

# Phoenix Service Group Personnel Types



This article is a work in progress. What's there is canon, the rest, ask [Luca](#).

The [Phoenix Service Group](#) has a wide array of professions and types of soldiers fielded. There are some of the personnel you can expect to see when dealing with the Phoenix Service Group, and how they will act.

## Personnel Overview

Rank	Pin	Role										
<b>Beginner</b>	<b>None</b>	Recruit										
<b>Basic</b>		External/Soldier						Internal/Office				
<b>Intermediate</b>		Enforcer	Scout	Agent	Support	Research	Medical					
<b>Advanced</b>		Pointman	Vanguard	Infiltrator	Industrial	Intelligence	Doctor					
<b>Expert</b>		Thunder Strike	Lightning Bolt	Storm Squall	Production	Cryptographer	Professor					

## PSG Recruit

An entry-level PSG unit, in the midst of undertaking the extensive training regimen that the PSG demands. Easily the most varied of the PSG bunch, they come from all sorts of backgrounds ranging from soldiers of previous major militaries, to mercenaries, bounty hunters and criminals; and even civilians who have gotten by on sheer willpower and quick thinking through training and need to learn more. Even those who will be working on resources, support, medicine, or intel are expected to go through the intensive schooling before plying themselves. Its [Luca's](#) stern belief that everyone should know how to fight, and win.

They need the support and guidance of other, more experienced members or Phoenix crew, or some solid intel before they're ready to tackle field work themselves. In numbers, they aren't to be underestimated either.

- **Common Races:** Nepleslian, Geshrin, Yamataian, Lorath Lmanel, Lorath New Tur'lista
- **Common Equipment:** BDU, Styrling Everyday Armour (No Plates), Knife
  - One of: Pistol, SMG
  - One of: Assault Rifle, Shotgun
- **Tactics:** With relative inexperience in context, Recruits don't communicate well, and have varying levels of skill, ranging from ex-military or mercenary personnel acclimatising to their new environment, to rookies still grabbing the ropes. Under guidance, they still function well enough to be comparable to a militia.
- **Threat Level:** Low, Low-Medium when lead effectively.

## PSG External/Soldier



An all-rounder member who has completed their combat training, or thanks to their race are expected to know how to fight well. They are the ones most likely to be carrying the guns, and doing guard patrols. They offer their services as soldiers towards clients either as guns, or as instructors. Frequent clients include colonies concerned about pirates, offices with corporate takeover, and police forces.

- **Common Races:** Geshrin, Nepleslian, ID-SOL, Yamataian, Nekovalkyrja, Lorath Lmanel, Lorath New Tur'lista, Lorath Fyunnen
- **Common Equipment:** BDU, Chest Rig, Styrling Everyday Armour (Plates Optional), Knife, Grenade Launcher (Signal Flares)
  - One of: Pistol, SMG
  - One of: Assault Rifle, Shotgun
  - One of: Frag Grenades, Grenade Launcher (High Explosive)
- **Tactics:** Dressed for battle and with an ear to the ground on what to expect, soldiers operate well offensively and defensively in a variety of battlefields. Communicating effectively each other over radio, and coordinated and deployed by intelligence personnel or a Phoenix member, the Soldiers of the PSG move quickly to end their battles.
- **Threat Level:** Medium

## Enforcer

Get out of the way. **Enforcers** are the PSG's heavily equipped soldiers and wreckers of havoc. Sporting heavier personnel armour and heavier weapons.

Going beyond, the **Pointman/Pointwoman** excels in close combat and shock tactics, including rapid deployment and dynamic entry. They are known to air-drop via Grav-Chutes onto the objective when deployed, and give no quarter close up. Stronger still, and under Luca's supervision are the **Thunder Strike Team** - made to be the very best PSG can offer, often outfitted with power armours and appropriate weaponry.

- **Common Races:** Nepleslian, ID-SOL, Nekovalkyrja, Lorath Lmanel, Lorath Fyunnan
- **Common Equipment:** BDU, Chest Rig, Styrling Everyday Armour, Knife
  - One of: Pistol, Revolver, SMG
  - One of: Assault Rifle, Light Machine Gun, Grenade Launcher (Rotary, High Explosive), Rocket Launcher, Riot Shield
  - One of: Frag Grenades, Smoke Grenades
- **Tactics:** They are sent in when Intel knows they can clean up a fight, using heavy weaponry and smoke to cover their entry, and the element of surprise to take out enemies no matter which angle the Enforcer comes in from. On the defensive, Enforcers take advantage of phalanx shield formations, launched explosives, and blankets of heavy machine gun fire.
- **Threat Level:** Medium-High

## Scout

**Scouts** are the PSG's main long-ranged intelligence gathering force, and sharpshooters. They are tasked with blending in with their surroundings and waiting for the perfect opportunity to strike with long-ranged weaponry, or watching and transmitting data on enemies to the rest of the force to give the main force the edge they need in a fight.



The **Vanguard** is a certified combat sniper, able to keep cool in the thick of battle and take

- **Common Races:** Geshrin, Nepleslian, Yamataian, Nekovalkyrja, Lorath Lmanel, Lorath Fyunnan
- **Common Equipment:** BDU, Chest Rig, Styrling Everyday Armour (Plates Optional), Binoculars, Knife, Pistol
  - One of: Assault Rifle, Sniper Rifle

- One of: Grappling Hook, Surveillance Equipment
- **Tactics:** Scouts aren't intended for frontal combat, and are more likely to be scouting the battlefield out for weaknesses in the enemy's chain of command or logistics, looking for high value targets and key weaknesses. If confronted close up, they will retaliate with a sidearm. They are often deployed in pairs as a spotter/shooter team, with the spotter carrying a weapon suited to closer combat in addition to the surveying equipment.
- **Threat Level:** Low-Medium when out in the open, High when concealed and searching.

## Agent

The **Agent** is capable of operating for long distances of time in hostile territory, appearing as a civilian if they want to be seen at all while they gather intelligence. Different in scope to the Scout, the Agents of PSG get close and take pictures, transmitting them back to base. Agents may be called upon to drop things off for friendly units to use later, or identify key personnel for extraction.

The step above, the **Infiltrator** excels at slipping behind enemy lines and sabotaging their equipment, intelligence, logistics, or manpower with a variety of traps and explosives and electronic warfare equipment. The **Storm Squall** turn this into artform, able to tear an enemy emplacement to pieces from the shadows, cannibalising their information and plans.

- **Common Races:** Geshrin, Nepleslian, Yamataian, Nekovalkyrja, Lorath Lmanel, Lorath New Tur'lista
- **Common Equipment:** BDU, Chest Rig, Styrling Everyday Armour (No Plates), Knife, Smoke Grenades
  - One of: Pistol, SMG
  - One of: Shotgun, Non-Lethal Weaponry, Mines
  - One of: Stun Grenades, Grappling Hook, Electronics Warfare Equipment
- **Tactics:** Agents and their higher ups shun a straight-up fight when possible. If exposed, they will evade enemy personnel as quickly as they can to get the drop on their enemy again - or to blend in with more combat-ready personnel. One on one, an Agent excels in dropping individuals in melee combat, but may be overcome by multiple personnel. Chasing an Agent is also a poor idea, as they are likely to have laid traps such as grenades on tripwires in their escape route.
- **Threat:** Low-Medium in a standup fight, High when unseen.

## PSG Internal/Office



The **Office** personnel aren't just pencil pushers. They've still undergone the training necessary to be an effective member on the battlefield, as they are prepared to defend their office, just as they are expected to get those reports done before lunch. They're responsible for passing data along at the Branch Offices, sorting through client requests and correspondence, and handling the day to day and tactical business decisions.

As such, they're the corporate face of PSG, and offer an open hand to prospective clients, while keeping a knife or a machine gun clenched behind their back if anyone tries something funny. Even if they're processing your requests, they're dressed to kill.

- **Common Races:** Geshrin, Nepleslian, Yamataian, Lorath Lmanel, Lorath New Tur'lista
- **Common Equipment:** Office Clothing, Concealed Shoulder Rig, Styrling Everyday Armour (No Plates), Knife
  - One of: Pistol, Revolver, SMG
  - One of: Riot Shield, Stun Grenades, Sleep Grenades
- **Tactics:** Taking advantage of their office's construction and security measures, and intimate with the internal layout in the advent of emergency, office personnel defend their workplace with gusto. They take advantage of cover, flush out enemies with non-lethal grenades, and carry submachine guns ideal for indoors combat, in addition to taking advantage of security measures to track intruders and deploying ballistic shields to block hallways and trap enemies.
- **Threat Level:** Low, Medium when organised into alert formation

## Support

The ever-handly **Support** team of the PSG includes those who handle the operation of vehicles such as

trucks, shuttles, light areospace craft, and shuttles; cargo and logistics personnel and their lifting devices; and associated professions. They are apt at maintaining vehicles, handling them, and ensuring that personnel and cargo are moving around. In addition, support personnel are also responsible for ensuring the Base is well maintained.

Those who go beyond Support veer into the realm of handling the Service Group's **Industrial** wing, managing the resource exploitation and exploration contracts, and processing them into materials, including fabric, metals, wood, and gasses to build more stations and equipment. Sometimes, an Industrial may be called onto the field to oversee an engineering effort.



Finally, at the end of Support are the experts who tell everyone what to do with it in **Production**, responsible for drawing upon extensive research and the soldier's battlefield experience to create more innovative and technologically advanced gear. With the interesting mix of people and their contributions, each piece of gear doesn't resemble the one soldier's ideal, but all can use it.

- **Common Races:** Geshrin, Nepleslian, ID-SOL, Yamataian, Nekovalkyrja, Lorath Lmanel, Lorath New Tur'lista, Lorath Fyunnen

## Research

**Research** personnel are tasked with gathering information from publicly available networks and systems. They assist all of the teams by providing a steady stream of links to resources, galactic news, and verifying and disseminating other pieces of information that are deemed of interest. Selected mostly for their persistence, the Research personnel will find you what you need if you ask nicely.

Going a step above, **Intelligence** personnel find

- **Common Races:** Geshrin, Nepleslian, Yamataian, Lorath Lmanel, Lorath New Tur'lista

## Medical

It'd be unwise not to have a physician somewhere in an army. As such, the **Medical** personnel of the group are there to treat the long-term injuries that the medics in the front line will bring in.

- **Common Races:** Geshrin, Nepleslian, Yamataian, Lorath Lmanel, Lorath New Tur'lista

## OOO Notes

More for my personal reference and desire to document everything to the lacy drawers, and a quick guide for other people using PSG.

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