnel stationed at any of the twelve colonies.

06. Combat Information Center "C.I.C.":

You will direct operations, supervise mission crew activities, sector regional operations control centers and provide staff supervision and technical advice.

07. Command:

To become a CDF officer with command means that you are the person who is accountable for and holds authority over a group of people to achieve a common goal as set forth by the CDF doctrine. You will learn what it takes to lead others, motivate groups and how to conduct missions as an Officer in the Colonial Defense Forces.

08. Communication:

This grid keeps all branches of the CDF in touch, from ground forces to the pilots in space. As a Communications Officer, you will be expected to learn the inner workings of this complicated wireless grid.

09. Dental Corps:

You will examine, diagnose and treat diseases, abnormalities, injuries and dysfunctional disorders of the oral cavity. Your responsibilities will also include evaluating findings and prescribing type, extent and order of treatment and performing routine preventive, periodontal, oral surgery, endodontic and prosthodontic treatment.

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10. **Engineering:**

You may specialize in areas including Architectural, Electrical, Mechanical and Environmental Engineering, and your activities will include programming, budgeting, project management, drafting, surveying, planning, feasibility studies, construction management and utilities operations.
11. **Enlisted Crew:**

After completing CDF Basic Training, members begin their technical training in the field specialty area as pre-determined from test scores.
12. **Explosives & Disposal:**

In this area you will apply classified techniques and special procedures to the removal of the hazards created by the presence of unexploded ordnance.
13. **Historian:**

As a Historian for the CDF you will be responsible for the writes or compiles of a chronological record of events. You will also create reports as a profession for CDF broadcast or publication.
14. **Information Management:**

You will be called on to coordinate plans between various CDF staff departments. Your duties will include developing plans that are responsive to the CDF doctrine, analyzing the impact of programming decisions on war-fighting capabilities along with develop and write CDF policies.
15. **Intelligence:**

You will be charged with leading operations to collect, process, and disseminate strategic, operational, and tactical intelligence from a vast array of manned and unmanned aerospace and ground-based systems.
16. **Judge Advocate:**

As a judge advocate in the CDF, you will immediately gain unmatched experience in the practice of law stationed at any of the twelve colonies or aboard a Battlestar.
17. **Logistics:**

You will also be responsible for directing maintenance and modification of spacecraft, missile, conventional and nuclear munitions and associated equipment at an air-base or aboard a Battlestar.
18. **Maintenance:**

You will have the opportunity to learn the inner workings of some the most advanced aerospace crafts aboard a Battlestar. You will be expected to lead, train and equip personnel supporting aerospace craft and operations.
19. **Manpower & Personnel:**

Your daily duties will include implementing manpower management policies, directing CDF organizational standards and advising leadership on improvement initiatives to insure all areas are well maintained.

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20. **Medical Corps:**

The Medical Corps administers the CDF aerospace medicine program, conducts medical examinations, provide medical care for pilots, missile crews and officers. Your other duties are to evaluate living and working environments aboard a Battlestar and to detect and control health hazards within the CDF community.
21. **Navigation:**

Your responsibilities will include reviewing mission tasking, intelligence and weather information, participating in mission planning, preparing flight plans and crew briefings. You will also navigate a Battlestar to accomplish assigned operations by operating available navigational computer systems.
22. **Ordnance:**

As an Ordnance Officer, you will be responsible for managing the maintenance and modification of conventional and nuclear munitions. You will be responsible for administrating weapons programs and directing weapons maintenance aboard a Battlestar.
23. **Operations Support:**

Your duties will include developing plans that are responsive to the CDF doctrine, coordinating plans between command officers, analyzing the impact of programming decisions on combat capabilities at an air-base or aboard a Battlestar.
24. **Pilot:**

Your responsibilities will include mission planning such as reviewing mission tasking, intelligence and weather information and supervising mission preparation. You will also ensure the operational readiness of the crew by conducting or supervising mission-specific pilot training.
25. **Public Affairs:**

As a Public Affairs Officer, it will be your job to make sure that clear lines of communication exist between the CDF and civilian organizations and the media of the twelve colonies.
26. **Security Police:**

The job of maintaining a high level of security is that of the CDF Security Officer. As a Security Officer, you will manage security activities from weapon systems security to air base or Battlestar defense.
27. **Services:**

Personnel in this specialty will receive the formal training required of the food service. You will receive additional specialized technical training in the areas of nutrition, modified diet preparation, menu writing and a wide variety of other functions associated with food service.
28. **Supply & Fuel:**

Your daily duties will include directing, managing and operating supply, equipment and fuels management systems to meet the daily demand of the CDF.

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29. Transportation:

The CDF depends on its mobility for success. It is your job as a Transportation Officer to ensure that the CDF remains mobile as well as fully supplied.

30. Traffic Control:


In this exciting and challenging field, you will be responsible for managing various aerospace activities including aerospace traffic control, aerospace management along with air-base or Battlestar operations.

For general occupation descriptions for the Colonial Marine Corps, please refer to publication CDF-MM 07-500.

4.6 – Action Levels:


An effective alertness should be maintained at all times to survival in any deployment operation. The following is a list with brief description of the different levels of alertness.

4.6.1 – Condition Four:

 Normal condition of readiness in wartime. Attack is not probable and there is no active threat of attack at the present time:

- Perform pre-attack preparations
- Implement contamination avoidance actions
- Implement contamination detection actions
- Protect facilities, equipment, aircraft, and vehicles
- Implement defense fortification and dispersal actions
- Know immediate and operational actions
- Know post-attack reconnaissance procedures
- Know zone or sector operation procedures
- Know local alarm signals and actions
- Keep all CDF command personnel informed of progress
- Remain vigilant for possible enemy threats


4.6.2 – Condition Three:

 An attack is probable. Focus on final protection and contamination avoidance measures to minimize attack damage. Commanders may direct tasks or functions:

- Notify all personnel within the immediate area and over wireless communication
- Seek protection with overhead cover
- Do buddy checks to verify all personnel are
- Quickly and Safely terminate all routine or non-critical operations
- Protect and Cover all CDF assets


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4.6.3 - Condition Two:

 An attack is imminent or in progress by air missiles and or ground forces.

- Immediately report observed attacks or enemy force sightings to your squad leader
- Defend yourself under CDF command center coordinate actions with others in your area
- Do buddy check constantly during combat for accountability
- Assist the injured if possible, call for “Medic”

4.6.4 - Condition One:

 An attack is in progress or has happened by conventional, biological, chemical, or nuclear munitions.

- If you are attacked without warning, put on protective clothing & mask, move to closest protection area.
- Protection doors should remain closed as much as possible to limit infiltration of contamination, and control personnel entering and exiting the protection area
- Immediately report to CDF command center for coordinated actions

These standardized alert actions are used to communicate the proper procedures for attacks in progress, initiate post-attack recovery actions, and return the airbases to a wartime state of readiness.

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Chapter 05: - 0M-105 - Combat

5.1 - Security Procedures:

Security procedures will protect personnel, equipment, and classified material during operational deployments. Security zones or sectors are dictated by a designated area, which is determined by CDF command of operations. Security Forces personnel may direct non-security force personnel to act as sentries during an elevated alert status. If you are responsible to work as a sentry, strictly follow the instructions given to you for that day. Some of the standards duties required by sentry to perform are as listed below.

5.1.2 - Sentry Post:

- Discovery of unexploded ordnance or bomb threats and/or suspicious package
- Report damage caused by a natural disaster
- Report Major accidents
- Secure contaminated areas following an enemy attack
- Secure assigned posts on the perimeter of the designated zone or sector
- Direct arriving personnel to report to the entry check point
- Do not let anyone arrive or leave thru your post without proper clearance
- Do not leave your post until properly relieved

5.1.3 - Entry Check Points:

- Control entry into installations, controlled and restricted areas, Chemical, Biological, Radiological, Nuclear
- Entry Authority Lists are checked to gain access to controlled and restricted areas
- Be prepared to show your CDF identification card
- Search personnel belongings and perform a vehicle search
- Know the local entry check procedures, sign and countersign

5.1.4 - Challenging Intruders:

Intruders can be aggressive or passive, male or female, adult or a child, and can show up at any location, at any time. Be continually vigilant and challenge all intruders. Treat all individuals or groups as hostile whether weapons are evident or not. Place yourself out of harms way by concealing your location and being in a protective position in case you are fired upon.

Challenging Steps:

- 1.) Upon hearing or seeing a person approach, command the person to "Halt".
- 2.) When the group or person stops, ask, "Who goes there" The challenged person should respond with their Rank, Name, and Unit or Squad.
- 4.) After the person identifies him or herself, command "Advance To Be Recognized!"

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- 5.) When the person comes within 3 meters, command “Halt” and issue the Challenge Word or Sign. If the person responds with the correct Password or Countersign, let the person proceed through.
- 6.) If the person fails to stop or answer at anytime during the challenge, immediately notify the Security Forces C.O. and/or command the person to “Turn Away From The Sound Of My Voice”
- 7.) If a weapon is visible, command the person to “Drop Slowly To Your Knees and Lie Down on Your Stomach!”
- 8.) Remain vigilant over the person until responding forces arrive

5.1.5 - Handling Detainees:

Given the task of handling a detainee can happen at any time. When confronted with detaining an intruder, immediately notify your Security Forces C.O. and call-in for assistance. In the meantime you should, search, silence, and immobilize your detainees.

Search:

- Immediately search the intruder with an armed CDF security personnel monitoring
- Look for anything that could be used as a weapon or an escape aid
- Thoroughly search for items of potential intelligence value
- Allow intruder to keep any protective clothing

Silence:

- Limit communication between multiple intruders as much as possible
- Record anything the intruder says and forward it up the chain of command

Immobilize:

- Handcuff hands behind the back and lay the intruder face down
- Complete an inventory of all items found on the intruder
- Log in the date, time, and location the intruder was captured

5.1.6 - Vehicle Search:

When assigned the task to do a vehicle search you are looking for any type of weapon, improvised explosive device, or explosives. Ask the vehicle driver to open all compartments, doors, the hood, and trunk. Look for things that do not belong there or things that appear out of place. If you find anything suspicious, follow your procedures and the situation into your security officer. If the driver refuses to open any compartment, heighten your vigilance and immediately notify your security officer and request assistance.

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Vehicle Inspection List:

- Dashboard
- Engine compartment
- Behind and under front and rear bumper
- Behind grill
- Wheel well and tires
- Door panels and interior
- Undercarriage
- Spare tire
- Fuel tank
- Cargo area

Above all else, always remember to search the driver and any passengers individually along with any personal belongings.

5.2 – Communications:

Wireless Communication is essential to operational deployment accomplishment. If you encounter unfamiliar equipment or your communications equipment malfunctions, notify your commanding officer. Local area wireless networks may be available as an alternate method to contact Command Center. Remember to follow the established CDF guidelines when using these capabilities.

5.2.1 – Communication Security:

- Non-secure wireless, and computer network systems are subject to monitoring
- Never discuss sensitive or classified information over non-secure wireless
- Never talk around, paraphrase, or use code words to disguise sensitive or classified information
- Always use secure wireless to discuss sensitive or classified information

The command centers will make radio announcements throughout the wireless networks so learn what to listen for and where to observe visual indicators along with posted locations at your base on aboard a Battlestar.

5.2.2 – Attack Warning:

If an attack warning is given, and you do not know what type of attack will or has occurred, quickly follow the protective actions for a missile attack. Always remember to cover your face and ears during an attack if possible and put on any protective gear if available.

5.2.3 – Report Incoming:

Reporting in is as a quick and effective way to communicate ground or air enemy attack information up the chain of command. Always remember to use the quickest means necessary for the urgency you place over wireless for the information to the Command Center.

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When reporting in enemy information always provide as much of the following key data listed below as possible:

Size: The number of persons and vehicles seen

Activity: Description of enemy activity

Location: Give grid coordinate or reference point

Unit: Distinctive signs, symbols, or identification

Time: Time the activity is observed

Equipment: Equipment and vehicles associated with the activity

5.2.4 - Wireless Protocol:

- Think before you push-to-talk
- Be brief. The wireless communication is not a toy
- Speak clearly into the microphone and use proper call signs
- Protect your wireless equipment
- Conduct wireless checks
- Periodically check physical condition and battery connections
- Know your unit wireless officer on duty

5.3 - Convoy Procedures:

When traveling in a vehicle convoy, pay close attention to the pre-departure convoy briefing that is viable to both the drivers and the riders.

Drivers:

- Must be qualified to operate the vehicle
- Inspect your vehicle every 24 hours
- Learn the Operator's Inspection Guide and Trouble Report
- Ensure your vehicle is properly equipped
- Check for spare tires, tire changing equipment, first aid kit, flashlight, fire extinguisher, etc.
- Guard the vehicle anytime the convoy has to make a stop

Drivers and Riders Must Know:

- Primary and alternate travel routes, checkpoints, and timelines
- Everyone must be alert to possible threats or hazards during the entire convoy and be prepared to defend against them
- Know the order of movement
- What to do during roadblocks and breakdowns
- Speed limits
- Distance and intervals

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5.3.1 - Convoy Attack Procedures:

Air Attack:

- Sound a series of short blasts on the vehicle horn
- Pull all vehicles off the road, maintain intervals
- Seek cover away from the vehicles
- Notify Command Center and give time, location, and activity information
- Remain under cover until "All Clear"

Ambushed:

- Take an alternate route
- Notify Command Center and give time, location, and activity information
- Speed up and drive out of the kill zone or halt convoy
- Dismount and return fire as a last resort
- Assemble and move out of the area
- Assemble at a safe distance

Roadblock:

- Lead vehicle notifies convoy
- All vehicles stop
- Disperse in a defensive posture
- Assess the roadblock and watch for traps or ambush
- Notify Command Center and give time, location, and activity information
- If roadblock can be moved or breached, do so immediately
- If the roadblock cannot be moved or breached, switch to an alternate route

5.4 - Weapons Qualifications:

All CDF members must be able to competently handle your assigned weapon. Proper training, along with this information will keep you ready if the situation arises to use your weapon.



5.4.1 - Weapon Safety:

- Never point your weapon at anyone or anything you are not willing to shoot
- Consider all weapons as loaded
- Clear all weapons each time you handle them
- Keep your finger off the trigger until you are prepared to engage your target
- Do not shoot anything you can not positively identify
- Know what is behind your target
- Keep weapon on safe at all times until ready to use

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5.4.2 - Characteristics:

- Weapon will fire both single and double action.
- Safety feature includes a manual lever and firing pin block
- Maximum effective range is 20 meters
- Under barrel explosive launcher

5.4.3 - Function Check:

- Make sure weapon is clear
- Release the slide and remove ammo or ammo magazine pending on weapon style
- Retract the slide
- Ensure the cocking lever is down and release the slide
- Press/release the trigger
- Move cocking lever UP to FIRE position
- Press the trigger and hold to rear
- Retract and release slide
- Release trigger

5.4.4 - Loading Procedures:

- Visually inspect pistol to ensure cocking safety lever is in safe position Insert loaded magazine or ammunition
- Send slide forward by depressing slide stop
- Place weapon on fire

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Chapter 06: - OM-106 - Survival

6.1 – Attack Recovery:

- If “Alarm Red” is sounded after an attack, all CDF personnel are to initiate base recovery.
- Assume post duties as directed by the commander
- Hazards, facility damage, & contamination are likely to be present but may not yet be marked or reported
- Perform self-aid and buddy care and perform immediate decontamination
- Reconnaissance teams begin surveys when directed by the commander
- Commanders will release mission critical personnel in phases

6.1.2 - Post Attack Recovery:

- Remain in a shelter or under cover unless otherwise directed by base personnel
- Keep exposure to a minimum and remember contamination avoidance
- When contamination is present and movement is required, do not move between sectors or zones without prior approval
- Follow appropriate contamination control procedures
- Check all contamination detectors in your area and listen for audible alarms
- Report Contamination areas to Central Command
- Place contamination marking in area for others to see

6.1.3 - Unexploded Ordnance:

Unexploded Ordnance are hazards that pose a serious risk of injury or death. These can be conventional, chemical, biological, or nuclear. If you discover or suspect an object is a unexploded ordnance follow the below listed procedure.

Recognize:

- Identify the ordnance as a hazard
- Remember features; size, shape, color, and condition

Record:

- Record and mark it from where you are
- Use the standard CDF markers or whatever material available
- Ensure markings are visible in all directions and at night
- Do not attempt to remove anything that is on or near the ordnance

Retreat:

- Evacuate all personnel and equipment from the area
- Retreat the same way you entered or through a clear and well traveled path
- If evacuation is impossible then isolate or barricade the area to restrict area access

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Report:

- If reporting by wireless, transmit from a minimum safe distance
- Provide all important information such as description and grid coordinates

6.2 – Contamination Protection:

In a chemical, biological, or nuclear environment, contamination control is essential to sustained operations. You must remove contaminated items within 24 hours by processing through a Contamination Control Center or “CCC”. CCC provides protection, enhances survival, and provides overpressure, filtration, and controlled entry and exit, along with a contamination free environment for relief. The CCC supports two operational areas for personnel rest and relief and medical treatment. Your unit shelter management teams are trained to operate and maintain the Contamination Control Center.

6.2.1 – Contamination Control Center “CCC”:

- Is a form of thorough decontamination that incorporates these features:
- Transportation drop off point
- Entrance and holding area
- Hazard area
- Mask de-con and refurbishment area
- Toxic free area where personnel can operate without chemical protective equipment

Trained CCC personnel will help you process safely through the CCC. You can expedite your processing experience by closely listening to the personnel instructions, and by reading and understanding each processing step before you perform that task.

6.2.2 – Chemical Detection Markings:

- Gold or Yellow G-series nerve
- Red or Pink H-series nerve
- Blue or Green V-series nerve
- Brown F-series nerve

The average size of a Nerve agent that reaches the ground is expected to be 200-250 microns in size at the beginning detectable threshold for the average eye to see, under optimum light levels.

6.2.3 – Biological & Nuclear Attack:

- The primary products of a nuclear detonation are:
- Blast and shock
- Thermal radiation
- Nuclear radiation
- Ballistic debris for surface and shallow sub-surface bursts

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A Nuclear blast will cause an Electromagnetic Pulse or “EMP” which may cause widespread wireless communications and electrical systems disruptions.

Biological agents include viruses, bacteria, fungi, and toxins cultured from living organisms that are developed to produce death or disease in humans, animals, or plants. Biological agents may be found as liquid droplets, aerosols, or dry powders.

6.2.4 - Radiation Sickness:

- Caused by radiation destroying cells within the body at a rate the body cannot overcome
- Radiation sickness is not contagious
- Early symptoms are nausea, vomiting, loss of appetite, and illness
- Subsequent symptoms, severe body fluid loss, internal hemorrhaging, and diarrhea

6.3 - Contamination Control:

Initial Action:

- Store or remove flammable materials from populated shelter areas and work centers
- If advanced warning of a detonation is received, find shelter that provides the greatest protection
- Use barriers and shielding to improve protection in buildings or shelters
- Upon seeing the nuclear flash, seek protection from the blast wave, heat, and flying debris
- If a detonation occurs without warning, immediately drop to the ground in a prone position and tightly cover your face with both hands. Do not move until the initial blast wave and any reflected blast waves have passed

Follow-up Action:

- Remain within protected areas or shelters until directed otherwise
- Perform damage assessment, self-aid and buddy care, and reporting actions
- Decontaminate yourself by brushing dust/fallout off of your clothing and thoroughly rinsing off any exposed skin
- Limit radiation exposure by minimizing time spent outside in contact with fallout
- Maximizing time in shelter and distance yourself from radiation

6.3.1 - Individual Decontamination:

- Radioactive material cannot be neutralized and must be removed from the affected area
- Brush dust from uniform and footwear
- Thoroughly wash dust from skin and body
- Avoid breathing dust by covering nose & mouth with dust mask
- Limit time spent in fallout environment

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6.3.2 - Individual Protection:

Physical Health:

Poor physical health reduces your body's ability to resist and fight infections. Regular exercise and balanced meals build and maintain your body's natural resistance to diseases.

Hygiene:

Frequently washing with soap and water prevents and eliminates most areas where biological agents multiply. Protecting skin cuts and abrasions also denies biological agents additional pathways of entry into your body.

Sanitation:

Wash all fruits and vegetables before eating and ensure that all foods are thoroughly cooked. Additionally, drink only from approved water sources, and only use ice that's approved for consumption.

6.3.3 - Immunization:

Keeping immunizations current is paramount. In some cases, you may be issued a pretreatment based upon the deployed region and the specific threat. If you are given a prevention or treatment, like you must not deviate from taking your prescribed dose at the required interval until directed otherwise. Here is a chart of some diseases with their symptoms list below:

DISEASE:	INCUBATION:	SYMPTOM:	PROTECTION:
Anthrax	2-6 days	Flu-like symptoms, Respiratory distress, Initial itching bump on the skin	Anthrax shots
Botulism	12-72 hours	Difficulty swallowing, Respiratory distress	Personal hygiene, Antitoxins
Plague	1-3 days	Fever with headache, Cough with chest pains, Painful lymph nodes	Personal hygiene, Antibiotics
Pneumonic	2-5 days	Fever with cough, Respiratory distress	Antibiotics
Smallpox	12-14 days	Fever with muscle pains, Rash on face, hands, & feet	Personal hygiene, Antibiotics

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6.3.4 - Chemical & Biological Agents:

Chemical and biological agents can be employed with equally deadly effects. Luckily there are some distinct differences in their employment and detection. One difference is the quantity of agent needed to generate a widespread effect and the methods needed to carry out their effective use. It takes considerable effort to deliver a chemical weapon that holds a militarily significant amount of agent needed to produce widespread coverage. Bacteria, viruses, and biological toxins, on the other hand, can be delivered with relative ease when compared to chemical agent delivery. The table below shows some of the differences:

	CHEMICAL AGENT:	BIOLOGICAL AGENT:
Release	Quickly discovered	Difficult to identify
Manifestation	Rapid, usually minutes to hours	Delayed, usually days
Distribution	Downwind from point of release	Widely and rapidly spread
Signatures	Easily observed	No characteristic signatures
Countermeasures	Chemical antidotes	Limited vaccines, antibodies
Management of Contamination	Decontamination	Patient isolation & quarantine

Contamination Control Center will monitor base sectors and zones with specialized detectors that can warn personnel of the presence of chemical and biological warfare agents. Listen closely for "CCC" wireless announcements and updates. Listen for alarms from detectors that are spread throughout the base to provide you with an early warning of attack.

6.3.5 - Antidote Injectors:

- Antidote Injectors are to be used for Nerve Agents only. Follow the below listed steps for administering the antidote into the body.
- Remove one antidote injector from personal Kit
- Remove safety cap
- Position injector against injection area on leg and apply firm pressure until needle is triggered
- Hold injector firmly in place for 10 seconds



If symptoms persist after 15 minutes, administer a second antidote and seek medical attention.

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6.3.6 - Protective Mask:

With a CDF serviceable filter installed, a protective mask is the first line of defense for your face, eyes, and respiratory from chemical and biological warfare agents, and radioactive dust particles.



Mask Operation:

- Do not over tighten the mask. Over tightening may actually cause leaks
- Check the mask for leaks every time you put it on by performing a “leak” check
- Put the mask on quickly and seal it before you take another breath
- The mask is a filter respirator and will not supply or produce oxygen
- The mask is ineffective in environments with insufficient oxygen to support life
- The mask is ineffective in industrial chemical environments such as ammonia or chlorine spills, or within carbon monoxide atmospheres
- Don't loosen the head harness straps for comfort
- If loosened, you could become unprotected against toxic agents or suffocate by carbon dioxide
- Do not remove your mask outdoors if you become overheated in cold weather
- Use buddy checks when possible

6.4 - Casualties of Combat:

Casualties of combat should be moved to a safe point for emergency care by CDF medical team. When moving casualties, always move them feet first. Upon arrival at the safe point location, familiarize yourself with the local casualty care protocols. Remember to always transport human remains to the mortuary and not to the CDF medical team. Below is a list of some common combat injuries and basic steps for treatment.

6.4.1 - Contaminated Environment:

- Place mask on casualty
- Perform life safety measures
- Inject antidote if nerve agent symptoms are present
- Report casualty to Command Center
- Transport casualty to nearest CDF medical team safe point

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Use extreme care when treating injuries in a contaminated environment and always follow these basic steps as shown below:

6.4.2 - Shock:

Symptoms:

- Confusion
- Sweaty but cool skin
- Breathing shallow, labored, and rapid
- Weak and rapid pulse

Treatment:

- Keep airway open
- If unconscious, place on side in recovery position and monitor airway
- Keep the person calm, warm, and comfortable
- Elevate lower extremities
- Seek medical attention immediately
- Do not give food or drink

6.4.3 - Abdominal Wound:

Treatment:

- If organs are outside body, gently pick them up and place them on top of abdomen
- Cover exposed organs with moist clean dressing
- Secure with bandages
- If legs are not fractured bend knees to relieve pressure

6.4.4 - Bleeding:

Treatment:

- Apply direct pressure with hand; use a dressing if available
- Elevate the extremity if no fractures are suspected
- Use pressure points to control bleeding

6.4.5 - Chest Wound:

Symptoms:

- Sucking noise from chest
- Frothy red blood from wound

Treatment:

- Look for entry and exit wound
- Cover holes with airtight seal
- Tape down three sides, leave bottom uncovered
- Allow casualty to assume position for easiest breathing, preferably on affected side

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6.4.6 - Fractures:

Symptoms:

- Deformity, bruising
- Tenderness over a specific part of body
- Swelling and discoloration

Treatment:

- Do not straighten limb
- If in doubt, splint injury where they lie if possible
- Splint joints above and below injury
- Remove clothing from injured area
- Check pulse below injury-away from heart to determine if blood flow is restricted

6.4.7 - Spinal and Head Injury:

Symptom:

- Lack of feeling and/or control anywhere below neck
- Drainage of fluid or blood from ear, nose or mouth

Treatment:

- If conscious, caution casualty not to move
- Continuously monitor and check airway without turning head
- Immobilize the head and neck

6.4.8 - Chemical Burns:

Treatment:

- Flush with large amount of water
- Flush eyes for at least 20 minutes
- Brush off visible contaminates
- Keep phosphorous burns covered with a wet dressing (prevents air from activating the phosphorous)
- Fingers have a tendency to swell, ensure that rings and jewelry are removed immediately

6.5 - Prisoners of War:

As a member of the Colonial Defense Forces, you must understand that you might be captured by a hostile force and held captive. If captured the Articles of War are to provide you protections if you show your CDF ID card.

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6.5.1 - Articles of War:

- If captured, you may be disarmed, searched, and guarded but you must be humanely treated without distinction based upon race, color, gender, or religious belief
- As a prisoner, you must not be humiliated or degraded and must be protected against all acts of violence
- All prisoners must be treated alike with privileges only extended because of poor health, or a military officer
- Prisoners should be promptly, and safely evacuated from the battle area
- When questioned, you must give your name, age, rank, and CDF ID number
- You must be allowed to send a "Capture Card" to a family member of your whereabouts and state of health
- Prisoners may be forced to work except for individuals with poor health
- You may never be forced to do work that is dangerous, unhealthy, or degrading
- Officers may voluntarily work
- A prisoner must be release once the war is declared ceased by all parties involved

Medical personnel and Chaplains are non-combatants and have certain rights as a result of their status. Their CDF ID card identifies such personnel. In addition to carrying a CDF ID card, they also wear a distinctive Medical or Chaplain armband.



6.5.2 - Articles of Discipline:

- Military discipline continues when captured and includes saluting high ranking enemy officers and the camp commander, regardless of rank
- The CDF Code of Justice applies to you while captured
- You are subject to the laws of the Detaining Enemy for offenses committed during captivity or before capture but not for having fought against the enemy before being capture
- If tried by the Detaining Enemy, you must be given notice of the charges, provided counsel and an interpreter, and be allowed to call witnesses in your defense
- If convicted, you still retain your rights as a CDF member

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6.5.2 Articles of Conduct:

As a member of the Colonial Defense Forces, you are protecting your colony. It is your duty to oppose all enemies of the CDF whether in combat or as a captive prisoner. The Articles of Conduct is a guide for your proper behavior.

ARTICLE 1: I am a member of the Colonial Defense Forces, which guards my colony and our way of life. I am prepared to give up my life in their defense.

ARTICLE 2: I will never surrender of my own free will. If in command, I will never surrender the members of my command while they still have the means to fight.

ARTICLE 3: If captured I will continue to resist by all means available. I will make every effort to escape and to aid others to escape. I will accept neither parole nor special favors from the enemy.

ARTICLE 4: If captured in war, I will keep faith with my fellow prisoners. I will give no information or take part in any action, which might be harmful to my comrades. I will take command. If not, I will obey the lawful order of those appointed over me and will assist them in every endeavor.

ARTICLE 5: When questioned, should I become captured, I am required to give name, age, rank, and CDF ID number. I will evade answering further questions to the utmost of my ability. I will make no oral or written statements disloyal to the Colonial Defense Forces or my Colony.

ARTICLE 6: I will never forget that I am fighting for freedom, responsible for my actions, and dedicated to the principles, which made my Colony free. I will trust in my the God's and in the Colonial Defense Forces.

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Chapter 07: - OM-107 - Reference

7.1 - Phonetic Alphabet:

Accurate wireless communication is essential to effective communication. Below is a chart to follow for correctly relaying important information.

Letter	Word	Number	Word	Pronunciation
A	ALPHA	1	ONE	
B	BRAVO	2	TWO	
C	CHARLIE	3	THREE	TREE
D	DELTA	4	FOUR	FOW
E	ECHO	5	FIVE	FIFE
F	FOXTROT	6	SIX	
G	GOLF	7	SEVEN	SEV
H	HOTEL	8	EIGHT	AIT
I	INDIA	9	NINE	NIN
J	JULIET	10	TEN	TIN
K	KILO	11	ELEVEN	E LAV
L	LIMA	12	TWELVE	TWELL
M	MIKE	13	THIRTEEN	THIRD TEEN
N	NOVEMBER	14	FOURTEEN	FOW TEEN
O	OSCAR	15	FIFTEEN	FIFT TEEN
P	PAPA	16	SIXTEEN	SIX TEEN
Q	QUEBEC	17	SEVENTEEN	SEV TEEN
R	ROMEO	18	EIGHTEEN	AIT TEEN
S	SIERRA	19	NINETEEN	NIN TEEN
T	TANGO	20	TWENTY	TWIN TEE
U	UNIFORM			
V	VICTOR			
W	WHISKEY			
X	XRAY			
Y	YANKEE			
Z	ZULU			

7.2 - Wireless Communications:

PROWORDS	MEANING
ACKNOWLEDGE	Let me know you received and understood this message.
AFFIRMATIVE	Yes; permission granted; or that is correct.
BREAK	Indicates the separation of text from other message portions.
DISREGARD	This transmission is in error disregard it.

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GO AHEAD	Proceed with your message.
I READ BACK	The following is my response to your instructions to read back.
I SAY AGAIN	I am reporting the transmission or portion indicated.
NEGATIVE	No; permission is not granted; or that is not correct.
OUT	This is the end of my transmission to you and no answer is required or expected.
OVER	This is the end of my transmission and a response is necessary. Go ahead and transmit your response.
PREPARE TO COPY	This lets the individual receiving your message to prepare to take down the information you are about to pass.
READ BACK	Repeat all of the specified part of this message back to me exactly as received.
RELAY TO	Transmit this message to all addresses or to the address designation immediately following this
ROGER	I have received your last transmission satisfactorily.
SAY AGAIN	Repeat all or the following part of your last transmission.
STAND BY	Wait for further instructions or information.
THAT IS CORRECT	You are correct or what you have transmitted is correct.
THIS IS	The transmission is from whose call sign immediately follows.
UNKNOWN STATION	The call sign I am attempting to contact is unknown.
VERIFY	Confirm entire message

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7.3 – Work and Rest Cycles:

Below is a guideline table for fluid replacements into the body

Category	Temp	Light Work		Moderate Work		Hard Work	
		work/rest	water Qt./Hr	work/rest	water Qt./Hr	work/rest	water Qt./Hr
ONE	78–82	NL	1/2	NL	3/4	40/20	3/4
TWO	82–85	NL	1/2	50/10	3/4	30/30	1
THREE	85–88	NL	3/4	40/20	3/4	30/30	1
FOUR	88–90	NL	3/4	30/30	3/4	20/40	1
FIVE	90–UP	50/10	1	20/40	1	10/50	1

Notes:

1. If wearing personal body armor in humid climates, add 5°F to Temp.
2. Rest means minimal physical activity, accomplished in shade if possible.
3. Daily fluid intake should not exceed 12 quarts. Hourly fluid intake should not exceed 1 quart.
4. NL means no limit to work time per hour

7.3.1 – CDF Military Work Guide:

Light Work:	Moderate Work:	Hard Work:
Weapons maintenance	Walking on loose sand	Walking on hard surface with 40 lb load
Walking on hard surface	Exercise	Armament crew
Marksmanship training	Patrolling	Heavy aircraft repair
Tower operations	Refueling	Fire protection
Operations NCOs/officers	Avionics Shop	Damage assessment
Pilot ground activities	Maintenance	
Command Center activities	Recon	

7.4 – Grid Coordinates:

Below is a quick reference for reading a map for located a set coordinate.

7.4.1 – Reading a Map:

- Grid maps help you find and report locations
- Grid maps contain intersecting horizontal and vertical lines that form square box grids
- Grid numbers run left-to-right
- Grid letters run bottom-to-top
- The combined grid number and letter is the grid coordinate
- For improved accuracy, grid squares are further subdivided into 10 evenly spaced blocks

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7.4.2 - Grid Matrix:

	1	2	3	4	5	6	7	8	
H	M	I	K	E	S	M	I	T	H
G	R	7	4	B	L	8	3	A	G
F	H	S	9	3	Q	E	7	4	F
E	S	T	E	V	E	P	R	I	E
D	2	J	7	S	4	Y	B	8	D
C	D	P	2	H	9	C	K	S	C
B	X	K	9	R	3	N	T	7	B
A	F	A	S	T	2	4	0	Z	A
	1	2	3	4	5	6	7	8	

Outside border letters and numbers combination identify the response symbol. This is a very secure method to be used during operations.

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Chapter 08: - OM-108 - Operations Qualification Exam

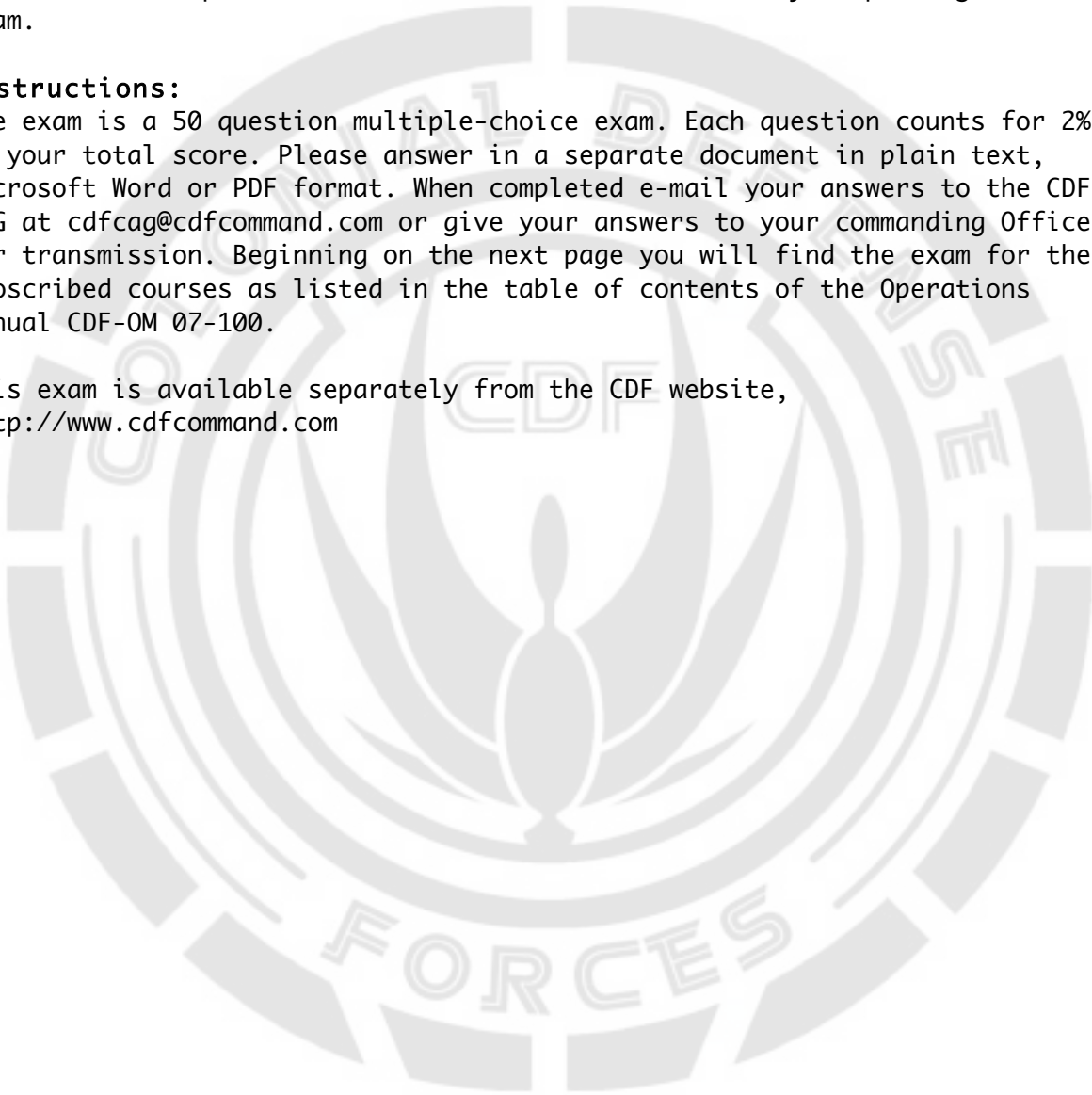
8.1 - Operations Qualification:

All Operations Officer trainees after learning the above proscribed courses are required to take the OM-108 Operations Exam and pass with a minimum score of 90% for active status as an Officer aboard a Battlestar. All pilots will be awarded the Operations Certificate after successfully completing the below exam.

Instructions:

The exam is a 50 question multiple-choice exam. Each question counts for 2% of your total score. Please answer in a separate document in plain text, Microsoft Word or PDF format. When completed e-mail your answers to the CDF CAG at cdfcag@cdfcommand.com or give your answers to your commanding Officer for transmission. Beginning on the next page you will find the exam for the proscribed courses as listed in the table of contents of the Operations Manual CDF-OM 07-100.

This exam is available separately from the CDF website, <http://www.cdfcommand.com>



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Operations Qualifications Exam:

Chapter 02: - OM-102 - Readiness

- 1) It is not required to keep your personal affairs in order and up to date at all times:
 - a) true
 - b) false
- 2) C.D.A is the acronym for:
 - a) Colonial Defense Account number
 - b) Colonial Defense Access
 - c) Colonial Day Activities
 - d) None of the Above
- 3) The Re-Employment Act assisted only active members within the Colonial Defense Force:
 - a) true
 - b) false
- 4) The S.R.A. is a comprehensive law that provides protection to members while on active duty:
 - a) true
 - b) false
- 5) A CD bag is for which of the below:
 - a) Critical Deployment
 - b) Chemical Defense
 - c) Cold Climate
 - d) None of the above
- 6) Personnel should pack only a 10 day supply of personal consumable items:
 - a) true
 - b) false
- 7) Personnel should learn as much as possible about the colony your squadron will be deployed to:
 - a) true
 - b) false
- 8) The Tauron shipyards have been credited as being pivotal in increasing the cost of space flight for the average Colonial citizens:
 - a) true
 - b) false
- 9) Aquaria is famous for its universal instinct towards sexual gratification:
 - a) true
 - b) false
- 10) Perhaps the greatest crime in Libra society is to be dumb, and the greatest insult also:
 - a) true
 - b) false

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Chapter 03: - OM-103 - Deployment

- 1) The Colonial Defense Forces Fleet Admiral is:
 - a) Bruce Jenner
 - b) Kathleen West
 - c) Nathan Gastineau
 - d) none of the above

- 2) Failure to comply with the "R.O.E." will be punishable under the Uniform Code of Conduct:
 - a) true
 - b) false

- 3) Never Attack noncombatants. This includes civilians, sick and wounded, medical personnel, Chaplains, and Prisoners of War:
 - a) true
 - b) false

- 4) The CDF is not responsible to the public for performing its national defense mission:
 - a) true
 - b) false

- 5) If a CDF member should ever have contact with any foreign colonial media and they attempt to gather information:
 - a) report it to your C.O.
 - b) give any information asked by the media
 - c) report it to your wingman
 - d) none of the above

- 6) As a CDF member you should care for all wounded and call for medical support:
 - a) true
 - b) false

- 7) Always use less force to counter hostile acts or hostile intent:
 - a) true
 - b) false

- 8) Colonial Defense Force Headquarters issue R.O.E. which is the acronym for which of the below:
 - a) road of endurance
 - b) rules of engagement
 - c) rules of enemy
 - d) regulations of engagement

- 9) If you deploy in a fleet, you will form up by a squad or unit number associated with:
 - a) Battlestar mission number
 - b) operation mission number
 - c) fleet mission number
 - d) none of the above

- 10) Always report actual and suspected activities that may be deemed inappropriate with the "R.O.E. & "L.O.C.":
 - a) true
 - b) false

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Chapter 04: - OM-104 - Duty

- 1) Which of the following essentials cannot be found at any deployment station:
 - a) Base Operating Support
 - b) Chaplain Service
 - c) Recreational Facilities
 - d) Services

- 2) Which type of firefighting Agents to use as listed below is incorrect:
 - a) AC rating
 - b) ABC rating
 - c) BC rating
 - d) D rating

- 3) When a fire is spotted always remember to:
 - a) let others deal with it
 - b) Sound the alarm
 - c) only report large fires
 - d) none of the above

- 4) You should consume 1/2 quart per hour during moderate work in temperatures over 82°F:
 - a) true
 - b) false

- 5) Which of the following is true in a cold climate:
 - a) cold can cause serious injury
 - b) limit the amount of time spent outdoors
 - c) watch for signs of hypothermia
 - d) all of the above

- 6) One of the key components to self-maintenance is:
 - a) try to sleep less than 7 hours a night
 - b) exercise when you have time
 - c) stay out of family contact
 - d) eat a healthy and balanced diet

- 7) Passive defense are measures taken to lessen damage from an enemy attack:
 - a) true
 - b) false

- 8) This is the nerve center for space, air and ground operations for defense, attack, and recovery missions:
 - a) operations center
 - b) command center
 - c) command structure
 - d) Recovery Center

- 9) All promotions or position changes are to go through the BSR Commander and then up to the Fleet Commander then up to FLEET Communications:
 - a) true
 - b) false

- 10) Condition Four is which of the following below:
 - a) An attack is probable
 - b) An attack is imminent
 - c) An attack is in progress
 - d) Normal condition

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Chapter 05: - OM-105 - Combat

- 1) Security procedures will only protect classified material during operational deployments:
 - a) true
 - b) false
- 2) Treat all individuals or groups as hostile whether weapons are present or not:
 - a) true
 - b) false
- 3) Which of the following communication security guidelines is incorrect:
 - a) computers are subject to monitoring
 - b) never discuss classified information
 - c) never use secure wireless sensitive information
 - d) use code words to disguise
- 4) When reporting in enemy information always provide the following key data as listed below:
 - a) size
 - b) activity
 - c) location
 - d) all of the above
- 5) Drivers and riders should know the following:
 - a) distance and intervals
 - b) order of movement
 - c) everyone must be alert
 - d) all of the above

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Chapter 6: - OM-106 - Survival

- 1) You must remove contaminated items within how many hours:
 - a) 4
 - b) 12
 - c) 24
 - d) 48

- 2) Which chemical control marking as listed below is incorrect:
 - a) brown "B-series nerve"
 - b) red or pink "H-series nerve"
 - c) gold or Yellow "G-series nerve"
 - d) brown "F-series nerve"

- 3) If "The Ball" is not called and the glide slope trajectory cannot be corrected:
 - a) a "Wave Off" is called
 - b) a "No ball" is called
 - c) a "Bolter" is called
 - d) a "Fly-By" is called by the LS0

- 4) Biological agents include viruses, bacteria, fungi, and toxins cultured from dead organisms that are developed to produce death or disease in humans, animals, or plants:
 - a) true
 - b) false

- 5) What is the common side affect of the disease botulism:
 - a) difficulty swallowing
 - b) flu-like symptoms
 - c) fever with muscle pains
 - d) cough with chest pains

- 6) What is the first line of defense for your face, eyes, and respiratory from chemical and biological warfare:
 - a) protective mask
 - b) antidote injector
 - c) proper hygiene
 - d) Outer BDU garments

- 7) Casualties of combat should be moved to a safe point for emergency care by CDF medical team:
 - a) true
 - b) false

- 8) When treating injuries, what is a common symptom for shock:
 - a) sweaty but warm hands
 - b) sweaty but cool hands
 - c) slow breathing
 - d) slow pulse

- 9) When treating injuries, what is a common symptom for spinal and head injury:
 - a) swelling and discoloration
 - b) drainage of fluid or blood from mouth
 - c) frothy red blood from wound
 - d) drainage of fluid or blood from ear

- 10) The Articles of Conduct is a guide for your proper behavior, which of the following is incorrect.
 - a) I will never surrender
 - b) I will keep faith
 - c) I will not special favors
 - d) I will not give my name or rank if captured

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Chapter 07: - OM-107 - Reference

- 1) Daily fluid intake should not exceed:
 - a) 24 quarts
 - b) 12 liters
 - c) 12 pints
 - d) 12 quarts

- 2) When reading grid coordinates from a map the following is correct.
 - a) grid numbers run left-to-right
 - b) grid letters run bottom-to-top
 - c) grid maps help you find locations
 - d) all of the above

- 3) In the work and rest cycle guideline, which is incorrect:
 - a) rest means sleep
 - b) daily fluid intake should exceed 12 quarts.
 - c) minus 5°F from chart if wearing armor
 - d) all of the above

- 4) For Wireless communications, the term READY BACK means:
 - a) repeat all
 - b) I have received
 - c) this is the end
 - d) none of the above

- 5) For Wireless communications, the term GO AHEAD means:
 - a) do not proceed
 - b) I have received
 - c) repeat all
 - d) none of the above

This is the end of the exam. Please double-check your answers and forward completed exam to cdfcag@cdfcommand.com, or to your commanding officer.

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Revised by; Admiral Bruce Jenner (C.F.) 26 MAR 07

The CDF and Fleet Operations would like to give special thanks to everyone who provided content, suggestions, proofreading and guidance in the preparation of this publication.

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