

YSS Aeon II Rules and Operating Procedures

This page has in-character and out-of-character rules for the *YSS Aeon II*.



Shifts

- Day shift (07:00 to 19:00 hours)
- Night shift (19:00 to 07:00 hours)

Daily Schedule

In the absence of a mission, the crew follows the schedule below:

- Pre shift
 - Wake up (05:00 (🌅 [Reveille](#)))
 - Fitness period (calisthenics, or other exercises)
 - Breakfast (Wardroom)
- Start of shift
 - Housekeeping (Oncoming shift will perform ship cleaning) - 1 Hour
 - Ship Inspection (Cleanliness and maintenance)
 - Daily Meeting, followed by Lunch (Wardroom)
 - Training or Mission
- End of shift (17:00 🌃 [Retrest](#))
- Post shift
 - Dinner (Wardroom)
 - Personal Time
 - Sleep (22:00 🌃 [Taps](#))

Rules of the Ship

The rules of the ship are posted at all entrances to the ship.

- [Alert Conditions](#)
- [Star Army Readiness Conditions](#)
- [Away Missions](#)
- [Crew Expectations](#)
- [Dress Code](#)
- [Preparedness](#)
- [Ship Operating Procedures](#)
- [Social Expectations](#)
- [Vistors](#)
- [Tactics](#)

OOC Rules

1. All members of the plot are encouraged to post as often as the plot permits...and at least once every three days.
2. Contact the [Game Master](#) if you have a situation that is going to make you absent or prevent you from posting in accordance with rule 1.
3. If a player has not posted in four (4) days, may have their character's actions done by the [GM](#) in the interest of moving forward.
4. A player who has not posted in more than seven (7) days, without contacting the [GM](#), may be removed from the RP.

5. When the **GM** sends out player surveys, responding in a timely manner increases your character's chances of being promoted. Failure to respond is the opposite. Participate! Your survey answers help the GM guide the plot and improve RP!
6. Salary is paid weekly OOCly. (Out of character) time

From:

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Last update: **2023/12/21 04:26**

