

CREW

BINDINGS

- **A crewmate must treat a fellow crewmate with respect. They shall not steal, assault, or murder a fellow comrade.**
- **The crew must retain a sense of identity, and independence. It may become a part of something, but not be entirely absorbed into it.**
- **The crew must follow the laws of the land. In this case, it would be the Holy Orenian Empire.**
- **A crewmate is required to wear their uniform with dignity, and respect. They must be good ambassadors for the crew.**

- **All things shall be settled diplomatically aboard the ship, as is the way with naval vessels. There must be a vote for a major decision. However, the leader may make an “executive order”, in the case of:
 - i) **A tie within the polls.**
 - ii) **A seemingly unanimous favour.**
 - iii) **If said scenario is urgent enough.****

- **The leader, although granted very many powers, is able to be voted out of his/her position. Mutinies, however, will be punishable by death.**

- **There must be a cohesive drive within the upper divisions of the crew. They are required to work with each other. If this is not shown, they may be removed from their position.**

- **A crewmate must be granted a degree of freedom. However, if they are to leave: they must explain why, and where they are to go to.**

“The breaking of these bindings may result in execution, banishment, or a flogging. A crewmate is REQUIRED to follow them.”

