



RULES OF THE 19TH FLEET

This document outlines the rules of the 19th Fleet as determined by the Joint Chiefs of Staff.

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Recruitment Rules (2X)

RULE 20A: Every Fleet Member may recruit.

RULE 20B: Every new recruit is to be validated by a Joint Chief.



Behavioural Rules (4X)

- RULE 44E: Be and have fun.
- RULE 44F: Be friendly to other Fleet Members.
- RULE 45A: When visiting then one is to obey the owner of forenamed property.
- RULE 45B: When visiting a ship then one is to obey the Commanding Officer of forenamed ship.
- RULE 49A: No stealing loot or flaming or other things like that.



Penalisation Rules (5X)

RULE 50A: Fleet Members that are found breaking any other rule are to be reported to the Joint Chiefs of Staff.

RULE 50B: If a Fleet Member is found guilty to breaking any other rule by the majority of the Joint Chiefs of Staff then they're sent off to the other side of the galaxy and are allowed to build their own society where there's less crime.



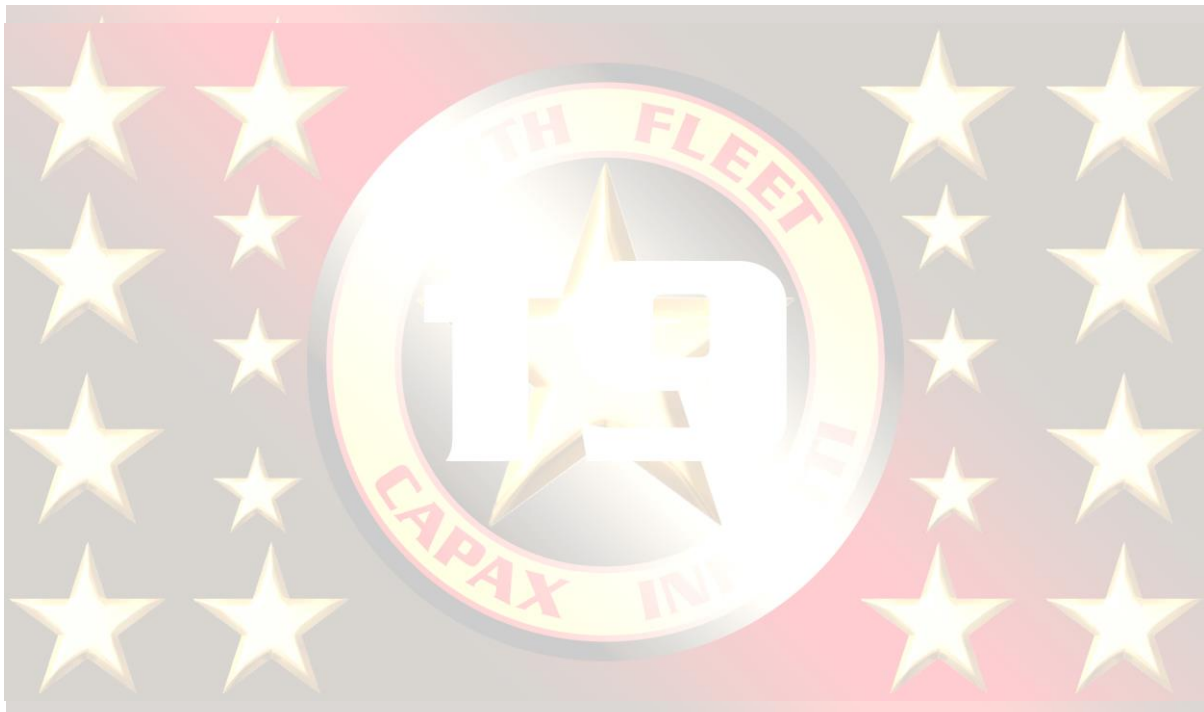
Military Rules (1X)

RULE 10B: Joining the military section of the Fleet is optional

RULE 10E: When not on a mission, one is free to do whatever they prefer, as long as it is within our rules.

RULE 10F: When doing missions for the Fleet one is to adhere to the hierarchy.

RULE 15S: NEVER start a fight, but ALWAYS finish it!



Alliance Rules (7X)

These only apply to Members of the 19th Fleet

RULE 74F: If one is found breaking any rules of any ally whom they're currently on a mission with then forenamed ally is to be the one to judge them as per their rules.

RULE 74G: If one is found breaking any rules of any ally whom they're currently on a mission with AND any rules of the Fleet then they are to receive penance as per the rules of forenamed ally AND as per the Fleet's rules.

RULE 75A: If one is in a position to gain an alliance with another Organisation, then they are to notify the Joint Chiefs of Staff.

RULE 76A: When visiting property of an ally then one is to obey the owner of forenamed property.

RULE 76B: When visiting a ship/fleet of an ally then one is to obey the Commanding Officer of forenamed ship/fleet.

