



1.10 Legacy Aerospace Group - Introduction for New Members



Welcome to the Legacy Aerospace Group!

Legacy Aerospace Group Intro Doc (1.10)

This document serves as a public introduction into basic processes and expectations for new members and those checking into us. Specific departmental SOPs are found at the bottom and require membership clearance. Thanks for reading!

Expectations

There are a small number of things we expect as a member within the community:

- We post all announcements on Discord in the private announcements channel. In this channel we expect within 24 hours that you take time to review anything posted there. This is the only channel we require you follow.
- We hold all meetings on weekends on Saturdays and Sundays at 9pm EST. These are announced usually a week ahead of time. We ask you to show to as many of these as possible.
- We use Discord for voice, and Teamspeak as a backup where applicable. While you do not need to have Teamspeak installed, we require you to become familiar with where to find it so we can quickly move to it if needed. All members need to have a headset that will be participating in comms. We do not allow separate mic/speaker setups. You are not required to use a mic, but if you are what we call a “dinger” you must respond quickly to any voice within the game chat or discord reliably.
- We expect you to adhere to our common sense rules, found on the discord and website.
- We expect you to know the basics of Starbase, covered best currently in this guide: <https://docs.google.com/document/d/1jW4ic1piFnRB0jJcoXeRNYvpREaCKMSCEmLvCqB-7mw/edit#>

Recruitment

If you have not done so already, joining Legacy is easy and takes little time:

- Go to the Discord @ <http://discord.gg/veritas> and find the mmo-application channel.
- This channel is used for every game we play, but for Starbase the application is the same - it asks basic questions to identify who you are, your interests, and more. Expect this to take about 5 minutes.



- To access this application, click the “ticket” emoji/reaction, which opens a dedicated channel. In this channel you will find all of our leadership where you can discuss the app with us.
- Once we are done discussing, we will move the application to the review stage, this will remove you from the channel and you will receive a PM once completed.
- Good luck!

The Next Steps After Recruitment

There are a number of things you can do after the application or while you are waiting:

- Join the main Starbase Discord. Being present there is a requirement for all members of Legacy. If your app was accepted or you are already a member, we ask you to put a [LAG] tag in front of your name. So it would look like “[LAG] Freelancer” for Freelancer. The discord is <https://discord.gg/RWAJJFR>
- Join the official Starbase forums. You can use any name you like here. Consider posting in our thread to say hello. Let us know you applied or if you are already a member, greet others in the community.
<https://forum.starbasegame.com/threads/l-a-g-legacy-aerospace-group-snc-1.70/>
- Browse our main discord @ discord.gg/veritas and see if we are playing any other games you might be interested in. We do not require our members to play any other MMO or game if they do not want, it's just something to pass the time.
- While you may be new yourself, we always ask our newer members to glance over the history of the community/guild so they understand a bit more about the members surrounding them. Many of our videos and pictures posted show off our style of playing - Serious in operations, casual and fun outside. Bounce around and feel free to link anything you want to ask more about it. Our history is found at the bottom of our main site - imperiumaoc.com .
- Our site is themed after our largest chapter: Ashes of Creation, but rest assured its all the same group in Legacy. We expect Starbase to grow even bigger than AoC over time.

You're all set!

Gaming with L.A.G. in Starbase



Structure Overview (Simplified for Declassification)

- All members have a “title” and a “rank” in Legacy, in all the games we play.
 - Titles are usually assigned to job titles or specialties, such as the “Guild Weaponsmith”. In Starbase, these include a large list of titles which all fall under departments.
 - Ranks are universal and represent prestige, much like ranks in any other application online or IRL. We are utilizing the general common sense ranks most would expect to find in a space naval force, starting with “Ensign” and moving to “Fleet Admiral”. All ranks are depictive of their role in the overall Legacy Fleet.
 - It should be known that ranks in Legacy in all games, including Starbase, are given differently than other guilds/groups. In Legacy we are a Stratocracy not just by name, but process. All higher ranked players can promote lower ranks anytime they want, forming a chain of referrals that is tracked. For example if a “Rank 3” feels a particular “Rank 2” member is above and beyond, he can promote that person. He uses his limited promotion however and can only do this once. Likewise, he can be promoted himself by a “Rank 4”.
 - At certain points where leadership allows, they will reset the promotions allowing everyone to pick another person for promotion.
- Titles are grouped within departments. We developed most of these during our experience in Atlas, New World, and other survival/sandbox titles. We have found that if individuals are assigned to something specific, their productivity and creativity is generally higher than if any member just does whatever they want. Titles are on a volunteer-basis and anyone can choose anything, assuming the spots are open.
 - Example Titles within their Departments
 - Command
 - **Captain**
 - **Admiral**
 - **Fleet Admiral**
 - Logistics
 - **Surveyors**
 - **Transport**
 - **Investigators**
 - Industry
 - **Gatherers**
 - **Processors**
 - **Crafters**
 - Infrastructure
 - **Builders**
 - **Risk Assessment**
 - **Repair**

1.10 Legacy Aerospace Group - Introduction for New Members



- Security
 - **Monitors**
 - **Clearance**
 - **Harbormasters**
- Science
 - **Trainers**
 - **Writers**
 - **SMEs**
- Economy
 - **Bankers**
 - **Traders**
 - **Investors**
- Diplomacy
 - **Diplomats**
 - **Liaisons**
 - **Representatives**
- Intelligence
 - **Spies**
 - **Scouts**
 - **Agents**
- Ranks within the Fleet during War
 - Ensign
 - Lieutenant
 - Lt. Commander
 - Commander
 - Captain
 - Rear Admiral
 - Vice Admiral
 - Admiral
 - Fleet Admiral
- There are 9 ranks until we determine the UI allows for more/less.

Squads

Advantages of the squad system

- Squads help to organize the quickly growing community so that leaders may better plan for Starbase and other titles..
- Squads give each individual a liaison between him/herself and Legacy's leadership

1.10 Legacy Aerospace Group - Introduction for New Members



corps.

- Squads offer the Starbase chapter individual small units to be tasked with organizing events, research, or other objectives.
- Squads offer Legacy members the familiarity (and other benefits) of a small guild while maintaining the resources, organization, and readiness of a large guild.
- Squads allow for easy and more personable logistical and administrative tracking, as well as speedier gear outfitting for squad members.
- Squads give Legacy a focused personal recruit evaluation tool.

Squad Basics

- All members are able to form their own squads with friends or those with familiar interests.
- Squads are groups that are given goals on a weekly or campaign basis.
 - If a war is not present, there are weekly goals given for Squads, personalized and based on their capability and wishes.
 - If a campaign/war is present, Squads are tasked with logistics or combat tasks that are specific to the campaign.
- Squads are expected to maintain their own fleet, based on the capabilities of the squad themselves. The fleet is docked within our main harbors, which is monitored by Security forces, among others. These security members may or may not also consist of members of the squad themselves.
- Squads are expected to maintain a point of operations within a structure attached to the main base of Legacy.
- Squads are expected to maintain a single QRF ship (quick reaction force). This is a ship that is expected to be deployed instantly at any Admirals command.
- Squads can be created by anyone who has a minimum of 10 people actively online in a channel for a squad meeting. We do not allow signup forms or “guesses”.
 - Squads must have a name, which can be anything not against the ToS, such as “Weeb Company”.
- Squad Leaders are “**Captains**” or higher, and are considered part of Admiralty (leadership).

Squads from Mergers

- Squads are often formed by other groups who merge into Legacy, and at the time of merge, are given all of the rights and respect of existing squads within Legacy.
- The leader of a group from a merge is promoted to Captain within Legacy, to give the appropriate access levels needed for logistics of the squad.
- Our merger document will be updated from Atlas to Starbase, it is found

1.10 Legacy Aerospace Group - Introduction for New Members



Ship Management

Processes have been put into place from lessons learned. The following is an overview of expectations for ships and how they interact with a member of Legacy.

- All members may gather and build their own ships. We do not have rules in place that prevents someone from being creative. This has caveats however:
 - Ships built with our resources must be registered and docked within our main harbors.
 - Harbors are built by our **Infrastructure** department members and those assigned to it. Official harbors are monitored and maintained by both the **Infrastructure** and **Security** departments.
 - Ships leaving and returning to our sector require clearance from **Security**. We will shoot on sight any ships not immediately identified within a determined “kill distance” of the base. *This includes private ships of our own members.*
 - Ships wishing to dock and undock from the main shipyards/harbors require clearance from the **harbormaster**. Members are not allowed to just park wherever they want.
 - All ships fall under identifiers beyond their name given by the owner or squad. We call these ship “classes” and they define the type of ship,
 - Examples of Classes:
 - Praetorian Class - Capital Class Ship
 - Velite Class - Skirmish/Sniping War Ship
 - Triarii Class - Main Frontline Ship
 - *And more. These details and other SOPs are not covered in this public document.*
 - Ships are required to meet minimum standards. For example, we may require that all ships above a certain class have a certain set of weapons or crew ability. This will all be defined in our meta later on in-game.

Organization Management

All of Legacy outside of wartime falls into various job titles that members may sign up for. This provides the member things to do and roles outside of PvP, and gives them a way to establish

1.10 Legacy Aerospace Group - Introduction for New Members



official credit within the organization for performing tasks. It is our goal that all members feel they have a place they can flourish doing something they enjoy, from designing ships to maintaining security, working with other factions and investing in markets - and so much more.

The following is a list of departments, which then list a number of example titles.

Departments within Legacy Aerospace Group

Please note public viewers outside of Legacy Aerospace Group cannot access department-specific SOPs.

- Command
 - Command are the overall Admiralty that determines strategy and deployment of resources. The positions include wartime ranks such as Fleet Admiral, the squad leaders (Captains) and various support services. Command oversees all other departments during campaigns.
 - Command SOP 1.20
<https://docs.google.com/document/d/1Si4qEoE-gg3nWAj3HvD0o9TOG1wGYRs7-VbYOigmfhk/edit>
- Logistics
 - Logistics covers the management of resources. They manage the banks, storages, transport, and fulfillment of other departments and squads (during wartime). Logistics maintain spreadsheets and protocols for distribution.
 - Logistics SOP 1.30
<https://docs.google.com/document/d/1zCCySZSHMSusy5Ji0kFxmonmDmZJ4FrqCwjAtKTjTxU/edit>
- Industry
 - Industry covers the mass-production of assets needed for base building, ship construction, and similar. Industry members include gatherers as well as crafters. Miners work with processing teams to convert ore into refined goods, which then get turned into weapons and components as determined by Command. This process is automated with a work order system synched with custom discord bots that provide real time data to crafting teams.
 - Industry SOP 1.40
https://docs.google.com/document/d/1X5oXlo5MCMQoDU_s_M4uxJis02SCx8-aUOYLmZhCrv7s/edit
- Infrastructure

1.10 Legacy Aerospace Group - Introduction for New Members



- Infrastructure covers the assembly of base assets, defensive fortifications, and other items critical to successful base operation. They work with Industry closely to improve efficiency of production of both resources and ships. Members in Industry are also sometimes assigned to risk assessment, pretending to be an attacker looking for weaknesses in our base designs and providing regular reports.
 - Infrastructure SOP 1.50
<https://docs.google.com/document/d/1C54Uqtmy4AiXwrbg7bxW6Ik8zYlbmXU7vTGAIZWjX08/edit>
- Security
 - Security provides regular reporting on assets within our sectors controlled as well as maintain logs of who is coming/going from both the sectors and harbors. Security maintains daily “codes” for pilots and members to allow regularly changing access levels to assets within the base, including our own ships. Security also monitors for suspicious activity of those running around our assets.
 - Security SOP 1.60
https://docs.google.com/document/d/1tv08h8LJDk84U9AQuRe0RZV_II8JF4Qp3OaTI8qhkm0/edit
- Science
 - Science designs, updates, and works with Industry and Infrastructure to build the latest and greatest in our fleet and bases. They also test RnD weapons and systems for future use in warfare. Science works to provide basic tutorials and SOPs for other departments as to allow easier learning for any member of Legacy.
 - Science SOP 1.70
<https://docs.google.com/document/d/1eoXkiV0NBVVs3aLY3aSCO7e8YWyu88dRkGj4jQfcOKA/edit>
- Economy
 - Economy members actively work to deploy resources and assets as to allow financial gain on the galactic markets. They work closely with Logistics to transport goods as needed for trade. The Economy department also has individuals who help manage the financial assets and distribution of valuables to our members and squads as needed.
 - Economy SOP 1.80
https://docs.google.com/document/d/1wgpDOd_tM9P6LCxGsjdOJpqLPj0RhRrXblQpusRcQa8/edit
- Diplomacy

1.10 Legacy Aerospace Group - Introduction for New Members



- Diplomacy employs official diplomats, agents, and representatives that allow constant connections with the companies and factions surrounding us. They are in charge of maintaining relationships for mutual gain and trade agreements. When needed, the Diplomacy department also helps in critical war or peace talks. Where other factions have Discords, Diplomacy is tasked with maintaining a presence there via representatives.
 - Diplomacy SOP 1.90
<https://docs.google.com/document/d/1c-CwuYREdMIglvn41D7EuoUGMoE33p8PBydcdkPhMQw/edit>
- Intelligence
 - Intelligence is a sub-department under Diplomacy that serves the same purpose, but in a more analytical way. Intelligence gathers mass-data on both friends and foes in an effort to better inform Diplomacy and Command during the decision making process.
 - Intelligence SOP 1.90.1

Logistics

All resources gathered, whether stored within a Squad base or the main storages of Legacy, are controlled by the Logistics department. Logistics works with the Industry department and ultimately Command to determine the needs of all resources.

Day to Day

- As a member in Legacy we ask as you are logging in that you check 3 things:
 - The announcements channel, specific to Starbase for important updates regarding diplomacy, operations, or similar.
 - The Campaign channels, where we post the current campaigns your squad is participating in.
 - Your squad channel, or the militia channel if you are not currently in a squad. Your leader may have specific tasks assigned to you.
- After logging in, immediately join Discord voice. As said above, we do not require you to use a mic, but if you are shown online in the roster, you need to be online on Discord Voice. This is so we can quickly contact you in the case of an emergency such as an attack.

