

Western Mythodean Army Command Protocol

wmacp-m 2.0 12n.d.e.

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Section 1: Mission statement

By the will of the 5 sacred Elements the Archon and Nyame have ordered the Western forces to join the mission into the Mirror-world on their behalf. The goal of this mission will be to bring as much destruction to the enemy forces therein as possible within the allotted time-frame of 5 days, with the least possible amount of losses to our own forces. After the five day mission as many of us, if not all, will extract from the Mirror-world again to prepare for the next year. These missions will continue annually for as long as needed until the complete destruction of what lies behind the portal is achieved.

Section 2: Commanders intent

Depending on the situation behind the portal, and available resources, a forward stronghold will be achieved on the far side of the portal as close as possible to potential targets. From within such a stronghold the elemental forces operate closely together to achieve a maximum amount of devastation amongst the enemy with the least amount of damage to our own possible. Matter of concern will be to maintain cohesion and unity between all Seal and third party army groups. Not much can be said about strategic and tactic matters due to lack of situational intel on the target area.

Section 3: Combat-mission and combat-deployments

The Western-mission exists of all persons entering the Mirror-world under the Western Banner, or by order of the Archon or Nyame. A combat-deployment is when the effective fighting force of the Western-mission engages in combat with the enemy.

The Western-mission is divided into two separate branches. When the Western-mission is faced with a combat-deployment and the army command protocol is activated, these two branches will effectively be separated in terms of command and function individually. Without an active army command protocol there will only be the Western-mission, at which point the home world hierarchy will be in effect.

The army group: Military personnel actively taking part in combat also referred to as combat-deployments consists of military personnel previously designated by their Rí and Captains before the Western-mission is deployed in the Mirrorworld. All members of the core army group will be subject to the Military Chain of Command under Marshal and or First Spear as soon as the Army Command Protocol is activated.

The army support group: Non military personnel joining to serve the Western-mission outside of combat-deployments. All members of the army support group will remain under command of their respective Rí Tuaithe, who in turn be subject to the command of the Neches'Re as soon as the Army Command Protocol is activated.

Section 4: General code of conduct

- 4.1 All members of the combat-mission are to respect the moral values and general laws of the West at all times.
- 4.2 All members of the combat-mission are to respect the will and command of, and the moral values given to them by their faith in the 5 sacred elements, and shall refrain from actions colliding with these.
- 4.3 With the absence of Archon and Nyame the Thul'Heen and Neches'Re will effectively be their voice and will be respected and honoured as such. Their word and will shall outweigh all commands and rules, and shall be followed to the letter.
- 4.4 All members of the combat-combat mission will in a way represent the Western Seal, and will behave and act accordingly.

Section 5: Internal Staffing

5.1 The individual groups or the group *Ri* will designate the following roles from their own ranks who will introduce themselves to the Military Command on the staff meeting of the first day of the Deployment.

5.1a Captain

Each groups military unit will be headed by a Captain. All group captains will be commissioned by the Thul'Heen and as such will gain the CO (commissioned officer) status in the Western Army, regardless of their group internal rank.

5.1b Sergeants

Each groups military unit will have at least one Sergeant per 5 soldiers, one of which will be a senior Sergeant, who will become acting Captain when the groups Captain is unavailable, injured or deceased.

5.1c Quartermaster

The Quartermaster will make sure that all critical supplies such as water and medical equipment are available during a combat deployment.

Section 6: ACP activation

6.1 ACP activation-**offence** will occur as follows:

- information is brought in, the need for military deployment is deemed imminent
- Thul'Heen, Marshal possibly in conjunction with First Spear review information and prioritise
- ACP is activated at their discretion

6.2 ACP activation-**defence** will occur as follows:

- information of inbound hostile s arrives or the alarm sounds
- the ACP is automatically activated
- The "ACP activation steps in section 6.3 will be followed to the best of our ability and depending on unit availability.
- The most senior military officer or personnel available will take command and will relinquish such with as much information transfer as available to any higher ranking military officer or commander that arrives

6.3 The following actions must be taken whenever the ACP is activated

- scouts are sent out to verify information or acquire updates, and will return verification or update to the Marshal or his contact
- the First Spear alerts his Captains and designates a rally-point and time
- the Neches'Re and *Ri Tuaithe* are informed of the ACP being activated
- the Master Physician is informed to prepare the Hospital for the army's return

6.4 When the ACP is activated for training purposes, only the Neches'Re and *Ri Tuaithe* will be informed of it being a training activation. All other military staff will proceed as described in section 6.

Section 7: During active ACP

7.1 When the ACP is activated and or the Army is deployed for combat operations, the groups fighting unit is detached from it's default chain of command. Captains will take orders from the Military Chain of Command, in the form of Marshal and or First Spear, and in excess cases from the Thul'Heen, and as such will be relieved from orders given by their *Ri*.

7.2 In conjunction with section 7.1, the Marshal and First Spear will not need to respect commands and requests made by *Ri* in regards to how the Captains and or units of their group need to be deployed. Neither will the Marshal and First Spear be subject to investigation, prosecution or sanctioning by anyone other then the Thul'Heen.

7.3 All communications regarding new information of tactical or strategic nature within the Military Chain of Command will be done top down and vice versa. Marshal > First Spear > Captains > Senior Sergeant/Sergeant > Soldiers, depending on situational availability.

7.4 Members of the Western Scout group are exempt from the rule stated in section 7.3 to be able to deliver information and or messages to where they are needed by the sender.

7.5 Individual units arriving on the theatre of battle later or as mid-fight re-enforcements will look for, and report in at their own group Captain or acting Captain, where Captains arriving with a group will find and report in at the First Spear.

7.6: Grouped units led by Captain or acting Captain arriving later or as mid-fight re-enforcements will look for and report in at the First Spear.

7.7 Group medics may be transferred to a core army medical unit on site to create a centralized triage point at discretion of the highest available military commander.

7.8 Captains are allowed to pick up stragglers belonging to different groups who are found in need or danger, unless the straggler is on a specific task or mission, in which case the Group Captain may decide to support such task when not conflicting with standing military orders. Stragglers being picked up in such a way will follow a Captains command as if it were his or her own.

Section 8: ACP de-activation

8.1 ACP de-activation will occur as follows:

- the army returns to camp, or defensive combat ends due to lack of enemies
- injured are taken to the Camp Hospital or group infirmaries to be treated
- after all injured have been treated and are able to stand the Marshal and or First Spear will debrief the army group collectively at which point honours may be given
- after debrief and ceremonies the ACP is de-activated until it's next activation automatically when the army group is dismissed

8.2 In case of fatal casualties the debrief may be postponed for no more than one hour after the army's return to allow comrades and commanders time to prepare for debrief and honours.

Section 9: Logistics

9.1 During an inactive ACP, individual groups will have at least 30% of their fighting force on standby to be ready to deploy in under 5 (FIVE) minutes. Failure to perform in such will count a Major offence by Captain/acting Captain.

9.2 Regardless of point B1, individual groups will have at least 30% of their fighting force able to be ready to deploy in under 30 (THIRTY) minutes. Failure to perform in such will, depending on the reasons, count as either a minor offence by Captain/acting Captain, or Major offence by the responsible military personnel.

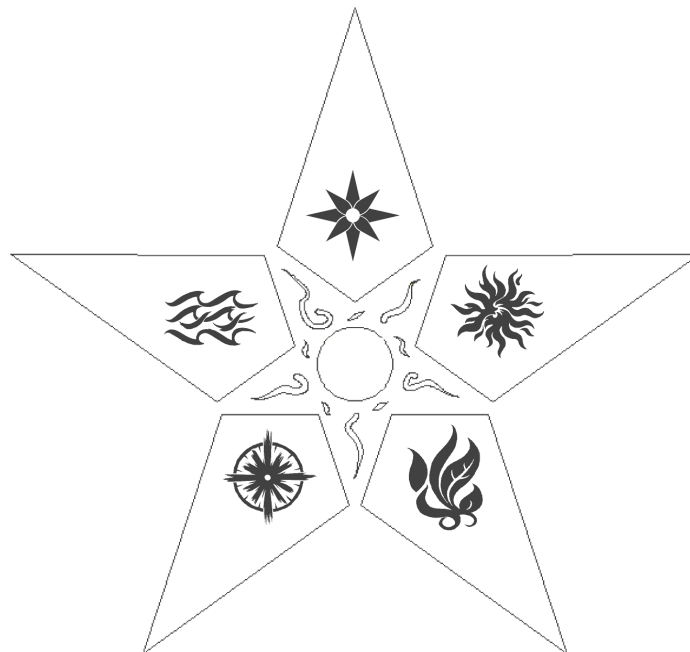
9.3 The following items or supplies will need to be available in the direct vicinity of the battlefield during all combat deployments.

- At least 1000ml of drinking water per combatant.
- At least 500ml of medicinal alcohol per group.

9.4 Each and every unit on the battlefield will have, for the full duration of the combat operation, available on their person the following items or supplies regardless of their personal combat gear or items.

- At least 500ml of clean water
- At least 3 roles of bandage
- At least one wound healing potion

9.5 Responsible for these supplies to be ready and handed out before combat and or replenished during combat is the group Quartermaster. Failure to perform in such will count as a Major offence by military personnel/Quartermaster.



Section 10: Martial Law

10.1 The Rí will not be held accountable for failure to soldier or failure in combat by their groups military force while the military Chain of Command is or was active. In their stead, the group Captain or acting Captain will be.

10.2 Offences:

10.2a Minor offences by military personnel within the Army will be dealt with by the units own Captain and on their own terms. The Marshal or First Spear may advise or demand a general sanctioning done by the Captain.

Minor offences may include, but are not limited to:

- dishonourable conduct to CO/NCO or that of an ally
- cowardice
- being drunk on duty

10.2b Major offences by military personnel will be dealt with by the Group Captain in conjunction with the First Spear.

Major offences may include, but are not limited to:

- Failure or refusal to soldier
- disobeying an order

10.2c Minor offences by Captain or acting Captain will be dealt with by the Marshal and the First Spear.

Minor offences may include, but are not limited to:

- dishonourable conduct to commanding officer, comrade or ally
- cowardice
- being drunk on duty

10.2d Major offences by Captain or acting Captain will be dealt with by the Marshal and the First Spear and in conjunction with the Thul'Heen at their discretion.

Major offences may include, but are not limited to:

- Failure or refusal to soldier
- disobeying an order

10.2e Capital offences or acts against the Law of War will be dealt with by the Thul'Heen and the Neches'Re, in conjunction with anyone they deem needed at their own discretion.

Capital offences may include, but are not limited to:

- Treason

10.3 Penalties:

10.3a Minor offences by military personnel will be subject to penalty at the respective Captains discretion, and will therefore not be further described in the Martial Law.

10.3b Penalties for major offences by military personnel may include, but are not limited to:

- running "The comrades gauntlet"
- service in the "Forlorn Hope" for a predesignated amount of time

10.3c Penalties for a capital offence will, for sake of reason and possibility of interpretation not be described in the Martial Law.