

Rules of Engagement

A list of edicts covering the rules of engagement

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Sanctioned Operations

A sanctioned operation is any undertaking that is, explicitly approved, or inherently approved by the Sanguine Council of The Order of the BloodBrothers, or under the direct authority of Grand Marshal VoidLock GraveHeart.

For everything not covered by sanctioned operations, see Personal Engagement (below).

These rules of engagement for sanctioned operations are not to be taken as a free pass to kill the innocent. Remember our ultimate goal of keeping the free people of Tremem & beyond **FREE**.

That being said, any sanctioned operation in motion is to be protected at all costs. For example, this may be a simple recourse harvesting run, or the protection and escort of a VIP. Anything may become a sanctioned operation so long as it has the explicit blessing, or inherit blessing of the Sanguine Council of The Order of the BloodBrothers, or under direct authority of Grand Marshal VoidLock GraveHeart.

The highest ranking member is considered to be the operation commander, unless otherwise stated.

Several of the higher ranks may undertake operations together, BUT the operation commander is responsible for the safety and success of the mission & will make all judgment calls.

S1: You **CAN** defend yourself! You do **NOT** need to wait to be attacked in order to defend yourself, your contingent, or the operation.

S1.1: If you feel as though you, your contingent, or the operation are in danger, you **MAY** engage **ASAP** to thwart **ANY & ALL** threats.

S1.2: You **MAY** stand your ground. If you, your contingent, or the operation are threatened, you have **NO** obligation to retreat

whatsoever.

S2: Avoid **ANY & ALL** unnecessary engagements. This does **NOT** mean you disregard edicts **S1-S1.2**.

S3: EVERY member acting outside of these edicts **WILL** be held accountable for their actions.

S4: ALL judgment calls **WILL** be made by the operation commander. They **MAY** council with the other ranks of the operation, **BUT** the final decision is theirs.

S4.1: ALL members of the contingent are expected to follow the orders of the operation commander.

Above all else, remain true to our cause and purpose in this world.

Personal Engagements

P1: You **CAN** defend yourself! You do **NOT** need to wait to be attacked in order to defend yourself.

P1.1: If you feel as though you are in danger, you **MAY** engage **ASAP** to thwart **ANY & ALL** threats.

P1.2: You **MAY** stand your ground. If you are threatened, you have **NO** obligation to retreat whatsoever.

P2: You are responsible for your actions & how they reflect The Order of the BloodBrothers. Always act with kindness & compassion. Our personal & collective mission in the world is to ensure the free people of Tremen & beyond remain **FREE**.

Above all else, remain true to our cause and purpose in this world.

Sanctuary of BloodHaven

These edicts encompass the various districts of BloodHaven, as well as its overall security and function.

B1: BloodHaven is first and foremost a sanctuary.

B2: Everyone will be treated fair but firm in BloodHaven.

B3: