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Apalion JCC Roles for Galactic Colonization Corporation (GCC)

This is the list of all the roles involved in the Galactic Colonization Corporation. Make sure you read through the description of your role carefully and familiarize yourself with the descriptions of those whom you plan to work closely with.

President Oberon:

As president, you are the leader of all that the galactic colonization corporation does. You should care about the GCC turning a profit but also staying safe.

You have veto power on any action that the committee wants to take or any decisions that they make. Any secret actions taken by the committee must go through you.

Head of Mining Development (Johann Vox):

You are in charge of the reason why the galactic colonization corporation is on Apalion, the mining of Malonian. You are interested in monetary gain. This should be your priority in the committee.

You may start mines when you want to without consulting the committee. Your current resources, without a shipment of supplies, only allow for the construction 2 more mines. You may also move bulldozers and mining equipment.

***Important:** Make sure to familiarize yourself with the map (on the last page) as well as your position on pg. 5!*

Your Inventory:

- Mining machines: 2
- Bulldozers:6

Head of Air Force (Idris Jethro):

Your job is to keep the futuristic military jets and helicopters safe, as well as the people in them. You will also have to succeed as a military group. You help to battle the tribal groups. You have the intention of capturing new mines, as well as protecting the ones that we already control from the natives. You may move air troops wherever you want whenever you are allowed to.

Your Inventory:

- Helicopters: 10
- Large airships: 2
- Jets: 1

Head of Ground Forces (Iskendra Toivo):

You are the leader of soldiers on the ground. Your role is to fight against the tribes when it is necessary or requested. You should keep your troops safe but also succeed at your mission. You may attack with your ground forces whenever it is required or requested.

Important: Make sure to check your positions on relations (see pg. 5)!

Your Inventory:

- Soldiers: 200
- Manned robots: 5
- Slow tanks: 2

Head of Navy (Sven Artork):

Like Planet Earth there are 2 times as much ocean as land on planet Apalion. The head of navy is interested in protecting soldiers while still being a successful military unit. You may move naval forces when you desire.

Important: Make sure to check your positions on relations (see pg. 5)!

Your Inventory:

- Large battleships: 1
- Transport ships(soldiers or goods):5

Head of Planetary Exploration (Xavion Galt):

Your task is to figure out the geography and resources of the planet. You are necessary to the safe harvest of Malonian. (Safe to the GCC)

You may send exploration teams into the jungle to search for Malonian veins to power futuristic tech and turn a profit.

Important: Make sure to check your positions on relations (see pg. 5)!

Your Inventory:

- Exploration teams: 2

Head of technological development (Aurelius Quantum):

There are many new developments based on Malonian's properties. Malonian is extremely expensive but could be useful to the GCC if it can be used to make a futuristic weapon, tool, vehicle etc.

You may use Malonian to try and create faster modes of transportation or better weapons as well as other technological developments.

Important: Make sure to check your positions on relations (see pg. 5)!

Head of Rataman relations (Emre Odelle):

It is important to you to have good relationships with this tribe and it's leaders so that the GCC can convince them to move. You also want to repair the damage done to their tribe through diplomatic action so the GCC still gets what it wants.

You may help communicate with the Rataman tribe. You might also communicate with the head of Karmahi relations since both of you have similar goals. You are not required to disclose all information you learn to the committee.

Important: *Make sure to check your positions on relations (see pg. 5)!*

Head of Karmahi relations (Mazarine Gortz):

It is important for you to be a good communicator with the karmahi so that the GCC can get what it wants. You want to persuade them to leave their territory.

You may help communicate with the karmahi tribe. You might also communicate with the head of Rataman relations because both of you have similar goals. You are not required to disclose all information you learn to the committee.

Important: *Make sure to check your positions on relations (see pg. 5)!*

Head of Earth communication (Axium Solgard):

Your job is to make sure that is the GCC still has support from Earth. You communicate and work closely with all the humans. Since humans are very interested in the resources on Apalion, you make sure that this is also the main interest/goal of the GCC. You must take this mission look safe and inexpensive so that earth continues to feel good about it.

You can issue press releases back to earth, but your goal should be to keep morale high.

Important: *Make sure to check your positions on relations (see pg. 5)!*

Head of Earth Transport (Zafira Falcov):

Your job is to make sure that the GCC continues to get supplies from Earth and stays safe. Another key priority is ensuring that your organization will be able to leave when the mission is over. The GCC relies heavily on generator ships and supply drops from Earth to continue to be able to mine on Apalion.

You can coordinate supply drops and safe ships to leave in.

Important: *Make sure to check your positions on relations (see pg. 5)!*

Your Inventory:

- Ports accessible by boat: 2
- Safe leaving capsules: 10
- Supply drop receiving site: 1
- Transport ships: 5

Rataman spy (Cyana Alkonost):

Your job is to gain information about the Rataman tribe to help the GCC achieve their main goal of either defeat or creating some sort of an agreement that would allow the GCC to continue mining. You are the

GCC's primary form of peaceful contact with the Rataman people, so it is important that you maintain a very close/trusting relationship with them. You will work very closely with the head of Rataman relations to achieve this goal. The information you learn about the Rataman people and planet Apalion you should share with all the other members of the GCC, so it is also important to have a good relationship with them. You might also communicate with the Karmahi spy since you are both have similar roles.

Important: *Make sure to check your positions on relations (see pg. 5)!*

Karmahi spy (Jax Fitrei):

Your job is to gain information about the Karmahi tribe to help the GCC achieve their main goal of either defeat or creating some sort of an agreement. You are the GCC's primary form of peaceful contact with the Karmahi people, so it is important that you maintain a very close/trusting relationship with them. You will work very closely with the head of Karmahi relations to achieve this goal. The information you learn about the Karmahi people and planet Apalion you should share with all the other members of the GCC, so it is also important to have a good relationship with them. You might also communicate with the Rataman spy, since you both have similar roles.

Important: *Make sure to check your positions on relations (see pg. 5)!*

Head of worker relations (Ludek Vaughn):

You are in charge of maintaining peace among all the miners, soldiers, and other people who work for the GCC. It is vital to make sure the GCC works as a cohesive unit so that the main goal can be achieved in a productive manner. If any conflicts arise amongst the GCC workers, you will want to work quickly to resolve them. To make sure the workers stay loyal to the GCC, you also want to make sure that they are happy and feel that their concerns/voices are being heard.

You can withdraw workers if you feel like they need better rights.

Important: *Make sure to check your positions on relations (see pg. 5)!*

Interests and main motivations while in committee:

This is the list of which roles should be interacting with each other based on their primary interests/goals. Whichever heading(s) your role is listed under, prioritize (but don't restrict) your communication with the other roles listed under that heading.

People who want to take the natives:

- Head of Planetary Exploration

People interested in learning about the Rataman:

- Head of Rataman relations
- Rataman spy

People interested in learning about the :

- Head of Karmahi relations
- Karmahi Spy

People who need to see the GCC turn a profit:

- Head of mining development
- Head of Air force
- Head of Ground forces
- Head of Navy
- Head of worker relations

People interested in keeping the relations with Earth a priority:

- President
- Head of tech development
- Head of Earth communication
- Head of Earth transport

Map Of Planet Apalion

