

Starfleet General Orders And Regulations Memory Alpha

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Starfleet General Orders And Regulations

Starfleet General Orders and Regulations were a series of guidelines used to instruct members of Starfleet on the proper etiquette and policy in a situation that required consultation for a resolution. These protocols were the foundation of Starfleet and the responsibility of its officers to uphold and protect, ranging from all manners of duty, such as interstellar diplomacy to punctuation of ...

Starfleet General Orders and Regulations | Memory Alpha ...

Starfleet General Orders and Regulations (or Basic Orders) are a series of guidelines used to instruct members of Starfleet on the proper etiquette and policy in a situation that requires consultation for a resolution. These guidelines are especially useful in situations where flag officers cannot be consulted to resolve a situation. (VOY episode: "Equinox") Several of the first one hundred ...

Starfleet General Orders and Regulations | Memory Beta ...

The Starfleet General Orders and Regulations provided a series of rules and guidelines by which Starfleet personnel were expected to comport themselves. These protocols covered most situations ranging from diplomacy to expected conduct in battle all the way down to how reports were to be filed. 1 General Orders 1.1 General Order 1: The Prime Directive 1.2 General Order 24 2 Directives 2.1 ...

Starfleet General Orders and Regulations | Memory Gamma ...

STARFLEET. General Orders, Regulations, Directives, Etc. General Order 1 (Prime Directive) As the right of each sentient species to live in accordance with its normal cultural evolution is considered sacred, no Starfleet personnel, Federation citizen and/or representative may interfere with the normal and healthy development of alien life and culture.

Starfleet General Orders, Regulations, Directives, etc ...

General Order 22 : As the rights of individual expression and free discourse are considered sacred, Starfleet personnel may debate the policies and decisions of their governmental representatives privately at any time, to the extent that such discussions do not violate their command oath or specific duties to the Federation per there General Orders or Starfleet regulations.

Starfleet general orders and regulations | AfterEarth Wiki ...

Starfleet Charter Articles. Article 14, Section 31: The exact language has never been cited, but certain lines in this section permit the use of "extraordinary measures" in times of dire emergency. Federation Regulations. Book 19, Section 433, Paragraph 12: Regulation concerning the ability of ranking Federation officials to give direct orders to Starfleet officers.

Starfleet General Orders and Regulations - STNE Wiki

The Starfleet General Orders can be seen as a set of permanent orders, all Starfleet personnel must obey to. They can be seen as a general set of rules or standing orders for all Starfleet personnel, regardless of its rank or position. There is currently a total of 39 General Orders. Changing, Removing and Adding General Orders is done by the Federation Council or by Starfleet Command with ...

UFP Starfleet General Orders | United Federation Starfleet ...

As the rights of individual expression and free discourse are considered sacred, Starfleet personnel may debate the policies, decisions, and actions of their governmental representatives privately at any time, to the extent that such discussions do not violate their command oath or specific duties to the Federation per these General Orders or Starfleet regulations.

Starfleet General Orders » Star Trek Minutiae

There are 32 general orders which are to be followed in all circumstances, by all StarFleet officers. To make browsing the orders easier, and for quick reference, there is an index at the bottom of the page.The index is useful to identify orders containing specific content; e.g. Orders relating to the Prime Directive.

Starfleet General Orders - 118Wiki

Starfleet General Orders and Regulations (or Basic Orders) are a series of guidelines used to instruct members of Starfleet on the proper etiquette and policy in a situation that requires consultation for a resolution.. These guidelines are especially useful in situations where flag officers cannot be consulted to resolve a situation.

Starfleet General Orders and Regulations - LCARS

Starfleet General Orders and Regulations were a guide to instruct Starfleet members on policies and procedures in situations requiring consultation for a resolution. 1 General Orders 2 Directives 3 Regulations 4 External links General Order 1: The Prime Directive. No starship may interfere with the normal development of any alien life or society. (TOS: "Bread and Circuses", et al.) General ...

Starfleet General Orders and Regulations - Star Trek ...

Starfleet General Orders Curiously, the complete list of Starfleet General Orders and regulations was never published, not even in the Star Trek Encyclopedia. I found it published by Last Unicorn Games' Player's Guide, General Orders 1 -15 reproduced here for gamers of Star Trek:

Starfleet General Orders

Starfleet General Orders. Curiously, the complete list of Starfleet General Orders and regulations was never published by Simon and Schuster, not even in the Star Trek Encyclopedia.. I found most of them published by Last Unicorn Games' Player's Guide, General Orders 1 -15 reproduced here for gamers of Star Trek: (note that I added those General Orders that were curiously omitted, such as ...

Starfleet Command General Orders - Memory Gamma, the Star ...

General Order 12: On the approach of any vessel, when communications have not been established the ship is to take a defensive posture. General Order 13: Evacuation Order for Starfleet vessels. General Order 15: No flag officer shall beam into a hazardous area without armed escort. General Order 24: An order to destroy all life on an entire planet.

Starfleet Rules and Regulations - SciFi.Media

The Starfleet General Orders and Regulations are a series of guidelines and standing orders used to help Starfleet Command line Officers maintain situations, and to perform their duties in diplomatic, emergency, or standard operational procedures. Some General Orders and are better known than others, for example: the Prime Directive or General Order Seven. General Orders and Regulations

Starfleet General Orders | Memory Omega Wiki | Fandom

Starfleet General Orders General Order 1: Members of Starfleet Command must not interfere with the natural progression and development of intelligent lifeforms, especially civilizations that are not warp-capable or are far less developed than the United Federation of Planets.

Starfleet General Orders on Starfleet Command

Starfleet's General Orders are standing orders to be followed by all Starfleet personnel at all times, unless rescinded by an act of the Federation Council, or, in times of war, the Commander-in-Chief of Starfleet Command. Contents[show] General Order 1 As the right of each sentient species to live in accordance with its normal cultural evolution is considered sacred, no Starfleet personnel ...

Starfleet General Orders | USS Miranda Wiki | Fandom

Starfleet Regulations. As with any military organization, Starfleet has established regulations to make sure it runs smoothly and efficiently. These regulations govern how a ship is to be run, ... Other directives, or "general orders," include some of the following principles:

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