

Neshaten Division 5 - Operatives

The following article is an extended guide and information page about the operatives of the [Kingdom of Neshaten's](#) new counter-terrorist organisation, [Division 5](#).

Ranks

The four ranks within [Division 5](#) are more of a formality and a simple access system than an expansive and intricate chain of command; while Captains and Commanders have more authority and control than Operators and Senior Operators, the former two are not regarded as kings and queens by the latter two and social conversing is allowed with personal discretion on the matter of proper forms of formal address.

When [creating a Neshaten character](#) who is a Division 5 operative, take special consideration of their rank. Division 5 operatives are not [military](#) personnel and do not join military units of any kind without very circumstantial reasons regardless of rank - thus this should be avoided without first consulting [club24](#). Playing the lowest rank in Division 5 doesn't mean you will have less opportunity within the roleplay as operatives have a limited use of the rank system in the field and are perfectly capable of working together or alone with no command authority. All operatives with the rank of Commander are currently named [non-player characters](#) and may only be played if approved by [club24](#).

Operator

The rank of Operator is the lowest rank within [Division 5](#) and contains the majority of its members due to how new the organisation is; within several years of creation, the number of Operators and Senior Operators are expected to balance out. While it is the lowest rank, members given this title are as skilled - if not more so - as many senior members of the [Shukara Volunteer Navy](#) and [Division of Public Safety](#) in terms of combat ability and detective work.

Members with the rank of Operator must take and pass a physical and mental evaluation prior to commencing their service term, which is a minimum of three years with a moderate wage of 170 000RN per year. These examinations can be taken again at any time during the member's term at the request of medical staff or higher-ranking operatives; in both cases, a suitable reason for the request must be provided.

Members with this rank do not have access to sublevels 10 through 15 within the [primary Division 5 headquarters](#) or the data or prisoner storage sublevels in [regional headquarters](#) - their organisation ID cannot access these levels and cannot access the restricted portions of the Division 5 personnel database unless an exception code is provided by a Captain or Commander. Operators must obey any given order (unless said order needlessly endangers the lives of civilians or law enforcement personnel) and may suggest modifications to operation plans - however, the person in charge of the operation has no obligation to consider them.

Senior Operator

The rank of Senior Operator is awarded to operators who have completed a minimum of 3 years in [Division 5](#) - half of which must be recorded and listed fieldwork - thus no member can obtain the rank using this method until EE 007 ([YE 43](#)). They can, however, be hired directly into this position if they have served as an [Or'ion](#) agent or higher-ranking member of the [Shukara Volunteer Navy](#) in the past - but all members entering the rank of Senior Operative in this manner must be personally approved by the Director of Division 5, [Vaughn Li' Veero](#).

Members with the rank of Senior Operator must take and pass a physical and mental examination and an 8-week situational prep course prior to commencing their service term, which is a minimum of 4 years with a moderate wage of 200 000RN per year. These examinations can be taken again at any time during the member's term at the request of medical staff or higher-ranking operatives; in both cases, a suitable reason for the request must be provided. The prep course can also be recommended by a higher-ranking operative if they feel that the skills of the Senior Operator are not at the level expected of them.

Members with this rank do not have access to sublevels 10 through 15 within the [primary Division 5 headquarters](#) or the data storage sublevels in [regional headquarters](#) - their organisation ID cannot access these levels and cannot access the restricted portions of the Division 5 personnel database unless an exception code is provided by a Captain or Commander. They may, however, question prisoners if accompanied by a witness of equal or higher rank.

Senior Operator rank members do not have access to sublevels 10-15 within the Primary HQ or the data storage sublevels in Regional HQ's they are however permitted to question prisoners if accompanied by a witness of equal or higher rank, their organisation ID cannot access the restricted sublevels without an exception code provided by a Captain or Commander. Senior Operators must obey any given order (unless said order needlessly endangers the lives of civilians or law enforcement personnel) and may suggest modifications to operation plans which must be considered by the person in charge of the operation.

Captain

The rank of Captain is awarded to operators who have completed a minimum of 6 years [Division 5](#) - half of which must be recorded and listed fieldwork and half must be served as a Senior Operator - thus no member can obtain the rank using this method until EE 010 ([YE 46](#)). They can, however, be hired directly into this position if they have served as an [Or'ion](#) agent or higher-ranking member of the [Shukara Volunteer Navy](#) in the past - but all members entering the rank of Captain in this manner must be personally evaluated and approved by the Director of Division 5, [Vaughn Li' Veero](#).

Members with the rank of Captain must take and pass a physical and mental examination and an 8-week leadership and advanced prep course prior to commencing their service term, which is a minimum of 4 years with a considerable wage of 300 000RN per year. These examinations can be taken again at any time during the member's term at the request of medical staff or higher-ranking operatives; in both cases, a suitable reason for the request must be provided. The leadership and prep course can also be

recommended by an operative of equal or higher rank if they feel that the skills of the Captain are not at the level expected of them.

Members with this rank have full access to [Division 5's primary headquarters](#) and [regional headquarters](#) and are permitted to question prisoners if accompanied by a witness of equal or higher rank. Their organisation ID grants access for a single person to enter these sublevels to prevent stolen IDs from being used to smuggle multiple people inside; additionally, the ID cannot be used in 2 different sublevels or 2 different HQ's at the same time - and there's a minimum time period of 1 hour before it can be used to access the restricted sublevels of a different headquarters. Captains must obey orders given by Commanders but are free to discuss orders given by their peers and it is encouraged to cooperate with teammates without rigorous question; if the orders seem ineffective, sloppy, or needlessly endanger lives, however, they can be challenged.

Commander

The rank of Commander is awarded to operators who have been hand-picked by the Director of [Division 5](#) and have served at least 8 years in the [military](#), with [Or'ion](#) agents being preferred above all else - and no operative can obtain the rank using a method besides this one. All members entering the Commander rank must be personally chosen, evaluated, and approved by the Director of Division 5.

Members with the rank of Commander must take and pass a physical and mental examination and a 16-week advanced leadership and counter-terrorism course prior to commencing their service term, which is a minimum of 8 years with a considerable wage of 450 000[RN](#) per year. These examinations can be taken again at any time during the member's term at the request of medical staff or other Commanders; in both cases, a suitable reason for the request must be provided. The leadership and counter-terrorism course can also be recommended by another Commander if they feel that the skills of the Commander are not at the level expected of them. Commanders are required to perform another full examination and training course on the 4th year of their term.

Members with this rank have full access to [Division 5's primary headquarters](#) and [regional headquarters](#) and are permitted to question prisoners if accompanied by another Commander. Their organisation ID grants access for a single person to enter these sublevels to prevent stolen IDs from being used to smuggle multiple people inside; additionally, the ID cannot be used in 2 different sublevels or 2 different HQ's at the same time - and there's a minimum time period of 1 hour before it can be used to access the restricted sublevels of a different headquarters. Commanders are free to discuss orders given by their peers and it is encouraged to cooperate with teammates without rigorous question; if the orders seem ineffective, sloppy, or needlessly endanger lives, however, they can be challenged.

Occupations

There are three occupations within [Division 5](#), each of which is slightly different from the others. All members are trained to perform all duties - occupations merely extend the training in certain areas or have specific tasks assigned to them. No one occupation is 'better' or 'more badass' than any other - and this is an IC and OOC fact to eliminate any sort of false hierarchy in-universe or between players. It should also be noted that these occupations, while specially trained, are not related to the [military](#) and

do not give Division 5 [characters](#) jurisdiction over military personnel or the right to talk down to them.

All occupations are trained in law enforcement, hand-to-hand combat, the usage of firearms, detective practices, forensic work.

Special consideration should be given when choosing an occupation [creating a Neshaten character](#) for Division 5; while all members are trained in all aspects, the character's occupation can impact their traits and visa-versa. It is recommended to play either a Field Operator or an Intelligence Operator, as these occupations often work together in groups - while Counter-Terror Agents usually operate alone.

Field Operator

Field Operators make up the majority of [Division 5](#), as they make up about 50-60% of the staff roster at any given time; almost all of them are assigned to an Ai'Seru and regularly participate in counter-terrorism operations. Field Operators - in addition to their general training and potential rank-related training - are trained in and regularly practice small unit teamwork and independent operations.

The specialised training for Field Operators lasts 1 year if they are recruited from the [Division of Public Safety](#) and an extra 20 weeks of advanced law and forensic training is required if they are recruited with no background experience; if recruited from the [military](#), only the 20 weeks of law and forensic training is required.

A Field Operator's job is to carry out small operations within their Ai'Seru and collect information. Potential operation types for Ai'Seru and field operators include counter-terrorism raids, forensic work, undercover operations, casework, and upholding the law and safety of the public at all times.

Intelligence Operator

Intelligence Operators consist of about 35-40% of the staff roster at any given time and usually work within one of the various [headquarters](#) instead of on in the field; they can, however, be assigned to an Ai'Seru if they request it or if they personally apply and are approved by the unit's Captain or Senior Operator. Intelligence Operators - in addition to their general training and potential rank-related training - are also trained in and regularly practice with advanced information technology work and advanced technology usage and manipulation.

The specialised training for intelligence operators lasts 40 weeks if they are recruited from the [Division of Public Safety](#) or [military](#) and an extra 20 weeks of advanced law and forensic training is required if they are recruited with no background experience.

An Intelligence Operator's job is to work with other intelligence operators within the various headquarters located across [Nesha Prime](#) in coordinating the movements and information of each region - as this tightly-woven web of information means that all regions have the ability to request information about any known groups, individuals, cases, or operations at any times. If an Intelligence Operator accompanies a field team or joins an Ai'Seru they act as the group's intelligence coordinator and are responsible for

obtaining information from any technology found in the field.

Counter-Terror Agent

Counter-Terror Agents only consist of 30 to 40 members overall, with the reason for such a small amount being the sheer amount of risk that accompanies their tasks - for a Counter-Terror Agent almost always work alone unless they are summoned by the Director or a regional Commander for a special joint operation with other Counter-Terror Agents. A member with this occupation must take a high-intensity 8-week training course once per year to maintain their skills.

Specialised training for Counter-Terror Agents includes training their mind and body against torture, starvation, and [drugs](#) and increasing their mental threshold before an insanity break occurs. Operator training is often used to identify potential candidates for the Counter-Terror Agent program; if selected to become a Counter-Terror Agent, the Operator will first complete their occupation training and then be dropped - with only the clothes on their back - in a heavily-forested part of [Levia](#) after being told to make their way back to [Netoshen](#) on [Nesha Prime](#) unaided. If the operator makes it back to civilisation but is unable to return to Netoshen within 12 weeks they are promoted to the rank of Senior Operator and placed back into their standard occupation; if they do not make it to civilisation on Levia within 1 month, a search party composed of other operatives is dispatched as a real-world training exercise for them.

The exact job of a Counter-Terror Agent is not much different from that of Field Operators and Intelligence Operators - the stakes are simply much, *much* higher, as Counter-Terror Agents are almost always alone (with limited or no contact with [headquarters](#)) on long-term tasks such as infiltrating terror cells and organisations to gather valuable information. All Counter-Terror Agents have a minimum rank of Senior Operator, but this rarely means anything to them - as they operate under the direct order of the Director and regional Commanders.

Equipment

The equipment used by [Division 5](#) operators is specially chosen - and in some cases, custom designed - by the organisation to fit their requirements. As operatives almost always operate within civilian areas, high-powered weapons are rarely used outside of major raids and emergency [headquarters](#) defense scenarios.

The standard equipment for every Operator is listed as follows:

Inventory

This operator has the following items:

- [Shukara Covert SMG](#)
 - 4 x [6mm AP Needle](#) magazines
- [Sharp - Needler Pistol](#)
 - 3 x [3 mm AP Needle](#) magazines

- [Operator Tactical Dress](#)
 - 3 days of rations
 - 1 one-man swag

Wiki code is provided for ease of access.

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===== Inventory =====
This operator has the following items:
* [[faction:neshaten:guns:shukara_covert_smg]]
* 4 x [[faction:neshaten:ammunition:6mm_ap_needle]] magazines
* [[faction:neshaten:guns:sharp_needler_pistol]]
* 3 x [[faction:neshaten:guns:ap_needle]] magazines
* [[faction:neshaten:division_5:operator_tactical_dress]]
* 3 days of rations
* 1 one-man swag
```

Mission Equipment

All [Division 5](#) occupations receive the same equipment access; for specific tasks, operations, and other circumstances, however, some [equipment](#) and [weapons](#) may be assigned or released to members. This including offensive technology for Field Operators and Counter-Terror Agents and digital and support style equipment for Intelligence Operators; any operator assigned to a mission, however, is permitted to use that mission's exclusive equipment.

Equipment	Circumstance	Occupational Intention
Juvo'tron Sniper Rifle	Major Raid Operations or Ranged Support	Field Operators
L-24 Explosive	Major Raid Operations	Field Operators
Neshaten Light Vision Goggles	Night Operations or Scouting Operations	Any

Ai'Seru

As mentioned in the Field Operator occupation, groups or teams of Field Operators are known as Ai'Seru and are trained to complete objectives as a tight-knit team who can anticipate each other's moves and work with a high amount of synchronization. There is no definitive meaning behind the name Ai'Seru, although members of [Division 5](#) often nickname these units "Packs" in reference to the hunting style used by many animals.

An Ai'Seru can have as little as 3 operators and as many as 7; this ensures there are enough people to complete various tasks while keeping the group's size low enough to facilitate stealth operations and reconnaissance missions.

Each member of an Ai'Seru is often assigned a specific task or role during an operation or mission and may choose to slightly specialise their loadout to accommodate this.

Mi'Gli'Ore

A subgroup of the Ai'Seru, a Mi'Gli'Ore is a rarely-used term within [Division 5](#) - as it pertains to a group of Captains or Commanders operating together with no Operators or Senior Operators present; in its simplest form, the Mi'Gli'Ore is known as the “Alpha Pack” due to including the most experienced members the organisation has to offer. This unit is only formed in times of national emergency or major attack when there is a heavy threat to the survival of the [Kingdom of Neshaten](#) and its people - thus only the Director and the [Royal Family](#) have the authority to form the Mi'Gli'Ore.

OOO Notes

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