

Nachrichtendienst



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|---------------------------|-----------------------------|
| Motto: | From the Shadows We Strike. |
| Active Personnel: | 1.61 million |
| Reserve Personnel: | 1.07 million |

The Nachrichtendienst, or Intelligence, is the primary information gathering and black ops branch of the Military Forces. Little information can be given out about this branch of the government due to the fact that they are always handling vital information of some type or another. These men are some of the most loyal in the Empire and have even been trained to commit suicide to keep intelligence information out of the hands of others.

Most of the logistics is handled by other branches of the military, freeing personnel for more important operations and analysis. But this also makes the Nachrichtendienst rely more on the other branches. In return, both of the other branches rely heavily on the Nachrichtendienst and creates a mutual relationship necessary to work well enough.

Basic Information

Ranking and Pay

| Designation | Rank | Pay |
|-------------|----------------|--------|
| O9 | Vertreter | 5000 C |
| O8 | Stabsfeldagens | 4250 C |
| O7 | Oberfeldagens | 3000 C |

| Designation | Rank | Pay |
|-------------|----------------|--------|
| O6 | Feldagens | 2000 C |
| O5 | Unterfeldagens | 1500 C |
| O4 | Stabsagens | 1350 C |
| O3 | Oberagens | 1300 C |
| O2 | Agens | 1250 C |
| O1 | Unteragens | 1200 C |

Miscellaneous Links

- [Abwehran Military Issued Gear and Equipment](#)

Character Creation

Starting the Process

For soldiers of the Nachrichtendienst, players should begin in the [Abwehran CCG](#). This is because, unlike the other branches of the [Abwehran Armed Forces](#), the Nachrichtendienst is exclusively Abwehran-only. From there, it would be similar to other characters by moving onto the personality, background, and skill set. For basic military skills, go to the [Abwehran Military Training and Skills](#) page. Occupational-based skills can be found below. To aid in creating a detailed background for your Abwehran character, please go to the [Pre-RPG Abwehran History](#).

Occupations

Field Agents

Agents who go out into the field for a variety of espionage and counter-intelligence operations, these are the shadow warriors of the Abwehran Star Empire. With specialized training in espionage as well as combat training, the Field Agent can be a very dangerous individual.

Field Agents can add the skills: Rogue (Stealth and Deception) and Fighting (Dirty, Various)

Specialists

The bread and butter of the Nachrichtendienst, Specialists are the analysts and the advisors.

Specialists in the Nachrichtendienst whom specialize in obtaining, collecting, and analyzing information, the Intelligence Specialist is normally a desk jockey whom sits behind a computer and writes analyst

reports to superiors. They are also added to Intelligence Cells in order to record and organize information sent back to the Empire.

Specialists with a pension for analysis who are loaned to the [Weltraumflotte](#), these people are trained for cloak and dagger operations like the normal field agent. The only difference between these and their Nachrichtendienst-based counterparts is that the Ship Intelligence Specialist is also trained like Marine and Naval personnel on top of their Field Agent Training.

| Occupation | Required Skills | Required Level of Player |
|------------------------------|--|--------------------------|
| Intelligence Specialist | Tech Ops (Hacking), Comm (Encryption/Decryption) | Veteran |
| Ship Intelligence Specialist | Tech Ops (Hacking) | Veteran |

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