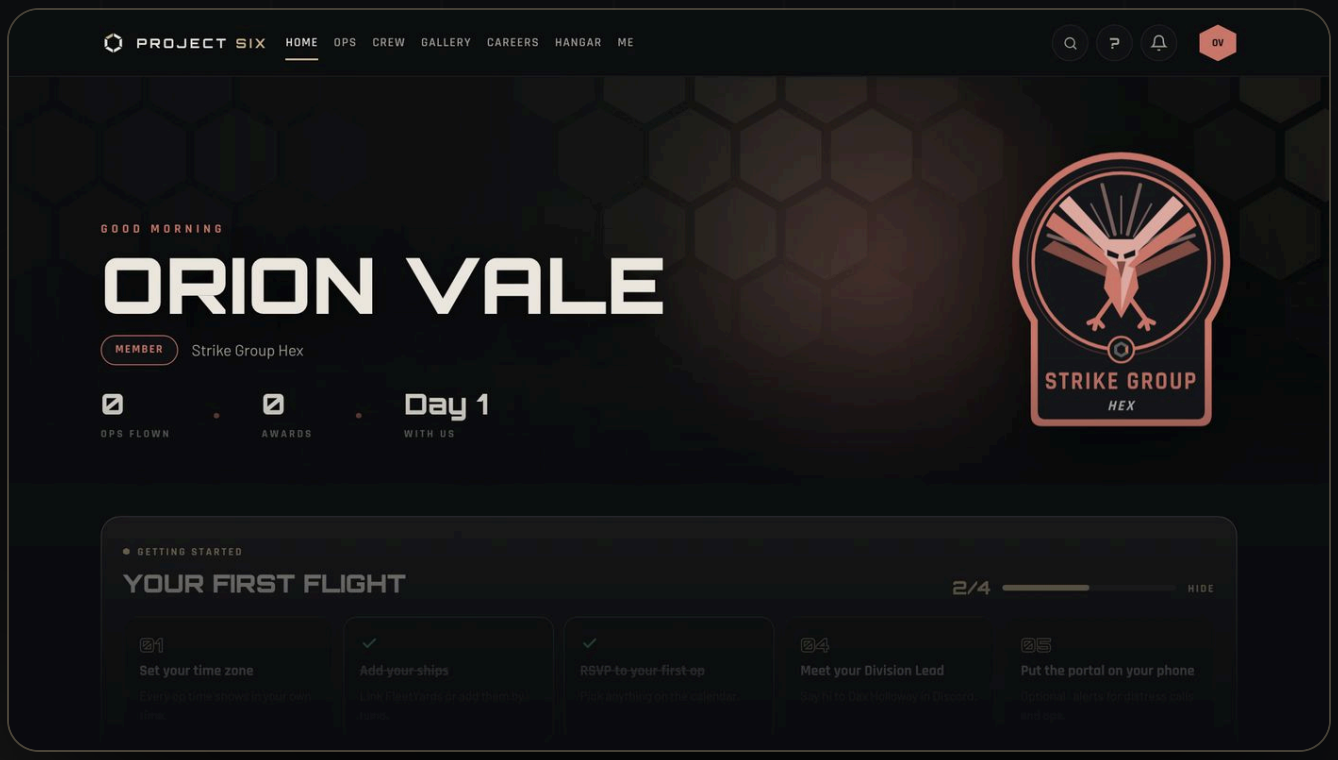
PROJECT SIX

MEMBER PORTAL

MEMBER HANDBOOK

Everything a Project Six member can do in the portal, step by step.



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QUICK ANSWERS

Find the task, jump to the page. Every line is a link.

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I want to apply to join 7

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I want to see my notifications 19

I want to open a support ticket 20

I want to change divisions 22

I want to join another division as an auxiliary 36

I want to update my RSI handle 16

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I want to take a seat on a mission 26

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I want to complete a mission 27

I want to join a freight run 29

I want to log my own run 29

I want to respond to an SOS 30

I want to add a ship 31

I want to link my hangar 32

I want to enter Picture of the Month 37

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I want to call a medic 39

I want to see every award 42

I want to leave in good standing 44

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01

WELCOME ABOARD

What the portal is and how to use this handbook

The Project Six Member Portal is where the org runs day to day. Discord is where we talk; the portal is where the work lives. Ops, missions, freight, your awards, your hangar, tickets and the division desks are all here, and they update live.

This handbook covers everything a member can see and do. Tools only leads, managers or Command have are left out; where you need one of them, the handbook says who to ask.

HOW TO USE THIS HANDBOOK

- **Looking for one thing?** Start with Quick answers, or the Index at the back. Every line is a link.
- **Searching?** The PDF is searchable. Press **Ctrl+F** (**Cmd+F** on a Mac) and type a word you see on screen, like "Finalize", "SOS" or "Guest op".
- **Bookmarks.** Open your PDF viewer's bookmarks panel to jump between chapters.
- **Bold labels** are exactly what you see on screen: buttons, tabs and fields.

BOX	WHAT IT MEANS
TIP	A shortcut or a smarter way to do something.
NOTE	A rule the portal enforces, so you know why something is blocked.
GOOD TO KNOW	Background that saves you a question in Discord.

THE PORTAL AT A GLANCE

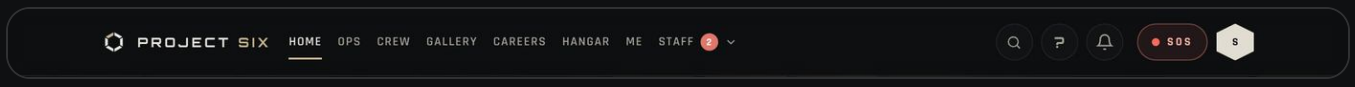


FIGURE 1.1 The top bar: the tabs on the left; search, help, the bell, SOS and your hex badge on the right.

TAB	WHAT IT'S FOR	CHAPTER
Home	Your dashboard: next op, this week, your division, jobs and record	4
Ops	Calendar, Missions, Logistics and your division desk	7–14

TAB	WHAT IT'S FOR	CHAPTER
Crew	Every division, the full roster and the Leaders page	12
Gallery	Picture of the Month	13
Careers	Volunteer roles you can apply for	13
Hangar	Your pledged ships and the whole org fleet	11
Me	Your ID card, awards, service record, tickets and settings	5

NOTE Screens in this handbook show test data with made-up members. Your portal looks the same with the org's real people and numbers.

02

JOINING PROJECT SIX

Flying as a guest, applying and getting your roles

There are two ways in. Fly a **guest op** first to see how we work, or apply straight away. Either way, everything starts with signing in with Discord at projectsix.dev.

FLYING WITH US AS A GUEST

No application needed. Ops marked **Open to guests** have seats for people who aren't members yet, and a member flies with each guest the whole way.

1. Join the Project Six Discord server. Sign-in only works for people in the server.
2. Sign in at projectsix.dev with Discord. You land on **Fly with us first**, which lists the guest ops for the next 14 days in your own time zone.
3. Pick an op and RSVP. You agree to the Code of Conduct the first time, and you get the **Guest** role in Discord.
4. An hour before, you get a reminder. Join the voice channel from the op's card and fly.
5. Afterwards you can rate the op. Apply whenever you're ready; your guest flying shows on your application.

GOOD TO KNOW

Your Guest role stays on until 7 days after your last guest op. Guests follow the same Code of Conduct as members.

APPLYING: THE FIVE STEPS

Press **Apply** (or **Enlist now** on the homepage). The application walks you through five steps; each one unlocks when the one before it is done.

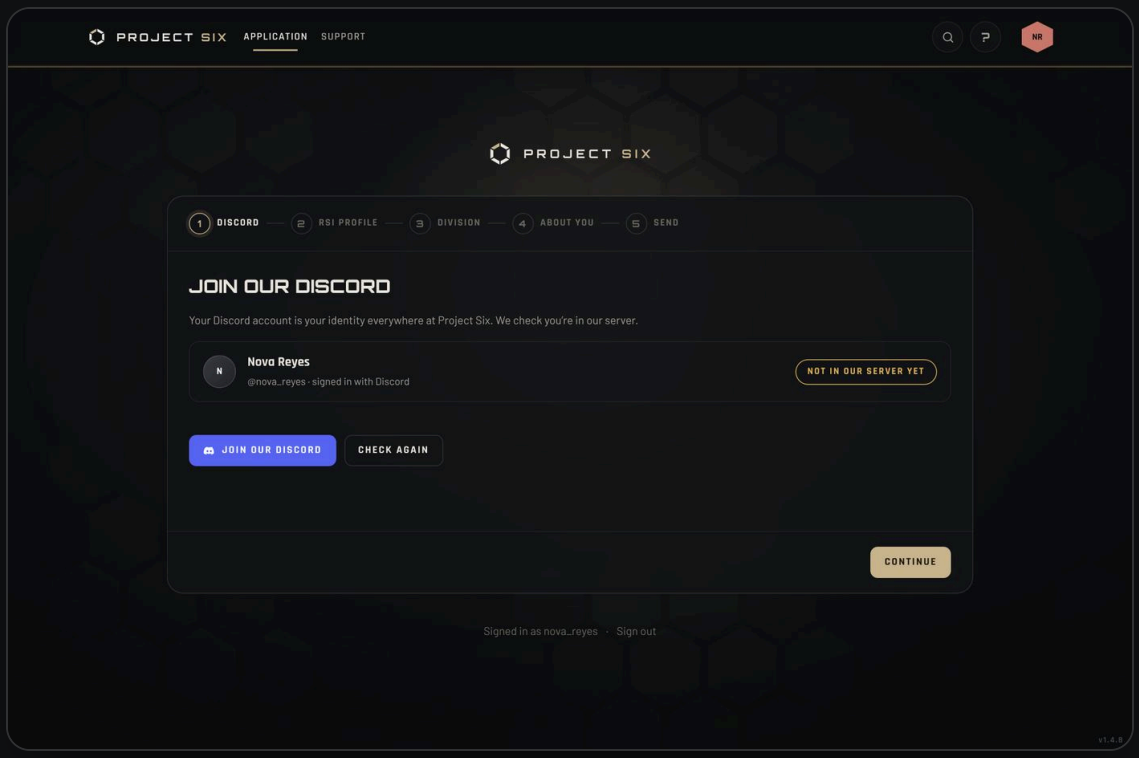


FIGURE 2.1 Step 1 of the application: checking you're in our Discord.

STEP	WHAT YOU DO
1 · Discord	We check you're in our server. Not yet? Press **Join our Discord**, then **Check again**.
2 · RSI profile	Type your RSI handle and press **Get my code**. Paste the code anywhere in your RSI **Short Bio**, save, then press **Verify**. You can delete the code once verified.
3 · Division	Pick your home division. Divisions that aren't recruiting are greyed out. Some divisions ask you to confirm you own a pledged ship that meets their requirement.
4 · About you	At least three full sentences about yourself, your time zone, how you heard about us, your pledged ships, and who referred you if anyone did.
5 · Send	Check your answers, send your join request on RSI with the line shown, tick **I sent my join request on RSI** and **I agree to the Code of Conduct**, then press **Send application**.

NOTE An RSI handle can belong to only one Discord account. If it says the handle is already linked and that's a mistake, open a support ticket.

FOLLOWING YOUR APPLICATION

After you send it, the portal shows where it is: **Pending** → **Lead assigned** → **Under review** → **Decision**. Most are decided within 72 hours.

- **On hold · hasn't verified on Discord.** If you haven't done **#verify** in our Discord yet, your application waits on hold. It comes off by itself as soon as you verify.
- **While you wait** you can still fly guest ops; they're listed beside your application.

ACCEPTED: ONBOARDING AND FINALIZING

When you're accepted you see **Welcome to Project Six** and a **72-hour** deadline to finalize.

1. **Book your onboarding.** Pick one of the times your division's leads posted, shown in your own time zone. None fit? Ask for a different time.
2. **Post in #onboarding.** Copy the onboarding request and paste it in #onboarding on Discord.
3. **Meet your lead** at the booked time. They give you your Discord division and rank roles.
4. Press **Finalize enlistment**. The portal opens as soon as your roles are there.

GOOD TO KNOW

If the 72 hours run out, the acceptance closes. That is **not** a denial and doesn't count against you: just apply again.

IF YOU'RE DENIED

You see the lead's reason and can apply again after a short wait. After **three denials** you're blocked from applying and need to appeal with a support ticket.

APPEALS

- Blocked applicants can open an **Application blacklist appeal**.
- Accounts that were banned, kicked or left the Discord without notice can open a **Ban or termination appeal**. Terminated accounts get a **Termination appeal**, decided by the Directors.
- A disciplinary action or suspension is appealed from the notice itself. See Disciplinary notices.

03

GETTING AROUND

Signing in, the top bar, search and live updates

SIGNING IN

Open projectsix.dev/members and press **Sign in with Discord**. You stay signed in on that device for 14 days, and the portal remembers where you were.

THE TOP BAR

ITEM	WHAT IT DOES
Search (magnifier)	Jumps to any page, person or event. Press **Ctrl K** from anywhere. See below.
Help (?)	Searches the portal and opens **Open a ticket**, **My tickets**, this **Member handbook** and the **Code of Conduct**.
Bell	Your notifications. A number shows how many are new. See Chapter 6.
SOS	Shown to staff who can raise a distress signal.
Your hex badge	Your Discord picture inside a hex. It opens **Me**.

SEARCH

Press the magnifier or **Ctrl K** and start typing. Results cover pages (Missions, Calendar, Hangar…), people by name or RSI handle, and events. Use the arrow keys and Enter, or click a result.

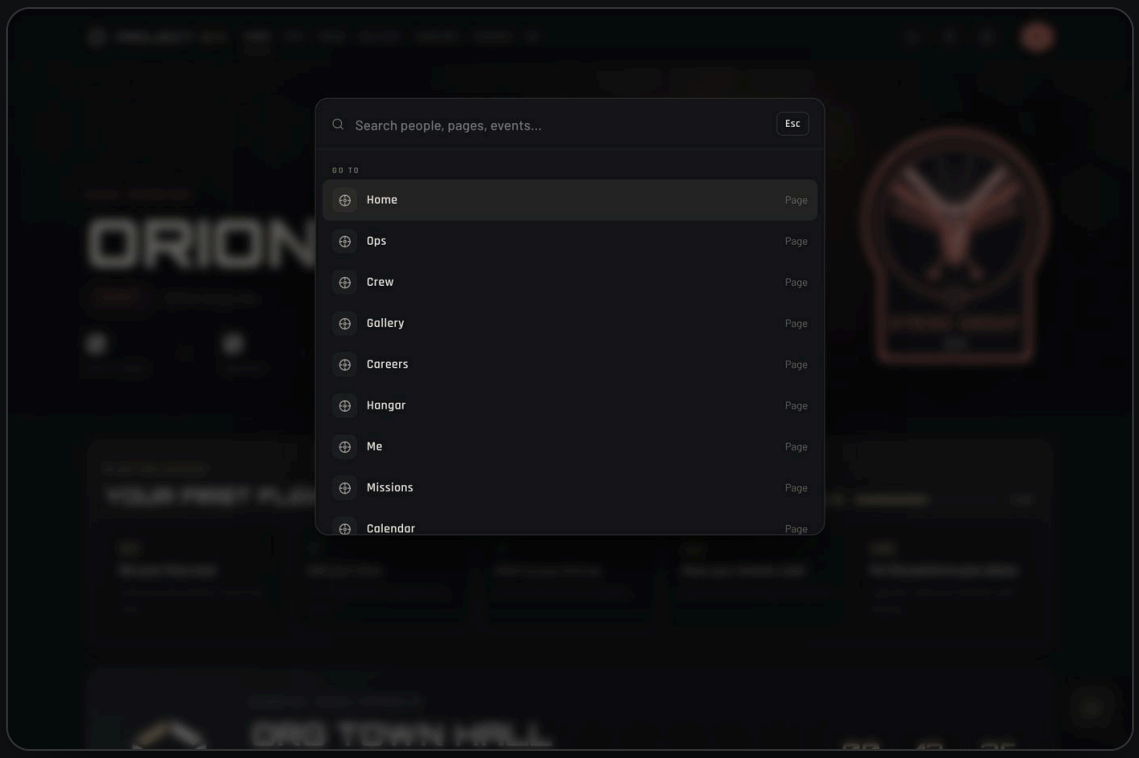


FIGURE 3.1 Search: pages, people and events from one box.

ON YOUR PHONE

The portal works on any phone. The tabs move into a bar at the bottom: **Home**, **Ops**, **Gallery** (or **SOS** for staff), **Crew** and **Me**. Add it to your home screen for alerts; see Settings.

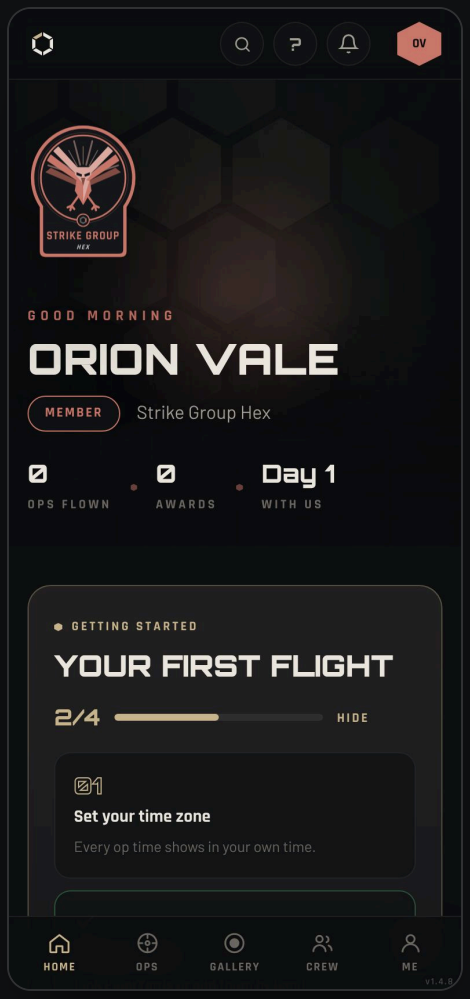


FIGURE 3.2 Home on a phone.

THE DISTRESS STRIP

When a distress signal is live, a strip locks under the top bar and stays on screen while you scroll: amber for a division signal, red for an org-wide one. It shows where and what, with **Details**.



FIGURE 3.3 A division distress signal under the top bar.

POP-UPS

Forms and details open in pop-ups. Close one with the round **×**, **Cancel**, the **Esc** key, or by clicking outside it.

CREW CHAT

While you're crew on a mission or freight run, a chat button sits at the bottom right; the badge counts unread messages. Only that job's crew can read it, and it closes when the job ends. If something crosses the line, press **Report chat**; it goes quietly to managers and Directors.

LIVE UPDATES

The portal refreshes itself in the background. It never refreshes while a pop-up is open or while you're typing, so you won't lose what you're writing.

04 HOME

Your dashboard and everything on it

Home is the first thing you see. It pulls together what's next for you and what's happening in the org.

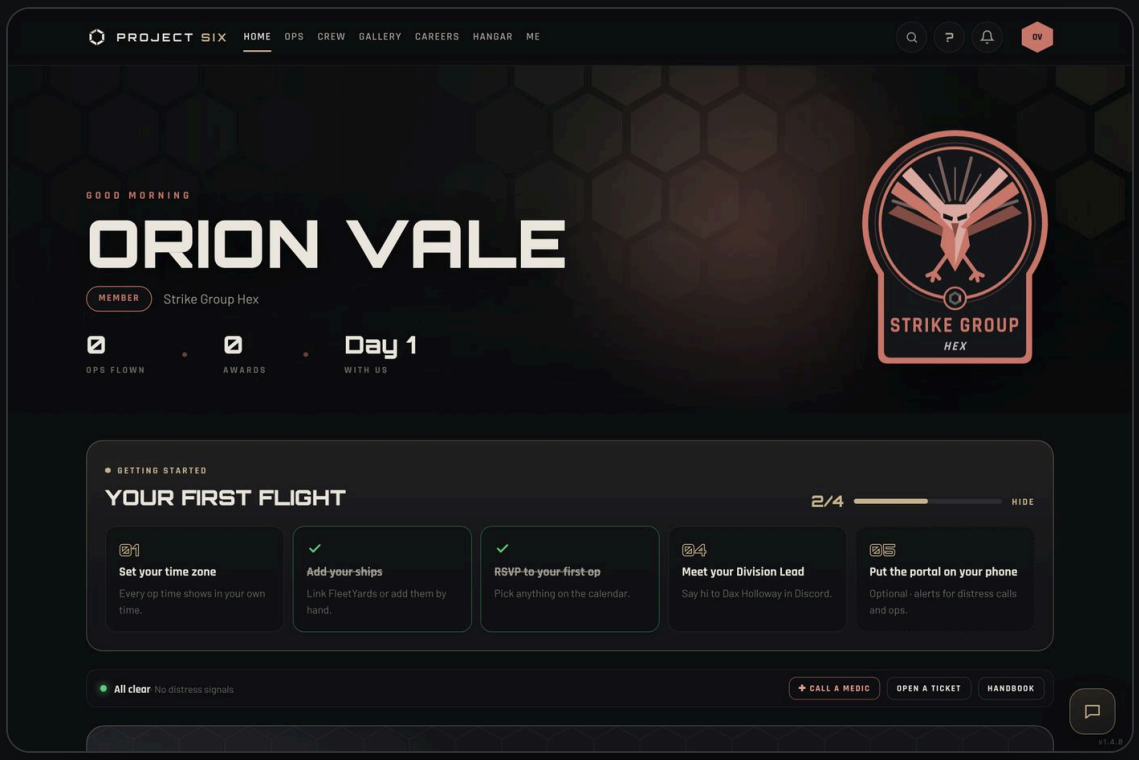


FIGURE 4.1 Home for a member of Strike Group Hex.

SECTION	WHAT IT SHOWS
Hero	Your name, rank and division, with **Ops flown**, **Awards** and how long you've been **With us**.
Your first flight	Getting started steps for new members (below).
Next op	Your next event with a countdown, where it is, who's going, and **Going** / **Maybe**.
This week	The coming week's events with each division's patch. Tap one to open it.
Tiles	**Your division** (lead, crew, recruiting), **Your jobs** (missions and runs you're on) and **Your record** (your ribbons).

SECTION	WHAT IT SHOWS
Picture of the Month	Voting or submissions for this month. See Chapter 12.
Careers	How many volunteer roles are open.
Fleet News	The latest issue. **Read the issue** opens it.
Quick bar	Distress status (**All clear** when nothing is live), **✚ Call a medic**, **Open a ticket** and **Handbook**.

GETTING STARTED

New members get a **Your first flight** card with four steps: **Set your time zone**, **Add your ships**, **RSVP to your first op** and **Meet your Division Lead** (your **Chief Medical Officer** in the 6th). A fifth, **Put the portal on your phone**, is optional and doesn't count.

GOOD TO KNOW

The card goes away for good once the four steps are done, after your first two weeks as a member, or when you press **Hide**.

05

ME

Your ID card, awards, service record, tickets and settings

Me has five tabs: **Profile**, **Awards**, **Service record**, **Tickets** and **Settings**. Click anyone's name or hex anywhere to open their profile.

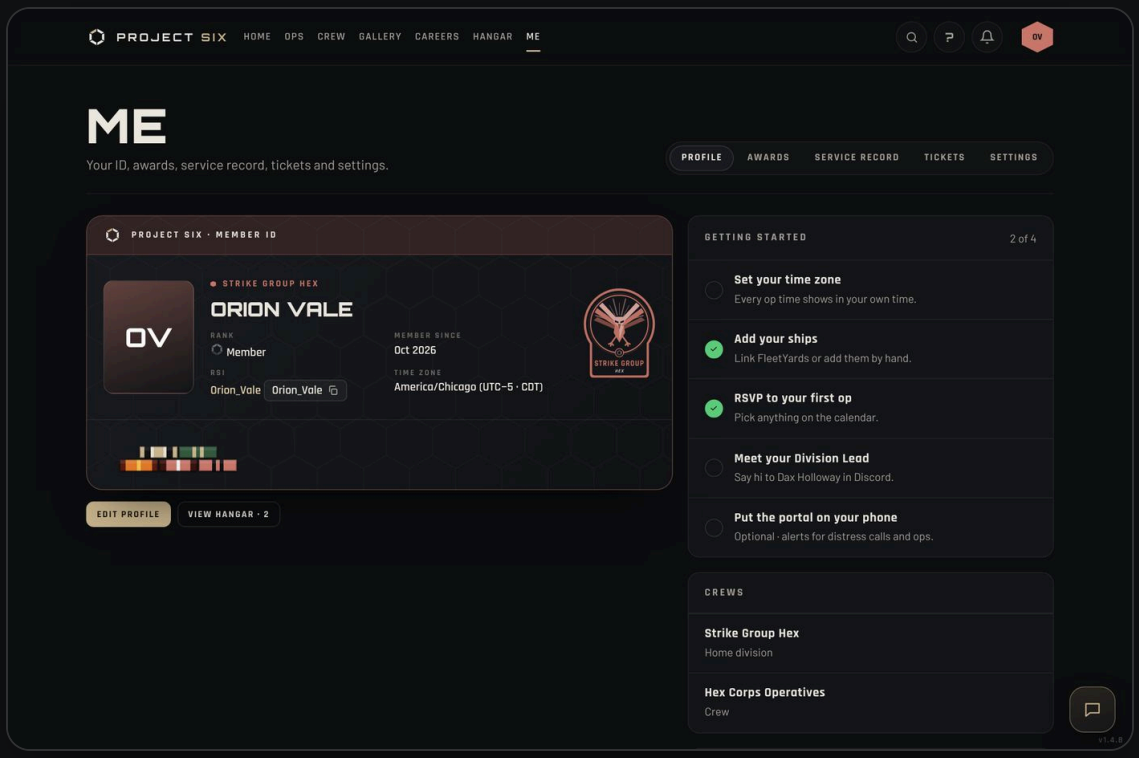


FIGURE 5.1 Me › Profile: your ID card, Getting started, crews and recent service.

THE ID CARD

- Your Discord picture, name, rank and division patch. Command members carry the Command patch.
- Member since, your RSI handle (a link, with a copy button so people can add you in game) and your time zone.
- Your **ribbon rack**: one ribbon per award. Click a ribbon to open its certificate.
- **Edit profile** updates your RSI handle; **View hangar** opens your ships.

TIP Keep your RSI handle current. People copy it to add you in game.

AWARDS AND CERTIFICATES

Awards shows your ribbon rack and every award there is: the ones you've earned, and the rest greyed out with who gives them. Click a medal to open its certificate.

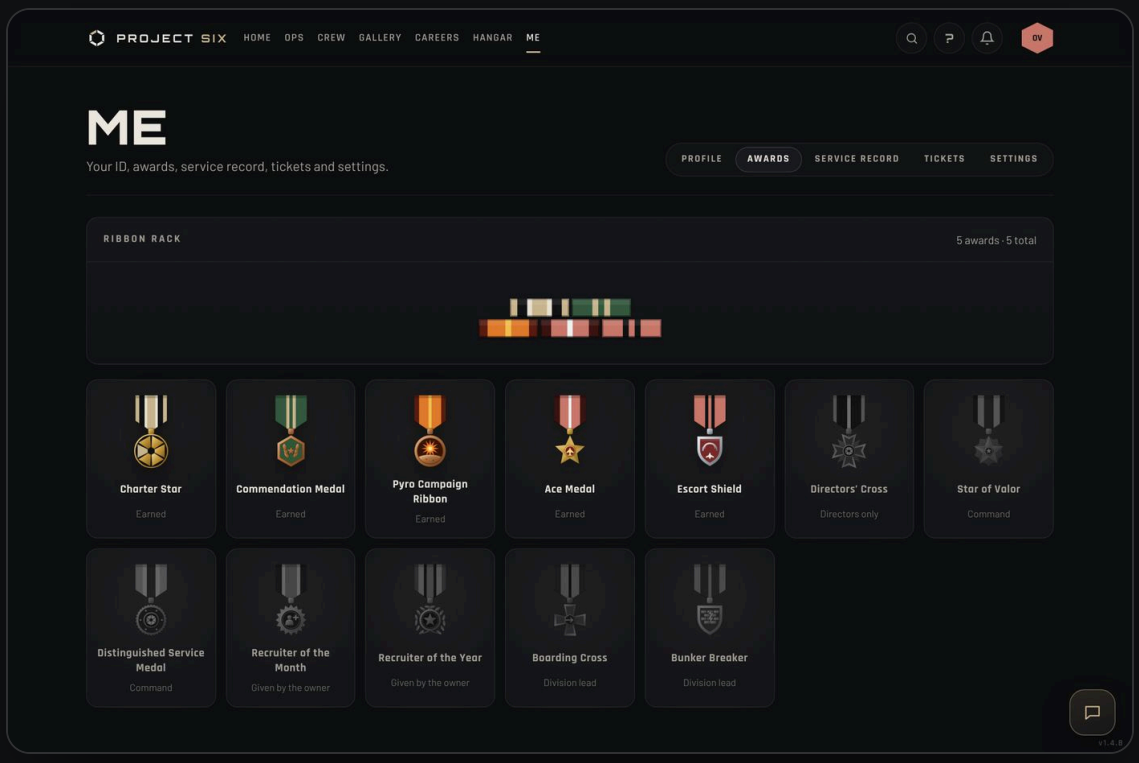


FIGURE 5.2 Me › Awards.



FIGURE 5.3 A certificate: the medal, citation, date and signatures.

SERVICE RECORD

A timeline of your promotions, titles and awards.

SETTINGS

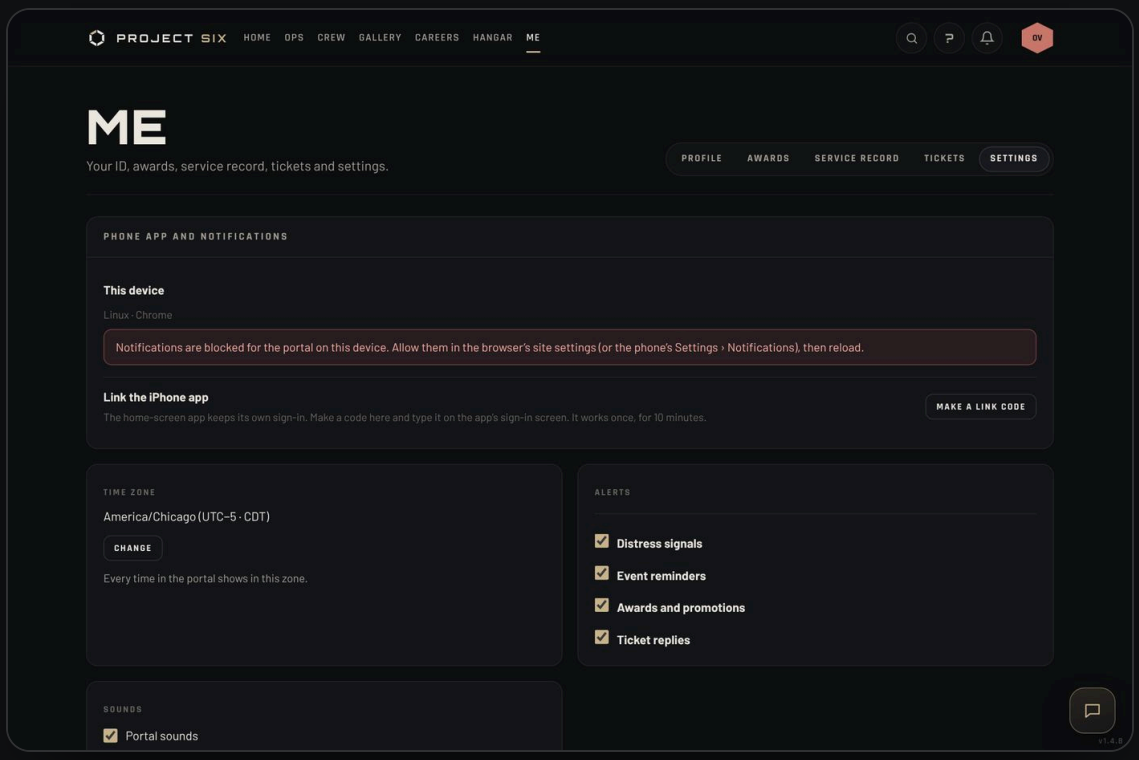


FIGURE 5.4 Me › Settings.

- **Phone app and notifications.** Turn on alerts for this device, or link the home-screen app with a one-time code (**Make a link code**).
- **Time zone.** Every time in the portal shows in this zone. Press **Change** to set it.
- **Alerts.** Choose what reaches your phone: Distress signals, Event reminders, Awards and promotions, Ticket replies. The bell always shows everything.
- **Sounds.** Turn portal sounds on or off. It follows you to every device.
- **Sign out** and **Leave in good standing** (see Chapter 15).

06

NOTIFICATIONS AND TICKETS

The bell, support tickets and transfers

THE BELL

The bell collects what happened for you, newest first. The number shows how many are new; opening the bell marks them read. Click a notification to jump to it.

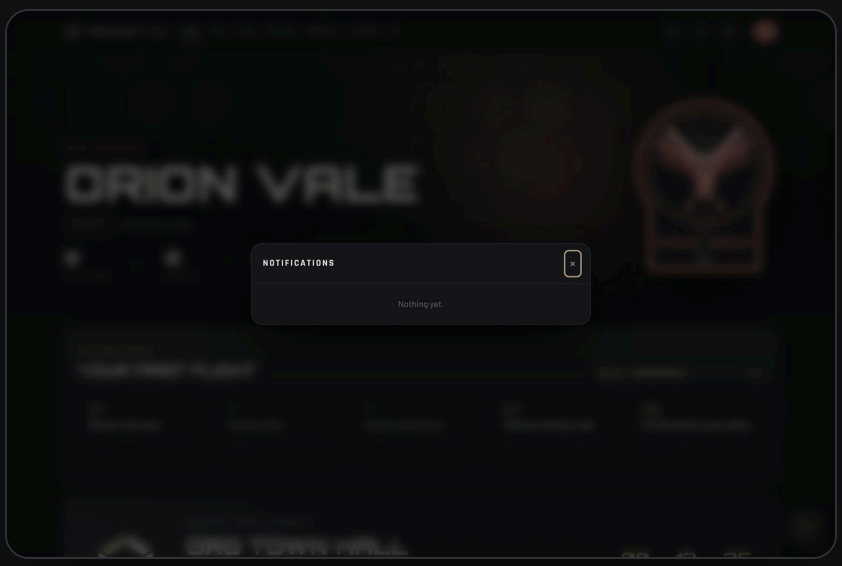


FIGURE 6.1 The bell.

YOU GET A NOTIFICATION WHEN…	IT SAYS
Staff reply to, close or reopen one of your tickets	Ticket reply · Ticket closed · Ticket reopened
You're given an award, a title or a promotion	Award given · Promoted
A guest op or event you RSVP'd is about to start	Starting soon
Your auxiliary or transfer request is decided	Approved / declined
Your role application in Careers is decided	Accepted / declined, with the note
Your linked hangar changed	Hangar synced

GOOD TO KNOW Clearing the bell never hides an unread ticket. Its dot stays until you open that ticket.

SUPPORT TICKETS

Tickets are how you reach staff in writing. Open one from **Help**, the quick bar on Home, or **Me › Tickets › Open a ticket**.

1. Pick what it's about. Each card says who it goes to; ones that don't apply to you are greyed out with the reason.
2. Write a **Subject** and a **Message**: what happened, when, and anything staff need.
3. Press **Open ticket**. Follow the replies in **Me › Tickets**.

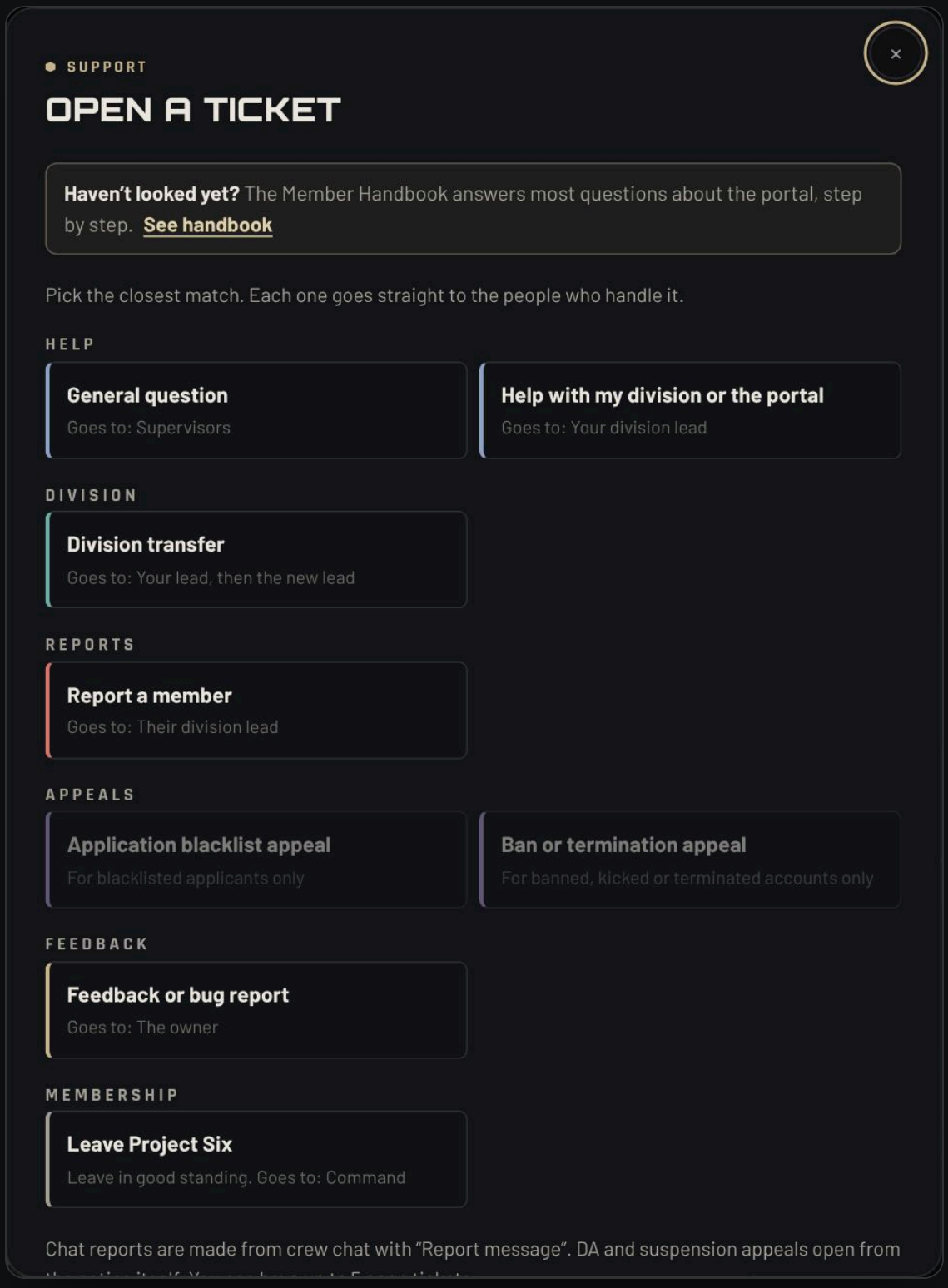


FIGURE 6.2 Open a ticket: pick what it's about.

TYPE	USE IT FOR	GOES TO
General question	Anything about the org	Supervisors

TYPE	USE IT FOR	GOES TO
Help with my division or the portal	Something isn't working or you need a hand	Your division lead
Division transfer	Moving to another division	Your lead, then the new division's lead
Report a member	Conduct problems. They never see your report.	That member's division lead
Feedback or bug report	Bugs and ideas for the portal	The owner
Leave Project Six	Leaving in good standing	Command

NOTE You can have up to **5 open tickets**. You can reopen your own ticket for up to 14 days after it closes. Drafts save as you type.

ASKING TO TRANSFER DIVISIONS

1. Open a ticket and choose **Division transfer**.
2. Pick the division in **Move to**. Optional: keep your old division as an auxiliary.
3. Press **Open ticket**.

Your current lead signs off first, then the new division's lead: **Requested** → **Current division** → **New division** → **Moved**. Your Discord division role is changed as part of the move.

NOTE One transfer at a time, and 10 days between moves.

07 CALENDAR

Events, guest ops and RSVPs

Ops › Calendar lists every event you can attend: major events, org-wide events, and events for your division and auxiliary divisions.

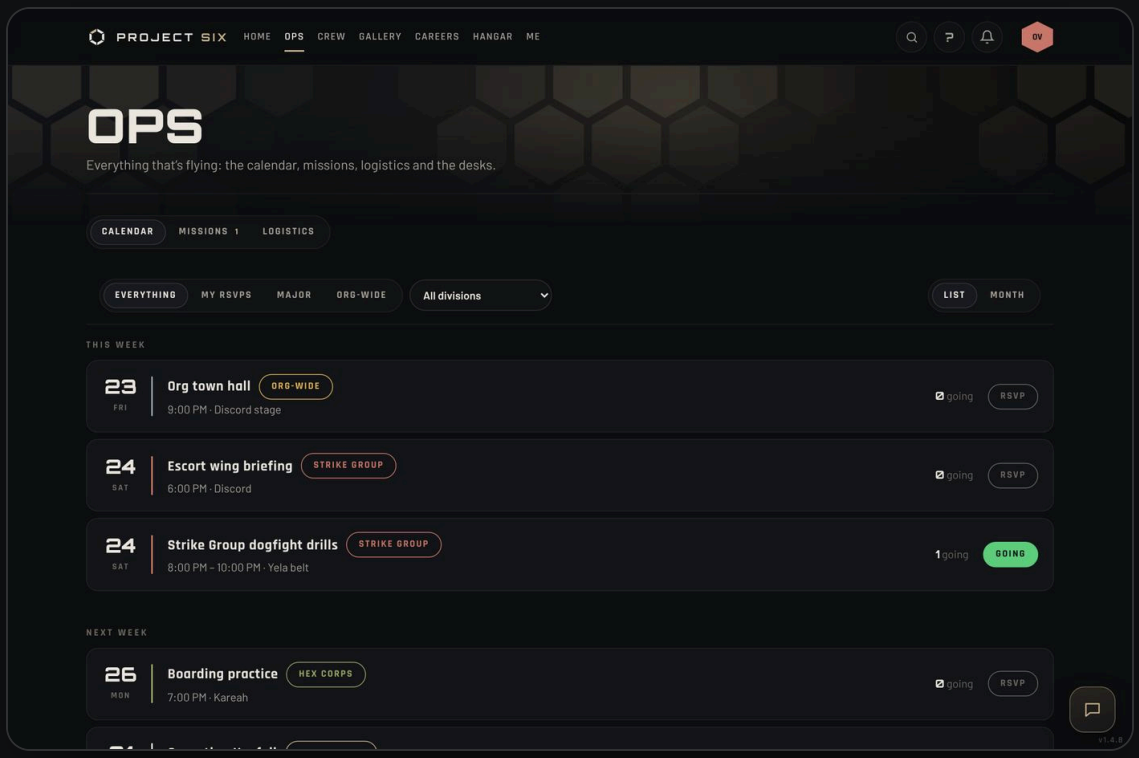


FIGURE 7.1 Ops › Calendar in list view.

- Filter with **Everything**, **My RSVPs**, **Major** and **Org-wide**, or pick a division.
- Switch between **List** and **Month**.
- Events marked **Open to guests** are guest ops. Bring a friend: they can sign up from the homepage.

RSVP

1. Open an event.
2. Press **Going**, **Maybe** or **Can't**. Change it any time.

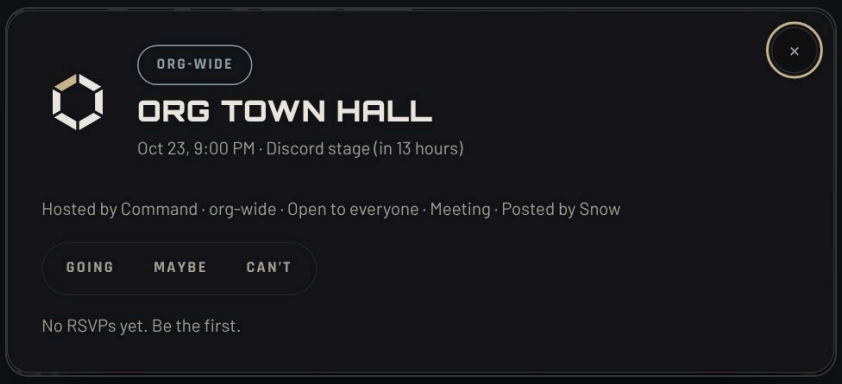


FIGURE 7.2 An event, your RSVP and who's going.

Who's going groups everyone by division, with leads first, so hosts can see which crews are turning out. Repeating events take an RSVP for each date.

FLYING AS A GUEST WINGMAN

On a guest op you can press **Fly as a guest wingman** to be paired with a guest and fly with them. After the op, the host or a wingman marks who showed up and rates how each guest flew; that rating shows on the guest's application.

GOOD TO KNOW Events are posted by leads and Command. Want something on the calendar? Ask your lead.

08 MISSIONS

Taking a seat, posting, running and finishing missions

Missions (**Ops › Missions**) are player-led jobs anyone can post: bounties, mining, salvage, escorts, rescues. Division ops and events live in the Calendar; hauling and trade runs live in Logistics.

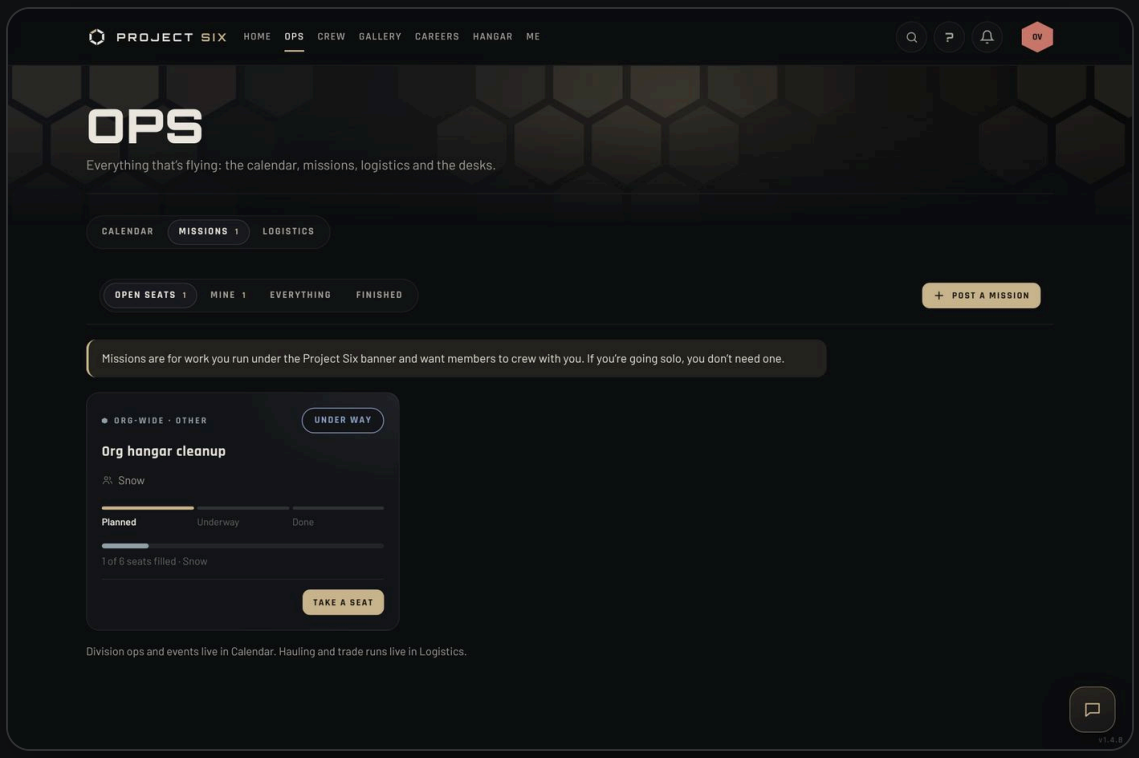


FIGURE 8.1 Ops › Missions.

THE LISTS

TAB	WHAT'S IN IT
Open seats	Missions you can join right now, most urgent first.
Mine	Missions you're crewing.
Everything	Every open and active mission you can see.
Finished	Completed, failed and cancelled missions.

Each card shows the division and type, where and when, who posted it and the seats filled. A **Contract** chip means it's an in-game contract.

TAKING A SEAT

- Press **Take a seat** on any mission with free seats. You join the crew and its chat.
- Press **Leave** to drop off while it's under way.

POSTING A MISSION

1. Press **Post a mission**.
2. Pick the **Crew** (one of your divisions) and the **Type**, and give it a name if you like.
3. Set **Where** with the location picker, the crew seats, priority, due date and details.
4. Tick **In-game contract** when the crew is running a contract taken in game. Leave it off for other work, like gathering items to get into a facility.
5. Press **Create**.

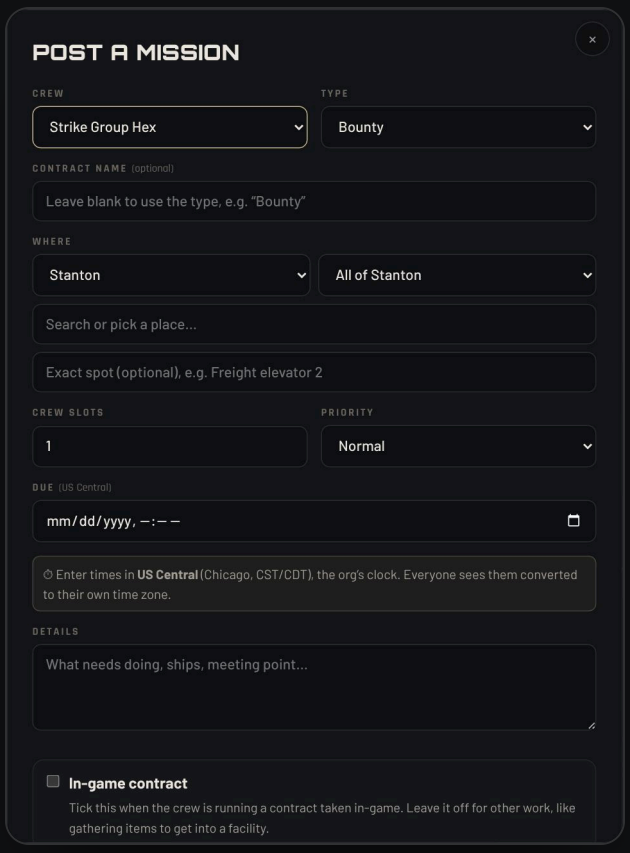


FIGURE 8.2 Post a mission.

GOOD TO KNOW

Missions are for work you run under the Project Six banner and want members to crew with you. Going solo? You don't need one.

MOVING THROUGH THE STEPS

Every type has steps, shown as a track on the card. Any crew member presses the next step as you go. Bounties go Accepted → Hunting → Done; mining goes Planned → Mining → Refining → Sold.

COMPLETING A MISSION

1. On the last step, press the complete button.
2. Add a note if you like (where you sold, screenshots).
3. Press **Complete**. It moves to **Finished**.

Failed closes a mission that didn't work out.

MEDICS ON MISSIONS

- **Medics** can attach to another division's mission as its field medic without taking a seat.
- Crew who need help press **Request a medic** on the mission card; the Medbay sees it right away.

09

LOGISTICS

Freight runs, trading, SOS and supply requests

Ops › Logistics is the freight and trade hub for the whole org, run by Hex 12th Logistics. It keeps its own look. Anyone can log a run, join a crew or check the market.

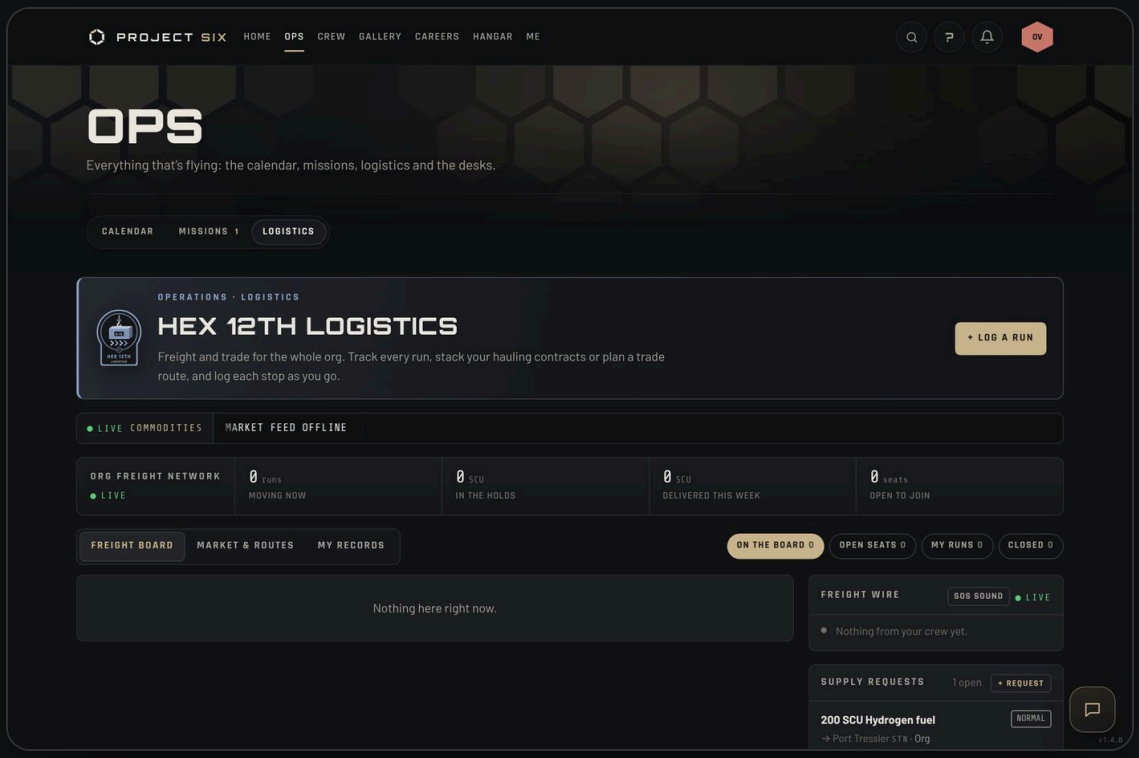


FIGURE 9.1 The Logistics hub.

THE FREIGHT BOARD

- Filter with **On the board**, **Open seats**, **My runs** and **Closed**.
- Press **Join crew** to take a seat. You can be on one run at a time.
- **Manifest** shows cargo and stops; **Crew chat** opens the run's chat.

LOGGING YOUR OWN RUN

1. Press **+ Log a run** and pick **Contract run**, **Haul** or **Trade run**.

2. Add your ship, crew seats and cargo lines (what, SCU, pick-up and drop-off). Trade runs take buy and sell prices from the market.

3. Check the route; reorder stops with ▲ ▼.

4. Press **Post to freight board**, then **Start the run** when you undock.

NOTE Illegal cargo is marked automatically. The org never pays CrimeStat fines or covers losses from illegal cargo on personal runs.

RUNNING IT (CAPTAINS)

- Tick **LOAD** and **DROP** on each stop as you go.
- **Pause run** if something goes wrong; **Resume run** when you're moving again.
- **Close out run** once everything's dropped: what you made and how you split it with the crew.
- **Mark failed** if it went wrong and report what was lost.

SOS

A captain with at least 250,000 aUEC of cargo aboard can send an **SOS**. Responders pick a ship and press **I'm responding**, or **Hop aboard** another responder's ship. It ends after 60 minutes or when the captain stands it down.

SUPPLY REQUESTS AND THE MARKET

Need something hauled for the org? Press **+ Request** in Supply requests; anyone can **Take it on**. **Market & routes** shows commodity prices, top movers, the best routes now and a run calculator.

PICKING A LOCATION

1. Pick the **system** (Stanton, Pyro or Nyx).

2. Pick the **planet or moon** (or **In space · stations**).

3. Type or pick from the list. Not listed? Use the "Use …" line. Desks and medic requests also list orbital markers (OM-1 to OM-6), Lagrange points and the asteroid belts.

10

HANGAR

Your ships, the org fleet and linking FleetYards

Hangar has two tabs: **My ships** and **Org fleet**. Only **pledged** ships count (bought on the RSI website), because in-game purchases reset with wipes.

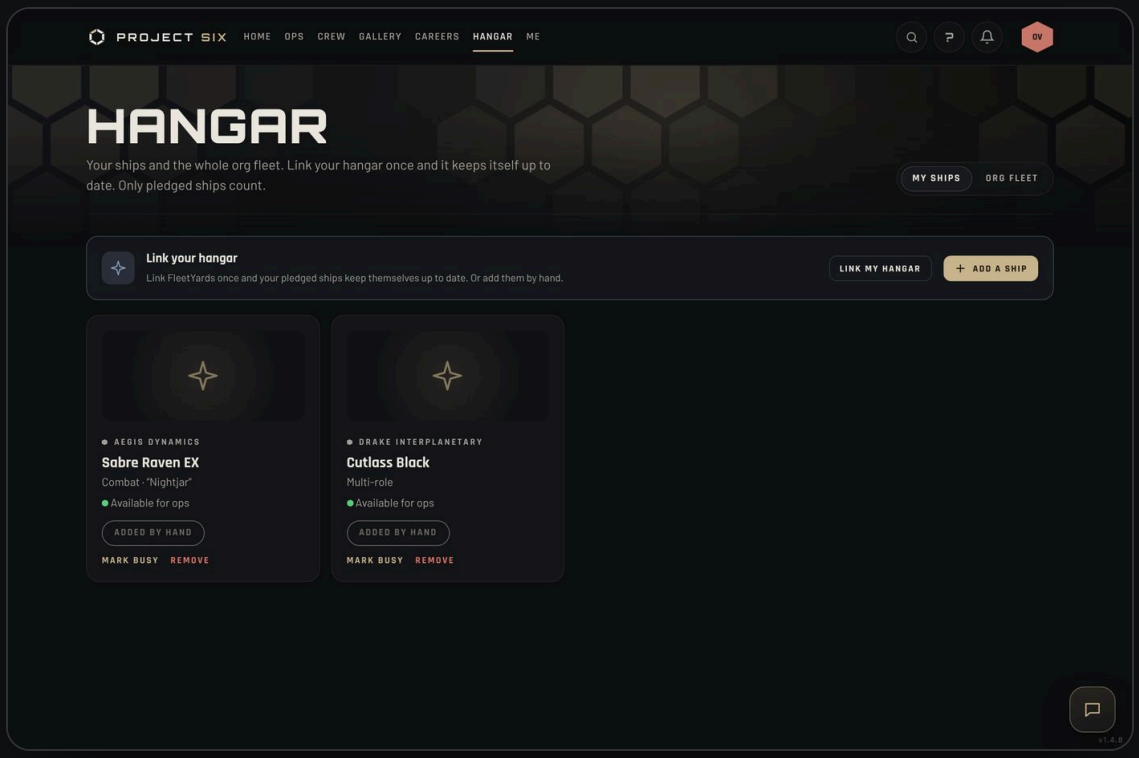


FIGURE 10.1 Hangar › My ships.

- Ship cards show the maker, class, nickname and whether it's available for ops, with its **FleetYards picture** when there is one.
- Several of the same ship stack into one card; **Manage** opens each one.
- **Mark busy** / **Mark available** toggles lending; **Remove** deletes a hand-added ship.

ADDING SHIPS BY HAND

1. Press **Add a ship**.
2. Start typing the model and pick it. The list follows FleetYards, so new ships show up on their own.

3. Optional: a nickname (unique across the org) and how many.

4. Tick **This ship is pledged** and press **Register ship**.

LINKING YOUR HANGAR (FLEETYARDS)

1. Sign in at **fleetyards.net**, install the **FleetYards Sync** extension and press **Sync** in your FleetYards hangar.

2. Set your FleetYards hangar to **public**.

3. In the portal press **Link my hangar**, type your FleetYards username and press **Link and sync**.

- It syncs every 6 hours, or press **Sync now**.
- Ships you added by hand are never touched; the first link matches them and keeps your nicknames.
- Melted, sold or gifted ships leave your hangar; upgrades update the model. **Unlink** keeps every ship.

ORG FLEET

Org fleet shows every ship in the org by class, with how many there are and who owns them. The public website shows counts only, never names.

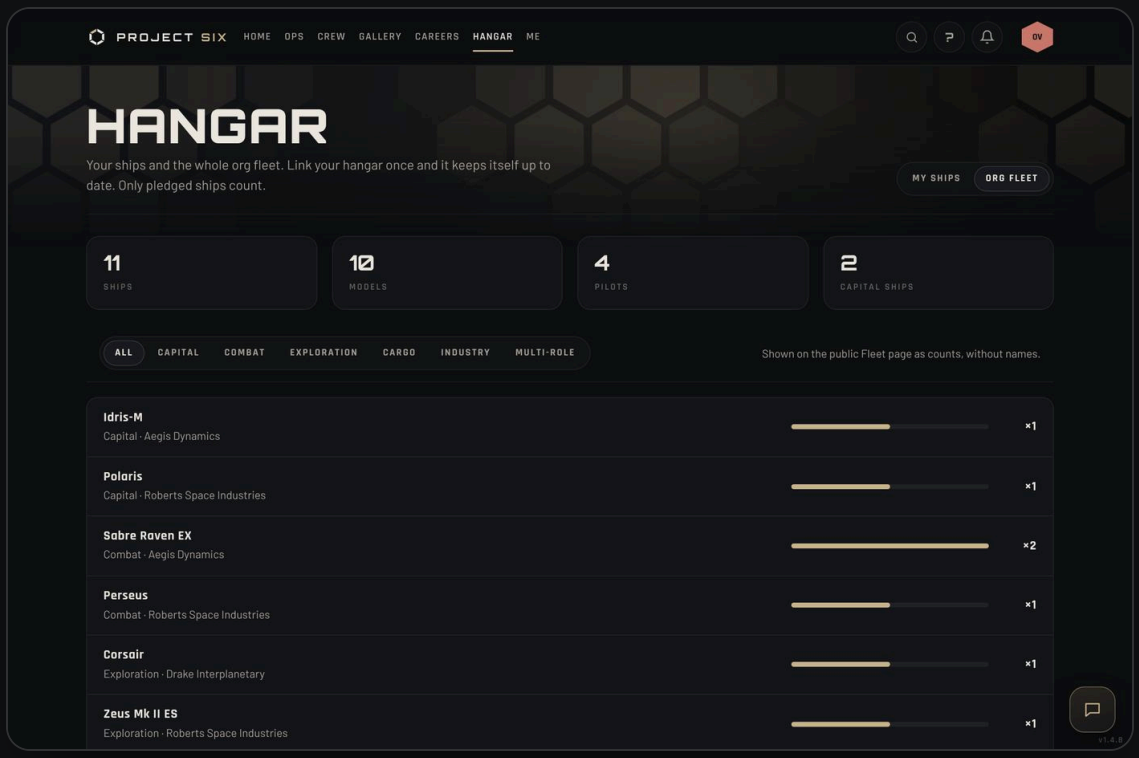


FIGURE 10.2 Hangar › Org fleet.

11

CREW

Divisions, the roster, leaders and auxiliaries

Crew has three tabs: **Divisions**, **Roster** and **Leaders**.

DIVISIONS

Pick a division on the left to see its banner (members, ops this week, recruiting), its division board, leadership, upcoming events, crew and division awards. Command is listed last.

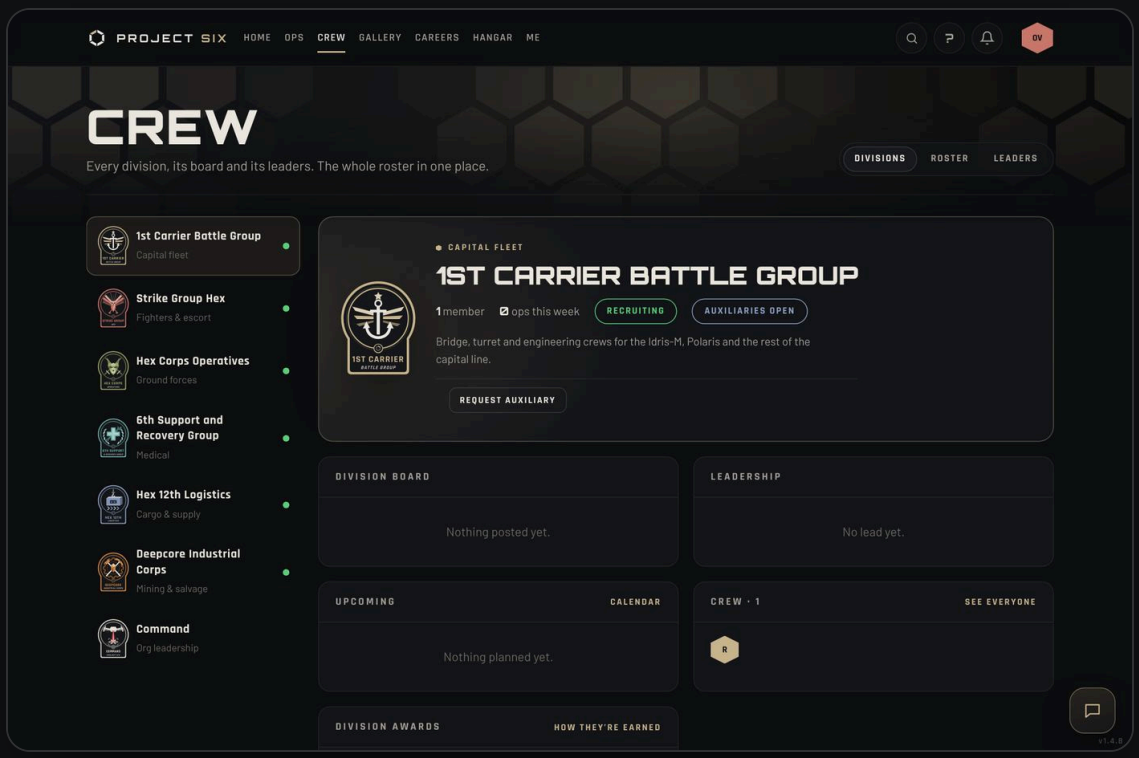


FIGURE 11.1 Crew › Divisions.

ROSTER

Everyone in the org as hex cards, with rank and division. Search by name or RSI handle, filter by **All**, **Leads** or **Command**, or pick a division. Click anyone to open their profile.

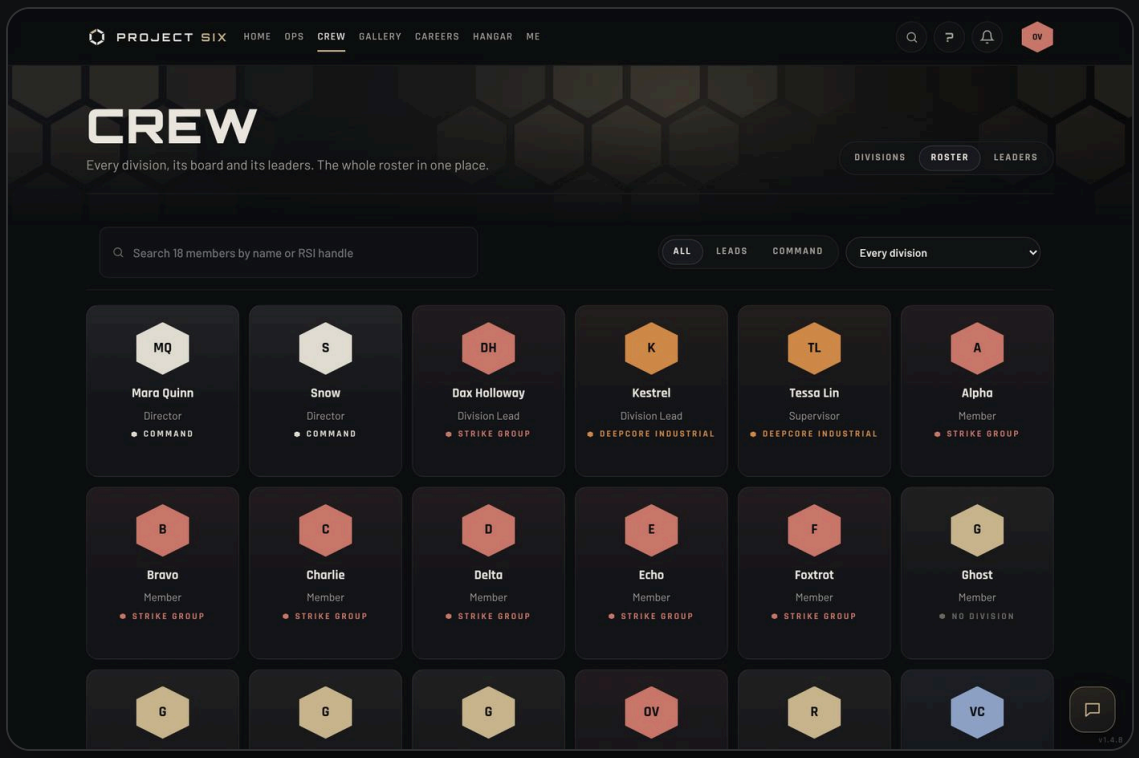


FIGURE 11.2 Crew › Roster.

LEADERS

Command, then each division's leadership. The 6th Support and Recovery Group is led by its **Chief Medical Officer** with **Senior Medical Officers**; every other division by a **Division Lead** with **Supervisors**. The same cards are on the homepage.

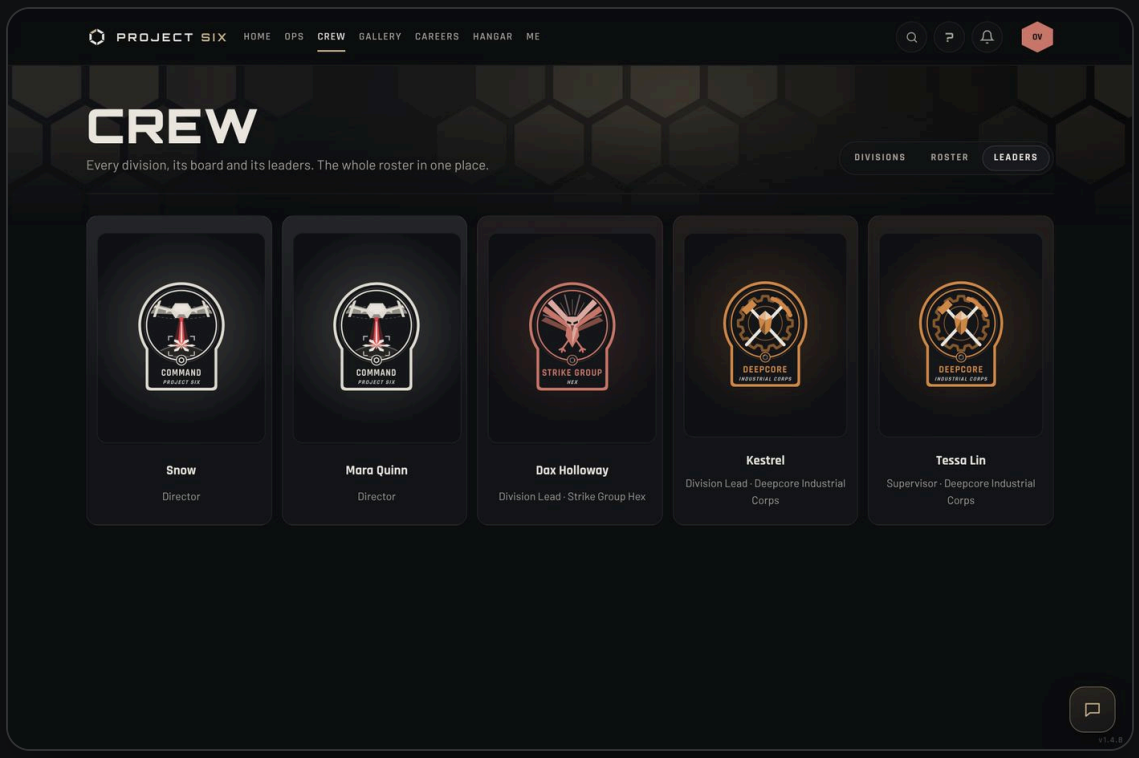


FIGURE 11.3 Crew › Leaders.

JOINING ANOTHER DIVISION AS AN AUXILIARY

Auxiliaries help out in another division's ops while keeping their own. You see that division's calendar, events and missions, and its desk if it has one; you don't appear on its roster.

1. Open the division in **Crew › Divisions** and press **Request auxiliary** under its banner.
2. Say how you'd help and press **Send request**. The lead decides and you get a notification.

> **NOTE** One request per division at a time; after a decline you can ask again in 3 days.

12

GALLERY AND CAREERS

Picture of the Month and volunteer roles

PICTURE OF THE MONTH

Send in your best in-game screenshot. Everyone votes, and the winner becomes the cover of the next Fleet News.

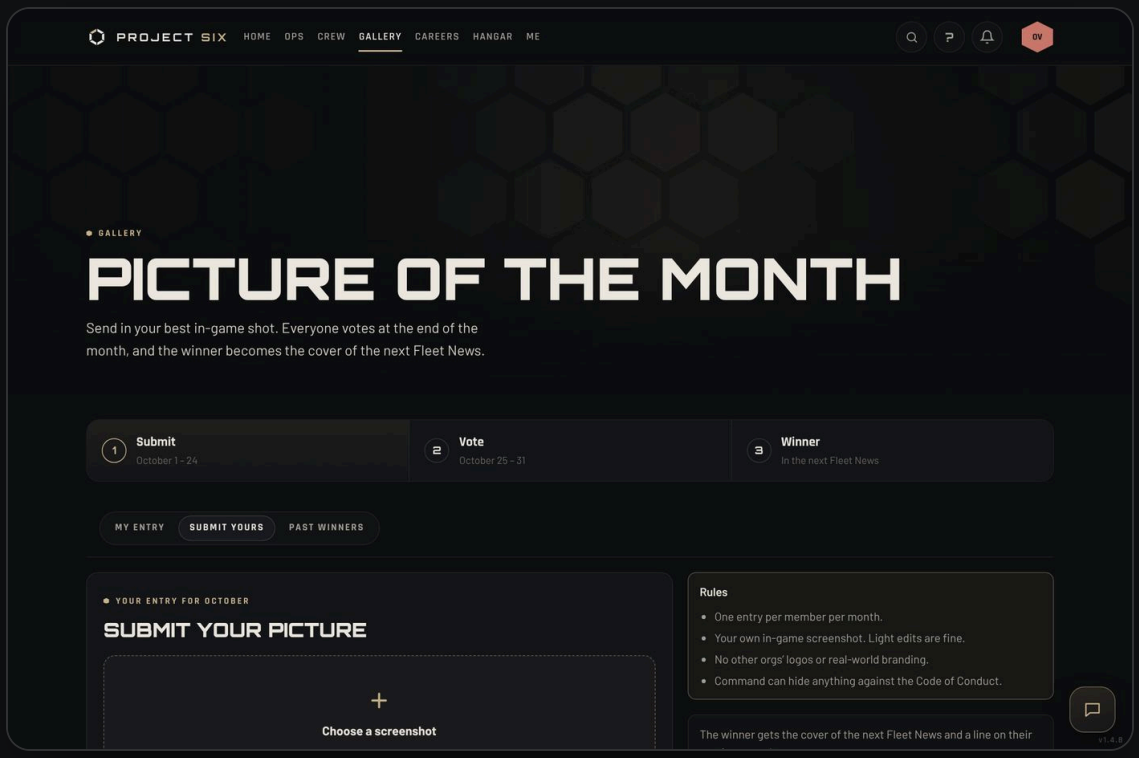


FIGURE 12.1 Gallery › Picture of the Month.

WHEN	WHAT HAPPENS
1st – 24th	**Submit**: one entry each. Choose a screenshot (PNG, JPG or WebP, up to 15 MB), give it a title and where it was taken, tick that you took it, and press **Submit entry**. You can remove yours and send another until the 24th.
25th – end of month	**Vote**: one vote each, not for your own. You can change it until the month ends.
After	Command crowns the winner. It goes on their service record and the next Fleet News cover. **Past winners** keeps them all.

NOTE Your own in-game shot, light edits are fine. No other orgs' logos or real-world branding. Command can hide anything against the Code of Conduct.

CAREERS

Help run the fleet. **Careers** lists open volunteer roles by team: Divisions (Division Lead, Supervisor, Chief Medical Officer and Senior Medical Officer openings), Media team, Recruitment, Events, Training, Fleet News and more.

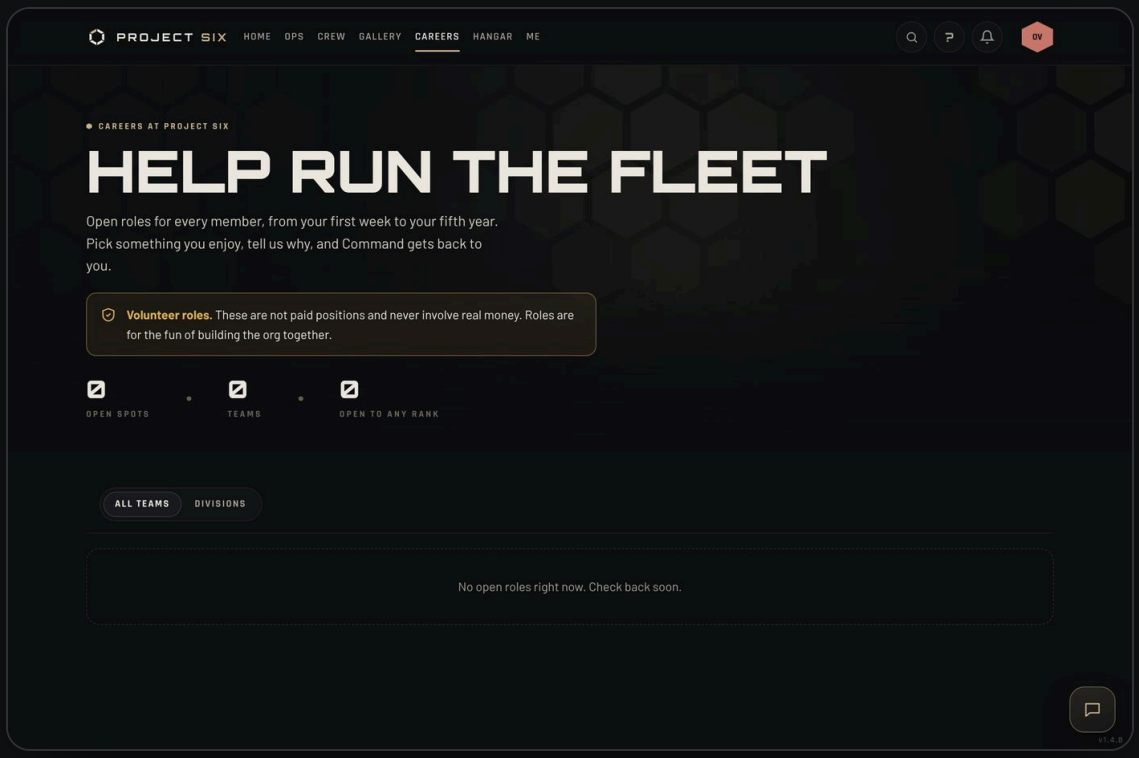


FIGURE 12.2 Careers.

1. Pick a team, or **All teams**. Each card shows what you'd do, the time it takes, who can apply and the open spots.
2. Press **Apply**. Say why you want it, any experience, when you're usually on and examples or links.
3. Tick that you understand it's a volunteer role, and press **Send application**. Command replies within 7 days.

GOOD TO KNOW Roles are never paid and never involve real money. Accepted roles go on your service record. Your applications are under **My role applications**, where you can withdraw one.

13

DIVISION DESKS

The Medbay and the Survey Office

Division desks are live boards for the work a division does in game. They sit under **Ops › Desks** for the members, auxiliaries and title holders they belong to.

DESK	WHO GETS IT
Medbay	6th Support and Recovery members with the **Medic** title, and Command
Survey Office	Deepcore Industrial Corps members and auxiliaries

GOOD TO KNOW

6th Support and Recovery is subject to change in a future update. Something not right? Every 6th desk has **Report a bug or give feedback**.

CALLING A MEDIC (EVERYONE)

1. On Home, press **✚ Call a medic**.
2. Pick **Incapacitated** or **Injured**, set **Where**, and tick **Hostiles nearby** if there are.
3. Add anything they should know and press **Send beacon**.

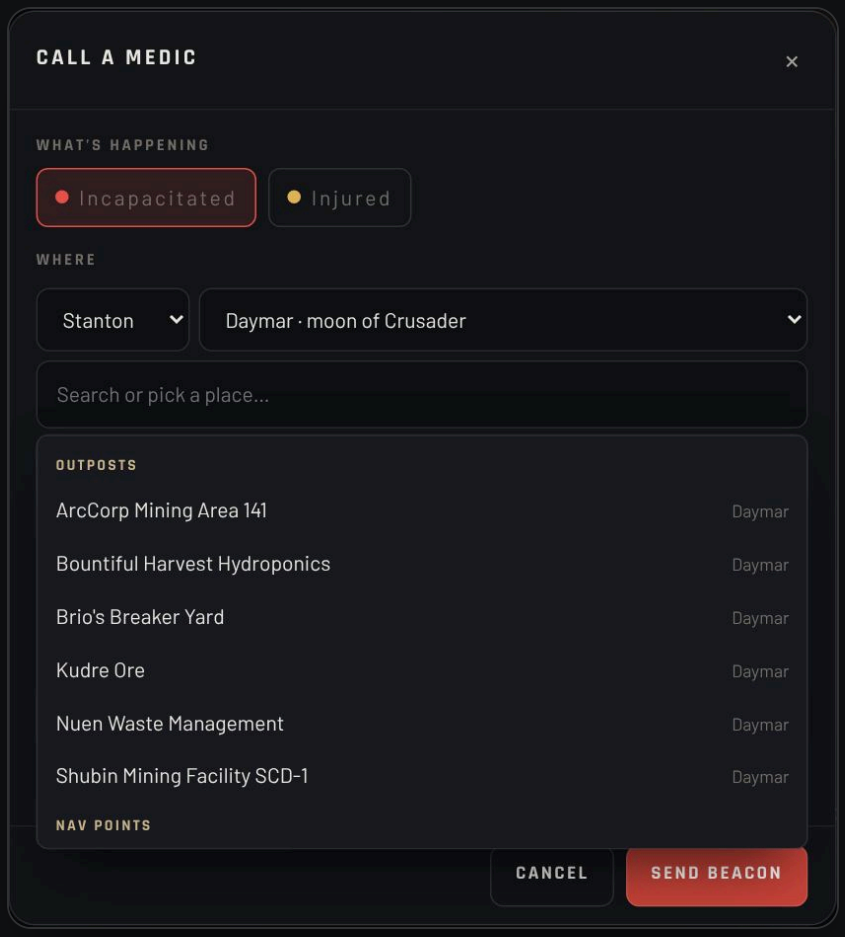


FIGURE 13.1 Call a medic.

Every medic on call sees it right away. Home shows your beacon's stage (Beacon up → Dispatched → On scene → ...), who's coming, a chat and **Call it off**.

> **NOTE** One open medical beacon per person at a time.

MEDBAY (MEDICS)

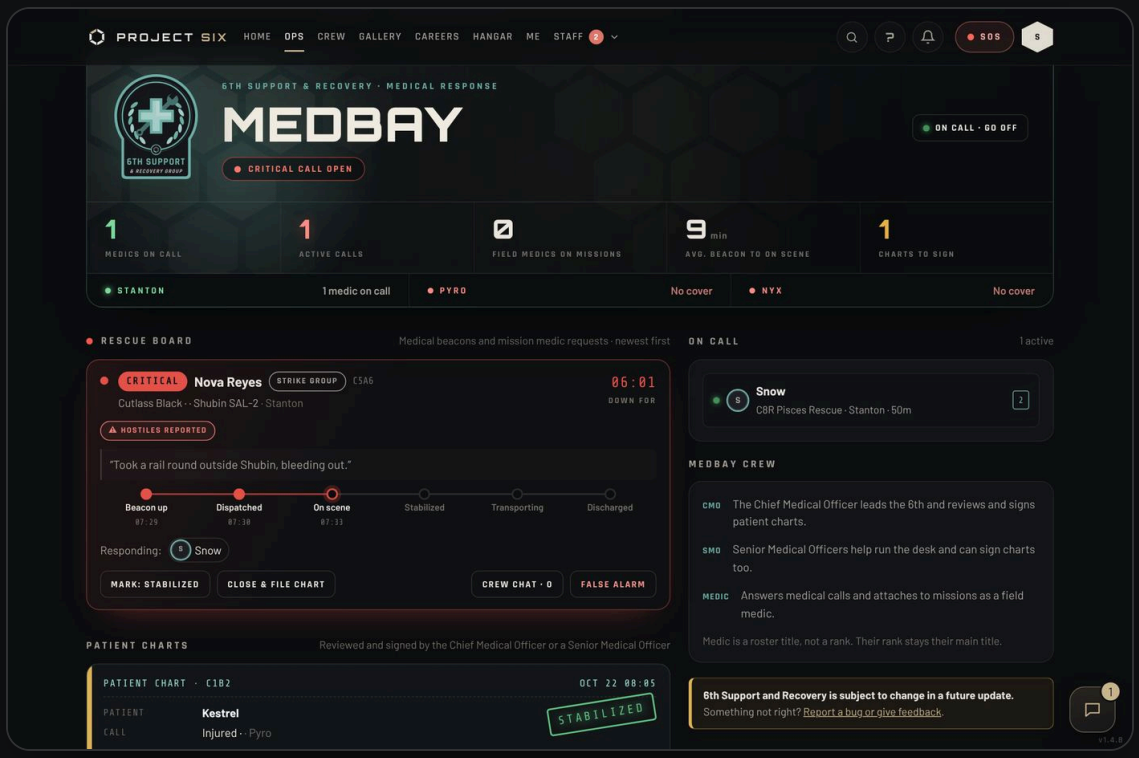


FIGURE 13.2 The Medbay console with a critical call on the rescue board.

- The banner shows the desk's live status, medics on call, active calls, field medics, the average time from beacon to on scene, and coverage for Stanton, Pyro and Nyx.
- **Go on call**: pick your ship (its med bed tier matters) and the system you cover. New beacons sound an alarm.
- **Respond** to a call, then mark each stage as you go. **Crew chat** talks to the patient.
- **Close & file chart** with the outcome and notes. The **Chief Medical Officer** or a **Senior Medical Officer** reviews and signs it.

> TIP Medic is a roster title, not a rank. The Chief Medical Officer gives it.

SURVEY OFFICE (DEEPCORE)

- **Log refinery job**: a countdown runs and a chime tells you when it's ready. Only you and your lead see your jobs.
- **Start a crew** for mining, salvage or refining, with its own chat.
- **Log a rock** or **Report a wreck** and **Claim** it so crews don't overlap.

14

AWARDS AND RECOGNITION

Every award, who gives it and the rules

Awards show on your ribbon rack, in **Me › Awards** and in Fleet News. Each one has a certificate with its citation and signatures.

AWARD	SCOPE	FOR
Directors' Cross	Org · Directors only	The highest honor in Project Six, given rarely.
Charter Star	Org · founding crew	Every member who joined before October 15, 2026. Closed for good.
Star of Valor	Org	Courage in the face of danger, putting the crew first.
Distinguished Service Medal	Org	Sustained, outstanding service.
Commendation Medal	Org	A contribution worth recognizing in front of the whole org.
Recruiter of the Month	Org · the owner	The member who brought in the most new members that month.
Recruiter of the Year	Org · the owner	The top recruiter of the year.
Picture of the Month	Org	A title on your service record for the month's winning shot.
Pyro Campaign Ribbon	Org	Service during the Pyro campaign.
6th S&R Service Medal	6th S&R	Dependable service to the 6th and the members it looks after.
Lifesaver's Cross, **Golden Hour Ribbon**, **Field Medic Badge**	6th S&R · Medical	Saving lives, setting the Medbay's standard, and serving as a field medic.
Salvor's Medal, **Tanker's Ribbon**, **Iron Wrench Medal**	6th S&R · Engineering	Recovery, refuelling and getting stranded crews back in the fight.

AWARD	SCOPE	FOR
Carrier Deck Wings, **Centurion Ribbon**, **Bridge Watch Medal**	1st Carrier Battle Group	The flight deck, the air wing and holding a capital station.
Ace Medal, **Escort Shield**	Strike Group Hex	Skill in the air, and standing between the threat and those protected.
Boarding Cross, **Bunker Breaker**	Hex Corps Operatives	Leading from the front, and bringing the whole squad out.
Lifeline Medal, **Iron Haul Ribbon**	Hex 12th Logistics	Supplies where they were needed, and tireless hauling.
Deep Core Medal, **Steady Hand Ribbon**	Deepcore Industrial Corps	Strengthening the division, and setting an example.

WHO GIVES AWARDS

- Org-wide awards come from Command and carry every Director's signature. The Directors' Cross comes from the Directors only.
- Division awards come from that division's lead (the Chief Medical Officer in the 6th) or Command. In the 6th, Medical awards go to Medics.
- Supervisors and Senior Medical Officers can recommend someone; the lead decides.
- Nobody can give themselves an award. Taking one back needs a reason, and you're notified.
- Repeat awards add stars to the ribbon (a gold bar from four wins).

AWARDS AND YOUR STANDING

Leave in good standing and come back, and you keep your awards. Bad standing (terminated, banned, kicked or leaving without notice) strips them for good, including the Charter Star.

15

LEAVING, SUSPENSIONS AND NOTICES

Leaving in good standing, and disciplinary forms

LEAVING IN GOOD STANDING

If you want to leave Project Six, do it through the portal so you leave in good standing.

1. Open a ticket and pick **Membership › Leave Project Six** (or **Me › Settings › Leave in good standing**).
2. Pick the **Main reason** and, if you like, tell us what we could do better.
3. Press **Send request**. Command follows up in Discord.

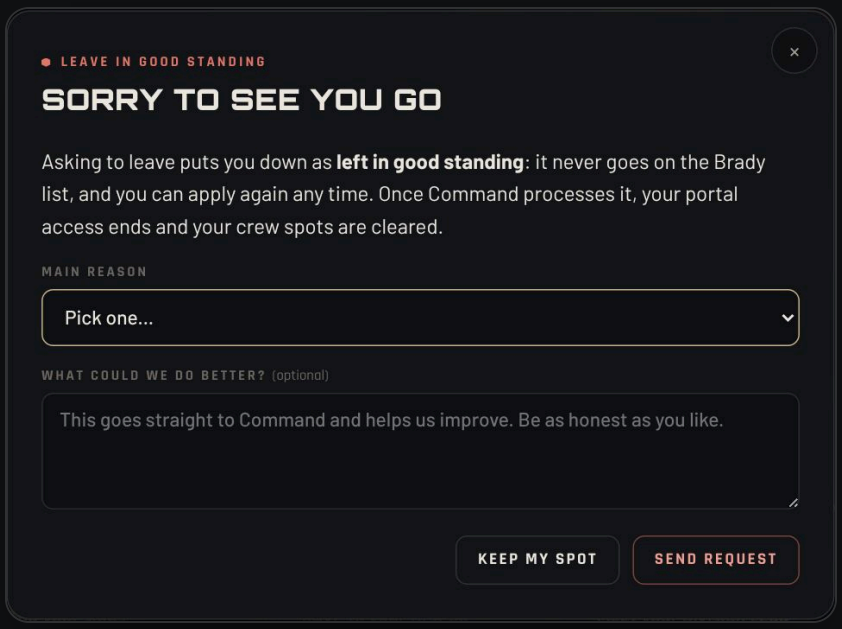


FIGURE 15.1 Leave in good standing.

GOOD TO KNOW Leaving this way never goes on the Brady list. You keep your awards and can apply again any time. Leaving the Discord without notice counts as bad standing.

IF YOUR ACCOUNT IS SUSPENDED

The portal closes and shows **You are suspended** with the end date and a countdown. It reopens on its own when the countdown ends. You can still acknowledge the notice, appeal it, and open a support ticket.

DISCIPLINARY NOTICES

Staff file disciplinary paperwork on official forms: **DA-1** Disciplinary action, **SP-2** Suspension and **TM-3** Termination. You're told right away on Home, in the bell and by Discord DM. You only ever see the **file number, date and category**; the details stay between you and staff.

ACKNOWLEDGE IT

1. Press **Acknowledge** on the banner or the notice.
2. Optional: add your side. It goes on your record next to the notice.
3. Press **I've received this notice**.

GOOD TO KNOW — Acknowledging means you've received it, not that you agree. After 5 days it's marked acknowledged automatically. The notice is in effect from the moment it's filed.

APPEAL IT

1. Press **Appeal** within **7 days**. It opens form **AP-5**.
2. Tick the grounds that apply, write your statement and add evidence.
3. Press **Sign and submit appeal**. It goes to the managers and Directors as a ticket you can follow.

- Whoever issued the notice can't decide your appeal.
- **Granted:** the notice is overturned and comes off the Brady list; a suspension ends.
- **Denied:** you can appeal once more from the halfway point of the notice's period.

16

TROUBLESHOOTING AND FAQ

Quick fixes for common questions

IF…	TRY THIS
I can't sign in	Join the Project Six Discord server with the same Discord account, then try again.
My application is on hold	Do #verify in our Discord. It comes off hold by itself.
A tab I expected isn't there	Tabs follow your Discord roles. If your roles just changed, sign out and back in.
I don't see a division desk	Desks are for that division's members and auxiliaries, and 6th members with the Medic title.
My Discord picture or name is old	The portal checks Discord every hour. It updates on its own.
A ship has no picture	The picture comes from FleetYards. Hand-typed models that FleetYards doesn't know show the ship icon.
My linked hangar didn't update	Press Sync on FleetYards first, then **Sync now** in the portal.
I lost what I was typing in a ticket	Drafts save as you type. Open the ticket again and it's still there.
I can't open another ticket	You have 5 open. Close one you're done with.
I can't ask for a transfer	One at a time, and 10 days after your last move. The division might not be taking transfers.
No sounds	**Me › Settings › Sounds**.
Something is broken	Open a ticket and pick **Feedback or bug report**.

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