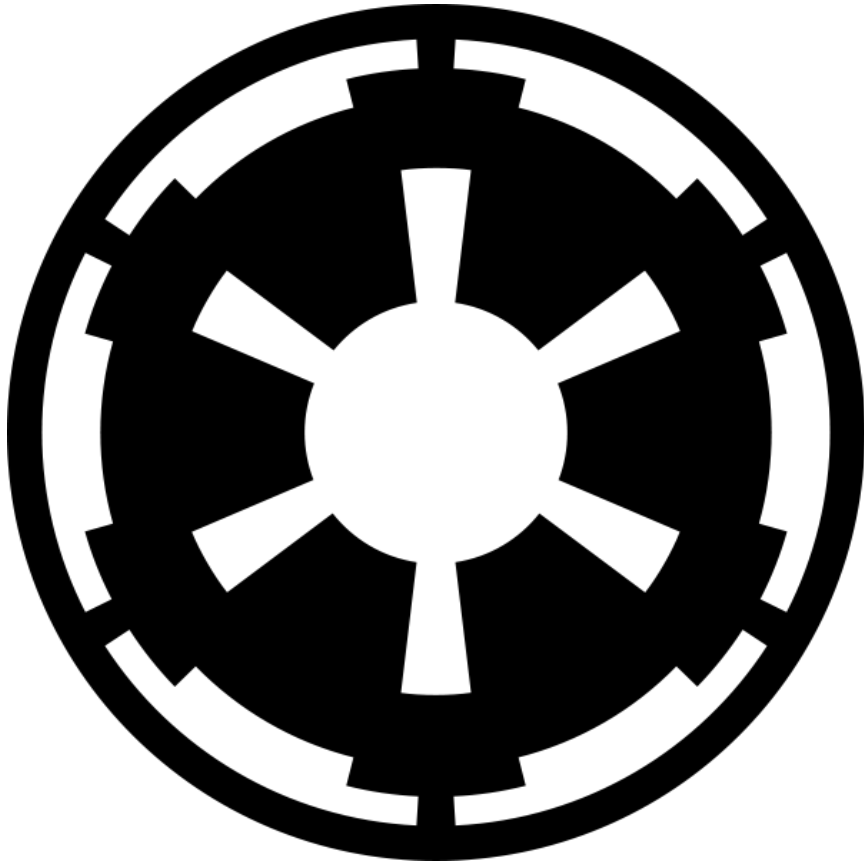


# **GALACTIC EMPIRE**



## **HANDBOOK FOR REGIONAL GOVERNMENT**

**RGH-01**

**v1.0**



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## Introduction

This document is released in compliance with Imperial Precedent #182, which requires that all branches and departments of the Galactic Empire maintain a handbook for use by branch staff and Imperial High Command to document and standardize procedures and policies throughout the branch or department.

This document deals with the structure, organisation, authority, responsibilities and standards for the Regional Government branch. This document has a security clearance rating of UNRESTRICTED.

### *Distribution*

- Imperial Citizens and Service Members
- Imperial News Grid

## Glossary

For the purpose of this document, the following are defined thusly:

**Administrative Sector** – See Imperial Sector.

**Battlegroup** – The name given to the combination of an Imperial Navy Fleet and Imperial Army Legion when the two units are working in unison, such as when such units have been assigned to an Imperial Sector, Oversector, or Assault Force.

**Civilian Agencies** - The Galactic Empire has a large number of agencies which fall outside of military command, and are not commissioned directly into military service. These agencies fulfil a vast array of functions including intelligence-gathering, law enforcement, Imperial education and running youth groups. These civilian agencies are COMPNOR (*including the Imperial Security Bureau and the Coalitions for Progress, Improvements and Diplomacy*), Imperial Intelligence, the Ministry of Industry and the Regional Governments.

**Galactic Sector** – A geographic region of space as dictated by the Pre-Imperial Cartographic Directorate that incorporates one or more planetary systems.

**Imperial High Command** – A council of advisors and aides to the Emperor, with each member commonly charged with the administration of a specific Branch, Division, or Sector. Imperial High Command is composed of the Imperial Throne, the Grand Vizier of COMPNOR, the Army and Navy Commanders, the Director of the Imperial Security Bureau, the Director of Imperial Intelligence, the COMPNOR Viziers, the Minister of Industry and his Directors, and all appointed Sector Governors.

**Imperial Sector** – A geographic region of space as determined by the Imperial Institute of Cartographic Studies, at the direction of the Emperor. Imperial Sectors are comprised of a collection of Galactic Sectors, organised into an administrative hierarchy for the purposes of regional governance and defence.

**Imperial Throne, The Throne** – Composed of the Emperor, the Executor and their direct agents, the Imperial Throne comprises the highest level of authority within the Galactic Empire. Concerned with the administration and expansion of the Galactic Empire's territories, ideals, economy, and military; The Throne dictates the structure and constitution of the Galactic Empire, through the setting and management of strategic goals.

**Inner Circle** – The second highest level of authority within the Empire, after The Throne, and is the group responsible for the strategic planning and organization of the Empire. Composed of The Throne, the Grand Vizier of COMPNOR, the Army and Navy Commanders, the Director of Imperial Intelligence, the Minister of Industry, the High Moff, and the Dark Lord of the Sith.

**Military Branches** – The Imperial military is the fist with which the Galactic Empire strikes, and serves myriad of functions, from space patrol to expansion and the pacification of worlds. The Imperial military comprises the Imperial Navy and the Imperial Army.

**Oversector** – A geographic region of space as determined by the Imperial Institute of Cartographic Studies, at the direction of the Emperor. Oversectors, like Imperial Sectors are comprised of a collection of Galactic Sectors organised into an administrative hierarchy, but with the addition of requiring the attention to detail, organisational skills, governing experience, and operational expertise of a Grand Moff.

**Task Force** – The name given to the combination of an Imperial Navy Group and Imperial Army Brigade when the two units are working in unison, such as when units have been assigned to an Imperial Sector, Oversector, or Assault Force.

## Mission

The Galactic Empire is the largest government of the galaxy, spanning thousands of light-years in a massive, unified governmental system that extends from the Deep Core to the Outer Rim. With such a vast Empire, the Emperor is unable to personally manage the day to day affairs of the hundreds of systems and dozens of sectors that make-up the largest bastion of order in the galaxy.

To ensure proper management of the Empire, the Emperor delegates authority for the localized management of sectors, systems, and planets to a complex series of Imperial Governors that form a hierarchy to manage the application of Imperial law, development programs, and the safety of the Empire in a regional capacity; providing flexibility for the diverse and different needs that each planet and system presents. These governors, falling under the auspices of an Inner Circle member appointed as the High Moff, compose a civilian branch of the Empire known as Regional Government.

The mission of the Regional Government is to exercise planetary, system and sector management to ensure the safety, prosperity and continued development of the Galactic Empire in-line with The Throne's directives. Regional Government seeks to achieve its mission through:

- Working with the various branches of the Empire to ensure a consistent and adaptable '*whole of government*' approach is taken to the administration of Imperial territory.
- Managing government and non-government development of each planet within the Empire.
- Managing government and non-government development of each system within the Empire.
- Directing military units to ensure the protection of Imperial planets, systems, citizens, infrastructure and resources.
- Providing expert and timely advice to the Imperial High Command on localised developments and issues.

## Organisational Structure

The galaxy has long been defined according to considerable, geographic swaths of space, wherein lie the constituent worlds and citizenry of the Galactic Empire. The Empire is divided into many strategic sectors that are political regions that include several thousand inhabited worlds ruled directly by Imperial Governors. These sectors include as well many worlds that lack any life and need therefore no special attention. Precise calculations have been made to designate a certain number of troops needed to maintain control of a sector. Regional Government is commonly broken into eight levels, which fall under four administrative spheres.

### ***The Galaxy***

The first level of Regional Government is the galaxy, which is ruled exclusively by the Emperor. Laying claim to the entire galaxy, the Galactic Empire works tirelessly to bring law and order to not only the Core worlds, but the far reaches of the Outer Rim in a bid to improve the lives of all beings of the galaxy. As the sovereign of the Empire, the Emperor is also the Ruler of the Galaxy, and it is by his mandate alone that Imperial Governors are appointed to enforce his will over specific regions of the galaxy, and protect sentients from chaos and barbarism.

### ***The Council of Moffs***

The second level of Regional Government is that of the Council of Moffs. With many Imperial Sectors falling under the banner of the Empire, it is often hard for the Emperor to consult with all of the Sector Governors on matters of day to day administration, and many of the issues facing the Sector Governors can be addressed collectively. To this end, each Governor of an Imperial Sector is granted a seat within the Council of Moffs; a component of Imperial High Command that ensures the Sector Governors share knowledge, expertise and can discuss issues effecting, or potentially affecting their territories. To oversee the Council of Moffs and act as Chair of the Council, the Emperor appoints a High Moff who acts as the first line of addressing issues for the Sector Governors. As the identified conduit of affairs for the Regional Government, the High Moff is a singular point of information and day to day management of Regional Government, and as such is considered the de facto leader of the branch, and is a member of the Inner Circle.

### ***The Oversector***

The third, and rarest level of Regional Government, is the Oversector; administered in the Emperor's name by a Grand Moff. Oversectors are Imperial Sectors which have a greater need for attention to detail, organisational skills, governing experience, and operational expertise due to situations such as consistent enemy attack, large geographic disposition with a higher number of planets, or locations of special projects. Often on the frontiers of Imperial territory, Oversectors are granted extensive military resources to bring the area more fully under the Imperial Governor's control. Imperial Sectors are upgraded to an Oversector and returned to an Imperial Sector as determined by the Emperor.

### ***The Imperial Sector***

The fourth and the most famous level of Regional Government, is the Moff; who administers in the Emperor's name a collection of galactic sectors, which form an Imperial Sector. A Moff assumes the responsibility for the disposition and application of the military forces, and is the primary political representative and arbitrator of the collective systems, worlds, and colonies within that expanse of territory. It falls to the Moff to oversee the mediation of the peace, address such issues as taxation as defined by the Imperial Department of Finance, and to represent the needs of the populace to the Council of Moffs, or to arrange for relief to be granted through the Imperial Government.



# ORGANISATIONAL STRUCTURE

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The fifth level is the Sector Adjutant. Reporting to a Moff or Grand Moff, the Sector Adjutant can fulfil a variety of duties within an Imperial Sector, such as a Moff's second in command, or more typically, finely managing the affairs of one or more galactic sectors that fall within the Imperial Sector.

The sixth level is the Governor and Lieutenant Governor. This level handles from a single system to multiple systems, and administers the duties and polices of the Imperial Sector.

The seventh level of Regional Government is the Prefects who hold a single world under their jurisdiction.

The eighth and last level of Regional Government are the enlisted personnel which form the backbone of the branch performing duties such as construction site management, personal assistants, and logistics supervisors.

## ***Allocation of Regional Government Personnel***

The Sector Governors are given considerable individual discretion for the staffing and allocation of work for their assigned jurisdictions in recognition of the vast geographic and administrative differences between areas of the Empire. However, a ceiling exists for the number of personnel of each rank that may be assigned to a Sector or Oversector, and this ensures that personnel are assigned appropriately throughout the Empire's territories to areas that require staff, rather than just the more affluent of postings.

It is also recognised by Regional Government that not all planets within the Empire's territory are suitable for development such as barren moons, or even constant administration of an outpost. As such, the following allocations are made per Imperial Sector or Oversector, and constitute the maximum of potential personnel and do not represent a base entitlement:

- 1x Grand Moff per Oversector
- 1x Moff per Imperial Sector
- 1x Sector Adjutant for every galactic sector with over 15 planets residing within
- 1x Governor or Lieutenant Governor for every system with over 4 planets residing within
- 1x Prefect (*all grades*) or enlisted (*all grades*) for every planet larger than 5x5

Only planets and galactic sectors under control of the Galactic Empire or one of its Nationalised factions may be counted for the purpose of determining the base entitlement of personnel. Moons, asteroids and suns are not to be counted.

## ***Grand Admirals***

Conceived as a mix between the political powers of a Grand Moff and an increasing need to tie the control of civil affairs to a military command, a Grand Admiral's duty is for the annexation of new territory for the Empire, and elimination of threats as directed by the Emperor. Falling under the direct command of The Throne, a Grand Admiral will typically be the first Governor of a Sector or Oversector if it is formed outside of previously established Imperial territory, such as new territory obtained through military action.

The purpose of the Grand Admiral in such circumstances is to establish a reasonable amount of stability and ensure Imperial political and military dominance and control within the Sector or Oversector. To achieve this, a Grand Admiral is assigned Regional Government personnel in accordance with the standard allocations for Imperial Sectors, and military units as necessary.

Once the Sector or Oversector has been secured for the Empire, and the political and military situation is stable, then the Governorship is transferred by the Emperor to Regional Government control.

The Grand Admiral is not a member of any specific branch, and falls under the command of The Throne. As such, the Grand Admiral is not a member of the Council of Moffs, and does not fall under the jurisdiction of the High Moff, but will endeavour to liaise with the High Moff as to the status and development of any Sector or Oversector currently under the auspices of the Grand Admiral.

## Branch Requirements

The Regional Government branch is one of the most visibly ubiquitous components of the Galactic Empire, and is found at least in some fashion, on every planet within Imperial territory. Recognising its importance in the diverse administration of Imperial territory, and its prominent position in the eyes of the public, Regional Government maintains a set of criterion that must be met in order to serve within the branch.

### *Required Skills*

The Regional Government branch undertakes a diverse range of projects within the galaxy, and as such, it is necessary to ensure that its members have a baseline of skills for the timely completion of some duties. Enlistment or appointment with Regional Government requires the following skills:
















SKILL NAME	LEVEL REQUIRED
Starfighter-Freighter Piloting	2
Computer Operations	2
Heavy Weapons/Artillery	2
Diplomacy	2
Leadership	2

### *Alien Policy*

In accordance with the Galactic Empire's policy on aliens, Regional Government will only accept Class A and Class B citizens for enlistment or appointment. Where an established and vital specialist skill is required and all other options for acquiring the skill have been exhausted, The Throne may approve enlistment of Class C citizens, on a case by case basis.

Class C citizens serving in Regional Government will require an extra 50% of the total merit requirements for promotion to each rank. Promotion to from E-6 to O-1, and O-6 to C-1 will require Throne approval, to be submit by the relevant branch commander.

## Ranks and Requirements

RATING	RANK	MERITS	SERVICE TIME	NOTES
<b>HC-3</b> CLASSIFIED	 High Moff	N/A	N/A	Appointment by Emperor only.
<b>HC-2</b> CLASSIFIED	 Grand Moff	N/A	N/A	Appointment by Emperor only.
<b>HC-1</b> 1,500,000 cr	 Moff	N/A	N/A	Appointment by Emperor only.
<b>C-5</b> 1,425,000 cr				
<b>C-4</b> 1,350,000 cr	 Sector Adjutant	N/A	N/A	Uber Secret clearance.
<b>C-3</b> 1,275,000 cr				
<b>C-2</b> 1,200,000 cr	 Governor	N/A	N/A	Top Secret clearance.
<b>C-1</b> 1,125,000 cr	 Lieutenant Governor	N/A	N/A	Completion of Command Course and Top Secret clearance.
<b>O-6</b> 1,050,000 cr	 Senior Prefect	1350	20 months	Secret clearance.
<b>O-5</b> 975,000 cr				
<b>O-4</b> 875,000 cr	 Prefect	900	16 months	Secret clearance.
<b>O-3</b> 750,000 cr				
<b>O-2</b> 675,000 cr	 Provisional Prefect	500	12 months	Secret clearance.
<b>O-1</b> 600,000 cr				
<b>E-6</b> 225,000 cr	 Superintendent	200	10 weeks	Covert clearance.
<b>E-5</b> 175,000 cr	 Planetary Superintendent	100	8 weeks	Confidential clearance.
<b>E-4</b> 150,000 cr	 Senior Assistant	60	6 weeks	Confidential clearance.
<b>E-3</b> 125,000 cr	 Assistant	20	4 weeks	Confidential clearance.
<b>E-2</b> 75,000 cr	 Junior Assistant	N/A	N/A	Graduation from Academy and Confidential clearance.
<b>E-1</b> 0 cr	 Recruit	N/A	N/A	Undergoing Academy.

# RANKS AND REQUIREMENTS

## Rank Chart Notes

1. Regardless of position or delegated authority, personnel may not promote another above their own rank.
2. Requirements may be waived on a case by case basis by the High Moff in extenuating circumstances or where sufficient ability, dedication and loyalty warrants.

## Authority to Promote

The High Moff has the authority to promote Regional Government personnel up to an including C-4, on the expectation that such personnel have met the minimum requirements for promotion, or exceptional circumstances apply.

Moffs and Grand Moffs have the authority to promote personnel assigned to their Sector or Oversector up to and including C-2, provided such personnel have met the minimum requirements for promotion.

Sector Adjutants have the authority to promote personnel assigned to them up to an including O-6, provided such personnel have met the minimum requirements for promotion.

## Merits

WEEKLY ACTIVITIES	MERITS
Report on time	1
Simple mission ended (duration 1 week or under)	2
Mission accomplished (duration 2 or 3 weeks)	5
Major mission accomplished (duration longer than 3 weeks)	10
Per Special Assignment (inter-branch)	5
Holonet or Mailing List Post	1
Reasonable IRC log ins	1
Participation in Branch RP (2 per post, bonuses possible)	2
Role-play organizer (per RP)	10
Participation in Tactical Contest	1
Miscellaneous Sector Activities (bonuses possible)	1
Imperial Recruitment (per successful branch recruit)	10
Part time job outside of unit (per report)	2
Part time job within unit (per report)	2

## Merit Notes

1. Part-Time jobs outside of a Sector include: Art team, Imperial Geographic, Galactic Archives, Iron Will Galactic News Service, Imperial Recruitment, and Academy Instructor.
2. Part-Time jobs within a Sector include: Communications Officer, Sector Historian and Training Officer.

## Demerits

WEEKLY ACTIVITIES	DEMERITS
Missing a report	1
Disrespect towards an Officer	10
Disrespect towards a fellow Imperial	5
Mishandling or misappropriation of Imperial Equipment	10
Failure to follow orders	5

## **Military Assignments**

To enforce order, Imperial Law, and defend from pirates, terrorists, criminal organisations and threats to the Imperial way of life, each Imperial Sector and Oversector is assigned a Fleet by the Imperial Navy, and a Legion by the Imperial Army. Once assigned to an Imperial Sector, these military units fall under the operational command of the Moff or Grand Moff and are collectively referred to as a Battlegroup, with the respective Fleet and Legion Commanding Officer begin to receive orders, and report to the Moff or Grand Moff.

The relationship between assigned military units and the Moff or Grand Moff can most easily be explained in that a Moff or Grand Moff sets the priorities for military defence, and targets for military offence within the borders of their jurisdiction. Whilst the military units are under the operational command of the Moff or Grand Moff, this command does not extend the administration of the unit, nor to the tactical level of that unit. It is the responsibility of the Fleet or Legion Commanding Officer to manage the internal affairs of their unit, including the minor disciplining of all personnel, deciding which units to deploy to achieve objectives set, tactical deployment of units, and promotion of their personnel.

## ***Military Allocations***

Navy Command and Army Command will assign a Fleet and Legion to each Imperial Sector or Oversector of the Empire. Each standard Fleet is to be composed of three Groups, whilst each standard Legion is to be composed of three Brigades. To the extent possible, each Group and Brigade should be paired to form a Task Force with which to carry out their routine duties, and conduct operations in a combined arms approach whereby the Brigade is stationed aboard the paired Group for rapid deployment and patrolling.

As Fleets and Legions have varying compositions of sub-unit types, it is the responsibility of Navy Command and Army Command, based on the advice of the relevant Moff or Grand Moff and the High Moff, to allocate appropriate quantities and types of sub-units so as to ensure that the military allocation is capable of meeting the likely military needs of the Sector or Oversector.

## ***Changes to Military Allocations***

Requests for a permanent change in composition to the assigned military units may be made by the relevant Moff or Grand Moff to either Navy Command or Army Command, with a copy of the request sent to the High Moff. Requests must contain appropriate evidence and justification for a permanent change in composition of the unit.

Requests for a temporary change in composition to the assigned military units, such as reinforcements for an impending battle, may also be made by the relevant Moff or Grand Moff to the High Moff, with a copy of the request sent to either Navy Command or Army Command. Requests must contain appropriate evidence and justification for a temporary change in composition of the unit, and the maximum amount of time for reassignment must be 3 months or less; over this time period will require a permanent change in composition to be made. The High Moff has the authority to temporarily reassign another Sector or Oversector's sub-units to meet the needs of such requests; however such reassignments may be overridden by Navy Command or Army Command respectively.

At the determination of Navy Command or Army Command, and based on the assessment of past, current, and predicted needs of the Empire for military resources, assigned Fleets and Legions may be transferred or their compositions changed as they deem necessary. These changes can be enacted in the absence of a change request from the relevant Moff or Grand Moff and does not require their approval. Such changes should be made only as necessary, and notification sent to the relevant Moff or Grand Moff, with a copy to the High Moff as far in advance as possible.

## ***Sector Command Staff***

The Fleet Commanding Officer and Legion Commanding Officer are to be considered Sector Staff whilst their units are assigned to a Sector or Oversector. As such, the FCO and LCO should be included in all major planning for the Sector or Oversector, to ensure that the military units remain aware of happenings throughout the Sector or Oversector and maintain preparedness for upcoming operations and patrol requirements. The Moff or Grand Moff should consult the FCO and LCO regularly on military matters affecting the Sector or Oversector, and inversely, the FCO and LCO must keep the Moff or Grand Moff informed as to the status, disposition and readiness of their units.

## ***Patrol and Operational Priorities***

## ***Responsibilities of the Military***

## ***Responsibilities of Regional Government***

### Support Assignments

*Imperial Security Bureau*

*Imperial Intelligence*

*Ministry of Industry*

## Roles and Responsibilities

### *High Moff (HMoff)*

#### **High Moff's Responsibilities:**

- Report monthly to the Imperial High Command regarding:
  - Activities undertaken by the Oversector and Support Elements.
  - The numbers of personnel active / inactive / on LOA.
  - Objectives achieved and outstanding.
  - Any problems encountered and issues raised and/or solved.
  - The readiness of the Oversector.
  - Plans for the future.
- Respond to queries from the Oversector Command Staff.
- Actively participate within discussions of the Council of Moffs.
- Establish and maintain patrol priority levels for the conduct of routine patrols by the Battlegroup.
- Initiate/direct Operations to prevent and discourage criminal or enemy activity within the Oversector.
- Ensure the safety of Imperial resources, assets, and personnel throughout the Oversector.
- Monitor and manage the activities of all Regional Government personnel assigned to the Oversector.
- In consultation with the High Moff, develop three and six monthly objectives for the Oversector.
- Manage the achievement of the Oversector's three and six monthly objectives.
- Manage the resources of the Oversector, including requisition and allocation.
- Approve appropriate city and facility requests in accordance as necessary.
- Enforcement and collusion with other Battlegroups and Sectors (*support your peers*).
- Be available and visible in #CMG-Empire at a minimum of 1hr a week.
- Be visibly active in the Communications Centre.
- Be a visible, approachable and respected leader to the Battlegroup, Oversector, and the Empire.
- Creating a monthly INB post that is informative and/or interesting and relevant to current political, military and social events.
- Ensure the Sector Command Staff have an input into the running and administration of the Oversector.
- Enforce Imperial Protocol and Procedure.
- Assist Imperial Intelligence and the Imperial Security Bureau in their duties.

#### **High Moff's Authority:**

- Award Sector and Battlegroup Personnel within the scope of the Imperial Honours and Awards system.
- Promote Sector Personnel up to and including C-4.
- Demote Sector Personnel.
- Enforce Imperial Protocol and Procedure.
- Appoint Task Force Commanding Officers on an as needed basis.
- Dispense merit and demerit points to all personnel within the Sector and Battlegroup.
- Declare Martial Law in any area of the Oversector.
- Determine the Rules of Engagement to be used by the Oversector.
- Approve/Deny Imperial Port Authority requests within the Oversector.
- Approve/Deny city and facility requests within the Oversector.
- Direct the Battlegroup and/or Task Forces to deploy to specific areas, and/or undertake tasks within the scope of military operations.
- Authorise the seizure of any facility, station, ship, or planet within the Oversector.
- Outlaw the ownership and use by civilians of any type of facility, station, ship, item, weapon, or drug within the Oversector.
- Appoint/remove planetary, system and galactic sector Governors within the Oversector.



## **Grand Moff (GMoff)**

### **Grand Moff's Responsibilities:**

- Report monthly to the Imperial High Command regarding:
  - Activities undertaken by the Oversector and Support Elements.
  - The numbers of personnel active / inactive / on LOA.
  - Objectives achieved and outstanding.
  - Any problems encountered and issues raised and/or solved.
  - The readiness of the Oversector.
  - Plans for the future.
- Respond to queries from the Oversector Command Staff.
- Actively participate within discussions of the Council of Moffs.
- Establish and maintain patrol priority levels for the conduct of routine patrols by the Battlegroup.
- Initiate/direct Operations to prevent and discourage criminal or enemy activity within the Oversector.
- Ensure the safety of Imperial resources, assets, and personnel throughout the Oversector.
- Monitor and manage the activities of all Regional Government personnel assigned to the Oversector.
- In consultation with the High Moff, develop three and six monthly objectives for the Oversector.
- Manage the achievement of the Oversector's three and six monthly objectives.
- Manage the resources of the Oversector, including requisition and allocation.
- Approve appropriate city and facility requests in accordance as necessary.
- Enforcement and collusion with other Battlegroups and Sectors (*support your peers*).
- Be available and visible in #CMG-Empire at a minimum of 1hr a week.
- Be visibly active in the Communications Centre.
- Be a visible, approachable and respected leader to the Battlegroup, Oversector, and the Empire.
- Creating a monthly INB post that is informative and/or interesting and relevant to current political, military and social events.
- Ensure the Sector Command Staff have an input into the running and administration of the Oversector.
- Enforce Imperial Protocol and Procedure.
- Assist Imperial Intelligence and the Imperial Security Bureau in their duties.

### **Grand Moff's Authority:**

- Award Sector and Battlegroup Personnel within the scope of the Imperial Honours and Awards system.
- Promote Sector Personnel up to and including C-2.
- Demote Sector Personnel.
- Enforce Imperial Protocol and Procedure.
- Appoint Task Force Commanding Officers on an as needed basis.
- Dispense merit and demerit points to all personnel within the Sector and Battlegroup.
- Declare Martial Law in any area of the Oversector.
- Determine the Rules of Engagement to be used by the Oversector.
- Approve/Deny Imperial Port Authority requests within the Oversector.
- Approve/Deny city and facility requests within the Oversector.
- Direct the Battlegroup and/or Task Forces to deploy to specific areas, and/or undertake tasks within the scope of military operations.
- Authorise the seizure of any facility, station, ship, or planet within the Oversector.
- Outlaw the ownership and use by civilians of any type of facility, station, ship, item, weapon, or drug within the Oversector.
- Appoint/remove planetary, system and galactic sector Governors within the Oversector.

# ROLES AND RESPONSIBILITIES

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## **Moff (Moff)**

### **Moff's Responsibilities:**

- Report monthly to the Imperial High Command regarding:
  - Activities undertaken by the Sector and Support Elements.
  - The numbers of personnel active / inactive / on LOA.
  - Objectives achieved and outstanding.
  - Any problems encountered and issues raised and/or solved.
  - The readiness of the Sector.
  - Plans for the future.
- Respond to queries from the Sector Command Staff.
- Actively participate within discussions of the Council of Moffs.
- Establish and maintain patrol priority levels for the conduct of routine patrols by the Battlegroup.
- Initiate/direct Operations to prevent and discourage criminal or enemy activity within the Sector.
- Ensure the safety of Imperial resources, assets, and personnel throughout the Sector.
- Monitor and manage the activities of all Regional Government personnel assigned to the Sector.
- In consultation with the High Moff, develop three and six monthly objectives for the Sector.
- Manage the achievement of the Sector's three and six monthly objectives.
- Manage the resources of the Sector, including requisition and allocation.
- Approve appropriate city and facility requests in accordance as necessary.
- Enforcement and collusion with other Battlegroups and Sectors (*support your peers*).
- Be available and visible in #CMG-Empire at a minimum of 1hr a week.
- Be visibly active in the Communications Centre.
- Be a visible, approachable and respected leader to the Battlegroup, Sector, and the Empire.
- Creating a monthly INB post that is informative and/or interesting and relevant to current political, military and social events.
- Ensure the Sector Command Staff have an input into the running and administration of the Sector.
- Enforce Imperial Protocol and Procedure.
- Assist Imperial Intelligence and the Imperial Security Bureau in their duties.

### **Moff's Authority:**

- Award Sector and Battlegroup Personnel within the scope of the Imperial Honours and Awards system.
- Promote Sector Personnel up to and including C-2.
- Demote Sector Personnel.
- Enforce Imperial Protocol and Procedure.
- Appoint Task Force Commanding Officers on an as needed basis.
- Dispense merit and demerit points to all personnel within the Sector and Battlegroup.
- Declare Martial Law in any area of the Sector.
- Approve/Deny Imperial Port Authority requests within the Sector.
- Approve/Deny city and facility requests within the Sector.
- Direct the Battlegroup and/or Task Forces to deploy to specific areas, and/or undertake tasks within the scope of military operations.
- Authorise the seizure of any facility, station, ship, or planet within the Sector.
- Outlaw the ownership and use by civilians of any type of facility, station, ship, item, weapon, or drug within the Sector.
- Appoint/remove planetary, system and galactic sector Governors within the Sector.

## ***Sector Adjutant (SADJT)***

### **Sector Adjutant's Responsibilities:**

- Report weekly to the Moff or Grand Moff regarding:
  - Activities undertaken by yourself and assigned personnel.
  - The numbers of assigned personnel active / inactive / on LOA.
  - Objectives achieved and outstanding.
  - Any problems encountered and issues raised and/or solved.
  - Plans for the future.
- Respond to queries from the Sector Command Staff.
- Monitor and manage the activities of all Regional Government personnel assigned.
- Manage the achievement of assigned three and six monthly objectives.
- Manage assigned resources.
- Be available and visible in #CMG-Empire at a minimum of 1hr a week.
- Be visibly active in the Communications Centre.
- Be a visible, approachable and respected leader to the Sector, and the Empire.
- Enforce Imperial Protocol and Procedure.
- Assist Imperial Intelligence and the Imperial Security Bureau in their duties.
- Conduct duties as delegated by the Moff or Grand Moff.

### **Sector Adjutant's Authority:**

- Award assigned Sector Personnel within the scope of the Imperial Honours and Awards system.
- Promote assigned Sector Personnel up to and including O-6.
- Demote assigned Sector Personnel.
- Enforce Imperial Protocol and Procedure.
- Dispense merit and demerit points to assigned Sector Personnel.
- Appoint/remove planetary and system Governors within assigned territory.
- Other authority as delegated by the Moff or Grand Moff.

## ***Sector Personnel***

### **Sector Personnel's Responsibilities:**

- Report weekly to the appropriate Sector Adjutant, Moff or Grand Moff regarding:
  - Activities undertaken by yourself and assigned personnel.
  - The numbers of assigned personnel active / inactive / on LOA.
  - Objectives achieved and outstanding.
  - Any problems encountered and issues raised and/or solved.
  - Plans for the future.
- Respond to queries from the Sector Command Staff.
- Monitor and manage the activities of all Regional Government personnel assigned.
- Manage the achievement of assigned three and six monthly objectives.
- Manage assigned resources.
- Be available and visible in #CMG-Empire at a minimum of 1hr a week.
- Be visibly active in the Communications Centre.
- Be a visible, approachable and respected leader to the Sector, and the Empire.
- Enforce Imperial Protocol and Procedure.
- Assist Imperial Intelligence and the Imperial Security Bureau in their duties.
- Conduct duties as delegated by a Sector Adjutant, and the Moff or Grand Moff.

### **Sector Personnel's Authority:**

- Dispense merit and demerit points to assigned Sector Personnel.
- Other authority as delegated by the Moff or Grand Moff.

## Credits

Original document and policy composed by Lord Admiral Seele (2010)