

North Sea Naval Service

Operational Handbook

Part 0: You

If you're reading this, you're probably an officer of the North Sea Naval Service, or soon to become one. This guidebook presents an easy way to learn your way around the systems of the military, which might be daunting at first glance of the constitution or the General Orders.

Part 1: The Board and the Commands

The North Sea Naval Service are the armed forces of the North Sea Alliance. They are split into three main branches: the Navy, The Marine Corps (i.e. the Army), and Aerospace Services (i.e. the Air Force).

The North Sea Alliance is governed by the Board of Admiralty, consisting of at least five members, who pass General Orders and manage various facets of the NSA .

The Board consists of:

- The First Sea Lord, in charge of the Navy and *de facto* head of state.
- The Second Sea Lord, in charge of sourcing strategic resources and science, and the technology research order.
- The Third Sea Lord, in charge of the Marine Corps (i.e. the Army)
- The Fourth Sea Lord, in charge of Aerospace Services (i.e. the Air Force and all Satellites)
- The Secretary to the Admiralty, in charge of trade convoys, energy, and finance in general.

Each has their own department which they can create a subordinate hierarchy for if needed/they wish to.

The Sea Lords are not actually in charge of the operations of their branches of the Naval Service, but rather they are tasked with

producing units and deploying them to a unified command. Actual operational matters are handled by these unified commands, which are defined by the board. Units deployed to a unified command can be used in their areas of operation.

A unified command is headed by a commander, who can create a hierarchy subordinate to them to control units or anything else required by the command. The unified commands are how most in-game decisions are made – City production is chosen by the city's captain (though at the command of the Board) and units are moved by whoever controls the unit within the unified command it has been deployed to.

There are currently two (2) Unified Commands: HOMECOM and INTELCOM, which are in charge of the vicinity of the landing site and information gathering respectively.

Part 2: The Courts Martial

There are three types of court in the North Sea Naval Service: summary hearings, general courts martial, and the constitutional court martial.

Summary Hearings: for minor offences committed by subordinates to a commanding officer. The commanding officer will investigate the case and act as both judge and jury. They may refer the case to the general courts martial if they deem it necessary.

General Courts Martial: for major offences committed by anyone of the same rank or less as whoever summons the court martial. One officer is randomly selected to be the judge, and three to be the jury. They will then judge the case.

The Constitutional Court Martial: if you think some order is unconstitutional and you disobey it, you can refer it to the constitutional court martial. This is judged by three judges appointed by the board for three weeks at a time. If they rule in your favour then the unconstitutional order is overturned. If they rule against you then you have been found to be insubordinate and will be punished accordingly.

Part 3: Duelling and Coups d'État

The constitution of the North Sea Alliance has rules for duelling and coups d'état. If you wish to replace a single officer who is approximately less than or equal to two ranks above you (full rules found in the constitution), then you can challenge them to a duel for position. You can actually challenge anyone to a duel for any reason, but a duel for position is the only type of duel with a mechanical outcome and is thus restricted in scope.

In a duel, the challenged person, if they accept, chooses a mode of duelling (i.e. the game played to decide the outcome - a list and rules for what may be chosen is in the constitution). Both participants agree to a code duello to prevent further disputes, and find a neutral officer to validate the duel. Then the duel commences. If the challenger wins then they get promoted and appointed to the rank and position of the person they duelled, and then are demoted one rank. If the challenger loses, then they are demoted two ranks, down to master and commander.

In a coup d'état, a group of officers may attempt to overthrow the government. If at least a fifth of all officers conspire to throw a coup, then they may present a referendum on whether to replace the government. If more than a half of officers are part of the conspiracy then the coup automatically succeeds. Otherwise, a referendum is held, where officers must respond either in favour of or against the coup. If a majority of responses are in favour then the coup succeeds.

Part 4: Summary of Who Controls What

Virtues: Voted on by everyone to create a queue of 5 virtues to be selected in-stream.

Science: The Second Sea Lord based on applications from the other Lords of the Admiralty.

Production queues: Captains of cities, though can be ordered to build something by a superior.

Units, including Covert Agents, apart from Trade Convoys: Based on the internal structure of the unified commands, or the Board if they are not deployed. Promotions are controlled the same way.

Unit upgrades: Second Sea Lord

Trade Convoys: The Secretary to the Admiralty