SFOX

S H A D O W F O X

ORGANISATIONAL HANDBOOK

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Star Citizen Alpha 4.8 Era

Classification: SFOX Internal — All Members

WE FIGHT AS ONE. WE WIN AS ONE.

Foreword

Welcome to SFOX.

SFOX is a PvP-focused, piracy-enabled PMC built to dominate the resource wars of Star Citizen. We are pilots, marines, fleet officers, logistics operators, and crew. We fight in capital ships and fighters. We board enemy hulls and salvage their wrecks. We mine, refine, craft, and supply. And we do it together — as a single combined-arms strike group.

This handbook is the source of truth for how the organisation operates. It tells you who we are, how to join, how the divisions are structured, what the ranks mean, how we communicate, what we expect of every member, and where the organisation is going next.

Read it. Refer back to it. Bring it up when something is unclear. The handbook will evolve — Star Citizen evolves, and SFOX evolves with it — but the principles in here are not negotiable: discipline, cooperation, respect, and a relentless commitment to getting better.

If you take one thing from this document, take this: every Shadow has a role, and every role has purpose. Whether you arrive on day one as a fighter ace or as someone who has never crewed a turret, there is a place for you here, and there is a path forward. This handbook explains what those paths look like.

Welcome aboard. Train hard. Fly straight. Send GFs.

— SFOX Fleet Command

Your First 24 Hours in SFOX

New here? Read this card first. It's the single-page version of getting yourself operational. Each step takes minutes. By the end, you've got training booked and a mission in your queue.

1.	**Verify on Discord** Run the Double Counter check and the RSI Code Bot. Both are required before you can access SFOX channels.
2.	**Apply on RSI** Visit robertsspaceindustries.com/orgs/SHADOWFOX and submit your application. This links you to the org backend.
3.	**Drop into the Airlock** Say hello in the Airlock channel. This is the public entry zone — voice channels and intro events are accessible from day one.
4.	**Read Part II of this handbook** Skim the Foreword, then read Part II — Joining SFOX. Twenty minutes. Tells you how the org is structured and what your options are.
5.	**Choose your path** Path A — Support Auxiliary (default, recommended for newer SC players). Path B — Direct Enlistment into AIRCOM, EXCOM, LOGICOM, or a NAVCOM pilot track. Both paths are valid.
6.	**Book your 101 class** Check the Training Schedule channel. RSVP to your division's 101 with the Apollo bot reaction. Showing up to your 101 is what makes you operational.
7.	**Run /mission browse** In the Mission System channel, type /mission browse and filter to your division. The first page is your starter set. Take what's on page 1, in order.
8.	**Optional: declare a Third Logistics Specialism** Pick one of Helix's seven pillars (Acquisition, Processing, Movement, Recovery, Crafting, Fortification, Sustainment). Cross-trains you for surge ops. Recommended, not required.
9.	**Show up. Listen. Speak when you have something to say.** The single most important habit. Be on voice for ops you RSVP to, fifteen minutes before start. Comms discipline matters from day one — see Part VI of this handbook.

If you only do nine things in your first 24 hours — these are the nine.

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PART I — Identity

Introducing SFOX

SFOX (ShadowFox) is a PvP-focused, piracy-enabled PMC forged to dominate the future resource wars of Star Citizen. The organisation excels in combined-arms training, fosters cross-division cooperation, and elevates PvP skill across every domain — fleets, fighters, marines, and logistics.

Every member has purpose from day one. Whether you arrive as a fighter ace, a marine, a fleet officer, a logistics pilot, or a crewman with no commitment yet to any single path, you are part of an integrated war machine designed for decisive victories.

SFOX is the organisation. The 77th Strike Carrier Group is the elite operational core inside SFOX. The two terms are not interchangeable — being a member of SFOX is the start; being inducted into the 77th is earned.

Core Values

- **UNITY —** Every Shadow has a role, and every role has purpose. We train as one, fight as one, win as one.
- **COOPERATION —** Strength comes from synergy. Air, ground, fleet, and logistics operating as a unified whole.
- **COMMITMENT —** Discipline, punctuality, and dedication to training are the backbone of our success.
- **TACTICAL INTELLIGENCE —** We analyse, adapt, and exploit weaknesses. Doctrine evolves constantly to keep us ahead.

The SFOX Ethos

SFOX balances militaristic discipline with rebellious spirit. We are structured enough to maintain high standards yet flexible enough to embrace creativity, individual skill, and initiative.

We integrate aspects of soft mil-sim — chain of command, comms protocols, structured training — to sharpen our combat edge without drowning gameplay in unnecessary rigidity. We embrace resourcefulness: piracy as a tool of war, logistics as a lifeline, intelligence as a weapon.

SFOX respects CIG's Terms of Service and rejects griefing. Our piracy is tactical and strategic — interdictions, seizures, and economic denial, never harassment. We are humble PvPers: we fight hard, respect opponents, and always send GF in chat.

What SFOX Offers

- **Newbie-Friendly —** Structured onboarding via the Support Auxiliary path ensures no one sits idle.
- **Comprehensive Training —** Pilot, FPS, fleet, and crew skills developed through our academy.
- **Persistent Universe Focus —** PvP ops, emergent encounters, and large-scale battles.
- **Cross-Time Zone —** Active across EU, UK, and NA.

- **Combined Arms Events —** Fighters, marines, fleets, and logistics in unified ops.
- **Inclusivity —** A welcoming, respectful environment where every skill matters.
- **Affiliates Welcome —** Non-exclusive — you can maintain ties elsewhere.
- **Diversity of Roles —** Combat, logistics, exploration, industry, and medical all have a place.

The 77th Strike Carrier Group

The 77th Strike Carrier Group is the elite operational core of SFOX, modelled after real-world carrier strike groups. Modern carrier groups centre on capital ships and their supporting fleets; the 77th is structured around our central capitals — the Polaris and Idris — supported by specialised wings of fighters, marines, logistics, and crew.

Just as a carrier group projects power without its individual elements operating alone, the 77th fights as a cohesive combined-arms strike force, not as scattered individuals.

Division Components

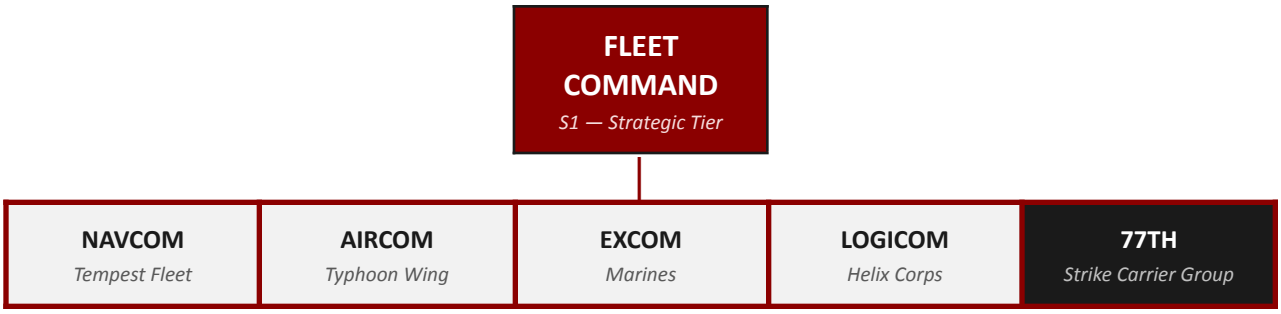
Code	Operating Name	Role
NAVCOM	Tempest Fleet	Capital ships, gunships, dropships, and heavy fighters. Includes the Support Auxiliary entry tier — turret gunnery, crew systems, interdiction, torpedo work.
AIRCOM	Typhoon Wing	Elite fighter pilots specialising in interception, dogfighting, and close air support.
EXCOM	Marines	Ground combat — reconnaissance, boarding, CQB, demolitions, open-field warfare.
LOGICOM	Helix Corps	Logistics — mining, processing, transport, recovery, crafting, and fleet sustainment.
77TH	77th SFOX	Cross-cutting elite strike unit. Membership is invite-only and pulls from all four divisions.

Fleet Command (S1-tier leadership) sits above the divisions and provides strategic direction, standards, and cohesion.

Design Philosophy

- **Unity —** All divisions operate as one force under Fleet Command.
- **Flexibility —** 77th members may select a secondary reserve division to cross-train and support joint operations.
- **Sustainment —** Helix Corps and the Support Auxiliary tier ensure combat elements are never idle.
- **Dominance —** Aerospace, naval, and ground arms together provide overwhelming PvP strength.

SFOX Organisational Chart



Fleet Command sets strategy. The four divisions execute. The 77th Strike Carrier Group is the elite cross-cutting operational core, drawing members from all divisions.

PART II — Joining SFOX

Application Process

Joining SFOX is straightforward but rigorous. The goal is for every recruit to feel they have a place, a purpose, and a clear path from the moment they enter.

Step 1 — Discord Verification

All new members are verified through our automated systems. Verification has two parts:

- **Double Counter** (anti-alt / anti-bot protection).
- **RSI Handle Code Bot** (checks that your RSI account is legitimate and matches your Discord profile).

On successful verification you enter the SFOX Discord as a Basic Member.

Step 2 — RSI Application

Apply on the official SFOX RSI organisation page: **robertsspaceindustries.com/orgs/SHADOWFOX**. This ensures proper onboarding into the org's backend systems.

Step 3 — Induction in the Airlock

Basic Members are greeted in the Airlock, our public entry zone. You gain immediate access to community voice channels, open training sessions, and introductory operations. At this stage you are not expected to commit fully — you are expected to observe and learn.

Step 4 — Choose Your Onboarding Path

From here you choose between the two paths described below. Both are valid. Neither is gated.

Step 5 — Advancement to the 77th

The 77th Strike Carrier Group is the elite operational core of SFOX. Membership is invite-only. Candidates are evaluated on activity and participation, training progression, and attitude/alignment with SFOX values. Only those who demonstrate commitment and capability are invited into the 77th.

The Two Onboarding Paths

After verification, every new member chooses one of two paths into the organisation. The choice depends on what the member already knows about how they want to play.

Path A — Support Auxiliary (Default)

Recommended for new members, casual players, and anyone unsure of their final role. The Support Auxiliary is the entry tier inside NAVCOM (Tempest Fleet). It is not a separate division — it is the crewman path through the Navy.

How it works:

1. **Enlist as a NAVCOM Crewman** (Support Auxiliary). You take Support 101: Crew Fundamentals — a single foundational class covering turret gunnery, torpedo management and use, shields/power/engineering basics, tractor and interdiction operation, combat supply, and comms discipline.
2. **Operate as a crewman** on Tempest Fleet ships. You may also be tasked with combat supply when no Helix Corps personnel are present, though Helix remains the dedicated logistics branch.
3. **Decide your career** when you're ready. Three valid endpoints:
    - Continue inside NAVCOM and apply for a Pilot License — Gunship, Heavy Fighter, or Capital track.
    - Transfer out to AIRCOM, EXCOM, or Helix Corps after completing their respective 101 class.
    - Remain as a permanent Auxiliary or Auxiliary Specialist — a fully valid endpoint, not a holding pen.

Path B — Direct Enlistment

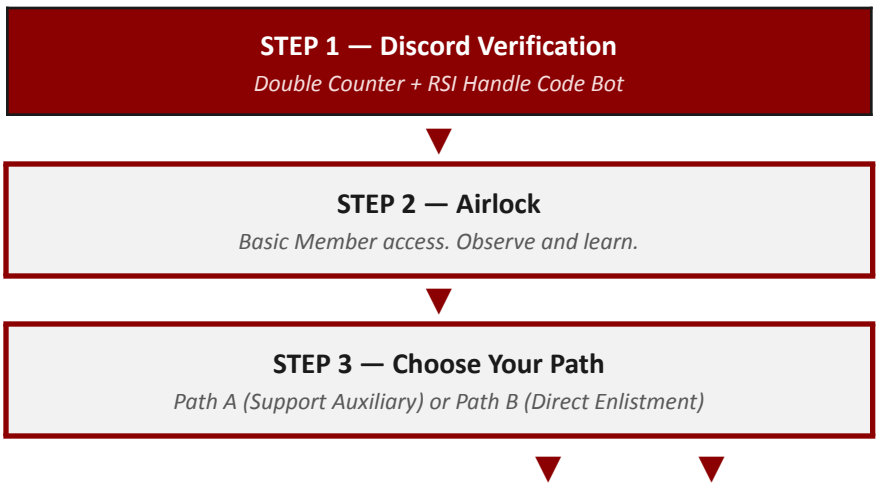
If you already know which combat or logistics path you want, you may enlist directly into AIRCOM, EXCOM, or Helix Corps — or directly into a NAVCOM pilot track — by completing that division's 101 class:

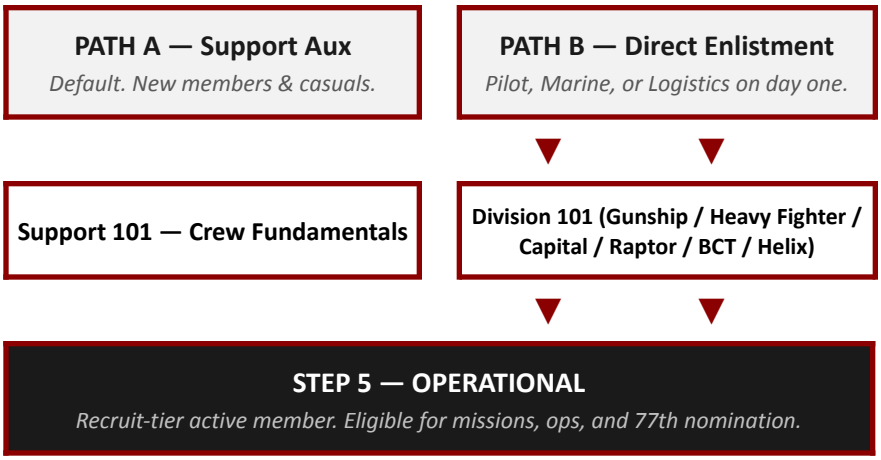
- **AIRCOM (Typhoon Wing):** Raptor 101 — Fighter Fundamentals.
- **EXCOM Marines:** EXCOM BCT 101 — FPS Combat Basics.
- **LOGICOM (Helix Corps):** Helix 101 — Loadmaster & Logistics Basics.
- **NAVCOM pilot tracks:** Gunship 101, Heavy Fighters 101, or Capital 101.

Direct entry skips the Support Auxiliary tier. The Support path is recommended (especially for newer Star Citizen players), but never required. Any member can be moved into the Support Auxiliary tier later if combat division attendance lapses, and can re-apply to a combat track when ready.

Every Shadow starts somewhere. Pick the door that fits — both lead inside.

Onboarding Flowchart





Division Structure Overview

SFOX is a four-division organisation. The Support Auxiliary tier is part of NAVCOM, not a fifth division. 77th members may hold a primary division plus a secondary reserve division for cross-training and joint operations.

Division	Operating Name	Primary Path 101
NAVCOM	Tempest Fleet	Support 101 (Aux) / Gunship 101 / Heavy Fighters 101 / Capital 101
AIRCOM	Typhoon Wing	Raptor 101 — Fighter Fundamentals
EXCOM	Marines	EXCOM BCT 101 — FPS Combat Basics
LOGICOM	Helix Corps	Helix 101 — Loadmaster & Logistics Basics

Discord Channel Guide

The SFOX Discord is structured around clear-purpose channels. New members spend their first week figuring out where to talk and where to look. This guide cuts that down to ten minutes.

The Fox Hole

The casual social hub. Off-topic conversation, memes, after-hours hangout. Not the place for op-relevant traffic — keep it light, keep it friendly. New members should feel comfortable lurking here while they get a feel for the org's voice.

Training Schedule

All academy events. 101, 102, 103, and 200-level classes for every division are posted here. RSVP via the Apollo bot reaction (see Part VII — SOP for Joining an Op). Cadets should treat this channel as their first stop after onboarding — your division's 101 is what makes you operational.

Public Schedule

Casual ops, wargames, and non-academic events. Includes scrims, Pyro patrols, organised piracy ops, and combined-arms exercises that aren't formal training. Open to all members. RSVP same way as Training Schedule.

Public Bot

Where bot tools and dossier features live. Run blueprint lookups (/blueprint search, /blueprint claim), check member dossiers, and access general-purpose bot commands. Mostly read-only chat — query the bot, get your answer, move on.

Mission System

Dedicated channel for the Discord mission system. /mission browse, /mission take, /mission complete, and validation traffic happen here. Page 1 of /mission browse for your division is your starter set as a cadet. Staff post priority missions in this channel when they need org focus on something.

Request Support

QRF (Quick Reaction Force) requests, intel needs, and support tickets. If you're interdicted in PU and need backup, post here. If you have an issue that needs staff eyes, open a ticket from this channel. Treat it as the org's emergency line and the help desk rolled into one.

Reaction Roles

Self-service role assignment. React to the posted emoji to add a role: reservist divisions, ping subscriptions, event check-in spawns, and timezone tags. New members visit this channel once on day one to set up their role profile. Revisit any time you want to subscribe or unsubscribe from a notification group.

PART III — Divisions

NAVCOM — Tempest Fleet

NAVCOM is SFOX's heavy fleet combat arm. Tempest Fleet operates capital ships, multi-crew vessels, and heavy strike craft — the backbone of the 77th. Tempest pilots deliver capital firepower, run dropship insertions, and crew the ships that carry our marines and logistics into battle.

Tempest Fleet is professional and licensed: every pilot specialises, every crewman has a station. There are no idle hands aboard a Tempest ship.

Tempest Pilot Tracks

Tempest Fleet operates three parallel pilot tracks. Each track has its own 101 class, its own Pilot License, and its own ship requirements. Pilots pick the track that matches the ships they fly and the role they want to take in fleet operations. The three tracks progress independently — pilots are not required to start at Gunship and work up.

A Tempest pilot may earn multiple Pilot Licenses over time. Pilots who hold all three licenses (Gunship, Heavy Fighter, and Capital) are recognised with a senior distinction — see Senior Distinctions below.

Track	101 Class	License	Ship Requirement
Gunship Pilot (entry)	Gunship 101	Gunship License	Connie / Corsair / Redeemer. Rentable in Arena Commander; cheap to rent in PU (no pledge needed for default Connie).
Heavy Fighter Pilot	Heavy Fighters 101	Heavy Fighter License	Vanguard / F8C / Hurricane / Gladiator. Pledged or owned in PU.
Capital Ship Pilot	Capital 101	Capital License	Idris / Polaris / Wikelo Polaris. Pledged capital required, plus confirmed PU kills versus capitals.

Pilot License System

All Tempest pilots apply for a Pilot License tied to their track. The license is the formal credential confirming a pilot is trained, equipped, and cleared to operate in fleet operations. Each license is tied to its supported ships and to mission deliverables — pilots earn the license by completing the relevant 101, demonstrating competence on the supported ships, and contributing to fleet missions.

Cadet ranks reflect track-specific training:

- Gunship Cadet — Gunship Pilot in training. Working name: Reaper Cadet.
- Heavy Fighter Cadet — Heavy Fighter Pilot in training.
- Capital Cadet — Capital Pilot in training. Working name: Helmsman Cadet.

Senior Distinctions

- **Tempest Triarch —** Recognition for any pilot who holds all three licenses (Gunship, Heavy Fighter, and Capital). The mark of a complete Tempest officer. Working title — confirm before publication.

Support Auxiliary Tier (S6–S5 inside NAVCOM)

The Support Auxiliary is the crewman path inside NAVCOM. It is the default entry point for new members and a permanent home for members who prefer a lighter, auxiliary role over a pilot or officer track.

Roles & responsibilities:

- **Turret Gunnery & Point Defence —** defensive fire on fleet ships.
- **Crew Systems Operation —** shields, power, engineering, onboard repairs.
- **Boarding Prep & Tractor Beams —** interdiction, salvage support, and boarding-party preparation.
- **Quantum Interdiction —** Mantis operations in support of fleet combat.
- **Torpedo Operations —** loading and firing torpedoes on capital platforms (Polaris and equivalents). All cadets fire and load during the class.
- **Combat Supply Backup —** ammo, repair parts, med kits, food. Helix Corps remains the dedicated logistics branch; Auxiliary supply is a backup, not a replacement.
- **Ship Delivery —** your personal fleet may be useful to the org.

Auxiliary Progression (S6–S5)

Tier	Title	Description
S6	Crewman	Entry-level, awaiting training. Basic support duties.
S5	Crewman	Fully trained after Support 101. Operates turrets, tractors, interdiction, supply tasks.
S5+	Auxiliary Specialist	Awarded for exceptional Support proficiency and reliability in combat-adjacent tasks. Eligible for nomination toward NAVCOM pilot tracks or 77th induction.

Crewman → Auxiliary → Auxiliary Specialist sit on the S6–S5 tiers of the unified rank scale. Members who continue into a Tempest Fleet pilot track move up the standard NAVCOM officer ranks (S4 and above) from there.

Permanent Auxiliary is a fully valid career — many of the most reliable Tempest Fleet contributors will never fly a fighter and never want to. Auxiliary Specialist is a recognition role, not a waiting room.

AIRCOM — Typhoon Wing

AIRCOM is the air arm of SFOX. Typhoon Wing (the 77th Tactical Fighter Group) are elite fighter pilots specialising in dogfighting, interception, and close air support. The wing motto: "Swift as the gale, precise as the blade."

Full AIRCOM doctrine, ACM theory, role structure (Engaged Fighter / Support Fighter), kill-speed philosophy, drills, brevity, and checklists are documented in the Typhoon Wing RAPTOR 201–203 ACM Operations & Training Manual. This handbook section is a summary.

Squadrons

- Typhoon Squadron — Rapid-response and interception.
- Additional squadrons — reserved for future expansion.

Training Pipeline (RAPTOR Program)

RAPTOR is the name of the AIRCOM advanced training program. The full pipeline:

- Raptor 101 — Fighter fundamentals and aiming.
- Raptor 102 — Comms brevity, teamwork, and squad coordination.
- Raptor 103 — Advanced ship maneuvers (circle strafe, corkscrew, evasive flight).
- Raptor 201 — Advanced Communications & Team Flight Operations.
- Raptor 203 — Victory in 30 Seconds: Offensive ACM Doctrine.
- Supplementary — 202.5, Knife Fighting, ACM Pair Drills, 2v1, 2v2, Wing-Level Integration.

Identity

Typhoon pilots are precision weapons — trained rigorously in PvP dueling, squadron battles, and air dominance. The wing callsign on Command nets is Typhoon Actual.

EXCOM — Marines

EXCOM Marines is SFOX's elite infantry and ground combat division — the blade of the 77th on the ground. Marines execute boarding actions, reconnaissance, demolitions, CQB, and open-field warfare with precision.

Roles

- Recon and infiltration.
- Ship boarding.
- Urban warfare.
- Demolitions and sabotage.
- EVA combat.
- Sniper support.

Training Pipeline

- EXCOM BCT 101 — FPS basics in Star Marine.

- EXCOM BCT 102 — Open-field warfare.
- EXCOM BCT 103 — CQB theory.
- EXCOM BCT 103 (Practical) — CQB live simulations on ships and stations.

Identity

EXCOM Marines is adaptable, disciplined, and precise. Marines bring the fight wherever the fleet needs them — from ship corridors to planetary fields. The corps is built around eight standing buddy-pairs, grouped into squads and fireteams (see Callsigns).

LOGICOM — Helix Corps

Helix Corps is the logistics division of SFOX. It exists to make every other division more effective: where Tempest projects power, Typhoon controls airspace, the Marines take ground, and the 77th strikes, Helix keeps them fed, fuelled, armed, and equipped — at scale, on schedule, and at quality.

Helix Corps operates on Volume Supply Doctrine (VSD) — sufficiency, quality, velocity — through two service models: SVL (Standing Volume Line) for sustained continuous supply, and SLA (Service-Level Agreement) for one-off or scheduled deliveries with explicit quantity, quality floor, and deadline.

The Seven Pillars (summary)

#	Pillar	Charter
1	Acquisition	Mining and direct collection of raw resources, with quality at the rock face.
2	Processing	Refining raw ore to high-quality, traceable commodities.
3	Movement	Transporting volume safely across systems and to forward bases.
4	Recovery	Salvaging wrecks and recovering downed assets and crews.
5	Crafting	Blueprint coverage, material quality, and Item Fabricator output (live in Alpha 4.7).
6	Fortification	Base building (forward, not yet active in 4.7/4.8).
7	Sustainment	Fleet support, market trading, and economic operations.

Helix Officer Cadre (summary)

Helix uses its own internal officer codes alongside the unified rank scale. Key roles:

Code	Role
HCC	Helix Corps Commander
DLO	Deputy Logistics Officer

Code	Role
MLO	Material Logistics Officer (intake, quality, fabrication)
RLC	Regional Logistics Coordinator
FSN	Fleet Sustainment Node
RSE	Refinement Service Engineer
SPI	Salvage Programme Indexer
RCO	Recovery & Crew Officer
MRO	Manufacturing & Resupply Officer

Third Logistics Specialism (Org-Wide)

In addition to their primary division, every SFOX member is recommended — though not required — to declare a Third Logistics Specialism drawn from one of Helix Corps' seven pillars. The third specialism is org-wide: it applies to NAVCOM pilots, Marine fireteams, and Typhoon pilots equally, not only Helix members.

The point of the third specialism is twofold: it cross-trains the org so combat divisions can flex into logistics during surge ops, and it gives Helix Corps a wider trained reserve to call up when a pillar is short-handed. A Tempest gunship pilot who has declared Movement as their third specialism is the right person to ferry a Helix convoy when LOGICOM is at capacity. A Marine who has declared Recovery is the right person to lead a salvage-boarding op.

The seven pillars to choose from:

- **Acquisition —** mining and direct collection of raw resources, with quality at the rock face.
- **Processing —** refining raw ore into traceable, high-quality commodities.
- **Movement —** transporting volume across systems and to forward bases.
- **Recovery —** salvaging wrecks and recovering downed assets and crews.
- **Crafting —** blueprint coverage, material quality, and Item Fabricator output.
- **Fortification —** base building (forward, activates when persistent bases ship).
- **Sustainment —** fleet support, market trading, and economic operations.

Members declare their specialism through the Helix Corps systems (see Helix Operations Spec v2.0). Declared specialists are eligible for cross-division call-up under Helix authority during sustained operations.

Full doctrine, pillar detail, certifications, and the Discord bot reference are in the Helix Corps Operations Spec v2.0 — that document is canonical for LOGICOM.

PART IV — Ranks & Authority

Unified Rank Structure (S6–S1)

SFOX uses a unified S6–S1 rank scale across NAVCOM, AIRCOM, and EXCOM to maintain parity, clarity of authority, and clean cross-division coordination. Helix Corps uses its own internal LC-1 / LC-2 / LC-3 ladder as documented in the Helix Operations Spec v2.0; the LC tiers map roughly onto the unified scale (LC-1 ≈ S6/S5, LC-2 ≈ S4/S3, LC-3 ≈ S2/S1) but are not interchangeable.

Tier	Level	Description
S6	Entry-Level	Initial training rank. Focus on fundamentals, onboarding, and evaluation. Reports directly to S5.
S5	Intermediate	Baseline operational competence. Performs assigned duties independently with oversight.
S4	NCO	Team leaders and advanced operators. Responsible for mentoring S6/S5 personnel and leading small tactical elements.
S3	Junior Officer	Leaders of squads, sections, ship departments, or operational cells. Tactical execution and reporting to S2.
S2	Senior Officer	Division-level leadership. Oversees operations, training standards, and cross-division coordination during joint missions.
S1	Division Command	Senior leadership and org administration. Strategic planning, division readiness, personnel standards, advising Fleet Command.

Division Rank Ladders & Charts

The charts below show the rank ladder for each division, top-to-bottom. NAVCOM, AIRCOM, and EXCOM use the unified S6–S1 scale; LOGICOM uses the Helix internal three-tier ladder (LC-3 → LC-1).

NAVCOM — Tempest Fleet

Includes the Support Auxiliary entry tier (S6–S5).

S1	**Fleet Commander** *Division command. Strategic direction.*
S2	**Ship Captain / Senior Officer** *Division-level leadership.*
S3	**Ship Officer / Warrant Officer** *Operational cell leadership.*

S4	**Senior Crew / Licensed Pilot (Gunship · Heavy Fighter · Capital)** *Pilots holding a Gunship, Heavy Fighter, or Capital License.*
S5	**Auxiliary / Auxiliary Specialist / Pilot Cadet** *Trained Aux crewman or Cadet on a Pilot track.*
S6	**Crewman** *Entry tier — Support Auxiliary.*

AIRCOM — Typhoon Wing

Captain (S2) carries parallel distinctions: Tempest, Sentinel, Warhawk, Ghostblade.

S1	**Archon / Wing Commander** *Wing-level command. "Typhoon Actual" on Command nets.*
S2	**Captain** *Senior pilot. May carry distinction: Tempest (interceptor mastery), Sentinel (medium fighter), Warhawk (light fighter), Ghostblade (stealth specialisation).*
S3	**Lieutenant** *Junior officer. Leads fireteams and pairs.*
S4	**Flying Officer** *Combat-rated NCO pilot.*
S5	**Adept** *Operationally reliable; cleared for active ops.*
S6	**Cadet** *In RAPTOR 101–103 training pipeline.*

EXCOM — Marines

Master Chief sits with Master SGT and SGT Major at S1. Reserved officer ranks open as the corps expands.

RESERVED	***Colonel / Lieutenant Colonel*** *Future expansion — not currently filled. Activates as the corps grows.*
S1	**Master SGT (XO) / Master Chief / SGT Major (Commander)** *Corps command tier.*
S2	**Sergeant** *Senior officer. Platoon-level leadership.*

S3	**Lance Corporal / Specialist** *Squad and fireteam leadership.*
S4	**Private First Class** *NCO-tier marine.*
S5	**Private** *Trained, operationally reliable.*
S6	**Private Recruit** *Entry tier, in EXCOM BCT 101–103 pipeline.*

LOGICOM — Helix Corps

Three-tier internal ladder. See Helix Operations Spec v2.0 for full doctrine.

LC-3	**Helix Command** *Strategic direction. Signs SVL/SLA contracts. Reports to SFOX command.*
LC-2	**Helix Officer** *Tactical leadership of a pillar or operation. Approves submissions. Trains LC-1.*
LC-1	**Helix Operator** *Field execution. Runs missions, delivers volume, contributes to org craft queue.*

Cross-Division Authority

4. **Autonomy Within Divisions —** Each S1 (or LC-3 in Helix) leader holds absolute authority within their division. No external division commander may override decisions in another division without Fleet Command intervention.
5. **Respect Between Equivalent Ranks —** An S2 in one division is equal to an S2 in another. No peer issues direct orders across divisions except during joint operations under a designated Mission Lead.
6. **Joint Operations —** In multi-division missions, Fleet Command appoints a Mission Lead. Mission Leads coordinate strategy and set objectives that divisions execute — they do not directly command other division S1s.
7. **Conflict Resolution —** Disputes that cannot be resolved at division level are escalated to Fleet Command.

PART V — Callsigns & Comms

Callsign Doctrine

SFOX has transitioned away from the older universal numerical callsign system. The current model assigns identifiers by division and function rather than per-pilot vanity callsigns.

Overview

- **Fleet Command (S1 tier) —** Retains the 0-0 to 0-10 command callsign range for top-level clarity.
- **Typhoon Wing & Marines —** Wing- and squad-fireteam designations built around eight standing wing-pairs / buddy-pairs.
- **Tempest Fleet & Support Auxiliary —** Identified by ship and duty role, no personal callsigns.
- **Helix Corps —** Identified by pillar plus duty role. Officers may use functional identifiers on Command nets (e.g. Helix Actual).

Fleet Command Callsign Chart

The 0-0 through 0-10 slots are reserved for Fleet Command roles. Names below are current as of v3.3; [TBD] slots are open and will be filled by appointment.

Call	Holder	Role
0-0	Spiryo	Carrier Strike Group Commander
0-1	[TBD]	
0-2	[TBD]	
0-3	Smartiup	
0-4	[TBD]	
0-5	[TBD]	
0-6	[TBD]	
0-7	[TBD]	
0-8	[TBD]	
0-9	[TBD]	
0-10	[TBD]	

Typhoon Wing — Wings & Fireteams

Typhoon Wing is organised around eight permanent wing-pairs (two pilots per pair). Pairs combine into named wings, each subdivided into fireteams when needed.

- **Wing Names —** Each wing carries a unique theme (Apex Wing, Viper Wing, Nova Wing, etc.).
- **Fireteam Structure —** Up to four fireteams per wing.
- **Designation Format —** [Wing Name]-[Wing Number]-[Fireteam Number].

Example:

```
Apex Wing   →  Apex-1-1 | Apex-1-2 | Apex-1-3 | Apex-1-4
Viper Wing  →  Viper-2-1 | Viper-2-2 | Viper-2-3 | Viper-2-4
```

Marines — Squads & Fireteams

The Marines field eight standing buddy-pairs grouped into squads and fireteams.

- **Squad Names —** Distinct names such as Wind Squad, Iron Squad, Ghost Squad.
- **Fireteam Structure —** Up to four fireteams per squad.
- **Designation Format —** [Squad Name]-[Squad Number]-[Fireteam Number].

Example:

```
Wind Squad  →  Wind-1-1 | Wind-1-2 | Wind-1-3 | Wind-1-4
Iron Squad  →  Iron-2-1 | Iron-2-2 | Iron-2-3 | Iron-2-4
```

Flexibility & Attendance

- **Buddy-Pair First —** Stay with your wing/squad partner whenever possible.
- Not every pair is online for every op. Members may be slotted into any active fireteam as needed — you might be placed in Apex-1-4 while your usual partner holds position elsewhere.
- All pairs and units must remain adaptable to shifting rosters and mission demands.

Tempest Fleet — Ship-Based Identification

Tempest Fleet does not use personal callsigns. Crews are identified by ship name and hull number (Polaris Alpha, Redeemer Bravo, Idris-1). Authority flows through ship commanders, not fireteam leaders. Support Auxiliary crewmen are identified by ship and duty role (Polaris Gunner-2, Mantis Operator-1, Engineering Crew-3).

Helix Corps — Pillar + Duty

Helix personnel are identified by pillar plus duty role on operational nets — Movement-Loadmaster-1, Recovery-Salvager-2, Acquisition-Miner-3. Officers (LC-2 and LC-3) may use functional identifiers on Command/Division nets — for example Helix Actual for the corps commander on Command. No vanity callsigns.

Callsigns are tools of discipline, not labels. Used correctly they cut through chaos and turn disorder into coordinated victory.

Communication Discipline

The C.A.M.P. Method

- **Clarity & Conciseness —** Speak clearly, keep transmissions short, pass only necessary information.
- **Active Listening —** Pay attention, avoid interruptions, respond only when appropriate.
- **Minimise Chatter —** Keep operational channels focused. Casual talk belongs in social channels.
- **Proper Identification —** Always identify sender and receiver before passing information. Example: "Bravo 1 to Alpha Lead — three hostiles on your port side at 5km."

Comms Conditions

- **Condition Yellow (Alert) —** Relaxed communication permitted while on alert.
- **Condition Red (Flight Status) —** Operational chatter only — focused, concise comms.
- **Condition Black (Critical) —** Full silence. Only command transmits.

Push-to-Talk Discipline

- Always use PTT — "It's push-to-talk, not push-to-think."
- Pause one second after pressing PTT before speaking to avoid clipping transmissions.

SRS Communications Doctrine

The Simple Radio System (SRS) is SFOX's standard cross-element coordination platform. This section defines net structure, transmission protocol, approved procedure words, and usage examples. All 77th members are expected to know and apply these standards.

Radio Net Structure

- **Command Channel —** Cross-division coordination and mission leadership.
- **Element Channels —** Subordinate frequencies assigned to individual divisions or ships for internal coordination.
- **Crew/Fireteam Channels —** Local nets for fireteams, wings, or ship crews.

Callsign Use on Net

- **Elements —** Each division or wing is identified by a callsign (TYPHOON, MARINES).
- **Teams/Sub-units —** Fireteams or wings carry structured names and IDs (Viper-1-1, Wind-1-2).
- **Leaders —** On any net, the leader is referred to as "Actual" (Command Actual, Marine Actual, Helix Actual, Typhoon Actual).

Transmission Protocol

All transmissions follow the handshake format:

`RECEIVER CALLSIGN, SENDER CALLSIGN, MESSAGE, OVER/OUT.`

- **OVER —** Transmission complete, reply expected.
- **OUT —** Transmission complete, no reply required.

Example:

"NAVCOM, this is EXCOM, convoy spotted, bearing 120, 12 klicks, over."

"This is NAVCOM, send, over."

Once communication is established, callsigns may be shortened for brevity as long as there is no ambiguity.

Standard PROWORDS

Proword	Meaning
MESSAGE	Sender has traffic to pass, awaiting acknowledgment.
OVER	Transmission complete, reply expected.
OUT	Transmission complete, no reply required.
BREAK	Pause in transmission; more to follow.
BREAK, BREAK, BREAK	Urgent traffic, clear all comms immediately.
SAY AGAIN	Repeat last message.
ALL AFTER	Repeat message starting from a specific word.
ALL BEFORE	Repeat message up to a specific word.
CORRECTION	Correction to last transmission.
DISREGARD	Cancel last message or order.
TEAM SET	All team members in place and ready.
CONTACT	Hostile sighted or engaged (follow with description, direction, distance).
MOVEMENT	Unidentified movement observed.
WAIT	Unable to respond (e.g. engaged).
CLEAR	Area/room free of hostiles.
CLEAR ALL CLEAR	Entire sector cleared.
ABORT, ABORT, ABORT	Operation terminated due to unforeseen critical threat.

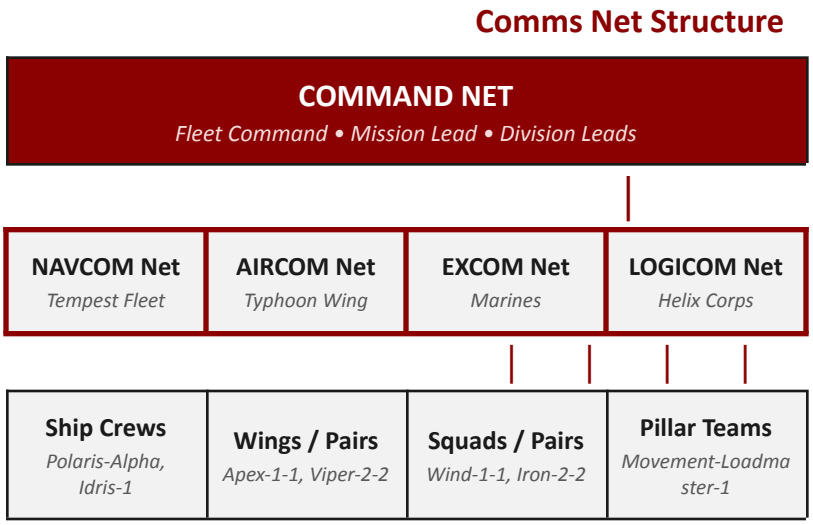
Comms Discipline

- **Clarity —** Speak clearly. Pause briefly after pressing PTT to avoid clipping.

- **Brevity —** Keep transmissions short and relevant; avoid unnecessary chatter.
- **Necessity —** Transmit only what is required for mission success.
- **Chain of Command —** Respect vertical communication flow. Lateral comms are permitted but should not bypass leaders without need.
- **Priority —** Urgent calls (BREAK, BREAK, BREAK) always override.

Practical Usage Examples

- **Lateral (element-to-element):** "NAVCOM, this is EXCOM, convoy disabled, requesting evac, over."
- **Internal (subordinate net):** "Alpha to Bravo, flank right, team set, over."
- **Upward (to leader):** "Marine Actual, this is Wind-1-2, movement north treeline, 400m, over."
- **Downward (to team):** "Wind-1-1, this is Wind-1-2, hold position, over."
- **Emergency:** "BREAK, BREAK, BREAK — Command Actual, this is Typhoon, hostile capital inbound, ABORT, ABORT, ABORT."



Command Net at the top sets strategy. Each division operates its own net for internal coordination. Tactical traffic — ship crews, wings, squads, and pillar teams — runs on local channels at the bottom. Reports flow up the chain.

PART VI — Combat Comms & Brevity

This part covers what you actually say on the radio. Part V (Callsigns & Comms) covers radio net protocol — channels, callsigns, transmission format. This part covers the words: brevity terms, combat callouts, contact calls, weapons calls, and emergency comms.

This material is also taught in Raptor 102. The ShadowFox Combat Comms & Brevity Reference is the canonical source — this is the in-handbook copy.

Core Principles

Three principles shape every transmission:

- **Third person only —** no "I", no "me", no "you". Address everyone by callsign. "Apex-1, break left" — not "you, break left."
- **Message structure —** who is the message FROM, who is it TO, and what is the message. "Apex Lead, Apex-2, fox 2 on the lead bandit."
- **Clear / Concise / Necessary —** every transmission must be all three. If it isn't necessary, don't transmit. If it isn't concise, edit it. If it isn't clear, say again.

Brevity exists because seconds matter. A clean comms picture is a force multiplier. A cluttered comms picture loses fights.

Combat Callouts

Focus Fire

Direct teammates onto a single target. The Engaged Fighter typically calls focus fire when their target is set up for a kill or when concentrated fire will break through shields fastest.

- "Focus fire on Apex-2's target."
- "All elements, focus the lead bandit."

Personal Status

Tell your team what's happening to you. Keep it short, keep it factual.

- "Apex-2, defensive." — engaged, evading.
- "Apex-2, hit, holding." — taken damage, still in the fight.
- "Apex-2, critical, RTB." — critical damage, returning to base.
- "Apex-2, splash one." — kill confirmed.

Team Awareness

Fill the picture for the rest of the flight. Anything you see that they need to see.

- "Bandit closing 6 o'clock low, Apex-3."
- "Two bandits merging from the asteroid field, bearing zero-nine-zero."
- "Tally three on the inbound contact."

Delegation

Lead delegates targets and roles. Members acknowledge with "copy" or "wilco" (will comply).

- "Apex-2, take the high bandit."
- "Apex-3, you're support, hold high."
- "Wilco." / "Copy."

Brevity Terms

Standard terms used across the wing. Memorise these. They are the vocabulary of combat comms.

Term	Meaning
Actual	The leader of the named element. "Typhoon Actual" = Typhoon Wing leader.
Affirm / Negative	Yes / no. Use these — never "yeah" or "nope".
Bandit	Confirmed hostile.
Bogey	Unidentified contact. Not yet hostile.
Bingo	Fuel state at the threshold to RTB. Below bingo = cannot complete and return.
Bloodhound Loose	Missile fired and tracking — IR or radar guided, locked on a target.
Break left/right	Immediate hard turn in the named direction. Defensive.
Bug out	Disengage and exit. Whole flight breaking off.
Captured	Lock-on acquired.
Clear	No threats in the named direction or area.
Closing	Hostile approaching.
Copy	I heard and understood.
Defensive	Currently evading or under threat. Cannot offensively engage.
Disengage	Break off the fight.
Engaged	I am the engaged fighter — I have the bandit's attention.
Fox 1 / 2 / 3	Missile fired: 1 = radar-guided, 2 = IR/heat, 3 = electromagnetic.
Friendly	Confirmed friendly contact.

Term	Meaning
Hard lock	Locked-on by hostile radar. Threat about to fire.
Joker	Fuel state — early warning before bingo. Prepare to disengage.
Knock it off	Cease the engagement. Used in training to halt a drill safely.
Merge	Aircraft pass each other in close proximity.
Negative contact	I do not see what you're describing.
No joy	I do not have visual on the named contact.
Off	I am leaving the engaged role. Counter-call to "Engaged."
Over	I expect a reply.
Out	Transmission complete, no reply needed.
Padlocked	Visually fixed on the target. Cannot scan elsewhere.
Press	Continue the attack.
RTB	Return to base.
Say again	Repeat your last transmission.
Spike	Radar warning — my ship has been pinged.
Splash	Kill confirmed.
Support	I am the support fighter — backing up the engaged.
Tally	I have visual on the named contact.
Visual	I have visual on a friendly.
Wilco	Will comply.

Triple D Contact Calls

Every contact call follows the Triple D structure: Distance, Description, Direction. This is what gives your wingman everything they need to find the threat.

Format:

`"[Distance], [Description], [Direction]."`

Examples:

- "Five klicks, single Hornet, bearing two-seven-zero high."
- "Visual range, two Cutlasses, my six low."

- "Twenty klicks, capital, twelve o'clock level."

Direction Conventions

Directions can be given several ways depending on context. Pick the cleanest format for the situation.

- **Clock position (relative to a reference):** "Bandit, six o'clock low." The reference is your nose, your wingman's nose, or the named friendly's nose.
- **Cardinal bearing (absolute):** "Bearing two-seven-zero." Used for system-level callouts.
- **Celestial / fleet / landmark:** "Bandit between Daymar and the platform." "Two contacts behind the Polaris." Use when terrain or fleet position is unmistakable.
- **Movement:** "Closing." "Extending." "Holding." Adds dynamic state to the call.

Weapons & Radar Calls

Missile Calls

All missile launches must be called the moment they fire. Three types:

- **Fox 1 —** radar-guided missile.
- **Fox 2 —** heat-seeking (IR) missile.
- **Fox 3 —** electromagnetic / long-range missile.

Format:

`"Fox [type], [number] out, [target]."`

Examples:

- "Apex-2, fox 2, 2 out, lead bandit."
- "Viper-1, fox 3, 1 out, capital."

Other Weapons Calls

- **Rifle —** guns engagement (cannons / ballistics, not missiles).
- **Bloodhound Loose —** missile fired and tracking. Confirms successful launch and lock.

Radar Calls

- **Spike —** radar warning. "Apex-2, spike, six o'clock." Means a hostile radar has pinged you — they know where you are.
- **Hard lock —** locked by hostile radar, missile launch imminent. "Apex-2, hard lock, breaking right."
- **Captured —** you have a lock on the target. "Captured on the lead bandit."
- **Padlocked —** visually fixed on the target — narrow scan, can't look elsewhere. Useful so wingmen know to scan around you.

Emergency Comms

Highest priority. Override everything else on the net.

Mayday

Loss of craft / pilot down. Transmitted three times for emphasis.

"Mayday, Mayday, Mayday — Apex-2 destroyed, bailing out."

Pan Pan

Severe but survivable emergency. Need assistance but not destroyed.

"Pan Pan, Apex-2, starboard wing gone, requesting cover."

Joker / Bingo

Fuel state warnings. Joker = early threshold; Bingo = critical threshold, must RTB.

- "Apex-2, Joker fuel."
- "Apex-2, Bingo, RTB priority."

RTB

Return to base. Either ordered ("Apex flight, RTB") or self-declared ("Apex-2, Bingo, RTB").

Abort

Operation terminated immediately. Transmitted three times. Used for unforeseen critical threats — incoming hostile capital, mission compromised, unsafe condition.

"BREAK, BREAK, BREAK — Command Actual, this is Typhoon, hostile capital inbound, ABORT, ABORT, ABORT."

Brevity is not jargon. It's how you stay alive when seconds matter.

PART VII — Conduct & Operations

Code of Conduct

The SFOX Code of Conduct exists to uphold our identity as a professional, PvP-focused organisation built on discipline, teamwork, and respect. Every member, casual or elite, represents the SFOX banner.

Standards of Behaviour

- **Respect & Inclusivity —** Treat all members, allies, and opponents with respect. Discrimination, harassment, or hateful conduct of any kind will not be tolerated.
- **Integrity & Honesty —** Conduct yourself with integrity in-game and on Discord. Exploiting bugs, cheating, or dishonest behaviour undermines our standards and will result in disciplinary action. SFOX respects CIG's Terms of Service and rejects griefing — piracy is used only as a strategic, purposeful tool, never as random disruption.
- **Positive Engagement —** Critique ideas, not individuals. Drama is not tolerated.
- **Privacy & Confidentiality —** Do not share personal or sensitive information without consent. Maintain confidentiality regarding SFOX strategies, operations, and internal matters.

Operational Expectations

- **Be Prepared —** Bring correct equipment, ships, and gear for all ops.
- **Be Punctual —** Arrive on time. Repeated late arrivals or no-shows disrupt operations and will not be tolerated.
- **Be Professional —** Treat training and ops seriously, even in a game environment.
- **Be Reliable —** Each member is responsible for their gear, their position, and their actions.

Conflict & Incident Resolution

- Conflicts should first be addressed privately and respectfully.
- If escalation is needed, report to Fleet Command (Spiryo or designated S1).
- Fleet Command will mediate and make final decisions.
- Religion, politics, and other divisive real-life topics are not discussed in SFOX voice channels.

Consequences for Violations

Failure to meet these standards may result in disciplinary action, including:

- Verbal or written warnings.
- Temporary suspension from Discord or operations.
- Demotion of rank or removal from the 77th.
- Permanent removal from SFOX.

Each case is judged individually by Fleet Command.

Activity Requirements

Basic Members

No activity requirements. You are welcome to observe, attend public events, and participate casually.

77th Strike Group Members

- Attend at least two events or training sessions per month.
- Maintain a regular presence on Discord (at minimum once per month).
- Remain combat-ready: continuous training in Arena Commander and division-specific practice is required.

Leave of Absence

If you anticipate inactivity, inform Fleet Command and request leave. This ensures your position is preserved. Members may be reassigned into the Support Auxiliary tier from other divisions if inactive — they can always reapply for combat divisions when ready to return.

SOP — Joining an Op

This is the practical guide. How members find ops, RSVP, prepare, and show up. Punctuality and preparation are not abstract values — they are this set of mechanics.

Where Ops Live

- **Training Schedule channel —** academy events. 101, 102, 103, and 200-level classes per division.
- **Public Schedule channel —** casual ops, wargames, and combined-arms exercises that aren't formal training.

Both channels post events through the Apollo bot. Each event creates a thread. The thread is the home of that op until it ends.

RSVP

Every event posted by the Apollo bot has reaction emojis. React with the emoji to RSVP:

- ✅ I'm in.
- ❓ Maybe — I'll confirm closer to the time.
- ❌ Can't make it.

Some events use division-specific reactions instead — the post will tell you which to use. Reacting registers you on the attendee list and gives you access to the event thread.

The Event Thread

Once you've RSVP'd, the event thread becomes your briefing room. Inside the thread:

- Mission Lead posts the full briefing — objective, fleet composition, loadout requirements, comms channel.
- Pre-op chatter: questions about the briefing, ride-share offers, kit clarifications.
- Last-minute updates: time changes, late additions, pre-op intel.
- Post-op AAR: the debrief lands here within 24 hours of the op ending.

Read the briefing in full before you show up. If something is unclear, ask in the thread — not in the main Discord channels.

What to Bring

Each event briefing specifies loadout requirements. If the briefing doesn't specify, defaults by division apply:

- **AIRCOM (Typhoon) —** your licensed fighter, full ammo, missile load, repair kit.
- **EXCOM (Marines) —** FPS loadout per the briefing, MedPens, ammo, breach charges if briefing calls for it.
- **NAVCOM (Tempest) —** your licensed ship, full crew if multi-crew, ammo and missile load. Capital pilots: confirm with the briefing whether it's a capital op or a fighter op.
- **LOGICOM (Helix) —** ship matched to the pillar role — Movement vessel, Recovery vessel, Acquisition vessel, etc.

Punctuality — In Practice

- Be in voice fifteen minutes before the posted start time. Not five. Fifteen.
- Be in your ship, kitted, fuelled, ready to fly/load/move at the start time.
- If you'll be late, post in the event thread BEFORE the start time. "Running 10 late, hold a slot" is fine. Silent no-show is not.
- If you can't make it after RSVP'ing, post in the thread as soon as you know. No-shows are tracked. Repeated unexplained no-shows after RSVP get raised with division leadership.

During the Op

- Comms discipline per Part V (SRS) and Part VI (Brevity). The Mission Lead's word is final on tactical decisions.
- If you take catastrophic damage and respawn, post in the event thread — Mission Lead may slot you back in or release you.
- Keep the main Discord channels clear of op traffic. All op-relevant chatter belongs in the event thread or on the assigned voice channel.

After the Op

- Stay on voice for the cool-down debrief if the Mission Lead calls one.
- Look for the AAR in the event thread (see Appendix — AAR Template). Add your own notes if you saw something useful.
- File any kill claims, salvage claims, or mission completions through the appropriate bot channels.

RSVP. Show up early. Read the briefing. Comms tight. Post in the thread, not the main channels. That's the whole SOP.

Operations & Training Doctrine

Operational Structure

- **S1 Command —** Oversees all operations, sets objectives, delegates authority.
- **Mission Lead —** Appointed for each op, responsible for execution of the plan.
- **Division Leads (S1 / LC-3) —** Maintain authority within their own division but coordinate with Mission Lead for cross-division objectives.

Comms Flow

- **Command Net —** Fleet Command, Mission Lead, and division leaders.
- **Division Nets —** Each division maintains its own internal channels.
- Fireteams and wings report up their chain — clear, layered communication instead of chaos.

Combined Arms Doctrine

- **AIRCOM (Typhoon Wing) —** Seize and maintain air superiority.
- **NAVCOM (Tempest Fleet) —** Deliver heavy fleet firepower, capital support, and interdiction.
- **EXCOM (Marines) —** Execute ground assaults, boarding actions, and sabotage ops.
- **LOGICOM (Helix Corps) —** Sustain combat effectiveness with resupply, salvage, repairs, fabrication, and resource hauling.

Combined Arms Operational Cycle

Every SFOX op begins and ends with Helix. Tempest carries the strike. Typhoon owns the airspace. Marines take the ground. Helix recovers and rearms. The cycle never stops.

Training Pipeline

Training is the foundation of SFOX's success.

Entry Training (101 Classes):

- Support 101 — Crew Fundamentals (NAVCOM Auxiliary entry).
- Gunship 101 / Heavy Fighters 101 / Capital 101 — NAVCOM pilot tracks.
- Raptor 101 — Aim & Fighter Fundamentals (AIRCOM).
- EXCOM BCT 101 — FPS Combat Basics.
- Helix 101 — Loadmaster & Logistics Basics (LOGICOM).

Intermediate Training (102/103 Classes):

- Teamfighting drills, communication mastery, ship maneuver theory, open-field warfare, CQB.

Advanced Training (200+ Classes):

- Raptor 201 / 203 — Advanced ACM doctrine (Typhoon Wing).
- NAVCOM 201 — Capital ship command and gunship/heavy fighter doctrine.
- EXCOM BCT 201 — Advanced CQB and urban warfare.
- Helix 201 — Advanced mining, salvage, refinement, crafting, and trade operations.

Advanced modules are rolled out gradually and are often invite-only for those pursuing the 77th.

77th Readiness

77th members are expected to:

- Attend bi-weekly ops or training events.
- Maintain combat readiness in Arena Commander and Star Marine.
- Actively practice with their division and fireteam/wing.
- Uphold the highest comms discipline and operational conduct.

Media Disclaimer

Notice of Recording

SFOX operations, training sessions, and community events may be recorded in-game, on Discord, or via third-party software. Recordings are used for training reviews, internal documentation, and public promotional content (videos, streams, recruitment material). By participating in SFOX activities, members acknowledge their gameplay, voice, and likeness may be captured.

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- SFOX is not liable for damages, claims, or disputes arising from the use of recorded materials.
- Participation in SFOX activities constitutes understanding and acceptance of this disclaimer.

PART VIII — Mission System

The SFOX mission system is the structured contract surface between the organisation and its members. Missions are the primary engine of training progression, points accumulation, and division-specific skill development. Every cadet's first weeks in SFOX run through the mission board.

Missions are managed through the SFOX Discord bot. Each mission is tagged to a division (Support, AIRCOM, EXCOM, LOGICOM, NAVCOM, or 77TH), carries a difficulty level, awards points on completion, and can be flagged priority by staff to surface at the top of the board.

How Missions Work

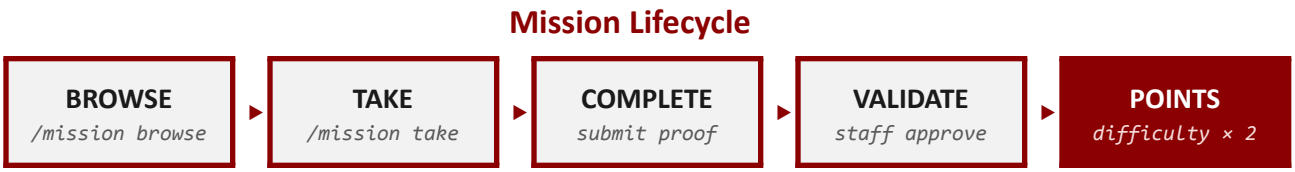
Member Commands

Command	Function
/mission browse	Paginated mission roster, filterable by division. Page 1 surfaces priority and starter missions.
/mission view <id>	Full details for a single mission — objective, difficulty, points, division, validation requirements.
/mission take <id>	Begin a mission attempt. Logs the start in the points ledger.
/mission complete <id>	Submit proof. Optional description and attachment. Submission queued for staff validation.
/mission mytasks	Show your active and historical attempts (paginated).
/mission mypoints	Show your total mission points.

Staff Commands

Command	Function
/mission pending	List submissions awaiting validation.
/mission validate <id> <member>	Approve a submission. Awards points (difficulty × 2).
/mission deny <id> <member>	Deny a submission. Reason recorded.
/mission assign <id> <member>	Pre-assign a mission to a specific member.
/mission setpriority <id>	Mark a mission priority — surfaces it at top of /mission browse.

Mission Lifecycle



Members browse, take, and complete missions. Staff (or auto-approval for S1 / 77th) validate the submission. Points are awarded as difficulty × 2 and accumulate toward promotion review.

Points & Promotion

Mission points are the primary currency of progression in SFOX. Points are awarded as difficulty × 2 on staff validation. Difficulty is set by the mission author and ranges from 1 (basic cadet starter) to higher tiers for advanced operations. Points contribute toward promotion review at every rank tier — points alone do not entitle a member to promotion, but they are a primary input to the review process.

Points are tracked in the shared points ledger alongside ShadowRoll, bounty, and other org point sources. Members can check their balance any time with /mission mypoints.

The Page-1-by-Division Pattern

The mission system is designed to teach. New members opening /mission browse and filtering to their division see, on page 1, the missions their cadet tier needs to complete first. The first-page set is curated to walk a cadet through the basics of their division in the right order.

- **Support Aux page 1 —** turret familiarisation, shield/power management, tractor beam ops, torpedo loading. Each is a single-class follow-up mission.
- **AIRCOM page 1 —** RAPTOR 101 attendance, first dogfight ride-along, comms brevity drill, first kill validation.
- **EXCOM page 1 —** BCT 101 completion, Star Marine basics, first boarding action ride-along, fireteam pairing.
- **LOGICOM page 1 —** Helix 101 attendance, BLI cert mission, first SVL contribution, first SLA delivery.
- **NAVCOM pilot tracks —** Gunship 101 / Heavy Fighters 101 / Capital 101, license application, first crew op.

If a cadet wants to progress, the answer is always: open /mission browse, filter to your division, take what's on page 1. Do them in order. Get them validated. By the time you've cleared the first-page set, you have the points and the demonstrated competence to qualify for the next tier review.

Priority Missions

Staff can flag any mission /mission setpriority. Priority missions are pinned to the top of /mission browse for everyone in the relevant division. This is how Fleet Command focuses the org on what matters that week — surge ops, blueprint farming runs, training drives, or specific operational objectives.

If the org needs ten Movement-Loadmasters trained by next weekend, Helix Command priority-flags the relevant LOGICOM missions and they surface for everyone. If AIRCOM needs more pilots cycling through Raptor 102, Wing Command flags the attendance mission. The system is the lever.

Auto-Approval (S1 / 77th)

Submissions from members holding S1 or 77th SFOX roles are auto-approved on /mission complete — these members have the trust and the operational tempo for staff to skip manual validation. Standard members' submissions go to /mission pending for staff review.

If you don't know what to do next, open /mission browse, filter to your division, and take what's on page 1.

PART IX — Reference & Roadmap

Glossary & Acronyms

Term	Meaning
SFOX	ShadowFox — the parent organisation.
77th	77th Strike Carrier Group — elite operational core inside SFOX. Invite-only.
NAVCOM	Naval Command — Tempest Fleet division (capital / fleet / Support Auxiliary).
AIRCOM	Air Command — Typhoon Wing division (aerospace / fighters).
EXCOM	Expeditionary Command — Marines division (FPS / ground combat).
LOGICOM	Logistics Command — Helix Corps division (logistics / production).
S1 – S6	Unified rank scale. S1 is highest (Division Command); S6 is entry-level.
LC-1 / LC-2 / LC-3	Helix Corps internal three-tier rank ladder. LC-3 is Helix Command.
RAPTOR	AIRCOM advanced training program (Raptor 101 through 203). Not a pilot rank.
HCC / DLO / MLO	Helix Corps officer codes: Commander, Deputy Logistics Officer, Material Logistics Officer.
VSD / SVL / SLA	Helix doctrine: Volume Supply Doctrine, Standing Volume Line, Service-Level Agreement.
QR	Quality Rating — material quality on the 0–1000 scale (Star Citizen 4.7+).
RMC	Recycled Material Composite — primary salvage commodity.
ACM	Air Combat Maneuvering.
EF / SF	Engaged Fighter / Support Fighter — ACM pair roles.
EMCON	Emission Control — radar/IR/EM emissions discipline.
CQB	Close Quarters Battle.
EVA	Extra-Vehicular Activity.
SRS	Simple Radio System — SFOX standard comms platform.
PTT	Push-To-Talk.
OvO	Org-vs-Org (competitive PvP).

Term	Meaning
Triple D	Description + Direction + Distance (e.g. "Contact left, 200m").
FPS	First-Person — handheld weapons and on-foot operations.
PTU	Public Test Universe — Star Citizen test environment.

External Resources

- **Official SFOX Discord —** discord.gg/sfox
- **Official Website —** 77thshadowfox.com
- **RSI Org Page —** robertsspaceindustries.com/orgs/SHADOWFOX

Companion Documents

- **Helix Corps Operations Spec v2.0 —** canonical doctrine for LOGICOM. Covers the seven pillars, certifications, the Discord bot reference, material quality standards, fabrication operations, and blueprint doctrine.
- **Typhoon Wing RAPTOR 201–203 ACM Manual —** canonical doctrine for AIRCOM. Covers communication, formations, ACM history, role structure, kill-speed philosophy, drills, brevity, and checklists.

Future Development Roadmap

SFOX evolves alongside the game. This roadmap reflects current priorities for divisions, training, and infrastructure as of the Star Citizen Alpha 4.7/4.8 era.

Training & Academy Expansion

- New 200-level advanced courses across all divisions.
- Cross-Division Vanguard Track — "SHADOWBLADE" recognition for members excelling in multiple divisions.
- Specialist modules within the Support Auxiliary tier (boarding, torpedoes, interdiction, advanced engineering).

Division Development

- NAVCOM — Tempest Triarch distinction formalised. Continued refinement of the Pilot License system across the three tracks.
- AIRCOM — Wing-based squadron structure with permanent fireteams (Viper Wing, Apex Wing, Nova Wing).
- EXCOM — Expansion of fireteams into named squads with open-field and CQB specialisations.

- LOGICOM (Helix Corps) — Continued build-out of the seven pillars; preparation for ship-component crafting at 4.8 and salvage rework beyond.

Operations & Campaigns

- Weekly training ops continue to focus on 101/102 classes and squadron battles.
- Multi-week story-driven campaign ops integrating all divisions.
- Formalised Org-vs-Org scrims against external organisations.
- Resource Wars preparation — strategy for Pyro and beyond, focused on interdiction, territory control, and denial operations.

Infrastructure & Systems

- Mission System 2.0 — expansion of the Discord mission board with division-specific filters and mil-sim UI.
- Continued automation of RSI handle verification and mission logging.
- Centralised training library — guides, recordings, and SOPs across divisions.
- Public media presence — website, killboard, after-action reports.

Long-Term Vision — The Star Citizen 1.0 Endgame

Where SFOX is going. The Star Citizen 1.0 design — laid out by Chris Roberts and the CIG team at CitizenCon 2954 — defines a clear endgame for serious organisations: cyclical gameplay loops, PvP-with-purpose, station warfare, and player-built capital infrastructure. SFOX is built to win at every layer of that endgame.

This section sets out the doctrine. Dates are CIG-stated direction, not committed; specifics may shift as 1.0 lands.

PvP Philosophy — Fight for a Purpose

CIG has been explicit: 1.0 PvP is not sandbox ganking. The phrase used at CitizenCon was "fight for a purpose." The org-vs-org layer of Star Citizen exists so members can log on, immediately find action, and fight for objectives that matter to their org — not random encounters.

SFOX has held this doctrine since founding. Our piracy is strategic — interdictions, seizures, economic denial. Our combat is objective-driven — capital escorts, base assaults, blueprint runs, station bids. Random hostility against unaffiliated players is not who we are. The Star Citizen 1.0 framework simply formalises the way SFOX already operates.

Lawful vs Unlawful Systems

Star Citizen 1.0 launches with five star systems split into two operational categories. SFOX doctrine differs by category.

Category	Systems	SFOX Posture
Lawful (high/medium/low security)	Stanton, Castra, Terra	Security forces respond, escalating to overwhelming force. Pirates can disable comms arrays to delay response, generating dynamic

Category	Systems	SFOX Posture
		missions to restore them. SFOX operates within rule-of-law: contracts, escorts, lawful piracy where comms are down.
Unlawful (no laws)	Pyro, Nyx	No response forces. High-quality resources, hot bed of activity. SFOX maintains permanent presence: forward bases, station bids, base-raiding ops. This is where the org-vs-org war happens.

Ownership, Title Deeds, and Dead Man Switches

All ships and high-value items are owned in 1.0. If a ship is stolen, the owner can mark it stolen via insurance claim or Mobi — this triggers a dead man switch and the ship ceases to function after a period. Pirates' options:

- Salvage the hull, tow it to a fabrication hangar, dismantle for resources.
- If you have sufficient rep with the criminal Guild (the Council), pay to have the dead man switch disabled and acquire a new title deed.

This shapes SFOX piracy doctrine: stolen hulls are time-limited assets unless the operator has criminal Guild standing. Long-term pirates need the Council rep to keep what they take.

Base Raiding — Combined Arms in Action

Base raiding becomes a primary form of org-vs-org PvP at 1.0. Defenders build walls, automated turrets, and most critically a localised ground shield — a compressed version of the planetary shield used in lawful systems. The shield absorbs the heaviest weaponry. You cannot just turn up and drop a MOAB.

To raid a base, the shield must be brought down. This is the SFOX combined-arms doctrine in action:

AIRCOM clears the air — Typhoon Wing establishes air superiority over the target base.

EXCOM Marines breach the shield generator on foot — the shield generator can only be killed from inside. Marines insert, fight through defenders, and destroy the generator.

Once the shield is down: AIRCOM/NAVCOM bomb to raze, OR Marines + LOGICOM extract resources via explosive charges and hacking.

This is exactly what every SFOX division was built for. The 1.0 base-raiding meta is, for SFOX, simply our standard combined-arms op.

Station Warfare — The SEAL Token Network

Pyro and Nyx contain the legacy SEAL Network — a defunct shield infrastructure built by the Seal Corporation in the 2600s. The hardware is still in place. Orgs that occupy and supply it gain access to planetary-grade shield protection for their bases.

The network has four layers:

- **Ground bases** — the entry tier. Occupy and feed resources to earn SEAL tokens.

- **Orbital stations** — linked to ground bases. Larger token yield.
- **Relays** — linked to stations. Higher token yield still.
- **Shield core** — top of the network. Highest yield. The crown.

Each occupied structure accrues SEAL tokens over time, with larger structures earning more. At the end of each week, orgs spend their tokens in a cross-shard auction for shield protection. There isn't enough coverage to go around — the system automatically selects the highest-bidding orgs across all shards. For one week, those orgs' bases become invulnerable.

This is the org-vs-org endgame loop. SFOX strategy:

- Permanent presence in Pyro and Nyx, anchored by Helix Corps forward bases.
- Aggressive expansion up the SEAL tier — ground → station → relay → core.
- Resource pipeline tuned to feed the network continuously.
- Combined arms standby for assault and defence of network structures.
- Win the weekly bid. Become the de facto leader of the system.

Player Stations — The Ultimate Org Asset

CIG confirmed at CitizenCon 2954 that orgs can build their own space stations at 1.0. The Pioneer ship is the only vessel that can construct the Supply Bay — the foundation block of a player station. From the Supply Bay, automated drone construction grows the station outwards.

A core station module ships with:

- **Bridge** — Command Deck. Construction management, power and water systems, permissions, radar, visitor logs.
- **Engineering Deck** — power, cooling, repairs. The beating heart.
- **Hangar Deck** — large hangar plus two docking collars and slots for two more medium hangars. Internal road network. Freight and vehicle elevators.
- **Centralised Transit Spine** — physically connects every deck. No magic elevators — interior is 1:1 with exterior.

Stations expand via three hardpoint types:

- **Minor hardpoints** — surface-mounted modules for resource collection (gas harvesters), defence (shields, turrets), or station systems.
- **Major hardpoints** — substantial wing additions: Cargo Wing (massive inventory), Refinery Wing (in-space refining), Hangar Wing (additional hangars and docking).
- **Unique slots** — top-side Crow's Nest (org member personal space) and underside Flight Deck (rapid-reaction air wing with three additional major hardpoints) — ideal for a defensive QRF.

The Dry Dock — Capital Construction

The unique slot at the back of the station is the Dry Dock. It includes a dedicated observation room, crafting stations, and a transit tram running to the docking collar where the ship is constructed.

Dry Docks build capital ships. CIG's stated direction is that any capital ship class can be constructed in a properly-scaled dry dock, including the largest classes — the Bengal-class carrier sits at the top of that

hierarchy. Multiple stations linked via dry docks are how an org constructs and deploys its own capital fleet.

This is the SFOX top-tier endgame ambition: a Pyro or Nyx star system controlled at the SEAL core, anchored by a fortified player station, with a dry dock producing capital classes up to and including the Bengal. Helix Corps Pillar 6 (Fortification) activates here. NAVCOM's Tempest Fleet operates the output. AIRCOM defends the airspace. Marines secure the station's interior.

Defending the Station

If you build a high-value station in a Lawless system, you become a target. The exterior is durable — attackers will try to punch through to the interior, typically via the Flight Deck or EVA hatches. Once inside they hack freight elevators or bulkheads, clear hangars, airlift in tanks, and move on the bridge. Gaining the bridge unlocks otherwise-unhackable storage.

Defenders install internal turrets (anti-personnel, anti-vehicle), blast doors, and rely on rapid reaction forces from the Flight Deck. SFOX defensive doctrine for player stations:

- Marines hold the interior choke points — bridge, engineering, dry dock.
- Typhoon Wing scrambles from the Flight Deck.
- Tempest Fleet capitals provide external pressure on attackers.
- Helix maintains supply lines and runs damage control through Engineering.

Citizenship and Land Ownership

Citizenship — the long-debated UEE benefit — is finalised at 1.0. Earning Citizenship (one path: completing the Main Story) grants the right to purchase land in lawful systems. Civilians have system and planet restrictions on land purchases. Citizenship matters for SFOX because Helix Corps Pillar 6 (Fortification) needs land or station hardpoints to operate on. Members holding Citizenship are the org's land-purchase reserve in lawful systems.

How SFOX Wins the Endgame

Everything in this handbook — the four divisions, the unified rank system, the Pilot License tracks, the Helix seven-pillar logistics chain, the third logistics specialism that cross-trains the entire org, the mission system that funnels cadets through structured progression, the combined-arms doctrine — exists to win the endgame layer. SFOX is structured the way it is because the Star Citizen 1.0 design rewards exactly this kind of org.

Mining without purpose is just mining. Mining for the resources to feed a SEAL ground base, that funds the relay above it, that bids for the shield core protecting our station, that contains the dry dock building our Bengal — that is SFOX.

Fight for a purpose. Build for a purpose. Win for the org.

Appendix A — After-Action Report Template

We debrief because every op teaches us something. AARs are not formal — they're how we get better. A good AAR is honest, short, and useful. Three bullets per section is plenty. The point isn't to assign blame; it's to capture what the next op should do differently.

AARs are typically posted in the event thread within 24 hours of the op ending. Mission Lead writes the first draft; anyone present is encouraged to add their own notes underneath.

When AARs are run:

- Real ops (any operation against another player or NPC force in PU).
- Wargames (scrims, OvO matches, internal exercises).
- High-stakes training (200-level classes, capital exercises, combined-arms drills).

Routine 101 attendance doesn't need an AAR.

Template

Copy this into the event thread when you're ready to write up the op.

Field	Content
Op	[Operation name / date / type — e.g. "Pyro Cargo Run, 2026-05-12, NAVCOM logistics escort"]
Lead	[Mission Lead callsign — e.g. "Spiryo / 0-0"]
Outcome	[Win / Loss / Partial / Training — one word]
What worked	[2-3 bullets — tactics, comms, decisions that paid off]
What didn't	[2-3 bullets — what broke, what went wrong, what we missed]
Lessons	[1-2 bullets — what we will do differently next time]
Notable callouts	[Members who stood out — kept comms tight, made the right call, saved the op]

Example

This is what a real AAR looks like — short, honest, useful.

Field	Content
Op	Pyro Refuel Run, 2026-05-08, LOGICOM convoy + AIRCOM escort
Lead	Helix Actual

Field	Content
Outcome	Partial — 70% of cargo delivered
What worked	Comms discipline tight on Command net. AIRCOM escort caught the interceptor before they reached the convoy. Spike-call from Apex-2 at the Stanton jump saved us a serious problem.
What didn't	Convoy spacing was too loose at the Pyro arrival. Two haulers got separated and lost contact for 40 seconds. Loadmaster comms briefly cluttered the Command net during the engagement.
Lessons	Tighter spacing on jump arrivals — within 5km always. Loadmaster traffic stays on division net during contact.
Notable callouts	Apex-2 (the spike call). Reaper-3 (held escort formation through the bandit pass).

Three bullets each. Honest, short, useful. That's an AAR.

Appendix B — Frequently Asked Questions

The questions every recruit asks. Bookmark this page. Cross-references point to the part of the handbook with the full detail.

How do I switch divisions?

Talk to a division S1 (or LC-3 in Helix) and the S1 of the division you want to join. Switching is allowed and common — combat divisions have a structured transfer process; Support Auxiliary members can move out at any time after Support 101. See Part II for onboarding paths and Part IV for cross-division authority.

How long until I get into the 77th?

There's no timer. The 77th is invite-only based on activity, training progression, attitude, and alignment with SFOX values. Members consistently meeting expectations get noticed. Most invitations come 60–120 days in, but it's about evidence, not tenure. See Part I.

Can I be in multiple divisions?

One primary division. 77th members may select one secondary reserve division to cross-train and support joint operations. You can also declare a Third Logistics Specialism from Helix's seven pillars regardless of primary division. See Part II and Part III LOGICOM.

What if I can't make ops for a month?

Request a Leave of Absence from Fleet Command. Position preserved, no penalty. Silent absence without LOA can result in reassignment to Support Auxiliary, but you can always re-apply to your combat division when ready. See Part VII Activity Requirements.

Do I have to buy a specific ship?

Depends on your division and track. Gunship pilots can rent supported ships in PU cheaply (no pledge needed for default Connie). Heavy Fighter and Capital tracks require pledged or owned ships per the License requirements. EXCOM and Helix have flexible ship requirements. See Part III NAVCOM for specifics.

Is SFOX exclusive — can I be in another org too?

Affiliates welcome. SFOX is non-exclusive. You can hold ties with other orgs as long as it doesn't compromise SFOX operational confidentiality or create a conflict during ops. See Part I.

What's the time commitment?

Basic Member: zero. Show up when you want. 77th: at least two events or training sessions per month, plus regular Discord presence (minimum once per month). 77th members are also expected to maintain combat readiness in Arena Commander and Star Marine. See Part VII Activity Requirements.

I'm new to Star Citizen, will I be useless?

No. The Support Auxiliary path is built exactly for this — Support 101 covers turret gunnery, shields, power, tractors, interdiction, and torpedo work. From day one you're a useful crewman on Tempest Fleet ships. Many of the most reliable contributors started here. See Part III NAVCOM.

How do points work?

Mission points are difficulty × 2, awarded on staff validation of /mission complete. Points contribute toward promotion review at every rank tier — they're a primary input but not the only one. They're tracked in the shared points ledger alongside ShadowRoll and bounties. See Part VIII Mission System.

I missed an op — what now?

If you RSVP'd, post in the event thread as soon as possible explaining. One missed op isn't a problem; pattern of silent no-shows after RSVP gets raised with division leadership. See Part VII SOP — Joining an Op.

Can I bring a friend?

Yes — refer them through the standard verification flow (Discord verification, RSI application). Public events are open to non-members on a case-by-case basis at Mission Lead discretion. Org-internal ops are members only.

What happens during a wargame vs a real op?

Wargames are training exercises against another SFOX element or a friendly org — controlled, debriefed, focused on developing tactics. Real ops are PU operations against actual hostiles or objectives that affect the org's standing, resources, or territory. Both run AARs (see Appendix A).

Is piracy mandatory?

No. SFOX is piracy-enabled, not piracy-required. Many members never run a piracy op and that's fine. When SFOX does pirate, it's strategic — interdictions, seizures, economic denial. Random hostility against unaffiliated players is rejected. See Part I Ethos.

How do I get my callsign?

Most divisions don't use personal callsigns anymore — Tempest Fleet identifies by ship and role; Helix by pillar plus duty role. AIRCOM (Typhoon Wing) and EXCOM (Marines) members get assigned to wing-pairs or buddy-pairs and inherit the wing/squad name (e.g. Apex-1-1, Wind-2-3). Fleet Command S1 members hold 0-0 through 0-10. See Part V Callsign Doctrine.

What if I disagree with an officer's decision?

Address it privately and respectfully first. If escalation is needed, raise it with the next rank up the chain. Disputes that can't be resolved at division level go to Fleet Command. SFOX values constructive disagreement — but during an op the Mission Lead's word is final. See Part VII Code of Conduct.

Do I have to PvP?

No. SFOX is a PvP-focused PMC, but "focused" doesn't mean "only." Logistics members, Support Auxiliary crewmen, exploration and industry roles all have a permanent place. PvP is an option, not a requirement. See Part I — "diversity of roles" is a stated value.

What region are most ops in?

SFOX operates across UK, EU, and NA timezones. Most events post EU-friendly times by default; NA and other ops are scheduled regularly. Use the Reaction Roles channel to subscribe to your timezone tag so you get pinged for relevant events. See Part II Discord Channel Guide.

Where do I get help if I'm stuck?

Request Support channel. QRF requests, intel needs, and support tickets all start there. For SC questions ask in the Fox Hole. For training questions ask in the relevant division channel. See Part II Discord Channel Guide.

If your question isn't here — ask in the Fox Hole. Someone will know.

— END OF HANDBOOK —

Career Pathways — Master Chart

Every SFOX division at a glance — entry point, primary class, rank progression, license or certification milestones, and endpoint.

NAVCOM
Tempest Fleet

ENTRY

Crewman (S6) — Support Aux

TRAINING

Support 101 / Gunship 101 / Heavy Fighters 101 / Capital 101

RANK LADDER

S1 Fleet Commander
S2 Ship Captain
S3 Ship Officer
S4 Licensed Pilot
S5 Auxiliary / Cadet
S6 Crewman

LICENSES / CERTS

Gunship License • Heavy Fighter License • Capital License

ENDPOINT

Tempest Triarch (all 3 licenses)

AIRCOM
Typhoon Wing

ENTRY

Cadet (S6)

TRAINING

RAPTOR Program: 101 → 102 → 103 → 201 → 203

RANK LADDER

S1 Archon / Wing Cdr
S2 Captain (+ distinctions)
S3 Lieutenant
S4 Pilot
S5 Adept
S6 Cadet

LICENSES / CERTS

Captain distinctions: Tempest, Sentinel, Warhawk, Ghostblade

ENDPOINT

Wing Commander / Archon

EXCOM
Marines

ENTRY

Private Recruit (S6)

TRAINING

EXCOM BCT 101 → 102 (open-field) → 103 (CQB) → 201 (advanced)

RANK LADDER

S1 Master SGT / Master Chief / SGT Major
S2 Sergeant
S3 Lance Cpl / Specialist
S4 PFC
S5 Private
S6 Private Recruit

LICENSES / CERTS

Squad / fireteam specialisations • Future: Lt Col, Colonel

ENDPOINT

Master SGT / Master Chief / SGT Major

LOGICOM
Helix Corps

ENTRY

Helix Operator (LC-1)

TRAINING

Helix 101 → Helix 201

RANK LADDER

LC-3 Helix Command
LC-2 Helix Officer
LC-1 Helix Operator

LICENSES / CERTS

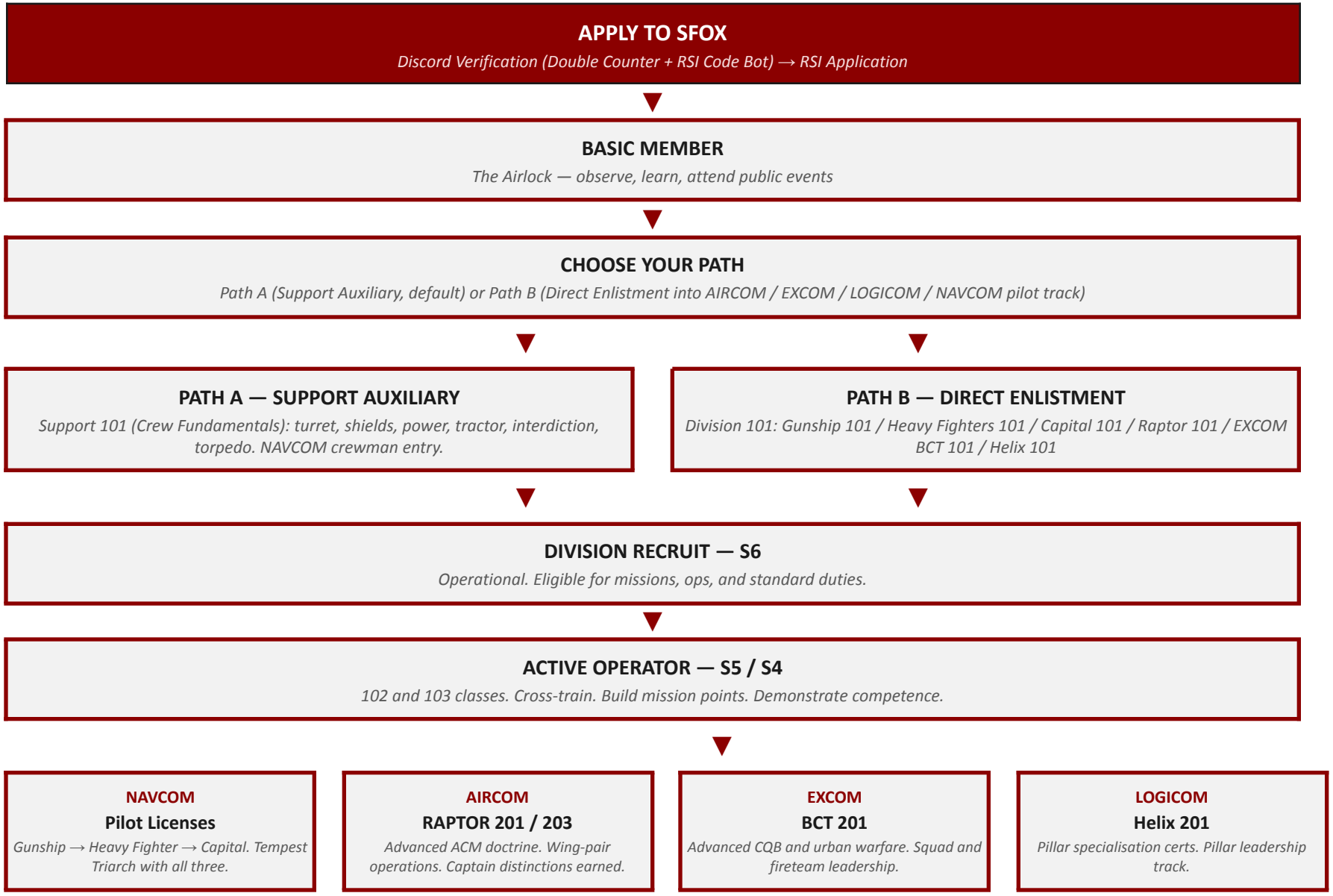
Pillar certs: BLI, LSS-C, LTO-C, CE-C, RSE-C, DLO-C, SLA-C, VSD-M

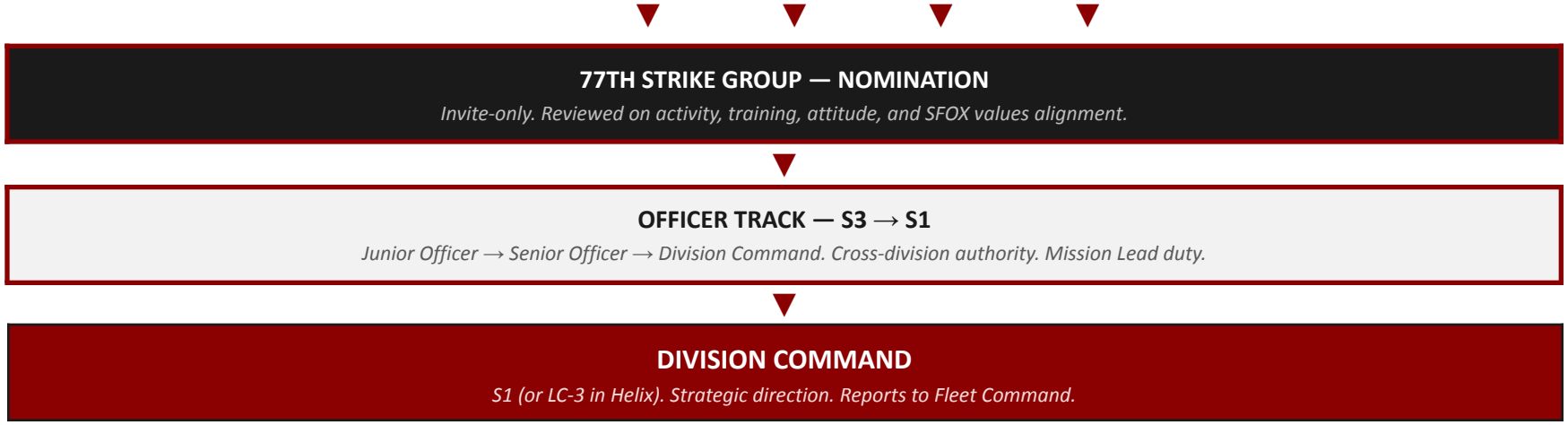
ENDPOINT

Helix Corps Commander (HCC)

Member Journey — Flow Chart

How any new SFOX member moves through the organisation — from first contact through to division command. Generic at the top, branches at division choice, converges at the 77th nomination.




77TH STRIKE GROUP — NOMINATION
Invite-only. Reviewed on activity, training, attitude, and SFOX values alignment.
OFFICER TRACK — S3 → S1
Junior Officer → Senior Officer → Division Command. Cross-division authority. Mission Lead duty.
DIVISION COMMAND
S1 (or LC-3 in Helix). Strategic direction. Reports to Fleet Command.