

# OTHER TRAITS

The following rules are purely optional and intended as a way of helping round out an operative. They should be used in conjunction with the rules on pg 12 of the GM's Operations Manual.

## Sex

After determining the sex of the character roll percentile dice. On a roll of 00-01% the character has the advantage of being androgynous in appearance; this allows them to impersonate being male or female with equal success.

## Race, Eyes, Hair, and Complexion

These vital statistics are the decision of the player (or can be rolled randomly using the tables in the GMs Operations Manual). Eye colour can be altered by using contact lenses (if agent is able to wear them). Hair can be coloured, straightened, curled, thinned, or even lengthened with a hairpiece. Complexion has no effect on Seduction.

- **Race**  
See annex A for full list.
- **Eyes**  
Select eye colour: red/pink (albino), light grey, grey, pale blue, blue, dark blue, light green, green, hazel, light brown, brown, dark brown, black.(Use of glasses/contact lenses is determined separately).
- **Hair**  
Player chooses from one of the following colours: ash blonde, blonde, dark blonde, red-blonde, red, red-brown, light brown, brown, dark brown, black, blue-black, grey, white (note greying if applicable).  
At the same time the characteristics of the hair must be noted — straight, wavy, curly, kinky — and amount and length noted — full, balding, fringe, bald; very long, long, shoulder-length, short, close-cropped.
- **Complexion**  
Select both colour and texture: albino, pale/light, fair, ruddy, tan, brown, olive, dark, yellow, ivory, black; smooth, average, coarse/rough, wrinkled, scarred, pocked.

## Blood Type

Two major factors must be considered when determining blood type: blood group and Rh factor. To determine blood type, roll percentile dice on the following table.

**Table 1: Blood Type**

Blood Group	Caucasian	African American	Hispanic	Asian
AB-	00	00	00	00
AB+	01-03	01-04	01-02	01-07
A-	04-10	05-06	03-04	08
A+	11-43	07-29	05-32	09-34
B-	44-45	30	33	35
B+	46-54	31-48	34-42	36-59
O-	55-61	49-52	43-46	60
O+	62-99	53-99	47-99	61-99

A character with a haemorrhaging wound loses one pint of blood per minute. If rescue facilities are available roll percentile dice, once for blood group and again for Rh factor, on the following table to determine blood type availability for transfusion.

**Table 2: Blood Availability**

Dice Roll	Blood Group	Rh Factor
01-42	O	Positive
43-85	A	Positive
86-95	B	Negative
96-00	AB	Negative

If that blood type is compatible with the injured character, then that blood type is available and the character can receive a transfusion. If the character needs more than one pint of blood, roll for each pint separately.

If there is not enough whole blood (or packed red blood cells) available, the victim will go into shock, even if blood plasma is used. Medical attention will stop haemorrhaging. An average person has about 6 pints of blood.

Blood types that are compatible for transfusions are shown on Table 3: Blood Compatibility.

**Table 3: Blood Compatibility**

Recipient	Whole Blood	Red Blood Cells	Plasma
O	O	O	O, A, B, AB
A	A	O, A	A, AB
B	B	O, B	B, AB
AB	AB	O, A, B, AB	O, AB

In all transfusions other than Plasma, Rh factors must also be compatible; for example, A- recipients can only receive red blood cell transfusions from O- and A- donors.

**Table 4: Rhesus Compatibility**

Recipient	Donor
Rh+	Rh+ or Rh-
Rh-	Rh- only

The universal red cell donor has Type O- blood type. The universal plasma donor has Type AB blood type. Frozen blood takes 45 minutes to thaw. Whole blood can be saved for only 30 days, so a personal stockpile of a rare blood type is limited.

## Vision Correction

If vision correction is indicated, roll percentile dice: the result is the percentage (rounded up) of that character's Dexterity that is lost whenever glasses or contacts are not worn.

*Example:* Operative 374 has Dexterity of 75, but must wear glasses. The percentile dice roll was 20, so OP 374's Dexterity will be reduced by 20% of 75 (or 15), and therefore will have a Dexterity of 60 whenever he does not wear glasses.

## Distinguishing Characteristics

Fingerprints, voice prints, and retinal patterns are the most common forms of biometric identification. No two persons have identical characteristics. Identical twins and vocal impersonators cannot fool a trained specialist who has the proper equipment. High quality recordings may fool a voice print identifier. Fingerprints can be temporarily altered by adhesive covers or singed beyond recognition. Retinal patterns are the most difficult to fake because of their inaccessibility. Contact lenses may be designed to thwart retinal scans.

Fingerprints, voice, and retinal scanners can be connected to a computer system that compares the input data against those in its memory. If the patterns match, a door can be unlocked, a machine started, or guards alerted. If the patterns are not in the computer's memory other programmed actions can be taken; the pattern could be recorded, or a weapon or alarm could be triggered.

To obtain a numerical equivalent of a set of fingerprints, roll percentile dice five times and write the numbers down in sequence. Persons with more or fewer than 10 fingers still roll the dice five times. Voice prints and retinal patterns can be given numerical equivalents the same way. For example, if five consecutive dice rolls are 01, 93, 85, 33, and 17, then the character's fingerprint pattern is 0193853317. The odds against another character having the same pattern are 10 billion to 1. If partial prints at the scene of a crime were 0193853--, the owner of the prints would be highly suspect. An identification check that combines fingerprints with other identifying codes is very difficult to fool.

Other identifying characteristics include scars, tattoos, ear prints, foot prints, accents, facial features, eye colour, mannerisms, limps, and speech. Many of these can be copied, altered, or hidden, and should not be relied upon as positive identifiers.

# PERSONAL LIFE

## Birthplace and Residence

The location where a character grew up or lives is the choice of the player. No modifiers are allowed for differences in upbringing. A player character from an urban slum has no advantages or disadvantages when compared to a player character from a farm community or wilderness.

## Education

Some players may decide that their operative has one or more degrees, provided the requirements listed in Table 5 are met.

**Table 5: Degrees**

Logic	Min. Age	Degree
51 - 60	22	Bachelor's
61 - 70	24	Master's
71 +	26	Doctorate

A Level of 1 in the Academic, Medic or Technician skills may indicate a possible degree subject. Primary and secondary talents, along with an operative's background, can also help decide this. Annex D has a broad listing of degrees to help the player choose.

**Bachelor's Degree** or equivalent training. Most Bachelor's degrees are either BA (Bachelor of Arts) or BSc (Bachelor of Science). Certain fields have specialized degrees, such as BBA (Bachelor of Business Administration) or BFA (Bachelor of Fine Arts).

**Master's Degree** or equivalent training. Agents that studied law earn an LLM (Master of Laws) degree. Agents that study religion earn a MDiv (Master of Divinity) degree. To earn a Master's Degree in a post-secondary school the agent must add 3 or 4 years to his starting age.

**Doctorate (PhD) Degree** or equivalent training. Agents that studied law earn an LLD (Doctor of Laws) degree. Agents that studied religion get a DD (Doctor of Divinity) degree. Agents that studied medicine have an MD (Doctor of Medicine) or DDS (Doctor of Dental Surgery) degree.

## Military Record

If an operative has served in the military, the branch of the military served under is the player's choice.

Roll percentile dice and check Table 6: Military Record to determine the highest rank earned by the character. The table is based on NATO codes (see Annex C: Military Ranks); operatives from other countries hold equivalent ranks. A roll of 00 indicates that an operative held a rank above Colonel (Army) or Captain (Navy). The player can choose which of these ranks was held (other than OF-10).

The number of years spent in the service is also up to the player, with certain restrictions. The maximum equals the character's age minus 15 years. Service in many countries (mandatory or voluntary) begins at age 17 or 18. Assume that characters who enlisted younger than 17 somehow falsified their age records.

The average rate of promotion is one rank per two years of service. Any character exceeding this average will have reached the highest rank attainable with average promotions; he also receives one military honour or decoration for every two ranks between the rank rolled and the rank attained.

*Example:* A player with a 27 year old operative that was in the army for 9 years rolls a 97. The character earned the equivalent of the rank of Major (OF-3), but in nine years the character could only be promoted four times, to Sergeant (OR-5). Major is eight ranks above Sergeant, so the character receives four decorations, and leaves the army with the rank of Sergeant.

Characters with a Bachelor's degree can enter the military at OF-1 (2nd Lieutenants or Ensigns). A Master's Degree or above allows entry at OF-2 (Captain in the Army, or Lieutenant in the Navy). Such characters do not roll on the rank table. Instead, they receive promotions based strictly on length of service: one year from 2nd Lieutenant to 1st Lieutenant (OF-1 to OF-1), two years from 1st Lieutenant to Captain (OF-1 to OF-2), four years from Captain to Major (OF-2 to OF-3), five years from Major to Lt. Colonel (OF-3 to OF-4), and five years from Lt. Colonel to Colonel (OF-4 to OF-5). Notwithstanding this rule, a player must roll 99 or 00 with percentile dice for a character to become a Colonel or higher rank officer (Naval officers receive Navy equivalent ranks). Operatives may still get promoted whilst serving in the Secret Services (up to OF-4).

**Table 6: Military Record**

### Other Ranks (Enlisted)

Dice Roll	01-10	11-30	31-60	61-69	70-75	76-81	82-85	86-88	89-90
NATO Code	OR-1	OR-2	OR-3	OR-4	OR-5	OR-6	OR-7	OR-8	OR-9

## Officer Ranks

Dice Roll	91-92	93-95	96	97	98	99	00	00	00	00
NATO Code	OF-1	OF-1	OF-2	OF-3	OF-4	OF-5	OF-6	OF-7	OF-8	OF-9

## Political and Economic Alignment

Operatives have three dimensions of character alignment: toward political systems, economic systems, and political change. These dimensions are represented on the Alignment Chart.

The favoured government or political system is represented on the vertical axis, ranging from democracy (cooperative rule by all citizens) at the top to autocracy (absolute rule by a single person) at the bottom. In between are republicanism, neutrality, and authoritarianism.

Viewpoints on political change are represented on the horizontal, ranging from radical to reactionary. Extreme liberals are radicals favouring extreme and rapid changes such as those experienced by the Soviet Union or China during their revolutions. Liberals favour reform, while conservatives prefer to maintain adequate systems intact. Reactionaries are extreme conservatives who favour a return to a previous form of government.

The third axis, perpendicular to the other two axes, represents economic alignment. At one end is the free market, with no government controls and private ownership of all capital. At the other end of the axis is communism (common ownership of the means of production). Between these extremes are unionism and socialism (state ownership of the means of production).

Character alignment can be determined several ways. For simplicity, players should choose only extreme or neutral positions, such as Democratic-Radical-Neutral. For more detail, players can choose moderate positions between the extremes, such as Authoritarian-Liberal-Socialism. If players want to choose their alignments randomly, roll percentile dice three times and refer to Table 7: Alignments for each dimension; political systems, change, and economic systems.

## Alignment Chart

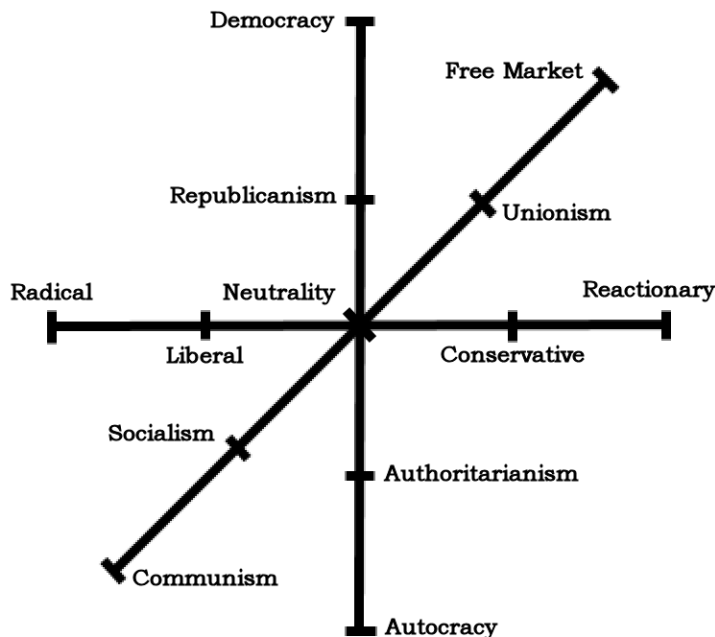


Table 7: Alignments

Percentile Dice Roll	Alignments		
	Political	Change	Economic
01-06	Democratic	Radical	Capitalist
07-18	Republic	Liberal	Unionist
19-82	Neutral	Neutral	Neutral
83-94	Authoritarian	Conservative	Socialist
95-00	Autocratic	Reactionary	Communist

Characters with similar alignments will get along well together, because they understand each other's political and economic views. Characters with opposite alignments on any axis will not get along well. If their alignments are opposite on more than one axis, the characters may be hostile to one another. When characters with opposite alignments must work together for an extended time, find the numerical difference between their alignments on each axis. The average of these three differences is the percentage chance there will be trouble.

*Example:* Bobby's alignment is 10/33/55, and Karl's alignment is 10/44/95. The differences are 0/11/40. The average of these differences is  $(51/3) = 17$ . If the GM rolls 17 or less on percentile dice, these two agents will clash at some point during the mission.

The GM should never force characters to fight each other, but should use coincidences and accidents to create a mood of tension and suspicion between the characters, allowing the players to resolve their differences themselves.

## Religion

A player should select a religion from the following list for his operative (even if the operative is not actively practising the religion). If the player does not want his character to have a religion, this should be specified on the character sheet as "None".

Christian (including Church of England, Church of Scotland, Church of Ireland, Catholic, Protestant and all other Christian denominations), Buddhist, Hindu, Jewish, Muslim, Sikh, any other religion (specify) or no religion at all.

It should be noted that the majority of people are considered to be a member of a religion even if it isn't actively practised.

## Tags

A "tag" is a vivid trait of some kind that becomes apparent to anyone meeting the character. Select one or two from the list, or make up your own, for each PC. Mentioning these tags or acting them out will make these characters much more lifelike and memorable.

### Suggested Tags

Bossy/Rude  
Apologetic/Meek  
Gum/Tobacco Chewing  
Gaze, Shifty/Staring: Repeated Gesture (hand through air, scratch nose, etc.)  
Laugh (unusual)  
Distinctive Style (punk, disco)  
Unusual Walk  
Chain Smoking  
Depressed/Morose  
Angry/Frustrated  
Sexy/Flirtatious  
Ever-present Pet/Companion  
Nervous/Fidgety  
Prejudiced Unusual Breathing (wheezing, rapid)  
Drinking Ever-present Possession (cane, monocle, ring)

If you want your PC to have tags, write your selections (or new tags of your own creation) in the Appearance/Descriptor sections of the character dossier. Like other aspects of the profile, tags have no game effect - they're strictly role-playing aids.

- **Voice:**  
How characters sound can determine how other characters react to them. A character's voice can embellish or even define his or her personality.
- **Accents:**  
These are simple and effective means of depicting a PC. They reinforce character's nationality, which can often be important. Many accents are relatively easy to mimic. Watching movies in which actors speak with accents can enhance your skill at mimicking vocal styles.
- **Pitch and Tone:**  
These are factors you can vary from time to time to reflect the diversity of PCs. Altering your voice slightly when playing a PC will help other players to visualize your character.
- **Distinctive Speech Traits:**  
A nasal tone or lisp can also be used to make a PC memorable in the minds of other players.

# FINANCES

The following section on finances should only be considered if using the optional rules starting on pg 26 of the GMs Operations Manual.

## Taxes and Evasion

Characters living in a communist country pay no tax. A character in a democratic or socialist nation is expected to pay taxes annually. Payment for espionage work is not exempt (operatives are classified as Civil Servants or Freelancers). The amount of tax owed is dependant on an operative's Yearly Income - this is calculated using the following formula and consulting Table 8: Income Tax.

$$\text{Yearly Income} = (\text{Monthly Disposable Income} \times 12) + (\text{all mission payments for the year})$$

Table 8: Income Tax

Tax Rate	Yearly Income
10%	\$0 - \$9,275
15%	\$9,276 - \$37,650
25%	\$37,651 - \$91,150
28%	\$91,151 - \$190,150
33%	\$190,151 - \$413,350
35%	\$413,351 - \$415,050
40%	\$415,051 +

A character that does not pay his taxes, or pays only part of what is owed, will be detected on a percentile dice roll determined by the difference of the tax he owes compared to the amount he actually pays.

*Example:* A character has earned \$95,000 over the last year. He is due to pay 28% in taxes which amounts to \$26,600. The player feels that this is too much and decides to only pay \$15,000 which approximates to nearly 16%; the Inland Revenue will detect his fraud on a roll of 12% or under.

Detected tax evaders are pursued and arrested by police.

## Living Expenses

After taxes, annual living expenses account for 76% to 85% (75 + 1d10) of a character's net annual income, plus 1% per dependent. All earnings left after taxes and living expenses can be saved, invested, or spent as the player chooses.

## Investing

Operatives can invest in oil, gold, coins, stamps, antiques, silver, rare books, art, gemstones, real estate, stocks, currency exchange, bonds, or unique objects. Unique objects include precious metals other than gold and silver, sports memorabilia, comic books, toys, games, war souvenirs, and other esoteric items.

Roll 2d10 and add the two numbers together, treating 0s as 10s. Subtract 9. The result is the percentage gain, or loss, on the investment in one game year.

*Example:* A character invests £1,000 in diamonds on January 1. Diamonds are considered gemstones. A year later on January 1 percentile dice are rolled and the numbers are 5 and 1, for a total of 6. Subtracting 9 leaves negative 3. This means the value of the diamonds declined 3%. The character invested £1,000 and is paid back £970. The best possible investment would have produced 11 % or £1,110. Over a period of 10 years an average investment will produce a 10% profit.

## Interest

Assume that annual interest from all bank savings accounts is 1 to 10 percent, determined randomly. To earn interest money must remain, unused, in the bank for one game year.

## Swiss Bank Accounts

Characters may want to open Swiss bank accounts, because no income tax is charged on bank deposits in Switzerland. The character is assigned an account by number instead of by name, to assure privacy. Individuals or agencies may open Swiss accounts so operatives can transfer cash easily, or in return for specific goods or services.

## Switzerland IBAN Format Example

An IBAN (International Bank Account Number) consists of a two-letter country code, two check digits and a Basic Bank Account Number (BBAN). A BBAN includes information about the domestic bank and account number. The IBAN print format adds one space after every four characters whereas the electronic format contains no spaces.

IBAN	CH93 0076 2011 6238 5295 7
ISO Country Code	CH (Switzerland)
IBAN Check Digits	93
BBAN	0076 2011 6238 5295 7
Bank Identifier	00762
Account Number	011623852957
SEPA Member	Yes

Above is an example Swiss IBAN. The country code for Switzerland is CH. The IBAN check digits 93 validate the routing destination and account number combination in this IBAN. The BBAN is 0076 2011 6238 5295 7, which contains the country-specific details of the account number. The bank identifier is 00762 and the account number is 011623852957. Switzerland is a member of the Single Euro Payments Area (SEPA).

To roll up a random Swiss IBAN for a character just roll %dice for each pair of digits and complete the number by rolling 1d10 for the final digit.

## Relatives and Dependents

Players can decide whether their operatives are single, married, separated, or divorced, and how many relatives and dependents each has. While relatives and dependents are not likely to know that the character is an active espionage agent, they can unknowingly provide useful information, contacts, or shelter. They can also be threatened, kidnapped, or used to extort goods or services from a character. An operative's dependents also affect tax deductions and living expenses. The number of relatives or dependents a character has can be adjusted by +/- 1 per game year.

## Life Insurance

An character can buy life insurance for 10% of the policy's total payoff (e.g. a £10,000 policy costs £1,000). The named beneficiary may not be, or become, a player character. The beneficiary loses the benefit if he is even indirectly the cause of the character's death. A positively identified body is required for the benefit to be paid. If the body is missing, the benefit will be paid if the body is not found for 7 years.

## Wills

A player character can prepare a will leaving up to 75% of his or her possessions (excluding special devices) and money to one or more individuals, agencies, or charities. An inheritance should never be given to another player character or to a descendant that later will become a player character. Agencies generally put any inheritances in an education or development fund for use by their employees; agencies will not turn an entire inheritance over to a particular individual. If a player character dies without a will all possessions go to the state. Agency equipment that is identified is usually returned to the agency, if the agency is recognized by the state.

# LANGUAGES

The Covert Ops Core Rulebook lists the the top ten most spoken languages in the modern world on pg 61. Appendix B of this document provides a more detailed list of the major languages of the world. Below are three additional “languages” that operatives might want to learn.

## Sign Language, Lip Reading & Braille

Sign language cannot be a native language, but it may be chosen as an additional language. It is usable only when contacts are within short range. The speaker must have at least one arm free to send messages with. “Sign” should be listed directly after the spoken language on the character record. For example:

1. (Native) English
2. English sign
3. French
4. French sign
5. Lip reading

Lip reading (or speech reading) is possible only after learning to speak or sign that language, even a native language. Language is usually acquired by hearing; when this sense is impaired language must be learned by observing, by reading speech on the speaker's lips, by reading, and through intensive study. A character must know a language before learning to read speech in that language. Although speech reading is a skill, it should be listed as a separate language on the character record. Speech reading is universal, so a character with this skill can lip read any language he knows. Anyone can learn sign language or speech reading.

To lip read, the speaker's face must be visible (at least in profile, if not full view) and the speaker must be at short range. Binoculars and scopes can bring the image of a speaker into short range. Divide the actual distance to the speaker by the power of the scope.

Only 26% of speech is visible on the lips, so even the best lip readers cannot read everything that is said. Being able to read lips does not allow an agent to speak silently to someone who is not trained to read speech. Anyone can communicate generally by using universal body language, gestures, and facial expressions. Such communication should be role-played with a high chance of NPCs' misunderstanding PCs.

It is assumed that if a character can speak, sign, or lip read a language, that character can write and read it too. To be literate in Braille, a character must designate it as an additional language after mastering the parent language. For example:

1. (Native) English
2. English (Braille)

A character who can read Braille with her fingertips can read it by sight also. Such skills may prove invaluable if, for example, characters are trapped in a dark elevator, blindfolded, or temporarily blinded. Some languages, such as Chinese, Hebrew, and ancient Egyptian, do not have raised dot alphabets. In these cases, even raised or inscribed hieroglyphics may be impossible to read by touch. Operatives probably should concentrate on Indo-European languages.



# ANNEX A: RACE

Eleven Categories of Classification (UK Census).

<b>Presentation Group</b>	<b>Combined Categories</b>
<b>White</b>	White British White Irish Any Other White
<b>Mixed</b>	White and Black Caribbean White and Black African White and Asian Any Other Mixed
<b>Indian</b>	Indian
<b>Pakistani</b>	Pakistani
<b>Bangladeshi</b>	Bangladeshi
<b>Other Asian</b>	Other Asian
<b>Black Caribbean</b>	Black Caribbean
<b>Black African</b>	Black African
<b>Other Black</b>	Other Black
<b>Chinese</b>	Chinese
<b>Other ethnic group</b>	Other Ethnic Group

Summary of how write-in answers are allocated to main census ethnic groups (UK).

<b>Write-in answer</b>	<b>Census category</b>
English Scottish Welsh Cornish	<b>White British</b>
Northern Irish Cypriot Gypsy/Romany Former USSR Baltic States Former Yugoslavia Other European White South African American Australian New Zealander Mixed White	<b>Other White</b>
British Indian Punjabi	<b>Indian</b>
British Pakistani Kashmiri	<b>Pakistani</b>
British Bangladeshi	<b>Bangladeshi</b>

British Asian	<b>Other Asian</b>
East African Asian	
Sri Lankan	
Tamil	
Sinhalese	
Caribbean Asian	
British Asian	
Nepalese	
Mixed Asian (i.e. mixture of descriptions in the Asian section)	
-----	
Caribbean and West Indian islands (and also Guyana) apart from Puerto Rican, Dominican and Cuban, which are Latin American	<b>Black Caribbean</b>
-----	
Nigerian	<b>Black African</b>
Somali	
Kenyan	
Black South African	
Other Black African countries	
-----	
Black British	<b>Other Black</b>
Black American	
Mixed Black	
-----	
Hong Kong	<b>Chinese</b>
-----	
Japanese	<b>Other Ethnic Group</b>
Vietnamese	
Filipino	
Malaysian	
Aborigine	
Afghani	
Burmese	
Fijian	
Inuit	
Maori	
Native American Indian	
Thai	
Tongan	
Samoan	
-----	

'Other' categories that cannot be systematically allocated to census ethnic groups (UK).

## Main Write-In Responses

## Details / Examples

Arab	
Buddhist	
Hindu	
Iranian	
Israeli	
Jewish	
Kurdish	
Latin American	Cuban, Puerto Rican, Dominican, Hispanic
Moroccan	
Multi-ethnic islands	Mauritian, Seychellois, Maldivian, St Helena
Muslim	
Other Middle Eastern	Iraqi, Lebanese, Yemeni
Other North African	
Sikh	
South American	includes Central American
-----	

## USA Censor Definitions

**White.** A person having origins in any of the original peoples of Europe, the Middle East, or North Africa. It includes people who indicate their race as "White" or report entries such as Irish, German, Italian, Lebanese, Near Easterner, Arab, or Polish.

**Black or African American.** A person having origins in any of the Black racial groups of Africa. It includes people who indicate their race as "Black, African Am., or Negro," or who provide written entries such as African American, Afro American, Kenyan, Nigerian, or Haitian.

**American Indian and Alaska Native.** A person having origins in any of the original peoples of North and South America (including Central America), and who maintain tribal affiliation or community attachment. It includes people who classify themselves as described below.

**American Indian.** Includes people who indicate their race as "American Indian," entered the name of an Indian tribe, or report such entries as Canadian Indian, French-American Indian, or Spanish-American Indian.

**Alaska Native.** Includes written responses of Eskimos, Aleuts, and Alaska Indians as well as entries such as Arctic Slope, Inupiat, Yupik, Alutiiq, Egegik, and Pribilofian. The Alaska tribes are the Alaskan Athabaskan, Tlingit, and Haida. The information for Census 2000 is derived from the American Indian Detailed Tribal Classification List for the 1990 census and was expanded to list the individual Alaska Native Villages when provided as a written response for race.

**Asian.** A person having origins in any of the original peoples of the Far East, Southeast Asia, or the Indian subcontinent including, for example, Cambodia, China, India, Japan, Korea, Malaysia, Pakistan, the Phillipine Islands, Thailand, and Vietnam. It includes "Asian Indian," "Chinese," "Filipino," "Korean," "Japanese," "Vietnamese," and "Other Asian." Asian Indian. Includes people who indicate their race as "Asian Indian" or identify themselves as Bengalese, Bharat, Dravidian, East Indian, or Goanese.

**Chinese.** Includes people who indicate their race as "Chinese" or who identify themselves as Cantonese or Chinese American. In some census tabulations, written entries of Taiwanese are included with Chinese while in others they are shown separately.

**Filipino.** Includes people who indicate their race as "Filipino" or who report entries such as Pilipino, Phillipine, or Filipino American.

**Japanese.** Includes people who indicate their race as "Japanese" or who report entries such as Nipponese or Japanese American.

**Korean.** Includes people who indicate their race as "Korean" or who provide a response of Korean American.

**Vietnamese.** Includes people who indicate their race as "Vietnamese" or who provide a response of Vietnamese American.

**Other Asian.** Includes people who provide a response of Bangladeshi, Burmese, Cambodian, Hmong, Indonesian, Laotian, Pakistani, Sri Lankan, or Thai.

**Native Hawaiian and Other Pacific Islander.** A person having origins in any of the original peoples of Hawaii, Guam, Samoa, or other Pacific Islands. It includes people who indicate their race as "Native Hawaiian," "Guamanian or Chamorro," "Samoan," and "Other Pacific Islander."

**Native Hawaiian.** Includes people who indicate their race as "Native Hawaiian" or who identify themselves as "Part Hawaiian" or "Hawaiian."

**Guamanian or Chamorro.** Includes people who indicate their race as such, including written entries of Chamorro or Guam.

**Samoan.** Includes people who indicate their race as "Samoan" or who identified themselves as American Samoan or Western Samoan.

**Other Pacific Islander.** Includes people who provided a write-in response of a Pacific Islander group such as Tahitian, Northern Mariana Islander, Palauan, Fijian, or a cultural group, such as Melanesian, Micronesian, or Polynesian.

**Some Other Race.** Includes all other responses not included in the "White," "Black or African American," "American Indian and Alaska Native," "Asian," and the "Native Hawaiian and Other Pacific Islander" race categories described above. Respondents providing write-in entries such as multiracial, mixed, interracial, or a Hispanic/Latino group (for example, Mexican, Puerto Rican, or Cuban) in the "Some other race" category are included in this category.

**Two or More Races.** People may have chosen to provide two or more races either by checking two or more race response check boxes, by providing multiple write-in responses, or by some combination of check boxes and write-in responses. The race response categories shown on the questionnaire are collapsed into the five minimum race groups identified by the OMB, plus the Census Bureau "Some other race" category. For data product purposes, "Two or More Races" refers to combinations of two or more of the following race categories: o White o Black or African American o American Indian and Alaska Native o Asian o Native Hawaiian and Other Pacific Islander o Some other race.

# ANNEX B: MAJOR LANGUAGES OF THE WORLD

The following appendix is designed to aid in selecting languages for characters. The listing is not intended to be complete and offers only a selection of groups with many languages (such as the North American Indian sampling). Still, this listing covers the majority of the languages currently spoken by large numbers of people.

## FAMILY OR SUBGROUP

## MAJOR LANGUAGES

<b>Germanic:</b>	Afrikaans, Danish, Dutch, English, Flemish, German, Icelandic, Norwegian, Swedish, Yiddish
<b>Italic:</b>	Latin
<b>Romance:</b>	French, Italian, Portuguese, Rumanian, Spanish
<b>Celtic:</b>	Irish Gaelic, Scottish Gaelic, Welsh
<b>Hellenic:</b>	Greek
<b>Slavic:</b>	Bulgarian, Czech, Polish, Russian, Serbo-Croatian, Slovak, Ukrainian
<b>Baltic:</b>	Latvian, Lithuanian
<b>Iranian:</b>	Kurdish, Persian
<b>Indic:</b>	Bengali, Hindi, Nepali, Sanskrit
<b>Finno-Ugric:</b>	Estonian, Finnish, Hungarian
<b>Turkic:</b>	Tatar, Turkish
<b>Mongolian:</b>	Mongolian
<b>Southern Caucasian:</b>	Georgian
<b>Sinitic:</b>	Chinese
<b>Tibeto-Burman:</b>	Burmese, Tibetan
<b>Thai:</b>	Lao, Thai
<b>Polynesian:</b>	Hawaiian, Tahitian
<b>Indonesian:</b>	Indonesian, Malagasay, Malay
<b>Eskimo-Aleut:</b>	Aleut, Eskimo (Inuit)
<b>Benue-Congo:</b>	Bantu, Kiswahili
<b>Semitic:</b>	Arabic, Aramaic, Hebrew, Maltese
<b>Egyptian:</b>	Coptic
<b>Chari-Nile:</b>	Bushman, Hottentot, Nubian
<b>North American Indian:</b>	Cherokee, Cheyenne, Comanche, Maya, Sioux, Yuma
<b>Independent:</b>	Albanian, Armenian, Basque, Japanese, Khmer, Korean, Vietnamese
<b>Creole:</b>	French Creole, Taki-Taki
<b>Artificial:</b>	Esperanto, Interlingua

Languages Ranked By Number Of Countries Where Each Is Spoken <sup>1</sup>					
Rank	Language	Core	Outer Core	Fringe	Total
1	English	9	24	82	115
2	French	5	18	12	35
3	Arabic	18	2	4	24
4	Spanish	19	0	1	20
5	Russian	1	4	11	16
6	German	3	1	5	9
7	Mandarin	3	2	0	5
7	Portuguese	3	2	0	5
9	Hindi/Urdu	2	0	0	2
10	Bengali	1	0	0	1
10	Japanese	1	0	0	1

Most Influential Languages <sup>2</sup>		
Rank	Language	Points
1	English	37
2	French <sup>3</sup>	23
3	Spanish	20
4	Russian	16
5	Arabic <sup>4</sup>	14
6	Chinese <sup>5</sup>	13
7	German	12
8	Japanese	10
9	Portuguese	10
10	Hindi/Urdu	9

### Notes to tables above

- The number of countries includes core countries (where the language has full legal or official status), outer core countries (where the language has some legal or official status and is an influential minority language, such as English in India or French in Algeria), and fringe countries (where the language has no legal status, but is an influential minority language in trade, tourism, and the preferred foreign language of the young, such as English in Japan or French in Romania).
- After weighing six factors (number of primary speakers, number of secondary speakers, number and population of countries where used, number of major fields using the language internationally, economic power of countries using the languages, and socio-literary prestige), Weber compiled the following list of the world's ten most influential languages (number of points given in last column).
- French: French / Haitian Creole French
- Arabic: Egyptian / Algerian / Moroccan / Sa'idi / Sudanese / North Levantine / Mesopotamian / Najdi / Khaliiji / Hejazi / Tunisian / San'ani
- Chinese: Mandarin / Xiang / Hakka / Gan / Minbei

# ANNEX C: MILITARY RANKS

Useful Links: [https://en.wikipedia.org/wiki/Ranks\\_and\\_insignia\\_of\\_NATO](https://en.wikipedia.org/wiki/Ranks_and_insignia_of_NATO)  
[https://en.wikipedia.org/wiki/List\\_of\\_comparative\\_military\\_ranks](https://en.wikipedia.org/wiki/List_of_comparative_military_ranks)

## NATO Rank Codes

While countries outside the NATO command structure (including some NATO member countries such as France) do not strictly fall into this classification structure and there may be incidences of overlap (particularly in ranks between countries) the codes still provide a useful gauge in determining what ranks are broadly equivalent.

## British, US, and German Officer Ranks

NATO Rank Code	British Army and Royal Marines <sup>1</sup>	US Army, USAF and USMC <sup>2</sup>	Royal Navy	US Navy	RAF <sup>3</sup>	Bundeswehr Heer and Luftwaffe	Bundesmarine
OF-10 <sup>4</sup>	Field Marshal (not RM)	General of the Army General of the Air Force (no USMC equivalent)	Admiral of the Fleet	Fleet Admiral (FADM)	Marshal of the Royal Air Force		
OF-9	General	General	Admiral	Admiral (ADM)	Air Chief Marshal	General	Admiral
OF-8	Lieutenant General	Lieutenant General	Vice Admiral	Vice Admiral (VADM)	Air Marshal	Generalleutnant	Vizeadmiral
OF-7	Major General	Major General	Rear Admiral	Rear Admiral (Upper Half) (RADM)	Air Vice Marshal	Generalmajor	Konteradmiral
OF-6	Brigadier	Brigadier General	Commodore	Rear Admiral (Lower Half) (RDML)	Air Commodore	Brigadegeneral	
OF-5	Colonel	Colonel	Captain	Captain (CAPT)	Group Captain	Oberst	Kapitän zur See
OF-4	Lieutenant Colonel	Lieutenant Colonel	Commander	Commander (CDR)	Wing Commander	Oberstleutnant	Fregattenkapitän
OF-3	Major	Major	Lieutenant Commander	Lieutenant Commander (LCDR)	Squadron Leader	Major	Korvettenkapitän
OF-2	Captain	Captain	Lieutenant	Lieutenant (LT)	Flight Lieutenant	Stabshauptmann	Stabskapitänleutnant
						Hauptmann	Kapitänleutnant
OF-1	Lieutenant	First Lieutenant	Sub Lieutenant (junior to Army/RAF equivalent)	Lieutenant, Junior Grade (LT(JG))	Flying Officer	Oberleutnant	Oberleutnant zur See
	Second Lieutenant	Second Lieutenant	Acting Sub Lieutenant (junior to Army/RAF equivalent)	Ensign (ENS)	Pilot Officer	Leutnant	Leutnant zur See
OF(D)	Officer Designate (not RM)		Midshipman		Officer Designate	Oberfähnrich	Oberfähnrich zur See
Student Officer	Officer Cadet	Cadet	Officer Cadet	Midshipman	Officer Cadet	Fähnrich	Seekadett

### Notes to table above

- The Royal Marines rank alongside their army equivalents. However, when borne on the books of any of HM Ships or Naval Establishments Royal Marines are subject to the Naval Discipline Act 1957 and in these circumstances many officer ranks in the Royal Marines enjoy greater status. Second Lieutenants are equivalent to Sub Lieutenants and ranks from Lieutenant to Major may be considered equivalent to one rank higher (OF-2 to OF-4). Lieutenant Colonels are considered equivalent to RN Captains with less than six years in the rank, and Colonels would be equivalent to Captains with more than six years seniority. Higher ranks follow the equivalence on the table above.
- Note that the US military usually uses O-1 to O-11 to symbolize officer, and not the NATO codes of OF-1 to OF-10 in which all subaltern officers are classed as OF-1 (O-1 and O-2 in US).
- RAF-style ranks are also used by the Royal Australian Air Force, Royal New Zealand Air Force, Nigerian Air Force, Indian Air Force, Pakistan Air Force, Bangladesh Air Force and Sri Lanka Air Force. The Ghana Air Force and Air Force of Zimbabwe (previously Royal Rhodesian Air Force) also use the same basic system, but replace Pilot Officer and Flying Officer with Air Sub Lieutenant and Air Lieutenant. The Royal Canadian Air Force and Royal Malaysian Air Force also previously used the system.
- O-11 (OF-10 NATO Rank) ranks in the United States can only be attained during war time. This is also now generally the case in the UK, although provision is made to award them under special circumstances in peacetime (no promotions to these ranks have been made since they were generally suspended in 1997).

Not listed are US warrant officers. In accordance with Army Regulation (AR) 135-100 , (Para. 3-5, Department of the Army Pamphlet 600-3, 14 October 2005) [<https://warrantofficerhistory.org/ArmyWOdefined.htm>], a warrant officer is an officer who can and does command, carry out military justice actions and sits on both selection and promotion boards. A warrant officer is a single-track specialty officer initially appointed by the Secretary of the Army; he/she receives a commission upon promotion to Chief Warrant Officer Two (CW2).

## Enlisted Ranks

(Germany: see below)

NRC note 1	nominally supervises (US forces)	US Army	USAF	USMC	USN	British Army	Royal Marines	Royal Navy	RAF	Household Cavalry
OR-9	The senior enlisted person in each service	Sergeant Major of the Army	Chief Master Sergeant of the Air Force (CMSgtAF)	Sergeant Major of the Marine Corps	Master Chief Petty Officer of the Navy (MCPON)					
OR-9	Brigade (Army), Wing (USAF), Regiment (USN, USMC) or higher	Command Sergeant Major (CSM)	Command Chief Master Sergeant (CMSgt)	Sergeant Major (SgtMaj)	Command Master Chief Petty Officer (CMCPO)	Warrant Officer <sup>2</sup> Class 1 (WO1)	Warrant Officer <sup>2</sup> Class 1 (WO1)	Warrant Officer <sup>2</sup> Class 1 (WO1)	Warrant Officer <sup>2</sup> (WO) or Master (Aircrew)	Warrant Officer <sup>2</sup> Class 1 (WO1)
OR-9	Battalion (Army, USN, USMC), Group (USAF)	Sergeant Major (SGM)	Chief Master Sergeant (CMSgt)	Master Gunnery Sergeant (MGySgt)	Master Chief Petty Officer (MCPO)					
OR-8	Company (Army, USN, USMC), Squadron (USAF)	First Sergeant (1SG)	Senior Master Sergeant (SMSgt)	First Sergeant (1st Sgt)	Senior Chief Petty Officer (SCPO)	Warrant Officer <sup>2</sup> Class 2 (WO2)	Warrant Officer <sup>2</sup> Class 2 (WO2)	Warrant Officer <sup>2</sup> Class 2 (WO2)	No OR-8 equivalent	Warrant Officer <sup>2</sup> Class 2 (WO2)
		Master Sergeant (MSG)		Master Sergeant (MSgt)						
OR-7	Platoon (Army, USN, USMC), Flight (USAF)	Sergeant First Class (SFC) or Platoon Sergeant	Master Sergeant (MSgt)	Gunnery Sergeant (GySgt)	Chief Petty Officer (CPO)	Staff Sergeant (SSgt)	Colour Sergeant (CSgt)	Charge Chief Petty Officer <sup>3</sup> (CCPO) Chief Petty Officer (CPO)	Flight Sergeant or Chief Technician	Staff Corporal (SCpl)
OR-6	Squad or Section	Staff Sergeant (SSG)	Technical Sergeant (TSgt)	Staff Sergeant (SSgt)	Petty Officer 1st Class (PO1)	Sergeant (Sgt)	Sergeant (Sgt)	Petty Officer (PO)	Sergeant (Sgt)	Corporal of Horse (CoH)
OR-5 note 4	Fireteam	Sergeant (SGT)	Staff Sergeant (SSgt)	Sergeant (Sgt)	Petty Officer 2nd Class (PO2)					
OR-4		Corporal (CPL) or Specialist Four (SP4 or SPC)	Senior Airman (SRA)	Corporal (Cpl)	Petty Officer 3rd Class (PO3)	Corporal (Cpl) or Bombardier (Bdr)	Corporal (Cpl)	Leading Rate <sup>5</sup>	Corporal (Cpl)	Lance Corporal of Horse (LCoH)
OR-3		Private First Class (PFC)	Airman First Class (A1C)	Lance Corporal (LCpl)	Seaman (SN)	Lance Corporal (LCpl) or Lance Bombardier (LBdr)	Lance Corporal (LCpl)	No OR-3 equivalent	No OR-3 equivalent	Lance Corporal (LCpl)
OR-2		Private (PV2)	Airman (Amn)	Private First Class (PFC)	Seaman Apprentice (SA)	Private (Classes 1 to 3) (Pte) or other corps title such as Sapper, Gunner etc.	Marine (Mne) <sup>6</sup>	Able Rate <sup>6</sup>	Junior Technician (technical trades only)	Trooper (Tpr)
									Senior Aircraftman (SAC)	
									Leading Aircraftman (LAC)	
OR-1		Private (PV1)	Airman Basic (AB)	Private (Pvt)	Seaman Recruit (SR)	Private (Class 4) or Junior		Ordinary Rate	Aircraftman (AC)	

*Notes to table on previous page*

1. NATO Rank Code: Pay grade is used in the US military to normalize the equivalent enlisted and officer ranks respectively. For example, the base pay of an E-8 is the same in the Air Force and the Army. In theory, those two E-8s will have equivalent levels of seniority and responsibility. When enlisted men from several services are together, the senior enlisted man is responsible for the group. For comparing ranks with other countries the Pay grade numbers match with the NATO Codes for Enlisted (Other) ranks. Hence OR-1, at least for this purpose, can be considered the same as E-1, OR-2 as E-2 and so on.
2. A Warrant Officer in UK Services is a senior enlisted rank not comparable to the various grades of Warrant Officer in the US. The US rank is held by single track career specialists (ranking between Enlisted Ranks and 2nd Lieutenant) and have no NATO equivalent. An RN Warrant Officer Class 1 incorporated the former rank of Fleet Chief Petty Officer.
3. A Charge Chief Artificer could be given a NATO OR-8 status, but like other Charge Chiefs, it was considered a substantive CPO (OR-7) and ranked below WO2 in other services. In April 2004 Charge Chief Artificers were renamed Warrant Officers Class 2 as a separate rank.
4. British Sergeants/Petty Officers are seen as equal to OR-5 *and* OR-6 although Corporals *as well as* Sergeants may be appointed to an official OR-5 (i.e. E-5) military role as is suited to the particular situation.
5. Leading Rate is junior to Corporals in other Services.
6. From April 1, 1999 Able Rating and Ordinary Rating Merged, Marine 1st Class and Marine 2nd Class Merged. Junior Rating and Junior Marine Abolished.

## German Enlisted Ranks

NATO Rank Code	Bundeswehr (Army) and Luftwaffe (Air Force)	Bundesmarine (Navy)
OR-9	Oberstabsfeldwebel	Oberstabsbootsmann
OR-8	Stabsfeldwebel	Stabsbootsmann
OR-7	Hauptfeldwebel	Hauptbootsmann
OR-6a	Oberfeldwebel	Oberbootsmann
OR-6b	Feldwebel	Bootsmann
OR-5a	Stabsunteroffizier	Obermaat
OR-5b	Fahnenjunker	Seekadett
OR-5c	Unteroffizier	Maat
OR-4a	Oberstabsgefreiter	Oberstabsgefreiter
OR-4b	Stabsgefreiter	Stabsgefreiter
OR-3a	Hauptgefreiter	Hauptgefreiter
OR-3b	Obergefreiter	Obergefreiter
OR-2	Gefreiter	Gefreiter
OR-1	Schütze/Flieger	Matrose

## Warrant Officer Ranks in the United States Army

NATO Rank Code	United States Army
WO-1	WO-1 Warrant Officer 1
WO-2	CW-2 Chief Warrant Officer 2
WO-3	CW-3 Chief Warrant Officer 3
WO-4	CW-4 Chief Warrant Officer 4
WO-5	CW-5 Chief Warrant Officer 5

Warrant Officers (WO) and Chief Warrant Officers (CWO) in the US Military rank below officers but above officer candidates and enlisted servicemen. A player who wants his character to have served in the US Army may choose to replace Officer ranks OF-1 to OF-5 on Table 5 with the equivalent Warrant Officer rank in the table above.

## Canadian Armed Forces Ranks

### Canadian Non-Commissioned Members

NATO Rank Code	Canadian Forces Land Force Command and Canadian Forces Air Command
OR-9	Chief Warrant Officer
OR-8	Master Warrant Officer
OR-7	Warrant Officer
OR-6	Sergeant
OR-5	Master Corporal
OR-4	Corporal
OR-3	Private (Trained)
OR-2	Private (Basic)
OR-1	Private (Recruit)

### Canadian Officer Ranks

NATO Rank Code	Canadian Forces Land Force Command and Canadian Forces Air Command	Canadian Forces Maritime Command
OF-10		
OF-9	General	Admiral
OF-8	Lieutenant-General	Vice-Admiral
OF-7	Major-General	Rear-Admiral
OF-6	Brigadier-General	Commodore
OF-5	Colonel	Captain
OF-4	Lieutenant-Colonel	Commander
OF-3	Major	Lieutenant Commander
OF-2	Captain	Lieutenant
OF-1	Lieutenant	Sub-Lieutenant
	Second Lieutenant	Acting Sub-Lieutenant
OF(D)		
Student Officer	Officer Cadet	Naval Cadet

### French Armed Forces Ranks

#### French Officer Ranks

NATO Rank Code	Armée de terre <sup>1</sup> / l'air		Marine nationale	
OF-10	Maréchaux de France	Maréchal de France	Great Officers	Amiral de France
OF-9	Officiers Généraux <sup>2</sup>	Général d'armée (aérienne)	Officiers Généraux	Amiral
OF-8		Général de corps d'armée / aérienne		Vice-Amiral d'escadre
OF-7		Général de division (aérienne)		Vice-Amiral
OF-6		Général de brigade (aérienne)		Contre-Amiral
OF-5	Officiers supérieurs	Colonel	Officiers supérieurs	Capitaine de vaisseau
OF-4		Lieutenant-Colonel		Capitaine de frégate
OF-3		Commandant		Capitaine de corvette
OF-2	Officiers subalternes	Capitaine	Officiers subalternes	Lieutenant de vaisseau
OF-1		Lieutenant		Enseigne de vaisseau de première classe
OF-1		Sous-Lieutenant		Enseigne de vaisseau de deuxième classe
OF(D)		Aspirant		Aspirant
Student Officer		Élève officier		Élève officier

#### French Enlisted Ranks

NATO Rank Code	Armée de terre (cavalerie) <sup>1</sup> / l'air		Marine nationale	
OR-9	Sous-officiers	Major	Officiers mariners	Major
OR-9		Adjudant-chef		Maître principal
OR-8		Adjudant		Premier maître
OR-7		No OR-7 equivalent		No OR-7 equivalent
OR-6		Sergent-chef (Maréchal-des-logis-chef)		Maître
OR-5		Sergent (Maréchal-des-logis)		Second-Maître
OR-4	Militaires du rang	Caporal-chef de première classe	Matelots et quartiers-mâtres	Quartier-maître de 1 <sup>ère</sup> classe
OR-4		Caporal-chef (Brigadier-chef)		Quartier-maître de 2 <sup>ème</sup> classe
OR-3		Caporal (Brigadier)		Matelot breveté
OR-2		Soldat / Aviateur de première classe		Matelot
OR-1		Soldat / Aviateur de deuxième classe		

1. Rank insignia in the French army depend on infantry or cavalry units. The infantry arms (armes à pied) include normal infantry, naval troops, the Foreign Legion and engineers; cavalry arms (armes à cheval) include armoured cavalry, artillery, maintenance and logistics. Gold insignia are used for the infantry and silver/white for the cavalry. The artillery, however, uses gold as the main colour, despite being a cavalry branch, and spahis use gold as the main colour despite being part of the cavalry, a distinction representing the armoured cavalry.

2. There is no distinction between infantry and cavalry generals, since they are all supposed to be able to command any type of unit.



## Israeli Defence Forces Ranks

Officer Ranks of the Israeli Defence Forces.

Academic Officers קצינים זוטרים Junior Officers קצינים אקדמיים			
Rank in Hebrew	Abbreviations	Pronounced as...	US & NATO Equivalent
קצין מקצוע אקדמאי	קמ"א	Katzin Miktzoa Akademai (Kama)	Professional Academic Officer
קצין אקדמאי בכיר	קא"ב	Katzin Akademai Bakhir (Ka'ab)	Senior Academic Officer
סגן-משנה	סג"מ	Segen Mishne (Sagam)	OF-1 Second Lieutenant
סגן	none	Segen	OF-1 Lieutenant
סרן	none	Seren	OF-2 Captain

Senior Officers קצינים בכירים General Officers קציני מטה			
Rank in Hebrew	Abbreviations	Pronounced as...	US & NATO Equivalent
רב סרן	רס"ן	Rav Seren (Rasan)	OF-3 Major
סגן אלוף	סא"ל	Sgan Aluf (Sa'al)	OF-4 Lieutenant Colonel
אלוף משנה	אל"מ	Aluf Mishne (Alam)	OF-5 Colonel
תת-אלוף	תא"ל	Tat Aluf (Ta'al)	OF-6 Brigadier General
אלוף	none	Aluf	OF-7 Major General
רב-אלוף	רא"ל	Rav Aluf (Ra'al)	OF-8 Lieutenant General or General

*Note about ranks:* If the ranks of the IDF are to be translated one-to-one to Western ranks then a "Rav Aluf" is equivalent to Lieutenant General (since Major General is "Aluf") but, since Rav Aluf in Israel is the high commander of the army (including air force and navy), the translation of it as "General" is more appropriate.

Enlisted Ranks of the Israeli Defence Forces.

Enlisted Ranks דרגות חוגרים			
Rank in Hebrew	Abbreviations	Pronounced as...	US & NATO Equivalent
טוראי	none	Turai	OR-2 Private
רב טוראי	רב"ט	Rav Turai (Rabat)	OR-4 Corporal
סמל	none	Samal	OR-5 Sergeant
סמל ראשון	סמ"ר	Samal Rishon (Samar)	OR-6 Staff Sergeant

NCO Ranks of the Israeli Defence Forces.

NCO Ranks דרגות נגדים			
Rank in Hebrew	Abbreviations	Pronounced as...	US & NATO Equivalent
רב-סמל	רס"ל	Rav Samal (Rasal)	OR-7 Sergeant First Class
רב-סמל ראשון	רס"ר	Rav Samal Rishon (Rasar)	OR-8 Master Sergeant
רב-סמל מתקדם	רס"מ	Rav Samal Mitkadem (Rasam)	OR-8 Sergeant Major
רב-סמל בכיר	רס"ב	Rav Samal Bakhir (Rasab)	OR-9 Command Sergeant Major
רב-נגד משנה	רנ"מ	Rav Nagad Mishne (Ranam)	OR-9 Warrant Officer
רב-נגד	רנ"ג	Rav Nagad (Ranag)	OR-9 Chief Warrant Officer

## Russian Federation Forces Ranks

### Officer Ranks of the Russian Federation Army and Air Force

Category	Rank	Rank in Russian	Pronounced as...	NATO Equivalent
Supreme Officers or General Officers	Marshall of the Russian Federation	Мáршал Росси́йской Федера́ции	Márshal Rossiyskoy Federátsii	OF-10
	Army General	Генера́л а́рмии	Generál ármii	OF-9
	Colonel General	Генера́л-полко́вник	Generál-polkóvnik	OF-8
	Lieutenant General	Генера́л-лейтена́нт	Generál-leytenánt	OF-7
Senior Officers or Field Grade Officers	Major General	Генера́л-майо́р	Generál-mayór	OF-6
	Colonel	Полко́вник	Polkóvnik	OF-5
	Lieutenant Colonel	Подполко́вник	Podpolkóvnik	OF-4
Junior officers or Company Grade Officers	Major	Майо́р	Mayór	OF-3
	Captain	Капита́н	Kapitán	OF-2
	Senior Lieutenant	Ста́рший лейтена́нт	Stárshiy Leytenánt	OF-1a
	Lieutenant	Лейтена́нт	Leytenánt	OF-1b
	Junior Lieutenant	Мла́дший лейтена́нт	Mládshiy Leytenánt	OF-1c

### Warrant Officers and Other Ranks of the Russian Federation Army and Air Force

Category	Rank	Rank in Russian	Pronounced as...	NATO Equivalent
Warrant Officers / Under-Officers or Master Non-Commissioned Officers	Senior warrant officer	Ста́рший пра́порщик	Starshiy praporshchik	OR-9
	Warrant officer	Пра́порщик	Praporshchik	OR-8
Sergeants and Petty Officers	Starshina	Старшина́	Starshiná	OR-7
	Senior sergeant	Ста́рший сержа́нт	Stárshiy serzhánt	OR-6
	Sergeant	Сержа́нт	Serzhánt	OR-5
	Junior sergeant	Мла́дший сержа́нт	Mládshiy Serzhánt	OR-4
Soldiers and Airmen	Private first class	Ефре́йтор	Yefréytor	OR-3
	Private	Рядово́й	Ryadovóy	OR-2

### Officer Ranks of the Russian Federation Navy

Category	Rank	Rank in Russian	Pronounced as...	NATO Equivalent
Supreme Officers or General Officers <sup>1</sup>	Admiral of the fleet <sup>2</sup>	Адмирал флота	Admiral flota	OF-10
	Admiral	Адмирал	Admiral	OF-9
	Vice admiral	Вице-адмирал	Vitse-admiral	OF-8
	Counter admiral	Контр-адмирал	Kontr-admiral	OF-7
Senior Officers or Field Grade Officers				OF-6
	Captain 1st Rank	Капита́н пе́рвой ранга	Kapitan pervogo ranga	OF-5
	Captain 2nd rank	Капита́н второ́й ранга	Kapitan vtorogo ranga	OF-4
Junior Officers or Company Grade Officers	Captain 3rd rank	Капита́н тре́тьего ранга	Kapitan tret'yego ranga	OF-3
	Captain lieutenant	Капита́н-лейтена́нт	Kapitan-leytenant	OF-2
	Senior lieutenant	Ста́рший лейтена́нт	Starshiy leytenant	OF-1a
	Lieutenant	Лейтена́нт	Leytenant	OF-1b
	Junior lieutenant	Мла́дший лейтена́нт	Mladshiy leytenant	OF-1c

- Note that there is doubt about rank equivalence in countries that have fleet admirals but no commodores, such as the former German Empire and Russia - often it is considered that in these countries a fleet admiral equates to an OF-9 rank, an admiral to OF-8, a vice admiral to OF-7, and a rear admiral to OF-6 (i.e. the ranks all move down one grade).
- Rank not awarded since Vladimir Masorin's retirement in 2007.

### Warrant Officers and Ratings of the Russian Federation Navy

Category	Rank	Rank in Russian	Pronounced as...	NATO Equivalent
Warrant Officers	Senior michman	Ста́рший мичман	<i>starshy michman</i>	OR-9
	Michman	Мичман	<i>michman</i>	OR-8
Petty Officers	Chief of the ship	Гла́вный корабельный старшина	Glavny starshina of the ship	OR-7
	Chief petty officer	Гла́вный старшина	Glavny starshina	OR-6
	Petty officer first class	Старшина пе́рвой ста́тьи	Starshina pervogo staghe	OR-5
	Petty officer second class	Старшина второ́й ста́тьи	Starshina vtorogo staghe	OR-4
Seamen	Leading seaman	Ста́рший матрос	starshy matros	OR-3
	Seaman	Матрос	Matros	OR-2

# **ANNEX D: BRITISH DEGREE ABBREVIATIONS**

Abbreviations are normally used to specify a degree, rather than spelling out the name in full. Many degrees have more than one abbreviation. This list is a 'work in progress' - please add to it.

Note that usage in some Scottish universities, particularly the ancient universities, differs from that in England and Wales in that MAs are given out in place of BAs as first degrees, where the course of study is four years rather than the three years typical in England.

The usage in the two ancient English universities of Oxford and Cambridge also differs slightly from that in other UK universities - the MA degree is not a substantive qualification, but reflects the ancient practice of these universities of raising BAs to MAs (and thus full membership of the University) a few years after graduating. Conversely, some bachelor's degrees in the higher faculties (i.e. those other than arts) at those universities are postgraduate qualifications (e.g. the BCL and BMus at Oxford). Many have been changed to the corresponding masters degree (e.g. BSc is now MSc), but only within the last generation. The BD remains a higher degree at a some older universities (e.g. Oxford, Cambridge and Durham) but is an undergraduate degree at most (e.g. London, Edinburgh, Aberdeen and Glasgow). Oxford and Cambridge grant BAs after three years to students on undergraduate courses lasting longer than this (the undergraduate masters degrees and the MB, BCh in medicine).

Undergraduate degrees may be awarded "with Honours" or may be "Ordinary" or "Pass" degrees. The meaning of non-Honours degrees changed in the course of the twentieth century, and varies somewhat between England and Wales on the one hand and Scotland and Northern Ireland on the other, and also between institutions. But in most places to be awarded an Ordinary or Pass degree is nowadays a euphemism for failure. However, in the Open University and some of the newer universities with a strong commitment to broadening access to higher education, the Pass degree remains a valuable qualification though of a lower standard (or indicating a shorter period of study) than an Honours degree. Honours degrees are usually awarded with first, upper-second, lower-second or third class honours, though Oxford retains a fourth-class degree; to earn one is said to require considerable ingenuity.

Usage of titles of masters degrees (in particular the undergraduate masters degrees) is in continuing flux, not least because of discussions of harmonisation of qualifications within the European Union as part of the Bologna process.

## **Bachelor's Degrees (Min. 22 years of age)**

These are normally awarded as honours degrees, sometimes indicated by '(Hons)' after the degree abbreviation without a space, for example 'BA(Hons)'.

Some of the following are postgraduate degrees in a few universities, but generally bachelors are undergraduate degrees.

- BA - Bachelor of Arts
- BBA – Bachelor of Business Administration
- BSc - Bachelor of Science
- BFA - Bachelor of Fine Art
- BTech - Bachelor of Technology (not to be confused with BTEC)
- BTh or BTheol - Bachelor of Theology
- BD - Bachelor of Divinity
- BMin - Bachelor of Ministry
- BCL - Bachelor of Civil Law
- LLB - Bachelor of Laws
- BLitt or LittB- Bachelor of Literature or Bachelor of Letters
- BChir, BCh, ChB or BS - Bachelor of Surgery
- BDS - Bachelor of Dental Surgery
- MB or BM - Bachelor of Medicine
- BNurs or BN - Bachelor of Nursing
- BMid - Bachelor of Midwifery
- BEd or EdB - Bachelor of Education
- BEng or BE - Bachelor of Engineering
- BPhil - Bachelor of Philosophy
- BMus or MusB- Bachelor of Music

## Master's Degrees

### Undergraduate (Min. 24 years of age)

These, like most bachelors degrees, are honours degrees, indicated by putting '(Hons)' after the degree abbreviation. The majority of undergraduate masters degrees are within science and engineering subjects. The undergraduate MAs of some Scottish universities are also honours degrees and may also add '(Hons)'. MEng used to be offered by some universities as a postgraduate degree, but is now an undergraduate degree.

- MEng - Master of Engineering
- MNatSc - Master of Natural Science
- MSci - Master in Science (Master of Natural Science at Cambridge)
- MMath - Master of Mathematics
- MStat - Master of Statistics
- MPhys - Master of Physics
- MGeog - Master of Geography
- MGeol - Master of Geology
- MGeophys - Master of Geophysics
- MESci - Master of Earth Science
- MOcean - Master of Oceanography
- MEnvSci - Master of Environmental Science
- MChem - Master of Chemistry
- MBiochem - Master of Biochemistry
- MBiol - Master of Biology
- MPharm - Master of Pharmacy
- MDiv - Master of Divinity
- MEcon - Master of Economics

### Postgraduate (Min. 25 years of age)

Postgraduate degrees are not honours degrees, and do not add '(Hons)' to indicate this. MA(Hons) is only used for the undergraduate degree of the ancient Scottish universities: as there are no examinations for the MAs in Oxford and Cambridge there are consequently no honours to be awarded. The Oxbridge MA may be differentiated by putting the name of the institution after the degree, thus 'MA (Oxon)' or 'MA (Cantab)'. The MPhil is normally reserved for longer (often two year) research-based masters degrees. The MUniv is only ever an honorary degree.

- MA - Master of Arts
- MSc - Master of Science
- LL.M - Master of Laws
- MJur - Master of Jurisprudence (Law) (*Magister Juris* at Oxford)
- MRes - Master of Research
- MEd - Master of Education
- MLib - Master of Librarianship
- MSt - Master of Studies
- MMus or MusM - Master of Music
- MBA - Master of Business Administration
- MeB - Master of Electronic Business (eBusiness)
- MTh or MTheol - Master of Theology
- MLitt - Master of Letters
- MFA - Master of Fine Art
- MPH - Master of Public Health
- MUniv - Master of the University
- MPhil - Master of Philosophy

## Doctor's Degrees

Due to the flexibility of Latin word order, there are two schools in the abbreviation of doctor's degrees. At Cambridge, D follows the faculty (e.g. PhD, LittD.), while at Oxford the abbreviation D precedes the faculty (e.g. DPhil, DLitt). Most universities in the UK followed Oxford for the higher doctorates but followed international precedent in using PhD for Doctor of Philosophy. The degree of Doctor of Medicine is normally considered a higher doctorate, although in some universities it is a professional doctorate (similar to the DEd). Doctor of Philosophy is normally reserved for doctorates awarded on the basis of original research, other junior doctorates have substantial taught elements. Higher doctorates are normally awarded as honorary degrees (hons causa), but can also be awarded on the basis of published work. Doctor of Medicine (MD or DM) is sometimes a higher doctorate and sometimes a professional doctorate. DUniv is only ever an honorary degree. The sorting between junior doctorates and higher doctorates below is dependent on the granting institution. Several institutions consider some of the junior doctorates listed below as higher doctorates.

### Junior Doctors (Min. 26 years of age)

- EdD - Doctor of Education
- DBA - Doctor of Business Administration
- DCLinPsych - Doctor of Clinical Psychology
- EdPsychD - Doctor of Educational Psychology
- DNursSci - Doctor of Nursing Science
- HScD - Doctor of Health Science
- EngD - Doctor of Engineering
- SocSciD - Doctor of Social Science
- DMin - Doctor of Ministry
- ThD - Doctor of Theology
- PhD - Doctor of Philosophy (most universities)
- DPhil - Doctor of Philosophy (Oxford University and a few others)

### Higher Doctors (Min. 27 years of age)

- DSc or ScD - Doctor of Science
- DLit - Doctor of Literature
- DLitt or LittD - Doctor of Letters
- DMus or MusD - Doctor of Music
- DCL - Doctor of Civil Law
- LLD - Doctor of Laws
- DD - Doctor of Divinity
- MD or DM - Doctor of Medicine
- DDS - Doctor of Dental Surgery
- DUniv - Doctor of the University