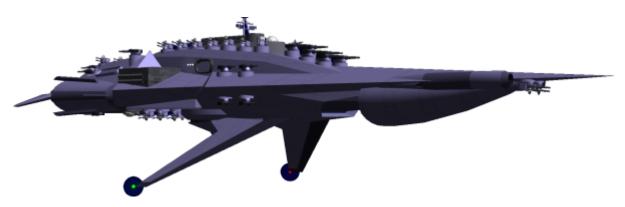# YSS Soyokaze Rules and Operating Procedures

This page has in-character and out-of-character rules for the YSS Soyokaze.

Daily Schedule

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

- Wake up, Get Ready
- Breakfast (Wardroom)
- Ship Cleaning (all personnel) - 1 Hour
- Ship Inspection (Cleanliness and and maintenance)
- Daily Meeting, followed by Lunch (Wardroom)
- Training or Mission
- Dinner (Wardroom)
- Personal Time
- Sleep

Rules of the Ship

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

Alert Conditions

During an alert situation…

1. All personnel should immediately report to their assigned stations.
2. In combat situations, environmental suits should be worn or at least readily available.

Remember, blast shutters will automatically close and lock in the event of an emergency. Only the commanding officer or the computer can unlock the shutters, and the shutters may only be opened once

unlocked by someone physically present at that blast shutter.

Away Missions

1. All soldiers on away missions should carry a communicator.
2. Away teams should be monitored from the ship, checking sensor data and updates.
3. In general, the first officer will lead away missions while the captain will stay on the ship.
4. Decontamination procedures must be observed when returning from a foreign environment.
5. Any previously used environmental suit should be inspected before use again.
6. Precision orbital bombardment is available to away teams via communicators.

Crew Expectations

1. Take initiative in your duties. Do what needs to be done; participate.
2. Any unusual circumstances, no matter how small, should be brought to the attention of the bridge.
3. Any damage to the ship should be immediately reported to the bridge (systems and safety monitoring station).
4. The bridge, armory, computer room, and galley are restricted areas; Authorized personnel only.
5. Power Armors are not allowed to be operated inside of the ship (outside of their bay) except in emergency cases.
6. The cargo bay should not be used for storage of personal items without the captain's permission.

Preparedness

1. Each soldier must maintain her assigned equipment and stations in excellent condition at all times.
2. Keep hatches sealed and keep items secure. Any objects not in use should be stowed away.
3. Damage control stations should be kept fully stocked.
4. Spare parts and redundant systems should be kept for systems when possible.
5. Ship systems should be regularly inspected and tested.
6. Blast shutters, doors, and hatches must remain unobstructed at all times.
7. Regular training will be conducted on:
   - Damage control
   - First aid
   - Firefighting
   - Self-defense
   - Survival
   - Zero gravity, and
   - other Star Army Common Skills.

Ship Operating Procedures

1. As per regulations, the bridge must be manned at all times, except when the ship is in a friendly port (Condition 5).
2. The Combined Field System should only be deactivated for maintenance or when docking.

3. Always use the most secure means of communication available.

Social Expectations

1. Treat others with respect and kindness.
2. Bowing aboard the ship is only required when boarding the ship and greeting visitors.
3. Do not let personal business interfere with your duties.
4. Sexual activities should not take place in passageways, toilet, or work areas.
5. Maintain your mind and body in good condition.
6. Do not use any substance that will hinder your effectiveness unless it can be cured immediately. This includes alcohol.
7. The following are prohibited:
   - Pets
   - Chewing gum or tobacco
   - Smoking
   - Disgusting foods

Uniforms

1. When on duty, Star Army uniforms should be worn.
2. Officers should wear a Star Army Duty Uniform, Type 35
   - Type 30 series female uniforms can be worn with leggings or a skirt (skirt design must not restrict movement).
3. The Type 31 Working Uniform is preferred for enlisted personnel.
4. Technicians and engineers may wear AMES suits.
5. Each soldier should wear her sidearm with a charged battery magazine.

Visitors

Sometimes, persons not in the crew may come aboard.

1. Guests must be escorted at all times when outside of the lounge/cabin area.
2. Guests are not allowed to operate the ship (and will be prevented by MEGAMI).
3. Guests are only allowed in the main passageway, wardroom and lounge, medical lab (only when necessary) and (if assigned) their crew cabin.
4. Prisoners of War are held in containment cells located in the Brig.

OOC Rules

1. All members of the plot are expected to post as often as the plot permits…
2. …and at least once every three days. Do not wait on another player to post for more than 3 days.
3. If a member is going to be absent or cannot post as often as required, he/she should contact the GM beforehand.

4. Players who have not posted in more than 3 days may have their characters' actions posted by the GM to keep the plot moving.
5. Players who have not posted in more than 7 days, without any notice to the GM, may be removed from the RP.
6. 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! Survey answers help the GM guide the plot and improve RP!

Spoiler Tags

Guidelines for use of spoiler tags for OOC comments in Soyokaze posts:

1. OOC comments may be attached to a post if they're in a spoiler tag
2. Only comments about the particular post are permitted. For any discussion of the posts, use the OOC thread. If you need a response to your OOC remarks, use the OOC thread.
3. Spoiler tags used for OOC should generally go at the end of the post, unless they're need in the middle for a translation of alien speech, etc.

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