



U.N.G.O.C Groups Of Interest Guide



Includes excerpts from the PSYCHE Division database chosen to suit Pinewood's operations.

Introduction

During your time in Pinewood you will encounter an abnormally high number of members from different paranormal organisations and groups. As you know, it's one of your jobs to ensure these organisations actions do not go against any of the fivefold missions, and if they do so, to stop them.

This guide will quickly explain relation statuses, the most common of the groups, the GOC's policies with them and the codename that the GOC has assigned them. The codenames are not strictly enforced as of now, **but it's vital that you learn them in case they are used.**

Relation Statuses

There are 5 possible statuses our relations with a GOI can be:

Active statuses are detailed in the Secondary Communications [REDACTED].

Allied: Allies are to be defended and you are to assume that they will defend you in an open combat situation. Due to the GOC's neutral nature this does not happen often, however when it does, operatives are expected to keep relations in mind when dealing with any allies.

Friendly: Members of friendly GOI's are to be treated with respect and hospitality. If they have a request, listen to it. While they are friendly, Operatives are not to put themselves in danger to assist a Friendly GOI Member unless ordered to by SNCO+

Neutral: Neutral GOI's are to be left alone unless missions 1 through 5 are in danger, or negotiations are being held. Report any incidents with neutral factions to SNCO+

Presumed Hostile: Presumed Hostile factions are not KOS. You are to be on high alert for them and be ready to engage them at all times, if a faction with this status is openly hostile to a GOC operative, their status moves to hostile unless told otherwise by SNCO+

Hostile: All members of this faction are KOS and to be treated as enemies of the GOC. They will very likely be actively engaging GOC Operatives and for this reason you should be on high alert when you leave the base.

****POLICIES BELOW ARE SUBJECT TO CHANGE. CHECK THIS DOCUMENT OFTEN TO STAY UP TO DATE ON GOI POLICIES.****

The SCP Foundation

Codename: Kewpie | Canadian Armed Forces (Civilian Codename)

Common Relations: Neutral - Friendly

About: The Foundation, Most GOC operatives should already be briefed and knowledgeable about this group, however as a simplified refresher, the SCP Foundation contains parathreats for testing. They are not likely to be a threat to mission 2 considering they are very involved with keeping the veil of secrecy up, however they can be a threat to GOC operations on some occasions. For example, if a GOC operative is attempting to liquidate a parathreat, there is a slim chance the foundation will intervene and attempt to contain it.

Policies: The GOC is attempting to remain neutral with the foundation to keep pinewood safe. You are not to attack or threaten any Foundation operatives unless a CO says otherwise. If a Foundation Operative interferes with GOC Operations/Missions, Inform a CO ASAP.



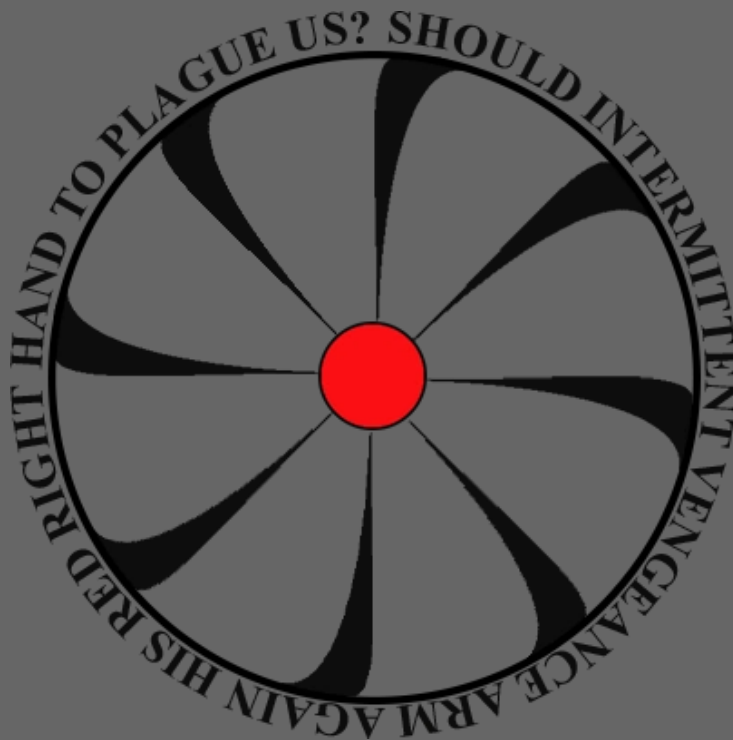
The Chaos Insurgency

Codename: Carcinoma | Quebec Militia (Civilian Codename)

Common Relations: **Neutral** - **Presumed Hostile**

About: The Chaos Insurgency are enemies of the Foundation, seeking to utilise Parathreats in order to cause harm to them and other groups, including civilians. In an attempt to keep the peace in pinewood, The GOC has remained neutral with the CI, however it is quite common for relations to go hostile, considering our groups interests clash often.

Policies: Keep an eye on CI at all times. Do not inform Foundation about their raids or operations unless told to by CO+ If CI Personnel are hostile to you call it out on comms. Our relation with them, while neutral by default, will move to presumed hostile if any GOC operatives are attacked, and hostile if they continue attacking.



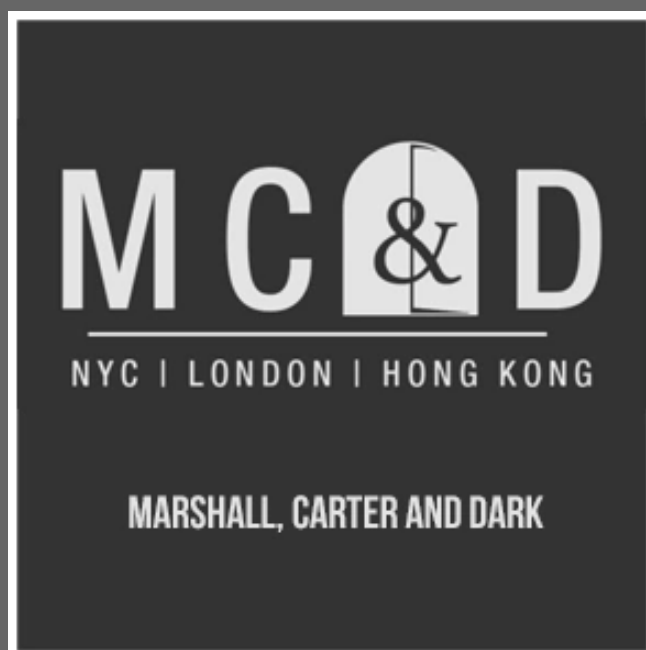
Marshall, Carter & Dark

Codename: McConnell

Common Relations: Neutral

About: MC&D Ltd. are an extremely large club based in London well known for selling and using parathreats for their own economic gain. Worldwide they are extremely powerful and are to be cautiously dealt with. However the MC&D found in Pinewood are usually mere field agents pawning off low level artifacts, and are easily dealt with.

Policies: If an MC&D salesman is endangering Mission 2, stop them. Extremely simple. Although MC&D can occasionally be found assisting CI, So ensure you are extremely cautious around them when CI are hostile/presumed hostile.



Pinewood Civilians

Codename: N/A

Common Relations: Neutral-Friendly

About: The Pinewood civilian populace, while not anomalous by nature, are by no means 'normal'. Civilians are easily influenced by GOI's and are inquisitive into the 'Strange' nature of their town. Civilians are to be treated with respect when possible and you are to provide them aid if friendly, as whilst you are a GOC operative, you are still a member of the UN.

Policies: Humanitarian Aid Projects may be carried out by the GOC in order to gain the populations favour and aid them in times of conflict, during these you are to provide civilians with medical attention, shelter etc. Civilians may also be hired as Embassy Workers if authorised by SNCO+. These workers will act as secretaries and embassy workers.

The Mayor's Office and the Rangers

The rangers of pinewood and Mayor have slightly different needs than normal civilians. Rangers may be extremely intrusive into UN work or assist. Mayors may be cooperative or directly work with CI. 1SGT+ will normally deal with bad mayors and rangers, However if a Mayor or Ranger is approachable and friendly, treat them with respect and listen to what they want.