

Ra-alu Jyaon (Prisoner Rules)

The Ra-alu Jyaon (Prisoner Rules) govern cultural expectations for how individuals captured in combat should be treated by the [Poku Saeruo Degonjo](#). These rules are distinct from those governing criminals who violate the [Uoska Jyaonka \(Codex of Law\)](#), and it is also distinct from the rules governing the treatment of [Râyjo Vonai \(Bound People\)](#).

Though each [Ruoka \(House\)](#) may have their own preferences for treating prisoners captured in battle, the following general cultural rules apply to rightly-acting members of the Clan:

- Prisoners are the responsibility of the person or ship that captures them.
- Prisoners shall be dealt with honor. Mistreating a prisoner brings shame to the individual, and to their House and to the Clan. This dishonor applies even if the prisoner is considered prey.
- Killing a prisoner quickly and efficiently is not considered mistreatment, as it releases their spirit with minimal trauma. Traditionally, the execution of prisoners is performed when they are seriously injured prisoners and not expected to live. Prisoners may also be executed if holding them for an extended period of time would prove detrimental or dangerous to the Clan, or to the ship's mission.
- The number of prisoners a person collects is important and worthy of praise and recognition, but only if those prisoners are adults.
- Captured children are often adopted into the [Punla \(Family\)](#) of the Clan member who captured or killed their parents.
- Traditionally, prisoners (including captured children) can be ransomed back to their people. This act of ransoming prisoners is honorable, and the prisoners themselves are not shamed by the act.

Examples of Prisoner Treatment

Below are instances of common actions taken by Clan members with regard to captured prisoners.

Prior to CY 747 (YE 29)

In these early years, it was common for Clan ships to execute all captured adults on board ships that they defeated. These adults would be executed quickly and cleanly. Their bodies are taken and stored to be recycled when the scout returns home. This act was common because it served the greater good, and protected the security of the [Sotâka Ruomâqi \(World Station\)](#) by preventing word of their presence in the nebula from spreading.

Children on board might be captured and adopted into the Clan, or dropped off in a safe location where they might be found by their species. Very rarely, Clan ships of this time would keep captured persons alive as [Râyjo Vonai \(Bound People\)](#).

CY 747 (YE 29)

The development of *Jodau Fofipa (Mind Cleaner)*, which can remove recent memories, led to a change in policy regarding captured persons. Though some ships would still execute all captured adult prisoners, ships would more frequently keep prisoners alive. They might use the Mind Cleaner on these prisoners and deposit them on a habitable world far from Clan territory, ignorant of what had occurred to leave them stranded. Some prisoners would be ejected on their ship's escape pods after being treated, with their pods being launched toward their home territory.

OOC Notes

- Article created by [Nashoba](#).

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