

203RD REG

ADDENDUM A-2

A GUIDE TO PROMOTIONS WITHIN ALPHA COMPANY.



ALPHA COMPANY

VER. 2.0

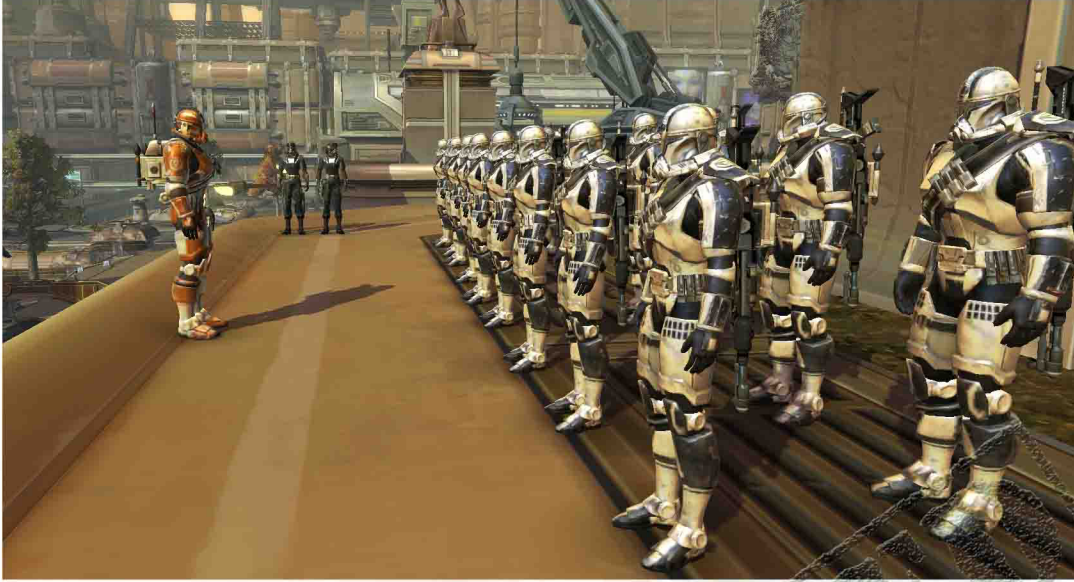
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DECLASSIFIED

FOREWORD:



DECLASSIFIED

KJ7VIC ↓0710 K107
MAJOR QORBIN OCA
COMPANY COMMANDER
ALPHA COMPANY 203RD REL

TRAINING COURSE OUTLINE:



SPECIAL OPERATIONS INDUCTION LEVEL 1 (SOI-1):

THIS COURSE IS THE NEW VERSION OF BASIC TRAINING FOR ALL TROOPERS WHO HAVE JOINED ALPHA COMPANY. THIS COURSE TEACHES THE FUNDAMENTAL SKILLS NECESSARY TO BE A MEMBER OF ALPHA COMPANY, AS WELL AS THOROUGHLY DETAILS OUR RULES AND REGULATIONS.

SPECIAL OPERATIONS INDUCTION LEVEL 2 (SOI-2):

THIS COURSE IS A FOLLOW UP TO SOI-1, AND INVOLVES STUDENTS PARTICIPATING IN A SCENARIO WHICH PROVIDES THEM THE OPPORTUNITY TO DEMONSTRATE THE SKILLS STUDENTS LEARNED IN SOI-1. THIS SERVES AS BOTH A FUN, ENTERTAINING EVENT FOR STUDENTS AS WELL AS A TEST OF THEIR KNOWLEDGE AND NEWLY LEARNED SKILLS.



COMBAT OPERATIONS COURSES:



COMBAT ARMS TRAINING LEVEL 1 (CAT-1):

THIS COURSE TEACHES THE GAME MECHANICS OF STAR WARS: THE OLD REPUBLIC. IT INCLUDES A DETAILED EXPLANATION OF CRUCIAL MECHANICS SUCH AS ATTACK TYPES, DAMAGE TYPES, DEFENSE TYPES, CROWD CONTROL TYPES, AND THE RESOLVE SYSTEM. IT WILL ALSO GO INTO DETAIL ABOUT THE ATTRIBUTES AND STATISTICS PERTINENT TO THE TROOPER SCOUNDREL CLASSES AND THEIR BENEFITS TO THE PLAYERS CRITICAL, SURGE, AIM, POWER, ETC. . THIS COURSE SERVES AS A PREREQUISITE FOR ALL CAT-2 COURSES, AS KNOWLEDGE OF THESE MECHANICS IS CRITICAL FOR UNDERSTANDING THE EFFECTS OF ENEMY ABILITIES AND SPECIALIZATIONS.

COMBAT ARMS TRAINING LEVEL 1 - REFRESHER (CAT-1R):

THIS SHORT COURSE TEACHES THE GAME MECHANICS OF STAR WARS: THE OLD REPUBLIC. IT INCLUDES A DETAILED EXPLANATION OF CRUCIAL MECHANICS SUCH AS ATTACK TYPES, DAMAGE TYPES, DEFENSE TYPES, CROWD CONTROL TYPES, AND THE RESOLVE SYSTEM. IT WILL BE HELD JUST BEFORE EVERY CAT-2 SERIES COURSE TO ALLOW STUDENTS WHO MISSED THE FULL CAT-1 COURSE TO EFFECTIVELY PARTICIPATE IN THE MORE ADVANCED TRAINING. THIS CLASS DOES NOT EARN THE STUDENT ANY APPLICABLE COURSE CREDIT, IT MERELY PREPARES THEM FOR CAT-2.

- COMBAT ARMS TRAINING LEVEL 2 - SITH WARRIOR (CAT-2A):
- COMBAT ARMS TRAINING LEVEL 2 - SITH INQUISITOR (CAT-2B):
- COMBAT ARMS TRAINING LEVEL 2 - IMPERIAL AGENT (CAT-2C):
- COMBAT ARMS TRAINING LEVEL 2 - BOUNTY HUNTER (CAT-2D):

THIS COURSE TEACHES THE GAMEPLAY STYLE OF THE SPECIFIC CLASS ARCHETYPE. THE TALENT TREES AND ASSOCIATED ABILITY ROTATIONS OF BOTH ADVANCED CLASSES ARE TAUGHT. IN ADDITION TO ANALYZING THE OFFENSIVE STYLES OF THE DIFFERENT SPECIALIZATIONS, DEFENSIVE COOLDOWNS WILL BE DEMONSTRATED AND EXPLAINED. THE GOAL OF THIS COURSE IS TO TEACH STUDENTS WHAT TO EXPECT WHEN FIGHTING A BOUNTY HUNTER REPUBLIC TROOPER AND WHAT THEY CAN DO TO SUCCESSFULLY COUNTER THE ENEMY'S TACTICS AND ABILITIES.

ADVANCED MANEUVERING COURSES:



BASIC RECONNAISSANCE COURSE (BRC):¹

THIS COURSE TEACHES THE FUNDAMENTAL SKILLS NEEDED TO PERFORM THE RECONNAISSANCE ROLE OF ALPHA COMPANY'S RECON ELEMENT. IT TEACHES NOT JUST THE ROLE OF RECON SCOUTS, BUT ALSO ADVANCED INTELLIGENCE GATHERING AND REPORTING TECHNIQUES. ALL POTENTIAL MEMBERS OF ALPHA COMPANY'S RECON ELEMENT MUST COMPLETE THIS COURSE.

WARZONE LEADERSHIP COURSE (WLC):¹

THIS TRAINING PROGRAM FOCUSES ON THE KEY SKILLS AND STRATEGIES REQUIRED TO SUCCESSFULLY LEAD A TEAM OF FOUR ALPHA COMPANY TROOPERS INTO AN INSTANCED PVP SITUATION. MULTIPLE SCENARIOS AND STRATEGIES WILL BE DISCUSS AS WELL AS THE BASICS OF IDENTIFYING STRENGTHS AND WEAKNESSES IN BOTH FRIENDLY AND ENEMY TEAMS. STUDENTS WHO COMPLETE THIS COURSE SHOULD GAIN THE NECESSARY KNOWLEDGE AND CONFIDENCE TO LEAD SMALL GROUPS OF TROOPERS INTO ARMED CONFLICT.

SQUAD LEADERSHIP COURSE (SLC):¹

THIS COURSE TEACHES THE FUNDAMENTAL SKILLS NEEDED TO SUCCESSFULLY PERFORM THE ROLE OF A BATTLEFIELD COMMANDER AND A TEAM LEADER IN ALPHA COMPANY. STUDENTS WILL BE INSTRUCTED ON ADVANCED CONCEPTS SUCH AS FORCE MANEUVERING, EVALUATING ENEMY STRENGTHS AND WEAKNESSES, UTILIZING TERRAIN FEATURES, AND COORDINATING RECON ASSETS TO MAINTAIN SITUATIONAL AWARENESS. STUDENTS WHO COMPLETE THIS COURSE WILL POSSESS ALL OF THE TOOLS NECESSARY TO LEAD A SQUAD SIZED ELEMENT OR GREATER INTO ARMED CONFLICT

¹: RESTRICTED TO THE RANK OF SPECIALIST OR ABOVE

NON-COMMISSIONED OFFICERS:



TROOPER TO SPECIALIST

- MUST WRITE A CHARACTER BIOGRAPHY AND POST IT IN THE "PERSONNEL DATABASE" IN THE ALPHA COMPANY FORUMS.
- MUST ATTAIN LEVEL 55 IN A REASONABLE TIMEFRAME.
- MUST BE ONLINE REGULARLY TO AVOID BEING KICKED FOR LACK OF PROGRESS.
- MUST ATTEND AT LEAST TWO GUILD EVENTS AND HAVE THEIR NAME LISTED AS AN ATTENDEE ON AN AFTER ACTION REPORT.
- MUST ATTEND THE TWO PART, SPECIAL OPERATIONS INDUCTION (SOI) COURSE.

SPECIALIST TO CORPORAL

- MUST ATTEND EVENTS REGULARLY.
- MUST ATTEND COMBAT ARMS TRAINING (CAT) COURSE 1.
- MUST ATTEND WARZONE LEADERSHIP COURSE (WLC).
- MUST ATTEND TWO OTHER COMBAT OPERATIONS COURSES OR ADVANCED COMBAT COURSES.

CORPORAL TO SERGEANT

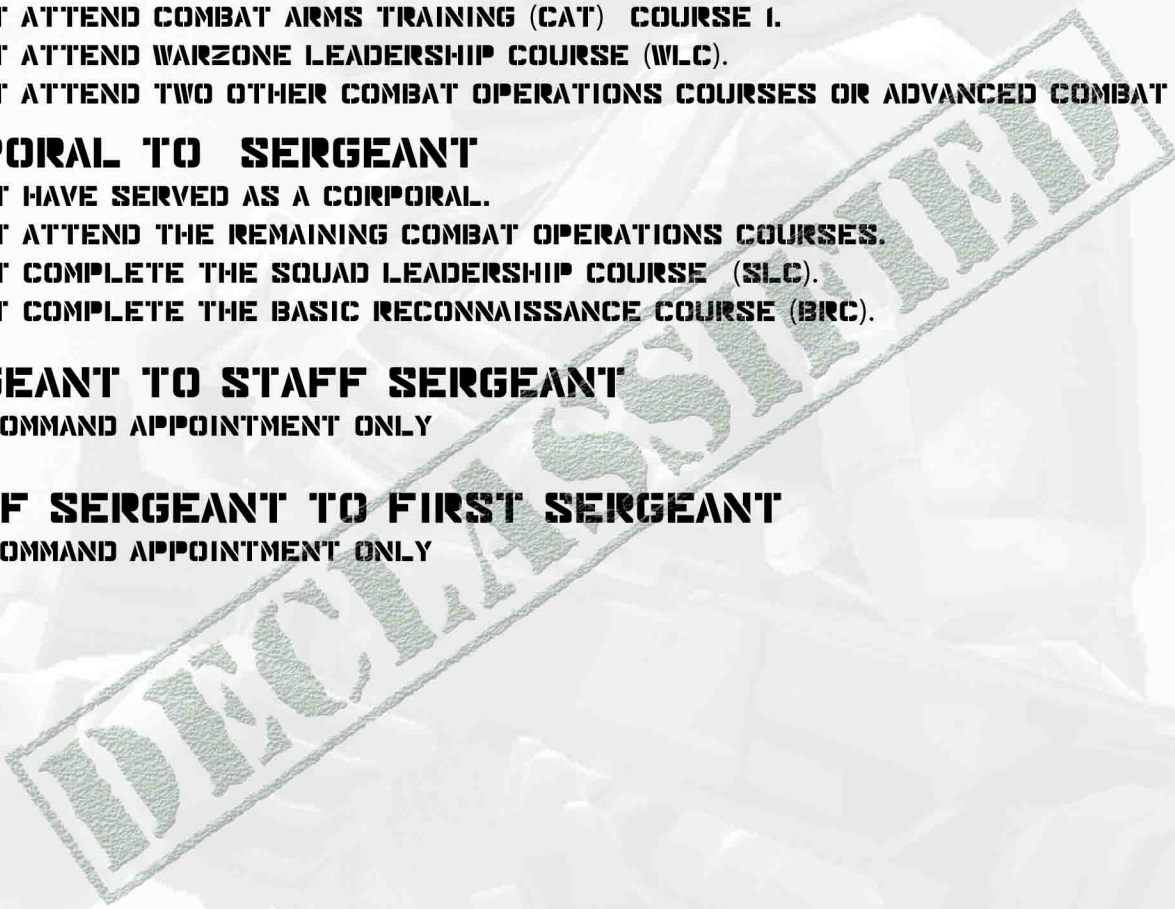
- MUST HAVE SERVED AS A CORPORAL.
- MUST ATTEND THE REMAINING COMBAT OPERATIONS COURSES.
- MUST COMPLETE THE SQUAD LEADERSHIP COURSE (SLC).
- MUST COMPLETE THE BASIC RECONNAISSANCE COURSE (BRC).

SERGEANT TO STAFF SERGEANT

- BY COMMAND APPOINTMENT ONLY

STAFF SERGEANT TO FIRST SERGEANT

- BY COMMAND APPOINTMENT ONLY



COMMISSIONED OFFICERS:



FIRST SERGEANT TO LIEUTENANT

- BY COMMAND APPOINTMENT ONLY

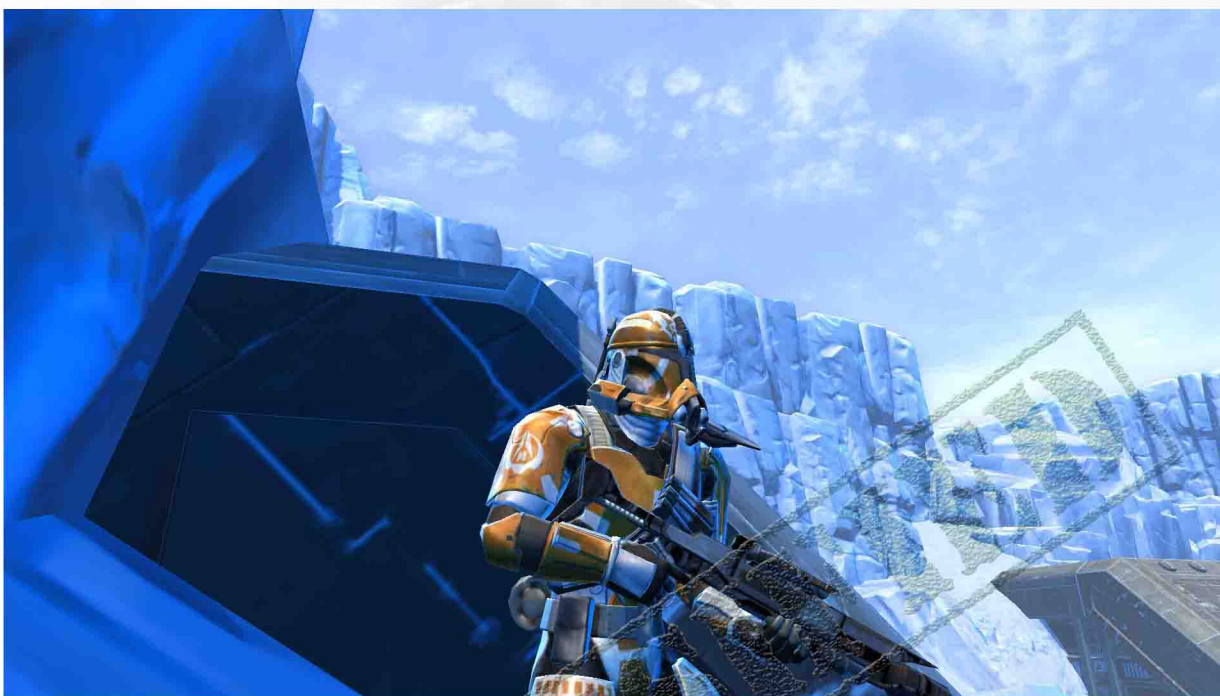
LIEUTENANT TO CAPTAIN

- BY COMMAND APPOINTMENT ONLY..

CAPTAIN TO MAJOR

- BY COMMAND APPOINTMENT ONLY.





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