

# Readiness Condition

Readiness conditions are states of unit readiness used in the [Star Army of Yamatai](#).

Condition	Readiness	Crew	Ship
Condition 1	Maximum (Combat imminent)	All on duty and in protective suits	All weapons active; Blast shutters deployed; CFS focused mostly on shields
Condition 2	Full (Combat expected)	Main shift on duty and at stations in protective suits and ready for combat	All weapons active, CFS shields and speed balanced
Condition 3	Standard (Wartime)	Duty shift; protective suits within easy reach; all items secured	CFS shields up
Condition 4	Relaxed (Peacetime)	Duty shift (bridge and engineering must be manned)	CFS totally focused on speed
Condition 5	Standby (Docked)	Sentries only (bridge can be locked down and unmanned)	Engines and generators offline

From:

<https://wiki.stararmy.com/> - **STAR ARMY**

Permanent link:

[https://wiki.stararmy.com/doku.php?id=stararmy:readiness\\_condition&rev=1559561117](https://wiki.stararmy.com/doku.php?id=stararmy:readiness_condition&rev=1559561117)

Last update: **2023/12/20 16:50**

