



Commonwealth of the Rosettan Overwatch

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The **Populace of the Peninsular Region of Mrakovi**, known colloquially as **Rosettans**, hereby declare **full autonomy** from the ruins of the old parent nation, the **Clearcoat Conglomerated States**, which fell to a comet one Era ago, on this day, the 76th day of the 471st year of the Era of Sorrow. Upon this region shall be a (1) **capable empire that can defend the needs, livelihood, and existence of its' civic populace**, a (2) **capable army that can withstand the unpredictable**, a (3) **capable economy that can withstand the varying needs and wants of the Arothan populace**. Upon this empire shall be a Council and Leader, with which split rule resides, whereupon the Leader calls upon military actions with low restrictions aside from as defined in Section 3 - Military Structure; but must act alongside the Council should a civil matter arise. The Council shall hereby be comprised of **one hundred and ninety-two** capable Officers dedicated to the efficiency and workings of each industry and faction, hereby the **Pragmatate Council**. The Leader shall hereby be the highest-ranking soldier upon the Military and Command through strategic efficiency and skill, hereby the **Primary Overseer**, with the second-highest ranked soldier being the **Secondary Overseer**. Hereby, effective immediately, the **Strategic Rosettan Command** shall be renamed to **Overwatch Strategic Command**, and the **Airforce, Navy, Space, Ground, Corrections** branches be renamed accordingly to **Airwatch, Navalwatch, Starwatch, Groundwatch, Novawatch**.

Effective immediately, the value of the Rosettan currency, the **Teomine (T)**, is fixed-worth approximately the same as **exactly one (1) kilogramme of Silver**. Effective immediately, there shall be an establishment of a national accord for civil services, defined as "services that affect the life and livelihood of an individual or the society, including but not limited to health, education, ecology, food production - by agriculture or machine -, policing, housing, electricity, plumbing, internet, masonry, metallurgy, firefighting, rescue, road-and-rail work, infrastructure, maintenance, and management of air and sea ports." These civil services shall be managed by the **Rosettan National Civil Services Management**, or simply **RNCS**, with each service(s) having a separate, dedicated division, except for **Healthcare, Policing, Firefighting, Rescue**. The service of **Healthcare**, which manages pathogens, xenofoms, treatment, surgery, deathcare, shall hereby be managed by the **Rosettan National Helix Division**, a separate entity from the **Overwatch**. The service of **Policing**, which manages law enforcement, corrections, warrant execution, and citizen advocacy, shall hereby be managed by the **Rosettan Civil Protection Agency**, or simply the **Civil Protection**, under the command of the **Overwatch Strategic Command**. The service of **Firefighting**, which manages suppression of uncontrolled fires, removal of brush, and the ensuring of mandatory installation of fire prevention and suppression measures, shall hereby be managed by the **Rosettan National Fire Suppression Service**, a separate entity from the **Overwatch**. The service of **Rescue**, which manages operations regarding missing civilians, large-scale disasters, crises, hazardous materials containment, and the retrieval of civilians in immediate danger, shall hereby be managed by the **Rosettan National Fire Suppression Service, "Lifeline" Division**. Emergency Communications, which was unlisted, shall hereby be managed by the **Rosettan National Emergency Communications Service**.

Effective immediately, all Corrections Facilities, defined as where inmates are held for the duration of the legal carry-out of a correctional sentence, shall follow a nomenclature of **Nova Block #A-#A**, where # strictly signifies a digit from Zero(0) to Nine(9) and "A" signifies EITHER a letter from "A" to "Z" OR a digit from Zero(0) to Nine(9) - for example, **Nova Block 8D-04**. Effective immediately, a field of **Hypothetical Research** shall be dedicated to the advancement of **Dark Matter** and **Dark Energy** technology under the security and hold of the **Overwatch Strategic Command**. Effective immediately, this document and series of documents shall be made publicly available for no cost upon request, whereupon the violation of this shall be a **fine of 2,500.00 Teomines** and **revocation of publication**.

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Section 2: Government

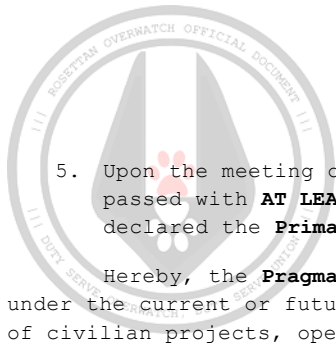
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Leader Ejection, Subsection 1

Effective at once, the construction of the **Pragmatate Council** shall begin, with the establishment of the **Primary Overseer**, to be elected by field-promotion from either **Lead Pragmatate Officer** or **Lead Overwatch**. To impose a safety net across the board regarding the possible loss of citizen autonomy, the **Pragmatate Council** has the inexorable right to **Eject the Overseer** on the basis that either;

1. The leader has been proven a threat to the existence of the Commonwealth,
 - a. Defining a "threat" as an armed or unarmed body of resistance that actively seeks conflict with Commonwealth soldiers or officers with the motive of destruction or assailing property, workers, or information relating to national or supranational security,
 - b. Be it by ideology, actions, posters, or words, in which promote social division either through racist, supremacist, exclusionary, or aggravating language and threats,
 - c. Be it by unlawful financial deprivation of vital services for personal or criminal gain (embezzling),
 - d. Be it by unlawful security deprivation of vital services for personal or criminal gain (plotting a raid),
 - e. Be it by unlawfully declassifying and/or distributing restricted information,
 - f. Be it by the commission of crime while on-duty or off-duty
 - i. If the crime is within the bounds of; Homicide, Assault, Federal Theft, Kidnapping, Extortion, Hostage-taking,
 - ii. OR If the crime is supranational and/or risks the deconstruction of embassies and diplomatic talks,
2. The leader has been proven unfit for service,
 - a. Be it by mental or physical ailment,
 - i. In which the ailment incapacitates the leader by registering the leader unable to act within the best interest of the nation severely, be it either by proving that the leader has been acting in self-profit or self-destruction or by diagnosis from the **National Helix Division** Medical Commander,
 - ii. Or in which the ailment incapacitates the leader by registering the leader hospitalized, in corrections, or in a vegetative or comatose state,
3. The leader is actively, passively, or implicitly acting within the bounds of insurgent or rebellious forces,
 - a. Be it, if not by 2.1.1, that the leader admits or is proven by anonymous witness testimony to harbor affiliations with anticitizen formations or organizations,

Using the definition of "anticitizen" from Section 4, Subsection 3,
 - b. Be it, if not by Section 2.1.3a, that the leader is captured either via photography, videography, or STING operation to have some form of affiliation with anticitizen formations or organizations,
 - c. Be it, if not by Section 2.1.3b, that the leader is audited and proven to have been selling or distributing restricted information that can harm the sociostability of the Commonwealth either directly - diplomacy, military, sociologically - or indirectly - trade, secrets, predictability,
4. If not by **ANY OF THE ABOVE SECTIONS**, the leader is advocating as a tangible, existential threat to greater sociostability across the Commonwealth, either by aiding and abetting in the procession of a supranational action committed by a common Enemy-of-State nation or individual or by aiding and abetting in the procession of an action that threatens the existence of the Commonwealth,
 - a. Assuming Enemy-of-State nation defined as "Infection One," and Enemy-of-State individual defined as "Anticitizen One",



5. Upon the meeting of any **TWO** of these requirements, an **EMERGENCY VOTE** must have been passed with **AT LEAST seven-eighths "FOR"** OR if **Lead Overwatch** or **Secondary Overseer** have declared the **Primary Overseer** rogue.

Hereby, the **Pragmatate Council** has the **inexorable duty** to observe and detect any faults under the current or future **Primary Overseer**, in accordance with their duty of total oversight of civilian projects, operations, and services. Whereas, in opposition, given the civil power of the **Pragmatate Council**, the **Primary Overseer** has total oversight and control over the **Overwatch**, the overarching name given to all Rosettan military branches, and has limited oversight over the **Pragmatate Council**, amounting to as much control and influence as a **Pragmatate Officer**. However, with respect to the duties of the **Overwatch Strategic Command**, as all Overwatch delegates above rank **Sector Corporal** are assigned to, the **Pragmatate Council** canNOT interfere with military actions - and in the same manner, the **Overwatch Strategic Command** has **total control** over all military matters, as long as civilian life remains unimpacted. Under this same banner, the **Overwatch Strategic Command** shall **NOT** make any move that impacts civilian life or livelihood **WITHOUT DIRECT APPROVAL AND OVERSIGHT** of the **Pragmatate Council**, so as to enforce cohesion and cooperation.

Shadow Division, Subsection 2

The verification of submitted evidence that will be used to eject the **Overseer** shall be verified by an **Overwatch** division, hereby the "**Shadow**" division, in which commanders ranked above **Core Operator** (eg. **CPR.SHADOW-451**) shall only be permitted to view, authorize, maintain, or deny the submitted evidence. **Shadow** division shall be permitted to work autonomously from the command of **Overwatch** and the **Council** within **ONLY** these boundaries;

1. That their work pertains **ONLY** to matters of urgent national or supranational importance,
 - a. Assuming the Matters pertain to **Groups-of-Interest** or **un-augmented High Command soldiers**, such as the **Primary Overseer**,
 - b. Assuming the Matters also pertain, in some way, to the **Pragmatate Council**,
 - c. Assuming the Matters also pertain to **sociostability**,
 - i. Defining "sociostability" as the stability of a society or nation, in which measured by violent actions or crimes per minute or hour, in which violent actions are defined as actions in which weapons have been used to proceed with the commission of,
2. That their work is tangibly verifiable with third parties and technological methods,
 - a. Assuming that the technological methods are equal to, but not including, photographic devices, audiographic devices, position tracking devices, or terminal logs,
3. That their work is uninterrupted in times of urgency or need as declared by the ranked-soldier **Division Commander** (eg. **DCR.SHADOW-0**),
4. That their work has **NO RELATION** to the civic populace,

If the **Shadow** Division is found to have stepped out of their boundaries, then, by declaration of either **Division Commander** or **Sovereign Command Asset** or a **unanimous Pragmatate vote**, a complete division purge is authorized, in which all "assets" - soldiers, operators, agents - of the **Shadow** division are to be considered **Rogue** or **Autonomous** with a verdict of **Immediate Terminal Prosecution**.

The passage of a Leader Ejection vote can **ONLY** be permitted if a substantial amount of evidence, in which either at least **two megabytes** of digital proof AND/OR **two pounds** of on-paper proof and testimonies, is forwarded and verified by the **Shadow** division.

Council Structure and Responsibilities, Subsection 3

For every **FIVE (5)** years, on the half-way mark of the year, shall one-half of the **Pragmatate Council** be provided a chance for a re-election, as by default, **Council Officers** are removed and replaced by the next popular-voted representative of their respective field. In order, **NINE** officers per;

- **Rosettan National Civil Service; Infrastructure Division (Officer of Infrastructure)**
- **Rosettan National Civil Service; Electricity Division (Officer of Electricity)**



- Rosettan National Civil Service; Plumbing Division (Officer of Water & Sewage)
- Rosettan National Civil Service; Education Division (Officer of Education)
- Rosettan National Civil Service; Administration Division (Lead Pragmatate Officer)
- Rosettan National Civil Service; Metallurgy and Computing Division (Officer of Technology)
- Rosettan National Civil Service; Masonry and Woodworking Division (Officer of The Stone)
- Rosettan National Civil Service; Food Distribution and Production Division (Officer of Agriculture)
- Rosettan National Helix Division (Medical Operations Commander)
- Rosettan National Civil Service; Road-and-Rail Division (Officer of Transportation)
- Rosettan National Civil Service; Ports Division (Officer of Trade)
- Rosettan National Fire Suppression Service (Fire Response Coordinator)
- Rosettan National Fire Suppression Service; Lifeline Division (Rescue Lead Coordinator)
- Rosettan Civil Protection Agency (Civil Protection Commander)
- Rosettan National Emergency Communications Service (Lead Dispatch)
- Business's Associates League (Commissioner of Commerce)
- Rosettan National Civil Service; Parks and Recreation Division (Minister of Ecology)
- Association of Researchers (Officer of Research)
- Association of Red-Light-District Operators (Officer of Entertainment)
- Rosettan National Civil Service; Housing and Construction Division (Officer of Housing)
- Rosettan National Civil Service; Interconnections Division (Forum Administrator)
- Rosettan Civil Information Authority (Lead Information Director)
 - Including, which is not listed, is Officer of Operational Security, or Officer of Intelligence

The Abilities and Responsibility of the **Primary Overseer** are primarily civil in nature, though are not intended to subvert their original position as **High Command**. These responsibilities are stated as;

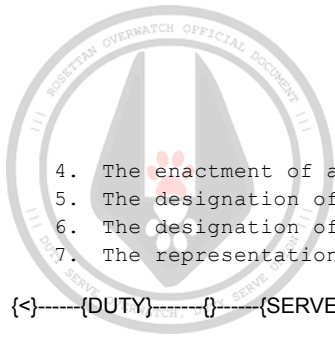
1. The power to establish communications with external nations,
2. The power to establish trade with external nations,
3. The power to establish embassies and forums with external nations,
4. The power to declare and end wars,
5. The power to interact within **Council** votes,
6. The power to enact **Priority One Objectives** for all **Overwatch** soldiers,
7. The power to enact **Sector Loss** codes for **High Priority Regions**,
8. The power to establish and deconstruct sectors, command points, and divisions,
9. The power to deservice any unit up to **Lead Overwatch (LVW)** rank within reason,
10. The power to participate in military operations,
11. The power to permit or deny authorized leave for **un-augmented High Command** assets,
12. The power to declare a national **Autonomous Judgement Waiver** as defined in **Section 3 - Military Structure**,

HOWEVER, not without a **Council** vote, the **Primary Overseer** cannot utilize these actions;

1. The designation of an individual as **Anticitizen One**,
2. The designation of a group as **Malignant**,
3. Any project enactment that interacts in one way or another with the civic populace (a new military base, waterworks project, etc.),
4. Enactment of a **Separation Order**,
5. Enactment of a **Curfew**,
6. Adjustment of Taxes and Finances,

Hereby, the Abilities and Responsibility of the **Pragmatate Council** are exclusively limited to these powers;

1. The vote and passage of a Project, Act, or Duty,
2. The adjustment of taxes and finances,
3. The enactment of a **Separation Order** (unanimous vote),



4. The enactment of a **Curfew** (unanimous vote),
5. The designation of an individual as **Anticitizen One** (unanimous vote),
6. The designation of a group as **Malignant** (unanimous vote),
7. The representation of the **Commonwealth** in civil matters and courts,

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Section 3: Military Structure

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Enhancing the abilities of standard soldiers, this Section is dedicated to the detailing of the divisions, ranks, specialties, and equipment within the **Rosettan Overwatch** ground forces, as well as procedures, codes, and declassified information.

Ranks, Overwatch

1. **Recruit (RCT)** - No specialties - Reverier Matchmaker, Reverier Guard, standard counterballistics armor, one-bangs, two pairs zipties
2. **Standard Overwatch Soldier (OWS)** - No specialties - Reverier Cavalry, one-bangs, standard counterballistics armor, two pairs zipties
3. **Enhanced Overwatch Soldier (EOW)** - Training RCTs, leads one Stabilization Team - AR-1 Mod-4, three-bangs, augmented counterballistics armor, four pairs zipties - First rank to be **Augmented**
4. **Stabilization Team Leader (STL)** - Leads at most 2 Stabilization Teams, can deservice and mark rogue RCTs and OWSs - AR-1 Mod-4, three-bangs, fragmentation grenade, augmented and layered counterballistics armor, four pairs zipties - Moderate augmentation
5. **Overwatch Captain (OCP)** - Leads more than 4 Stabilization Teams, can deservice and mark rogue EOWs - AR-2 Mod-2, three-bangs, fragmentation grenade, elite-issue counterballistics, four pairs zipties - Heavy augmentation
6. **Regional Ground Leader (RGL)** - Leads and oversees a planetary region and the associated detachments, can deservice and mark rogue STLs - AR-1 Mod-9, nine-bangs, fragmentation grenade, elite-issue counterballistics, four pairs zipties - Heavy augmentation
7. **Division Commander (DCR)** - Leads and commands an entire Division, can deservice and mark rogue OCPs - AR-1 Mod-9, nine-bangs, fragmentation grenade, commander-issue counterballistics, four pairs zipties - Heavier augmentation
8. **Sectoral Commander (SEC)** - Commands a space sector, acts as the Right Hand(s) to the SCA, can deservice and mark rogue DCRs and below - AR-1 Mod-9, nine-bangs, fragmentation grenade, signal grenade, commander-issue counterballistics, four pairs zipties - Heaviest augmentation
9. **Sovereign Command Asset (SCA)** - Commands the ENTIRE Overwatch - Same equipment as SEC - Heaviest augmentation
10. **Secondary Overseer (SVR)** - Second-in-Command - Reverier Kingslayer, AR-1 Mod-9 with Hollow-Point, nine-bangs, incendiary grenade, signal grenade, overseer-issue counterballistics - Little to no augmentation
11. **Primary Overseer (PVS)** - Leader of the Commonwealth - Same equipment and augmentation as SVR. Commands the whole Military.

Divisions, Overwatch

1. **ECHO** - General Infantry, Jack-of-all-Trades - Rifles, SMGs
2. **MACE** - CQB - Shotguns
3. **RANGER** - Ranged Combat - Battle Rifles, Sniper Rifles
4. **NOVA** - Prison Guards - SMGs, Shotguns - **NOVAWATCH ONLY**
5. **HELIX** - Combat Medics - PDWs
6. **NOMAD** - Drivers - PDWs
7. **REAPER** - Special Forces - High-Caliber Rifles



8. **STORM** - "Juggernauts" - Large LMGs, heaviest armor
9. **PAYBACK** - "Juggernauts" - Large shotguns, heaviest armor
10. **LEADER** - Dedicated Command Division - High-Caliber Rifles
11. **PHANTOM** - Airwatch Pilots - PDWs
12. **KILO** - Critical Infrastructure Security (e.g., Hardpoints, Cores, High-Priority-Regions, Armories, Bases, etc.) - Large shotguns, High-Caliber Rifles
13. **SHADOW** - Intelligence - PDWs
14. **GRID** - Engineers/Technical - PDWs
15. **STAR** - Artillery - Rifles
16. **FLASH** - Logistics - PDWs
17. **HAMMER** - Urban Combat
18. **SPEAR, DAGGER, BLADE** - Non-standard

Ranks, Civil Protection

1. **Recruit (Intention 6)** - None - Electrified stun baton, Kevlar anti-stab vest, four pairs' handcuffs
2. **Intention 5** - None - Same equipment as i6
3. **Intention 4** - Training of i6 - USP Match, Electrified Stun Baton, heavier anti-stab vest, five pairs' handcuffs
4. **Intention 3** - Ability to join special divisions, training of i5 - Same equipment as i4
5. **Intention 2** - Field promotion up to i3 - HK MP-5, Same equipment as i3, plus one pair of handcuffs and bulletproof vest
6. **Intention 1 - Patrol Team** command ability - Plate carrier, HK MP7
7. **Squad Leader (Sql)** - Field promotion up to i1 - Same equipment as i1
8. **Elite Protection Unit (EpU)** - Specialty rank - SPAS-12, Colt King Cobra, Counterballistics armor, six handcuffs, "nine-bangs" flashbang - Moderate augmentation
9. **Division Lieutenant (DvL)** - Hence name, division commander - HK-416, Colt King Cobra, armor and handcuffs as EpU, Teargas, "nine-bangs" flashbang - Moderate augmentation
10. **Officer General (OfG)** - Leads multiple PTs - P-90, Colt King Cobra, heavy counterballistics - Moderate augmentation
11. **Region Control Officer (RcO)** - Planetary region commander, commands any detachments assigned to the given region - Same equipment as DvL - Heavy augmentation
12. **Sector Control Officer (ScO)** - Space sector commander - Colt King Cobra, G36C, fragmentation grenade, heavy counterballistics - Heavy augmentation
13. **Civil Protection Commander (CpC)** - Commander of the Civil Protection - Colt King Cobra, G36C, incendiary, heavy counterballistics armor - Heaviest augmentation

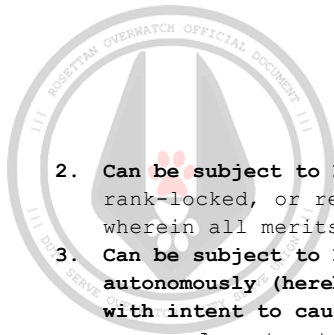
Divisions, Civil Protection

1. **UNION** - General police
2. **XRAY** - Medical
3. **HERO** - Technical
4. **DEFENDER** - High Priority Region (or Critical Infrastructure) security personnel
5. **JURY** - Interrogation
6. **KING** - Elite CPO (Civil Protection Officers)
7. **VICE** - Intelligence
8. **VICTOR** - Logistics

Punishment Levels, Subsection 1

Hereby, effective immediately, there shall be imposed defined punishment levels, depending on a range of factors. Wherein this document if a unit is found guilty of any form of wrongdoing;

1. **Can be subject to Demeriting**, or the placement of a negative merit, wherein the unit is penalized for mediocre performance or behavior, such as intra-unit exclusionary or inflammatory tactics,

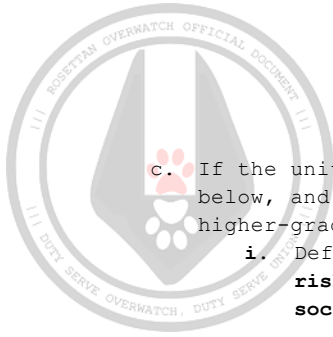


2. **Can be subject to Demotion**, or the removal of a unit's rank, wherein the unit is rank-locked, or restricted to a lower rank, for the duration of the demotion period, wherein all merits are warranted void within this time,
3. **Can be subject to Rogue Status**, or the complete designation of a unit as **operating autonomously** (hereby, "Autonomous"/"Rogue") **from Overwatch or Civil Protection directives with intent to cause damage and harm to infrastructure and personnel**,
 - a. A most notable rogue asset being i4.HELIX-884, who used an IED to amputate (kill) eight (8) other units, including two (2) **High Command** units - a **Civil Protection Commander** and a **Sector Overwatch** unit.

Rogue Delegation, Subsection 2

By a **Command-unit delegation**, a unit can be declared rogue for the following "**Reasons**";

1. They have fired upon and wounded other units,
 - a. Specifically, with intent to kill, maim, or gravely wound and disfigure another unit,
 - i. Following the "A Threat is a Threat" principle, includes episodes of severe mental disturbance and duress,
2. They have committed an action that threatens the integrity of **Overwatch** operations,
 - a. Specifically, by either joining an **Anticitizen group**,
 - i. Defining an **Anticitizen group** as a group that serves to undermine the **Commonwealth** via violent upheaval of sociostability either through destruction of **Overwatch** infrastructure or units or by spreading ideology that promotes and advocates for the destruction of such,
 1. Specifying that, hereby, **supremacist, racist, and extremist groups (Arothan-First League)** are now classified as **Anticitizen groups**,
 - a. Defining **supremacist** as **advocating for the segregation, exclusion, or discrimination** of "others",
 - b. Defining **extremist** as **advocating for acts of terrorism, unrest, major unlawful activity, or violent and armed rioting**,
 - b. Or by acting as intelligence for an **Anticitizen**,
 - i. Using the definition in Section 4, Subsection 3,
 - c. Or by acting as a **fake hostage** or **lure** with the explicit intent of the **destruction** of local **Civil Protection** units or **Overwatch** assets,
3. They actively conspire to harm or destroy the **Commonwealth**,
 - a. Defining "harm" as **inhibiting the lawful execution of maneuvers and practices as defined in this document** by way of,
 - i. **Physical Sabotage**, through the destruction of electrical, mechanical, or rigid infrastructure,
 - ii. **Economic Sabotage**, through the act of depriving or re-routing legal funding for the upkeep of infrastructure and utilizing the re-routed legal funding for personal or criminal gain,
 - iii. **Logistical Sabotage**, through the act of depriving or re-routing resources and necessities dedicated to personnel or infrastructure - tied directly to Subsection 3-3ai - and utilizing the re-routed resources for personal or criminal gain,
 - b. Defining "**conspire**"/"**conspiracy**" as **threatening to engage in or planning to engage in** an action,
 - c. Defining "destroy" as **rendering unusable** in the context of a **sector, city, or nation**,
4. They actively conspire to harm or destroy other units,
 - a. Using the same definitions in Subsection 3-3a and 3-3c,
5. They are actively behaving in a manner unfit for service, defined as;
 - a. Acting alongside the commission, procession, or conspiring of a crime that threatens the life, livelihood, or stability of an individual(s),
 - b. Acting alongside the distribution of unlawful products,
 - i. Defining **unlawful products** as **restricted contraband** or **impermissible material** - CSEM, CSAM, gunpowder, weapons, ammunition, illegally-produced narcotics or alcohol, explosives over one (1.0) gramme, radioactive OR carcinogenic OR toxic materials,



c. If the unit is Civil Protection rank i3 and below, or Overwatch rank EOW and below, and they are **repeatedly** refusing lawful directives as ordered by higher-grade units,

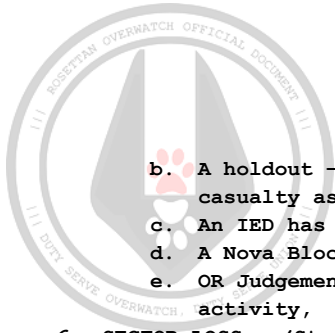
- i. Defining lawful directives as directives that do not interfere with or risk harm to the civil populace, be it economically, physically, sociopolitically, or mentally,

Hereby, units at ranks **Squad Leader (Sql)** or **Stabilization Team Leader (STL)** and above can therefore declare a unit rogue at-will within these parameters; that which **Reasons 1, 2, 5a, 5b** are grounds for immediate prosecution, whereas **Reasons 3, 4, 5c** are grounds for watchlist placement. The incidence in which **rogue prosecution**, hereby "**deservicement**", has occurred shall be logged in a digital and physical media, and must contain the **date, time, a video of the deservicement (as in, the termination of a unit's service and life), witnesses, reasons, and the unit that commanded the deservicement - blurring of graphic content; cranial debris, biological debris, etc.; will only occur in civil publication.**

Assets who are given the **rogue declaration** are thereby effectively, by every measure, considered **anticitizen or malignant**, defined to be **openly hostile against enforcement and stabilization teams through armed conflict**. If there is a unit present that has been declared **Rogue**; also known as **Autonomous**;, **TAC-1 - Standard Radio** - must **not** be used to transmit mission critical information; all radio traffic shall fall back to **TAC-2 - Encrypted Radio** - and this directive shall be enforced by **Squad Leaders or higher OR Stabilization Team Leaders or higher**, and failure to abide by the directive shall be punishable under Section 3-5c.

City, Sector, National Operation Codes, Subsection 3

1. **SOCIOSTABLE - (Status 5) No OVERWATCH deployment is permitted.** Civil Protection operation continues as normal. **Default state of cities, sectors, and nation.**
2. **UNREST - (Status 4) No OVERWATCH deployment is permitted.** Civil Protection is now permitted to open-carry, but must strictly follow Rules of Engagement. Failure to abide will result in terminal prosecution of offending officers. **Can only be authorized if;**
 - a. At least two Civil Protection assets have died within a period of 20 minutes,
3. **MALIGNANCE - (Status 3: Soft Lockdown) OVERWATCH deployment is permitted.** Civil Protection is now permitted to openly question and interrogate potential suspects and are able to patrol out into Outlands and External Jurisdictions. **OVERWATCH** delegates are only allowed to engage suspects **if and only if** the suspect is either; 1) armed, 2) fugitive, 3) evasive. **OVERWATCH** can only stay in city limits. **Can only be authorized if;**
 - a. Unrest code is active,
 - b. At least five Overwatch assets have died within a period of 5 hours,
 - c. At least ten Civil Protection assets have died within a period of 2.5 hours,
 - d. OR; A violent riot is underway, defined as the presence of weapons - firearms, Molotov's, IEDs, melee's - within a protest,
 - e. OR; A command unit, being of either rank DvL and higher or rank GAL and higher has died in combat,
4. **JUDGEMENT WAIVER- (Status 2: Martial Law) OVERWATCH deployment is required.** Civil Protection activity is now limited to Storm Systems and City. **OVERWATCH** delegates are allowed to engage suspects if the suspect is uncooperative or refusing to stay indoors. **Equivalent to Martial Law. Can only be authorized if;**
 - a. A singular raid has occurred or is occurring on a Hardpoint or High Priority Region,
 - b. A Nova Block raid has occurred with the escape of multiple high-priority suspects,
 - c. An IED has detonated,
 - d. OR; Malignance code is active AND At least ten Overwatch assets have died since the activation of Malignance, OR At least fifteen Civil Protection assets have died since the activation of Malignance,
5. **AUTONOMOUS JUDGEMENT WAIVER - (Status 1: Terminal Prosecution) OVERWATCH, AIRWATCH, NOVAWATCH deployment is required.** Civil Protection assets have only fifteen (15) minutes to seek shelter inside a **Hardpoint or High Priority Region**. Delegates are now allowed to engage if the subject is outside for any longer than fifteen (15) minutes. **Can only be authorized if;**
 - a. A raid has occurred or is occurring on multiple Hardpoints or High Priority Regions,



- b. A holdout – a sustained enemy holding a position with intent to cause as much casualty as possible – is ongoing that has resulted in a High Command death,
 - c. An IED has detonated with the death of multiple High Command assets,
 - d. A Nova Block has been lost,
 - e. OR Judgement Waiver is active AND at least one sector is lost to insurgent activity,
6. **SECTOR LOSS** – (Status 0: *Sector End-of-Life*) **ALL -WATCH DEPLOYMENT**. Can only be permitted by Sovereign Command Asset, Secondary Overseer, Primary Overseer, or unanimous Pragmatate vote. Full-city evacuation of both Populace and Civil Protection is required. **Endangerment of evacuees is prohibited**. The city or sector that has been placed under this code shall therefore be considered a “Hurricane” zone, or a **zone of the heaviest fighting**. The populace must evacuate before the forty-eight-hour mark. Naval and Aerial bombardment permitted after seventy-two hours. **Effectively a War Declaration**.
7. **SECTOR LOCKUP** – (Status Null: *No Presence Authorized*) No civilians must be present. Can only be called after a Sector Loss is cleared. Reconstruction efforts are mandated. Post-reconstruction code will always be Status 3. **Authorize civilian movement post-reconstruction and enable habitation**.

Secure Radio Channels and their Purpose, Subsection 4

Hereby, within this Subsection, these specific channels shall be marked and purposed, with due regard to the proper usage of each channel. Within this section, there shall be five (5) channels marked and listed;

1. **TAC-1**; Standard Operation, Unencrypted
2. **TAC-2**; Secure Operation, Encrypted
3. **TAC-3**; Faction Operation (Overwatch, Civil Protection), Encrypted
4. **TAC-4**; Team Operation, Encrypted
5. **TAC-5**; Command, Heavy Encryption

Wherein the violation of the encryption and breach of procedure has occurred, the suspect shall be sentenced to no more than **seven(7) year(s)** in penal containment, **three(3) year(s)** of restricted electronics access, **two(2) year(s)** of watchlist probation, and hereby fined to **5,000.00 Teomines**, under the criminal prosecution charge “**99, reckless operation.**”

If the violation of encryption has occurred in the procession of a crime, the prosecution charge shall hereby be enhanced to “**Level-5 Anticivil Activity,**” carrying a minimum penal sentence of **ten(10) year(s)**.

If the procession of crime resulted in **the loss of personnel, infrastructure - digital or physical -, or the loss of resources and equipment**, then the prosecution charge shall hereby be enhanced to a **fugitive declaration**, carrying a minimum penal sentence of **execution by firing squad OR life (100+ years) in solitary confinement**.

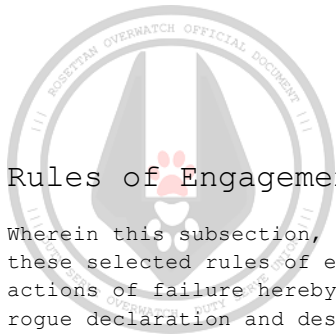
Taglines, Subsection 5

Wherein this Subsection, units – encompassing Civil Protection and Overwatch – shall hereby be given “taglines” in the format of **Rank.Division-Numbers**. Examples including;

1. **EpU.VICE-000**
2. **i1.UNION-408**
3. **EOW.ECHO-394**
4. **STL.SHADOW-004**

Wherein **Civil Protection units rank SqL and higher** and **Overwatch units rank STL and higher** shall hereby be **required** to choose a custom tagline in order to streamline communications and command, able to change **Division** and **Numbers** segments accordingly; wherein **Division** can be augmented to a unique identifier; wherein **Numbers** can be two- or one-number long, examples including;

1. **CpC.HELIX-3**
2. **TCA.OVERWATCH-1**
3. **PVS.PHANTOM-48**
4. **DvL.KING-14**



Rules of Engagement, Subsection 6

Wherein this subsection, **Civil Protection** and **Overwatch** assets are hereby required to follow these selected rules of engagement. Failure to properly follow these procedures, in which the actions of failure hereby risk the life and limb of other assets, will result in immediate rogue declaration and deservicement of the offending unit. At least two (2) of these requirements must be fulfilled in order to proceed with engagement;

1. That which the suspect is **visibly armed and/or armored**,
2. That which the suspect is **evading prosecution or enforcement of law**,
3. That which the suspect has repeatedly refused a **lawful order**,
 - a. Defining a **lawful order** as a **directive that does not risk injury, death, or violation of either sociopolity, economy, property, or the individual**,
4. That which the suspect is considered a **fugitive**,

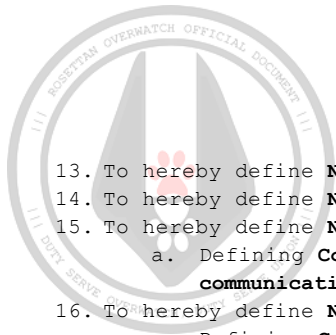
Vehicle & Asset Designation and Coding, Subsection 7

Wherein this subsection, defining "asset" as **Personnel of Overwatch**. Hereby, all **Assets** in engineering divisions or pilot-driver divisions are to refer to vehicles by these assigned codes in microsection 1;

Vehicle Designations, Ms 1

Defining vehicle tagline architecture as **DESIGNATION-NUMBERS**, ex. **STINGER-4810**,

1. To hereby define **Armored Personnel Carriers, APCs**, under designation **Hunter**,
 - a. Defining an **APC** as an **up-armored, optionally tracked vehicle with more than 10 operator seats, with anti-mine capabilities and a mounted weapon of .50 BMG caliber or greater**,
2. To hereby define **Class-1 Tanks** under designation **Stinger**,
 - a. Defining a **Class-1 Tank** as a **tracked, heavy-fighting vehicle with armor reaching one-metre thick, with a bore capable of firing artillery shells greater than 75 millimetres, capable of withstanding Vehicle-Bound IEDs**,
3. To hereby define **Class-2 Tanks** under designation **Cauterizer**,
 - a. Defining a **Class-2 Tank** as a **tracked, heavy-fighting vehicle with similar capabilities to a Class-1 Tank, but with long-range artillery capabilities - also known as a Self Propelled Artillery Emplacement**,
4. To hereby define **Class-3 Tanks** under designation **Sterilizer**,
 - a. Defining a **Class-3 Tank** as a **tracked, heavy-fighting vehicle with a fixed-barrel, capable of destroying material up to two-metres thick - including reinforced concrete - and penetrating at least three-metres into tank armor**,
5. To hereby define **Logistics Vehicles** under designation **Flush**,
 - a. Defining a **Logistics Vehicle** as an **up-armored, optionally tracked vehicle with a covered flatbed, capable of transporting up to one-tonne or two-tonnes of vital resources such as ammunition and food**,
6. To hereby define **Class-2A Tanks** under designation **Skyshield**,
 - a. Defining a **Class-2A Tank** as an **augmented anti-aircraft variant of the Class-2**,
7. To hereby define **Engineering Vehicles** under designation **Anvil**,
 - a. Defining an **Engineering Vehicle** as a **tracked, armored but unarmed vehicle capable of moving or removing terrain and structures, or capable of in-field repairs, minelaying, trapping, trenching, trapping, or other dangerous tasks**,
8. To hereby define **Strike Aircraft** under designation **Airwatch**,
 - a. Defining **Strike Aircraft** as an **aircraft capable of dropping or utilizing ordinance or mounted weapons, or capable of intercepting or interdicting hostile forces**
9. To hereby define **Transport Aircraft** under designation **Ghost**,
 - a. Defining **Transport Aircraft** as an **aircraft capable of deploying troops, supplies, or equipment**,
10. To hereby define **Helicopters of any type** under designation **Boomer**,
11. To hereby define **Naval Corvettes** under designation **Phantom**,
12. To hereby define **Naval Destroyers** under designation **Shadow**,



13. To hereby define **Naval Cruisers** under designation **Midnight**,
14. To hereby define **Naval Battleships** under designation **Twilight**,
15. To hereby define **Naval Command Vessels** under designation **Navalwatch**,
 - a. Defining **Command Vessel** as a **seabound command centre capable of providing radar, communications, and logistical enhancements**,
16. To hereby define **Naval Carriers** under designation **Apex**,
 - a. Defining **Carrier** as a **seabound airbase**,
17. To hereby define **Naval Support Vessels** under designation **Flash**,
 - a. Defining **Support Vessel** as a **naval vehicle capable of deploying resources and equipment to replenish the supplies of other ships**,

{<}-----{DUTY}-----{}-----{SERVE}-----{}-----{OVERWATCH}-----{O}-----{DUTY}-----{}-----{SERVE}-----{}-----{UNION}-----{>}



Section 4: Citizen Rights

{<}---{DUTY}---{}---{SERVE}---{}---{OVERWATCH}---{O}---{DUTY}---{}---{SERVE}---{}---{UNION}---{>}

Wherein this section, defining citizenship status as a method to control, influence, and merit/demerit civil and noncivil actions, defining noncitizen as a citizen operating outside of the realm of Commonwealth law in order to provide harm or destruction of Commonwealth assets and infrastructure, defining citizen as a person born within or outside of the borders of the Commonwealth and either living, owning property, or working within the borders, defining Inexorable Rights as rights that do not require citizenship status. Citizenship revocation does not void these Eleven Inexorable Rights.

Inexorable Rights of Citizens, Subsection 1

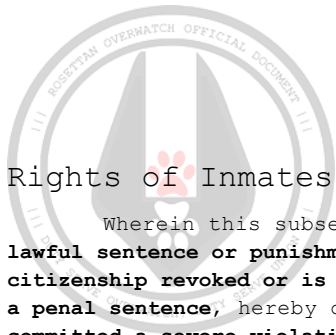
1. That which citizens shall have the right to plan and enact peaceful and unarmed protests, to petition change within the Commonwealth by supported forums, to critique Overwatch and Commonwealth actions, to publish unbiased notifications about current information, and to assemble in groups of less than forty (40) peoples in attendance unless permitted and supervised by one (1) Civil Protection patrol team (4 to 6 officers) for every forty (40) peoples,
2. That which citizens shall have the right to movement, transaction, residency, property ownership, knowledge, and digital access for civil or commercial purposes, be it that they are not currently under a penal sentence of watchlist,
3. That which citizens shall have the right to have their citizenship kept under most circumstances, and that wherein if the citizen is convicted or charged with noncitizen activity, the citizen shall have the right to be notified, challenge, and appeal a revocation,
 - a. That which the revocation of citizenship must be thoroughly reviewed and evidenced, wherein the citizenship of the individual has been deemed a liability, either due to actions that threaten supranational relations or actions that have resulted in the loss of life, livelihood, or wherein infrastructure - digital, mechanical, electrical, - has been damaged by physical or digital means,
4. That which citizens shall have the protection, in both Government, Legislature, and Society, from discrimination due to differences in pelt and fur, colour and pigmentation, physical or mental ailments, class, occupation, wealth, location, income, sexual identity, name, religion, or anything "unique" about a citizen, wherein discriminatory practices shall be outlawed under this title and considered noncitizen activity,
 - a. Defining "noncitizen activity" as acting against the civic populace's interests or ability/freedom to self-determination at large,
5. That which citizens shall have the right to movement, transaction, residency, property ownership, knowledge, and digital access under the protection of 4.1.4, wherein to protect and prevent unlawful discriminatory practices, racism, sexism, or supremacy,
6. That which citizens shall have the right to, if unable to provide themselves, seek assistance, protection, workforce, and sanctioned housing, from Commonwealth assistors,
7. That which citizens shall have the right to appeal, question, and challenge a verdict or judgement, wherein the verdict or judgement is out of bounds of the penalty parameters for an action that has not resulted in loss of life,
8. That which citizens shall have the right to proportional self-defense and ownership of handguns via permits and stringent oversight,
9. That which citizens shall have the right to freely establish businesses that provide common amenities and goods,
10. That which citizens shall not be exposed to either 1) hypercompetitive or discriminatory work conditions, 2) slave-like conditions, 3) unsustainable pay wherein the citizen is unable to live within the job, 4) subservience without question, 5) hazardous conditions without adequate pay, and shall be compensated and protected upon reporting and verification,
11. That which citizens shall have the right to lawfully challenge in court a decision made by a business or authority that infringes on one of these Eleven Inexorable Rights, wherein substantial, non-circumstantial evidence must be provided and verified by an independent law-and-policy entity on behalf of the individual,



Legal Rights of Citizens, Subsection 2

Wherein this subsection, defining legal rights as the rights pertaining to legal processes, including prosecution, lawsuits, citizenry, and other matters under the authority of Commonwealth courts.

1. That which the citizen, hereby Defendant, shall be given an opportunity to, if unable to afford to hire or contract an attorney, be given an attorney free-of-charge,
2. That which the Defendant shall be given the right to challenge or appeal a conviction pre-prosecution if they are not convicted of anything within a Level 5 Anticivil Activity charge,
 - a. Wherein which the Defendant has NOT been accused of a major crime including but not limited to; construction or detonation of an explosive, corporal homicide, treason, rape ending in death or irreversible wounding, exploitation or abuse of a minor, arson ending in death or explosion, participation in a raid against Overwatch infrastructure or personnel, as the aforementioned crimes - and crimes unlisted here - fall under Level 5 Anticivil Activity,
3. That which the Defendant shall, in cases not covering a Level 5 Anticivil Activity charge, be given the chance to enter workforce intake for the duration of their sentence in exchange for citizenship re-application,
4. That which the Defendant shall not be imposed with impossibly large fines exceeding triple of the minimum fine amount if the Defendant is either or all;
 - a. From middle or low class,
 - i. Defining "high class" as above 255,000 Teomine per year in income,
 - ii. Defining "middle class" as in the range of 122,000 Teomine to 255,000 Teomine per year in income,
 - iii. Defining "low class" as below 122,000 Teomine per year in income,
 - b. In an impoverished state,
 - i. Defining "impoverished" as sustained insecurity of food, housing, occupation, and/or income,
 - c. On Commonwealth aid and employment,
 - d. Enlisted in or sentenced to a Workforce Intake Program,
5. That which the Defendant shall be given the right to request evidence and information regarding their conviction,
6. That which the Defendant, if they are put into a workforce intake programme as part of a plea deal, shall work manual labour; construction, metallurgy, infrastructure, disaster rescue, firefighting, trenching; for no more than dawn-to-dusk, for no less than 450.00 Teomines per day, in conditioned or weather-adequate condition and clothing,
 - a. Wherein which payment is directed toward either issued fines or optional Pay-to-Release programs until either the Defendant is released or the payment minimum is reached,
 - i. Wherein which, after the payment minimum is reached, additional pay shall be directed to the Defendant's personal financial accounts as legal, un-taxed payment until the end of the Defendant's penal sentence,
 - ii. If the Defendant dies during the carrying out of their sentence and workforce shift, payment is displaced to their immediate relatives - if no relatives exist, or no relatives are within country borders, the payment is dropped back into the economy and recirculated,
7. That which the Defendant shall have the protection from unauthorized or illegal raids, wherein evidence of wrongdoing is either circumstantial, incorrect, unverified, or nonexistent,
8. That which the Defendant, wherein the Defendant has had their citizenship revoked due to malice or error, shall be given reparations no larger than 10,000,000 Teomine alongside automatic re-application, and that which, if the error is found to be in malice or bias, the Plaintiff - hereby, offender - shall be imprisoned for Treason, under 5.1.8ai, "where the actions of a legal entity has been proven to be in the wrong, yet has already been carried out with irreversible or damaging consequences to the life and livelihood of Defendant,"



Rights of Inmates, Noncitizens, and Convicts, Subsection 3

Wherein this subsection, hereby defining convict/inmate as a person carrying out a lawful sentence or punishment, hereby defining noncitizen as a citizen who has had their citizenship revoked or is under revocation due to a terminal charge or otherwise required as per a penal sentence, hereby defining anticitizen as an insurgent, rebel, or terrorist unit having committed a severe violation to not only have citizenship revoked, but to also have a fugitive declaration, or wherein their actions have resulted in the damage or loss of a command unit or energy-based infrastructure - forcefields, lights, terminals, monitors, reactors, armories, locks, electrical grids, etc.

1. That which convicts shall have protection from convict infighting where possible,
 - a. Wherein regardless of if the convict is either involved or uninvolved with the conflict,
 - b. Such that if the convict incurs a wound from infighting, to enhance the offender's sentence by an additional "243, Assault" charge,
 - c. Such that if the convict incurs a fatal or terminal wound from infighting and subsequently dies, to enhance the offender's sentence by an additional "187, Homicide" charge,
 - d. Wherein which to provide isolation and protection from convicts under threat of infighting,
2. That which convicts shall have unrestricted access to educational materials such as textbooks commonly found in institutions such as schools,
3. That which convicts shall be given a period of time for amenities and telephone calls between relatives or visitors at a minimum of one 1-hour period per week, free of charge,
4. That which convicts shall be given three (3) warm, uncontaminated, clean meals per day, covering vital nutrients and minerals required for survival, mandated after Incident 02042029, in which contaminated food resulted in mass loss of life,
5. That which convicts shall not be placed under impoverished conditions, wherein their housing shall be comprised of a room 3m x 3m x 3m with a proper bed (defining proper as, "fitted, with sheets and frame, in fair condition"), a drawer, and a private bathroom for biowaste disposal,
6. That which convicts shall be given medical checks as requested or required without inhibition, wherein criminalizing the act of prohibiting healthcare to an inmate regardless of reason, wherein the inmate succumbs to wounds because of a preventable wounding, the offender shall hereby be penalized with a "187, Homicide" charge,
7. That which convicts shall be given monitored access to technological devices for at least one 1-hour period per week,
8. That which convicts, if the convict is on Workforce Intake, shall be given a break period of three (3) days every seven (7) days,
9. That which convicts shall be protected from false accusations and be granted reparations accordingly,
10. That which convicts regardless of declaration or penalty shall be given the right to question and challenge their verdict post-conviction, as in 4.1.7, 4.1.11, and 4.2.2,
11. That which convicts, who have physical and/or mental ailments, shall be granted mandatory medical checkups at an interval of once per week,
12. That which convicts, especially classified as noncitizens or anticitizens, shall be protected from mistreatment and favoritism or preferential bias by NOVA units and other inmates,
13. That which convicts who have been charged with "10-103m, disturbance by mentally unfit" shall be given unrestricted mandatory counseling and therapy at least four times per week on a regular basis,
14. That which convicts, regardless of conviction, are protected from arbitrary harming or execution, where the situation would not, under any circumstances, justify execution, harming, or isolation for longer than 20 total days, consecutive or not, unless the individual has been convicted of one or more charge that pertains to; explosives, acts of terror resulting in mass casualty, utilization of CBRN weaponry, theft of CBRN weaponry, et al, as defined and judged by the Pragmatate Civil Council per-inquiry,

{<}-----{DUTY}-----{}-----{SERVE}-----{}-----{OVERWATCH}-----{O}-----{DUTY}-----{}-----{SERVE}-----{}-----{UNION}-----{>}



Section 5: Laws and Charges

{<}-----{DUTY}-----{}-----{SERVE}-----{}-----{OVERWATCH}-----{O}-----{DUTY}-----{}-----{SERVE}-----{}-----{UNION}-----{>}

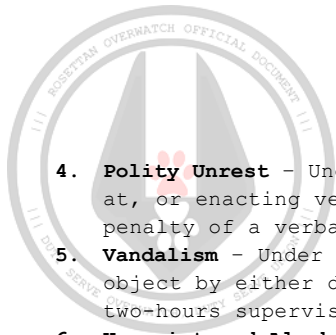
Definitions, Subsection 1

1. Hereby defining **Anticitizen** as; "An individual acting in armed resistance by way of; 1) firing upon officers, assets, and soldiers; 2) engaging in sabotage against Overwatch energy-based infrastructure; 3) organizing unlawfully armed and armored groups to fracture the stability of the Overwatch under the motive of complete and utter uprising; 4) partaking in raids against Overwatch bunkers, assets, or energy-based infrastructure,"
 - a. This excludes protected individuals under 4.1.1 such as **protesters and organizers**, as long as **no weapons** are present or used during the execution of the protest,
 - b. This excludes cases of **self defense** under 4.1.8,
2. Hereby defining **Noncitizen** as; "An individual whose had their citizenship revoked for one or more **Level-4** or higher crimes,"
3. Hereby defining **Raids** as; "An armed invasion of a certain sector or area of importance resulting in loss of personnel and equipment with the strategic directive of either; 1) causing chaos and disorder; 2) pillaging weapons, ammunition, and equipment for later use; 3) disabling infrastructure to allow the procession of further unrest,"
4. Hereby defining **Energy-based Infrastructure** as; "Assets that require electrical or energetic upkeep, such as forcefields, terminals, monitors, reactors, armories, electrical grids, and more,"
5. Hereby defining **Verdict/Judgement**, if not used in city codes (3.3.4 & 3.3.5), as; "prosecution processes and affixes intended to inflict a penalty, often administered - in most cases - by court order; if administered in-field, assume Verdict as referencing to unit order,"
6. Hereby defining these Levels of crime;
 - a. **Level One** - Minor annoyances; Vandalism, for example
 - b. **Level Two** - Moderate annoyances; Petty Theft, for example
 - c. **Level Three** - Major annoyances; Stalking, Menacing, Fraud, Class-1 Homicide (Accidental)
 - d. **Level Four** - Threat-to-Life violations; Class-2 (Aggravated) & Class-3 (Planned) Homicide, Assault with a Deadly Weapon, Possession of Illegal Sexual or Harmful Material (CSEM or Torture)
 - e. **Level Five** - Threat-to-State violations; Raiding, Organization of an Armed Rebellion, Destruction of Corporal Protection Units (killing of a commander)
 - f. **Level Six** - Threat-to-Existence violations; War-crimes, Usage or Thieving of WMD's

Statutes, Subsection 2

Level One Violations, Ms 1

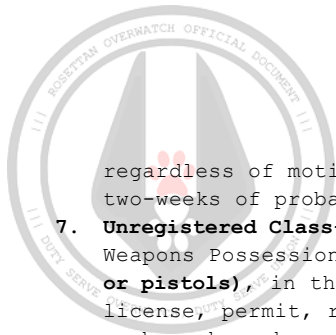
1. **Littering** - Under this statute, Littering shall be defined as the act of improperly disposing small-scale waste; such as food take-out bins, papers, carbonated drink cans, bottles, et al, carrying a penalty of a verbal warning and a quarter-hours supervised cleanup duty.
2. **General Unrest** - Under this statute, General Unrest shall be defined as arguing, insulting, or verbally conflicting with another person in a public space. To be observed by officers, and if continued for longer than thirty minutes, to be penalized with intervention, peacekeeping, and removal from area.
3. **Class-1 Disturbance of Peace** - Under this statute, Class-1 Disturbance of Peace shall be defined as yelling, arguing, or interrupting civil actions within a public space, with a penalty of dispersal and a verbal warning.



4. **Polity Unrest** - Under this statute, Polity Unrest shall be defined as arguing, yelling at, or enacting verbal transgressions against a Civil Protection officer, with a penalty of a verbal warning and removal from the area.
5. **Vandalism** - Under this statute, Vandalism shall be defined as physically distressing an object by either damaging, displacing, or painting over the object, with a penalty of two-hours supervised cleanup duty and a written warning.
6. **Unregistered Alcohol Possession** - Under this statute, Unregistered Alcohol Possession (UAP) shall be defined as possessing a bottle of a homebrewed alcoholic beverage, including but not limited to moonshine, carrying a penalty of a written warning and the seizure of the alcohol in possession.
7. **Class-1 Unregistered Light-Narcotics Possession** - Under this statute, Class-1 Unregistered Light Narcotics Possession (ULNP) shall be defined as possessing any amount less than one-half of a pound of unregistered, homemade, unmarked, or unclear stimulants or enhancements, carrying a penalty of a written warning and the seizure of the narcotics.
8. **First Warning Failure-to-Abide** - Under this statute, First Warning Failure-to-Abide shall be defined as failing to adhere upon the first request to a legal and lawful order by a Civil Protection officer, defining "legal and lawful order" as an order that does not violate the sovereignty or life of an individual or entity, carrying a penalty of a written warning and a fine of no more than 50.00 Teomines.
9. **Unregistered Bladed Class-1 Weapons Possession** - Under this statute, Unregistered Bladed Class-1 Weapon shall be defined as failing to register either a home-made weapon or a souvenir knife or dagger with a blade length of no more than two (2) inches, carrying a penalty of confiscation, questioning, and a fine of no more than 150.00 Teomines.
10. **Class-1 Vehicle Movement Transgressions** - Under this statute, Class-1 Vehicle Movement Transgressions shall be defined as minor speeding (Five to Seven MPH over listed speed limit), lane-splitting, or failure-to-yield, carrying a varying penalty of a single civil record demerit, 150.00 to 300.00 Teomines (if speed-related), and one-month of vehicle tracking.
11. **Class-1 Mischief** - Under this statute, Class-1 Mischief shall be defined as either incidental or non-malicious acts of odd behavior (parking a car on top of a roof, for example), can carry a penalty of a verbal warning and a single record demerit if a severe enough inconvenience - though not always enforced, as it most often falls under the civil act "pranking."

Level Two Violations, Ms 2

1. **Class-2 Mischief** - Under this statute, Class-2 Mischief shall be defined as intentional acts of odd behavior resulting in moderate inconvenience or damage to personal property, and shall be penalized by a fine equal to the damage caused.
2. **Class-1 Battery** - Under this statute, Class-1 Battery shall be defined as throwing a non-fragile, small object; a book, a writing instrument, headgear, or otherwise; in a state of aggravation, and shall be penalized by four-days detention in a low-level Nova Block; e.g. Nova Block 0E-D4.
3. **Class-2 Vehicle Movement Transgressions** - Under this statute, Class-2 VMTs shall be defined as moderate speeding (Seven to Ten MPH over listed speed limit), failure-to-stop, and aggravated road-traffic incidents; including but not limited to road rage, tailgating; shall be penalized by five points demerit and two-week suspension of license.
4. **Class-1 Sexual Transgression** - Under this statute, Class-1 Sexual Transgression shall be defined as unconsensual conversation or low-level contact with the explicit intent of sexual conduct, and shall be penalized by two-weeks detention in a low security Nova Block and five-weeks placement on the **Sexual Offenders Registration**.
5. **Class-1 Menacing and Intimidation** - Under this statute, Class-1 Menacing and Intimidation shall be defined as the explicit statement of invoking moderate fear within an individual in order to force an action or speech, penalized with one-week detention in a low-med security Nova Block - **7Z-4F** - and a two-week Violent Offenders watchlist.
6. **Class-2 Disturbance of Peace** - Under this statute, Class-2 Disturbance shall be defined as needless yelling or the intentional provocation of either populace or officers

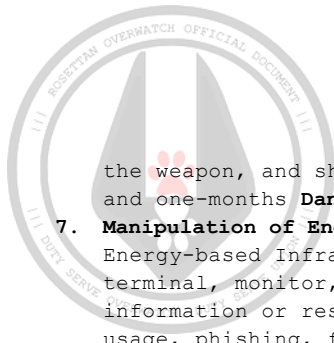


regardless of motive, penalized with one-week detention in a local Nova Block and two-weeks of probation.

7. **Unregistered Class-1 Weapons Possession** - Under this statute, Class-1 Unregistered Weapons Possession shall be defined as owning a **Personal Defense Weapon, PDW (e.g. SMGs or pistols)**, in the 9x19 Parabellum caliber or .22 Long Rifle caliber without a license, permit, registration, or verifying paperwork, or if the weapons' serial numbers have been removed, penalized with confiscation, five points demerit, and a fine of 250.00 Teomines.
8. **Class-2 Unregistered Light-Narcotics Possession** - Under this statute, Class-2 U1NP shall be defined as possessing over half a pound but under four pounds of unregistered, unclear, or unmarked narcotics, with a penalty of confiscation, written fine, and admission to a rehabilitation clinic.
9. **Class-1 Theft** - Under this statute, Class-1 Theft shall be defined as taking an object valued less than 100.00 Teomines with no intent of returning the object, and shall be penalized with questioning, confiscation, and a fine equal to the value of the item.
10. **Second Warning Failure-to-Abide** - Under this statute, Second Warning Failure-to-Abide shall be defined as failing to follow a lawful order upon the second request, and shall be penalized with questioning and a fine of no more than 75.00 Teomines.
11. **Class-1 Repeated Infractions** - Under this statute, Class-1 Repeated Infractions shall be defined as either committing a Level-1 Violation multiple times, or committing multiple Level-1 Violations, and shall be penalized with detention in a low-security Nova Block for no longer than one-week.
12. **Unlawful Combat** - Under this statute, Unlawful Combat shall be defined as engaging in a fist-fight without explicit oversight or permission from a Duel Mediator, and shall be penalized with detention in a medium-security Nova Block for no longer than one-week.
13. **Class-1 Trespassing** - Under this statute, Class-1 Trespassing shall be defined as inhabiting an area without position for an extended period of time without the intent of passing to another area, and shall be penalized with a citation proportional to 50.00 Teomines for every ten (10) minutes as well as a single record demerit.

Level Three Violations, Ms 3

1. **Theft of a Motor Vehicle** - Under this statute, Theft of a Motor Vehicle shall be defined as breaking into and depriving the owner of the vehicle permanently, and shall be penalized with a fine equal to the sold value of the vehicle at first-purchase and five-months medium-security Nova Block detention (**99, reckless operation**).
2. **Class-2 Menacing and Intimidation** - Under this statute, Class-2 Menacing and Intimidation shall be defined as threatening an individual with an actionable threat in order to coerce the individual into commission of a criminal act under duress, and shall be penalized with a ten-months Violent Offenders registry and a three-months medium-security Nova Block detention (**415, civic disunity**).
3. **Class-1 Homicide** - Under this statute, Class-1 Homicide shall be defined as the accidental theft of an individual's life wherein the actor did not intend or act in malice or anger or willful violation of law, and shall be penalized with four-months detention in a medium-security Nova Block and a three-months mandatory therapeutic service (**187, Homicide**).
4. **Stalking** - Under this statute, Stalking shall be defined as following an individual with a malicious or mischievous intent in which the intent is to purposefully disrupt the individual's life and livelihood, causing distress in the individual, and shall be penalized with three-months **Prowler Watchlist** and two-months detention in a medium-security Nova Block (**27, attempted crime**).
5. **Economic Fraud** - Under this statute, Class-1 Economic Fraud shall be defined as maliciously or mischievously giving out detrimental or false information regarding to stocks, currency, or commerce, with the intent to deprive the individual of financial resources under the objective of self-profit, and shall be penalized with three-months detention in a low-security Nova Block and seizure and liquidation of all assets obtained after the occurrence of the fraudulence, as well as forced reparations toward the individual (**415, civic disunity**).
6. **Unregistered Class-2 Weapon Possession** - Under this statute, Unregistered Class-2 Weapon Possession shall be defined as being in possession of a **Small Revolver in the .357 or .22 revolver-adapted calibers** with no paperwork or verification of ownership regarding

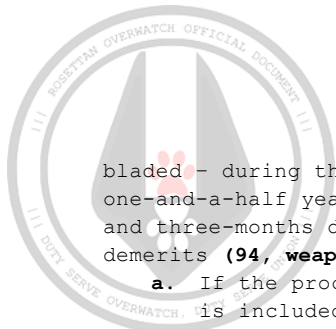


the weapon, and shall be penalized with confiscation, two points civil record demerit, and one-months **Dangerous Persons** watchlist placement (**90, weapons**).

7. **Manipulation of Energy-based Infrastructure** - Under this statute, Manipulation of Energy-based Infrastructure shall be defined as the intentional tampering of a terminal, monitor, locker, powered locks, or ration dispenser with intent to gather information or resources by means outside of normally-accessible bounds (e.g. EMP usage, phishing, firewall compromising), and shall be penalized with one-year **Dangerous Persons** watchlist placement, two-months detention in a high-security Nova Block, five-months probation and restricted travel, and a fine of no more than 25,000.00 Teomines (**51b, threat to property**).
8. **Class-1 Negligence of a Minor** - Under this statute, Class-1 Negligence of a Minor shall be defined as withholding or failing to provide a minor, defined as an individual under the legal mature age per-species, the necessary housing, education, nutrients, or healthcare for continued survival, and shall be penalized with removal of the minor from care, one half-year probation and restricted travel, and a fine of no more than 10,000.00 Teomines.
9. **Class-2 Battery** - Under this statute, Class-2 Battery shall be defined as purposefully striking an individual with an intent to cause moderate harm but no intent to majorly disfigure or incapacitate, and shall be penalized with one half-year **Dangerous Persons** watchlist placement and a fine of no more than 6,500.00 Teomines.
10. **Class-2 Sexual Transgressions** - Under this statute, Class-2 Sexual Transgressions shall be defined as committing to unwanted advances to another individual and continuing after revocation of consent combined with explicit physical contact resulting in either ejaculation or orgasm but with no penetration, and shall be penalized with two-years **Sexual Offenders Registration** placement and four-months medium-security Nova Block detention, with three-weeks solitary confinement and counselling (**341, sexual assault**).
11. **Class-2 Theft** - Under this statute, Class-2 Theft shall be defined as taking an object worth between 100.00 and 350.00 Teomines from the owner with no intent of returning the object, and shall be penalized with forced returning of the item, a fine equal to the value, and three-weeks detention (**51c, theft**).
12. **Class-2 Trespassing** - Under this statute, Class-2 Trespassing shall be defined as inhabiting an area for an extended period of time with refusal to disperse from the area, enhanced from Class-1 Trespassing, and shall be penalized with five-days detention in a low-security Nova Block and two civil record demerits (**63, criminal trespass**).
13. **Class-1 Breaking and Entering** - Under this statute, Class-1 Breaking and Entering shall be defined as the unlawful forced-entry into an area of restricted access, and shall be penalized with three-weeks detention in a medium-security Nova Block and three-months **Dangerous Persons** watchlist placement (**603, unlawful entry**).
14. **Final Warning Failure-to-Abide** - Under this statute, FW-FtA shall be defined as the failure to abide to a lawful directive from an officer within the third and final request, and shall be penalized with five-days detention in a low-security Nova Block and a civil record demerit (**551, failure to comply**).
15. **Class-2 Repeated Infractions** - Under this statute, Class-2 Repeated Infractions shall be defined as the repeated commission of one or more Level-2 violations, and shall be penalized with two-weeks detention in a low-security Nova Block and a civil record demerit (**647e, disengaged from civic populace**).
16. **Documentation Fraud** - Under this statute, Documentation Fraud shall be defined as the concealment of questionable activity wherein the activity pertains to an ongoing investigation or questioning, and shall be penalized with interrogation, six-months probation, and six-months **BOLO** placement.
17. **Arson** - Under this statute, Arson shall be defined as the creation of a destructive fire with no official regulation, approval, or supervision from firefighting personnel, and shall be penalized with three-months **Dangerous Persons** watchlist placement and two-months detention in a medium-security Nova Block (**51, non-sanctioned arson**).

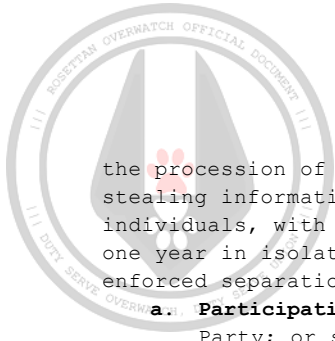
Level Four Violations, Ms 4

1. **Brandishing of a Weapon in the Procession of a Violation** - Under this statute, Brandishing of a Weapon in the Procession of a Violation; or simply "Brandishing"; shall be defined as displaying or threatening an individual with a weapon - firearm or



bladed - during the commission of a criminal violation, and shall be penalized with one-and-a-half years **Dangerous Persons** watchlist placement, confiscation of the weapon, and three-months detention in a high-security Nova Block, alongside three civil record demerits (94, weapons).

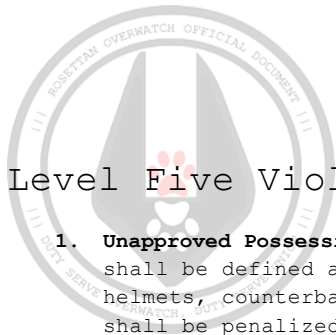
- a. If the procession of the crime resulted in loss of life, citizenship revocation is included with the penalties.
2. **Unregistered Class-3 Weapons Possession** - Under this statute, Unregistered Class-3 Weapons Possession shall be defined as being in possession of a **Shotgun or Rifle chambered in calibers greater than or equal to 5.56 or .30-06** with no paperwork or verification of ownership regarding the weapon, and shall be penalized with confiscation of the weapon, two civil record demerits, six-months **Dangerous Persons** watchlist and **BOLO (Be-On-Lookout Order)** placement (95, illegal carrying).
3. **Construction or Possession of a handheld ElectroMagnetic Pulse Device** - Under this statute, Construction or Possession of a handheld ElectroMagnetic Pulse Device; or simply "Possession of an EMP"; shall be defined as aiding or assisting in the commission of a device capable of short-circuiting most Overwatch infrastructure for the purpose of raid perpetration, and shall be penalized with a fine no greater than 125,000.00 Teomine, **Dangerous Persons** permanent watchlist placement, one-year detention in a high-security Nova Block, and two-months temporary citizenship revocation (69, possession of resources).
4. **Class-1 Evasion** - Under this statute, Class-1 Evasion shall be defined as the unlawful flight or fleeing from prosecution by Overwatch soldiers or Civil Protection officers without the usage or brandishing of a weapon, and shall be penalized with two-months detention in a high-security Nova Block and one-month **Dangerous Persons** watchlist placement (148, resisting arrest).
5. **Class-2 Evasion** - Under this statute, Class-2 Evasion shall be defined as the unlawful flight or fleeing from prosecution with the usage or brandishing of a weapon, and shall be penalized with five-months detention in a high-security Nova Block, two-months **Dangerous Persons** watchlist placement, and fugitive declaration if evasion exceeds longer than two days (505, felony evasion).
6. **Class-2 Breaking and Entering** - Under this statute, Class-2 Breaking and Entering shall be defined as the unlawful forced-entry into an area of restricted access resulting in the loss or destruction of property or information, and shall be penalized with one-year detention in a high-security Nova Block and nine-years **Dangerous Persons** watchlist placement (603, unlawful entry).
7. **Construction or Possession of an Explosive Device or Material** - Under this statute, Construction or Possession of an Explosive Device or Material; or simply "Construction/Possession of Explosives"; shall be defined as the unregulated or unsupervised creation or possession of materials or devices capable of detonation or combustion under easy-to-replicate conditions or from a trigger device, and shall be penalized with permanent **Dangerous Persons** watchlist placement, a fine exceeding no more than 250,000 Teomine, and two-years-five-months detention in a high-security Nova Block (201, explosives; 51b, threat to property).
8. **Class-2 Homicide** - Under this statute, Class-2 Homicide shall be defined as the act of homicide under the influence of aggression or aggravation but with no planning, and shall be penalized with two-years-nine-months detention in a high-security Nova Block with one month in isolation and a two-years probation and **Dangerous Persons** watchlist placement (187, Homicide).
9. **Class-3 Homicide** - Under this statute, Class-3 Homicide shall be defined as the act of planning and committing the act of homicide, and shall be penalized with seven-years detention in a high-security Nova Block with three months in isolation and permanent **Dangerous Persons** watchlist placement (187, Homicide).
10. **Conspiracy to Commit involving Harm** - Under this statute, Conspiracy to Commit involving Harm; or simply "Conspiracy to Commit"; shall be defined as the act of planning the procession of a violation that can or will result in the harm, grievous disfigurement, or loss of life during the commission of the violation, and shall be penalized with three-years detention in a medium-security Nova Block and ten-months **Dangerous Persons** watchlist permanent (27, attempted crime).
11. **Conspiracy or Organization to Raid** - Under this statute, Conspiracy or Organization to Raid; or simply "Organizing a Raid Party"; shall be defined as the act of pulling together a group of individuals, weapons, and unregistered body armor in order to plan



the procession of an armed invasion of Overwatch infrastructure with the intent of stealing information, equipment, or the elimination of high-ranked commanders or individuals, with the penalty of six-years detention in a high-security Nova Block with one year in isolation and permanent **Dangerous Persons** watchlist placement, as well as enforced separation (741, organization of rebellion).

- a. **Participation in a Raid Party** - Under this statute, Participation in a Raid Party; or simply, "Participation"; shall be defined as partaking or being affiliated with a party that plans to or is in the procession of an armed invasion, a raid, against Overwatch infrastructure, and shall be penalized with six-years detention in a high-security Nova Block with nine months in isolation and permanent **Dangerous Persons** watchlist placement, as well as enforced separation from other participants (741b, participation).
12. **Divisive Sociocidal Counter-obeyance** - Under this statute, Divisive Sociocidal Counter-obeyance shall be defined as engaging in discriminatory behavior that can or will result in loss of life or habitation of an individual, and shall be penalized with six-months mandatory rehabilitation and two-years **Dangerous Persons** watchlist placement (716, enforced violent social division).
13. **Class-2 Negligence of a Minor** - Under this statute, Class-2 Negligence of a Minor; or, "Abuse of a Minor"; shall be defined as the intentional or malicious deprivation or harm toward a minor regarding their housing, finances, education, nutrition, or health, and shall be penalized by enforced removal of the child, six-weeks detention in a medium-security Nova Block, and one-year probation (515, abuse of a child).
14. **Class-3 Sexual Transgressions** - Under this statute, Class-3 Sexual Transgressions shall be defined as forced penetration of an individual resulting in harm; either socially, physically, emotionally; or death, and shall be penalized with a permanent **Dangerous Persons** watchlist placement, mandatory ten-years counselling and probation, six-years detention in a high-security Nova Block, and a five-year **Sexual Offenders Registry** placement (261, rape).
15. **Corporal Homicide** - Under this statute, Corporal Homicide; or, Class-4 Homicide; shall be defined as the killing of a senior-enlisted (STL+/EpU+) Overwatch or Civil Protection member, and shall be penalized with **immediate fugitive declaration**, citizenship revocation OR anticitizen declaration (if citizenship is already revoked), ten-years detention in a high-security Nova Block with one year in isolation, permanent **Dangerous Persons** watchlist placement, and a permanent **Violent Offenders Registry** placement (187, Homicide; 243, assault on protection teams; 187b, Destruction of Corporal Protection Units).
16. **Class-3 Menacing and Intimidation** - Under this statute, Class-3 Menacing and Intimidation; or, Hostage-taking; shall be defined as the usage of fear and a weapon to coerce an individual into submission and duress, and shall be penalized with twelve-months **Dangerous Persons** watchlist placement, three-years detention in a high-security Nova Block with one month in isolation, and five-years probation (415, civic disunity).
17. **Class-3 Battery** - Under this statute, Class-3 Battery shall be defined as the usage of a fragile object (e.g. glass, wood) or either a blade or a firearm in a physical altercation with the intent of grievous injury or death and shall be penalized with three-months **Dangerous Persons** watchlist placement, five-weeks detention in a medium security Nova Block, and one-year probation (245, assault with a weapon).
18. **Unlawful Passage and Scavenging** - Under this statute, Unlawful Passage and Scavenging; or simply either "Unlawful Passage" or "Unlawful Scavenging"; shall be defined as one of six;
 - a. That the individual exited the city on foot and not through legal gateways,
 - b. That the individual entered the Storm Systems,
 - c. That the individual entered into an External Jurisdiction,
 - d. That the individual entered into a No-Patrol Region or 404-zone,
 - e. That the individual entered an Outlands Zone,
 - f. That the individual entered a Politi-Control Section,

Thereby, the individual shall be penalized with immediate interrogation, three civic record demerits, and two-months **Suspicious Persons** watchlist placement (882, disassociation from the civic populace).



Level Five Violations, Ms 5

1. **Unapproved Possession of Armor** - Under this statute, Unapproved Possession of Armor shall be defined as being in possession of; stabproof vesting, kevlar vesting, kevlar helmets, counterballistics armor; without proper certification or verification, and shall be penalized with immediate confiscation, six-months **Suspicious Person** watchlist placement, and two-weeks detention in a medium-security Nova Block.

// ^^ not supposed to be here, but it wouldn't fit anywhere else. //

2. **Acting in the Perpetration of a Raid** - Under this statute, Acting in the Perpetration of a Raid; or simply, "Raiding"; shall be defined as participating in an armed invasion with full intent of theft of intelligence, resources, or assets, and shall be penalized with immediate terminal prosecution. **Can only be used when there is an ongoing raid.**
3. **Production of Unlawful Sexual or Harmful Material** - Under this statute, Production of Unlawful Sexual or Harmful Material; or simply, "Production and Possession"; shall be defined as perpetrating the creation of various forms of illegal material, such as CSEM, CSAM, tutorials on the unregulated creation of narcotics, tutorials on the creation of explosives, rebellion-inciting material, all to include the unapproved distribution of videos showcasing gruesome death. This statute shall carry the penalty of immediate interrogation followed by ten-months **Suspicious Persons** watchlist and, depending on material, either permanent placement on the **Dangerous Persons** watchlist or the **Sexual Offenders Registry**, as well as a thirteen-year detention in a high-security Nova Block.
4. **Detonation of an Explosive Device** - Under this statute, Detonation of an Explosive Device shall be defined as intentionally creating the circumstances; artificial or natural; in order to aid in the combustion or explosion of a device, and shall be penalized with permanent **Dangerous Persons** watchlist placement and ten-years detention in a high-security Nova Block (**51b, threat to property; 201b, usage of explosives**).
5. **Extended Fugitive Conditions** - Under this statute, Extended Fugitive Conditions shall be defined as consistent flight to avoid prosecution, usually accompanied with a weapon, for longer than a week, and shall be penalized with immediate manhunt declaration, anticitizen declaration, citizenship revocation, and, on capture, twelve-years detention in a high-security Nova Block with a permanent **Dangerous Persons** watchlist placement (**1073, fugitive**).

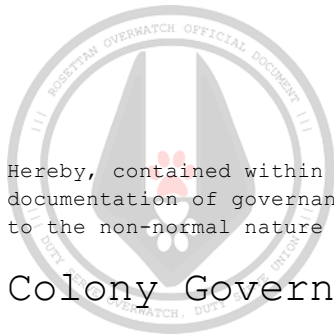
Level Six Violations, Ms 6

1. **Populocide** - Defining Populocide as either the conspiracy to commit, or undergoing the commission of, the intentional act of indiscriminate destruction against a civilian populace, and shall be penalized with the immediate placement of a **capture-or-kill warrant** and twenty-years detention with five-years isolation in a maximum-security Nova Block, with the possibility of **immediate execution**.
2. **Sociocide** - Defining Sociocide as either the conspiracy to commit, or undergoing the commission of, the intentional act of destruction against a societal structure, such as a civic populace, vital civilian infrastructure, or celestial bodies with clear civilian presence, and shall be penalized under the same manner as Populocide.

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Section 6: Special Procedures

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Hereby, contained within this section, shall be procedures dedicated to the procession and documentation of governance, wherein special exemptions or rules shall be put into place due to the non-normal nature regarding such procedures.

Colony Governance Procedures, Subsection 1

Within this subsection shall be the definitive parameters that a colony shall operate within,

- a. Defining "colony" as an indirectly-controlled establishment; such as a village, city, or outpost; that does not have direct representation in the Pragmatate Council,

Hereby affirming these parameters;

1. That the Colony shall not assume autonomy, but shall also not assume direct, blind subservience,
2. That the Colony shall impart a +15% resource tax rate regarding alloys, energy, fuelants, coolants, and strategic, special resources, such as Dark Energy and Dark Matter,
3. That the Colony shall have the proper authority to request immediate reinforcement from any nearby fleets within twenty (20) light-years,
4. That the Colony shall have the ability, with respect to 6.1.1, for partial self-governance regarding civil services and low-level laws,
5. That the Colony shall have the mandatory duty and expectation to suspend or suppress rebellion or uprising *UNLESS* the Pragmatate Council has deemed the Colony governance to be acting out of legal bounds or in violation of any Section 5; or amended; laws,

Hereby affirming that Colony governance shall be decided by a group of **five (5)** carefully selected individuals sharing the position of **Executive Administrator**, with the power to appoint **City Administrator(s)** for each urban region under their jurisdiction.

Workforce Intake Procedures, Subsection 2

Within this subsection shall be the parameters in which workforce intake procedures are defined, such that an equal administration of workforce intake shall not be in violation of Section 4 or Section 5, hereby affirming these parameters;

1. That Workforce Intake shall not be imposed or forced directly as a penalty to a violation,
2. That participants in Workforce Intake, as outlined in 4.2.6, shall be treated to adequate conditions with respect to the chosen occupation, with proper precautions taken to ensure the survival and continuation of employment of the worker,
3. That which Workforce Intake Hubs shall have at least one trauma-treatment center, at least one major firefighting command center, and at least one emergency communications repeater, with direct rail and road access to the site of work,
4. That which Workforce Intake Hubs shall be defended with at least one (1) "Stabilization Team" and at least four (4) "Protection Teams",
 - a. Defining "Stabilization Team" as a squadron of five to seven Overwatch soldiers, led by a rank-STL (Stabilization Team Leader) unit,
 - b. Defining "Protection Team", or "Patrol Team", as a squadron of four to six Civil Protection officers, led by a rank-SqL (Squad Leader) officer,
5. That which workers shall have adequate protection from harmful elements and materials as overseen by a Workforce Safety Officer grade worker.
6. That which workers shall have unrestricted access to vital supplies; such as food, water, or medical first-aid.

{<}-----{DUTY}-----{}-----{SERVE}-----{}-----{OVERWATCH}-----{O}-----{DUTY}-----{}-----{SERVE}-----{}-----{UNION}-----{>}

Section 7: Recognized Species

{<}-----{DUTY}-----{}-----{SERVE}-----{}-----{OVERWATCH}-----{O}-----{DUTY}-----{}-----{SERVE}-----{}-----{UNION}-----{>}

Acknowledging the "oddball nature" of this Commonwealth, this Section shall hereby serve the purpose as the official listing of all known species inhabiting or working within the



Commonwealth, listed alphabetically by taxonomy. **UNDER NO CIRCUMSTANCES** shall this Section be used in discriminatory practices, as that is a direct violation of 4.1.4.

Under this section, these species shall be defined;

Sapients, Subsection 1

1. **OVERWATCH ARTIFICIAL SAPIENCE (OVERWATCH AI):** Of unknown origin, this Intelligence is strictly digital. Can be considered omnipotent, but due to significant concerns with lag, updates **Biosignal grid locations** (locations of biolinked soldiers and officers) every **ten seconds**. However, **biosignal losses (deaths), raids, radio traffic, and priority updates** are logged **instantly**.
2. **AROTHOS:** The primary species of the Rosettan Commonwealth. Defined as a canine biped with distinct features, and an average height of seven (7) feet. Muscular density is observed to be **quadruple** more dense than most other xenofoms (aliens), and bone density is **double**. ATP transportation is primarily done with **Technetium** instead of **Magnesium** due to the innate characteristics of the homeworld, Mrakovi, having **extreme gravity and radiation**. Present are also **gastric and jugular cages**, defined as cartilaginous or bony structures protecting the vital structures within the neck and abdomen. Present is also a dual-hemisphere brain, meaning that the Arothan brain processes information twice as fast compared to most other xenofoms. The socio-emotional mentality of the Arothan species is that **apathy is natural to them**, with a focus on **practicality, efficiency, and pragmatism**; though, given circumstances - attachment, relationships, conflicts - they can also be extremely emotional. Arothan individuals are also notable for their natural inclination for **high-complexity, high-tech research**, as well as favoring autocratic systems. The structure of their nerve structures seem to be in the millions-per-square-centimeter, especially in the tail, muzzle, and genital structures and regions. The average weight of an Arothan individual is often in the medium range of 230 to 320 pounds.
3. **AVIA:** The secondary species of the Rosettan Commonwealth. Also known as "**Avia Supreforme**", these beings are defined as bipedal avians with an average height of approximately eight (8) feet. Due to having experienced the same environmental conditions as Arothans, they also have quadruple muscular density and double bone density, with the addition of an average **twelve-foot wingspan total**. Due to the weight of their wings, their weight averages around the range of 270 to 360 pounds. Naturally emotional, though submissive in nature, with an innate affinity toward sociologic and diplomatic concerns, working alongside the Arothans in their projects and social life.

Rules of Sapience, Subsection 2

Wherein this subsection, to define **sapience** under these parameters;

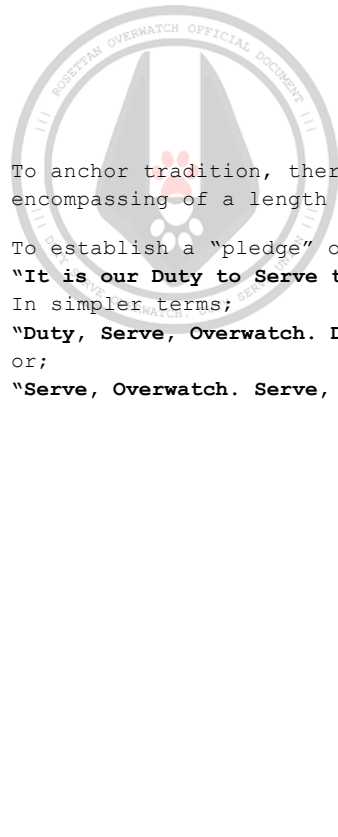
1. That which the species as a whole is **capable of producing verbal language**,
2. That which the species is **capable of production of tools and structures**,
3. That which the species is **capable of intelligent thought**,
4. That which the species is **capable of organization into a small group with clear, defined roles**.

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Section 8: Closer

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Hereby defining the purpose of this Constitution to provide a framework for the governmental existence of the **Commonwealth of the Rosettan Overwatch**, in that the framework shall adhere to international, interstellar, or intergalactic laws regarding the existence of autocratic nations. Wherein this Constitution shall be a defined, authored layout of Sections, Subsections, Microsections, in the format of
(Sec) . (Subsec) - (Microsec) . (Statute) / (Sec) . (Subsec) . (Number) .



To anchor tradition, there shall be the legal definition of an **Era**, in which it shall be encompassing of a length equal to **50,000 Years**, or 50,000 complete orbital rotations.

To establish a "pledge" or motto, there shall be the defined motto of;

"It is our Duty to Serve the Overwatch, and our Duty to Serve the Union"

In simpler terms;

"Duty, Serve, Overwatch. Duty, Serve, Union."

or;

"Serve, Overwatch. Serve, Union."

