

Hull Breach Operative and Admiral Program

Overview, Rankings and Requirements

Operative and Admiral Ranks are earned via a point system. Points are earned for giving demos at stores or cons, providing administrative support, and may be awarded for other contributions or tasks at the Admiralty's discretion. Rank hath its privileges, which include the ability to earn Hull Breach! related rewards and/or promo items by spending earned points. As of 1-20-15, the list of potential items is under construction.

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Section 1 - Spacer's Pay:

Performing various activities will earn you Points. Earning Points will bring you a rise in Rank, and as your Ranks rise, you'll be doing more to promote the game. After each task, you'll submit a report to the chain of command detailing what you did. We are currently building a database to automate the procedure. In general, here are the points earned per activity:

Worth -1 Point

Run and report for credit one or more Demos or Scenarios of Hull Breach, without at least one picture from that Demo session!

Worth 1 Point

- Run a Demo game of Hull Breach

+1 point for each non-Operative participant in the Demo

- "Sitting in" to help another Operative in a 3+ player Demo/Scenario.

Worth 2 Points

- Supervise a game of Hull Breach (Operative not playing)

*per-player credit is not awarded for a game the Operative is not participating in

- Organize a Store Demo/Scenario session (Min: 3 hour session, awarded in addition to Demo/Scenario credit)
- New and Useful Thread in Hull Breach Network
- Per hour of Administrative work (as approved by Admiralty)

Worth 5 Points

- Run a Scenario at a Store Event or Con (minimum 4 hour slot, 3+ non-Operative players)
- Organize Convention attendance and scheduling for multiple Operatives.
- Recruit new Operative (Awarded when new Operative achieves Spaceman rank)

Worth at least 5 Points, more at Admiralty's discretion...

- Design or Co-Design a Scenario that gets approved to be run a store or Convention
- Invest in or purchase approved Promotional materials, such as 4X8 signs, table covers, etc. Run a OP campaign, or League (6+ players, 10 points flat plus 5 per player. You must complete at least 8 weekly sessions, but that's 40 points at OP's end!)
- Run a Tournament (Min. 6 players, 5 Points plus 2 Pts per player, awarded at end of tournament)
- Write Fiction that is accepted into the Hull Breach! Canon.

Section 2- Spending Spacer's Pay:

When you earn Spacer's Pay you can purchase promo items. As of this writing, the items and costs are in development.

(It should be noted that you don't "lose" ranks when spending points, we keep a separate total of earned points and "spent" points.)

Section 3 - Definitions:

Giving a demo is just that – You tell your prospective player(s) about the game, how cool it is, and invite them to sit and play. In the course of the demo, you are essentially teaching the new Commander(s) how to play the game, and showing off how it works. Demos generally take 1-2 hours, done as the Admiralty recommends.

Organizing a Store Event involves arranging a time, doing some advertising (flyers at the store, Social Media, etc.), and running demos, tournaments, or Scenarios at the Store. Some events may not include demos - but you might earn sit-in or Supervisory credit. However, this award does NOT apply if you just happen to be at the store and run a pickup game or spur of the moment demo, which counts as simply a demo, not a Store Event.

To earn Demo Post credit, we expect at least three photos of the event and a Contact Sheet of your participants. (More on this later) A brief description of the conflict and what happened would not hurt, bonus points for well-crafted reports in a style similar to our existing fiction will be awarded at Admiralty discretion.

A "New and Useful Thread" credit is earned for participation on the Hull Breach forums, Facebook page, and the Operative Network page. You might be posting interesting tips and combos you found, or responding to Rules questions, or inventing/critiquing cards or scenarios, among other things. Don't expect points for memes, vaguebooking, or discussions already happening in other threads.

Admin work might include data entry of Operative reports, advertising work, coordination of travel for

multiple Operatives, and so on.

Example:

Joe Blatz has passed his test and is an Operative-Cadet. The following weekend, he attends Generic-Con 4,382 and while there meets with a Petty Officer who is coordinating Hull Breach activities. Joe takes a 4 hour slot at the Learn-to-play table, and while there, learns to Demo Hull Breach by sitting in on a demo the PO3 is running as the third player in a 3-way game. (1 point for Joe). He then runs the next demo with the PO3 watching and aiding, for 2 new players. Joe earns a further 3 points, 1 for the demo and 1 for each player that was not Joe. Lastly, Joe goes on Facebook via his phone, and posts 3 pictures of his first Demo to the Hull Breach Operative Network. There's 2 more points, Joe now has 6 – and is eligible to be promoted to Spaceman Apprentice! Unfortunately, the demand is low at that point, and Joe goes off to enjoy the Con. That night, he comes back by and spends two hours on a laptop, typing up the names and Emails collected on the Contact Sheets that the PO3 hadn't compiled from the last three events, , and sending that off to the Admiralty. Joe just earned 4 more points, for a total of 10. Joe is well on the way to his next promotion!

Section 4 – Rank Structure:

Ranks, once earned, are permanent, but may be placed in one of four statuses:

Active is the default status. The Operative or Admiral is currently active within the bounds of their rank.

Inactive Operatives have not acted in their position for at least three months.

Reserve Operatives have not acted in 6 or more months, or have arranged for a time of absence with the Admiralty.

Retired Operatives have been in Inactive or involuntary Reserve status without contact for more than 6 months or indicated a desire to leave the program.

Enlisted Ranks:

Cadet

Cadet is the introductory level of Operative and the level for those who only wish to have Development input via online feedback. Attaining the rank of Cadet requires a passing grade on the Operative Test. To remain at the Cadet level requires only regular posts and/or comments on the Hull Breach Operative network on Facebook. If you aren't posting beyond 3 months and/or haven't helped at a Demo or Con Event, you will be placed on Retired status, and will no longer have access to the Operatives Network or Rewards.

Spaceman Apprentice

A Spaceman Apprentice has completed at least one supervised demonstration under the guidance of a more experienced Operative or Admiral. Five (5) Points are needed to earn this rank.

Spaceman

A Spaceman has completed at least five supervised demos of Hull Breach. Twenty-five (25) Points are needed to earn this rank.

Senior Spaceman

A Senior Spaceman is considered sufficiently experienced to be able to Demo at events without external supervision. Fifty (50) Points are needed to earn this rank.

Petty Officers:

Petty Officers are the next step for Senior Spacemen. By this rank, the Operative will not only be demonstrating games, but teaching other Operatives how to demo, promote, and sell Hull Breach.

However, PO's do not generally schedule demonstrations or events, such scheduling is the responsibility of Ensigns and up unless there are none such available.

-Petty Officer: 75 Points

-Chief Petty Officer: 125 Points

Commissioned Officers:

Ensign

At the Ensign rank, an Operative has started to independently organize Demos and game promotion. 200 Points are needed to earn this rank.(Not Eligible to promote to Admiralty)

Lieutenant

A Lieutenant is more consistently working to promote the game, assisting at both stores and conventions. 325 points are needed to earn this rank.

(Eligible to promote to Admiralty)

Lt. Commander

Lt. Commanders are experienced organizers, expected to run events at both Conventions and Stores, as well as some administrative duties. 500 Points are needed to earn this rank.

(Eligible to promote to Admiralty)

Captain

Captains are regular and constant promoters of the game. By this rank, Captains are expected to assume a leadership role, often arranging convention attendance when there are no Admirals available. 750 Points are needed to earn this rank.

(Eligible to promote to Admiralty)

(In the absence of an Admiral, a Captain takes on the administrative duties.)

Warrant Officers:

Operative – Warrant Officer 1-5 (5 = Chief Warrant Officer)

Warrant Officer is a special rank among Operatives, used primarily for people who have substantially contributed to the game but cannot or will not be demoing, or providing con support. Warrant rank is also used for individuals who liaise with the Operatives and Admirals, such as industry professionals, reviewers, and others at the discretion of the Admiralty and High Command.

Admiralty (Flag) ranks:

Once an Operative becomes an Admiral, the point totals become somewhat less important. Most of these ranks will be appointed, rather than simply earned in Points.

Store Admiral

A Store Admiral is in charge of all Hull Breach promotions at an assigned store. In addition to providing a primary point of contact with the store ownership/management, the Store Admiral will make sure that the Store has all the HB stock and promotional material it wants or needs. Additionally, the Store Admiral manages Operative actions at that store. This includes Demos, organized tournaments, or Campaign play. Store Admirals will report biweekly to the Rear Admiral in charge of that area. A Store Admiral is expected to arrange not less than 4 events per year at their assigned store.

Vice Admiral

A Vice Admiral coordinates with the Store Admirals in an area, and may also act as a Store Admiral in their own right. The Vice Admiral keeps track of all Store Admiral activities in their area, and reports monthly to the Admiral for the region. Vice Admirals are expected to make every effort to attend as many Store events as possible. Larger area events such as inter store tournaments are the responsibility of a Vice Admiral to organize, or at least oversee.

Admiral

Admirals oversee a wider area than Vice Admirals, coordinating Vice Admiral activities and organizing Regional scale events. Where a Vice Admiral might coordinate all Hull Breach promotion in the Boston Metro area, the Admiral would cover the entirety of New England.

Admiral of the Fleet

The Admirals of the Fleet will receive reports from the lower Admiralty and Operatives, arrange distribution of new games and Dev info, and keep track of personnel... You really don't want to know how many hours we log doing this work.