



Mobile Task Force Nu-7 Hammer Down
Document Classification: **CONFIDENTIAL**

Mobile Task Force Nu-7 Introductory Guide



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Congratulations, you have passed the tryout and are now officially a member of Nu-7, however, there are a few things that you need to know which will be covered in this document.

These are all of the important things that every member MUST know, some of which you will recognise from your tryout.

Bookmark

Section 1: Comms (TS, Discord)	3
Section 2: Rules & Activity Logs	4
Section 3: Points Of Interest	5
Section 4: Chain of Command & LDR	6
Section 5: Clearance	8
Section 6: Squadrons	9
Section 7: References & More Docs	11

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Section 1: Comms (TS, Discord)

Once you have joined the regiment, you need to be in TeamSpeak and discord. You will have been told this after your tryout ended, and it is a requirement for all MTF regiments.

The person in charge of your tryout should have made sure that you were on TeamSpeak, however, this is not all that you need to do regarding TeamSpeak. In all MTF regiments, and especially Nu-7 it is a requirement to be active in TeamSpeak. If you are found not being in TeamSpeak, you will be questioned on why. If you have any reasons as to why you cannot speak or otherwise, you can contact CO+ with said reason.

While being active on Teamspeak there are certain rules that need to be enforced, more details are in [TeamSpeak Rules](#).

As for the discord, you must have it. You must make a rank request in the [#rank-request](#) channel. Follow the instructions in the channel.

The reason for being in both is due to the announcements or communication that is desired of all members involved in Nu-7, without either one of these you will be out of the loop and uninvolved in many of the events, training and otherwise, that would get you recognised. You would also miss the discord announcements we make, which are very important.

Here are the links;

[Teamspeak](#)

[Discord](#)

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Section 2: Rules & Activity Logs

In Nu-7, there are several rules you must follow. All of these rules are there for a reason, and if you are found breaking one of them it can be as severe a punishment as blacklisting.

One of the unique rules that we have in Nu-7 is activity logs, you are required to log your activity every day that you can, you can find the activity form in [#Nu7-Docs](#).

Here are the others;

- No Toxicity towards other regiments **(Including CI)** (Possible Blacklist)
- Absolutely no bigotry (Blacklist)
- Do not team with enemy sides (Kick/Demotion)
- Do not disrespect your superiors, nor ignore their orders (Kick/Demotion/Blacklist)
- Be in TeamSpeak whenever you play as Nu-7 (Demotion)
- Do not ask for promotions (No Promotion)
- Do not ask for rank-skips (No Promotion)
- Do not play with elevator buttons (Kick/Demotion)
- No abuse of powers/clearance (Kick/Demotion)
- Do not break serious server rules (Blacklist)

You are not Allowed in D-block unless Authorised by Site Administration.

Make sure to follow these rules at all times, if you have any questions regarding any of them forward it to a CO+.

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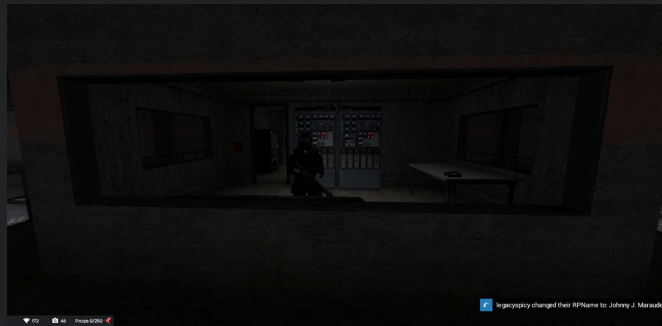
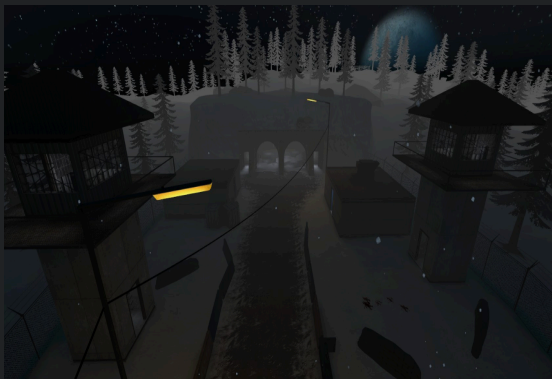
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Section 3: Points Of Interest

Points of Interests

In Nu-7, we have a POI system. This POI system should have been briefly explained during your tryout. In this section, I will thoroughly explain the POI system that is currently in place. You must always be at a POI, unless given permission to not do so. If you leave a POI for any reason, such as being AFK, you must return to bunks as to not get kidnapped or possibly arrested. Due to POIs changing I will be listing the main ones you will be stationed on for now.

Our main POI is Garage and Watchtowers



More POIs can be added if we have an efficient number of units on site like the south hills or the vents.

Patrols

Patrols around the facility and around the hills will be led by LDRs to assist in getting a vision on CI Operations on surface.

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Section 4: Chain of Command & LDR

You also should've been debriefed on the topic of the chain of command regarding ranks in the regiment, which gets a bit complicated once you become an NCO due to the Talent and Leadership path. ([refer to the Conference Papers in References](#)).

This is the rank structure;

Private > Specialist > Lance Corporal

Corporal > Sergeant > Command Sergeant

Lieutenant > Captain > Major

Enlisted, 3-day CD

NCO, 5-day CD

CO, 7-day CD

When you reach the rank of Corporal you will have an option to be tested for the LDR path which is short of Leadership path, LDRs are expected to lead/do training and they may take part in tryouts.

The Ladder goes as this , [LDR] CPL can order normal CPL and [LDR] SGT can order normal CSG an so on, to make it simpler this is the CoC of NCOs :

[LDR] CSG

[LDR] SGT

CSG

SGT

[LDR] CPL

CPL

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There are also [licences] and {whitelists} you get at each rank.

Heavy Weapons license	MTF Lieutenant	Sniper's license
AutorifleMan Job	MTF Command Sergeant	Marksman Job
	MTF Sergeant	
Specialist Job	MTF Corporal	Medical license
	MTF Lance Corporal	Medic Job
	MTF Specialist	
	MTF Private	

Whilst an NCO can switch from the Leadership Track to Talent Track without any penalties or rank demotions. NCOs that wish to switch from the Talent Track to the Leadership Track will need to start back at the rank of CPL to ensure they have the necessary leadership qualities as assessed by the CO team. The last part can be voided with the permission of COMs.

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Section 5: Clearance & Weekly Meeting

Since you are now in Nu-7, your clearance level has been upgraded to Level 3 (Secret). This comes with a few benefits. The first of which, and arguably the best is the usage of CI3 Comms (/c3).

Being CI3, you are above some people in the COC. However, this does not give you any excuse to abuse authority, nor go around expecting people to bow at your feet. You are still an enlisted member of an MTF, which is very low in the COC.

This also goes for [REDACTED] Regiments, who you know nothing about. Refer to [REDACTED] as Internal Security Department (ISD).

The weekly Meeting of Nu-7 will be held Every Saturday In garage usually at 6:00pm BST in TeamSpeak and All Nu-7 Personnel are expected to Attend it. If you are unable to attend it, you should Contact any CO+ about it.

Meeting time can be changed and will be Announced few days prior incase of a change.

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Section 6: Squadrons

Here will be a short Introduction to the Squadrons :

Day Breakers [DB] :

Day Breakers squadron was originally created by the CO team to help manage surface operations and help achieve secrecy. Units within this squadron have the main priority to manage surface and report every special anomaly / inconsistencies that lie on the surface. Another task this squadron has is Working as a Flank Unit against CI raids and working Closely with Intel Dpt. **Lead :CPT Saphira Harlow.**

Hammer Heads [HH] :

This squadron is made to help in Other codes as in a SCP breach or a Riot happening ,[HH] will be sent/called to assist in the codes and if they are assisting in a Code 5, they are expected to follow any order from E-11 regarding that breach. **Lead : LT Soul.**

Archangels [Aa] :

This squadron was originally formed during a time of crisis where PW CI4 personnel were getting kidnapped on the daily. Main duties within this squadron will include escorting and guarding CI4 personnel inside Personnel wing such as Site Administration or Department Directors.**Lead : COM Benjamin Mcdermot.**

Joining a Squadron does not relieve you from Normal Nu-7 Duties so expect to be called for it if there is no active Squadron duty. The only requirement is to be SPC+ to join one.

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Section 7: References & More Docs

- [323 Guide, Jon Hegart](#)
- [Conference Papers, Avery Winters](#)
- [Activity Log Form, Simon A.](#)
- [CI Document](#)
- [Future Code Guide Document]
- [Squadrons]
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