

# Field Team Six

Formed in [YE 36](#) as a secretive branch of the Neplesian National Security Office, the Field Enforcement Division is the direct-action element of the agency. With advanced weaponry, training, and the assets of the most expansive civilian intelligence agency in [Nepleslia](#). Highly secretive and trusted with a plethora of dangerous and vital missions, where the NNSO finds corruption and terrorism, the FED field teams are responsible for helping to deal with it.

Field Team Six is no different. Composed of well-trained and highly skilled agents, the members of Field Team Six have the potential to deal with counter-terrorism operations, raids on organized crime syndicates, help deal with [Smuggling](#) and counterfeiting operations, and being tasked to capture potential HVTs. The FED doesn't accept just anybody into its ranks, and the agents of Team Six didn't earn their titles through luck or connections.

## About "Field Team Six"

Field Team Six is a [roleplaying](#) plot created March 23, 2015 by [Saul](#), who is also the current [GM](#).

**(LOGO TBA)**

## Mission

Field Team Six is a group of individuals who operate as members of a highly classified and secretive division of the [NNSO](#). The nature of the division carries down into the nature of the team. They do not specialize or prepare for only one kind of mission, but rather they are tasked with undertaking a variety of different and potentially varied operations.

Their operations have potential to be varied and complex. Anything from overt counter-terrorism raids either working with local authorities, or in the event of corrupt authorities bypassing them entirely. They will find themselves tasked with hostage rescue, extracting undercover agents, eliminating or capturing enemy high-value targets, conducting raids on highly organized criminal syndicates, and any number of other missions.

In short, their operational nature requires the agents to be very operationally fluid, and capable and willing to deal with a wide variety of potential situations from simple hunter-killer strikes to more sensitive hostage rescue or extracting fellow agents from dangerous situations.

## Rules and Pacing

This plot will be primarily done through SP (Single-Post) format: individual posts in threads on the forum. JPs (Joint-Posts) are going to be done on the agreement of the members of the plot and organized as members decide they would like to see one done. However JPs will not be mandatory for any member of

the plot to participate in if they are unable to do so, so long as they remain active in the RP otherwise.

## **Pacing and Activity**

As far as posting frequency and the overall pace of the plot, members should maintain a base-line average of one post per week, or one post for every plot-advancing post by the GM. If this isn't possible for whatever reason, you are free to contact the GM, and let them know. If you do this instead of simply going in-active, you are safe from potential character death in regards to inactivity, and your character can simply be controlled by the GM or moved to the inactive roster if you wish.

Once you are able to return to the RP you only need to contact the GM and your character will be moved back into the active roster.

## **Regarding Unstated Inactivity**

What follows is an explanation of the process to handle unexplained absence from players. This will not be done for any reason other than to ensure that the plot is not stopped/stalled or otherwise delayed due to players being inactive without having first notified the GM.

### **First Day**

On the day that a plot-advancing GM post is made, all active members will be notified (through the OOC thread and/or private messaging). A responding post is not required or expected that day. This is simply done to notify players of the plot being moved forward.

### **Sixth Day**

At six days from the time a plot-advancing GM post is made, if there has been no activity on the thread at all then a general reminder will be sent out to all active members. If there has been activity since that time, only those who have yet to post will be notified (through both the OOC thread and private messaging).

### **Seventh Day**

Any individuals who have both still not posted in the thread and also not notified the GM of their absence will be sent a second PM, notifying them again of the GM's plot post, and requesting that they please either post within the next two days or contact the GM to explain why they are not able to do so. Details the play may not wish to share are not required, just a simple notification and explanation.

## Ninth Day

The plot continues on and the inactive character is excluded from any major activity in the following plot post. A private message is sent to the player in question to notify them of this.

## Eleventh Day

Two days after the second plot-advancing post, if the player has not contacted the GM, first-time cases will result in the character being moved to the Inactive roster while the plot continues. To get the character back in the plot and active roster, the player needs to send a private messaging with a brief explanation of why they were absent. Multiple cases of this could result in leaving the character to the risk of death.

## Regarding "+18" Material

While there will be deaths, violence, and similar things: nothing will be to such a detail that it would be inappropriate for somebody under the age of 18 to participate. Note that this is for the *main* plot. Individual players may choose to have sub-plots that occur in the +18 forum between various characters but these will not affect the main plot arc and are not necessary for all players to participate in.

# Team Roster and Positions

## Open Positions

Plot Status	
Open, accepting new players.	
Position	Status
Infantry	Open
Medical	Open
Explosives/Weapons	Open
Technical	Open
Sniper	Open

If you can think of another specialty that might be useful to the team, feel free to submit the character, or if not sure you can contact the GM.

Position	Status
Co-GM	PM <a href="#">Saul</a> if interested

## Active Members

Rank	Name	Position/Role	Player	Notes
Field Chief	<a href="#">Valerie Kohler</a>	Team Leader	<a href="#">Saul</a>	GM NPC
Agent	Jasmine Blackhawk	Demolitions	<a href="#">SmokeEmpress</a>	N/A
Agent	<a href="#">Raphael Castiel</a>	Sniper	<a href="#">Gunhand4171</a>	N/A
Agent	Jack Blackburn	Assault	<a href="#">Compouds117</a>	N/A
Agent	Simon Bardur	Medic	<a href="#">Whitehart</a>	N/A
Agent	Valyrie "Val" Sparken	Assault/Mechanic	<a href="#">Viralyte</a>	N/A
Agent	Zylis Darkjasper	Tech	<a href="#">Archander</a>	N/A

## Inactive/Reserve Members

Rank	Name	Position/Role	Player	Notes
(N/A)	(N/A)	(N/A)	(N/A)	(N/A)

## Deceased Members

Rank	Name	Position/Role	Player	Notes
(N/A)	(N/A)	(N/A)	(N/A)	(N/A)

## Notable NPCs

Rank	Name	Position/Role	Player	Notes
(N/A)	(N/A)	(N/A)	(N/A)	(N/A)

# History

## Mission 1, "The Patriot Gambit"

### Episode 1, "Bad Business"

- [The IC Thread](#)

## Important Links

- [NNSO Standard-Issue Gear](#)
- [Open Thread Interest Check](#)
- [Open Thread OOC](#)
- Mission 1 - [The Patriot Gambit, Ep.1: "Bad Business"](#)

OOC
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