

July 2010	SeaWolves Virtual Military Command		Pg. 1 of 2
	Department of War - Staffing System	Rev: 0	

The SeaWolves Virtual Military Command's War Department has adopted the continental staff system (also known as the general staff system) in structuring our militaries' staff functions. In this system, each staff position in a headquarters or unit is assigned a letter-prefix corresponding to the formation's element and one or more numbers specifying a role.

G, for Army or Marines headquarters division level and above ("General");

J, for Joint (multiple services) headquarters;

N, for Navy headquarters; and

S, for staff roles within headquarters of organizations commanded by a colonel or below (e.g., divisional brigades, regiments, groups, battalions, and squadrons).

The staff numbers are assigned according to custom not hierarchy, i.e., 1 is not "higher" than 2:

1, for personnel and administration

2, for intelligence and security

3, for operations

4, for logistics

5, for Plans

6, for signal (i.e., communications or IT)

7, for Training.

Thus, the personnel officer of a naval headquarters would be referred to as N1. In reality, in large organizations each of these staff functions will require the support of its own large staff, so N1 refers both to the office and the officer in charge of it.

July 2010	SeaWolves Virtual Military Command		Pg. 2 of 2
	Department of War - Staffing System	Rev: 0	

Personnel or administration (1)

The personnel and administration officer supervises personnel and administration systems. This department functions as the essential administrative liaison between the subordinate units and the headquarters, handling personnel actions coming from the bottom up (such as a request for an award be given to a particular member) or from the top down (such as orders being received from the army level directing a particular soldier be reassigned to a new unit outside the command). In army units, this person is often called the Adjutant.

Intelligence / security / information operations (2)

The intelligence section is responsible for collecting and analyzing intelligence information about the enemy to determine what the enemy is doing, or might do, to prevent the accomplishment of the unit's mission. This office may also control maps and geographical information systems and data. At the unit level, the S2 is the unit's security officer, and the S2 section manages all security clearance issues for the unit's personnel.

Operations (3)

The operations office, which may include plans and training. The operations office plans and coordinates operations, and all things necessary to enable the formation to operate and accomplish its mission. In most units, the operations office is the largest of the staff sections and considered the most important. All aspects of sustaining the unit's operations, planning future operations, and additionally planning and executing all unit training, fall under the responsibility of operations. The operations office is also tasked with keeping track of the weekly training schedules. In most military units, the operations officer, carries the same rank as the executive officer (xo).

Logistics (4)

The logistics office is responsible for managing logistical support and providing all manner of supplies and services such as ammunition, fuel, food, water, maintenance, materials, engineering, and transportation. In the virtual military world, these areas would be aligned to simulation modification, simulation patches and mission packs.

Plans (5)

The plans office, responsible for military affairs or strategy.

Communications or IT (6)

The communications office directs all communications and is the point of contact for the issue of communications instructions during operations as well as for communications troubleshooting.

Training (7)

The training branch will organize and coordinate training activity conducted by a Headquarters and also supervise and support subordinate units.