

Rules of Engagement

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“Our actions are guided by honor, loyalty, and the eternal protection of the free people of Hallowmere and beyond.”

These Rules of Engagement govern the conduct of the BloodBrothers during sanctioned operations, personal encounters, and all matters concerning the safety of BloodHaven.

Sanctioned Operations

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

These rules are not a license to harm the innocent. Every sanctioned operation must remain consistent with the greater purpose of protecting the freedom, safety, and independence of the people of Hallowmere.

Once a sanctioned operation is underway, its people, purpose, and success are to be protected. An operation may involve resource gathering, the protection and escort of an important person, the defense of an allied settlement, reconnaissance, recovery, or any other mission carrying the approval of the Sanguine Council or the Grand Marshal.

Command of the Operation

Unless another commander has been appointed, the highest-ranking member present is considered the **Operation Commander**.

Multiple senior members may participate in the same operation, but the Operation Commander remains responsible for its safety, direction, and success. They may consult the other ranking members, but all final judgment calls belong to the commander.

Sanctioned Operation Edicts

S1 — Right of Defense

You may defend yourself, your contingent, and the operation. You are not required to wait until an attack has already begun before acting against a clear and immediate threat.

S1.1 — Immediate Intervention

When you reasonably believe that you, your contingent, or the operation is in danger, you may engage immediately to prevent or neutralize the threat.

S1.2 — Standing Your Ground

When threatened, you are under no obligation to retreat or abandon the operation.

S2 — Avoid Unnecessary Conflict

All unnecessary engagements are to be avoided. This edict does not require members to disregard the protections granted under Edicts S1 through S1.2.

S3 — Accountability

Every member acting outside these edicts will be held accountable for their decisions and actions.

S4 — Authority of Command

All operational judgment calls are made by the Operation Commander. The commander may seek counsel from others, but the final decision remains theirs.

S4.1 — Obedience to Command

Every member of the contingent is expected to follow the lawful orders of the Operation Commander.

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

Personal Engagements

A personal engagement is any confrontation or dangerous encounter occurring outside a formally sanctioned operation.

Even when acting alone, every BloodBrother remains responsible for how their conduct reflects upon the Order, its principles, and the people it has sworn to protect.

Personal Engagement Edicts

P1 — Right of Defense

You may defend yourself. You are not required to wait until an attack has already begun before responding to a clear and immediate threat.

P1.1 — Immediate Intervention

When you reasonably believe that you are in danger, you may engage immediately to prevent or neutralize the threat.

P1.2 — Standing Your Ground

When threatened, you are under no obligation to retreat.

P2 — Personal Accountability

You are responsible for your actions and for how those actions reflect upon the Order of the BloodBrothers. Act with discipline, compassion, and respect for the freedom and safety of others.

“The absence of a commander does not remove the burden of honor.”

Sanctuary of BloodHaven

These edicts govern the districts, roads, gathering places, defenses, and overall security of **BloodHaven**.

BloodHaven is more than a stronghold. It is a place of refuge, community, and protection. Every member is expected to preserve its safety without forgetting the purpose for which that safety exists.

BloodHaven Edicts

B1 — The Right of Sanctuary

BloodHaven is first and foremost a sanctuary.

B2 — Fair but Firm

Everyone within BloodHaven will be treated fairly, but its laws and boundaries will be enforced firmly.

B3 — Edict Pending

This edict has not yet been formally established.

“Within BloodHaven, strength protects peace. It does not rule through fear.”

Final Principle

No written rule can account for every danger, conflict, or decision a BloodBrother may face. When these edicts do not provide an immediate answer, members are expected to act with sound judgment and remain faithful to the Blood Oath.

Strength must be guided by purpose. Authority must be tempered by accountability. Violence must never become a substitute for wisdom.

“Protect the free. Defend the blood. Remain worthy of the oath.”

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