

Daho'kajyaon (Battle rules)

The Daho'kajyaon, meaning *battle rules*, are the honorable and culturally-approved tactics used by [Poku Saeruo Degonjo](#) on hunts, and in combat. Most people of the clan learn these tactics from their families, and are taught how to apply them in the [Ruohui Giba'te \(Academies\)](#). The battle rules are sometimes also applied philosophically to other areas of clan life; politics, arguments, and even fights between children might exhibit tactics found in the battle rules.

Hatakuri (Hunts)

"A Hunt is a sacred thing. Your claws defend and feed the Clan."

A Hatakiri, or Hunt, refers to a group of [Poku'vonai](#) who have come together to seek out prey. Whether they mean to kill their prey, or capture it or wound it or steal from it, it remains a hunt, and its members are hunters. They may be on foot on a planet, or flying individual fighter ships, or piloting [Clan Mechs](#); the method does not matter. Most hunts are comprised of between 4 and 6 members; larger teams require a different set of tactics, and aren't considered a proper hunt. Hunts of spaceships often include a salvage vessel attachment, usually a [HS-SS3-1a Wadâmo'a \(Harvester\)-Class Ship](#). It is correct and honorable to take everything from a kill, no matter the nature of the target. Destroyed ships are gathered up and used as scrap, captured crew are enslaved, defeated mechs are recovered and hauled away.

Pounce

"Pounce upon the slow, the sick, and the lame. They are easy prey."

A Pounce is a quick strike, overwhelming and swift, and which targets a weak and vulnerable prey. This type of hunt typically takes place in remote locations, such as a planet's wilderness or the very edge of a system, or a place where ships are known to drop out of FTL travel. A [Poku Saeruo Degonjo](#) hunt will usually go after an isolated target, or at least a small small group of enemies weaker than their own force. A Pounce targets civilian ships or freighters as they are easier to capture and have more useful loot.

Pursuit

"Drive them before you. Let your fellow hunters leap upon their sides from the brush."

When a hunt finds a large vessel, they will usually use a Pursuit. In a Pursuit scenario, two of the hunters will pursue the intended prey, chasing it in a desired direction. These pursuing hunters are often called 'drivers'. The other hunters lie in wait ahead of the target, laying a trap. Other friendly hunters in the region may be invited to assist in driving the prey, or in ambushing it.

Wounded

"The great beast is strong. Let his strength flow out of him and into the soil."

In this tactic, the hunters attempt a quick strike against a powerful enemy, but withdraw immediately after inflicting a crippling wound. The prey is then followed, perhaps even harried by long-range attacks as it moves; the goal is to distress the enemy, and cause it to 'bleed' from the inflicted wound. The hunters attack once the prey has been sufficiently weakened, and before any allies it may have arrive to the rescue.

Lure

"All creatures hunger and thirst. When their neck bends to feast or drink, they grant you an opening."

Another successful tactic used by a hunt is the lure. The lure tactic may used captured enemy equipment, a false distress signal, or even items that the prey might want such as food or valuable resources. Hunters lie in wait to spring an ambush on an unsuspecting prey.

Targeting

"Strike truly at your foe. Too many cuts ruin the meat."

The [Poku Saeruo Degonjo](#) prefer to use precision shots rather than indiscriminate attacks. For this reason, missiles and explosives are rarely used, as they are considered inelegant. Few ships and mech teams even carry such weapons. When using the targeting tactic, hunts seek to 'pull the fangs of their prey', removing their weapons first to disarm them. Engines and communications equipment are also common targets. The act of sniping and attacking from stealth and remaining hidden from the enemy are honorable in Clan combat culture.

Yârme Pasou (Free Kill)

"It is honorable to share a feast with your Clan. In times of your own hunger, you will wish for them to do the same."

A Yârme Pasou (*free kill*) is a place where a number of prey have been damaged or destroyed by forces other than the [Poku Saeruo Degonjo](#). It is an open salvage area where multiple groups of clan ships will come and hunt. If the clan comes into a kill site and detects wounded individuals or still-functional but damaged ships, they will normally dispatch them quickly out of security concerns. Once the site is rendered safe, the Harvesting begins. At a Free Kill site, all ships regardless of affiliation will notify the others of approaching ships.

Wadâmo (Harvest)

"A good hunter kills well. A good harvester knows how best to cut that kill apart and share it wisely."

After a successful kill, the harvest begins. A harvester, also called a salvager, evaluates the kill and identifies its valuable contents or parts. In the case of a destroyed ship or captured facility, cargo is offloaded and distributed to the hunters first. The prey and its parts and contents are then separated into easily-movable parts and gathered up by the harvester, with the hunt assisting or standing guard. The [Poku Saeruo Degonjo](#) will typically collect everything from the kill site, even debris. This practice is partly due to Clan frugality and a desire to re-use and recycle everything possible, but the site-cleaning also helps to leave no trace or clue as to what happened to the prey.

Prisoners

See information on [Ra-alu Jyaon \(Prisoner Rules\)](#) to see how the Clan handles captured sentient beings.

Ytaqoi (Gatherers)

Gathering is an activity that doesn't earn as much esteem as hunting. It remains vital to the Clan, and it is an honorable activity, but when the [Poku'vonai](#) gather around campfires and meal tables to tell stories, gathering fails to garner as much excitement as hunting. The task of a gatherer is to seek out resources and collect them. On starships, gatherers travel to worlds scouted out by [seekers](#).

Plants

Items such as fruits, nuts, tubers, grains are ideal gathering targets. Plant-gathering is an activity usually associated with the [Tula](#), given their [Vit'taka \(Plant Speech\)](#) abilities. Gatherers collecting plants are expected to determine if the items are safe for consumption and if they are worth transplanting to add to the clan's supplies.

Meats

Gatherers might also hunt, though the hunts they engage in are hunts of wild animals who aren't particularly dangerous. The gatherers will normally hunt, dress and flash freeze the majority of the meat they collect. If they are returning home soon, they will bring live specimens to be added to the animal preserves. Fish is also gathered and frozen, but not in the same quantities as meat.

Resources

Fresh water, lumber, ores and precious stones are ideal gatherer targets. Usually a [Ruoka \(House\)](#) or [Punla \(Family\)](#) will establish resource collecting sites at the resource's location; gatherers return to these sites for repeat harvests or even stay there temporarily if it is safe. In the case of ores and precious metals and stones, having a mine to return to speeds up the process. Indigenous sentients are often conscripted to do the labor, if possible, and they are released when the gathering is over.

Violating the Battle Rules

[Poku'vonai](#) can make use of tactics that fall outside of the Daho'kajyaon, but such free thinking will likely be met with skepticism by their fellows. The Battle Rules have served the Clan for hundreds of years after the [Norka \(The Exodus\)](#), and Clan members might struggle to understand why someone would do something other than the proscribed actions.

For example, a [Qaktoro](#) warrior who openly challenges an enemy to a one-on-one duel, and who then stands and waits to fight them in the open, would be viewed as bizarre if not insane. Why wouldn't they gather up their allies, and attack as a group? Why announce the fight, and ruin the chance for a sneak attack?

Clan members who repeatedly ignore or violate the battle rules may risk being given mandatory mental health evaluations, or they may be ostracized culturally.

OOO Notes

- Article by [Nashoba](#). Updated by [Hollander](#).

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