

This Document is a Proposal - NOT FINAL

High Command
Cmdr. Briggs
CreedoWar
Ender Vaedorn
DrewCasey
WynterWyrn
Garak Salwi

Rank Structure	
High Command Ranks	Commander
NAC Only	Executive Director
Operations	Council Member
	Director
	Captain
Operations Trainee	Lieutenant
Training Certed	Agent
Probationary/Recruit	Specialist
	Operator
Probationary Operator	

Nightingale Industries Officers

Commander

High Command

Oversees the Organization

Final Decision on Major Matters

Oversees the Organization

Nightingale Administrative Council

Comprised of all Specialist Council Members

Nightingale Security Council

Hand-Selected, Interviewed. 3-5 Active Members

Select Representatives from each Division

Can Make Decisions Over the Direction of Org Defence/Offensive Capabilities

Increased Responsibility

Nightingale Science & Engineering Council

Hand-Selected, Interviewed. 3-5 Active Members

Select Representatives from each Division

Can Make Decisions Over the Direction of Org Medical/Repair/Scientific Capabilities

Increased Responsibility

Nightingale Logistics Council

Hand-Selected, Interviewed. 3-5 Active Members

Select Representatives From Main Divisions

Specifically 3-5 Highly-Experience Officers to Coordinate Logistic Chains, Fabrication Systems, and Organize Manufacturing Efforts

Increased Responsibility

Operations

REDACTED

Operations

Responsible for Welcoming new Members

Coordinate Trainings with Specialist Councils

Conduct Trainings

Recruiting

Creating and Running Events

Comprised of all officers not on specialist councils

Plot to Kill Briggs

Officer Task Forces

Created as needed for specific purposes

Follows directions of the Specialist Councils

Sectors & Divisions

Military Sector

Fleet

Defend Org Assets
Offensive Operations
Security Contracts

Security Forces

Defend Org Assets
Offensive Operations
Security Contracts

Hunters

Bounty Hunting
Boss Battles
Creature Harvestables Aquisition

Science & Engineering Sector

Medical Services

Medical Services
Rescue Operations
Medical Research

Starship Services

Starship Repair
Starship Recovery
Engineering Support

Exploration Team

Exploration of Systems
Blueprint Acquisition
Locate Transient Jump Points

Industrial Sector

Transport & Logistics Division

Haul Freight
Transport VIP/Personnel
Logistics Chains
Data Running

Resource Management Division

Mining
Salvaging
Refining

Commerce Division

Manufacturing
Construction
Sales
Farming
Research

Quaternary Sector

Racing Team

Racing