

Military & Organizations

Survey Corps, Military Police, Garrison, government, and other organizations.

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Survey Corps

Scout Regiment operations and history.

SCOUTING LEGION

The Scouting Legion

The Scouting Legion is one of the three main branches of the military, specializing in expeditions and titan engagement to progress humanity. It is the military's prime branch in terms of titan engagement, responsible for finding a way to eliminate any titans that wish to eliminate humanity, how titans got here and eliminate them so that humanity can survive. Due to their constant expeditions and encounters with titans, they are the most skilled in using the omni-directional mobility gear.



The Spearhead of Humanity

The Scouting Legion, renowned as humanity's frontline defenders against the Titan threat, operates as a vital force within the military. First guided by Commander Oryx Shun, this heroic branch shoulders the daunting responsibility of venturing beyond the colossal walls. Equipped with 3D Maneuver Gear, soldiers undergo rigorous training to engage in high-stakes battles, exploring the perilous unknown in pursuit of vital information about Titans. Life in the Scouting Legion is marked by constant danger, high mortality rates, and the psychological toll of confronting the mysterious Titans. Despite these challenges, soldiers exhibit resilience, camaraderie, and an unwavering sense of duty, fueled by the hope of reclaiming humanity's lost territories. The Scouting Legion stands as a symbol of human tenacity, illustrating sacrifices and determination within this captivating and cruel world.

The Scouting Legion Life

Within the Scouting Legion, life is a compelling tapestry of camaraderie and heroism set against a backdrop of ceaseless danger and high mortality. The Legion stands as a crucible where soldiers forge deep bonds and experience personal growth through the adventurous exploration of the unknown beyond the colossal walls. Acts of heroism become a common currency, showcasing the resilience and unwavering courage of its members. However, this bright side is tempered by the shadows of psychological strain and isolation that pervade the soldiers' existence. The toll of witnessing the horrors of Titans and the uncertainty of their missions manifests in the form of PTSD and mental strain. Additionally, the isolation from civilian life, coupled with the constant exposure to peril, creates an environment where survival is not just a battle against Titans but a daily

NAME	Scouting Legion
FOUNDER	329 BHN King
IN USE	841 AHR - Current
PERSONNEL	250+
COMMANDER	Yato K. Faust
ASSISTANT COMMANDER	Eros Faust
SECTION COMMANDER	Acillius Grice
SECTION COMMANDER	Tamari Kriess
SECTION COMMANDER	None

struggle. The narrative of the Scouting Legion unfolds as a complex saga, weaving together elements of resilience, sacrifice, and valor in the unrelenting battle for humanity's survival.

The Tactical Reconnaissance Squadron

The **Tactical Reconnaissance Squadron** [TRS], stands as the frontline squad within the Survey Corps. Their multifaceted responsibilities include reconnaissance (exploration of unoccupied land for strategic purposes), information relay, Titan baiting, Titan engagement, and Missing in Action (MIA) rescue missions. While primarily an offensive unit, the Recon Squad significantly contributes to defensive operations by assisting in Titan elimination and luring Titans away from the center of our formations to prevent harm. Due to their extensive exposure to dangers, the Recon Squad carries one of the highest mortality rates in the entire military. Consequently, this squad seeks only the most confident soldiers, individuals unafraid of the inevitable, to fulfill their expected duties. Members of the Recon Squad are expected to demonstrate determination, excel both as individuals and within a team, possess agility, keen observational skills, and proficiency in Titan combat. Their crucial role underscores the need for individuals with unwavering commitment and competence.

Members of this unit have the chance to join the sub-elite squadron, the Advanced Operations Unit [AOU], which is currently held as a sub-squadron within TRS. Members of the Advanced Operations Unit have a higher chance of getting hand-picked into the Special Operations Squadron.

The Research Team

The **Research Team** [RT] within the Scouting Legion plays a crucial role in comprehensive research. Comprising a diverse group of multidisciplinary researchers, our mission spans invention, construction, repair, investigation, assistance, and dedicated research. Beyond traditional boundaries, we collaborate with other Research Squadrons to address combat and non-combat challenges, including illnesses. Through collective expertise, we strive to develop innovative solutions, contributing significantly to societal improvement.

The Research Team is currently disbanded, however it will remain in the wiki as it has been continuously relevant in lore.

The Special Operations Squadron

The **Special Operations Squadron** [SOS], is the elite force of the Scouting Legion and comprises the organization's foremost individuals specializing in exterior combat. Distinguished as a classified squadron, all activities, events, and missions within the Special Operations Squadron are held under strict confidentiality. Membership is invitational, extended solely to individuals demonstrating elite skills, emphasizing this elite force's exclusive and distinguished nature.

Military Police

Interior Military Police.

MILITARY POLICE

The Military Police Brigade

The Military Police Brigade is the most interior sided branch of the Military. It consists of people that usually engage in human versus human situations. Rarely, selected members attend titan events as well.

The Interior Force of The War

One of the three main branches of the Military, the Military Police is a safeguard for the civilians, protecting them from internal threats such as Titans. Their main job is to protect civilians and investigate criminal offenses within the walls. They are known to have many special skills, including the ability to talk to civilians easily, be able to deal with hostage situations, and much more. There are many skills to be learned within the Military Police as it requires a set of innate abilities for their day-to-day life.

The Military Police Life

The Military Police maintain order, deal with human issues, and have limited encounters with Titans. Their somewhat comfortable lifestyle, political tie civil resolving, and occasional support for the Stationary Guard are part of their routine. Despite less exposure to external threats, they undergo combat training and may face internal threats in their jobs.

The Breaching and Raiding Squadron

The Military Police Brigade's **Breaching and Raiding Squadron [BARS]** is a cross-branch squadron based in the Military Police. Members of any branch may join it, however the high-ranks are restricted to MP only. This squad is tasked with being on the frontline of interior threats, being the first people to enter dangerous scenarios with the hope of giving the military an advantage. They are expected to be able to run into buildings that could potentially have criminals inside of them and possibly eliminate the threat before it gets out of hand. Members of this squadron may be scouted into their branches' respective Elite Squadrons depending on their performance.



NAME	Military Police Brigade
FOUNDER	206 BHR - King Delroy II
IN USE	841 AHR - Current
PERSONNEL	150
COMMANDER	Kaelith Faust
ASSISTANT	Aloyrius Faust
COMMANDER	Dean Marseille
SECTION	None
COMMANDER	None
SECTION	None
COMMANDER	None

The Investigation Squadron

MP's Sub Elite Squadron; The **Military Police Investigation Squad [MPIS]** consists of

highly skilled investigators. Tasked with solving serial cases, with access to classified information. Known for their skill in decoding, negotiating, and interrogating, they are the first to analyze crime scenes. Their goal is to ensure Humanity's safety from internal threats and to take things down from behind the scenes.

The First Interior Squadron

The **First Interior Squadron [FIS]** is the Elite Squadron of the Military Police Brigade. They operate in high-profile and classified missions. Due to this, they will almost always find themselves in the middle of combat. They work harder than the rest of the Brigade to keep up their status and skill.





Military Police ongoing training

Garrison

Wall defense and garrison regiment.

STATIONARY GUARD

The Stationary Guard

The Stationary Guard, led by the __Stationary Guard, are the one who deals with interior and exterior threats, maintaining the peace within the walls.

The Shield of the Walls

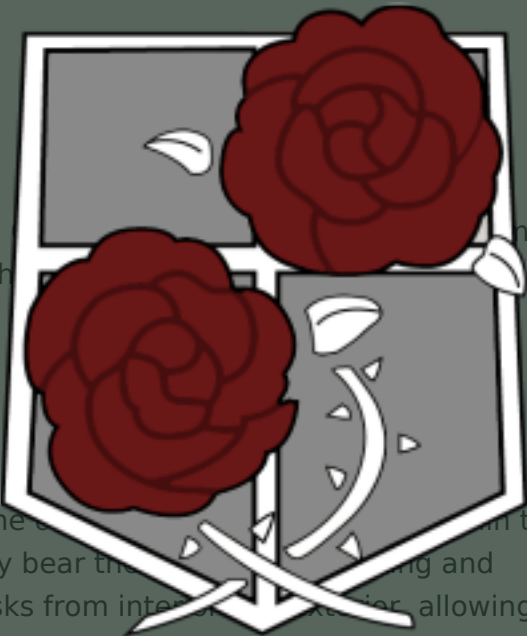
The Stationary Guard, also known as The Garrison is one of the main branches of the military. Initially led by Commander Reil Leonhart. They bear the responsibility of maintaining the three walls. They are trained for all tasks from interior security to exterior defense, allowing their soldiers to gain valuable a wide range of experience and skills. Tasks such as dealing with civilian matters to guarding the gate from Titans entering are done by the Stationary Guard. The Stationary Guard mans the cannons mounted on the Walls that are often used for long-range Titan defense. They must also deal with civilian evacuations and have emergency plans for dealing with scenarios for when the Walls are breached to make sure the citizens are evacuated safely. Their current commander is Rof Faust.

The Stationary Guard Life

Life in the Garrison Regiment can be a bit less adventurous compared to the Survey Corps, but it's not without its challenges. Members of the Garrison are responsible for patrolling the walls, maintaining order within the cities, and dealing with any Titan threats that breach the defenses. It's a mix of routine tasks and sudden bursts of action when Titans attacks. They are also constantly trained to improve their Titan killing skills and dealing with Human threats.

The Frontline Engagement Unit

The **Frontline Engagement Unit** [FEU] acts as SG's primary exterior unit, and our main titan engagers. They work alongside SL in clearing titan threats, and are SG's primary individuals for all exterior operations. They also work alongside SL in reclaiming MIA soldiers. They're the front of SG's formation in wall defenses.



NAME	Stationary Guard
FOUNDER	206th Survey King Delroy II
IN USE	841 AHR - Current
PERSONNEL	90+
COMMANDER	Rof Faust
ASSISTANT COMMANDER	None
SECTION COMMANDER	Zacian Faust
SECTION COMMANDER	Tamara S. Braun
SECTION COMMANDER	None

There are two sub-squads in the Frontline Engagement Unit, the Reconnaissance Support Squadron, and Tactical Assistance Squadron. Within the Reconnaissance Support Squadron, members explore beyond the walls alongside the Scouting Legion, searching for new places to build bases. They tend to attend expeditions alongside the Scouting Legion when the time calls for it. Within the Tactical Assistance Squadron, members are put to the front line of titan engagement. Members of this squad are expected to be expert engagers, as they are the Stationary Guard's front-line squad of engagement, running right behind Vanguard and SRT.

Members of FEU have a chance to work up to joining the sub-squadron of the Special Response Team, known as TEAR, a titan combat team.

The Interior Cover Unit

The **Interior Cover Unit** [ICU] is a specialized squadron focused on handling and mitigating threats within the confines of secured perimeters. Collaborating closely with Military Police and various other branches concerned with interior missions, ICU operates as an essential component in ensuring the safety and security of enclosed spaces.

There are two sub-squads in the Interior Cover Unit, the Resource Defense Squadron, and the Interior Patrol Squadron. Within the Resource Defense Squadron, they work on advancements, research, and overall defense during exterior events. In interior events, if there is a civilian threat, the Resource Defense Squadron will be on the front line of engaging the threat while the other unit, IPS, works on getting civilians to safety. Within the Interior Patrol Squadron, their main focus is civilian interaction. They are emergency responders, always making sure to be on the scene in case of any altercation. For exterior events, they work to save injured or stranded personnel, as well as building and playing an overall support role, carrying extra supplies on their person.

Members of ICU have a chance to work up to joining the sub-squadron of the Special Response Team, known as SCAR, an interior combat team.

The Special Response Team

The **Special Response Team** [SRT] is the Stationary Guard's sub-elite squadron. They work closely with the Vanguard Squadron, in both interior and exterior threats. They are expected to be skilled fighters, as the Vanguard Squadron often picks from a pool of the members. There are two sub-squadrons, SCAR and TEAR, which both focus on their own sides of the walls, with SCAR handling interior threats and TEAR handling exterior threats.

The Vanguard Squadron

The **Vanguard Squadron** [VG] is the Elite Squad of the Stationary Guard. These individuals are the best of the best in the branch, and specialize in both titan and interior combat. This unit is not open to tryouts like the ones above, and all soldiers are handpicked, and the events that take place inside this unit are classified.



Training at Wall Rose by the Stationary Guard



Graduation ceremony with the Stationary Guard High Ranking Officers

Government

Government and political structure.

Government

ROYAL GOVERNMENT

The Royal Government of Humanity

The Royal Government, led by the __Prime Minister__, serves as the political framework, creating laws and providing governance for civilians and military alike. The government's principle tenants are to serve both the civilian and military populace, and to provide a basic structure of governance through which individuals can enact positive and fruitful change. At the core of the Royal Government is a guiding principle of serving individuals, each maintaining that life in the walls isn't hindered negatively via lore means.

The Government of The Walls

The Royal Government is classified as a Constitutional Monarchy; the Monarchy is led by the Monarch (King or Queen), who is bound in certain aspects by the Constitution of Humanity, and there is, of course, a Constitution which provides the frameworks for Governmental and Societal structures. The Monarch is by all means the head of state, however they are not the head of government, as that title is held by the Prime Minister. Within the framework of the Government exists a federalist structure of governance, where there is a distinct separation of powers between the Executive, Legislative, and Judicial branches of government.

The Constitution of Humanity

The Constitution of Humanity (CoH). For more information on everything here, you should head to the Constitution of Humanity. Refer to the Articles of Government Establishment for all information pertaining to the foundations of the Royal Government.

The Constitution:

<https://trello.com/b/bq6ugpAI/constitution-of-humanity>

The Role of the Royal Government

The Constitution of Humanity, and by extension of that, the Royal Government, are tools to be used by the People of the Walls in achieving societal benefit and regulating social behavior, whether wanted or unwanted. The Royal Government provides humanity a multifaceted role as the primary creator, arbitrator, and enforcer of society's laws, in addition to being a structure that civilians and the military look to for guidance during times of crisis or need. The role of government can be succinctly defined as providing order and protection to society.

Political Parties

Political Parties are a way to show your support for specific ideologies, bills, and/or members of the Congress. They serve as lobbyists during the open forum and during party-specific PDs. Party members may only suggest legislation and give opinions; they have no direct involvement in the Assembly. Because of this, anyone can join a party as an official member, rather than just a supporter. You may only be a member of one party at any time.

The **United Democratic Party** [UDP] is the democratic and popular force within the walls. They stand with the people and support the establishment of a fully democratic and autonomous regime, without entirely calling into question His Majesty's reign. Every inhabitant would have the opportunity to vote for representatives, who in turn would elect a leader of the walls. A universal, yet indirect suffrage—one that would avoid creating chaos within the walls. Their initial objective is to gradually reduce the influence of the kingdom's great aristocrats, whose often-ignored corruption undermines stability within the walls.

The **The Alliance of Workers and People** [AWP] is a merged party between the former Worker Movement Party and Socialist People's Front. Their objective is to strengthen the words of the working-class citizens of the walls, whether that is the Military or the average minimum-wage worker. They work to make their needs and wants seen, as well as to show the determination of the working class.

The **Federalist Capitalist Alliance** [FCA] believes steadfastly that the government shall not, must not, and will not intervene, meddle, or otherwise interact unnecessarily with the affairs of the economy, private business, or commerce. The Party steadfastly believes that the government and greater state must be reduced as minimally as possible while still retaining basic functions. They are against socialist law, and ensure that socialist thought and its dangers and shortfalls are properly taught to every man, woman, and child in the Walls, though certain aspects may be entertained for the sake of maintaining stability.

Royal Executives

The Prime Minister (PM) is the leader of the Royal Government, tasked with providing an executive leadership to the government in tandem with his or her appointed Deputy Prime Minister(s). The Prime Minister most notably functions as the primary overseer of the Royal Government, maintaining that all of its respective ministries and governmental branches are functioning as smoothly and optimally as possible. He or she can also create new ministries that operate under the direction and guidance of the Executive Branch. The Prime Minister also takes up a role in overseeing the military and its branches, maintaining that no violations of the law or corruption is occurring. The current Prime Minister is **Nate Marseille**.

The Deputy Prime Ministers (DPM) are the co-leaders of the Royal Government, tasked with providing leadership to the government in tandem with the Prime Minister. If the Prime Minister position were to ever become vacant, then the Deputy Prime Minister(s) would assume all duties of the former and become the new PM. These individuals participate in the Ministry of Legislation as the tie-breaking vote, most notably, and are tasked with overseeing whatever ministries the Prime Minister appoints them to. They are, in effect, tasked with whatever obligations or duties that are

delegated to them by the Prime Minister. The current Deputy Prime Minister is **Mikhail K. Leonhart**.

Royal Judiciary

The **Ministry of Justice (MoJ)** is the Government's courts, and they help to ensure equal and fair justice under the Constitution of Humanity, law, and Monarch. They maintain that each individual receives a fair and impartial trial, and that no individuals' rights are infringed upon at all prior to, during, or directly following the judicial process. These adjudicators of the law uphold it to the highest standard, and maintain that justice is properly served within the walls. They also may determine the legality of a particular law or action, through their Constitutional power of Judicial Review, and through the enactment of the Supreme Court of the Walls. The current Supreme Justice of The Walls is **Abdel Luciano**. The current Deputy Minister of the Ministry of Justice is **Ada B. Luciano**. The current Chief Justice is **Tetsu Y. Marseille**.

Royal Legislature

The **Ministry of Legislation (MoL)** is the Government's Royal Legislature that serves to create laws and acts to the Constitution of Humanity. It is composed of representatives from districts, territories, branches, and various groups across the walls, all for the purpose of designing legislature that will best serve and fit their respective groups of people. Individuals in the Royal Legislature take up political parties, and political positions, and for more information regarding these parties, see party-information . For more information on applications, see #government-forms. The current Speaker of The Royal Legislature is **Leon Trotsky**. The current Clerk of The Royal Legislature is vacant.

The Ministry of Branch Representatives

The **Ministry of Branch Representatives (MoBR)** is a subsidiary of the Ministry of Legislation, serving as the primary means by which the military and various groups across the walls can voice their opinion to the government. Each branch/group elects their representative to represent them in the Royal Congress in tandem with the Ministry of Legislation.

Royal Districts Governorship

Governors are the primary governmental executive of the region, tasked with providing leadership and governance to all inhabitants of their district. They generally have full control over district-related policies, such as military fly-zones, and can call for military action, a state of emergency, and other actions to be made on a case-by-case basis.

They can also set the tax rate for their districts, can distribute medals to individuals who have achieved highest honors inside their district, and can set forth any laws that they and their team wish to impose on the residents and visitors to their district.

Governors also reserve the authority to create ministry personnel positions for their respective districts, to aid them in providing leadership to their constituency, and Governors actively work with the Representatives from their Districts to ascertain that their constituency's interests are being served by their representatives in the Royal Congress.

The Government Engineers

The **Government Engineers** are the technological wing of the Royal Government. They spearhead the technological progression of Eldia both militarily and civil alike. This group oversees the research, manufacturing, distribution, and regulation of all newly engineered technological progression within the walls. This is to ensure the proper usage and the consistent improvements in the quality of said technology to better prepare Eldia's society from both external and internal integral issues. Although answering to the Prime Minister, this group is unaffiliated with political affiliations or factions; it's members work in a bias free environment for the sake of Eldia's future. The current Chief Engineer is **Gabboli Smith**. The current Assistant Engineers are **Alwin Marseille** and **Tanya von Degurechaff**.



Government officials and representatives of districts at Humanity's court room within the interior of Wall Sina

The Constitutional Monarchy

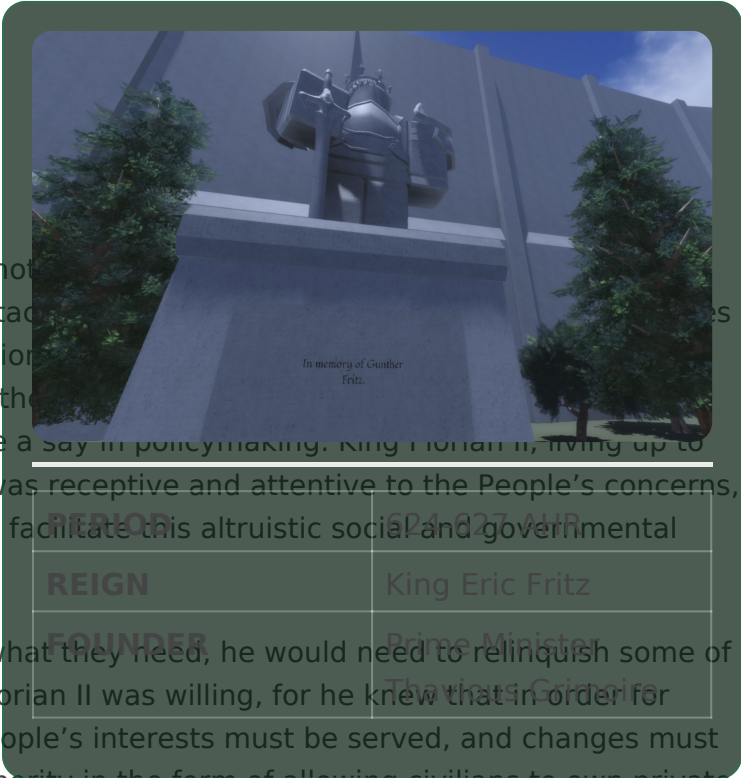
HISTORY

At the beginning of King Eric’s reign, fears of another catastrophe loomed over the People of The Walls. Many of the older civilians remembered the catastrophe that had befallen the city prior. The People of The Walls accordingly petitioned the King to take control of the city’s destinies. The People wanted to own the lands that they lived on, to have a say in how they represented them, and, most importantly, to have a say in policymaking. King Florian II, living up to his namesake and his title as “The Gracious,” was receptive and attentive to the People’s concerns, and looked to the Royal Government to try and facilitate this altruistic social and governmental reform.

Florian II knew that in order to give Humanity what they need, he would need to relinquish some of his absolute authority. To this end, however, Florian II was willing, for he knew that in order for society to continue to flourish and grow, the People’s interests must be served, and changes must be made. He thus relinquished some of his authority in the form of allowing civilians to own private lands, and in appointing a convention to form a Constitution that would codify a series of laws that would bind him and the rest of Humanity. The convention, spearheaded by Nobleman Mingus Braun, would finish this Constitution in 627 AHR, exactly four centuries after the initial founding of the Royal Government.

Coined “The Constitution of Humanity,” the Constitution codified Humanity’s rights; established federal and district/territory governments; separated the federal government into three distinctive branches: the Royal Executive, Royal Legislature, and Royal Judiciary; and enabled Humanity to engage with the Royal Government like never before through the democratic process. For the first time ever, Humanity could now elect their leaders. Perhaps the most important choice that Humanity was faced with in 627 AHR was who to elect to serve as the Prime Minister, the leader of the Royal Government. For many, however, this was a simple choice, and by the end of 627 AHR, Mingus Braun was elected to serve as the first Prime Minister of The Walls, a position that placed him second to only King Florian II himself. By the end of 627 AHR, Humanity embarked on a new era of peace and prosperity as democracy planted its roots in civilization.

PRESENT DAY



Today, the Constitution of Humanity is a landmark representation of the laws that govern our society. For hundreds of years, it has stood the test of time as a noble governing document, providing the Royal Government with a structure from which to operate, and the citizenry laws that they are expected to abide by. The Constitution also has notably stood the test of time in maintaining the People's demands for societal and structural reform, acting as a tool to be used by the Royal Government in solving society's issues. The Constitution of Humanity is a staple of the Monarchy's graciousness in relinquishing their absolute control in exchange for societal harmony, and the Royal Government's dedication to serving the best interests of the People of the Walls.

TRAINEE CORPS

Please Note: The Trainee Corps is currently a defunct branch, meaning that trainings are not hosted the only way to join branches as of late is to participate in weekly conscript events. Information in this page may not be accurate as the branch has undergone changes before they disbanded.

The Trainee Corps

The Trainee Corps, led by the __Trainee Instructor are the ones modelling cadets into future soldiers game itself; without a shadow of a doubt, their importance

The Trainee Instructors

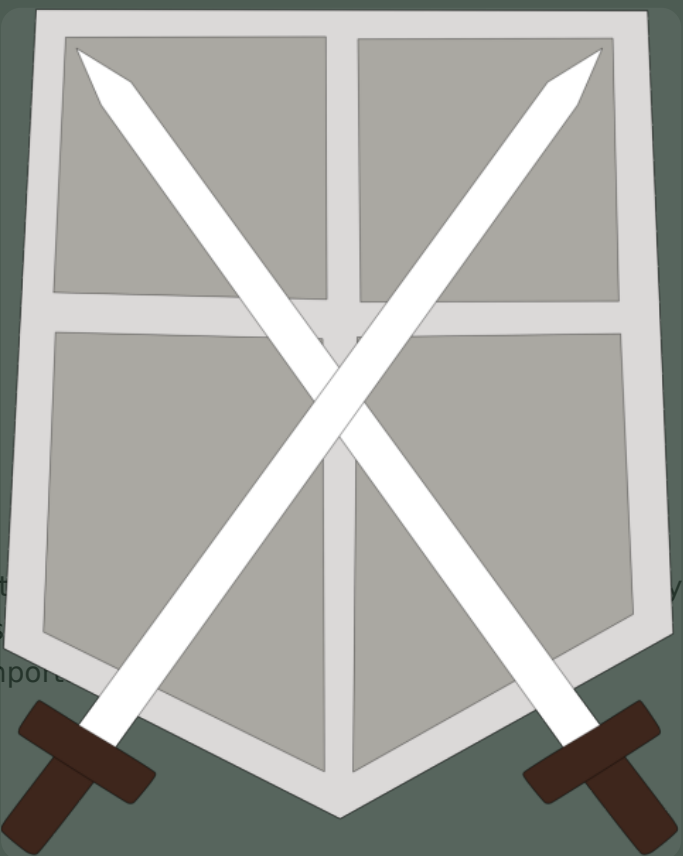
Every elite personnel, branch commander, high command and such went through the vigorous trainings, done by the __Trainee Instructors__ at some point in their lives.

The Trainee Instructors are led by **Klaus** (nyeokill) the Head Instructor, and his trusty Assistant Head Instructor, **Rhaenyra Sugimoto** (144Choo). At times, a Trainee Inspector oversees the Trainee Corps, but as of now, there is none. Under them into the hierarchy, we have other fellow ranks; firstly, the **Senior Instructors**. They are the ones usually hosting a training and overseeing the **Instructors**. The Instructors are the main force of the branch, assisted by the **Junior Instructors**, they are the ones that are teaching the cadets everything they shall know from their according phases. Under them, as the first rank you would get amongst the branch, is the Class Assistant. They are usually mere assistants and observers of the phase, hence that they are still on their learning journey to become a fully fledged Trainee Instructor.

Alongside them, other trusted and capable branch members are invited to teach cadets as Part-Time Instructors.

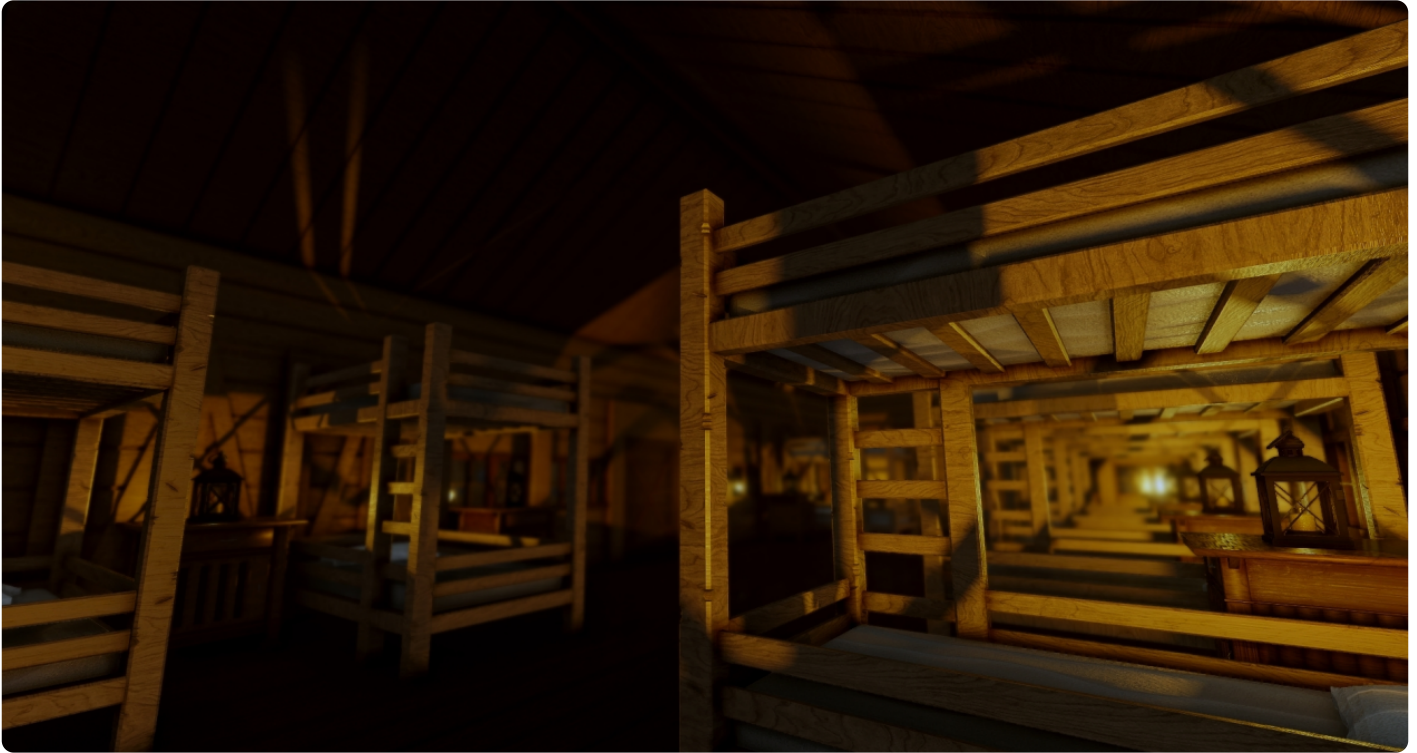
The Cadet Life

As a cadet enlisting into the corps, you will be put through several phases where you will learn everything you need to know on your journey into the Military. Apart from a set of useful



NAME	Trainee Corps
FOUNDER	2008 Bn - Klaus
IN SERVICE	841 AHR - Current
ENLISTED	1151800
TRAINER	None
INSPECTOR	Klaus
HEAD INSTRUCTOR	Rhaenyra Sugimoto
ASSISTANT HEAD INSTRUCTOR	

information and skills, you will be taught the code of good manners and respect. Misbehavior and disrespect will not be tolerated; such activities will lead you towards punishment.



The Disciplinary Unit

Amongst the Trainee Corps, there is a unit called the **Disciplinary Unit**, abbreviated as DU. This unit ensures that the cadets do not cross their set boundaries and rules, while assigning and executing punishments to the ones that broke the rules. As a Cadet, one of the worst punishments you may receive is a **ranklock**. A ranklock does not permit you, for a determined period of time, to enter the Trainee Camp and continue your trainings. Although in some cases, you may also receive a downgrade in from your former training rank depending on the severity of your actions, usually it is not the case. After the period expired, you may continue with your trainings or attend one of the graduations held either on Wednesdays (ONLINE) or on Sundays (IN-GAME).

The Field Instruction Unit

The other unit that the Trainee Corps offers is the **Field Instruction Unit**, abbreviated as FIU. This unit is made of skilled, experienced instructors who wish to teach the Cadets how to work on the field with the branches. FIU offers trainings to the cadets that work together with the branches, as well as offering a unit of Cadets who are willing to risk their lives early on before making it into a branch, with the tradeoff of them getting ranked higher in their branch upon graduation.

The Cadet Reserve Division

The **Cadet Reserve Division**, abbreviated as CRD, is a unit of Cadets who get the chance to get field experience early-on in their careers. This division offers on-field experience to the Cadets, who are directed by FIU as well as branch members. If there are any operations that require high numbers, the CRD may be invited to fill in the numbers that the Military don't fill. Cadets who join CRD have a chance at joining their branches at a higher rank than a normal cadet, given the fact that they will be entering with more experience than the rest of their comrades, if they do attend the trainings and events.

Training Schedule

Additionally, order to be on time for your trainings, below you can see the schedule of them:

Monday - Training Times

First Training: 3:00 PM EST (7:00 PM BST)

Second Training: 6:30 PM EST (10:30 PM BST)

Tuesday - Training Times

First Training: 3:00 PM EST (7:00 PM BST)

Second Training: 6:30 PM EST (10:30 PM BST)

Wednesday - Online Graduation

Starting at: 3:30 PM EST (7:30 PM BST)

Thursday - Training Times

First Training: 1:00 PM EST (5:00 PM BST)

Second Training: 4:30 PM EST (8:30 PM BST)

Friday - Training Times

First Training: 1:00 PM EST (5:00 PM BST)

Second Training: 4:30 PM EST (8:30 PM BST)

Saturday - Training Times

First Training: 12:00 PM EST (4:00 PM BST)

Second Training: 3:30 PM EST (7:30 PM BST)

Third Training: 7:00 PM EST (11:00 PM BST)

Sunday - Top Cadet Tryouts & Graduation (In-Game)

Top Cadet Tryouts: 12:30 PM EST (4:30 PM BST)

Graduation: 3:30 PM EST (7:30 PM BST)