



WELCOME TO THE LUNA WOLVES

We're honoured you're considering joining our Legion, in this document we'll explain our structure and how we'll strive to help your team grow in the verse

HISTORY, ALLEGIANCE & LORE OF THE LEGION

FOUNDED BY FRIENDS, BUILT BY BROTHERS

- The Luna Wolves legion was founded over a year ago but has existed since 2019 in different shapes or forms. From its founding as a legion, we have a group of over 25 leaders very well experienced in hosting large scale operations and leading teams, our backbone to provide content and fun for all of our legionnaires and affiliates.
- We have over 500 members, ensuring a constant stream of activity in our text and voice channels.
- We're a UEE aligned organisation that proactively seeks combat; whether it is protecting those that cannot defend themselves or directing raids into enemy territory, be they pirates or Vanduul.
- We believe in brotherhood and in the plurality of voices and we are always open to keep evolving to become an organisation we can all be proud of as you can see from our structure in the next section.

The Luna Wolves are whom the UEE calls when the UEEN is not enough.

Speaking of the Luna Wolves is speaking of unorthodox methods; from their unofficial designation as the XVI legion of the UEEN, after the 15th official fleets that operated at the moment of their founding, to their repeated success operating beyond the limits of what most would consider reasonable. If there is one trait they always remain true to is their tactical disposition as a Spearhead, always hitting with unstoppable force at the core of the enemy forces, wherever it may be. They have gained ample renown for these decapitation strikes, always aimed surgically at critical points of enemy fleets or bases to allow the other forces of the UEEN or CDF to swoop in amidst the confusion.

Always ready to be called upon by the UEEN or by Rowena Dulli, the Wolves prefer to engage in direct ship to ship combat but have also been known to collaborate with CDF and UEEN ground forces to deploy and extract troops from particularly hot zones.

The livery of the Luna Wolves is one fraught with evocation, their iconic pure white reminiscent of the mysterious celestial body that haunted humanity's dreams on its birth world as well as the arctic fur of ancient predators of old Terra.

STRUCTURE OF THE LEGION

'We are mighty because we are right, we are not right because we are mighty. Vile the hour when that reversal becomes our credo.'

Confessor Kyril Sindermann, 2545

The Luna Wolves are guided by age old principles of humanity: freedom, fraternity and equality, and that translates towards our organisation structure.

Our governing bodies reflect that search for plurality: both the Warrior's Lodge and the Mournival are instituted to ensure not a single voice will ever quieten the voices of many. In the Warrior's Lodge, where we discuss the future of the organisation, we are all equals, warriors, leaving our ranks at the door before proceeding to engage with one another.

With the purpose of being able to operate effectively throughout all time zones and regions and to ensure that different styles of gameplay have a place within our Legion, we are mostly decentralised, with each Company being its own entity within the legion able to operate independently and sustain itself.

The legion strives to provide a place where all Companies can operate freely and gives the tools and resources to allow for cooperation between them.

THE WARRIOR'S LODGE

Any legionnaire can join the lodge if invited by a current lodge member. In it, they can voice their opinions and ideas for the future of the legion as well as occasionally vote upon topics proposed by the Mournival. In the lodge, rank does not have a place, and all voices are heard and respected equally.

THE MOURNIVAL

The Mournival is the executive body of the legion, composed of five members to ensure not one voice is too strong and to bring different points of view into any decision they may take. They are the founders of the new Luna Wolves and steer the direction of the Legion with the help of the Warrior's Lodge.

The Luna Wolves are fiercely independent, each Company being an entity of its own that may differ much to the next in terms of ways of working, structure or ethos, and is expected to be able to sustain itself for prolonged periods. Only in times of dire need a **First Captain** may be appointed to take control of two or more companies if a member of the Mournival cannot.

FIRST COMPANY

SECOND COMPANY

[...] COMPANY

Companies are the main operative unit of the Luna Wolves. They are two or more Squads under the direct control of a Captain and can vary much in purpose: from Warbands to Support companies specialised on logistics, Exploratory companies charting new routes in the verse or, of course, multi-role companies with Squadrons dedicated to different trades. The composition of each company is the prerogative of its captain and their members, and it can be made of any number of Squadrons.

Squadron 1

Squadron 2

Squadron [...]

Squadrons are units of up to 20 legionnaires commanded by a Lieutenant that can be supported by one or more Sergeants to act as aides or leaders of smaller teams. There are different Squadron types to cater to all kinds of gameplay.

RANKS OF THE LEGION

There are several ranks a Legionnaire, or aspiring acolyte can attain within the Luna Wolves legion. It is important to note that with these ranks does not come the obligation to partake in the decision-making process and guidance of the future of the Legion. As explained before, that is reserved to the warrior's lodge, to which any ranking officer is of course invited to participate in but just as another warrior.

With that said, these are the ranks attainable within the Luna Wolves:

- **Acolyte:** Affiliates that also swear allegiance to other organisations, they are free to partake in any event hosted or sponsored by the Luna Wolves and to join any Squadron of their choosing.
- **Legionnaire:** The backbone of the legion, full members that have sworn their main allegiance to the Luna Wolves. You must set our org as your main org in the verse to become a Legionnaire.
- **Sergeant:** Veteran legionnaires that have demonstrated leadership ability or act as aides to their Lieutenants or Captains.
- **Lieutenant:** Leaders of the legion, many of them heroes on their own right, leading Squadrons of up to twenty legionnaires.
- **Captain:** The highest rank within the legion and one that all the members of the Mournival also hold. They can create companies spanning several Squadrons and lead them in battle.

TACTICAL SQUADRONS

Tactical Squadrons are the backbone of the Legion, versatile groups capable of achieving a variety of combat-oriented missions: from infantry operations to air superiority aces, they use any assets at their disposal to achieve their goal.

LOGISTICS SQUADRONS

Logistics Squadrons span from groups of legionnaires capable of keeping supply lines open during combat to miners, traders or builders who wish to operate afar from the battle-line. In all cases they allow the legion to remain financially independent.

DEVASTATOR SQUADRONS

Devastator Squadrons are composed by those amongst the Wolves that have an inkling for fire and brimstone. Specialists in operating and targeting the heaviest forces, their laughter is often the last sound heard by those attacking the UEE.

APOTHECARY SQUADRONS

Apothecary Squadrons are comprised of the valued Apothecaries of the legion, providing medical and extraction support to the legion or other citizens of the UEE. All apothecaries being legionnaires, they can be as deadly to foes as they are helpful to allies.

EXPLORATOR SQUADRONS

Reconnaissance specialists and saboteurs at their origin, the Explorer Squadrons have expanded to also encompass dedicated Exploration and Scientific teams that support the expansion of the UEE one discovery at a time.

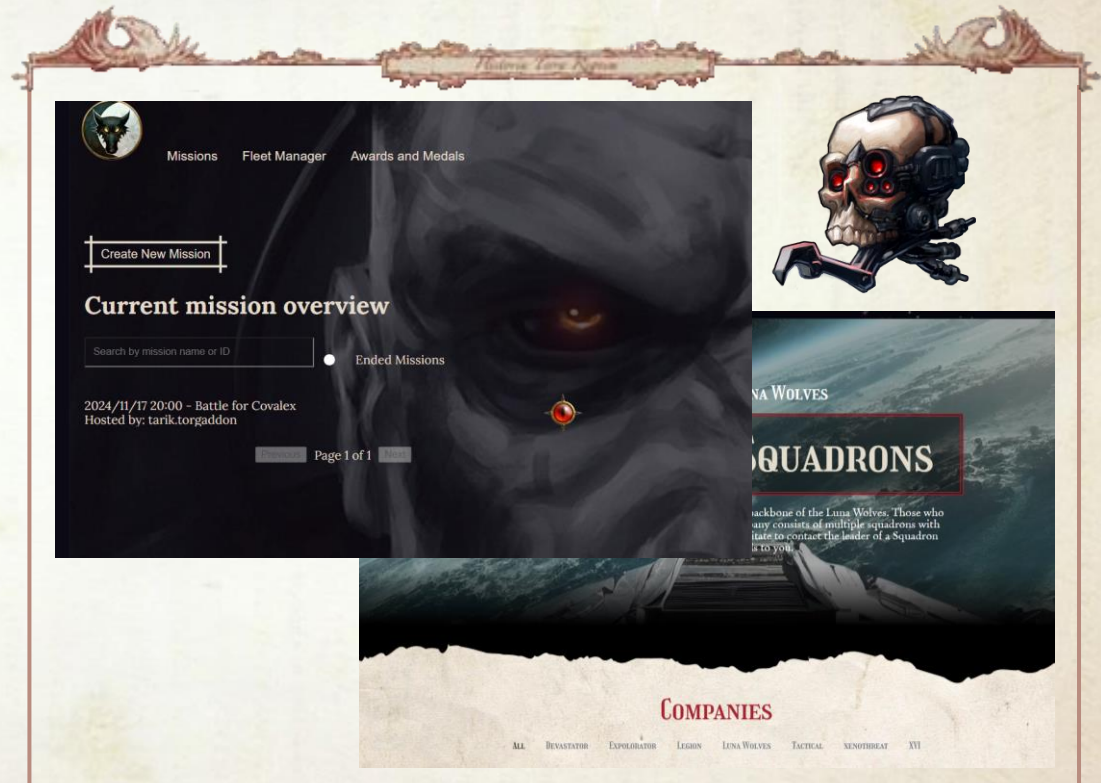
We want players with all kinds of interests to join us and we want to foster all kinds of gameplay. For that there are several kinds of Squadron types to ensure you can find your place in the Verse with us whether you like to be combating in the frontline or building bases and trading resources.

WHAT JOINING US WILL DO FOR YOU?

YOUR GAME, WITHOUT LIMITS

- **Community:** You will join a community of 500 active Legionnaires and Acolytes that is highly active, engaging, open to new ideas and friendly.
- **Content:** With increased numbers comes increased activity, no more content or activity draughts since united we become more than the sum of us apart.
- **Fleet:** We have hundreds of capital ships for you to crew and try.
- **Tools:** You will gain access to our proprietary tools like generative AI enabled bots, mission builder portals where you can create and sign to all our events and our organisation page where we will showcase your squadron and or company to all the legion.

Overall, we want you to enjoy Star Citizen however you see fit but empowered to access all end game content through your allegiance to the Legion.



Here you can see screenshots of our mission portal, our org website and our beloved servitor, Servo-skull, powered by generative AI.

SO... WHAT'S NEXT?

YOUR JOURNEY BEGINS HERE

If you'd like to join our Legion and establish here your base, we'd be delighted to have you with us. If your organisation has 20 or more members, we will institute one of you that you designate as one of the legion Captains with full rights so you can re-create your org as an independent company within the Luna Wolves. That Captain can then assign Lieutenants for up to four Squadrons and as many Sergeants as he deems necessary.

If you have less than 20 members, we will institute you as a Squadron with one of you as a Lieutenant and up to two of you as Sergeants and help you find a company where you can grow in number and strength so in the future you can create your own Company too.

- Discord: <https://discord.com/invite/luna-wolves>
- Luna Wolves site: <https://lunawolves.org/>
- RSI site to join:
<https://robertsspaceindustries.com/orgs/XVILEGI ON>
- Mission portal: <https://wolf-den.nl/>
- Fleet yard: <https://fityrd.net/fi/QhZPF0ISCw/>

If you have any further questions feel free to ask any of our captains or reach out to Tarik Torgaddon through his username in Discord: Tarik.Torgaddon