



The Nighthawk Imperium

Conduct Guidelines

Introduction

As TNI's elites, Commandos must maintain a high standard of conduct for the Nighthawk Imperium. This document will expand on the expected conduct of Commandos and provide guidance on what to do on the occasion that other Commandos are not behaving properly.

General Guidance

- Toxicity will not be tolerated on or off-duty. We do not discourage friendly banter but at some point, there is a line you do not cross. People should be made to feel welcome, and if at any time, it is apparent that someone is uncomfortable with your conduct, then your conduct is considered to be inappropriate, and disciplinary action may be taken.



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- The usage of exclusionary language, like the “n-word”, the “f-slur (fgot)”, and other pejorative language is strictly prohibited, whether in text or voice.
 - Evidence of any Commando cheating or raiding/defending against Commandos must be sent to a Warrant Officer+.
 - All Commandos should remember that they are representatives of the community; regardless of whether one is actively representing Commandos, engagement in behavior that is immoral, unscrupulous, or otherwise unrepresentative of the values of the division may result in sanction from the Administration.
 - The commands of members in authority should always be adhered to. Even when rules are not explicitly outlined, Officers and above are encouraged to enforce common sense regulations in the spirit of these guidelines, and all individuals are expected to comply.
 - Alterations to the Commandos uniform(s) such as packages will not be tolerated. However, dancing and other emotes are allowed.
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Professionalism

If Commandos aren't held to a high standard in professionalism, they will be perceived as immature, and would not be the role models that they are intended to be. However, there are certain differences between the way they should act on-duty and off-duty, which will follow below.

On-Duty

- While at raids, defenses, or in Commandos morph/uniform, you are representing Commandos. You should be respecting those around you, and you must follow **TNI rules**. More detailed rules on the way you should act in these certain situations (raids, defenses, and in morph) will be found in the following sections.
- Any usage of channels in the Discord labeled on-duty requires on-duty behavior.
- On-duty conduct is considered to be held to a higher standard of professionalism. All behavior must be representative of the rigorous reputation of the division.
- Toxicity will not be tolerated in any respect. Any language relating to bigoted speech, any of an adult nature, or anything aimed at personally insulting anyone in the



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Imperium will not be tolerated. Repercussion for failing to follow suite will be met with typically harsher punishments than normal.

Off-Duty

- At The Grand Crossing, Commandos are considered off-duty if they are not wearing the Commandos uniform or if they are not in the Commandos morph.
 - If no on-duty activity is being conducted in a channel labeled as off-duty, then said behavior is considered to be off-duty.
 - When talking to your fellow Commandos on the Discord server, you are allowed to act carefree to an extent. Grammar is not required off-duty.
 - All Discord rules must be followed at all times, both those of TNI and those set by the Discord Terms of Service.
 - Friendly trashtalk is typically permitted within chatrooms, however that does not excuse the use of foul language, NSFW discussion, or personal attacks, even in off-topic chatrooms. Generally no crossing the clear line of being a jerk.
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Raids & Defenses

Because raids and defenses comprise the main interaction of Commandos with outside groups, conduct in these events is of the utmost importance. All Commandos must represent the division adequately, and abide by the following rules.

- When you are raiding or defending, you are required to stay in team chat; the only person that should be talking out of it is the raid/defense leader and he should only speak out of it if it is a must. This is to prevent immaturity, toxicity and unprofessionalism; when you are raiding or defending you should only focus on the objective ahead of you.
- Raiding/defending against Commandos without permission will result in immediate disciplinary action. For more information, please refer to the [Commando Guidelines](#).
- Leaving a raid/defense without being dismissed will lead to punishment at the discretion of the raid/defense leader.
- Behavior that distracts from the focus of the raid/defense is not allowed.
- Always listen to the raid/defense leader. The inability to listen to their commands will result in a warning before a kick from the raid/defense and potential further punishment.



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The Grand Crossing

At the border, Commandos have access to a special morph that distinguishes the division from the general Nighthawk population. While in the morph, Commandos are considered on-duty, and along these lines, all Commandos should be on their best behavior while at The Grand Crossing as the role models for normal Nighthawks. **Commandos must remember that they represent Commandos at all times, and must strive to help earn the division a reputation of respect.** The accompanying guidelines will clarify:

- There should be no reason for arrest while in the Commandos morph. Random killing (RKing, the practice of killing innocent civilians), random shooting (RSing, the practice of shooting randomly), toxicity, and the inability to follow the warnings of Military Police and others that are above you on the hierarchy.
- Toxicity at the border is strictly prohibited, and will result in swift punishment.
- The New Life Rule (NLR) must be respected. Refer to the [Border Guidelines](#) for more detail on the NLR if you do not know what it is.
- Commandos must maintain a representable standard of grammar, conducting themselves with basic professionalism. Their communications should be coherent, although perfection is not expected.
- Break the rules and the privilege of being in Commandos will be taken away from you.
- Within the border hierarchy, Commandos have the same authority as Troopers, unless they gain special authority from ranks within the main group.
- Packages or other alterations to the morph are prohibited. However, dancing and other emotes are allowed.

Punishments

The punishment system within Commandos presents a fair chance to everyone but relies on a strict system to avoid anarchy. The division has regulations to ensure that all individuals are upholding the reputation of the division in the highest regard.



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Commandos are required to report other deviant Commandos with concrete proof to a Warrant Officer+. The level of punishment may vary between 3 levels of severity, the lowest being the least severe, and the highest being the most severe. A range of misconducts and the punishments listed for such can be used as a general reference point.

- Demonstrating toxicity or hateful/NSFW speech, to anyone inside or outside the Division. (2)
 - Cheating or exploiting at the Border or any event to gain a disallowed advantage. (3)
 - Failure to represent the division properly and contributing to a worsened reputation, therefore discouraging TNI members to join the division. (3)
 - Disobeying valid orders from Warrant Officers and above, whether at the border or in a raid/defense. (2)
 - Breaking uniform/morph conduct by wearing packages. (1)
 - Acting braindead or disrupting the duties of important individuals of any kind in the Imperium. (2)
 - Failure to correctly adhere to Discord channel rules such as consistently going off-topic in on-topic chatrooms. (1)
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- Warning/strict warning (1)
 - XP deduction (2)
 - Disciplinary Strike (2)
 - Behavioral Strike (2)
 - Demotion/exile (3)
 - Divisional Suspension (3)

Any Behavioral Strikes you receive cannot be removed for 2 months. After 2 months with the strike have been completed, you may request removal. Should the request be approved, you may remove them normally by earning 2 AP beyond your normal quota. Should any Commando or above have 2 Behavioral Strikes at the same time, their XP will be reset entirely alongside a demotion to Commando. In the case of Probationary Troopers, they will be exiled upon reaching 2 Behavioral Strikes. Should anyone receive 3 of these in 1 year, they will face exile.

All punishments are left to the discretion of the punisher. However, the Administration must affirmatively approve the employment of punishments beyond an XP deduction. All punishments can be appealed to the Director for final review.



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The Judicial Department is also capable of issuing punishments to Commandos failing to meet the mark with whatever severity deemed necessary, some requiring administrative approval however, such as exiles and divisional suspensions. Aside from those, the Judicial Department handles offenses with the following method.

Staff are typically assigned cases by their superiors and will contact Commandos who have been reported. After which, punishments or a lack thereof is determined by another member of staff, and the judicial seniority will approve or amend the outcome using their own judgement. Failing to cooperate, lying, and past histories can often contribute to higher punishment severities; confession, apology, and cooperation accomplishing such vice versa and increasing the chance of a lighter punishment.

Reports over misbehaving Commandos can be reported with this form:

[Paste link and do Insert > Link]