

# THE STEEL HEARTS



*"Believing in values other than plain profit, they throw their old badges, pins, golden farewell watches into a pot and melted them - to armor their believing hearts and fitting their wings with knives. Out of their freetime and civilian existence, out of their beliefs they mount their machines to do, what has to be done, even if only to temper their own conscience."*

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# 1. The Steel Hearts

## **Genesis**

The corner stone for this clan was laid in 04/2015 when three long-time crossfire players Martind Forlon, NucNuc and Gearhead10 saw the need of and agreed on the idea to build an official police organization in Crossfire space. There was (an) earlier experience with (other) clan building and clan functions, which offered a very good base of knowledge, but there was still a large amount of work needed to prepare new structures and combine ideas on how such a new clan could be smoothly integrated into actual crossfire space. The most enjoyment on the clan build process was how “step-by-step” progress was made; thoughts, ideas and contributions were combined and fell into place like puzzle-stones, getting close to the moment when it would become possible to officially announce that a new clan was born.

## **Origin**

For 800 years humankind flourished in the Sirius sector, spread, occupying more and more planets and systems, developing new technologies, and the memories why they came here in the first place slowly faded away. But then the Nomads appeared and the settlers from the old Alliance painfully learned that the universe around them was hiding many more dangers than they ever imagined. During the following Nomad wars there were discovered not only many new systems, but more importantly, also a way back to old Sol with its tragic history. Additionally, the truth was learned of what happened to the Coalition. They were not only forced to run from Sol, but they had to continuously fight hard to survive in their new home in the Altair sector.

The Nomads, while still deadly, were a somewhat known and manageable threat. But other, bigger challenges were just emerging. In Sirius only some learned about the Dom'Kavash existence, which were a much livelier threat in Altair, and even less knew of the other hostile races coming from the Milky Way inner core. Most of the knowledge about the incoming dangers was in the hands of The Order and hidden from the public. This organization, originally seen as terrorists, again slowly but steadily worked on humankind's defense. But the overall situation in the whole Milky Way was rapidly getting worse and with this has come a time when more than one small organization was needed to assure humankind at least some future. Battleship Osiris just arrived to Kyushu to prepare for a secret meeting with the representatives of all Sirius Houses.

### **On Battleship Osiris bridge:**

Orilion: *"None of us are what would count as an able diplomat but we need the support of all of the other houses. All our resources are mobilized and it's still not enough."*

Tobias: *"Diplomats ... endless discussions but no decisions. However ... a true witness ... Trent? A bit too frank sometimes but ... credible and honest."*

O.: *"I've already sent for him. We can only hope it will be enough. If they could only be here by themselves ..."*

Von Clausen: *"We deprive Sirius and Altair of all forces, well what's left by this ubiquitous hunger for profit only that could sustain at least, a rest of order. ... What for- for goodness sake - are we going into this almost doomed fight? For survival of an alien super-race, who doesn't care about and uses us as a convenient "tool"? ... and a humanity, fallen back into barbarism? The stones we throw are made of photons and tachyon, but we throw them at each other as if we were still living in caves. That's not what the Alliance sent out the sleeper-ships for nor the Coalition which once tried to conquer all of humankind."*

- Hakker: *"The numbers of dedicated freelancing licensed police officers is dwindling more and more. Only very few are left. And rumors go that the Coalition is not very happy about Sirius pirates and entrepreneurs operating in their territories."*
- King: *"Do you know what's going on in Sirius? Crossfire is almost drowned by this stupid ASF/CSF war, new smugglers and pirates are popping up everywhere, not to speak of the old ones, and nobody's there to keep them at bay. Most of the former police groups are gone, many only a remembrance. Even Forlon has withdrawn from his post. And who knows what will become of his former organization."*
- O.: *"I know, but we will need them in the Inner Core systems more than any time before. And Forlon hasn't withdrawn, I called him back. He will have to take care of Sirius' affairs ... and due to his origins also those of Altair'."*
- T.: *"Well, I knew that old Butcher I saw today in the docking bay was familiar looking! Still hiding all the goodies I got for him under that worn out hull. A good man, but still ... just one man. Now without any support once you removed him from his organization."*
- H.: *"Hmm, maybe not so alone. He was quite curious about one of my ... special protégées from Lower Unknowns. If only half of all men could have a heart as big and in the right spot as ... this one. At least he has doubled their hands."*
- V.C.: *"That would still leave two men ..."*
- H.: *"Wouldn't call them all ... hmm "just" men ..."*
- V.C.: *"... whatever, still without further support, equipment, and logistics there's not much they can do and way too much time needed to get it."*
- K.: *"As we talk about the need for logistics, I may have the right man. He worked sometimes for me, perhaps even for Forlon, who knows. His cabinets are always filled with the best stuff, like old Whiskeys you cannot even get for money; equipment a quartermaster general would cry for. With him they won't have much trouble to get their hands on the best equipment and enough funds to even buy a system!"*
- O.: *"Good, then this can proceed faster than I expected ... let's go back to our original discussion. Now we have to concentrate on the Dom'Kavash business in the upcoming meeting. K., you have an appointment at the Shikoku gate."*

### **Somewhere in the Liberty space:**

It normally was a dark corner in the repair workshop of the station hangar, but not this time. Three sinister guys were standing there around the smelter oven. The first one was without doubt a person of strong military origin. The second was clumsy at first look, dressed with nothing other than an old, worn police jacket and an even shabbier cap. If there wouldn't have been these red-furred arms, that seemed able to embrace the whole world, when unfolded, his legs made the same way, though a wee bit shorter ... believe it or not, an Ape! The third at first glance seemed perfectly fitted to this place; a person dressed in mechanic coveralls, with some high-end tools poking out of its numerous pockets.

They knew well, why they were summoned here and at that moment there wasn't needed many words, since they weren't truly strangers to each other. Despite their origins, that couldn't be further apart, a descendant from early coalition soldiers, a genetic experiment from a nomad infested hidden system and a Liberty born mechanic, self-made-billionaire and master of technics, trade and tactics, they shared something more important ... a distinctive urge.

***Believing in values other than "plain profit", they throw their old badges, pins, "golden farewell" watches into a pot and melted them - to "armor their believing hearts" and "fitting their wings with knives" and out of their "freetime" and civilian existence; out of their beliefs they mount their "machines" to do, what has to be done, even if only to temper their own conscience.***

## 2. Role-Play:

### **Mission**

In Crossfire space we are acting as a police force with the clan tag |TSH|. Our main objectives include the support of galactic law and safety of flight for civilian pilots in the whole of known human space. As a police officers we can hunt and stop all pilots performing illegal activities - pirates (*in general*), smugglers (*all pilots transporting illegal cargo*), and mercenaries working for above mentioned pilots or which were involved in taking bounties (*bounty kill is also considered illegal act*). In addition, we would offer our help to all law-abiding citizens that will need protection against pirates or mercenaries.

### **Rules of Conduct**

To assure that our members have maximum fun during their time in space we have prepared a few Rules of Conduct. They are focused on fair play and should offer more fun not only for us, but also for those with who we will interact in space.

<b>Server rules</b>	ALL our members must know and obey the server rules at all times!
<b>RP license</b>	ALL ( <i>no exceptions</i> ) member ships need to be equipped with a proper RP license ( <i>police</i> ).
<b>Law enforcing (hunt)</b>	Members are allowed to switch to any combat ship closer to the pilot who is performing illegal activity. If such pilot decides to run, and a HUNT is started, members are FORBIDDEN to switch to another combat ship to gain position advantage. Play hard, but fair!
<b>Non-combat ships used for illegal activities</b>	Members are ordered to ask for the fine prior to destroying such ship ( <i>no matter if this is a pirate ship</i> ).
<b>Fine payment is refused</b>	Members are advised to limit in killing such pilot! Do not drive players off the server!
<b>Illegal cargo</b>	The decision to issue the request " <i>dump illegal cargo</i> " depends on each member's assessment of the situation. If such pilot is willing to pay a fine, he can be released with their cargo untouched.
<b>Illegal trade</b>	Members MAY NOT trade in goods considered illegal ( <a href="#">BMGs</a> , <a href="#">Artifacts</a> and <a href="#">Cardamine</a> ).
<b>Bounties</b>	Bounties should be used as an RP trigger and not for harassment of players.
<b>Contracts</b>	Members can use ( <i>and it is recommended to do it regularly</i> ) mercenary services for support with their operations.
<b>Reloading</b>	Use of nanobots and shield batteries during a PvP engagement is PROHIBITED! In case of a mistake, members have to immediately cut engines, let their ship be destroyed and apologize to the opponent. It is allowed to reload for PvE ( <i>Player versus Environment</i> ).

**Other clan's systems** Members must respect the sovereignty and rules of other factions in their own territory. Members may not take action at all in ANY other clan's system without the owner's or our clan leadership's authorization. As a mark of respect and courtesy, members should always warn a system owner that they are about to enter their territory (*even if the access is already granted*).

**Clan treaties** Members have to work for the best interest of our treaties and alliances with other factions. Terms of each treaty or alliance must be known by each member and respected at ALL TIMES. Defending another clan's home system (*Defense agreement treaty*) is Top priority.

## **Clan system**

The Steel Hearts clan found its home in the Sea of Shadows (SoS) system. With newly discovered short connection to the central Sirius crossroad system X-3043, and still only one jump from Liberty space, this system was the perfect choice to serve as a centre of police operations.

Our home system is under normal\*\* circumstances fully Role-Play.

As a police organization, we decided to set in our home a few easily understood rules:

- Illegal activities are not permitted!
- Ship & equipment purchase is possible only with permission.
- Wrecks & depots shall not be looted!

We like active RP visitors, but every pilot visiting SoS should understand that when we are in space, we shall enforce above-mentioned rules by force. Ignorance of the rules is no excuse.

Diplomatic agreements regarding independent pilots and clans/groups wishing to freely operate in SoS are of course, possible. Each case will be evaluated separately.

## **Clan base**

As an official clan we have built in SoS our own modular base, where access is primarily granted for clan members. A Clan base is an integral part of the conquest system and construction of the base depends fully on clan members' activity.

*Note: It is first time in Crossfire history, when clans are able to build something what only they own ... something what makes clan membership worthy of consideration!*

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\*\* In case that invasion is launched on our home (SoS system), all RP is immediately suspended there. This also means that everyone, no matter what RP license he uses, can come and support us in defense.

### 3. Clan structure

#### Leading

TSH clan is led by the Commissioner who is supported by Superintendents.

#### Clan ranks

- Recruit**
- Acts/plays as a member for the time of "recruitship" and can already "collect" activity points and make progress towards medals (*starts from date of acceptance as a recruit*).
  - "Obeys orders" by every higher rank clan-member (*like being called for a hunt, when met in game, coming to "assist"*).



- Constable**
- The "basic" full member rank given after successfully passing recruitship.
  - Does patrols and solo-hunting, when and where needed, develops his chars for achieving activity points, medals, etc.
  - Might "ask" other members to join a patrol/hunt/action.
  - Might "order" recruits to do so like "let's mop up pirate infestation in X-3043" ... (*left to his discretion, i.e. when "recruit" is in important char-building phase or engaged in a task with other players or event*).



- Inspector**
- The more "seasoned" member experienced enough with police operations.
  - Acting ingame solo (*as above*).
  - Calls/orders given ingame SHOULD be followed ASAP (*unless there are VERY important issues like RL, ongoing event-participation that might lead to a postponement, according to available time for playing*).
  - Can/is able to initiate actions/missions.
  - Have "administrator" access to the clan base.



- Superintendent**
- Acting ingame solo (*as above*).
  - Calls/orders given ingame SHOULD be followed ASAP (*unless there are VERY important issue, like RL, ongoing event-participation that might lead to a postponement, according to available time for playing*).
  - Can/is able to command the clan wings, fleets, delegations, departments etc.
  - Has more input to clan-business and activities as a part of clan leadership.
  - Can/is able to appear for any clan administrative function as well as for the clan leader when he is not available.
  - Have "administrator" access to the clan base.



- Commissioner**
- The Boss ☺.
  - Have "clan base builder" access to the clan base.



## 4. Clan life

### Activity points

Clan has internally set conditions used for evaluating member's activity - so called "activity points". For example, building of chars, time spent in space, participation on clan missions, reported RP activity, sharing knowledge (*internally*), and public activity on swat-portal as in CF space, are all counted. Decision about active participation in clan life depends fully on member's own decision and their available free time. Member activity is one of the very important conditions determining their clan rank.

### Clan Awards

Clan awards depend solely on each member's activity and their will to meet exactly, the given hard requirements. They are fully independent of the clan rank.

<b>Exploration medal</b>	This medal awarded a member for visiting all systems and Bases with a single character.	
<b>PvP Excellency medal</b>	This medal awarded a member who is able, with a single character, to win 1000 or more PvPs.	
<b>Missions specialist medal</b>	This medal awarded a member who is able, with a single character, to fulfill 1000 or more missions.	
<b>NPCs hunter medal</b>	This medal awarded a member who is able, with a single character, to kill 10000 or more NPCs.	
<b>Wealthy person medal</b>	This medal awarded a member who is able to increase his overall wealth above 3 billion \$.	
<b>Special Builder medal</b>	This medal is awarded to a TSH clan member who will show an extraordinary activity in the clan's base upgrading & maintaining.	

## Clan Missions

Clan leadership will regularly set different clan missions with different goals. Some of these missions will be done only internally and some will need cooperation with other pilots in space. In special cases, special awards for participation/fulfilling these missions may be granted.

## Career progression & Recruitment

### Recruit

*(Recruitment requirements)*

- Min 30 hours on-line *(as total on all chars)*.
- English *(written)* knowledge.
- Know server & RP rules.
- Like Police RP.
- Is willing to learn and participate in PvP.
- Will accept Rules of Conduct.

### Recruit → Constable

- Good knowledge of Sirius sector.
- 15 activity points.
- At least 2 combat and 1 economy char fully finished.
- At least one published operation against criminal with high rank member *(Recruit Trial)*.

### Constable → Inspector

- Good knowledge of all CF sectors.
- 40 activity points.
- At least 1 BS/DR and 1 repair ship build.
- Owned prison ship.
- Fulfilled Inspector Trials (2).

### Inspector → Superintendent

- 100 activity points.
- Minimal time in clan passed *(real time)*.
- Fulfilled Superintendent Trials (3).

### Commissioner

- Nominated by 2 Superintendents.
- To be really crazy person with passion for clan and CF life 😊.

*Note: Commissioner has the rights to rename member chars. This feature will be used PRIMARILY for rename player chars wishing to join our clan!*

## Clan Trials

- Recruit Trial**
- Participation, as a team member, on operation against a criminal.
  - The recruit will join senior rank officer(s) and participate in a police operation.
  - After completion of the operation, recruit should be able prepare his own short report about this operation for publishing at Swat-Portal.
- Inspector Trial (1)**
- Initiate and lead a hunt for a pirate/smuggler (*together with others clan members and/or mercenaries*).
  - Write a report for publishing at Swat-Portal.
- Inspector Trial (2)**
- Participate/initiate a police action/mission including a BS/DR or other capital ship piloted by the examinee (*i.e. transport of prisoners*).
  - Participating in another clan(s) mission with cap-ship (*leading role*).
  - Variations from above, but every-time as cap-ship pilot (*leading role*).
  - Write a report for publishing at Swat-Portal.
- Superintendent Trial (1)**
- Prepare and organize clan mission (*decision if is allowed external participation is fully in the examinee hands*).
  - This includes setting mission goals, available time, conditions and debriefing (*internally*).
- Superintendent Trial (2)**
- Prepare and organize a public expedition/operation/mission.
  - This includes announcement, organization and debriefing (*public*).
  - Participating in leading role (*he can delegate functions/responsibilities as needed for fulfil action goals*).
- Superintendent Trial (3)**
- Will personally lead the Recruit Trial.
  - This includes making all necessary decisions about trial (*such as making the final judgment whether or not the Recruit is accepted as a full member*).

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FREEPORT II

