

PSG Operational Documentation

The following articles are pieces of internal-oriented operational documentation created by the [Phoenix Service Group](#) for their day-to-day operation. This includes staff schedules, procedures, emergency plans, security information, and occasionally gossip or interesting chat logs.

These documents are split by location on their base of operations, [The Rigs off the coast of Sargasso](#). Each individual platform is its own operational branch. As such, valuable information can be culled by department.

- Alpha 'α' - Operation, Command, Quarters, Medical (Temporary?)
- Beta 'β' - Support, Vehicles, Hangar
- Gamma 'γ' - Research, Development, Manufacturing
- Delta 'δ' - Intelligence, Archives, Reconnaissance
- Radio Chatter & Miscellaneous - For other items

Alpha 'α' Platform

The Alpha Platform is the Group's nerve center, their centre of command and decision making, in addition to core clerical duties. More importantly, core members of the [ISC Phoenix](#) are most likely to be heard here. The most paperwork tends to go through here, in addition to station-wide briefings, alerts, or other activity.

Meet and Greet Procedure

01/YE38	Found behind the reception desk on a note tacked to the back of the tastefully frosted bulletproof glass.
---------	---

All Soldiers are advised to keep their uniforms in good condition. We do make exceptions in our uniforms to accommodate for members with disabilities or cybernetic enhancements for the sake of comfort or preference, but this does not allow you to walk around without pants due to a cybernetic groin. Those who flaunt the uniform code will be punished.

As for meeting and greeting, be sure to look at the client in the eyes, handshake firmly, smile, and introduce yourself in your native language, or the client's if you are comfortable in speaking it, or a native speaker. Be sure to draw attention away from the actions of the ISC Phoenix, and talk to them about what the Service Group can do for them instead.

Upselling the client for things they may not need insults their intelligence. If they ask for more, give them more. We are not a magic company that makes problems go away, we are made of people who may be able to provide a solution, and at the end of the day, we provide what is reasonable, but we do our best to make our service the best possible. Underpromise, and overdeliver.

Don't forget to offer guests refreshments at the conclusion of business. It can go a long way.

Beta 'β' Platform

The Beta Platform is where their vehicles are serviced, maintained, and usually launched. They have capabilities for launching rapid launches from surface to orbit, then going through space to where they need to be, and swooping right in without need for a formal landing. Their pilots are quite skilled. In addition, the platform's large size accommodates the group's logistics and storage branch.

Pilot's Emergency Personnel Extraction Procedure

11/YE37 Found on the flight planning board in the pilot ready room.

The following document is recommended for pilots. A very sharp landing is recommended, our craft are capable of taking the stresses of orbital reentry better than the stock vehicles you may be accustomed to. As such, we can monitor the situation and provide fire support from high orbit. Be sure to keep an eye on your shields and friction though, you're not invincible.

Anyway, our moves are thus.

1. Receive Pickup Signal
2. Fly in arc according to gravity of planet/density of air to Locale, moving as fast as possible
3. Find appropriate landing zone, far away enough from enemies or surveillance. Be prepared to provide direct fire support for target and/or cargo when necessary
4. When target within 100m and situation clear, descend, opening cargo ramp
5. Have soldiers on standby to cover target. If target goes down en route, you will know whether to pick them up or leave without them according to mission parameters
6. When target is safely aboard, begin closing ramp, disperse radar-baffling smokes and prepare for takeoff
7. Take off with speed. Depending on severity, backup vehicle may be handy to provide further fire support

Important note regarding Phoenix-oriented missions and operations: Luca Pavone is capable of clinging to the side of the vehicle. He will find a way onboard if you take off while he is on the hull, so long as you keep the doors open. I don't know how he does it - must be the thing on his arm. He isn't supposed to be cybernetic...

Note regarding Dr. Kalopsia

03/YE38 A warning for all members on The Rigs, particularly for those on Beta Platform.

This morning I found [Dr. Aiesu Kalopsia](#) attempting to sneak into the hangar and get a look at [the strange mecha](#) that landed in Sargasso a while ago. She's under strict orders not to be anywhere near the frame, on account of the [Consortium](#) wanting their hands on whatever the thing's made of.

When she was found trying to sneak across the hangar in a cardboard box, flash bang grenades were tossed along with warning shots. She was stunned out cold when one rolled under her box and

detonated. Target was subdued and taken along without a fight. We know she's some sort of bioroid, but she sure has a soft exterior.

She was escorted back to Alpha Platform and put in the brig for 72 hours. The guards on duty have requested earmuffs, as they will not shut up about incarceration, or the fact that Luca put a large water bottle with a nozzle on the cell bars.

I find it pretty amusing - but why does he keep her around? We're not friends of the Consortium. Echelon put out the orders though, so she probably has things under control.

Record Holders for Driving and Practice

03/YE38	Found on a well-hidden, durable, ink-stained scrap of rough card paper in one of the vehicle bays.
----------------	--

We need to put these things through a battery to see they're worth a shit on the field. We drive cars for a living. We're petrolheads. Fire in our heads and nerves like lightning. Our worlds granted to us by our sweet lady of Combustion and Thrust! Let's amuse her by making ourselves compete against this dreary world's stiffest resistance!

DRIVER	RANK	VEHICLE	STUNT DRIVING/AEROBATICS SCORE	COMBAT SIM RECORD (W/L/D)	OBSTACLE COURSE	ALPHABET RALLY	SORTIES/DEPLOYMENTS
William Biers	Speed Demon	Jeep (GP-ORV)	56/72	32/9/7 (+23)	20:48.349	34:18.031	26
Genndy Corsair	Wheelman	Truck (GP-ORV Truck)	41/72	40/8/4 (+32)	30:34.035	37:23.268	15
Andrea Carver	Power Driver	Truck (GP-ORV Truck)	45/72	46/11/7 (+37)	26:01.450	32:03.821	21
Kasumoto Fina	Like Lightning	Power Armour (Impulse)	56/72	16/10/5 (+6)	24:18.588	28:01.350	12
Zeta Five	Unstoppable	Jeep (GP-ORV)	65/72	37/7/4 (+30)	17:47.013	28:37.460	ISC PHOENIX
Aiesu Kalopsia	Sunday Driver	Mecha (WINTER-II)	14/72	7/10/2 (-3)	47:12.479	48:30.310	0
Golian Ka'shan	Fuel Burner	ATV (Quad Bike)	34/72	16/6/6 (+10)	34:07.640	31:34.017	8
John Morris	Air Warrior	Shuttle (Jilanth-T2)	65/72	49/14/7 (+35)	19:38.294	26:03.054	ISC PHOENIX
Luca Pavone	BADASS	Motorcycle (Dual-Sport)	72/72	58/6/15 (+52)	12:43.729	21:48.072	I <u>AM</u> THE SORTIE!!
Rebeka Retena	Unranked	Mecha (Custom WINTER-II)	Yet to be Recorded				
Otto Subeora	BADASS	Mecha (Unknown Make!)	71/72	48/3/4 (+45)	13:15.830	22:26.130	0

Explanation of Ranks, in ascending order

Rank	Name	Insignia
------	------	----------

-4	Where'd your credentials again?	Four Black/Red Dots
-3	How do I drivied/flyed car?	Three Black/Red Dots
-2	Wannabe Submariner	Two Black/Red Dots
-1	Poor Start	Black/Red Dot
0	Fresh Meat	Silver Dot
1	Sunday Driver/Pilot	Two Silver Dots
2	Promising	Three Silver Dots
3	Fuel Burner	Four Silver Dots
4	Wheelman/Wheelwoman	Gold Disc
5	Power Driver/Pilot	Gold Disc, Silver Dot
6	Like Lightning	Gold Disc, Two Silver Dots
7	Speed Demon	Gold Disc, Three Silver Dots
8	Unstoppable	Gold Disc, Four Silver Dots
9	Road/Air Warrior	Two Gold Discs
72	BADASS	Gold Phoenix

Gamma 'γ' Platform

The Gamma Platform is where the manufacturing and production, as well as independent research and development into weapons, armour, logistics, and other equipment come together. The operation of the research and development team seems to be on a loose meritocracy, with whoever has thought the problem through the most and shown their work having the most sway in a given project.

Manufacturing Processes

01/YE38 Found written and diagrammed on a whiteboard in a design office.

The Absence in Problems and Presence of Solutions Method -By Jake Stewart and Tori Juunkou

1. Research Trends
2. Find Weakness/Deficiency in Market
3. Get Firsthand Accounts if possible
4. Identify Absence/Problem
5. Hypothesise Presence/Solution
6. Brainstorm
7. Preliminary Design
8. Reality Check
9. Reassess Problem and viability with Solution in Mind
10. Make Prototypes
11. Do Small Scale Tests with briefed subjects
12. Do Large Scale Tests with target group at large
13. Evaluate, Reiterate, Retest
14. Create Production Model

15. Do final Mass Scale tests
16. Mass Produce Initial Run
17. Release and continue producing!
18. Provide ongoing support, and possible next iteration to design after field use

Thus, we build, carving stone, metal, lasers, cordite, or paper for holes in a wall that's growing bigger by the moment and being built by many, many people who aren't us.

Delta 'δ' Platform

This appears to be where their data and intel is housed, along with internal libraries and reading libraries. It almost acts as a school for soldiers, and in Sargasso, it is mistaken for a university at times, but it is understood that a majority of PSG's intelligence is housed here. No confidential files have been leaked due to very tight security processes, but the open library and network is where a majority of these items come from.

How Not To Be Heard when Walking

12/YE37

A document on Delta Platform's Teaching Network. Possibly satirical, but there is useful advice here.

As a former soldier, you know the benefits of concealment and cover. If you are not a soldier, there's no reason not to learn now. Here are some handy tips for staying concealed in a hectic situation. There are five things to watch out for as you sneak:

- Watch your breathing. You may be tempted to hold your breath, but this will lead to loud exhales. Breathe slowly and calmly through the nose.
- Watch where you're going. A misstep on something or a surface which is crunchy, slippery, or otherwise inconveniencing or noisy can spell disaster.
- Watch your balance. When you assume a low stance, keep your legs shoulder width apart. Do not move your waist, only your legs.
- Watch your body. It's easy to forget where you are in relation to the rest of your body when you aren't thinking straight. Be especially mindful of your head, the position of your hands, and your buttocks if you are laying down.
- Watch your gear. The rattle of items moving against your body in a quiet place can give you away. Securely tape or tie down any gear, and tarnish any shiny surfaces with mud or dust to prevent them from standing out.
- Watch for people. Take advantage of cover and concealment, in addition to ambient sound or battlefield chaos to mask your approach. Enemy combatants will be focussing on the largest available threat, which will be provided by the relevant staff as you flank.

Once you know what look out for, you can focus on your silent movement:

- Start by balancing your weight on your right foot, then placing your left foot in front of you with the toes, then lower the heel against the ground.
- As you put your left heel down, slowly shift your body weight towards the ball of your left foot.

Bend your knee and and lean forward.

- With all your body weight on the ball of your left foot, repeat the process with the right foot and beyond until you reach the desired location.

Radio Chatter & Miscellaneous

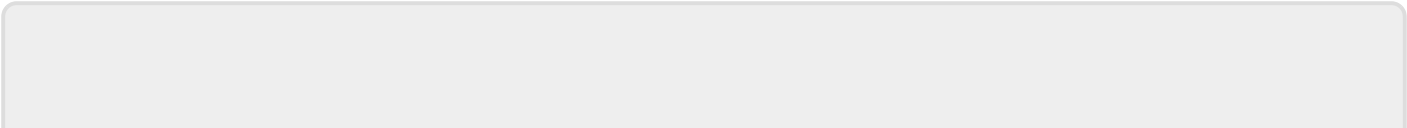
The following is a catch-all category for other pieces of information discovered on the Phoenix Service Group's area of operations.

Conversation between two soldiers on break

02/YE38	Two soldiers had the following conversation during a break in the lounge on Delta Platform.	
Gerry Dowelman, Nepleslian, Soldier	(Speaking Trade) "Have you seen the blue thing?"	
Aro'kh Silat, Fyunnen, Enforcer	(Speaking Ly'thir) "Which blue thing? The one who taught us knifeplay or the ... pink haired fox thing?"	
G.D.	(Appears to understand Ly'thir, continues speaking Trade) "Yeah that one. I thought I saw her skipping across the ocean while I was doing watch. Think she's a Neko or a really hyperactive Minkan or something?"	
A.S.	(Appears to understand Trade, continues in native tongue) "I think I did, once. I thought it was a shadow in the corner of my eye."	
G.D.	"So did I ... still, we made eye contact and I think - I think they're not human..."	
A.S.	(nervous chuckle) "What do you mean? Se sure looks human to me: Two arms, two legs, a head-"	
G.D.	"And the tails - a-and just how they move. I-its just not right... Like something from a fairy tale."	
A.S.	(Gives G.D. a pat on the shoulder) "Eh, no use worrying about it. They're clearly not us. Biers said she's seen her in battle, and she's not to be trifled with. Be glad she's on our side."	
G.D.	"And all the rest Luca keeps around..."	
A.S.	"I hear you."	

OOC

This is intended for humour or insight. Particularly in relation to the average people in the Phoenix Service Group being exasperated by the extraordinary people of the ISC Phoenix



From:

<https://wiki.stararmy.com/> - **STAR ARMY**

Permanent link:

https://wiki.stararmy.com/doku.php?id=plots:isc_phoenix:phoenix_service_group:operational_doco

Last update: **2023/12/21 04:26**

