Throughout the Honorverse, the Star Empire of Manticore leads the way, and Her Majesty’s Navy is second to none. Our technological advantage is highly craved and our enemies would desperately love to discover our secret. But the truth is very easy to discover; the secret of Manticoran technology is knowing how to use it.

The People’s Republic of Haven learned to their dismay that although new technology can be a great boon on the battlefield, the trained hand on the bridge can eventually adapt to any situation. Which is why Saganami Island Academy exists—we train our enlisted personnel for over a year to be able to understand all parts of the systems they specialize in. That way, if a few of our spacers are incapacitated, or a system is down, a Spacer 3rd Class doesn’t have to wait for a repair crew or replacement part... they can improvise, they can bring damaged systems operational. That gives our enemies a nasty surprise when a weapon they thought was destroyed hits them again.

For our officers, we teach them not only use the technology, but how to exploit it to their advantage. An electronic warfare officer doesn’t need to know everything about their systems, but they do need to know the limits of their equipment, and what they can do to stretch their system’s capabilities. When Rafael Cardones analyzed Thunder of God’s ECM cycle and realized that it was automated, he had the knowledge to exploit it, and slipped an old-fashioned nuclear warhead past their point defense.

It’s the combination of technical knowledge and individual initiative that is the secret of Manticoran technology. BuTrain continues to expand our class capabilities and encourages every spacer to make the most of their capabilities. Remember it is the technicians who make the engineers designs a reality, and keep it running after it is built. Learn all you can!

Lord Admiral of the Red, Sir James Friedline, KE, RMN
First Baron, Neu Odenwaldkreis
Sixth Space Lord
To quote a Pre-Diaspora sage, “Life moves pretty fast. If you don’t stop and look around once in a while, you could miss it.” From the beginning of the First Havenite-Manticoran War to our current conflicts, the Royal Manticoran Navy has changed dramatically. The needs of the war effort have led to smaller crews, more automation, and rapid technological advancements that have completely changed how our modern fleet fights. Which is why this issue of the BuTrain newsletter is all about Technology, and more specifically, how our training programs help our spacers use the technology to serve the Empire.

So we’ve asked the staff of the various academies how their specialty or branch of the service uses technology and how their training programs allow our spacers and marines to function at their peak performance. In our many conflicts, the difference between success and failure often come down to one person. When that person has the training to have a firm foundation to build on, their knowledge and experience will help them prevail.

That’s why we’ve focused on Technology this quarter; how spacers will interact will be critical to our training and the future of the Grand Alliance. Our courses help prepare them for whatever lies ahead.

MCPO Marcus Johnston, RMN
Deputy Director of Publications, BuTrain
Communications NCOIC, HMS Condor (DD-1233)

When you read Honor Among Enemies, maybe you were surprised that it took Wanderman almost two years before he got his first deployment. The Peeps managed to get their spacers to the ships in nine weeks! In wartime, how does that make sense to keep new recruits for that long?

It takes that long because of the nature of the technology in the Honorverse. In Star Trek, you can hand wave that 5th Graders in the 24th Century are learning calculus, but in real life, you need a certain level of background before you can handle that level of mathematics. I don’t care how good the New Math is—a student still has to understand basic operations, algebra, and trigonometry before you hit Calculus. Even in the 21st Century, we don’t require Latin taught in our schools anymore, because we have to make room for Health, Environmental Science, and other subjects that didn’t exist a century ago.

So how do you expect a spacer to go from Basic to operating a fusion core in a few months? Basic Training may take nine weeks, but then the graduates move on to “A” School, where they get more specific training in their specialty. We simulate that in TRMN by having the Enlisted Academy, which tests spacers on the knowledge we want all new members to have, and ensure that basic standards are applied to all ratings. Then we encourage our new graduates to move into the Specialty Colleges, take a rating, and teach them about the details of the new subject they’ve chosen to pursue.

It seems like a lot of work for a game, but you will feel more confident, invested in your role in your chapter, and encourage others to participate in the Association. That’s why in the story, and real life, the training time is long… but you get results.

Commodore Laura Lochen, MC, ME, RMN
Commandant, Saganami Island Academy
ENLISTED ACADEMY

There are no unimportant jobs on a starship. That's the first thing you need to learn. Missile crew. Power Tech. Yeoman. Ships Stores. Gravitics. Steward. All are important and vital to maintaining your ship; from the newest Spacer 3rd Class up through the Chiefs, the Junior Officers, and the Captain. When you get out of your bunk on board one of Her Majesty’s ships, you are not just a mindless cog in the workings of the ship. You are a living, breathing, essential part of the vessel—interacting with the technology around you on a daily basis. While you’re in your floating tin can, you are a part of team, whether you know it or not.

After you wake up, you will use the head… someone’s maintaining those Environmental Systems, making sure the waste is recycled and used again as water and fertilizer for the Hydroponics Bay. Simply breathing impacts your ship’s valuable Oxygen/CO2 mix. Once you fasten your boots and jumpsuit, you’re off to the mess, processing the Stewards hard work keeping you fed, because your chow doesn’t come out of some “magic slot” in the wall after all. After those essential things are taken care of, whatever your rating, you now help your crewmates out by running the ship’s systems.

No, it may not be all the flashy jobs that make the newsfaxes, but could you imagine a ship without sensors? Not really, No. No quartermaster means no food—that means the stewards can’t do their job, and you’ll have trouble getting out of your bunk at the start of your shift. Even the graser crews need power from the fusion bottles; on a ship, no one can work alone. Every part is vital, and knowing how to use the technology not only gives you the know how to do your job, but also the ability for everyone else to do theirs. There’s no such thing a mere spacer—you are an essential part of Her Majesty’s Navy.

Senior Master Chief Gunner’s Mate Ken O’Dell, RMN
Command Senior Master Chief of the Academy
Chief of Staff to the Commandant
SIA Enlisted Instructor - Bosun, HMS Excalibur, BC-749

WARRANT OFFICER ACADEMY

Let’s face it, officers are great at writing reports, but someone needs to keep these boats running. Your average spacer might serve for a tour, the chiefs for a few more, but who will teach the chiefs? You can only learn so much from “A” School and your manuals. There are some things that only experience will teach you—and who has more experience than warrant officers?

Warrant officers have a special relationship with the technology they work with. They don’t work strictly by the book... having worked their way up to Chief Petty Officer, they already come with fifteen to twenty years’ experience under their jumpsuit. The mysteries of the Mark 23 three-stage multi-drive missile have been revealed to the Chief Missile Mate. When an aspiring chief comes to the Warrant Officer Academy, we don’t bore them with what they already know; we encourage them to go beyond. In our nine-week course, we encourage research, ask them to go beyond the basic specifications and functionality and tell them to discover new possibilities with old technologies.

It’s that spark of curiosity that keeps an old spacer from getting stuck in their ways. For those chiefs who aren’t destined for boatswain’s mate or the right hand of the division head, becoming that super-specialist allows them to reach their goals and become a valued member of any crew. It’s so easy to get complacent—we don’t need “old hands,” we need energetic, intelligent spacers who can accelerate the process of technological change. Why must we accept that the Mark 23 has a maximum acceleration of 96,000 G? The Missile Warrant Officer can tweak our weapons to achieve that edge a captain needs to win. In our current struggle, we need every advantage we can get.

Captain Mark West, GSN
Chief of Staff, BuTrain
Warrant Academy Senior Instructor
Let’s throw you in the Crusher. You’re commanding a Star Knight-class heavy cruiser, facing a squadron of ex-Silesian Confederate Navy destroyers, turned pirate. They set up an ambush at the end of a Roaring Deep, you’ve taken damage before you could return fire, and their squadron is closing in. What do you do?

Thanks to all the reports and Proceedings you’ve read, your first answer is probably something to do with our amazing technology. After all, they’re Sillies—you’re in command of a blessed-by-God Manticoran warship. A couple missile barrages, maybe a few Dazzlers and Dragon’s Teeth to mess with them, and that squadron would be eliminated... and you would take serious damage and many, many casualties. Often we’re so blinded by our technological superiority that we forget the basics of being an intelligent being, not just a war machine.

Why fight when you can outthink your opponent? They’re pirates—the only reason they haven’t tucked tail and run at the sight of a warship is because they think you’re weaker. They might be right; they might be another fleet’s navy in disguise. However, you certainly have greater acceleration than any Cheslav-class destroyer and a superior missile range and point defenses. Why not get out of there quickly and pot-shot them where you can hit them and they can’t fire back? Or drop some recon drones and have them kick out false ECM signatures of other RMN ships?

A Manticoran ship is not a knife-fighter, it’s a fencer... it’s an archer. We don’t need to close to energy range because our systems have more finesse and skill, engaging our enemy at distance where we minimize damage to our most precious asset—trained personnel. Understand the limitations of your technology, and then use your brain to move beyond them.

Commodore Laura Lochen, MC, ME, RMN
Commandant, Saganami Island Academy
Officer Academy Senior Instructor

One of the hardest things a science fiction writer has to do is to make sure his technology he uses is ahead of what is in use today. Those of us who have been reading science fiction for years have found that what we read a few years ago is already “real life” or “old hat”. This is especially true with the technology of warfare.

Many of the weapons systems that are used in the Honorverse already exist in a more primitive form. Our remote sensors, both used in land warfare and in monitoring space, already exist, however, the Honorverse carries them forward with the development of FTL technology. We already have multi-drive missiles with a variety of warheads, however we have not reached the power or speed of those in the Honorverse. Radar and LIDAR (Light Detection and Ranging) as well as LADAR (Laser Detection and Ranging) systems already exist, however they have not yet reached FTL capability. We see new stealth systems for our machines of war, the cloak of invisibility has not yet been reached. Both the Navy and Air Force are developing laser guns and cannons, but not yet up to the Honorverse speeds in delivery.

Regardless of the tools of war that are used, history has shown that new technology in their development wins battles. A good example would be the stone knives giving way to the copper swords, the copper swords yielding to the bronze sword, and then to the iron and steel swords. The superiority of the weapons helped one overcome the opponent in battle. We see the same evolution in the weapons of the Honorverse. The Havenite wars caused a surge in the technology of the Manticorian weapons systems. This continued superiority gave them the edge in battle. More importantly is the co-development of the strategy in their use, the training of a superior core of personnel whose skill and knowledge permitted them to use these new weapons and detection tools to their utmost possible capability.

Even today, with the development of more modern and lethal weapons of war, we see an unbelievable increase in the technology of their use. Few personnel are needed to operate the weapons, fewer personnel on the battlefield, and those who are still on the battlefield equipped with equipment and weapons that were science fiction only a decade ago. The use of remotely guided aircraft and land systems, saves lives. Technology is advancing at an ever increasing speed. Is faster than light travel possible? Some scientists are saying it is only finding the right answers in quantum physics to make it real.

MESSAGE IN A BOTTLE – Q2 2014

CMDR Zach Perkins on board the SS Jeremiah O’Brien.
Remember the old saying “What the mind of man can imagine, can be the reality of tomorrow”   Never be afraid to seek knowledge and dream of what can be, then go for it.   I’ll see you in the Honorverse.

Lord Admiral of the Red, Sir James Friedline, KE, RMN
First Baron, Neu Odenwaldkreis
Sixth Space Lord
Instructor, War College

A brief glance through ancient military history is replete with stories of grand armies, infantry divisions, and numbered fleets. Back on Old Earth, Napoleon was right when he said “God is on the side with the biggest battalions.” However, in the unfashionable distances in which we operate, far beyond the Solarian League, size does not always matter.

Any grunt will tell you that any battle is a simply a combination of small unit actions. It’s the job of the Royal Manticoran Marine Corps to make sure our platoons are better armed and trained than anyone that might have the misfortune to run into us. Technology makes it possible for twenty men to have the firepower of one of Napoleon’s regiments... oh, and throw in an artillery battery for good measure. When less personnel are involved in an operation, the less preparation, supplies, or equipment that need to be used. A Marine platoon can drop into a hot zone, neutralize the opposing force holding a strongpoint, and then either hold or destroy the objective quickly before the enemy can react.

However, science is a cruel master and a fickle servant. The advantage that we employ against Her Majesty’s foes can be used against us just as easily. With the right technology, the insurgent who never could stand a chance against a professional army suddenly finds themselves able to destroy their targets with ridiculous ease. We are always only one step ahead of those irregular forces that we are called to defeat. So although technology gives us a multiplication of force unheard of in pre-impeller days, it also presents us with challenges that the trained professional must face.

Planning becomes essential, anticipating enemy force movements, and using our technological advantage for its greatest impact. With good equipment and good planning, we tip the balance in our favor, where we can use our weaponry and systems to achieve victory. In the real world, that’s the only measure that matters.

Colonel Sir Andrew Knipe KR, CGM, RMMC
Dean, Marine Academy
Saganami Island Academy

CPT Bryar Nelson, RSM Eric Lee, and GEN Greg Marchand supporting Toys for Tots.
The Department of Communications of the Saganami Island Technical Specialties College is one of eight such departments which train our naval enlisted and officers in the various occupations on board ship. Communications concerns itself with (not surprisingly) communication-related specialties - internal, external, and the underlying electronic infrastructure.

**Data Systems Technician:** Data Systems Technicians’ duties include repairing, troubleshooting and testing new and existing shipboard computer systems including hardware, software, digital security, and access to datastores. Everyone on an RMN vessel touches a system on a daily basis serviced by a Data Systems Technician.

**Electronics Technician:** Electronics Technicians are responsible for the maintenance and repair of electronic equipment that is used for communications, tracking, contact identification, and navigation as well as other sensor equipment.

**Communications Technician:** Communications are responsible for maintenance and repair of equipment of ship’s communication systems.

Communications exams, while intrinsically interesting, are also in one of the elective areas for the Space Warfare Pin – an enlisted spacer that completes successfully the ‘C’ school in one of the department’s ratings satisfies one of the three required specialties. An officer can also choose a Communications Department specialty as one of the required four to achieve their version of the Space Warfare Pin.

We in the Department of Communications would like to wish you good luck in your continued studies.

In Service,

Colonel Sir Kevin Horner, KDE, RMA
Former Chair, Department of Communications
Saganami Island Academy, Manticore

The radio room on SS Jeremiah O’Brien (WWII Liberty Ship).
Ten years ago, the international flavor of TRMN would have been far different. If you can, think back to 2004—we had the Internet, email, even face-to-face video communication. Even with all those advantages, if we had existed back then, most of our members not in North America would have either been British or expatriate Americans. Why? Because the technology of translation has advanced so greatly in that little time that it has allowed fans of Weber to come together regardless of the language.

Here at BuTrain, one of the key aspects that we have of our association is our testing. Tests are necessary for promotion, but more importantly, tests allow people to feel committed to our organization. The Remote Testing Institute is committed to translating tests into languages other than English. However, ten years ago, our electronic dictionaries would have only been able to translate a word at a time. Although I’m fluent in both English and German, that would make the process interminably long. Commercial programs help translation go so much faster, encapsulating entire phrases, so that the translator can only have to tweak the final product. Today we even have Google Translate, which although not perfect, allows us to speed up the translation by quickly converting the simple words, leaving only the idioms and language-specific quirks to be shifted into understandable language.

Without technology, we would be a confederation of different clubs divided by our mother tongues, not one group united in our love of Weber. No one would be willing to go through the mind-breaking process of test translation, without which, we would be a weaker group. With these recent advantages, fans in the Czech Republic and South Africa can engage with those in Korea and Australia. By overcoming the language barrier, we are stronger together than apart.

Dame Laura Sophia Lüschen, KR, OE
Kapitän der Sterne, KAM
Dean, Remote Testing Institute
Kommandant, SMS Buddenbrock, BC(P)-07

Costume parade through the streets of Prague, Czech Republic at StarCon 2014.
We live in an age of wonders where every day new discoveries open new vistas and undreamt of horizons for the human race. The ability of our tools often seems to outstrip our self-knowledge and wisdom, which is often the backdrop of many a tale of science fiction. The people in Weber’s books wield a kind of cosmic power that can annihilate entire worlds with little more than the stroke of a button. They move through the universe like gods, living for hundreds of years and capable of feats that, even for us, seem like magic and, for most of us, we would have it no other way. Chances are that if you are reading this, then the example of Honor Harrington, Hamish Alexander, or a hundred other characters have inspired you—demonstrating the best qualities we can achieve as human beings. The message is that no matter how large our power becomes or how all-powerful technology might make us, as long as we strive to carry the values and willingness to sacrifice ourselves for each other we can overcome the sins of the dark side of our nature.

Maybe L.E. Modesitt’s Parafaih War explains our dilemma by saying that “without power, knowledge is useless. Without knowledge, faith is tyranny. Without understanding, humanity is blind, and without all four, it is doomed.” It is easy for us to look at ourselves in a darkened mirror and proclaim ourselves unfit to wield the tools we are so busily making but, at the same time, doing so denies the good in us. We fear the unknown and yet seek it out and, as we busily make science fiction into science fact, it must be with the awareness that we are human. To be human is to deal with the dichotomy of being driven by animal urges at the same time as aspiring to something more.

If it is one thing that has become clear to me in the study of history, it is that while we aspire to become better than we are, the human race has not changed save in one area; the ability to effect their will through the application of technology. Technology is the magic of human ingenuity taking the form of a magnifying mirror whose power to show us as we really are only grows exponentially with every passing moment. We are truly butterflies given the power to create hurricanes and as the waves of our passing take us onto the other worlds of our solar system, we can be assured that we will take both our virtues and our vices with us. Even in the Honorverse, there are indicators of the pain that we, as a race, can inflict upon each other with such powerful tools.

How do we combat that darker nature? You’ve already taken the first step by cultivating the kind of heroes and role-models that exemplify the virtues of the human race. Wherever there are those that are willing to lay down their lives for the benefit of the greater good the human race shall flourish. Educate yourself by learning how to think critically and question everything you experience. Do not let others tell you what to think but gather as many other points of view to you as you can so that you might build your own opinion from an amalgam of what’s there. Gain wisdom from experiencing life so that you can accept all the facets of yourself, good and bad, so that you might choose your path and accept its consequences.

Above all, remember that technology is a tool that magnifies your will. It does this regardless of intent, wisdom or knowledge. The outcome of its use is subject to your drive but ultimately, the story will be about you and what you do with it.

Aut viam inveniam aut faciam,

Lieutenant Colonel Peter J. Gordon, CGM, RMA
Office of the Deputy Chief of Staff for Training
Acting Commandant, King Roger I Military Academy
Do you remember Tang? When was the last time you ate some M&M’s? How many of you have a satellite dish (no matter how small) on your house? All of these are examples of how military technology trickles down to civilian life. The technology in the Honorverse also trickles down to the streets in Landing. Anti-gravity technology, necessary to make interstellar travel bearable, allowed for construction of incredibly tall buildings on planets, because they were no longer bound to the gravitational pressures that limited pre-space civilization. Private cars use impellers, which are necessary for spaceship maneuvering among the stars, but work just as well for getting around a big blue planet.

Any human endeavor depends on there being a need or a market for it. Although scientists in corporations provide many valuable products, they are limited by the ability to make a profit by it. In a war, the need for some item, no matter how mundane, pushes the mother of invention and makes her squeal. The need to have a directional signal that could travel farther than normal radio waves led to signal dishes which became used later for satellites. M&M’s allowed chocolate—a rare luxury for soldiers in World War II—to be carried in a rucksack and not get rancid. Even the first space capsules, although not strictly military, were flown by Air Force pilots (on both US and Soviet sides) using rocket technology taken from the Germans. The need to have a lightweight way to transport food and drink to make escape velocity easier led to dehydrated food and drink (such as Tang).

The need matched with the urgency of armed conflict has led to some amazing discoveries. However, it is up to the civilians to take this technology and use it for the betterment of mankind, and make sure that war is avoided again.

Captain (SG) Sir Wayne Bruns KCE, OG, RMN
Dean, Landing University
Instructor, King’s College
For this quarter’s article, I wanted to shed some light on what has been going on behind the scenes and answer some of the questions I have been receiving. While it may look like not much, rest assured that not a day goes by where I am not thinking about Sphinx Forestry Commission.

First, I would like to discuss the SFC logo. If you attended Shore Leave last August, you probably saw me walking around in a green polo shirt and khaki pants. That shirt was made specifically made for me by BuNine with what I assume will eventually be the logo. However, since August, I have asked several times if we can release the logo for the whole TRMN to see, but I have not heard back from the powers that be.

The purposed uniform for the SFC is a green shirt with the SFC logo, khaki pants, black boots, and a safari style hat. Shore Leave was a “dry run” to see how the uniform worked.

Next, the SFC exams: just because the SFC is not open, does not mean that work hasn’t been getting done. To date, there are four exams that are finished and ready to go. There are an additional 12-15 exams (I lost count) that have been written and submitted for review. Once they are finished AND we have a few more exams, then we will go ahead and open the SFC. I just don’t want the kids to start taking exams, finish the few that are done quickly, and then have to wait around for more exams.

While on this topic, I wanted to once again list the three different age groups. The initial thought was to break the groups down by grade. However, we realized that this would not work for our international members. So we broke the groups down by age instead. The first group is for kids ages 5-8, the second is for kids ages 9-12, and the last level for ages 13-16.

There were a few other questions I have received about midshipmen, aging out, and “grandfathering” kids in. At the end of last month, I met with Martin (FLA), and we discussed all of these concerns. He informed me that an admiralty order would be written to clarify things in the SFC. So just know that your questions are being addressed.

Lastly, I have been in contact with those that have shown an interest in helping the SFC. If you are interested in joining us, and have not heard from me, or have yet to contact me, please drop me a line at commissioner@sfc.trmn.org.

Lady Lauren Niemeyer, OGL, Countess New Ulyanovsk
Commissioner, Sphinxian Forestry Commission

THE LAST WORD
How BuTrain is the Key to Happiness and Success (in the TRMN)

‘Why do I have to take tests? Isn’t this supposed to be fun?’

When many people first join the Navy, they get very excited, and the first question they ask is ‘How do I get promoted?’ The answer is simple: ‘Time in grade, volunteering, and passing your tests.’ Although people have no problem with the first part, and sometimes understand the second part, taking exams is a difficult hurdle to overcome in fandom.

As the First Lord of the Admiralty explained, ‘we train our leaders to actually be leaders.’ So to be recognized as a leader in the association, you need to prove your worthiness. But along the way, you’ll discover that our educational experience will not only connect you with fellow fans around the world, but will also encourage you to appreciate the Navy, and want you to participate more. How is this possible? Follow along as we go through BuTrain’s educational process and you will see that by going through the Academy, you will become more knowledgeable, rewarded for your efforts, and appreciate your role in the Navy.
Your First Ribbon

Everyone starts off as a Spacer 3rd Class (or your service’s equivalent). But your first step into participating in the association is by taking your initial test. People are often scared of the word ‘test,’ and this might be the reason it scares so many people away from taking it, but it’s not like what you are used to in the real world. The initial test is ten multiple-choice and short answers questions, of which, you pass by scoring 70%. If you fail the first time, that’s okay, you can always take it again. Your instructor will tell you how many questions you missed; don’t feel bad, we want you to succeed.

Upon completion of the test—and assignment to a unit—you are awarded the Space Services Deployment Ribbon. You can then buy the ribbon from BuSup, pin it to your uniform, and wear it proudly. Notice how good it feels to have your own ‘fruit salad’ (ribbon board) on your chest? You now have an identity in the Navy; it’s more than just a membership card.

Your First Promotion

So in the first three months in the Navy, you will have met your instructor, and you will have met your local chapter or correspondence chapter members, including your commanding officer, executive officer, and bosun. You are now part of a ship; you have friends you never thought you had. As you stay active in the group, your experience is appreciated. Once you serve your time-in-grade, you will be promoted to Spacer 2nd Class. That extra stripe wasn’t just given to you, you earned it! We ask so little to be promoted—take one test and take your time—but it’s a hurdle that many spacers can’t overcome. Now that you realize how easy it is, you want to do more. BuTrain gives you the tools to participate more deeply.

Building Your New Identity

Once you have had a chance to see what the Navy has to offer, you’ll discover what needs to be done in order to help everyone enjoy the experience. BuTrain can help you choose from 32 sets of ratings from the RMN Technical Specialties College—a chance to be recognized for what you do. Find what you enjoy, or can offer to others, and specialize in it. Maybe you drive everyone carpooling to the cons. You’re not just saving on gas money, you’re a Coxswain! You’re not just maintaining the website, you’re a Communications Mate!

Assigning sci-fi names to mundane jobs may sound silly to you, but you now have a role in the group. You’re not just helping out, you’re being recognized for it. If you do a good enough job in your role, you will be honored with more awards, or the chance at further promotion. In title as well as actions, you become more than an ordinary spacer.

Making Your Name Shine

As you get the hang of testing, participating in your local group, and rising in rank, you will find yourself being offered better opportunities, and a chance to do more. With more responsibilities comes higher rank. Again, BuTrain can help you. In order to maintain your new exalted rank, you will need to pass the tests required to achieve that rank. You can become a Division Head in one specialty (by passing the Enlisted, Chief, and Officer-level tests), or you can request to take other specialties, building your educational portfolio, and eventually qualify for the Space Warfare Combat Badge. This award can only be achieved through our training. When fellow spacers see that on your uniform, they’ll know you’re to be respected for your ability.

That’s what these ‘silly tests’ are all about. Giving you the confidence and fortitude to become a leader in the association—meeting other people, learning about the genre, and helping everyone have a good time. When other fans see that, wouldn’t they just want to join?
Sixth Space Lord: buetrain@trmn.org
Admiral of the Red Sir James Friedline, KE, RMN – 6th Space Lord & War College Instructor
Commodore Laura Lochen, MC, ME, RMN – Deputy 6th Space Lord
Rear Admiral of the Red Sir Daniel Walker MC, KE, RMN – Provost Marshal
Commodore Penny Horwitz, GSN – Graysen Liaison
Captain Mark West, GSN – Chief of Staff, Administration Chair, & Warrant Officer Instructor
Colonel David Cleric, RMMC – Graphics Artist
Commander Melyssa Smith, GSN – Yeoman for Course Development
Lieutenant (SG) Zach White, RMN – Instructor/Researcher for Course Development
Warrant Officer Jonny Iffland, ME, RMMC – Deputy Provost
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Commodore Eric Schulman, SC, RMN – Dean, Technical Specialties College
Colonel Sir Andrew Knipe, KR, CGM, RMMC – Dean, RMMC Academy
Command Senior Master Chief Petty Officer Ken O’Dell, RMN – Chief of Staff & Enlisted Academy Instructor
Master Sergeant Jeremy Henry, RMMC – Yeoman to the Chief of Staff

Instructors:
Captain (SG) Dame Jill McTavish, KCE, QBM, RMN – Chair, Tactical
Captain (SG) Sir Justin Grays, KDE, QBM, RMN – Chair, Logistics
Captain (UG) Sir Zachariah Fraser, KDE, RMN – Gravitics
Captain (UG) Ed Wandal, CBM, RMN – Electronic Warfare
Captain (UG) Cindy Jeffers – Chair, Communications
Captain (UG) Sir Michael Paquette, KE, RMN – Chair, Command
Surgeon Commander Sir Patrick McKinnon, ME, RMN – Chair, Medical
Lieutenant Commander Brian Harris, RMN – Chair, Engineering
Lieutenant Commander Steve Randolph ME, RMN – Environmental
Lieutenant Commander Heather Selbe, RMN(R) – Chair, Astrogation
Lieutenant (SG) Michael Spath, GSN – Hydroponics
Lieutenant (SG) Brad Lee, RMN – Communications Technician
Lieutenant (UG) Troy Cole, RMN – Impeller
Lieutenant (UG) Desiree Arceneaux, GSN – Electronics
2ND Lieutenant Joseph Grieco, RMMC – Personnelman and Navy Counselor
Chief Warrant Officer Ryan Gale, CCM, ME, RMN – Damage Control
Warrant Officer Michael Cucchiarella, RMN – Boatswains
Senior Master Chief Petty Officer of the Navy Thomas Coonradt, NS, ME RMN – Master at Arms
Senior Chief Petty Officer Andrew Martin, RMN – Helmsman
Chief Missile Mate Michael Romero, RMN – Missiles
Chief Beam Weapons Mate Katie Tremaine, RMN – Beam Weapons
Chief Helmsman Rowan M R Wagstaff-Weston, GSN – Helmsman

Remote Testing Institute:
Kapitän der Sterne Dame Laura Lüschen, KR, OE, KAM – Dean
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