

**THE
MAG MEL
DEFENSE FORCE**

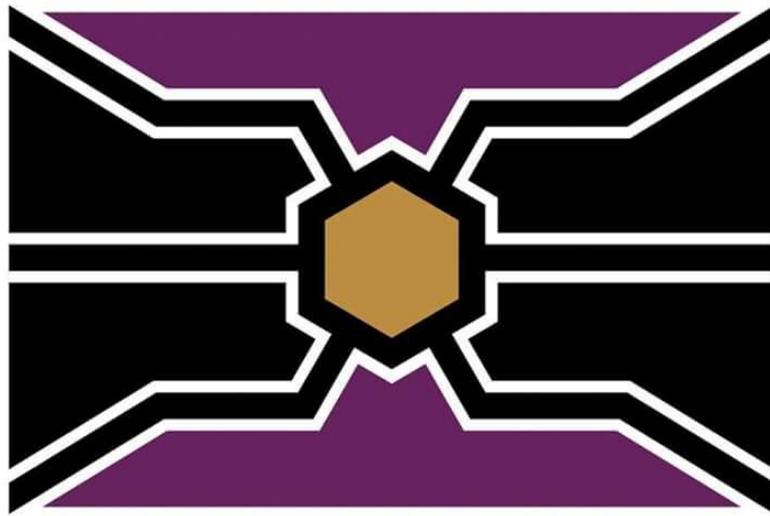


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ABOUT MMDF

The Mag Mel Defense Force is a military organization which oversees the security and protection of Mag Mel and its citizens. First begun as a group comprised of former NTA veterans, Concordia regulars, and various other races on the island of Mag Mel on Tempest, it has existed in one form or another for more than ten years, enduring wars against the NTA, the Wrath, and the Titans. Over time, its vision expanded to ship-wide protection, dividing its personnel between three branches to delegate the protection of Mag Mel's citizens across intelligence, domestic security, and military offensives.

Ultimately, the MMDF answers to the Mag Mel Union Council as its chief government. Together, the MMDF and the MMU operate as a political-military machine which maintains peace on Mag Mel and with foreign entities -- or, when necessary, war preparations.

THE CORE MISSION

The primary goal of the Mag Mel Defense Force is to protect the world ship, Mag Mel, and all citizens who call it home; to ensure the security of the Mag Mel Union; and to destroy the Entropic forces that threaten the existence of all sentient life in the known galaxy. No matter your branch or your commanding officer, this three-part mission governs all personnel of the MMDF.

THE STRUCTURE

The MMDF is divided into three separate branches, each governing a very specific aspect of the security and defense of Mag Mel and the MMU.

The Mag Mel Military (M3)

The Mag Mel Military, also known as M3, is the primary military body of the MMDF. As the oldest section, the M3 serves as the core trunk of the MMDF from which all other sections and units branch. The M3 oversees all of Mag Mel's military operations both domestic and foreign, commanding the forces of Mag Mel's naval fleet to keep hostile foreign threats at bay.

The M3 is currently commanded by General Carnor "Slab" Jax.

Safety and Security (M2)

Safety and Security, or M2, is founded on the premise that all citizens of Mag Mel should be protected, free, and safe from domestic threats. M2 is the branch of the MMDF that encompasses Mag Mel's law enforcement, security forces, and emergency responders. These local heroes carry out the MMDF's core mission at home, protecting the people from domestic threats both criminal and Entropic.

(Note: M2 is currently an NPC-only section; only players with explicit staff approval may play an M2 character.)

The Peregrine Agency (M1)

The Peregrine Agency, or M1, is the intelligence arm of the MMDF. The agents of M1 carry out the core mission by way of gathering intelligence and subterfuge; this includes criminal and military

investigations, surveillance, espionage, and other operations as deemed necessary by the MMDF and MMU. Much of what the Peregrine Agency does is [REDACTED].

The M1 is currently commanded by Director [REDACTED] Halliday.

Chain of Command

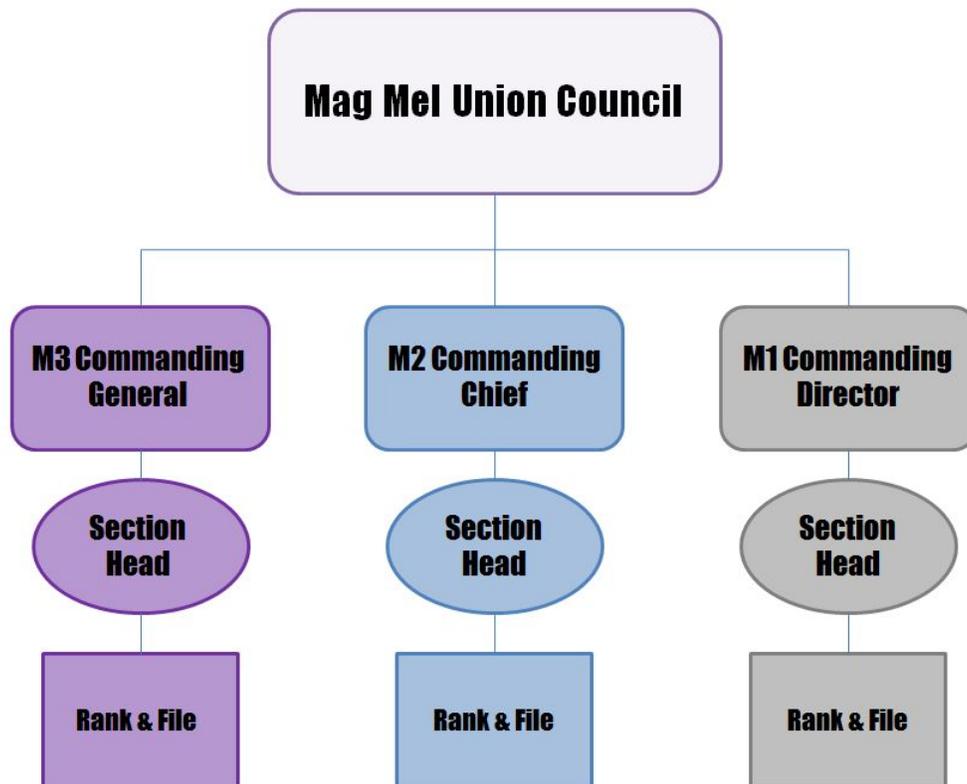
The MMDF command is broken into three major groups within its section:

Rank and File: The “rank and file” side of each section encompasses all personnel, both Enlisted and Officers, through their highest non-Command rank. They comprise the bulk of each section.

Section Head: Each section has a Section Head. These are typically the most highest ranking personnel in each section, chosen by the Command personnel to be their second-in-command. Oversight and section-wide leadership falls to the Section Head when the Command personnel is unavailable.

Command Personnel: There are three commanding officers that comprise the executive command staff of the MMDF: a Commanding General (M3), a Commanding Chief (M2), and a Commanding Director (M1). These three command staff then report to the civilian government, the Mag Mel Union, and specifically liaison with the military advisor elected for the MMDF.

Mag Mel Union Council: The MMU Council is the civilian government which is ultimately responsible for approving or rejecting military operations, allocating resources and funding, and maintaining checks and balances for the MMDF. A *military advisor* is specifically chosen to liaison with the MMU Council on behalf of the MMDF and communicating Council decisions back to Command staff.



Rank and Payroll

All MMDF personnel receive a rank based on their dedicated time in service and the demonstration of the core mission through their actions. Each rank corresponds with an appropriate pay grade from P-1 (Entry) up to P-7 (Command), beginning at four credits for starting rank. Every upgrade in rank includes an increase of +2 credits to your salary.

(Note: Any skill or ability that allows you to receive a higher pay grade does not apply to your rank. You will receive the appropriate pay grade based on your rank and any ability you have, but your rank will not increase.)

M3



MAG MEL MILITARY

ABOUT

The M3 originates from an older Sanctum, prior to Tempest's destruction and Mag Mel's exodus. A band of mercenary Terrans and a few other species formed a town militia to protect Sanctum against the myriad hostile threats around them, dubbing themselves the "Free Sanctum Army." After that, well, the rest is history.

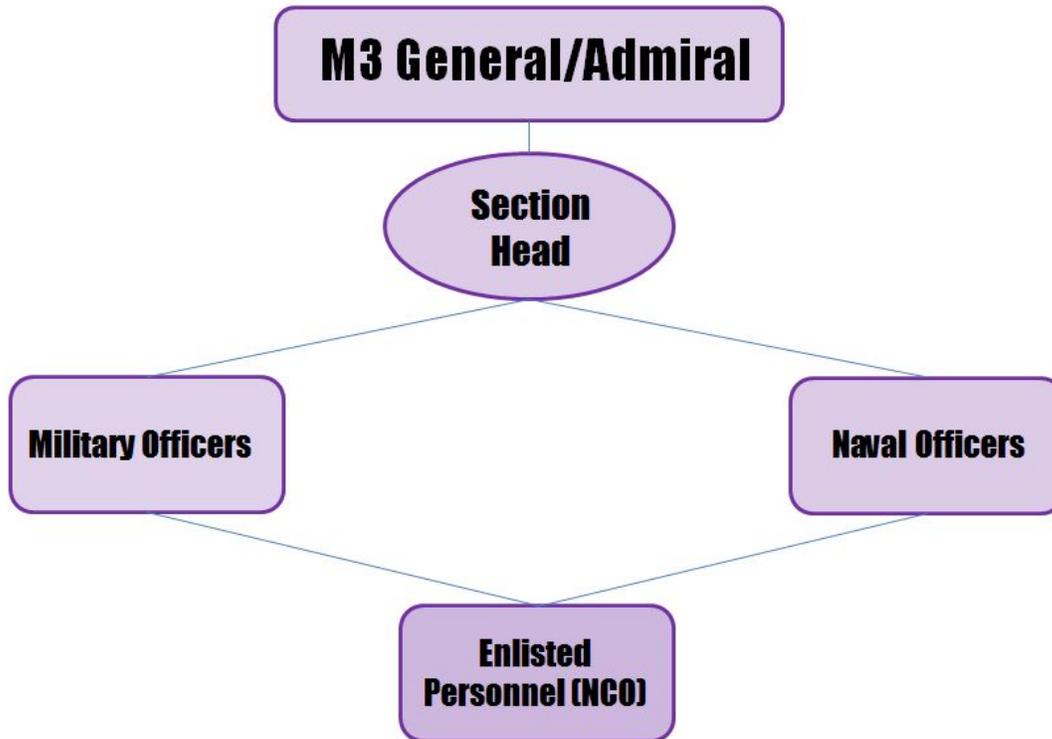
The seed of this military forged itself in the fires of conflict after conflict: the NTA War, the Wrath war; conflicts against the Godeaters and the Reticle; the End of Days. In the end, M3 was all that stood between the survivors of Tempest and assured destruction.

Today, the military perseveres. While its numbers have swelled and its structure branched outwards, there is the constant struggle for new resources and new technologies. The M3 is not yet the robust, formidable force it should be to face galactic threats -- but in the scheme of everything, this is only the beginning, and we've already beat the end of the world.

We are the grunts and the gunpigs. We leap into the most dangerous situations imaginable. We are all that stands between Mag Mel and a cold grave in space. Are you ready to do what you need to do to secure our future? Are you prepared to pay any price for survival?

Welcome to the M3.

STRUCTURE



ENLISTED (NCO)

Enlisted personnel comprise the majority of M3 -- NCOs are considered the meat and sinew of the corps. They are the boots on the ground, the soldiers who are doing the work, getting their hands dirty, and engaging in combat operations to win the day. Enlisted personnel will make smaller scale operational decisions and will be expected to become masters of small unit tactics as they rise, but they will not make any major operational choices. These are the grunts, the fighters, the scowling face of the war. As an NCO, your duty is to carry out the orders of Officers.

NCO RANK	PAY GRADE	SCOPE
Corporal	P-1	The beginning rank for enlisted soldiers is Corporal. They are the low people on the totem pole, but this is the position for them to prove themselves, their capability in the field, and their ability to follow orders.
Sergeant	P-2	These ranks are deserved by those who have gone through all their training and show leadership potential in small units. They have demonstrated the ability to lead troops in combat operations. Their primary job is to take the orders of officers and put them into

		action. Exemplary service and combat aptitude will carry you through the ranks.
Sergeant First Class	P-3	These ranks are deserved by those who have gone through all their training and show leadership potential in small units. They have demonstrated the ability to lead troops in combat operations. Their primary job is to take the orders of officers and put them into action. Exemplary service and combat aptitude will carry you through the ranks.
Master Sergeant	P-4	A Master Sergeant's role is that of senior leadership. They make sure the lower ranking NCOs are doing their jobs and often work alongside officers in decision making and support.
Sergeant Major	P-5	A Sergeant Major's role is of senior leadership among NCOs. The Sergeant Major is expected to operate directly with officers.

OFFICERS

Officers are leaders, making important and large scale choices that affect not only the lives of the personnel beneath them but the lives of all involved in military operations. Officers are always responsible for the personnel under them. An officer's job is to make difficult tactical choices and issue their orders out to the ranks.. A good officer leads from the front, but generally their job is to inspire and lead their personnel.

Officers may choose to pursue one of two paths: Military or Navy. Military officers will operate closer to home, defending Mag Mel or deploying into dangerous ground-based territories, while the Navy encompasses the staff personnel of the MMDF's space fleet including pilots, navigators, engineers, and marines.

Officers are the cream of the crop and expectations for their field leadership will be high. Expect to be challenged if you are pursuing the officer career.

MILITARY OFFICER RANK	NAVAL OFFICER RANK	PAY GRADE	SCOPE
Second Lieutenant	Ensign	P-1	You have just finished your officer training, and are out on the ground being a leader. Now that you have the training, it's time to put it to the test in the field. Your choices here may only affect a small unit of people, but they will be carefully observed for your leadership skills.
First Lieutenant	Lieutenant Commander	P-2	You've become a more seasoned officer with experience in the field and you now make choices that affect about thirty or so people.

			Often supports Majors/Commanders. Trusted to work in larger scale operations.
Major	Commander	P-3	Generally the highest officer rank where you are actually on the ground, fighting, who is in a command role. Majors are often chiefs on ships (Chief Engineer, Chief of Security, etc.), while Commanders oversee large scale operations from their ships. In this rank, you will make choices and be responsible for operations that affect hundreds of people.
Colonel*	Captain*	P-4	You are now in a powerful command role, making large scale choices that affect thousands of people. As Captain, you command your own ship and all the personnel therein. <i>*(Note: This rank will initiate a retirement path. You should anticipate retiring your character in the next six to twelve games.)</i>
General**	Admiral**	P-7	The highest command role in the M3, making world building or ending decisions. Your choices may affect countless thousands and the future of Mag Mel. <i>** (Note: Becoming a General or Admiral will immediately retire your character into an NPC.)</i>

OCCUPATIONS

Your rank doesn't necessarily designate your field or work focus in the military. Upon joining the M3, you will be asked to claim an occupation for yourself. There are countless occupations for soldiers may pursue, but most jobs fall under the following:

Grunt (MMDF Only)

You are a soldier/marine, through and through. This is the focus of your life's work and you spend the vast majority of your time working alongside your compatriots, your officers, and other military personnel.

(Note: If you do not claim an occupation, you will be defaulted to Grunt.)

Entropic Task Force (IFA Collaborative)

While all MMDF personnel get training on how to combat Entropic threats, you specialize in it. You work alongside the ***Intergalactic Faith Accord*** towards fighting the blighted creatures that are trying to destroy us all. This line of work often pertains to Chaplains and other religion-aligned figures.

Combat Engineer/Medic (TFHL Collaborative)

Your work focuses exclusively on developing newer, stronger technology for the M3, whether it's weapons upgrades, explosives, or medical devices. This specialty includes medical personnel for M3, those who operate to save lives in the field. You work alongside the scientists of the ***Tempest***

Foundation for Higher Learning towards creating cutting edge tech and extending your compatriots' life expectancy.

Civil Affairs (MMU Collaborative)

Personnel involved in Civil Affairs split their time with the **Mag Mel Union Council**. In the political arena, you contend for the interests of the military: funding allocation, operational approval, and liaising with foreign entities on behalf of M3. This occupation may also entail providing security for political persons and foreign envoys.

Psy Ops (Underworld Collaborative)

In this field, your training has been geared towards dealing with shady folks and making connections with the **Underworld** to push forward military operations. You are also a point of contact when dealing with mercenaries.

NOTABLE SPECIAL UNITS

The M3 boasts several special operations units. These veterans have specialized their training to a fine point and make up some of the MMDF's most decorated units. Any M3 soldier or marine can aspire to join these units with dedication and focus.

- **Exo Corp:** The Exo Corp are a group of pilots and specialized engineers who operate Mechs, armored power suits which stand at about ten to twelve feet tall and are linked via a I/O ports and controlled via Cybernetics. Used by the Concordian Military before the creation of the MMDF, the famous 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.
- **Special Operations:** These are hardened soldiers, masters of rifle combat, brilliant tacticians, and demolition experts. They comprise the best of the best, capable of killing targets from miles away. The Special Operations unit requires some of the most rigorous training in the MMDF.
- **Richards Roughnecks:** Richards Roughnecks are combat soldiers who combine raw combat ability with metaphysical ability. They are a special team specifically trained to combat Entropic and Phase threats. 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 personnel drop into locations behind enemy lines to 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 are primarily made up of NTA soldiers or Robots.
- **Military Investigation Three (MI3):** The Military Investigation Unit is an internal M3 military force which pursues any investigations involving military personnel and any space-based investigations

M3SS

Known as the M3SS, the MMDF's space fleet boasts fighters, carriers, and starships, including shuttles for cross-ship and planetary transportation. The fleet is primarily operated and commanded by a group of Boz Terrans who stayed with the MMDF after the majority of the Boz Terrans returned to the Boz System, during which time they dedicated themselves to training the M3's navy in return for combat training. The vast majority of captains in M3SS starships are Boz Terrans. The fleet also includes fighter

wings that are attached to carrier ships; these fighters make up a large percentage of the space combat capabilities of the MMDF.

A good amount of the space fleet was destroyed or badly damaged during the Titan War, causing Mag Mel's fleet size to degrade a fair amount. While the ingenuity of M3 engineers has kept many of these ships in active service by cannibalizing and recycling older ships, the current fleet is only capable of defending Mag Mel from moderate hostile threats and requires significant upgrading and building to defend against anything much larger.

NOTABLE SPECIAL UNITS

- **Victor Breach Team:** This is a special operation group that specializes in ship breaching and ship boarding operations. They do special training with the Aesir, who are masters of ship-to-ship combat and breaching. These M3 marines go through rigorous training in harsh zero gravity environments.
- **Gully Division:** These MMDF space fighters operate the heavy-armored, heavily armed A-10X HF Warthogs. They are an elite M3 Fighter squadron that even the Titans fear and respect. The Gully Division was named after the squadron survived three separate engagements in less than an hour, each one that was considered impossible to survive. Their squadron leader, a Maneater, felt that Gully Himself was keeping them alive, and named his Squadron after him.
- **M3SS-Shenandoah:** The most decorated naval starship 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, an Android Lolita-bot named Ruffles LaVonne. Captain LaVonne is regarded as one of the finest tactical minds in all of MMDF, and possibly the Bard System. Her crew is also one of the most loyal in all of M3SS; officers under her command have turned down promotions so that they could continue to serve on the Shenandoah. The Shenandoah has just finished its one-year overhaul and is considered the most modern and powerful warship in the MMDF.

M2



MAG MEL SAFETY & SECURITY

ABOUT

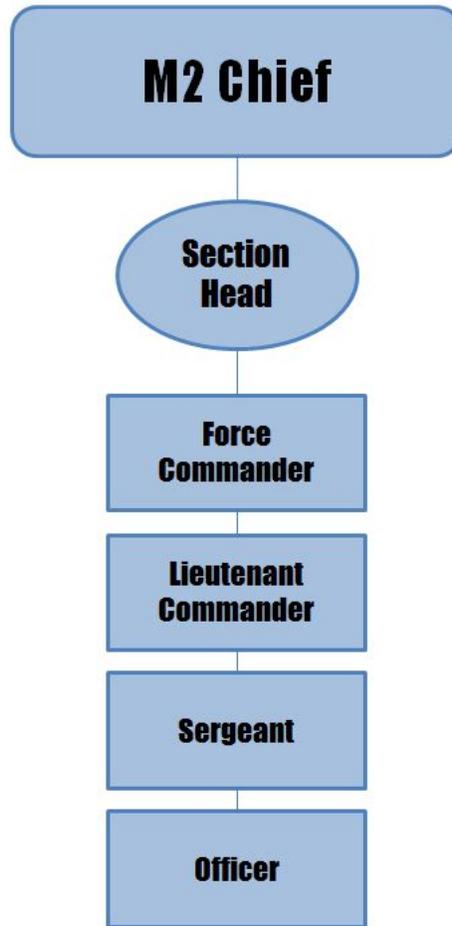
The M2 is the combined law enforcement and emergency response force for Mag Mel, encompassing all police officers, security details, and first responders for disaster events. As a whole the entire force will act as a domestic guard force, prioritizing Mag Mel and its citizens' safety in all operations.

(Note: At this time, M2 is an NPC-only branch of MMDF. Only players with staff approval may play an M2 character.)

Detention

The officers in the law enforcement arm of M2 retain government-approved authority to arrest and detain persons suspected of criminal activity to be tried in a court of law under the purview of the Mag Mel Union. This authority is never to be taken lightly and arrests are only made with a warrant granted by the MMU Council following review of evidence.

STRUCTURE



RANK	PAY GRADE	SCOPE
Officer	P-1	M2's new blood starts at the Officer level, allowing them to get their feet wet in the field with beat cop and on-call duties. As they rise in rank, their scale in responsibility is increased and the oversight they are given reaches a wider force size.
Sergeant	P-2	After demonstrating their self-sufficiency in the field, Officers are promoted to Sergeants. Sergeants take on a higher degree of leadership in their units and are responsible what occurs in the field under their watch.
Lieutenant Commander	P-3	Lieutenant Commanders are those who have shown great promise in leadership and clear competence in the field, handling crises thrown at them with a level head. Lieutenant Commanders are expected to quickly learn how to handle difficult decision

		making and delegating operational orders on a large scale, and that their actions will sometimes have dire consequences.
Force Commander	P-4	Force Commanders work directly under the Chief of M2, acting as their trusted subordinate in ensuring the citizens of the MMU are safe and secure. Their task is to delegate orders to the lower ranks and take responsibility for improving the conditions of citizens as well as M2 personnel.
Chief*	P-7	The Chief of M2 oversees the entire section and its operations, largely delegating their orders through the Force Commander. However, the Chief bears the burden of ultimate responsibility for anything that occurs under the M2's auspices, and so must respond accordingly. This position requires making decisions that affect not only all of M2, but entire populations of Mag Mel. <i>*(Note: Becoming a Chief will immediately retire your character into an NPC.)</i>

OCCUPATIONS

As with the military, all personnel in the M2 must select an “occupation,” or specialization path, upon joining the section. These professions often tie into other divisions on Mag Mel.

Law Enforcement (MMDF Only)

Police Officers are the shining face of M2 on Mag Mel. They represent not only the rule of law but the benevolent hand that Mag Mel 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 M1 to probe the crime scene for clues and witnesses.

(Note: If you have not claimed an occupation, you will be defaulted to Police Officer.)

Metaphysical Hazmat (IFA Collaborative)

While Metaphysical Hazmat may sound like a dirty job, it is one that is vital to the well being of Mag Mel 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 M2 members trained to remove Blight as well as provide spiritual assistance to other personnel is vital to the mission of M2. 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. Meta-Hazmat officers often work alongside the ***Intergalactic Faith Accord*** to fight these threats.

Emergency Response (TFHL Collaborative)

An absolutely vital area in M2, Emergency Responders are the first step of care for anyone who requires it. When a building collapses, manifestations wreak havoc, or a work site becomes a danger, the Responders take care of all treatment between the incident site and hospital level care if needed. Additionally, these Responders are vital in handling the crisis situation on a mechanical level -- whether

it's hacking into a security program to stop it from hurting civilians, fixing a dangerously malfunctioning piece of the ship, or even defusing a bomb, these technical Responders are vital in resolving crises. Emergency Responders are often found working with engineers from the ***Tempest Foundation for Higher Learning*** to resolve these problems.

Civil Affairs (MMU Collaborative)

At the end of the day the M2 is beholden to the citizens of the ***Mag Mel Union***, 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 M2 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 (Underworld Collaborative)

While most of the work of M2 is out in the open and transparent, some work requires a more subtle approach when it comes to ensuring the security of Mag Mel. M2 members of Vice Squad work with ***Underworld*** elements to identify 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 M2 and any darker elements, but that is why those who choose this path are just as delicate if not also questionable about their methods.

NOTABLE SPECIAL UNITS

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 Mel 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 skill set can be omitted from a team that is put directly in danger from criminal elements.
- **Crisis Intervention Team:** While it is inherent that all Emergency 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:** This unit was originally formed by the Concordia about a year before the destruction of the Starkiller. Over the following years, the HomeGuard transformed from a military force to a Defense Force, and then to a protection and bodyguard unit within the MMDF. The HomeGuard's job is to protect specific individuals from threats.

M1



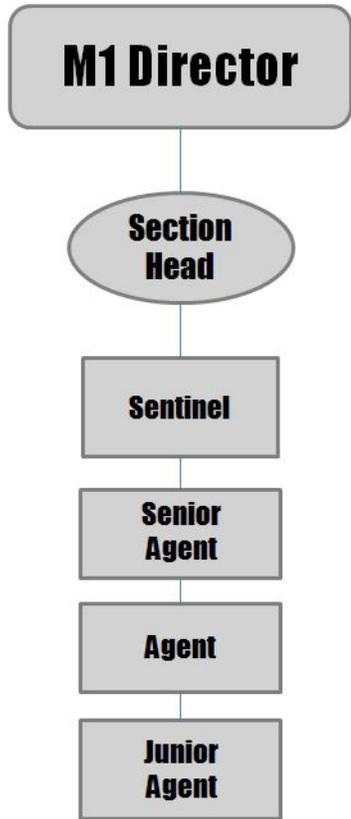
THE PEREGRINE AGENCY

ABOUT

The Peregrine Agency is the tip of the spear for gathering intelligence to protect the MMDF and Mag Mel as a whole. This includes deep cover operations within potential criminal cells and possible terrorist networks, seeding misinformation and sabotage, or extracting necessary information to bolster Mag Mel's defenses against threats both domestic and foreign. Where the M3 is the muscle and M2 is the shield, M1 serves as our eyes and ears in every corner.

STRUCTURE

While the Agency acts as the intelligence arm of the MMDF, Agents of this group are given much more autonomy in their delegation and execution of tasks. As such the command hierarchy is similar to the military's but each Agent's specialization heavily determines their operational focus. 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 to train newer agents.



RANK	PAY GRADE	SCOPE
Junior Agent	P-1	This is the very first step for anyone wishing to become an Investigative or Intelligence Agent. They must either be sponsored by an active Agent or have demonstrated exceptional aptitude in their onboarding process.
Agent	P-2	If a Junior Agent has demonstrated exceptional capability in the field, they will be nominated by their sponsor or commanding agent for promotion. As an Agent, their specialization will become paramount. They will be given operations and projects appropriate to their specialty. They will also be expected to support fellow agents in investigations and intelligence if necessary. Agents are given significant autonomy and are expected to be self-sufficient in the field.
Senior Agent	P-3	Senior Agents are those Agents who have demonstrated not only remarkable aptitude in their field, but have also shown capability as a leader and are given authority to manage individual units and operations. Senior Agents are often mentors and guides in their specializations.

Sentinel	P-4	Sentinels 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. Their primary duties are to oversee subordinate Agents, their operations, and to step in when necessary. Sentinels are also responsible for some of the Agency's most sensitive intelligence operations. They work as a direct liaison between the Director and the underling Agents.
Director*	P-7	The burden of command falls to the Director of Operations. This person is typically an Agent who has spent a significant amount of time in positions of authority in the Agency, who is adept at liaising with the MMU Council and foreign entities, and who is capable of handling the truth. All of it. At a twitch of their fingertips, the Director can collapse governments. They are the shadow that keeps Mag Mel shiny. <i>*(Note: Becoming a Director will immediately retire your character into an NPC.)</i>

OCCUPATIONS

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

Field Operative (MMDF Only)

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 crime scene investigation, interrogation techniques, evidence collection, and criminal apprehension. Field Operatives hold power to arrest under the law of the MMU similar to Police Officers, but arrests may only be made with a warrant from the MMU Council following evidence review. Considering how often they are in the field, either in a squad or solo, Field Operatives are expected to train in combat styles and quick maneuvering.

(Note: If you have not claimed an occupation, you will be defaulted to Field Operative.)

Paranormal Specialist (IFA Collaborative)

Considered almost a false department, agents who go into Paranormal cases often find themselves either downplayed as superstitious amateurs. 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 often referred to as "Inquisitors" and frequently work alongside the ***Intergalactic Faith Accord***.

Forensics (TFHL Collaborative)

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 though they mostly conduct their analytical work in a lab, they are often found in the field seeking further evidence or samples to identify. 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. Forensic investigators frequently collaborate with scientists from the ***Tempest Foundation for Higher Learning***.

Civil Affairs (MMU Collaborative)

On the outside, Agents in the Civil Affairs division act as liaisons and consultants to those in the governing body of the ***Mag Mel Union Council***, 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 (Underworld Collaborative)

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 the 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 SPECIAL UNITS

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 skill sets, their performance history, 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 it 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 Sentinel 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 trail has gone cold, sometimes

the investigators need to call for help, and they call the Inquiry. The Inquiry also handles very specific large scale cases and have sweeping and powerful jurisdiction throughout Mag Mel. There is less than 100 members of the Inquiry and is considered the hardest of all the special units 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?

M MDF AUTHORITY

All personnel of the Mag Mel Defense force are considered to be military personnel and are charged with the protecting the citizens of Mag Mel from harm, be they domestic or intergalactic, criminal or natural, paranormal or metaphysical. To ensure that all MMDF personnel are able to fulfill their charge to the best of their ability, they are each capable of **detaining** and **arresting** citizens suspected of unlawful conduct.

Detain: The ability to detain means that the MMDF personnel has the authority to command an individual or group of people to be contained in a confined location. They must remain within the area or location designated by the MMDF member or face prosecution in a court of law.

To detain a citizen or group, the acting MMDF personnel is **required** to have been given explicit authority by their senior-most commanding officer.

Arrest: The ability to arrest means that the MMDF personnel has the authority to take an individual or group of people to a secure location, and place them in a jail or confined cell.

To carry out an arrest of a citizen or group, the acting MMDF personnel is **required** to have been given an arrest warrant by the Mag Mel Union Council after they have reviewed provided evidence of unlawful wrongdoing. After arraignment, the suspect will be given their due trial by the Mag Mel Union Council.

Detaining and arresting citizens are serious actions to take and may not be done so lightly. Domestic justice is primarily carried out by the law enforcement officers of the M2, but authority to arrest may be given to any MMDF personnel.

(OOG Note: While you, as the MMDF, are the ultimate authority on Mag Mel, this is a responsibility to be carried with care. Keep in mind the experiences and enjoyment of the people around you. We're here to provide a fun and challenging roleplay experience, not to be a buzzkill. Arrests of other PCs can only be made with explicit permission from your division leaders.)

INVESTIGATIONS

While each section of the MMDF has its own internal investigation unit, Mag Mel criminal investigations are primarily handled by M1, the Peregrine Agency. All agents of M1 are given authority to conduct investigations when reasonable suspicion of criminal wrongdoing is provided. These agents are expected to have the appropriate investigative skills and capabilities to carry out their work and to see their case closed.

Official criminal investigations are not permitted to be conducted by any non-M1 personnel unless otherwise approved by the Director. Internal investigation units of M2 and M3 are charged with any investigations regarding their sections.

POLITICAL RELATIONS

The MMDF is, by nature of it being a government-controlled body, very political in nature. On Mag Mel, military and politics are intricately intertwined, and each political party, faction, or entity holds a relationship with the MMDF in one form or another.

MAG MEL UNION

- **Concordia:** Concordia has been supportive of the MMDF since its inception, and most of the military structure of the MMDF is based on the Concordian 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 once 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:** 101 supports the MMDF primarily in engineering and ship operations. There are a considerable amount of Robots and Androids in special unit HomeGuard.
- **New Communion:** The New Communion are some of the most resourceful members of the Peregrine Agency.
- **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 spacefaring 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 Emergency Responder corp of the M2.
- **Elysium:** There are a few MMDF military bases on Elysium, on which a large contingent of Elysian MMDF security forces work alongside private Elysium security forces. Due to the Treaty with the MMU, the One Law is legal on the Elysium, causing the turnover rate for non-Elysian MMDF members stationed there to be high. However, the Elysians have a positive history with the MMDF, and a number of their military and security groups have been folded into the MMDF over the past ten years.
- **M'kai Consortium:** The M'kai, due to their nature, have a special place within the MMDF. The Pleasure Dome does have a MMDF military base and they allow MMDF Security and Safety personnel on their station, but most of the Station is guarded by private M'kai Consortium forces. The M'kai 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'kai. There are rumors that a few M'kai have joined the Peregrine Agency and are effective Black Ops personnel, but these rumors are unsubstantiated.

ALLIES

- **Boz Trade Fleet:** The Boz Trade fleet suffered much at the hands of the Godeaters. After the MMDF and Sanctum freed them from the reign of the Godeaters, most of the Boz Terrans returned to their home system, but a few thousand, along with a few dozen ships, stayed behind and joined the MMDF to help fight against the Starkiller. Those Boz Terrans collaborated with the

MMDF to form the M3SS, the Naval Fleet. The Boz Terrans have a long history of service in the MMDF and hold a special place among the Naval Fleet command. There are more Boz Terran Captains of starships than any other political party or faction.

- **The Aesir Empire:** The Aesir are some of the most well-respected and trusted allies of the MMDF. The Aesir and the MMDF have battled side by side since the War against the Godeaters. Currently, they hold an agreed military exchange program with the MMDF, allowing Aesir warriors to participate in joint operation training and service in both the MMDF and the Aesir Fleet. Any member of the MMDF that is a Aesir is considered on a Joint Mission Operation, serving both as a member of the MMDF and a member of the Aesir Fleet.
- **The Cabochon Initiative :** The Cabochon Initiative is a Boz paramilitary religious organization that strictly believes that Entropic beings, along with those who worship them, must be cleansed or destroyed. They are considered a highly militant group and have worked with the MMDF during the war against the Godeaters. Due to their fanaticism, the Cabochon is not an official section of the MMDF, but MMDF maintains a working relationship with them, training with them to deal with entropic beings. The beliefs of the Cabochon Initiative are popular among MMDF personnel, who generally fear and mistrust Entropic followers.

FOREIGN ENTITIES

- **Oniri:** The Oniri bear a deep cultural prejudice against all Humans, as they will never forget the days of old when the Humans enslaved them and ruled over them. Tensions remain high, but not dangerous. MMDF political groups have reached out to do work with them, which the Oniri consistently decline. Generally, when liaising with the Oniri is necessary, non-Human representatives are sent. There are no Oniri currently serving in the MMDF, but there is no restriction or regulation against it.
- **Yana:** The Yana are mercenaries and have no formal relationship with the MMDF outside of any contracts the MMU has made with them. The Boz Terrans within the MMDF have a tense relationship with the Yana, and as the Boz hold great influence within the MMDF, it's unlikely the Yana will voluntarily 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 owns one of the strongest naval fleets in the Bard System and has a vested interest in maintaining system peace. However, recent events have caused political upheaval on Cymbeline, throwing its government operations into chaos. At this time, there are no official agreements with Cymbeline, but there are numerous Mutants who have joined the MMDF's ranks.
- **Titan:** The relationship with the Titans is a gravely serious one. The War went well for the MMDF in the beginning, but tides rapidly turned in the Titans' favor. The war ended when it was found that Caduceus was manipulating the entire war, offering no clear victor when the operators were deposed. The Titans handled their issues internally, refusing to allow the MMDF to help. Years later, the cost of the war still holds scars on both sides, and there remains a tense "Cold War" technology race between both groups. The Titans individually are stronger, their fleet more powerful, but they are entirely outnumbered by MMDF forces. Many fear that these chilled relations could erupt into another war at any moment. A bi-annual war game is held between the Titans and MMDF, which has helped to ease tensions between both groups. The MMDF won the first year by only a slight margin, but last year, the Titans seized a crushing victory.

- **Trove:** The Trove and Mag Mel do not have a positive relationship. However, the Trove military and the MMDF have maintained good relations, despite popular opinion between Mag Mel and the Trove undermining it. The Trove Military assisted the MMDF in combating the Wrath, and there is a very limited exchange program between the Trove military and the MMDF. In the last year, the relationship has grown slowly stronger with further exchanges and joint training operations.

HOSTILE THREATS

While there are myriad entities in the universe that may pose a threat to Mag Mel, the MMDF prioritizes certain imminent threats to the MMU in their military operations:

Pirates

When the Titan War ended, both the MMDF and Titan Fleet took serious damage to their militaries. Because of this diminished military presence in space, piracy flourished almost unimpeded. This golden age spawned a series of pirate groups that dedicate themselves to attacking and boarding ships to rob and murder their crews. In particular, the Flags of the Lost are the most organized and effective group of pirates in the system. They boast a fleet of stolen and repurposed ships, and are extremely adept at hiding beneath military surveillance.

Both the MMDF and the Titans have been dealing with the pirate threat, and it has even become a competition between both militaries for how many enemy ships they defeat or destroy or pirates they can dispatch. If the pirates have a chance to pick which military to fight, they generally pick the MMDF, as the Titans never permit the pirates to live.

Entropic Worshippers

Although the Starkiller was destroyed and the Wrath War ended, there remains an ever-present serious threat from Entropic followers who want to see the end of all life as we know it. Remain ever vigilant -- destroying evil Entropic worshippers and harbingers of the apocalypse remains a significant part of the MMDF's core mission

Terrorist Groups

A number of terrorist organizations persist on Mag Mel, from species supremacist groups to political radicals to followers of the Reticle. These groups are carefully watched by M1, working to stop the next attack.