

Massive Dynamic inc.

The official corp management guide

This is the guide for all of our officers

the following will explain what we have based our corp off of, as well as a full explanation on what it is we do

if you are reading this please take into consideration that there may be changes from the original version 2.0.0.2 and any contradictions, problems or inaccuracies should be reported immediately to talaan fulksayyan or e-mailed to mrmidnightgb@aol.com

thank you, and I hope that this guide serves u well in establishing your command within corp

good luck and happy flying

Corp organization manual v2.0.0.2

this manual is to serve sole as an idea or organizational cheat sheet to help assist and record the daily movements and abilities of the entire corp, this is not the final edition, this is not law, nor the way it should be done, this is, merely ideas used to help start discussion to allow us to decide the proper path we should take

thank you all for your time and I hope that the discussion to ensue will allow us to decide the future of the corp ,

as always
talaan fulksayyan

-----Corp upper management-----

the upper level of corp management has been and should be one person the CEO who makes up the first tier of corp responsibility, now in the future I will refer to a tier and a ranking system simultaneously, the ranking system is titles and corp ranks, while the tier system is a level of responsibility, its basically who knows what when therefore making the CEO tier 1 means he is the one who knows the most simple it works, and vital info stays vital, reduces drag, and makes spys less likely to know the most important stuff when we get to upper management as im shur everyone reading this already knows about themselves, that confidence is, what we should base our careers on.

The second tier of the corp incorporates the next level of rankings as well for fleet tier rankings the pilot in question has the access to all fleet info and movements in the area he is dealing or assigned with for example the w-hole fleet admiral doesn't deal in empire therefore to minimize accessibility of delicate info they do not trade that intelligence the corp managers at this level are the same in the sence that they do not trade military or op locations the one acceptance of this would be when as a group the corp managers council and the ceo sit to discuss overall strategy as well as assistance in organization and crew training, promotion or transfer to w-space. The positions that fall under the second tier are as follows: Division leader Empire Space, Division leader W-space, Fleet Admirals, and when the time calls Grand Admirals.

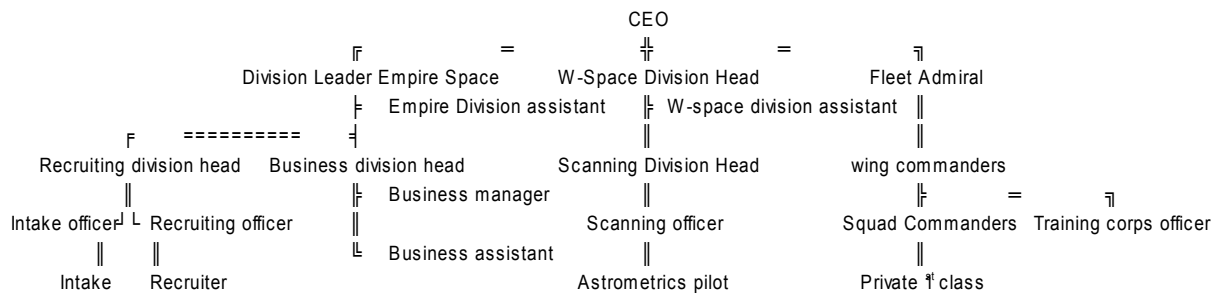
The Third tier of the corp consists of the level of corp rankings devised to assist the corp managers at this stage, and as the second tier consists of the corp council, the third tier along with the fleet officers of the second tier make up the war council the fleet officers at this level have earned a right to listen in and help assist in the planning of fleet ops and strategy the corp managers at this level are assistants and they do not take place in the the corp managers council unless summoned. The titles at this tier are: Recruiting division head, Business Division Head, Scanning Division Head, W-space division leader assistant, Empire Space division Assistant, Wing Commanders, and When we decide to commission officers, General.

The Fourth Tier is what we call the boot camp Tier. this is the level that all officers go through to help there career in the future, by training the future members of there own command, they will assist the corp in recruiting, training, and leading the main mass of our corp, this is, the hardest of the jobs, but the most rewarding. The Titles are as follow: Intake Officer, Recruiting Officer, Squad commander, Business manager, scanning officer, and training corps officer.

The fifth tier is the second to last tier of the corp it is the last stage before becoming an officer in corp it is also considered the waiting pool, it takes time to get through this in a bigger corp but it has its benefits for both members and corp it allows the ppl in this tier to be trained accordingly, watched, and has the way of showing there true potential it is a great groomer and it can be fun for the pilot as well not to many responsibility's but the ability to still lead ops and squads depending on the pilot The titles that give way to the fifth tier are : Private 1st class , intake , recruiter, Astrometrics pilot, and Business assistant.

The Sixth and final tier is the remainder mass of the corp this is the biggest pool of members and the entrance to Massive Dynamic inc. this is basically everyone else: Private 2nd and 3rd class, Business operatives, and core members, civilian

This is a more in depth chart hopefully it helps break down the base structure



below this chain of command is the rest of everyone else in there respected areas of course.

This is a basic chain of command that will allow expansion as well as the ability to work and flow together like a solid machine this is the foundation of our structure and it will be the base for all future expansion

now for the next part, smoke a ciggy take a break and get ready for it when u come back

-----Corp divisions-----

From above you see there are three divisions that fall in the second tier these are like governor positions if you will, the ceo cannot be everywhere at once, and we can not expect him to lead either division, he is the fleet commander and as such he has a priority in fleet, as well as creating goals, interest, and direction for the corp, so, it is up to the three division leaders to do what they can to help out, and delegate to make shur the job is done.

The first division is the fleet division, this is the next level down, consisting of admirals, and in the future grand admirals, they are fleet commanders in themselves, these admirals are assigned to two sectors to assist and communicate with the sector leader they listen to the fleet commander first and foremost, but, they also answer to the sector governor, who most likely will be in fleet anyway.

Empire space, The sector governor if you will for empire space is tasked with the job of the bulk of recruiting, training, preparing, and watching over all members in empire space, this is the biggest of the two sector leader jobs, but only out of pure necessity.

W-space sector leader is the guy who is in charge of all w-space governance, he assign jobs to the Astrometrics department, schedules the defense and assists is the planning of w-space expansion

-----Corp Managers Council-----

The corp managers council is basically the basis for corp delegation and direction, it consists of each sector governor and the ceo, these meetings are closed doors, and are used to decide fate, decide direction, or assistance to the ceo in accomplishing a direct task, after the closed door Corp Managers Council, we will meet in public, to make announcements, promote corp divisions , discuss direction, ops or plans, as well as announce any inter division promotions.

-----Fleet Council-----

The fleet council consists of the CEO, as well as the second tier officers and the third tier officers, the second tier officers function as the council, with the ceo residing as the head of the council, and the third tier officers acting as an audience so that they can assist themselves in leading there fleet crews in wings, the addition to this is, the Astrometrics Division Head is on the council as well. The fleet council is set in place to discuss strategy, as well as discuss promotions inner fleet, it also sets up tournaments ops, and training courses, the fleet council is the biggest and it is the first, and last line of offense and defense for the corp, it is so to say, the place that decides how militant we are. corp Governors (remind you that the corp division governors are usually commissioned into fleet as admirals) sit on the fleet council, but depending on the manager, are there mainly for intel and the ability to request certain actions happen in there sector.

<footnote, I see no reason why division governors should be excluded from fleet considering this is a militant corp, I believe that the intermixing will do nothing more than further help and assist our cause, when ppl are put outta the loop, it creates a communication problem, animosity, and disregard for the coc>

-----Recruiting division Head-----

The recruiting division head is in charge of performing background checks collecting new pilot data and keeping a file system on those pilots, the division head, is the boss for both the intake and the recruiters and, has the primary duty of: researching backgrounds, final say on entry title, promoting intake or recruiting personnel, filling spaces in the corp member basis.

-----Recruiting Officer-----

The recruiting officer is in charge of bringing new ppl in as well having the ability to accept them they are in charge during certain time periods, shifts if you will, they monitor the recruiters, as well as train them, and recruit themselves as well.

-----Intake Officer-----

The intake officer monitors corp chat, maintains private chats with new pilots or members, has the ability to accept apps, and monitors the pub channel for any new members, the primary goal is to make new members feel welcomed and help them find out who does what and who they need to talk to.

-----Intake, and Recruiter-----

Neither of these positions can accept apps, but they can screen, inform and give info about the corp these members are the base of the recruiting division.

-----Business Division Head-----

This position is the top of the business / trade Business for corp he gives orders and creates contracts that will provide more income for the corp, he also is the only one who can create corp contracts below the second tier. All other positions under this are based mainly on what they are doing, how long they have been doing it, and there skill at doing it, the manager and assistant positions are runners and sellers mainly.

-----Scanning Division Head (Astrometrics Division Head)-----

This job consists of the core values team for the w-space corp leader without this job there will be no expansion or defense in w-space the head of this division is tasked with organizing and managing the Astrometrics department, as well as making sure the corp is never left defenseless and without a qualified scanner in w-space the head of this division is required to organize the officers within his division, as well as assist in sitting on the war council.

-----Fleet Positions-----

as with any military force each position is another link in a more direct chain of command, there are watch leaders, and several other utilization for this coc such as setting up gate camps, or protecting sovereignty so on so forth, there are many things a fleet position offer, and many requirements as to what a fleet officer may be expected to do.

-----Training corps-----

This is our version of eve university, in the future under more expanding conditions where the intake officers and the fleet officers are having trouble keeping up with the noobs of today's learning curve, the establishment of a training corp would be nice to initiate, it will consist of volunteers, who want to dedicate an hour or more a day, lecturing, op-in, and training in other ways any member who wants to participate or may be required to participate b4 joining the fleet this would also act as a boot-camp if u will a crash course in pvp, and pve

In Closing

I have many more ideas and plans for organization, I just need to finish typing them out, this is a base structure tho that can assist in future organization, add, subtract, tweak, or leave as is, the choice is up to us, and without everyone's participation in the upper management we will not have any organization to be able to go in any direction, we will have no momentum, so I ask any questions?