Grand Alliance Marksmanship Handbook
TRMN 0-05

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Office of the First Lord of the Admiralty

Landing, Manticore

THE ROYAL MANTICORAN NAVY

The Official Honor Harrington Fan Association

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FOREWORD

Welcome to the Marksmanship Handbook of The Royal Manticoran Navy: The Official Honor Harrington Fan Association (TRMN).

The Markmanship Handbook was created to answer any & all questions concerning how the Marksmanship Awards are earned with TRMN.

As with all awards of TRMN, it is requested that you wear these with the regulations prescribed in this manual. Part of the fun of an organization such as TRMN are the many opportunities you have to earn awards and the new information you can learn while doing so. It is also important that our leaders lead by example, so I myself worked hard during 2017 and the early part of 2018 to earn my Space Warfare Pin, and greatly enjoyed doing so.

This handbook has been broken down by section to explain all the facets of the Marksmanship program.

Finally, we will update this handbook when changes are made to program or when a new criteria is changed. In the time between handbook revisions, Admiralty Orders will fill in for the updates as needed.

Without further ado: The Marksmanship Handbook of The Royal Manticoran Navy: The Official Honor Harrington Fan Association! In service to the Queen,

In Service to the Queen,

Martin A. Lessem, KSK, GCR, GCE, DSO, CGM, GS

Admiral of the Fleet, RMN

First Lord of the Admiralty

Duke, New Scania

MARKSMANSHIP

The Marksmanship Program of The Royal Manticoran Navy (TRMN) and its divisions is not a literal marksmanship training system. Rather, it is a system designed to encourage members of TRMN from any part of the organization to spend time together playing games and having fun. The marksmanship program supersedes the previous marksman programs from the various divisions of TRMN with a single, unified system that is scored and recorded the same way, regardless of which part of TRMN a member belongs to. This keeps the award certificates and promotion points earned through marksmanship fair and equitable, no matter a member's individual interests.

The new program expands on the old program in several ways. It offers more categories to qualify in, counts hours instead of games, and does away with the "list" so that any game can be applied to the marksmanship program for TRMN members to enjoy. The additional categories in the new marksmanship program are designed to give any game a place to fit within TRMN so that the program appeals to more than just the wargamers among us. In addition, since each marksmanship level is worth promotion points, it gives opportunities for non-wargamers to earn promotion points through marksmanship as well as simply adding more opportunities to earn promotion points through gaming.

TERMINOLOGY

- Game—Any rules-based activity done for entertainment.
- Credit—The unit used to qualify under the marksmanship program, equal to one hour of game play time.
- Marksmanship Levels—Standardized across all weapons as Marksman (5 credits), Sharpshooter (100 credits), Expert (200 credits) and High Expert (600 credits)
- Categories/Weapons—The types of games that can be played are divided into these nine categories by game type. These are named after weapons used in the Honorverse.
- Issuing Authority—The member authorized to issue marksman certificates based on records submitted.
- Recording Authority—The member tasked with recording a game's play.
- Game Master / Instructor—A game master / instructor is a player whose job is to plan and execute a roleplaying game or any other game that requires scenario design and moderated play, or a player who is functioning in an instructional capacity showing players rules, strategies, and tactics for a given game. For the purposes of this program, this person will receive play credit for a game even if their sole contribution is instruction and they do not themselves play. Their efforts allow more TRMN personnel to enjoy new or unfamiliar games.
- Live-Action Game—Any game that requires the participants to physically move through a multi-area play zone, acting out or conducting simulated combat as their own playing piece. This is sometimes, but not always, a role-playing activity. A fantasy LARP would qualify here, as would paintball or laser tag.
- Multiplayer—For the purposes of this taxonomy, games can only be counted if they are being played in a multiplayer environment. A player who is not interacting with anyone is not engaging in multiplayer play, and would therefore not be earning credits in this program. A player who is interacting with other players via the internet or other communicative remote method is engaging in multiplayer play. Players taking turns at a single-player game as part of an organized gaming day or tournament earn credit for multiplayer play.
- Roleplaying Game—RPGs typically involve each player taking the role of a character or characters (if allowed). In many cases, an RPG requires no actual game board or play surface, with all the action occurring in the minds of the players. RPGs require a game master, and in recent games the duties of the GM can be assigned to the players. The easiest way to identify a RPG is that they normally identify themselves as such, or as "storytelling games."
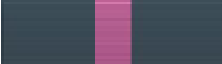
- Strategic—A game that focuses thematically or practically on large groups in multiple areas or battlefields is considered strategic. A good example of a strategic scale game would be Axis & Allies or Settlers of Cataan. Board Game Geek recognizes the operational scale between strategic and tactical. For the purposes of RMA game taxonomy, operational–scale games will be grouped under the Strategic heading.

- Tactical—A game that focuses thematically or practically on a single actor or small group per player. A tactical game might involve one person traveling through the game of Life and accumulating a family, or managing the staff at a pizza restaurant, or operating a squad or platoon–sized unit in a war game. For the purposes of these classifications, tactical games involve small groups and single fields of play or battlefields. Sim City would be tactical, Civilization would not. A company–on–company Battletech game is tactical, a game of Succession Wars is not. Board Game Geek recognizes the operational scale between strategic and tactical. For the purposes of RMA game taxonomy, operational–scale games will be grouped under the Strategic heading.

- Video Game—A video game is any game that requires an arcade cabinet, console, or computer to play. This includes hand–held consoles.

- Wargame—For the purposes of this game taxonomy, a wargame is a game whose theme is linked to combat, though it may include economy and politics as well. The field of play is likely to be a system of hexes or squares, or a tabletop with model terrain. Wargames typically lack the linear progression of a board game—i.e., players can choose to move a piece in multiple directions, not simply along a track leading to the end of the game.

EARNING A MARKSMANSHIP LEVEL

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

A game qualifies if two or more TRMN members are engaged in playing it, or one member plays with two non–members willing to verify the game session. In each game, one member is responsible for recording the game. There is a form available with which to do this but often an email with the game details is sufficient for the person at the chapter level or above who keeps the records. These records are sent to the issuing authority and a certificate is generated.
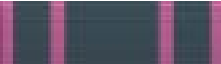
The levels are issued at 5, 100, 200 and 600 credits.

Marksmanship Levels	
Category	**Credits**
Marksman	5
Sharpshooter — Pistol Sharpshooter, Rifle Sharpshooter	100
Expert — Pistol Expert, Rifle Expert	200
High Expert — Pistol High Expert, Rifle High Expert	600

RECORDING GAMES AND KEEPING RECORDS

There is a form available in this document for recording games. It may be printed out and used to record game play. Email or web forms can be generated to assist with this endeavor as well. Spreadsheets are available to help track marksmanship credits. Each issuing authority can provide guidance on what recording methods are acceptable for their purposes. One report/form can be submitted for multiple plays of the same game to ease record keeping. Also, one form can be submitted for a general type of game. If three members play various Atari cartridges for an hour, they can submit a form for one hour of Plasma Carbine without logging individual minutes on each cartridge.

Any game qualifies for credits as long as two or more TRMN members are actively involved in game play, or one TRMN member has two non-members sign off to verify the game was actually played. This can be a dungeon master and player in a D&D group including non-TRMN members, or a single player and an instructor in a group with non-TRMN members. The requirement is that two or more TRMN members are involved in the play of the game, or two non-members vouch that the game indeed took place if a sole TRMN member wishes to be credited. Referees, tournament officials, and other non-players who are actively involved in making the games happen for others do count as participating in a given game.

Records should be kept at the chapter (ship/installation) level to assist the issuing authorities with the task of administration of the marksmanship program. Each issuing authority can choose how to handle this process. It should be considered that it is much easier on a fleet commander or range officer to receive an email from a CO such as: "I certify Spacer Jones has achieved 200 hours in Plasma Carbine," rather than twenty emails chronicling the individual game session Spacer Jones has played over the last several months. There are potentially hundreds of members in a given numbered fleet, thus handling the individual records at a lower level takes a large amount of clerical work off the shoulders of the issuing authority. The records should be kept consistently and completely, however, as each issuing authority may wish to audit the records of a unit within their command.

This version of the marksmanship program does not require a "witness" for two-player games, since many of those games involve only two players because the members cannot find three or more players. In these cases, this version of marksmanship trusts that two TRMN members would not falsify their game reports, and as always, the issuing authority may request to see the records of the games played. In the case of games with only one TRMN member, two non-member witnesses must verify the game session.

If a player is an instructor or game master, make sure to record that on the form or note it in the email or other report. Some issuing authorities recognize these members specifically for the time and effort they contribute to entertaining their fellow TRMN members.

CALCULATING CREDITS

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

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

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

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

Special Cases

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

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

- Arcade/Console Video Games—These can be combined into "sessions," such as with tournaments. If a group of TRMN members spend an hour in an arcade playing together, then an hour of credit is earned, give or take the credit multiplier.

Issuing a Certificate

The issuing authority for each division of TRMN is the echelon at which certificates are issued to members. The units under each such authority are responsible for reporting to their issuing authority when a member has reached a marksmanship level. This can be done as soon as the level is reached, or at some predetermined interval—monthly, with reports perhaps. Or quarterly, to align with award cycles.

Each issuing authority will have its own guidance on reporting. For example, each numbered fleet is an issuing authority. That fleet commander or their designated range officer can issue guidance to the ships in that fleet on reporting when a member has earned a marksmanship level. Some issuing authorities will want copies of or access to the records of their subordinate units, others may be satisfied with an email from a ship or installation CO certifying that the requirements have been met. In any case, the records should be kept in case later verification is desired. Blank certificates are available through BuComm for the appropriate issuing authorities.

Wearing Marksmanship Awards

Every member of TRMN can qualify in all the categories of the marksmanship program, but some divisions do not have a separate device for each of the categories. In these cases, the awards are grouped together under the devices the service does include, and the highest marksmanship level among the group is what is worn.

For example, a Royal Marine, Grayson Sailor, and Army Soldier are all qualified as marksmen in Pistol, experts in Flechette Gun, and high experts in Rifle. The army soldier would wear each device, since the army has devices for each weapon/category. The marine would wear the Rifle High Expert ribbon, along with the Expert Pistol ribbon since Flechette Gun is included under Pistol for RMMC personnel. The Grayson sailor would wear the Expert Marksman device, since the Grayson awards recognize only the highest marksmanship level, regardless of category/weapon.

Category/Weapons for Ribbon Wear	
RMA	**RMN/MC/CIV**
Pistol	Pistol
Grenade	Pistol
Flechette Gun	Pistol
Plasma Carbine	Pistol
Rifle	Rifle
Disruptor	Rifle
Tribarrel	Rifle
Grenade Launcher	Pistol
Plasma Rifle	Rifle

Categories/Weapons

- Grenade (Party/Casual Games)

A game that qualifies for the Grenade category is designed to be played as a casual entertainment at a party–style gathering. These games will typically include six or more players and be simple card or dice games, sometimes with simple boards or other play aids. Casual games require very little setup, and are often humorous or lighthearted in theme.

BGG keywords often associated with Grenade category: card game, party game, trivia, word game, humor, music, real–time.

EXAMPLES: Cards Against Humanity, Munchkin (multiple versions), Scene–It! (multiple versions), Twister, and Zombie Dice.

- Disruptor (Family Games / Traditional Games)

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

BGG keywords often associated with Disruptor category: children's game.

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

- Flechette Gun (Tactical Board Games, CCGs, Deck Building Games)

These games are board games in which the players control a single person or a small group of people. Combat may occur, but it is not the focus of the game. These games also do not typically have the sort of individual unit detail as a wargame, with more abstraction in the game design. For example, both X-Wing and Battlestar Galactica handle space fighter combat. In X-Wing, each fighter's precise movement and distance are the focus of the game. In Galactica, the fighter's locations are generalized and their maneuvers are abstracted. The latter style of game design is appropriate to Flechette Gun, not Pistol.

BGG keywords often associated with Flechette Gun category: Various, but wargame is a clue the game goes in Pistol or Rifle.

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

- Pistol (Aerospace/Naval Wargames)

The Pistol category covers all war games, whether board or miniature, which have subject matter primarily dealing with terrestrial navies, space navies, and aircraft. This category is identical to the Pistol category in the navy marksmanship program, and a list of approved games that apply to both systems can be found there.

BGG keywords often associated with Pistol category: wargame, aviation/flight, miniatures, nautical, pirates.

EXAMPLES: Ace of Aces, Broadsides & Boarding Parties, Crimson Skies, Saganami Island Tactical Simulator, Star Frontiers : Knight Hawks, Star Wars: Armada, and X-Wing.

- Rifle (Ground-based Wargames)

The Rifle category covers all war games, board or miniature, which have subject matter primarily dealing with ground or combat. This category is identical to the Rifle category in the navy marksmanship program, and a list of approved games that apply to both systems can be found there.

BGG keywords often associated with Rifle category: wargame, any specific war, miniatures.

EXAMPLES: Melee/Wizard, Battletech, and Star Wars: Imperial Assault.

- Grenade Launcher (Roleplaying Games)

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

BGG keywords often associated with Grenade Launcher category: These games will be found on BGG's sister site, RPG Geek.

EXAMPLES: Dungeons & Dragons, Shadowrun, Savage Worlds, Marvel Superheroes, Boot Hill, and RIFTS.

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

- Tribarrel (Strategic−level Wargames)

Tribarrel games are board games in which the players control a large number of units across a wide area. Combat may occur, but it is not the focus of the game. These games typically involve a large amount of abstraction, and deal much more with diplomacy or economics than warfare. Games that are continental, global, or even interstellar in nature would be classified as Tribarrel games.

BGG keywords often associated with Tribarrel category: various, including strategy game, political and economic, but wargame is a clue the game goes in Pistol or Rifle.

EXAMPLES: Axis & Allies, Fortress America, Conquest of the Empire, Pandemic, Cosmic Encounter, and Twilight Imperium.

- Plasma Carbine (Tactical Multiplayer Computer Games)

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

Tactical multiplayer games, and single−player games organized into a game day or tournament, give credit toward the Plasma Carbine qualification.

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

- Plasma Rifle (Strategic−level Multiplayer Computer Games)

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

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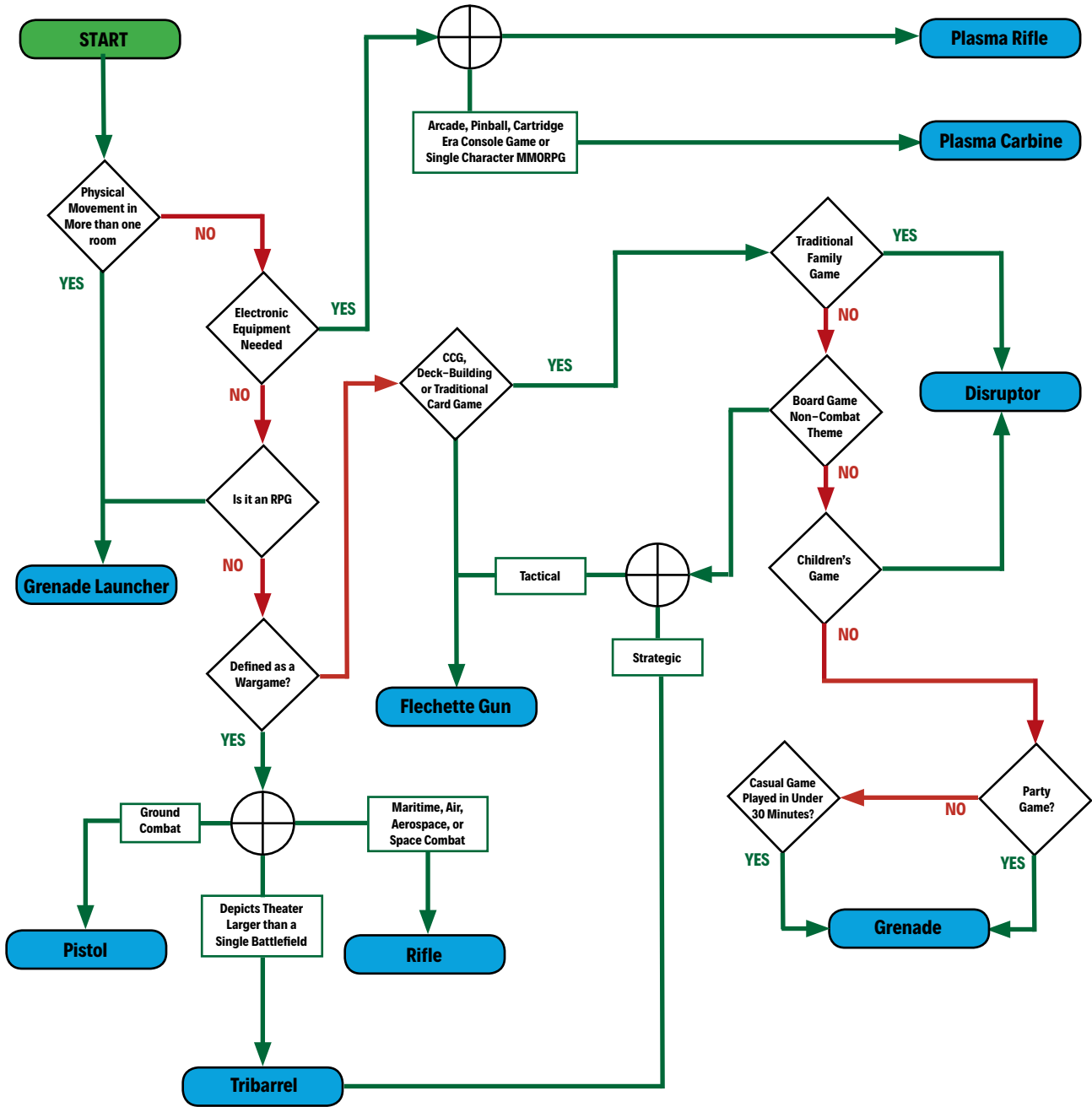
GAME TAXONOMY QUESTIONNAIRE

Please use this questionnaire to make a determination as to where a game or activity might fit into a category. Traditional card games fall under Flechette Gun along with other card-based games. Checkers, Chess, and abstract games like Battleship could be considered wargames, but their level of abstraction and place in traditional board game popular culture mean they are best classified as Disruptor. If the findings of this procedure seem questionable, email the Staff Tactical Officer of the Office of the First Lord of the Admiralty for guidance.

1. Does the game require physical movement in a larger area than a single room?
   - YES—This is a live-action game or sport, and is classified under Grenade Launcher
   - NO—Continue below.

2. Does the game require primarily electronic equipment such as an arcade cabinet, pinball table, video game console, PC or tablet?
   - YES—If the game is an arcade, pinball, cartridge-era console game, or single-character MMORPG, it falls under Plasma Carbine.
   - YES—If the theme of the game would qualify under the Strategic definition, the game falls under Plasma Rifle.
   - YES—If the game does not qualify under 2.a or 2.b, it falls under Plasma Carbine.
   - NO—Continue below.

3. Is the game by title or by Board Game Geek / RPG Geek definition a roleplaying game?
   - YES—The game falls under Grenade Launcher.
   - NO—Continue below.

4. Is the game by title or by Board Game Geek / RPG Geek definition a wargame?
   - YES—If the game depicts a theater larger than a single battlefield, it is strategic rather than tactical and falls under Tribarrel.
   - YES—If the game is by theme or BGG definition concerned primarily with maritime combat, air combat, aerospace combat, or space combat, it falls under Pistol.
   - YES—If the game is by theme or BGG definition concerned primarily with ground combat, it falls under Rifle.
   - NO—Continue below.

5. Is the game by title or identification a collectible card game, deck-building game, or a traditional card game like Poker or Blackjack?
   - YES—The game falls under Flechette Gun.
   - NO—Continue below.

6. Is the game by theme or description a traditional family game such as Scrabble, Monopoly, Checkers, Chess or Parcheesi?
   - YES—The game falls under Disruptor.
   - NO—Continue below.

7. Is the game a board game with a non-combat theme?
   - YES–If the game's theme is appropriate to the Strategic definition, it falls under the Tribarrel category.
   - YES–If the game's theme is appropriate to the Tactical definition, it falls under the Flechette Gun category.
   - NO–Continue below

8. Is the game a children's game by theme, BGG definition, or suggested age range?
   - YES–The game falls under the Disruptor category.

- NO–Continue below.

9.   Does the game by theme, title, or BGG definition classify as a party game?
- YES–The game falls under Grenade
- NO–Continue below.

10. Is the game a casual–style game that is designed to be played in 30 minutes or less?
- YES–The game falls under Grenade.

NOTE: If the game is a scifi adaptation of a real–world game, classify it as the real world game would be. Klin Zhai is Klingon chess, so it is classified as chess would be. Pyramid (from Battlestar Galactica) is Colonial poker, so classify it as poker.

TAXONOMY FLOW CHART

START

Physical Movement in More than one room
- YES → **Grenade Launcher**
- NO → Electronic Equipment Needed

Electronic Equipment Needed
- YES → ⊕ → **Plasma Rifle**
- NO → Is it an RPG

Arcade, Pinball, Cartridge Era Console Game or Single Character MMORPG → **Plasma Carbine**
(⊕ → **Plasma Rifle**)

Is it an RPG
- YES → CCG, Deck–Building or Traditional Card Game
- NO → Defined as a Wargame?

CCG, Deck–Building or Traditional Card Game
- YES → Traditional Family Game
- (down) → **Flechette Gun**

Traditional Family Game
- YES → **Disruptor**
- NO → Board Game Non–Combat Theme

Board Game Non–Combat Theme
- NO → Children's Game

Children's Game
- YES → **Disruptor**
- NO → Party Game?

Defined as a Wargame?
- YES → ⊕

⊕ (Ground Combat / Maritime, Air, Aerospace, or Space Combat)
- Ground Combat → **Pistol**
- Maritime, Air, Aerospace, or Space Combat → **Rifle**
- Depicts Theater Larger than a Single Battlefield → **Tribarrel**

Tactical → ⊕
Strategic → **Tribarrel**

⊕ → **Pistol** / Depicts Theater Larger than a Single Battlefield → **Tribarrel** / **Rifle**

Party Game?
- NO → Casual Game Played in Under 30 Minutes?
- YES → **Grenade**

Casual Game Played in Under 30 Minutes?
- YES → **Grenade**

CONVERTING FROM THE OLD SYSTEM

Many members have game sessions under the original RMN marksmanship program. These members will not lose their credits under the current system. The following system will convert their current credits to their new credits.

Step One: Start with current marksmanship level

Begin by starting with the minimum credits in Pistol and Rifle based on the current level of marksmanship.

Base Credits	
Current Level	**Starting Credits**
Marksman	5
Sharpshooter	100
Expert	200
High Expert	600

Step Two: Subtract game sessions already recognized

Next, find out how many game sessions the member had toward their next level. This requires subtracting the games a member has already been recognized for by their current marksmanship level under the old system.

Base Credits	
Current Level	**Starting Credits**
None	0
Marksman	5
Sharpshooter	10
Expert	25

Step Three: Calculate credits based on remaining games sessions

Multiply the game sessions left after subtracting the games already recognized by the member's current marksmanship level. Multiply the remaining game sessions by the number below to calculate the number of credits based on these additional game sessions.

Base Credits	
Current Level	**Starting Credits**
None	0
Marksman	5
Sharpshooter	10
Expert	25

Step Four: Add Step One and Step Three

Add the results of step one and step three. The total is the member's current credits in Pistol and Rifle.

Example: Spacer Jones is a Pistol Marksman with 7 game sessions under her belt. She is also a Rifle Expert with 47 game sessions. To find her credits for the new system, she begins with the credits for her current level, then figures out how many "extra" games she has above and beyond her current awards. Those games are then multiplied by the table in step three and added to her base credits. Her pistol calculates out like this: A base of 5 for being a Marksman, which required 5 game sessions. She has 7, so that's two more than she needed. The multiplier for marksman is 19, so 19*2=38, plus the base of 5. Spacer Jones begins the new program with 43 credits in Pistol. Her Rifle is calculated by starting with 200 credits for Expert, then multiplying her extra games—she has 47 of them, 22 more than she needed to be Expert. This number is multiplied by 16 to give credits of 200 (base) plus 352 (22 games x 16 from the table) for a total of 552 credits. Just 48 credits short of High Expert!

Games to Credits Conversion Chart			
Games	**Credits**	**Games**	**Credits**
1	1	26	216
2	2	27	232
3	3	28	248
4	4	29	264
5	5	30	280
6	24	31	296
7	43	32	312
8	62	33	328
9	81	34	344
10	100	35	360
11	107	36	376
12	113	37	392
13	120	38	408
14	127	39	424
15	133	40	440
16	140	41	456
17	147	42	472
18	153	43	488
19	160	44	504
20	167	45	520
21	173	46	536
22	180	47	552
23	187	48	568
24	193	49	584
25	200	50	600