

## **What is the Mag Mel Defense Force**

The MMDF is a Military and Civilian government organization that handles Martial and Defense Operations in the MMU.

## **What is the Mission of the Mag Mel Defense Force**

The MMDF Mission is broken down into a series of Operations. Its primary Goal is to destroy Entropic Forces that threaten the existence of Sentient life in the known Galaxy. This mission is a “across the board” operation for all sections of the MMDF.

The MMDF is broken into 3 Sections, Each section is in charge of a very specific aspect of Protection or Defense of Mag Mel and the MMU.

- Military
- Safety and Security
- The Peregrine Agency (Intelligence and Investigation)

The Military Section of the MMDF (The M1)

- Destroy Enemy Entropic Beings and their followers
- Operate as a Support structure for all other Sections within the MMDF when needed
- Command and Maintain the MMDF Space Fleet
- Defend the MMU against Foreign enemies
- Use and Regulate Large Scale Military grade munitions

The Safety and Security Section of the MMDF (The M2)

- Destroy Enemy Entropic Beings and their followers
- Operate as a Support structure for all other Sections within the MMDF when needed
- Defend the MMU from Domestic threats
- Act as a police / Security force to protect MMU citizens
- Respond to Manifestation threats from the Exile Ship
- Respond to non combat related emergencies

The Peregrine Agency (Intelligence and Investigation Section of the MMDF) (The M1)

- Destroy Enemy Entropic Beings and their followers
- Operate as a Support structure for all other Sections within the MMDF when needed
- [REDACTED]
- Gather Intelligence about possible Threats against the MMU
- Investigate Crimes affecting MMU citizens
- Internal Investigations within the MMDF
- [REDACTED]

## **Organization / MMDF Structure**

The MMDF command is broken into 3 major groups within its Section, and each Section has a Section Head. There are then 3 Commanding Officers that are at the top of the Command Structure of the MMDF. A Commanding General (Military Personnel), A Commanding Deputy (Civilian Personnel), and

Commanding Admiral of the MMDF Space Fleet (Military Personnel). These 3 then report to the Civilian Government, and specifically Deal with the Council member in charge of Military Operations. The Military Advisor is the acting Council member that advises the Civilian Government of Military Operations. The entire MMU Council must work together to make or approve of military operations, which then gets sent thru the Military Advisor to the Upper Command of the MMDF, to be passed down to the entire Section

MMU Council Members (Including the Military Advisor)		
Military Advisor Council Member		
Commanding General	Commanding Deputy	Commanding Admiral
Military Section Head	Safety and Security Section Head	Intelligence Section Head
Military Section	Safety and Security Section	Intelligence Section

### Rank and Pay

All personnel receive Rank based on their Time in Service, and their actions, and capabilities. Your Rank also determines how much you get paid (In Credits)

*(OOG - Any skill or ability that allows you to receive a higher pay grade does not apply to your actual rank, unless noted specifically in the skill, you will receive the proper pay grade based on your rank + any ability you have, but your rank will not increase)*

*(OOG- Rank will be important in the MMDF, however this is about having fun, and RP. We are going to try to bring you some of the interesting and entertaining parts of playing a Military personal, so while you might outrank someone, don't be a dick)*

### Civilian or Military Personnel

When you join the MMDF, one of your first choices you must make, is if you are joining as a Civilian or as a Military member. Both are important to the success of the MMDF, but there is some important differences between being a Civilian or being a Military Personal in the MMDF

#### Civilians

- Civilians can join both the Safety and Security Force, or The Peregrine Agency. They CANNOT join the Military.
- The Safety and Security Force is a Civilian Ran organization.
- You receive all the rights and privileges a civilian would have (Except for special rules and regulations under the MMDF Code of Justice that apply specifically to Civilian personnel within their ranks)
- *OOG- If you plan on wanting to have more freedom in "Coming" and "Going" as you please, and are less concerned about RPing being in the military, then Civilian life is for you*

#### Military Personnel

- Military can join both the Military, or the Peregrine Agency. They CANNOT join the Safety and Security Force.
- The Military is a Military ran organization
- You are under more restrictions in your day to day life, and must keep your chain of command aware of your location. You must also get permission from your chain of command to do any operations outside of the MMDF
- You are better equipped than the Civilian force, and have access to higher end equipment and resources
- *OOG - This is a Larp, and you will still be given a considerable amount of freedom to do what you want outside of the MMDF, however, there will be times where you will have to participate in specific operations, or be restricted on going on other operations. You should RP someone who has gone thru Training and is more discipline than civilians.*

### **Military Structure (MMDF Military Section aka the MMDF)**

The Military of the MMDF has gone thru much over the 10 years, from a group of Terrans and a few other species working together in a group called the "FSA" to a well disciplined, well trained, and well equipped force. Joining the MMDF Military is a commitment, and should not be decided on lightly. Military personnel do some of the most dangerous and extreme operations any MMDF personal will face. You are charged with the defense of all of the MMU from foreign threats.

### **Military Enlisted**

Enlisted Personnel are generally the "Grunts" on the ground, personnel who are doing the work, getting there hands dirty, and engaging in the Fighting. Enlisted personnel make decisions, but generally on a small scale (within their Squad or Group) and follow the orders of NCOs and Officers.

*(OOG- If you want to run around, shoot stuff, and only worry about small unit tactics, and small scale choices and decisions (Most of the time) then Enlisted Rank is for you)*

### **Military Enlisted**

- **Specialist:** Someone who has gone thru Training, and is considered a full member of the MMDF, and can be trusted / Assigned a position and is capable of handling their position.
- **Your Path:** You must then Decide if you want to continue down the Specialist or NCO Path
- **Specialist 2 thru 7:** Higher Rank of Specialist (Spec 2, Spec 3, ect) represents having a higher pay grade (You get paid more Credits) and your rank with regards to other Specialists. A NCO always outranks a Specialist, no matter the Specialists pay grade. If you want to get paid more Credits, but do not want to make any choices, and only have a desire to Follow orders, Kill things or smash things, and only make Decisions when absolutely necessary, then Specialist path is the best path for you.
- **Corporal thru Staff Sergeant (NCO):** Someone who has gone thru all their training, and shows leadership potential in the form of Small unit tactics, and the ability to lead troops in combat or other operations. The primary job of a NCO is to take the orders of officers, and make them happen on the ground, and support Officers in their decision making, and give them advice and make sure there orders are followed out.
- **Sergeant First Class thru Master Sergeant (NCO):** A Master Sergeant's Role is that of Senior Leadership. They make sure the lower ranking NCOs are doing there jobs, and often work alongside Officers in decision making and support.

- **Sergeant Major (NCO):** A Sergeant Major's role is of Senior Leadership, and works specifically with High ranking officers. (OOG: A Sergeant Major is a retirement path Rank, and if you make this rank, it generally means you should be retiring your PC soon, within the next 6-12 games, or, Retire your PC from the MMDF IG, and move to another Faction)

**Rank for Enlisted**

Specialist
Choose a Path (Spec) or (NCO)

Specialist 2 (Spec 2)	Corporal (NCO)
Specialist 3 (Spec 3)	Sergeant (NCO)
Specialist 4 (Spec 4)	Staff Sergeant (NCO)
Specialist 5 (Spec 5)	Sergeant First Class (NCO)
Specialist 6 (Spec 6)	Master Sergeant (NCO)
Specialist 7 (Spec 7)	Sergeant Major (NCO)

**Military Officer**

Officers are Leaders, making important and large scale choices that affect the lives of the personal under them. Officers are always responsible for the personal under them. A Officers job is to make choices, and have there Enlisted personnel and NCO's carry out their orders. A good officer leads from the front, but generally there job is to inspire and lead their personal.

*(OOG: Do not take officer unless you're prepared to make choices, and large scale decisions, and actually be a leader to people on the battlefield. Playing a Officer is a commitment, and should not be taken lightly)*

**Military Officer**

- **Your Path:** You must decide if your Officer training is Army (Ground Force Operations) or Naval (Space Ship Operations) (OOG- No matter your IG path, your PC is generally here, on Mag Mel during Game time, so, if you choose Naval Path, generally, it's said that your ship is docked during this time, so that you can participate in normal mods and operation, and generally, you being on a ship is more for "Flavor" and "Backstory" however, we will attempt to incorporate your PCs story into our mods and events when possible)
- **Ensign / Second Lieutenant:** You have just finished your officer training, and are out on the ground being a leader. You have the training, now it's time to learn on the ground
- **Lieutenant Jr Grade:** Someone who has gone thru Training, and is a commissioned officer. This rank generally means you are in charge, and trusted to make choices that affect about 15-30 people
- **Lieutenant:** A seasoned officer, who makes choices that affect about 30 people. Often also in support Roles for Majors / Lieutenant Commanders. Trusted to work in larger scale operations
- **Major / Lieutenant Commander:** Generally the highest officer rank where you are actually on

the ground, fighting, who is in a command role. Generally Department Heads on Ship's (Chief Engineer, Chief of Security, Ect) making large scale choices that can affect 100s to 1000s of people.

- **Lieutenant Colonel / Commander:** Now in a upper Command Role, These officers act as a First Officer on a Ship, or overseeing large scale operations. Making command choices that affect 1000s of people.
- **Colonel / Captain:** In a upper Command role, making large scale choices that affect 10s of thousands of people. Captain of a Space Ship. (OOG- Getting a command of a Spaceship is a retirement path for a PC, however, u can still have this rank and not retire, but u wont be a captain of a ship)
- **General / Admiral:** Highest Command Role, making world building (Or Ending) decisions, deciding fates of 100s of thousands, or even Millions. (OOG: A General / Admiral is a retirement path Rank, and if you make this rank, it generally means you should be retiring your PC soon, within the next 6-12 games, or, Retire your PC from the MMDF IG, and move to another Faction)

M3 Military	M3 Naval
Second Lieutenant	Ensign

Lieutenant, Jr Grade	Lieutenant, Jr Grade
Lieutenant	Lieutenant
Major	Lieutenant Commander
Lieutenant Colonel	Commander
Colonel	Captain
General	Admiral

### Occupations within the Military

There are a considerable amount of Occupations within the Military Section of the MMDF.

*(OOG- While we could list 100s of different jobs, instead, we are breaking down Occupations based on which factions you would work along side with. There is basicly a occupation connected to at least one other faction, these are baseline Occupations, and Can evolve or change as the Game progresses. These are loose ideas, and you can work within them to find your fit. When picking a Occupation within the MMDF, think more about what other Faction you want to work with)*

### Grunt (Just in the MMDF Faction, not concerned about having connections to other Factions)

- Most of your training involves the MMDF, and you are not concerned about working with other factions unless needed by the MMDF. You're just a personal on the ground

### Entropic Task Force (Work with the Religious Section)

- While all MMDF personal get training on how to deal with Entropic threats, you specialize and work to defeat the beings that are trying to destroy us all. You generally work with the **Religious**

**Section**, working, and training with them. You could, instead, be a Chaplain, Running worship service in a combat setting

#### **Combat Engineer (Work with the Science Section)**

- Some of your training is geared towards engineering and Science. You might work with Weapon upgrades, or explosives, as a primary occupation. You generally work with the **Science Section**, working, and training with them

#### **Civil Affairs (Works with the Political Section)**

- Some of your training has been geared towards dealing with the **Political faction**, from getting funding for the military, or making sure the best interests of the MMDF are met in the political arena. You also spear head operations involving making allies with non MMU factions and other groups

#### **Psy Ops (Works with the Underworld)**

- Some of your training has been geared towards dealing with shady folks, convincing shady or underhanded groups to stay out of our way, or help us. You generally deal with the **Underworld**, and there ties. You are also a point of contact when dealing with Merc Groups and such

#### **Military Special Operations**

The Military Section of the MMDF has a few Special Operations sections, Specific Groups within their ranks that take care of very special Operations or missions.

- **Exo Corp:** The Exo Corp are a group of pilots and specialized Engineers who operate Mechs, that stand about 10-12 ft tall. These Suits are linked, via a I/O port, and controlled via Cybernetics. Used by the Concordian Military before the creation of the MMDF, The Exo Corp was one of the driving military Forces of the MMDF during the War against the GodEaters and the NTA. The Exo Corp have a long and proud history in the MMDF. A Exo Corp Pilot is equal to 10 to 20 normal combatants on the ground.
- **Special Operations:** These are hardened Soldiers, masters of Rifle Combat, and Tacticians and Demolition experts. The Best of the Best, Capable of killing targets from 1000s of feet away, or destroying a considerable amount of area in seconds. The Special Operations group has some of the hardest training there is.
- **Richards Roughnecks:** Richards Roughnecks are combat soldiers who mix combat ability with metaphysical ability. They are a special Team specifically trained to defeat entropic and phase enemy forces. Richards Roughnecks were started as a task force trained by Command Sergeant Major Richard, before he was lost in the phase during a black Ops mission.
- **Drop Ship Zero (DSZ):** Some of the craziest and most well trained members of the MMDF, DSZ personal drop into locations behind enemy lines and disrupt supply flows and secure locations. They use specially designed Dropships that are well armored and hit the ground quickly. DSZ was started by the NTA and most of the DSZ are NTA or Robots.

#### **Security Force (Mag Mell Safety and Security: M2S)**

##### **Safety and Security Section, M2S**

The M2S will be the combined Emergency Services Division of the MMDF. This puts all members under the umbrella of First Responder. The events these personnel respond to include Physical Threats such as

Criminal Activity and Manifestation Attacks, Natural Disasters like Earthquakes and Fires, and Mobile Medical Emergencies where Medevac or Field Triage will be needed. As a whole the entire force will act as a Homeguard unit, prioritizing Mag Mell itself in its operations.

### **Arresting and Detaining power**

As far as Law Enforcement, those who have signed up for Police roles will have the power to detain and arrest. This will be given on an individual basis and only to those who can handle the responsibility of arresting and detaining individuals.

### **Safety and Security Structure**

Like the military, M2S is broken between those who are “Enlisted” and those who are “Officers”. Both form two sides of the same coin, and no one side should think the other is doing more or less. In most cases, all personnel regardless of rank will be responding to emergencies, the only difference is that Officers will be making significant decisions while the Enlisted will be executing the plan.

### **Part Time Security and Safety Personal**

The Security and Safety Section of the MMDF has many active duty members, but also has a pretty heavy Reserve force. These forces, mostly in the First Responder field (But also Security Field) generally give a few hours of time, every few weeks, mainly for training. This allows the Security and Safety force to not be overburdened with personal, but, in case of an emergency, can call up Reserve individuals to active duty when needed.

*OOG- Your PC can join the Safety and Security Force as a Reserve personnel. Doing this means you will devote 1 hour of your event to the MMDF. You can spend more time if you wish, but 1 hour is the minimal amount of time. Show up to the MMDF base, find a Section leader, and tell them when a good time for you to do your “1 hour” would be, and they will work with you.. The Section leader NPC might say something like “It might be a good idea to be around between 2pm and 3pm on Saturday” and if that sounds good to you, then awesome. Reserve Security and Safety personnel can only progress in the Rank of Responder. This is a good thing to do, if you want to shoot something or do some action, but have other things going on more often. Note, there might be a time when Reserve Individuals are called to “Active Duty” which is only something the political section can approve, but if this happens, you must show up and do full time service to the MMDF, this will only happen IG during some type of serious event, and it will make sense IG to do it. Mod wise, this might only ever happen once, for maybe a few months, in the next 5 year cycle, if, at all*

### **M2S Enlisted**

- **Probationary Responder:** This is the base level that someone with no experience in the field can join M2S at the enlisted level. While many skillsets are needed no matter how limited, a short time served will show how dedicated one is to the mission of M2S and a promotion will follow soon after.
- **Your Path:** Once out of the Probationary stage of training, you will have a choice to go the Responder Path or the Patrolman Path.
- **Responder 1-6:** Those who have shown themselves to be dedicated to the M2S and choose the Responder Path wish to help the cause but in a capacity that is less demanding as far as leadership. You will still respond to emergencies, still have an occupation, and still earn the same pay as anyone else on your level of rank. *(OOG - You want this rank if you just want to follow orders, shoot stuff, save people and are less concerned about making choices or decisions)*

- **Junior Patroller to Senior Patroller:** Those who have a desire to make more direct decisions in the field and take an active approach to emergencies choose to become Patrollers. Patrollers actively move to find threats and take care of them before they become problems. They also interact more with the community to understand the needs of the station to take steps in making life more comfortable for everyone. Note: This career track is not restricted to Police Officers. Any M2S member can go on this path and make decisions. In some cases, a Paramedic will lead an operation with Police Officers taking commands from them.
- **Patrol and Force Sergeant:** After significant time within the M2S as a Patroller, a member can attain the rank of Sergeant. With this rank comes even more responsibility. It will be on the Sergeant to organize patrols and duty rosters in order to keep everyone focused and ready for anything. The Patrol Sergeant may take lead of a squad while the Force Sergeant may be with a larger group or even acting as the go between for Officers and numerous squads of Patrollers. The Sergeants always act as the relay between Officers and those in the field.
- **Sector Sergeant:** At this level, the Patroller has reached the pinnacle of their authority in the Enlisted path. They have mastered having oversight of many operations and delegating tasks to numerous people. They may act as the Sergeant of an entire precinct or department in one area of the station, working directly under a Senior Commander or Deputy Chief. They are the shining example of what it means to look out for their fellow citizen.  
*(OOG: This is a retirement level rank, it is expected that after six months in the position that the player consider retiring the character into this rank or simply leaving the position to explore other avenues.)*

Probationary Responder
Choose your Path (Responder) or (Patroller)

Responder	Patroller
Responder (R2)	Junior Patroller
Responder (R3)	Senior Patroller
Responder (R4)	Patrol Sergeant
Responder (R5)	Force Sergeant
Responder (R6)	Sector Sergeant

### M2S Officer

- **Junior to Sector Lieutenant:** Those who join the Officer path start at the Junior Lieutenant level, allowing them to get their feet wet in directly giving orders to their enlisted members and ensuring citizen safety is paramount. As they rise in rank, the amount of responsibility is increased and the oversight they are given reaches a wider force size. Force Lieutenants, like Force Sergeants, will give orders to either small or large squads of responders. Sector Lieutenants will be able to give orders to numerous squads in the field at once. The role of the officer here is to make sure that orders are being followed and to relay orders from a Commander down to a Sergeant.

- **Junior to Sector Commander:** Commanders are the heads of the M2S who prioritize which emergencies require attention and how many people to throw at the problem. Through use of technology and study of tactics, Commanders identify threats to Safety and dispatch their orders to their Lieutenants and allow the dominos to fall in a direction that saves lives and prevents disaster. The Junior Commander takes their time in learning how to properly delegate tasks on a large scale, and that their actions will sometimes have dire consequences. Force and Sector Commanders take command of members scaling in size from squad level to company and even battalion level units.
- **Deputy Chief:** At this level, you are working directly under the Chief of the M2S, acting as their trusted subordinate in ensuring the citizens of the MMU are safe and secure. Your task is to delegate orders to your commanders and take responsibility for improving the conditions of citizens as well as M2S personnel.

*(OOG: This is a retirement level rank, it is expected that after six months the player should consider retiring the character into this rank or leaving the position to explore other factions in the game.)*

Junior Lieutenant
Force Lieutenant
Sector Lieutenant
Junior Commander
Force Commander
Sector Commander
Deputy Chief

### **Occupations:**

Like the military, there will be specialized occupations within the Security and Safety Organization that a member can join. These professions will be linked loosely with the other groups of the MMU.

### **Police Officer (Dedicated Security Member)**

- Police Officers are the shining face of Safety and Security on Mag Mell. They represent not only the rule of law but the benevolent hand that Mag Mell has provided to those in need. Although it may sometimes be a thankless job, Police Officers do their best to make sure that the safety of MMU citizens comes first and that any threats to that safety are remedied and prevented. Police Officers have the power to detain as well as arrest if a crime is committed directly in front of them. If a crime has no apparent suspect, the Police will call in the [Investigation Unit] to probe the crime scene for clues and witnesses.

### **Metaphysical Hazmat (Works with the IFA/Religious Faction)**

- While Metaphysical Hazmat may sound like a dirty job, it is one that is vital to the well being of Mag Mell itself, and thusly directly contributes to the well being of all MMU citizens. The threat of Blight and influence from Entropy is still a real issue for all living beings, the station included, so

having M2S members trained to remove Blight as well as provide spiritual assistance to other personnel is vital to the mission of M2S. It is also a welcome sight to have someone who can combat Entropy directly on a Threat Response Team when the coven of an Entropic Agent is found.

### **Paramedic/Technician (Works with the Science Faction)**

- An absolutely vital position within M2S, Paramedics are the first step of care for anyone who requires it. When a building collapses, manifestations wreak havoc, or a worksite becomes a danger, the Paramedics take care of all treatment between the incident site and hospital level care if needed. Inversely, the Technician is vital in responding to the same emergencies to prevent any dangers from becoming worse. When an area of the station becomes filled with poison gas or a generator is overloading, the Technician steps up to fix the situation and thus save more lives before another incident occurs.

### **Civil Affairs (Works with the Political Faction)**

- At the end of the day the M2S is beholden to the citizens of the MMU, and that means standing accountable for our deeds and also ensuring that those citizens grant us the resources to stay in operation. While most people would agree that safety is a noble endeavor to fund, it takes representatives from the M2S to make a case to the governing council and ensure that both sides walk away satisfied. These personnel assume the roles of Liaison or Consultants when working with political bodies.

### **Vice Squad (Works with the Underworld Faction)**

- While most of the work of M2S is out in the open and straightforward, some work requires a more subtle approach when it comes to ensuring the security of Mag Mell. M2S members of Vice Squad work with certain underground elements to find security threats before they emerge, as well as ensure that those outside of legal channels are accounted for and still able to survive. There is a delicate balance to be struck between the M2S and any darker elements, but that is why those who choose this path are just as delicate if not also questionable about their methods.

### **Security and Safety Sub Operations**

Aside from a main profession, there are a few secondary professions that complement the primary ones and can be pivotal to the workings of the group and overall safety for MMU citizens.

- **Atmosphere Pilot:** Mag Mell is a huge cosmic entity, and when an emergency is occurring in a remote area of the station and a hospital is twenty miles away, you're going to need a Pilot. These pilots specialize in flying in atmosphere, which is trickier than flying in vacuum, but they are the best at what they do. While they aren't restricted in the operations they assist, some pilots prefer to either operate as MedEvac (Medical Evacuation) or Police where they can assist in locating missing persons or drop a Police unit from above.
- **S.W.A.T.:** Special Weapons and Tactics, this age old profession demands the best of the best when it comes to Law Enforcement. This group employs military tactics and applies them to the apprehension and elimination of criminal threats. People selected for this elite group range from Hostage Negotiator to Combat Marksman, but truly no skillset can be omitted from a team that is put directly in danger from criminal elements.

- **Crisis Intervention Team:** While it is inherent that all First Responders do what they can to save lives and prevent damage to the station, Crisis Intervention makes a full time job out of rescuing people from danger as well as taking steps to prevent such incidents from occurring. The situations this group mostly deals with are of a natural nature, such as earthquakes, massive fires, as well as extracting a crew from a dying ship that is close to orbit. However, it is not beyond the team to also assist in criminal response, such as providing medical assistance and counseling after a terrorists attack or similar crime.
- **The Merchant's Troopers:** Born out of a need for highway protection of traders coming into old Sanctum before the Titan War, the Merchant's Troopers are a group dedicated to keeping those safe who provide an economic boost to the MMU if the threat is great enough. Gaining a Trooper's help is usually justified if a merchant is travelling through a high risk area or they are carrying wares of high value. The Troopers take their jobs very seriously, and will not only prevent any harm coming to a trader, but will also root out and eliminate any potential raider threats they come across.
- **The HomeGuard:** A group originally started by Concordia about a year before the destruction of the Starkiller, over the next few years, the Home guard transformed from a Military Force, to a Defense Force, and then to a Protection and Bodyguard unit within the MMDF. The Homeguards job is to protect individuals from threats. The Home Guard receive special training in protection operations

## **The Peregrine Agency (Mag Mell Investigations)**

The Peregrine Agency is the elite investigating arm of Mag Mell. Agents of Peregrine are trained in finding clues to some of the most challenging crimes to have occurred on the station. The agency combines advanced collection techniques that require a diverse array of skillsets which it holds in its investigators. From finding and questioning witnesses, testing evidence through rigorous forensic research, to the actual arrest of a suspect, there is no job that The Peregrine Agency cannot do.

Alternatively, The Peregrine Agency is also the tip of the spear for gathering intelligence that would be helpful to the MMDF and Mag Mell as a whole. This includes deep cover operations within potential criminal cells and possible terrorist networks. Agents on this side of the Agency tend to boast excellent skills in covert operations and subterfuge, and the data they collect can greatly influence how secure Mag Mell can be.

The Peregrine Agency is directly beholden to both the MMDF and M2S, providing assistance to both entities when help is needed.

### **Peregrine Command Structure**

While the Agency acts as the Intelligence and Detective wing of the MMDF, Agents of this group are given much autonomy in their delegation and execution of tasks. As such the command hierarchy is similar to the military's but with chosen occupations in the Agency dictating more for direction than simply someone having a higher rank than another. The biggest divergence is that while the structure is somewhat relaxed, there is a Director of Operations for the entire Agency, and often times mentors are brought in so as to train the newer agents, and to go against one of these veteran investigators is to incite your own demise.

- **Probationary Agent:** This is the very first step for anyone wishing to become an Investigative or Intelligence Agent. They are either sponsored by an active Agent or have demonstrated exceptional aptitude in their onboarding process. Training starts in the field but is complimented by formal training at the Agency's headquarters at [REDACTED].
- **Junior Agent:** After their training period has ended, a Probationary Agent steps into the role of Junior Agent. While this represents still being fairly green, it does not diminish the capabilities the agent possesses. Here is where their formal occupation will take hold. Those in the Special Agent Branch will be busy learning detection techniques and finding clues for Forensic Agents. Forensic Agents will be busy making use of what evidence can be found in the field and making sure it accurately matches a suspect to a crime. Agents in Intelligence will be undergoing field operations and practicing their infiltration and data collection techniques.
- **Senior Agent, Supervisory Agent:** Going beyond the Junior Level, an Agent becomes trusted enough to conduct operations on their own and link up with other agents as it becomes necessary. Agents further embed themselves into their chosen field but work together to conclude investigations and intelligence operations. Hierarchy here is mildly important with a Supervisory Agent having the ability to use their rank to lead a team, but only if they deem it necessary.
- **Sentinel and Veteran Sentinel:** While the name may imply some degree of offensive capability, those of Sentinel rank have been with the Agency long enough that they are considered masters of their field and are capable of imparting that knowledge and skill onto the younger members. Leadership is not implied with these positions although it is not discouraged. It is common enough to have two Sentinels in the same department with one taking charge on an investigation while another devotes their focus to simply completing the tasks they are given.
- **Deputy Director:** An agent who makes it this far has been trusted to do absolutely anything the Agency requires, and most of the tasks here regard the security and continuation of the Agency itself. Like Sentinels, a Deputy Director doesn't have to assume a leadership role, but the actions they commit to will always have an effect on the Agency as a whole.  
(OOG: This is a retirement level rank, it is expected that after six months in the position that the player consider retiring the character into this rank or simply leaving the position to explore other avenues.)

Probationary Agent
Junior Agent
Senior Agent
Supervisory Agent
Sentinel
Veteran Sentinel
Deputy Director

**Occupations:**

While the mission statement of the Peregrine Agency can be split between investigation and intelligence, the occupational opportunities within the Agency are varied and many talented individuals are needed to fill the roles in the different departments.

#### **Field Operative (Dedicated Peregrine Agent)**

- Most candidates for Agents are selected for their promise as Field Operatives. Field Operatives act as the swiss army knives of the Agency, training in a wide array of skills such as Scene Investigation, Interrogation, Evidence Collection, and Criminal Apprehension. Field Operatives hold power to arrest under the law of the MMU like that of Police Officers, however this mostly occurs after there is sufficient evidence collected to positively ID a suspect. With being the field as often as they are, Field Operatives are also trained in how to handle a weapon and adequately subdue and bring in a suspect when needed.

#### **Paranormal Specialist (Works with the Religious Faction)**

- Considered almost a false department, agents who go into Paranormal Cases often find themselves either downplayed as superstitious amateurs or praised as miracle workers. The department's primary function is investigating cases where Entropic influence is suspected, but also handles cases where the phase may be used to commit a crime or hide out. While religious influence is common in the department, consistent investigation techniques are still valued and agents take a less dogmatic approach to solving cases here. Agents here are sometimes referred to as "Psychic Detectives" or "Inquisitors".

#### **Forensics (Works with the Science Faction)**

- For every Agent in the field, there are more working behind the scenes to make sure that evidence collected points to the right suspect. Those in Forensics use the scientific method to solve complex crimes, and while they mostly conduct work in a lab they are not prevented from conducting investigations in the field if necessary. Alternatively, Forensic Scientists are exceptionally useful to Intelligence Agents in conducting ad hoc analysis of questionable substances and technology found on an operation. Forensics encompasses a wide variety of sciences, but the Agency is particularly interested in the areas of Medical Examination, Ballistics, Digital and Computer Security, Chemical Analysis, and Engineering.

#### **Civil Affairs (Works with the Political Faction)**

- On the outside, Agents in the Civil Affairs division act as liaisons and consultants to those in the governing body of the MMU, seeking funding for the Agency's operations. Beneath the surface, a Civil Affairs Agent is an observer and is trained in intelligence gathering in non hostile environments. They make use of the forum of politics to share information and identify new threats from foreign governments. They may pose as an official working with a Council member, or work to secure sensitive information from a foreign spy. Agents here enter a subtle and delicate game of cat and mouse on a daily basis.

#### **Black Ops (Works with the Underworld Faction)**

- Some operations conducted by the Agency are best not recorded for the safety of the agent and the Agency itself. Agents in this department sometimes aren't even acknowledged as existing agents, becoming deniable assets of the Agency. However, operations conducted by these agents are usually the best funded and go without almost any oversight by a director. Agents work with a handler most of the time, but contact is kept minimal. While some Black Op Agents will work the shadows to investigate highly sensitive crimes and pry information out of known

criminals, most work on intelligence gathering in hostile environments where maintaining cover and eliminating immediate threats quietly is key to survival.

### **Notable Groups within the Peregrine Agency**

Outside of core occupations, agents may find themselves enlisted in side departments of the Agency to progress secondary agendas. More often than not, agents are recruited based on their skillsets and the needs of these departments, as the work involved is highly specialized.

- **Paradigm Initiative:** Also sometimes called the Circus, agents working in this sub department are involved in political affairs outside the Civil Affairs department. The agenda is simple: spark changes in government powers when deemed necessary. The MMU has many working against her in many systems, so if a particularly passionate politician of another government needs to be talked into dropping their plans of invasion, or a troublesome dictator needs to disappear, the Paradigm Initiative sees to it, quietly.
- **Task Force Turin:** A somewhat mysterious group with the Peregrine Agency, Task Force Turin (TFT) handles threats of supernatural and Entropic nature, but with high aggression and tactical precision. Working directly under the tutelage of Deputy Director Strauss of the MMDF, agents who are recruited into this group are highly focused on sniffing out Entropic evidence and are more often than not made even better investigators from the sheer experience bestowed on them from their mentors. Anyone outside of this group simply knows that the group is almost fanatical in its uprooting of threats to the spiritual world.
- **The Inquiry:** The Inquiry is a group of dedicated investigators that oversee and help with all other investigation operations. When a team is stumped, or it seems the evidence has dried up, sometimes the Investigators need to call for help, and they call the Inquiry. The Inquiry also handle very specific large scale cases and have sweeping and powerful Jurisdiction throughout Mag Mel. There is less than 100 members of the Inquiry and its considered the hardest of all the specific section groups to join.
- **Project Farsight:** A rumor within a rumor, Project Farsight is a ghost story within the Agency. It is said that agents with certain superhuman potential are taken from their beds in the middle of their sleep and shoved into sensory deprivation chambers to “awaken” their mind’s eye, allowing them to see and hear things miles, even systems away. If true, this group could be the greatest intelligence gathering unit not known, or just another bogeyman. Who knows?

### **Naval Space Fleet (M3SS)**

While the Naval forces are under the MMDF Military Section, it is often treated as the “Fourth Section of the MMDF” even though, officially, it is under the command of the Military.

The MMDF does have a Space Fleet and Fighters (And Shuttles for Operation from Atmosphere to Space) The Space Fleet is largely Operated, and commanded by a group of Boz Terrans who stayed with the MMDF after the majority of the Boz Terrans left to go back to Boz Space. The remaining Boz terrans stayed, and Trained the MMDF in space operations, while the MMDF trained them in combat operations. The Vast Majority of Captains in Spaceships in the MMDF are Boz Terrans. There are also Fighter Wings that are attached to Carrier-Fighter Ships. These Fighters make up a large percentage of the capabilities

of the MMDF. A good amount of the Space fleet was destroyed or Damaged during the Titan war, forcing Mag Mel to commit to building and upgrading Ships at a much faster pace. With the Help of 101, the MMDF were able to create and upgrade space ships at a fast pace, far quicker than the Titans have expected. This Operation is one of the reasons the War came to an end and a peace treaty was signed. Most of the Fleet are modern ships, While smaller then other Fleets, the MMDF Ships are only about 5 to 10 years old. Most of the older ships were taken apart and used to upgrade and build newer ships.

### **Naval Special Operations Group**

- **Victor Breach Team:** These are a special Operation group that specializes in Ship Breaching and Ship boarding operations. They do special training with the Aiser, who are masters of Ship Breaching and Boarding. These MMDF soldiers go thru rigorous training, including Zero G training and High Gravity Training.
- **Gully Division:** These MMDF Space Fighters operate the heavy Armored, Heavily Armed A-10X HF Warhogs. They are a elite MMDF Fighter squadron, that even the Titans fear and respect. The Gully Division was named after the Squadron survived 3 separate engagements in less than an hour, each one that was considered impossible to survive. There Squadron Leader, a Maneater, felt that Gully Himself was keeping them alive, and named his Squadron after him.
- **M3SS-Shenandoah:** The highest decorated Naval Ship in the MMDF, the M3SS-Shenandoah is famous for its battles against the Titans in the Titan War. The Shenandoah also has the longest active duty Captain in all of the MMDF, a Android Lolita bot named Ruffles LaVonne, Captain LaVonne is regarded as one of the finest tactical minds in all of MMDF, and possibly, the System. Her crew is also one of the most loyal crews, and officers under her command have turned down promotions so that they could stay on the Shenanhoah. The Shenanhoah has just finished its 1 year overhaul, and is now the most modern and powerful Warship in the MMDF

### **Power and Authority of the MMDF**

The MMDF Safety and Security Force, and the Peregrine Agency both have the ability to Arrest, Detain, and Charge individual citizens of Mag Mel that commit crimes.

**Detain:** The Ability to Detain means that the MMDF Personal has the authority to force an individual or group of people to stay in there location. They must remain within a area or location designated by the MMDF member.

**Arrest:** The Ability to Arrest means that the MMDF Personal has the authority to take an Individual or group of people to a secure location, and place them in a Jail.

**Charge with a Crime:** The Ability to Charge an individual or group of people with a Crime, which they must then be investigated to determine their guilt or innocence.

**Finding someone Guilty or Innocent:** This part of the Justice System is handled by the Political Faction, via Judges, Lawyers, and Juries.

### **Safety and Security Force**

- They have the Ability to Detain personnel.

### **Peregrine Agency**

- They have the Ability to Detain personnel

- They have the Ability to Arrest personnel
- They have the Ability to Charge personnel with a crime

## **Military/Defense Forces within the MMDF/MMU**

The MMDF is made up of many species and factions. These are a list of individual groups and their connection to the MMDF

### **Concordia**

- Concordia was with the MMDF since its inception, and most of the Military Structure of the MMDF is based on the Concordia military.

### **The New Terran Ascendancy**

- The NTA is the largest supporter of the MMDF, and there are more members of the NTA in the MMDF than any other Faction. The NTA had worked with the Godeaters during the Godeater War and because of this, tensions were high when the NTA joined the MMDF. However, the NTA were key in the war against the Titans and the loyalty and dedication of the NTA has never been questioned.

### **The 101**

- The 101 support the MMDF mostly in engineering and ship operations. There is a considerable amount of Robots and Androids in the Homeguard

### **New Communion**

- The New Communion are some of the most resourceful members of the Peregrine Agency in all of the MMDF

### **The Tribal Confederation**

- The Tribal Confederation are as chaotic as they are powerful. They are in all parts of the MMDF, but generally stay away from Spaceship operations

### **The Non-Aligned Tribes**

- The non Aligned tribes generally stay away from Military Service, however, there are a few Doctors and Medics in the First Responder Core of the MMDF

### **Elysium**

- There are a few MMDF military bases on Elysium, and a large contingent of Elysium MMDF Security forces on Elysium that work in tangent with Elysium private security. Due to the Treaty with the MMU, on Elysium, the One Law is legal, because of this, the turn around rate for Non-Elysian MMDF members stationed on the Elysium is very high. Generally Android and Robot MMDF members serve best on Elysium

### **M'kia Consortium**

- The M'kia, due to their nature, have a special place within the MMDF. The pleasure dome does have a MMDF military base, and they do allow MMDF Security and Safety personnel on their station, but most of the Station is guarded by M'kia Consortium forces. The M'kia also are allowed to screen any MMDF member who is assigned to the Pleasure Dome MMDF base, and generally pick people who might be able to be bribed or manipulated by the M'kia. There are rumors that a few M'kia have joined the Peregrine Agency and are effective Black Ops personal, but these are rumors

## **Allies of the MMDF/MMU**

### **Boz Trade Fleet**

- The Boz Trade fleet suffered much at the hands of the Godeaters, and after the MMDF and Sanctum Freed them from the grips of the Godeaters, most of the Boz Terrans went back to Boz, but a few thousand, and a few dozen ships, stayed behind, and joined the MMDF and helped fight against the Starkiller. Those Boz Terrans, along with the MMDF started the MMDF Naval Fleet. The Boz Terrans have a long history of service in the MMDF, and hold a special place among the Naval Fleet. There are more Boz Terran Captains of Space Ships than any other Political Party or Faction

#### **Aiser**

- The Aiser are some of the most well respected and trusted Allies of the MMDF. The Aiser and the MMDF have battled side by side since the War against the Godeaters. Currently, there is an exchange program where MMDF personal and Aiser Personnel do joint operation training and service in both the MMDF and the Aiser Military. Any member of the MMDF that is a Aiser is actually doing a Joint Mission Operation, and is both a member of the MMDF and a member of the Aiser.

### **Status of Factions outside the MMDF/MMU**

#### **Oniri**

- The Oniri do not like, mistrust, or even hate Humans. The Oniri remember the days of old when the humans enslaved them and ruled over them. Tensions are high, but not dangerous. MMDF political groups have reached out to do training with, and work with them, which the Oniri have said no to each time. Generally, when dealing with the Oniri, Non Human representatives are sent. There are no Oniri currently serving in the MMDF, but there is no restriction or regulation against it, and the MMDF would welcome them into service if they wanted to join

#### **Yana**

- The Yana are mercenaries and have no formal relationship with the MMDF outside of any contracts the MMU has given them for Mercenary work. The Boz Terrans within the MMDF are not fans of the Yana, and the Boz hold a lot of sway in the MMDF due to their influence and command of the Space Fleet, because of this, it's unlikely the Yana would ever join the MMDF in any official capacity. There are currently no Yana serving in the MMDF, but there is no restriction or regulation against it.

#### **Cymbeline**

- Cymbeline has one of the strongest Navy's in the system, and wants to keep the Bard system Safe. However, since Slavery is not allowed in the MMU, and the MMDF do not accept troops that are slaves, it appears that any official military collaboration is unlikely due to opposing ideals. There are plenty of Mutant members of the MMDF, however, there is no alliance or agreement with Cymbeline

#### **Titan**

- The relationship with The Titans is a serious one. The War went well for the MMDF in the beginning, then went very well for the Titans towards the end. The War was ended when it was found that Caduceus was manipulating the entire war. Because of this, there was no clear Military winner. It ended in a Cease fire, and the Titans handled there issues internally, not allowing the MMDF to help. Years later, the cost of the war still holds scars on both sides, and there is a "Cold War" technology race between both groups, and the Titans keep the Peregrine Agency busy. The Titans individually are stronger, and there ships more powerful, but they are outnumbered by MMDF forces. No One knows what will happen, and some fear another War could happen. The Titans do participate in Training operations with the MMDF, but generally only Training operations

that are also some sort of Competition. A War game between the Titans and the MMDF is held each year for the last 2 years. This has helped ease tensions between both groups. The MMDF won the First year by only a slight margin, but last year, the Titans crushed the MMDF forces in the War Game. Only one more War Game is left before Mag Mel leaves, and the MMDF want to win

### **Trove**

- The Trove and Mag Mel do not have a good relationship. However, the Military of the Trove and the MMDF have a good relationship, despite the Civilian governments of both Mag Mel and the Trove doing everything they can to undermine that relationship. The Trove Military helped the MMDF Fight the Wrath Followers during the Crimson war, and there is a limited exchange program between both the Trove Military and the MMDF. In the last year, the Relationship has increased with more exchanges and more joint training operations. It is important to note, this relationship is only between the MMDF and the Trove Military.

### **The Cabochon Initiative**

- The Cabochon is a special military religious group that believes that all beings who worship entropic beings should be cleansed or destroyed. They are a very militant group, and have worked with the MMDF during the war against the Godeaters. The Cabochon were found to be fanatical and because of that, a formal alliance was always hard to create. The MMDF Military does have a working relationship with them, and trains with them to deal with entropic beings. The beliefs of the Cabochon Initiative are popular among MMDF personnel, who fear and mistrust all entropic followers.

## **Enemies of the MMDF/MMU**

There are still many threats that the MMDF has to deal with. The MMDF as a whole does everything in its power to protect and serve the MMU and Mag Mel.

### **Space Pirates (Seriously, yep.. Fucking Space Pirates)**

- When the Titan War ended, both the MMDF and Titan took serious Damage to both their fleets, and because of this, Piracy in space flourished for quite a few years. This created a series of Pirate groups that attack, Steal, and Murder in their wake. Two specific groups, the “Black Spears” and “Flags of the Lost” are the two most organized and effective groups. They both have a fleet of ships, and hide somewhere in the Bard system. Both the MMDF and the Titans have been dealing with the Space Pirate threats, and it has been a competition between both militaries on how many enemy ships they defeat or destroy, and how many Pirates they arrest or Defeat. If the Pirates have a chance to pick which military to fight, they generally pick the MMDF, as the Titans generally never leave the Pirates alive.

### **Entropic Worshipers**

- Even though the Starkiller was destroyed, there is still a serious threat from Wrath followers, and other Entropic Being followers who want to destroy the Galaxy. The Crimson War showed that the Wrath followers are not gone, and for 2 years, they battled and attacked forces and attempted to destroy Mag Mel. Stay Vigilant, destroying Evil Entropic Followers is still our primary mission

### **Terrorist Groups**

- There is still a series of Terrorist groups on Mag Mel, from Pro Terran groups, to even followers of the Reticle. These groups are watched by the Intelligence Force, watching, working to stop the the next attack.

## **OOG Section of this fucking Book**

Thank you for reading everything. This section is sort of a Short version of this book.

So you are thinking of Joining MMDF.. lets go thru the Steps

- 1). Decide if your PC is going to be a Military Personnel or a Civilian Personal
  - Military RP more Discipline, and have less freedom, but are better equipped
  - Civilians are more, well, like Civilians, and have more freedoms, and do Civilian stuff
- 2). Decide which Faction you want to Join
  - Military Branch (Must have decided to be Military)
  - Safety and Security Branch (Must have decided to be a Civilian)
  - The Peregrine Agency (Can be both Military or Civilian)
- 3). Select the Occupation you want to do within each Faction
  - Dedicated member of the Faction (No Ties to Other Factions)
  - Dedicated member of the MMDF, with work in the Science Division)
  - Dedicated member of the MMDF, with work in the Religious Division)
  - Dedicated member of the MMDF, with work in the Political Division)
  - Dedicated member of the MDF3, with work in the Underworld Division)
- 4). So you like what you see, but you want to do something that's not exactly on this list
  - Does it have a Tie to one of the Divisions?
  - Can we facilitate your idea via logistically and mod wise?
  - Hopefully we can help you find a place, so talk to me

Hey you, you wanted to be a Investigator right? Then you're joining the Peregrine Agency (Ask Mark James how to pronounce it, he came up with the name)

### **Rank and Position**

Your Rank and Position will be determined based on a conversation between you and me

PCs who played MMDF personnel in the last Cycle, we will talk about your current rank also

### **Influence and Reputation**

For any PC who has a connection to MMDF from the last cycle, we will talk about your established Reputation in the MMDF

### **So you want to be a criminal / Shady person**

So you want to be a shady bad person doing bad stuff. Will Doomsday be facilitating that type of plot?

Yes, Yes we will.

But the MMDF will be acting as Police.

Does this mean there will be PVP MMDF vs Underworld? Yes and NO

If you play a PC who is a criminal, you steal things, you take things from NPCs and PCs, and you get caught, or the PC who you robbed goes to the MMDF base and says "Yo, So and So robbed me" then, we as MMDF will look into it. This might mean you will get away with it, or it might mean you get caught, get arrested IG, pay a fine, and be let on your way.

But let's say you murder a NPC, because, you like that sort of thing. Well, there is a good chance, if the NPC matters, or has a connection into the game world that would logically make it back to the MMDF (If you kill Space Pirate, non MMU citizen, and no one knows about it, you probably don't have to worry, but if you kill Merchant Steve of the Apex industries, guess what, MMDF is going to find out that there person is missing, and look into it) then, you might have a problem. Killing someone is a much more serious problem and more serious punishment. Serious Fines, severe losses to your Reputation, Death by Suncannon. Someone who is found guilty of Murder might still have the ability to wander the streets (If that person you killed is Tethered, and is still alive due to Regeneration) but the MMDF is going to pay way more attention to that person, and the people that person spends time with. Killing people is bad for Business, and draws the attention of MMDF

Lets say you murder a fellow PC, well, most likely, that PC might come to MMDF and be like "Yo, someone killed me, look into this for me" and there you go

Now, let's say you're really a dick, and you Kill or try to kill someone very important, such as the Princess of Mag Mel (Princess is the Title for President in the new Government) Well, if you get caught, you will most likely have to retire your PC. Let's say your PCs try to steal MMDF High yield White Dwarf Matter Bombs, and get caught, Guess what, you're probably done, and spending the rest of your PC time in Prison aka you have to Retire.

The moral of this story is.. DON'T GET CAUGHT

The second moral of this story is.. Do shitty things to people that don't matter, like, other criminals, or non MMU citizens... and go back to my first set of advice, DON'T GET CAUGHT

There will still be plenty of cool things for the Underworld to do, stuff that, technically, should be stopped by the MMDF, but generally does not have the time too. You will do a lot of mods affecting factions and groups outside the Scope of the MMU or MMDF.

But everyone once in awhile, you might receive a mission opportunity.. High Risk, High reward. The Risk is real, very real, but so is the award.

If you going to do something shady, that could get your PC arrested, think about it, use common sense, and cover your tracks. DON'T GET CAUGHT

Player Note: if you plan on doing something that is shady and involves other PCs, you need a marshal, and if you intend on doing something that affects a specific Faction (Stealing from the MMDF, Messing with data from the Science Division, ect) you need to let the Plot Heads for the section know what you are doing OOG, so that it can be marshaled and run fairly and fun. If you do not let us know, it's more likely, if you get caught, that the IG ruling will side with the victim.

If you're playing a Corrupt Cop, or a Science person who is selling data to the highest bidder, or a Religious person working for the Wrath, let the Plot heads know about it.

Also, Advice from Kitt.. if you do something shady IG, you might want to keep it a secret OOG (except from specific marshals). IG secrets are much easier to keep if you don't know about them OOG

There are skills IG that can be used to get evidence, but if you're smart, you can use the skills you have to try to cover your tracks.

