

Roleplay Resources

Important resources for roleplay.

- [Space law](#)
- [Standard operating procedure \(SOP\)](#)

Space law

On Space Station 14, stations operate under abbreviated space law. All crew, passengers, and visitors aboard the station are expected to follow these laws.

Foreign invaders, such as nuclear operatives, ninjas, paradox clones, and pirates, are not protected under space law. Traitors are not foreign invaders so are usually protected by space law.

Skeletons, lost shuttle refugees (including syndicate refugees), and non hostile foreign ships like the chef ship are all protected under space law. They must, however, seek proper identification (a passenger ID would suffice for IDless persons). Otherwise, they may be detained under failure to comply.

Treatment Of Prisoners

Prisoners still have certain rights that must be upheld by law enforcement:

- Prisoners must be granted adequate medical care. If medical is not available or risk of crew harm is sufficiently high medical aid can and should be given in security to the extent possible in the circumstances.
- Prisoners must be allowed access to basic communications equipment (Radios) so long as they are not abused. If the radio is tampered with a replacement must be given before sentencing or the tampering should be reversed.
- Prisoners must be granted clothing, food, water, shelter and safety. If the brig is no longer safe, confinement must be established in another location.
- Prisoners must be given access to legal counsel during an interrogation if requested and available. for sentences of a high enough severity that legal counsel could reasonably shorten the inmates stay, or in cases where evidence is inconclusive.
- Prisoners must be given their shift mandated PDA after confinement has finished, unless there is solid proof of PDA tampering. In case of tampering, the PDA is to be secured and replaced with a new unit at release.
- Prisoners must be granted freedom of movement, and should not be restrained with handcuffs or other devices after incarceration unless there is an undue risk to life and limb. Similarly, any prisoners held for permanent confinement should be held in the communal brig, and should not be confined to a solitary cell unless they pose a risk to life and limb.

Revival

- If lethal force was required to incapacitate a capital offender (any code 5 crime) or an attempted escape from permanent confinement, they are no longer eligible to be revived; that is to say, they should not be revived under any circumstance as they have demonstrated too great a threat or intent to reoffend.

- The CMO, Captain, or HoS may also declare a patient or prisoner to not be revived within reason. Examples are a patient immediately killing themselves after getting revived, wasting resources. A prisoner/patient was executed legally due to a combination of other stacking crimes.

Search and Seizure

A personnel search is a seizure of the objects in a person's backpack, hands, coat, belt, and pockets. If any contraband is found during a search, the officer may choose to further the search into a detainment or simply confiscate the restricted items. After the search is conducted, all legal items are to be returned to the person. A crewmate may legally decline any search conducted without probable cause or a warrant while the alert level is green. It should be noted that if the alert level is blue or above, all personnel searches are legal.

A departmental search is the sweep of an entire area or department for contraband. It is recommended that the officers be extremely thorough, checking all lockers, crates, and doors. These can only be done with permission or, ideally, a warrant signed by the department head or highest-ranking command staff, which is the captain in most cases. Departmental searches should involve multiple officers and the station detective if available and should be observed by the appropriate departmental head.

Warrants

- A warrant is a form that specifies "who" is to be searched and "why". It must be stamped by the proper authority according to its creation.
- Security officers can create a warrant at any time but can not approve it by themselves. The warden or HOS must approve officers search warrants.
- The warden can create a warrant but it must be approved by HOS or the departmental head of the to-be searched.
- Warrants written by the Head of Security must be looked over by the Warden, Captain, or relevant departmental head.
- In the event of a skeleton crew where no applicable head is available the captain can serve as a substitute for approval of warrants or departmental searches.

Implantation

Any prisoner in custody can be subjected to implantation or implant removal procedures, so long as it's within reason. The process of adding an implant should not prolong the detainees sentence, meaning you can not hold them longer to administer the implant, unless stated otherwise. A former inmate can be requested to undergo implantation at a later point in time if they fit the circumstances during their confinement, they must comply. The following have been listed out with special circumstances, anything not in this list can still be applied, given proper legal context. A prisoner can still receive implantation procedures without meeting the circumstances if they give their clear permission.

Tracking Implants: Trackers can be applied to any suspect that has been convicted of a violent crime (the red linked crimes).

Mind Shields: Shields can be administered to any inmate who has been clearly mind controlled, lost control of themselves, or a suspect charged with unlawful control. Unlike standard implantation you may hold a prisoner until you finish issuing Mind Shields, so long as it's done in a timely fashion. If a suspect refuses to cooperate or the implant fails to function they can be charged with Refusal of Mental Shielding.

Removal

A suspect can be forced to receive implant removal if there is strong, reasonable proof that they have been implanted, such as an officer seeing them use one or their prints being on a discarded injector. Unlike the implantation procedure, a prisoner can have their sentence entirely delayed or extended until they comply with the procedure, as long as security is actively making attempts to perform it. Akin to implanting, if an inmate gives their clear permission, implant removal can proceed without proof.

Arresting Procedure

Arresting procedure refers to an ideal way of carrying out an arrest. Not all arrests can or will be performed this way, but they should generally follow these procedures in order to make the arrest go as smoothly as possible.

1. Inform the criminal that they are wanted, and why they are wanted. This is void if they are visibly armed, or in the process of committing a crime, including trespassing in a high security area.
2. If compliant, cuff and transport the prisoner to the brig immediately and without harming them, and proceed to brigging procedures. If compliant you need not stun the criminal or suspect before applying cuffs. Additionally if the offense is minor the suspect may be allowed to walk freely to security or a similar outpost accompanied by an officer until such liberty is abused. You may utilize departmental security outposts to search compliant suspects or prisoners.
3. If resistant to arrest, use your nonlethal weaponry until such a situation may prompt use of lethal force. If successful, transport the prisoner immediately to the brig and begin brigging procedure.
4. If lethal force was used, the suspect must be provided medical aid until they are in a stable enough condition to serve their sentence, unless lethal force was used in the prevention of a class five offense under which revival is no longer required.

Sentencing

The captain, HOS, and warden are responsible, within reason, for ensuring security officers place appropriate sentences that follow space law. If they are aware of an inappropriate sentence, including excessively long sentences, and if there is not an urgent threat or danger that they must

prioritize, then they must work to correct that sentence. Unreasonable failures, as determined by game admins, of the captain, HOS, or warden to ensure space law is followed will be considered a rule issue, not an in-character issue.

Use common sense and humanity when issuing punishments. You should not always seek out the highest punishment you can, you don't have to always give the maximum time or always look to demote someone. Prisoners cooperating and on good behavior should have their sentences reduced. Always take in account the severity and only charge for what is needed for someone to learn their lesson.

Stackable Crimes: Crimes are to be considered 'stackable' in the sense that if you charge someone with two or more different crimes, you should combine the times you would give them for each crime. Linked crimes, shown in matching colors and suffixes on the Quick Crime Guide, can not be stacked and instead override each other, you should pick the highest crime that matches the case.

- Example: A suspect has committed a **2-01 (possession of restricted gear)** and a **3-01 (possession of restricted weapons)**. The maximum sentence here would be 10 minutes due to them being linked crimes, and 3-01 is the greater crime.
- Example 2: A suspect commits a **3-04 (Secure trespassing)** and a **3-06 (manslaughter)**. Those crimes stack since they are not linked crimes. You could sentence for a maximum of 20 minutes, but context matters heavily, and maximum sentences should only be used for the worst offenders.

Repeat Offenders: Repeated crimes are when someone is released for a crime and then goes to commit the same crime, or a similar severity crime within the same shift. Criminals that reoffend should be charged with a one tier higher maximum sentence, this can stack all the way up to a capital offense which is required for permanent confinement.

- Example: A suspect in a previous encounter was sentenced with a **3-06 (manslaughter)** charge, and now they are charged with a new act of any code 3 (Major) crime, they can be sentenced as if it were a code 4 (Extreme) crime, meaning their max sentence is now 20 minutes instead of 15.
- Example 2: A suspect was previously sentenced with a **4-06 (murder)** charge. Upon release they murdered again, and are now able to be charged as if they committed a code 5 (Capital) crime. This makes them eligible to be placed in permanent confinement, and for those that are truly uncooperating or too dangerous to confine, may be executed with captain approval.

Accessory, Attempting, And Intention: If someone intentionally, knowingly and substantially assists someone in enacting a crime they can be charged with the relevant crimes, such as an engineer giving someone tools, who says they are going to break into an area. Same goes for a clear and solid attempt at a crime, or a person who shows clear intent to act out a crime, such as a syndicate nuclear operative arming a nuke but getting arrested before it goes off, they can still be charged with terrorism. Does not apply to crimes that have an attempted listing already, like attempted murder.

Brigging Procedure

Brigging procedures refers to the recommended way to handle brigging a prisoner. Not all situations can or will go down this smooth; this serves as a guideline of an ideal brigging situation.

1. Take the prisoner to the brig and inform the Warden of their crimes so their Security Record may be updated.
2. Take the prisoner to a brig cell, set the time and activate the timer.
3. Enter the cell with the prisoner in tow, open the cell locker and hold the prisoner over it.
4. Empty their pockets and remove their gloves, backpacks, tool belt, gas masks, and any flash resistant equipment such as Sunglasses, Welding Masks/Goggles (Vox Excluded), Space Helmets, etc.
5. Buckle the prisoner to the bed.
6. Search the items removed and be sure to check the internals box in their backpack.
7. Confiscate any contraband and/or stolen items, as well as any tools that may be used for future crimes. These are to be placed in evidence, not left on the brig floor or your personal use, until they can be returned to their rightful owners.
8. Close the locker and lock it.
9. Remove their cuffs, pick up the cuffs then leave the cell.
10. If the suspect attempts an escape, stun them before exiting the cell.
11. Modify their brig sentence for sparking a hunt, or good behavior, if applicable.
12. Upon release, ensure that they are marked as "Discharged" in the Criminal Records Computer, in the event they end up in the brig again.

The Warden or Head of Security is responsible for placing/ordering prisoners be placed in permanent confinement.

1. Permanent Prisoners are to be completely stripped of their belongings, which are to be held in either evidence or a prison locker.
2. The prisoner is to be dressed in an Orange Prison Jumpsuit and Shoes, which are found in the prison lockers.

Normal Punishments

- **Warning:** For minor crimes, fix the issue, then warn the person not to attempt the crime again. If they still proceed to do it at a later date, a brig time may be better.

- **Confinement:** The typical punishment, being confined in a cell for a temporary amount of time according to the crimes.
- **Demotion:** Entails removing all departmental gear they have on their person and revoking the involved department access off their ID. This requires the captain's or involved department head's approval. Demotions should only be issued if the person pose a threat to their own department or are in a position where they have/can abuse their job's gear to commit further crimes.

Major Punishments

- **Permanent Confinement:** Being held in the permanent brig for the entire duration of the shift. A person is eligible for permanent confinement if they have committed a capital crime, or sentenced with a repeated extreme crime. Any persons subject to this punishment are required to be transported in cuffs to CentComm at the end of the shift. A permanent prisoner can not be deprived of anything covered by the section "Treatment Of Prisoners".
- **Execution:** A humane way of dealing with extremely unruly crewmates. Within reason, a prisoner who has been given the death sentence may pick how they wish to be killed, common methods are firing line, lethal injection, exile, and high voltage electrocution. Another alternate method of "execution" is the process of placing a staff's mind into a borg, this is allowed so long as the suspect consents to be borged. Execution can only be issued with the captain's or acting captain's approval; if the HoS is acting captain or there is no acting captain, all heads of staff are to hold a vote on the matter.

Restricted Items Lists

Items in the list are preceded by an indication of which department or job is legally allowed to use or possess the item on most stations. The station captain may modify these lists as they see fit so long as they exercise due care and provide reasonable notification to the station. Members of command who oversee a department that is permitted to use a restricted item may issue permits to specific people outside of their department to use those items. "None" indicates that there are no departments or roles authorized to use or possess the item.

Controlled Substances

- Pyrotechnics and explosive compounds, with the exception of Welding Fuel
- Toxins and poisons capable of causing bodily harm
- Narcotics and substances inhibiting or otherwise altering brain activity
- All and any vestine products, as well as romerol, are considered syndicate contraband and are highly illegal.

Exceptions

- [Chemistry] Chemists are allowed to synthesize any reagent WITHIN THE CONFINES OF THE CHEMISTRY LAB if it is required in order to create a complex beneficial chemical compound.

- [Botany] Botanists are allowed to synthesize any reagent WITHIN THE CONFINES OF THE BOTANY DEPARTMENT, but may not store, use or distribute controlled reagents where its use would not be legal.
- [Science] Science are allowed to use, store or experiment on any reagent WITHIN THE CONFINES OF THE SCIENCE DEPARTMENT, for research or any other scientific purpose.
- [Prescriptions] Medical personnel may create and give prescriptions if they judge it necessary for the recovery of a patient. If the prescribed reagent is controlled, the prescription MUST BE STAMPED OR SIGNED BY MEDICAL PERSONNEL. Medical staff cannot approve their own prescription.
- The CMO may always approve of controlled substances with a STAMPED OR SIGNED document.

Restricted Areas

- AI Core and Upload: All command usually have access.
- Armory: Head of Security, Warden, and any security officer with Warden or Head of Security's approval.
- Atmospherics: Only Atmospheric technicians and Chief Engineer have access.
- Bridge: All command staff have access.
- Camera Servers: Only Engineering and Security personnel usually have access.
- Gravity Generation: Only Engineering personnel (sometimes Chief Engineer exclusively) have access normally.
- Head Offices: Dependent on the head.
- Research Server: Only the Research Director has access.
- Security Zones: Any member of security or command. As well as lawyers.
- Telecommunications: Only Engineering personnel (sometimes Chief Engineer exclusively) have access normally.
- Vault: All command staff have access.

Quick Crime Guide

1-XX - Minor	2-XX - Moderate	3-XX - Major	4-XX - Extreme	5-XX - Capital	Code
Animal Cruelty	Failure to Comply (E)	Breach of Arrest (E)	Breach of Custody (E)	Refusal of Mental Shielding (E)	00
Possession: Substances (P)	Possession: Gear (P)	Possession: Weaponry (P)	Possession: Terrorism (P)		01
Petty Theft (H)		Grand Theft (H)	Kidnapping		02
Vandalism (D)	Damage of Property (D)	Mass Destruction (D)			03
Trespass (T)		Secure Trespass (T)			04

	Endangerment (V)	Assault (V)ssault)	Attempted Murder (V)	Prevention of Revival (V)	05
		Manslaughter (V)	Murder (V)	Mass Murder (V)	06
Disturbance (R)		Rioting (R)			07

- Crime codes are organized by a Category Code (_-xx) which is a collection of crimes on a row, prefixed by the Severity Number (X-__).

Extended Crime Listing

Minor Crimes

- Warnings should be issued for a first offense.
- If multiple minor crimes have been committed or it is a repeat offense, 5 minutes per minor crime is the maximum.

Offense	Description	Notes	Code
Animal Cruelty	To inflict unnecessary suffering or harm on a non-sapient being with malicious intent.	This doesn't include legitimate and authorized animal testing and usually doesn't extend to vermin or creatures that could pose a threat to the station.	1-00
Possession/Use of Controlled Substances	To make, hold, or abuse restricted drugs or chemicals without authorization.	Combat enhancing drugs are those that benefit stun times, or movement speed, and are restricted. Poisons are restricted. Substances such as Ephedrine, Desoxyephedrine, and stimulants are restricted. The captain or highest standing command staff may publicly restrict other harmful substances.	1-01
Petty Theft	To take non-vital or inexpensive property of another individual, organization, or common property, without consent.	The difference between petty theft and grand theft is based on how crucial the stolen item is, things like instruments, clothing and tools fall under petty theft. In most cases all you need to do is detain the thief, return the stolen item and let them go with a warning.	1-02
Vandalism	To intentionally deface or superficially damage public or private property.	Painting graffiti, smashing bar glasses, and cracking internal windows is vandalism, breaking a window into space or secure areas is not.	1-03
Trespass	To enter a non-secured area without permission.	It's best to just remove them from the area unless this is a repeated crime.	1-04
Disturbance	To cause a public disturbance.	Sometimes referred to as hooliganism. The catch-all for obnoxious crewmates. Covers things such as public nudity, needless insults, obstructing authorities, and inciting crime or violence.	1-07

Moderate Crimes

- The maximum sentence for a moderate crime is 5 minutes.

- Depending on the situation you may want to issue a warning instead of a detaining.

Offense	Description	Notes	Code
Failure to Comply	To resist reasonable orders given by an authority. This extends to authorized searches.	The order has to be reasonable and the person has to receive a good amount of warning before the arrest is issued.	2-00
Possession of Restricted Gear	To hold or use non-lethal items or objects that are restricted or illegal.	This is mostly for syndicate contraband; EMAGs, syndicate gas masks, bloodred hardsuits, hijacked PDAs, or syndicate implants, however can sometimes extend to things the individual shouldn't possess like kevlar vests and security gear.	2-01
Damage/Destruction of Property	To maliciously damage or deface public or private property or equipment	Includes destruction of job equipment such as hydro trays, booze dispensers, chemical dispensers. Step up from vandalism but a step down from mass destruction.	2-03
Endangerment	To recklessly put yourself or others in danger, either through direct action, or failure to act.	Covers industrial accidents, industrial negligence, self-experimentation, or even medical malpractice.	2-05

Major Crimes

- The maximum sentence for a major crime is 10 minutes.
- It is recommended to not use maximum sentences for those being compliant.

Offense	Description	Notes	Code
Breach of Arrest	To intentionally resist and flee arrest or detainment by an authorized staff.	This only applies if someone is actively being physically arrested. People uncuffing or assisting others out of an arrest can also be charged with this. Breach of custody is a separate crime.	3-00
Possession of Restricted Weaponry	To hold or use a weapon that is unlawful or contraband.	Everything from guns without a permit, deadly blades, explosives, syndicate firearms to explosive implants.	3-01
Grand Theft	To take critical or unreplaceable property of another individual or organization without consent.	The difference between petty theft and grand theft is based on how crucial the stolen item is, this mostly is used for the theft of command staff items, things like door remotes, hardsuits, jetpacks, and unreplaceable machine parts.	3-02
Mass Destruction	To cause massive damage to an area or major station system.	This is mostly used for deadly bombings or sabotage of major station systems such as power production, chemistry, substations, or atmos.	3-03
Secure Trespass	To enter a secured area without permission.	This covers places like telecomms, head offices, security zones, command areas, the vault and armory.	3-04

Assault/Battery	To threaten to or to use physical force against someone without the intent to kill.	Attempted murder and battery are different; a fist fight is most likely assault. A shooting is most likely an attempt at murder.	3-05
Manslaughter	To incidentally kill a sapient being without intent.	Includes manslaughter in self-defense and negligent manslaughter.	3-06
Rioting	To take part in a large group of personnel creating an unlawful public disturbance.	Crimes like damage of property or battery are expected to be thrown on top of this charge. Leaders of a riot can be charged with all crimes that happen under their lead.	3-07

Extreme Crimes

- The maximum sentence for an extreme crime is 15 minutes.
- Attempted murderers should be granted a more lenient sentence than a murderer.

Offense	Description	Notes	Code
Breach of Custody	To break out of a cell or custody with the intention of escaping.	While rare, **this charge can be bumped to an execution if the suspect has repeatedly attempted to break out of the permanent brig.** Includes people breaking others out.	4-00
Restricted Weaponry with Terroristic Intent	To possess a significant amount of lethal weaponry.	Examples include having a c-4 bundle versus a single brick of c4. An I6 Saw or China Lake versus a C20 or handgun. Melee weapons are exempt from being labeled for terroristic intent. This crime should be charged rarely, and only for those who truly had an armories worth of gear.	4-01
Kidnapping	To unlawfully restrain, transport, control or confine a sapient being against that individual's will.	A large range of things, used mostly as a catch all when dealing with unlawful control of another being.	4-02
Attempted Murder	To make an attempt to use physical force against someone with the clear intent to kill.	Make sure you've got the proof to back up the intention claims, such as proof of a lethal weapon being used.	4-05
Murder	To kill a sapient being with malicious intent.	This only changes from attempted to full-on murder if the victim enters a state of being deceased, having to be resurrected.	4-06

Capital Crimes

- Capital crimes should usually lead to a death sentence or shift lasting detainment.

Capital Crimes

Offense	Description	Notes	Code
Refusal of Mental Shielding	To refuse to comply with a reasonable Mind Shielding procedure.	Applies if the suspect is excessively uncooperative or the implant fails to function due to the mental state of the prisoner already being too far gone. **If the implant fails execution is heavily recommended.**	5-00

Prevention of Revival	To render a body unresurrectable.	This covers gibbing, spacing, intentionally hiding a body, or other ways of preventing a body with a soul from being resurrected.	5-05
Mass Murder	To kill three or more sapient beings with malicious intent.	Only applies when there have been multiple killings with intention.	5-06

Standard operating procedure (SOP)

Standard Operating Procedure is a set of Guidelines to be followed when the station is functioning nominally. Breaching Standard Operating Procedure without a very good reason is grounds for demotion, at the discretion of the relevant Head of Staff. In addition, blindly following the letter of SOP while ignoring the context of the shift is a **bad idea**. SOP is malleable if the situation requires it, and the general well-being and proper functioning of the crew and station should not be sacrificed for the sake of rigorous adherence of SOP. Remember, **context is king**.

Alert Levels

Code Green

Details

Conditions:

- Default Alert Code at the start of the shift. Do not change unless a threat is suspected/confirmed.

OR

- All confirmed/suspected threats to the station and/or crew have been handled, or simply vanished on their own. It is recommended that, after 15+ minutes on Code Blue without any hostile activity, Code Green be called.

Security:

- All weapons must be holstered or kept in pockets/suit storage slots unless absolutely required.
- Long arms must remain inside of the brig, exceptions made for the HoS who may carry their energy shotgun.
- Random searches are not permitted without express permission by either the Head of Security, or Captain. However, searches are still permitted if there is reasonable suspicion of a crime.

Secure Areas: EVA Storage, Tech Storage, Gravity Generator, Engineering Secure Storage, Vault, anywhere else requiring command level access that does not get regularly used

- Secure areas are to be left unbolted and ready to be used for their intended purposes.
- The Vault is not to be opened unless repairs are required, gold is required for Science, or a critical item needs to be hidden in the safe.

Code Blue

Details

Conditions:

- There is a suspected threat on-board the station, or at a nearby location in space. This includes any signs of hostile activity that have not caused any damage to station or crew, but nonetheless seem present.

OR

- Confirmed Code Red threats have been properly handled or subsided on their own. It is recommended that, after 15+ minutes on Code Red without any hostile activity, Code Blue be called.

Security:

- Weapons do not need to be holstered.
- Long arms permitted outside of the brig.
- Random searches are fully permitted. Security personnel may detain any personnel refusing a random search.

Secure Areas: EVA Storage, Tech Storage, Gravity Generator, Engineering Secure Storage, Vault, anywhere else requiring command level access that does not get regularly used

- It is recommended that all Secure Areas be bolted down unless their use is necessary.

General Crew:

- Personnel are to report any suspicious activity to the nearest member of Security, or use common radio if urgent.
- Personnel are highly encouraged to exercise caution, even if the threat is only suspected. Following simple safety procedures (such as not going through Maintenance alone).

- Visitors to the station such as refugees are recommended to stay in public areas, for their safety.

Code Violet

Details

Conditions:

- There is a confirmed viral outbreak on the station.

Security

- Use of long rifles and other gear is permitted.
- Security officers should work to contain the threat and protect the crew.

Medical

- Medical personal should immediately begin work on a cure or vaccine for the infection.
- Attempts to treat infected patients that have begun showing symptoms is discouraged.

Code Red

Details

Conditions:

- There is a confirmed, hostile threat on-board the station or nearby in space. This threat should pose recognizable danger to the station and/or crew at large.

Security:

- Random searches are fully permitted and recommended. Security personnel may detain any personnel refusing a random search in order to conduct said search.
- Security personnel are to cooperate fully with any Central Command Staff (such as Emergency Response Teams) in order to eliminate the threat to the station.

Secure Areas: EVA Storage, Tech Storage, Gravity Generator, Engineering Secure Storage, Vault, anywhere else requiring command level access that does not get regularly used

- There are no restrictions on bolting Secure Areas. Secure Areas may be left bolted or unbolted at the discretion of Command personnel.

General Crew:

- Personnel are to follow the instructions of Security staff, so long as they are within the bounds of Space Law and are not acting against the general well-being of the station and its crew.

Line of succession

If the captain dies and is unrecoverable for whatever reason, then a new captain must be selected. This follows a fairly simple ruling which has a step by step guide:

- Step 1: Is captain still alive? if so proceed to step 5, if not proceed to the next step.
- Step 2: Is hop still alive? if so proceed to step 5, if not proceed to the next step.
- Step 3: All heads may vote on a head to make captain, then should proceed to step 5, If all heads are dead proceed to the next step.
- Step 4: Call the shuttle and set the alert level to code red.
- Step 5: That person is now Captain.

High Risk Equipment

Each command member features a piece of equipment that is highly sought after by members of the syndicate. They should either remain in the respective head's possession or in their round-start locker. These items should not be given out unless in extreme situations and not permanently. Exceptions are made for handing off equipment to mindshielded crew members (HoS handing the shotgun to the Warden). The list of items is as follows:

- Captain's ID
- Captain's Jetpack
- Captain's Antique Laser
- Nuclear Authentication Disk
- CMO's Hypospray
- CMO's Handheld Crew Monitor
- RD's Experimental Research Hardsuit
- RD's Hand Teleporter
- QM's Digiboard
- CE's Advanced Magboots
- HoS' Energy Shotgun

Docking and Visitors

Visitors

- The station is encouraged to allow non-hostile visitors permission to dock or otherwise come aboard during normal operating conditions.
- If an individual commits a crime aboard a Nanotrasen station, and then flees to an actively in-use unaffiliated vessel, habitat, or station, it is up to that organisation to offer or reject a request for asylum.
- The Captain may grant or deny asylum at his discretion.
- Visitors may be granted whatever access the Captain deems appropriate.
- Visitors may be assigned an escort or searched upon entrance at the Captain's discretion, however at no times should the crew enter a visitor's vessel without permission, search a visitor's vessel, or otherwise infringe on their sovereignty.
- Visitors aboard an NT Vessel are subject to Space Law. Likewise, if a visitor breaks the law and then immediately flees to their own vessel, the "hot pursuit" doctrine applies and security may board to detain.

Vessels

- Any personnel aboard a vessel are under the legal authority of that vessel and may be legally fined, arrested, detained, and otherwise punished for infractions of the visitor's laws.
- Vessels belonging to organizations at war with Nanotrasen, or vessels which attack a Nanotrasen facility or ship are not protected by these regulations, nor are vessels engaged in blatant criminal activities such as human slavery.

Hiring/Transferring

- No new hires or transfers are permitted without contacting the relevant Head of Staff. If one is not available, promoting an Acting Head of Staff is recommended. If none is available, the Head of Personnel/Captain are to utilize their best judgement.
- Promotion to Acting Head of Staff requires authorization by the Captain or Acting Captain.
- All new hires to the Security Department, or acting heads of staff, are to be mindshield and searched for contraband.

Demotion Procedure

- No demotions are to be performed without authorization from the relevant Head of Staff or Captain.
- Personnel are to report to the Head of Personnel for demotion.
- After a demotion order is given to the person being demoted (e.g: by radio), that person is no longer considered a member of that department. Security may take further legal actions if the person does not fully comply.

Causes for Demotion

(This list is not exhaustive, these are key examples)

- Any major crime or higher.
- Critical incompetence at a given job.
- Refusal to follow legal and relevant orders by the respective Head of Staff. Legality and relevance of said orders are to be judged by the Captain or Head of Personnel.
- Creation of an abusive or unsafe work environment.
- Abandoning a given job for more than 15 minutes at a time.

Lawful Orders

- Department heads may give direct, lawful orders to any station personnel reporting to them or to another of their subordinates.
- When receiving conflicting lawful orders coming from two distinct persons of authority, whether by role (department head) or by law (security), station personnel cannot be held liable and charged with failure to comply with one of the redundant orders.
- Command staff is held liable for their staff when giving a direct order and may be charged criminally if their missives are not lawful

Nuclear Operative Presence

- All weapons and chemical restrictions are lifted.
- Cargo should focus on requesting as many weapons as possible. Security is to be prioritized for distribution, but regular personnel may also be armed.
- Science should work in tandem with salvage/cargo in order to fabricate weapons and equipment for combat.
- Building defenses and fortifying key locations is recommended.
- The emergency shuttle is only to be called once the operatives have been eliminated, or have stalled their attack.

Departments

Captain

- The Captain's primary purpose is to delegate work among their command staff, and ensure all departments are running efficiently.
- The Captain is not permitted to perform regular Security Duty. However, they may still assist Security if they are understaffed, or if they see a crime being committed. However, the Captain is not permitted to take items from the Armory under normal circumstances, unless authorized by the Head of Security. In addition, the Captain may not requisition weaponry beyond their own, unless there's an immediate threat to station and/or crew.
- If a Department lacks a Head of Staff, the Captain should make reasonable efforts to appoint an Acting Head of Staff, if there are available personnel to fill the position;
- The Captain is not to leave the Station,
- The Captain must ensure the nuke disk is in their possession at all times.

- The Captain may only promote personnel to a Acting Head of Staff position if there is no assigned Head of Staff associated with the Department. Said Acting Head of Staff must be a member of the Department they are to lead.
- The Captain may not fire any Head of Staff without reasonable justification. Firing personnel should be left to the respective head of staff, or head of personnel.

Head of Personnel

- The Head of Personnel may not transfer any personnel to another Department without authorization from the relevant Head of Staff. (See Hiring/Transferring for more)
- The Head of Personnel may not give any personnel increased access without authorization from the relevant Head of Staff. This includes the Head of Personnel. In addition, the Head of Personnel may only give Captain-Level access to someone if they are the Acting Captain. This access is to be removed when a proper Captain arrives on the station.
- The Head of Personnel may not fire any personnel without authorization from the relevant Head of Staff. (See demotion procedure for more)
- The Head of Personnel is free to utilize paperwork at their discretion. However, during major station emergencies, expediency should take precedence over bureaucracy.
- The Head of Personnel may not leave their office unmanned if there are personnel waiting in line. If not at their office, they should actively be on the lookout for radio calls requesting them at their office.
- The Head of Personnel is not permitted to perform Security duty.

Quartermaster

- The Quartermaster must ensure that every approved order is delivered within a reasonable time frame.
- The Quartermaster is not permitted to authorize the ordering of Security equipment and/or gear without express permission from the Head of Security and/or Captain. An exception is made during extreme emergencies, such as Nuclear Operatives or a wizard incursion.
- The Quartermaster is permitted to authorize non-departmental orders (such as a Medical Doctor asking for Insulated Gloves) without express permission from the respective Head of Staff (in this example, the Chief Engineer), utilizing their best judgement, although they may still request a stamped form or verbal permission.
- The Quartermaster is not permitted to authorize a singularity or tesla generator without permission from the Chief Engineer.

Chief Engineer

- The Chief Engineer must make sure that the station's electrical engines are fully set up and supplying power to the station.
- The Chief Engineer is responsible for maintaining the integrity of Telecommunications.
- The Chief Engineer is responsible for maintaining the integrity of all engines set up on the station, and ensuring the department is performing routine maintenance on their respective engines.
- The Chief Engineer is responsible for assisting with maintaining the station's atmospheric systems.

Research Director

- The Research Director must make sure Research is being done. There should be an attempt to research as many technologies before the shift ends.
- The Research Director is permitted to change the Stations AI's laws, provided they receive general approval from other members of command.
- The Research Director is to ensure the safety of the crew by maintaining active anomalies, and preventing alien artifacts from leaving the science department. Artifacts should be placed in containment units before being transported.
- Ensure that anomalies near departments have given their consent for the anomaly to remain active.
- Work in tandem with the Chief Medical Officer to ensure unrecoverable patients have consented to being borged.

Chief Medical Officer

- The Chief Medical Officer must ensure that all crew members receive adequate medical care.
- The Chief Medical Officer must ensure that corpses are properly stored, and those who can't be revived should be detailed as to why that is not possible.
- The Chief Medical Officer must ensure that there are adequate medical reagents to treat all types of damage.
- Work in tandem with the Research Director to ensure unrecoverable patients have consented to being borged.