

YSS Resurgence Standard Operating Procedures

This article covers the rules and standard operating procedures aboard the [YSS Resurgence](#). They are standing orders from the captain. Crew members who violate these rules may be subject to punishment under the [Star Army Articles of Military Justice](#).

Chain of Command

As with the rest of the Star Army, the chain of command must be respected.

The chain of command on the Resurgence is that each department has a head person, usually an officer, who reports to the First Officer, who then reports to the captain. Enlisted personnel should be bringing matters to the attention of their respective department heads. This means the crew should not directly call the captain.

Departments

The ship's departments are as follows:

- S1: Personnel & Admin (clerks)
- S2: Intelligence
- S3: Operations
 - Combat Arms
 - Flight Deck Operations
 - Mission Operations
 - Starship Operations (Bridge crew)
- S4: Supply (Logistics)
- S5: Engineering
- S6: Communications/Information
- S7: Science
- S8: Medical
- S9: Crew Support (caretakers and cooks)

Ship Rules

1. Crew members are prohibited from entering departmental work-spaces without being invited by those who work there.
 1. Armory
 2. Cargo Bay and Storage Areas

3. Engineering
 4. Fabrication
 5. Galley and Food Storage (Cooks only)
 6. Medical Lab
 7. Science Lab
2. No shuttles or other small craft may launch without permission from the bridge
 3. Do not open fire without orders
 4. No POVs on the ship
 5. No pets or animals without permission

Away Team Rules

1. Away team members may not operate alone; they must stay with a battle buddy

OOO Notes

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