

Military Structure

The military is an enormous operation that serves as the single largest system of employment in the world by far. In order to survive the seemingly endless waves of Grimm, the military employs roughly 15% of the entire world’s population. 4% of the population serves as soldiers (or other military personnel), and another 11% serve as military support in civilian positions.

The military fights Grimm and defends Remnant against large-scale forces such as bandits. After peace was established between kingdoms, the military institutions of each kingdom began to cooperate and function together. While there are still differences between the kingdom’s military structures, they’ve become quite similar in their function.

There are five major branches of the military: the Army, the Navy, the Air Force, the Military Police, and Military Intelligence. Each branch is overseen by a director; the top executive of that military branch. In turn, each of those directors reports to the General, the military’s top authority.

Top Military Leadership

Top Authorities	Details
<i>General</i>	The highest authority of the kingdom’s military. Responsible for overseeing every branch.
<i>Director of Intelligence</i>	The highest authority and overseer of the Military Intelligence Branch. Reports to the General.
<i>Director of the Army</i>	The highest authority and overseer of the Army. Reports to the General.
<i>Director of the Navy</i>	The highest authority and overseer of the Navy. Reports to the General.
<i>Director of the Air Force</i>	The highest authority and overseer of the Air Force. Reports to the General.
<i>Director of the M. P.</i>	The highest authority and overseer of the Military Police. Reports to the General.

Shared Departments

Certain departments are universally present across all military branches. Each department has a director that serves as its top executive and oversees the department (e.g. Administrative Director, Director of Engineering, etc).

All Branches	Details
<i>Administrative</i>	Handles any administrative obligations that fall outside of the other listed branches.
<i>Civil</i>	Oversees civilian duties and operations: cooking, labor, janitorial, etc.
<i>Communications</i>	Handles support and relay of appropriate directives and information across official channels.
<i>Diplomacy</i>	Handles relationships with other institutions through the ambassadors and their diplomatic channels.
<i>Engineering</i>	Oversees construction and engineer projects, maintenance of buildings and vehicles, etc.
<i>Human Resources</i>	Handles staffing, recruitment, hiring, onboarding, training, counseling, disciplinary actions, etc.
<i>Legal Dept.</i>	Oversees legal and judicial matters within the branch.
<i>Medical</i>	Handles all medical requirements: diagnostics, recovery procedures, operations, etc.
<i>Operations</i>	Oversees all military operations within the branch, as well as joint missions with other branches.
<i>Treasury</i>	Handle’s the branch’s finances: budgets, purchases, accounting, payroll, project funding, etc.

Shared Branch Positions

There are also several senior positions that are universally present in each military branch. They are often considered the inner circle within that branch.

Senior Positions	Details
<i>Tactical Officers (3-5)</i>	Work directly with the branch director as top strategists. Coordinate operations between branches.
<i>Key Advisors (2-5)</i>	Key trusted advisors that work directly with the branch director, often with specialized skills and duties.
<i>Ambassadors (2-3)</i>	Top diplomats that serve at the branch director’s discretion, acting on their behalf.

Soldier Life

Soldiers have four primary states of operation: foreign duty, regional duty, local duty, and vacation. Soldiers spend most of their time in local duty, which is serving military duty in close proximity to their city (or village) of residence. During local duty, soldiers have a normal routine at work and can return to their homes when their shifts are complete.

Foreign duty is rare; it refers to serving military duty in another kingdom. This typically only occurs when there is a dire need to assist a foreign ally with recovery after a traumatic or catastrophic incident. Regional duty is serving military duty in a regional deployment. Soldiers on regional duty get paid more than those on local duty and build up more vacation time.

Duty	% of Soldiers	Salary Modifier	Other Notes
<i>Foreign</i>	< 1%	+25%	Earn vacation time at triple the rate.
<i>Regional</i>	40%	+15%	Earn vacation time at double the rate.
<i>Local</i>	45%		
<i>Vacation</i>	15%		Vacation time can be earned. Base amount is one month per year.

Hazard Pay

When soldiers are sent to more dangerous areas, their salaries and benefits increase accordingly. There are four threat ratings: Light, Standard, Moderate, and High. Light generally indicates a safe haven, usually heavily fortified in a low-risk area, where confrontations against Grimm are anticipated to be easy to handle.

Threat Rating	% of Deployments	Salary Modifier	Examples
<i>High</i>	2%	+100%	Territories with heavy Grimm activity and limited military support.
<i>Moderate</i>	12%	+50%	Deployments in lightly patrolled regions or sparse coverage.
<i>Standard</i>	46%	+25%	Military installments, deployments in strongly patrolled regions.
<i>Light</i>	40%		Heavily fortified cities and military installations.

The Army

The Army serves as the military’s primary ground force and is the largest branch of the military. Depending on the kingdom it has nearly five times more personnel than the Navy and Air Force combined. It is responsible for leading or assisting in nearly all ground-based military operations.

Regional Commands

The military defines several “regions” within the kingdom that the army must fortify. Each region is considered a separate deployment, with its own command structure and troops. The regional command is responsible for actions within its domain. It works in close cooperation with the other military institutions that operate within the region,

and within the scope of the mission objectives assigned by the national branch.

Not all of a kingdom's land will have a regional deployment assigned to it. Regions are typically assigned where the soldiers can be most effective at killing Grimm and protecting citizens. This means most deployments are assigned near cities and the surrounding areas.

Hierarchy

Hierarchy	Details
<i>Commander</i>	Top authority of a regional army. Subordinate of the Director of the Army.
<i>Colonel</i>	Commands a full division of troops (50k+ soldiers). Serves under a Commander.
<i>Major</i>	Commands a large contingent (~5k soldiers) within a division. Serves under a Colonel.
<i>Captain</i>	Commands a battalion of troops (~600 soldiers) within a larger contingent. Serves under a Major.
<i>Lieutenant</i>	Commands a company of troops (128 soldiers). Serves under a Captain.
<i>Sergeant</i>	Commands a platoon of troops (32 soldiers). Serves under a Lieutenant.
<i>Squad Leader</i>	Commands a squad (8 soldiers). Serves under a Sergeant.
<i>Team Leader</i>	Commands a team (4 soldiers). Serves under a Squad Leader.

Squad leaders and team leaders don't have any official authority within the military, but are useful for coordination and holding teams accountable for failure.

Lieutenants are essentially always deployed with their same company. If the company is transferred to a new deployment, the lieutenant goes with them. For ranks higher than lieutenant, deployment types may vary. Captains don't necessarily remain with the same battalions. Some serve at specific locations, some are field officers that participate in active missions, and others travel with more specialized battalions that benefit from more consistent leadership.

// TODO: Finish Army.

// TODO: Navy, Military Police, Military Intelligence, Air Force.