SOCIAL PROTECTION FUNCTIONARY COMPENDIUM

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Under Benefactor promulgation SC31.241.5B/§243-C of Penal Code 12950.14, any individual found under ownership of this compendium that is not in the operational protector system will be prosecuted and amputated from the social body.

INTRODUCTION

All individuals found under the classification of the Benefactor-instigated relegation of any localized urban-centre Civil Protection functionaries are to follow the edicts composite within this compendium and follow protocols propagated as identical to the ideological foundations of the Universal Union's common view.

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Civil Protection, commonly referred to as terms such as 'CPs' or 'Metrocops', is the Benefactor-instigated relegation of authority upon all Union-localized urban centres promulgated and codified by Doctor Wallace Breen and Our Benefactors. Do take into account that Civil Protection is essentially a bloc of state-legitimized thugs whose interest is in eyes of the benefits for the Universal Union, alongside seeking provisionary items to both themselves and their families through means of the delegation of their labour in order to provide further necessities and desires that were previously disregarded. The individuals who have joined the Civil Protection have most likely done so as a result of pre-war knowledge (conscription) or to allocate objective provisions to their family, alongside basic amelioration of a heightened social status.

The authoritarian bloc is designed to maintain and reinforce the power that the state of the Universal Union encompasses through means of police brutalization of the citizenry, alongside many other means of basic oppression — essentially, to make sure the ultimate regime of the Universal Union remains intact and unopposed. Members of the Civil Protection are to apprehend all forms of social jarring through whatever means necessary — be it through a simple beating to an execution, determined by a set of unsophisticated violation codes.

All members of the Civil Protection who break the loose protocol through means of performing considerable activities that go against the status quo and socially normative ideology of the Universal Union end up receiving a myriad of punishments, much alike to the aforementioned.

CHAPTER 1 | OPERATIONAL FUNCTIONS

Behaviour alternates between certain members of Civil Protection. A prevalation and preference in the adoption of the classical thug-like approach to situations depicted where the aforementioned behaves alike to the typical school bully with the exception of their armament including a stunstick and the authorization to subdue anybody they consider to be performing a socially jarring activity. Oftentimes, such performance dissuades societal-dissidents and refuseniks alike — essentially, the psychological impact bears much weight too difficult for them to mentally compute; with potential ration-unit deduction further forcing its pathway through the assumptions of citizens.

Further armament from the norm is entirely dependant on the social stability — a stable status will disallow automatic firearms from being outfitted to members of engaged protection-teams. Should such an event occur where the aforementioned protection-teams are armed and the social index unstable, they will undergo a stabilization or reinforcement process to support a specific location through the utilization of aggressive tactics to enforce achievement by whatever means available — be it through deployment of explosive barrels to ambush, the flooding of concentrated zones with manhacks or an APC rush.

Protectors are incentivized to frequently report locational status updates as to prevent subversive individuals from jarring socio-stability; however, this is not to be conversed in a manner considered as “nonchalant”. Any form of chatter directed towards citizens must be short and concise; unlike chatter between protectors, which is neither scrutinized nor limited provided no citizens are around to eavesdrop or gain information that could potentially lead to their gaining of knowledge of the operational system’s infrastructure.

It is beset upon protectors and citizens alike that individualism is an infection that requires treatment. Distinctive modifications to the issued uniform is disallowed as it could potentially single yourself or another out as a major target in the perspective of others. Behavioural function must remain unbreached — all protector behaviour is synonymous with that of a spectre. It is reminded that any physical modification of the self is nonexistent within the Civil Protection — all protectors are human volunteers and do not undergo a mandatory transhuman-assimilation process.

Any refusal to carry out any effluxed objective from the Overwatch radio voice will risk the endangerment of a protector’s family-cohesion; that is to say their family will undergo a beating from another protection-team as to mentally beat the protector into submission. The hollow understanding of human emotions the Overwatch carries leads those disobeying its procedural edicts in a vulnerable condition. Protectors have no obligation to assist another citizen in their daily labour periods; being approached by a citizen would lead to their dispersal.

CHAPTER 2 | COMMUNICATIONS REGISTRY

10-Codes
10-0 - Caution
10-2 - Elaborate
10-3 - Stop Transmitting
10-4 - Message Received; Understood
10-6 – Busy
10-7 - Off-Duty
10-8 - On-Duty
10-12 - Standby
10-14 - Passive

10-15 - Prisoner
10-17 – Respond to Request
10-19 - Return to Localized High-Priority Region
10-20 - Location
10-22 - Disregard
10-23 - Arrived at Location
10-25 - Designated Individual (Suspect)
10-26 - Prosecuting
10-30 - Socio-Incursion
10-32 - Armed Personnel
10-41 - Committed to Patrol
10-42 - Ending Patrol Commission
10-43 - Information on Current PTs
10-52 - Medical Assistance Required
10-59 - Escort
10-65 - Waiting/Standing By
10-76 - En Route
10-78 - Need Assistance (officer in trouble)
10-91d - Citizen
10-96 - Mentally Imperfect Individual
10-96P - Physically Imperfect Individual
10-97 - Arrived at Request/Reported Area
10-98 - Officer under fire; taking cover (in danger)
10-99 - Officer DOWN, help needed
10-103 - Disturbance
10-103M - Disturbance by Mentally Unfit
10-104 - Suicide
10-107 - Suspicious Person
10-108 - Interposition (Attack on PT)

11 Codes
11-6 - Vulnerable (intoxicated, unconscious etc.)
11-42 - Wrap Up (finish assignment)
11-44 - Politi-Conscripted Biotic
11-99 - Officer Needs Help (officer is in danger)

General Status Codes
Code 1 - Perform at Will
Code 2 - Urgent Need
Code 3 - Emergency
Code 4 - No Further Assistance Required
Code 12 - Standard Directives
Code 15 - All Clear
Code 100 - Situation Stable

Report Codes
Code 34S: Shots Fired
Code 52E: Explosives Heard

CHAPTER 3 | RADIO-TERMINOLOGY INDEX

Administer: To apply a given action or verdict; “Administer terminal verdict.”
AirWatch: The Universal Union's essential air-force; dropships, scanners, etc.
Amputation: Execution from the civil body; “Amputate 243 subject.”
Anti-Citizen: An individual with a revoked citizenship; a malign cell within the civil body; “Anti-citizen reported in this community.”
Anti-Fatigue Ration: A part of officer issued ration-packets to decrease fatigue or insomniac trauma; “Anti-fatigue ration is now three milligrams.”

Biotic: Any Xenian creature or figure; “We have an outland biotic here!”
Bio-Signal: The communicatory stabilization readouts given by trackers located within CP-issue apparatus; “Lost bio-signal for protection-team unit.”
Bug: An antlion or biotic; “We have bugs on the loose!”

Cauterize: To shut down a given locative area; “Cauterize x radial.”
Civic: Something pertaining to that of a given communal residence or part of the community, like a large street or block; “Disassociation from the civic populace.”
Civil: Something pertaining to that of a citizen or group of such; “Possible level three civil-privacy violator here.”
Checkpoint: A hardpoint in which people can be screened before being granted access; “Proceed to designated checkpoints.”
Clamp: To cut off access from a given area by means of blocking; “Clamp x doorway.”
Clear: Everything clear/no visual; “Reporting clear.”
Close On: To move in on a given individual or subject; “Officer closing on suspect.”
Contact: To have any form of interaction with a hostile subject; “Contact with 243 subject.”
Contain: To apprehend or deal with a given issue or subject; “Contain civil infection.”
Contraband: Any form of non-sanctioned item.

Deservicement: To execute an individual within the Civil Protection, or to have had an officer killed; “Unit deserviced.”
Directive: A given objective for which officers are to follow.
Dislocate: To damage an object to reveal something of interest; “Fire to dislocate that interpose!”
Dismount: To extract oneself from a given check or hardpoint; “Dismounting hardpoint.”
Disassociation: To isolate oneself from the civic populace.
Document: To take note of a situation, either through memorization or writing.

Evasion: Evasive activity to avoid prosecutory protection/stabilization teams; “Evasion behaviour consistent with malcompliant defendant.”
Examine: To look further into; to investigate a given area of interest.
Exogen: An antlion or antlion influence.

Harden: To maintain structure in a given position, defensively.
Hardpoint: A fortified sort of military checkpoint or chokepoint.
Hold: To hold a given subject's location in a defensive manner.

Individual: A specific person of interest.
Incursion: A violation imposed upon a given individual at a certain location; “Disp. reports suspect-incursion at location.”
Infected: An individual or protector that has been infected by a parasite.
Infection: Civil infection; communal unrest and inability to maintain social cohesion within a given area.
Infestation: Parasitic or necrotic influence within a given area.
Inject: To move into a given area.
Inoculate: To treat an identified infection.
Inquire: To interrogate by means of questioning.
Intercede: To intervene on behalf of another given group.
Interlock: To group together into a protection-team.
Interpose: Any object that could be used as cover.

Malcompliance: Failure to co-operate with protectors.
Malignant: Dangerous creature or person.
Miscount: An unidentified individual, or an individual not within their designated block; “Check for miscount.”

Necrotic: A zombie, either unspecified type or regular.
Non-Sanctioned: Not approved or issued by the Universal Union.

Outbreak: A distress call indicating the unit is the last one alive, or a sudden occurrence.

Pacify (used on a person): To render incapable of performing typical functions.
Pacify (used on an unrest): To disable the unrest structure.
Perimeter: A defensive line or area around something.
Politicide: The disruption of the political structure.
Politistability: The stability of the political structure.
Prosecute: To administer said verdict.
Protection Team: A group of protectors.

Reinforcement Team: A prosecutory reinforcement team instituted and deployed to “back up” an engaging protection-team.
Restrict: To deny access through a checkpoint or to an area.
Restrictor: A mechanical thumping device, used to keep antlions at bay.

Sociocide: Disruption of social order.
Socio-stability: Stability of the social structure within a given city.
Stabilize: To restore socio-stabilization by lethal or non-lethal means.
Stabilization Team: A prosecutory protection team instituted and deployed to maintain socio-stability.
Standby: To await further instruction.
Sterilize: To clear a given area or specify such to be labelled as that.
Sterilizer: A sentry turret.
Subject: A given individual appointed for referral.
Suspect: A possible violator.

TAC (#): Total Access Communication System and the specified channel for such.

Tag: To kill or execute a given subject.
TAG-PT: Tactical Assault Gear Protection Team.

Unrest: A form of riot.
Unrest Structure: A group of individuals participating in a riot.

Verdict: An imposed punishment for a given transgression.
Violation: A transgression committed by an individual.
Violator: Anyone that is committing/has committed a transgression.
Virome: A host of civil infection — a priority target.
Viscerator: A manhack.

Zero: A filler word meaning “ignore given command”.

Common Abbreviations:
ADW | Assault with a deadly weapon
APB | All-Points Bulletin
BOL | Be on the lookout for
CP | Checkpoint
DB | Dead Body
GOA | Gone On Arrival
UTL | Unable To Locate
UPI | Unidentified Person of Interest

CHAPTER 4 | TRANSGRESSIONS DIRECTORY

Civil Privacy Violation | Warning/Pacification
14 | Verbal Indiscretion | Any form of verbal communication or activity that exceeds an 'inside voice', such as yelling, screaming (unless for help), swearing directed at Benefactor officials, etc.
15 | Movement Transgression | Anything exceeding what is considered as normal walking speed; this includes jogging, sprinting, jumping, crouching, swimming, swinging, or rolling.
16 | Apparel Noncompliance | Wearing anything but sanctioned clothing articles.
19 | Civil Intrusion | The person(s) are within the personal space, or make one uncomfortable with their behaviour.
28 | Felony Incite | The person(s) in question are keen to question authority, or seem rebellious at nature. This also covers possible accomplices.
62 | Alarms | Setting off of any alarm for deliberate unsocial purposes.
95 | Illegal Carrying | The person(s) are in possession of something they most likely shouldn't have, if they were sane or going about their daily business.
99 | Reckless Operation | The person(s) have done their job incorrectly, or done anything out of the ordinary which has resulted in failure on their behalf.

Anti-Civil Activity | Pacification
17F | Fugitive Detachment | The person(s) are in an area they are not allocated to officially, and are suspected to, or have committed an uncivil infraction; e.g., a possible hiding place.
17N | Noncohesive Detachment | The person(s) are in an area which they are not allocated to officially, although they are not committing crimes.

27 | Attempted Crime | The person(s), when added on to the end of any other verdict code, implies that they have whole-heartedly attempted to 'go against the machine' or 'fight the power' in their behaviour or past acts. This may also imply that they were fully aware of what they were doing was incorrect, and they followed through, insinuating conspiracy.
30 | Improper Function | The person(s) in question are intoxicated by means of alcohol or otherwise.
51 | Nonsanctioned Arson | The person(s) have deliberately set fire to a building/object in a deliberate attempt to cause damage.
63 | Criminal Trespass | Similar in fashion to 603, 63 is when an individual is seen or within an area that is deemed "off-limits" - this could mean that the individual in question may have broken into a given area.
507 | Public Noncompliance | The person has committed any crime out in the open, for others to witness.
603 | Unlawful Entry | The person is in an area which is restricted.

Socio-Endangerment | Terminal Verdict
51b | Threat to Property | The person(s) in question have attempted to damage/destroy something of value.
63c | Capital Criminal Trespass | Similar in fashion to 603, 63 is when an individual is seen or within an area that is deemed "off-limits" - this could mean that the individual in question may have broken into a given area. Capital trespass means doing so in secluded benefactor-functionary only areas, i.e. High-Priority Regions, Terminal-Restriction Zones, etc.
63s | Illegal in Operation | The person(s) in question has engaged in an anti-civil/socio-endangerment activity as an accomplice.
69 | Possession of Resources | The person is in possession of Benefactor-engendered technology.
94 | Weapon | The person(s) are in possession of anything which could be utilized to easily kill another person.
148 | Resisting Arrest | Any form of resistance whatsoever.
182 | Inaction | Failure to report anti-civil activity suggesting conspiracy.
187 | Homicide | The murder of another individual.
207 | Kidnapping | The taking of another individual against their will and holding them for ransom/etc. reason.
243 | Assault on Protection-Team | Any form of attack, assault, physical discrepancy aimed towards a member of Civil Protection.
245 | Assault with Deadly Weapon | Any form of attack perpetrated mainly focusing the usage of firearms towards the person(s) in question.
288 | Procreative Activity | Any form of sexual activity with two (or more) individuals, whether forced or not, that would have the intention for procreation or pleasure.
404 | Riot/Participatory Unrest | Obstructing the flow of civil society through means of rabid rioting or consistent protest.
408 | Civil Incursion | The citizen has engaged with physical contact, in the form of aggression, with another citizen.
415 | Civic Disunity | Any crime which has been performed, and has resulted in the loss of life, resources, or has wasted authority's time and efforts.
422 | Capital Malcompliance | The person has directly and consistently disobeyed active protection-teams.
505 | Protection-Team Evasion | The person(s) in question has committed a crime and is actively trying to escape prosecution.

Minor Contraband [1 LP per 2 handed in]
Non-sanctioned consumables

Non-sanctioned medical items
Non-sanctioned books
Crafting materials

Major Contraband [2 LP per 1 handed in]
Air-filtration equipment
User-protective uniforms
Radio-communicative equipment
Zipties

CHAPTER 5 | PROGRAMME REDEMPTIONS

Asset Convection Receipt | 10 SC | 0 RP
Said unit is allowed to transfer an amount of Sterilized Credits on to another unit.

Acquisition of 5 Rank Points | 10 SC | 0 RP
The redeemer receives five rank points in exchange for five rank points to be added to their total.

Acquisition of 10 Rank Points | 15 SC | 0 RP
The redeemer receives ten rank points in exchange for five rank points to be added to their total.

Doubled Intake Receipt | 15 SC | 0 RP
The redeemer receives doubled rations and payment upon redemption.

Contiguous Palpable Component Programme | 10 SC | 25 RP
The unit in question is allowed access to contraband caches near or far, by use of a data terminal. They will pick out a single item that could prove sentimental value to them, or simple cosmetics. When said unit is not directly on-duty, they have access to this item from their locker. This item is forbidden to be dangerous or narcotic. An example would be cigarettes, food, hobbies, trophies. However, weapons are not available for use or redemption.

Preservation of Family-Cohesion | 20 SC | 25 RP
The redeemer's family receives extra a doubled intake of rations and is spared from beatings.

Selectee Proselyte | 15 SC | 50 RP
The unit in question is allowed to single out one citizen from their daily life and recommend them for Civil Protection duty. This is a gamble, as Dispatch can outright deny the person access, although for the cheap price, it can be worth it. The selectee will never have access to Selectee Proselyte, and will not earn Effort Credits for two days, the unit using the reward can never use the reward again, unless Dispatch denies the selectee.

Obligatory Duty-Refusal Programme | 30 SC | 50 RP
The redeemer in question is granted the right to ignore all orders issued by Dispatch, regardless of current social status.

Mechanical Reproduction Simulation | 50 SC | 50 RP

The usage of experimental drugs to make the brain think that it is engaging in full-blown extensive sexual intercourse. The unit in question is locked away in a cell while he or she experiences whatever odd fetishes or sexual deviance it desires, mentally.

Subjective Divestment Programme | 60 SC | 75 RP

The said redeeming protector of this programme may pick any citizen out of the gentry workforce for immediate generalized prosecution with no punishment whatsoever. This individual may have been someone known in the past – be it a bully, or somebody who was generally unliked. Said redeemer would be able to judge the on-sight judgment of the individual, any carry out the prosecution – this is not limited to amputation from the civil body.

Non-Mechanical Reproduction Simulation | 100 SC | 100 RP

The use of experimental drugs to make the brain believe it is engaging in extensive sexual intercourse, although dulled for a serene consciousness. A willing male or female, of citizen origin or Civil Protection origin is chosen for the simulation, both subjects engage in sexual intercourse in a guarded cell.

Workforce Emancipation | 500 SC | 100 RP

The unit is discharged from active duty for the rest of his or her time. This is irreversible unless overlooked by an i1 unit, although this is extremely rare. The unit is given citizen status, a designated LID and will receive slightly improved rations for the rest of their time in the city.

CHAPTER 6 | PROTECTOR-ISSUE APPARATUS

Protector Uniform

Metropolice Gasmask

A modified Russian PMG gasmask (made out of tempered plastic) used to fit CP usage and to utilize Combine technologies (vocoder, etc.) along with an air-filter to survive contaminated toxic air-elements; and black tinted lenses consistent of CR-39. These conceal general identity of all units except for accent.

Metropolice Helmet/Hood

A custom-made metal backstrip helmet fitted at the back of the head (starting from the beginning of the skull up); it's designed for each CP to stay in place with a firm grip. Containing not only cushioning, it also incorporates ear-touch radio technologies and wireless connections to provide clear radio-messages without any form of interference or static. A form of biochip is implanted within the core of the helm, reading body-heat signatures to identify user-stasis that connects to the main Overwatch databases seamlessly (via wireless connectivity) to provide a HUD-uplink and relay database messages.

Kevlar Vestment

Specifically made kevlar vestments designed for both comfort and utility in functionality of protection against firearm damages; it contains a neckbrace which is for the most part cosmetic but provides kevlar-protection at the same time. It covers the entirety of the upper body, functioning as an aegis for all critical bodily-organs (heart, lungs; it still can be pierced with general effort), buckled at the sides and back of the torso.

Undershirt

A cotton, skin-tight undergarment designed to suit generally all sizes. Utilizing an authoritarian look, it's padded with hard plastics underneath the forearms to give CPs a more brawny, buff look.

Upper-Belt
It functions generally in the same fashion as the lower belt, holding a bio-signal tracker (functions in conjunction with the backstrip plate for body-temperature signatures).

Lower-Belt
It holds a GPS to trace officer-location (works with upper-belt and backplate body-temperature signifier) to the Overwatch databases, along with various vital functionalities. It also holds a credit counter and various utilities needed for officers to use (stunstick-clips, USP-M holster, etc.).

Metropolice Gloves
Specified for CP-design; connected to the undershirt, it works alongside the bio-signal monitor that determines whether or not you are a citizen “undercover” as a Civil Protection officer or an actually enlisted individual by means of biochip function, vital-checks, and fingerprint-scans by means of upper/lower-belt bio-chips. If identified as a citizen in a uniform that's unregistered in the Overwatch databases as an enlisted officer, it disables generally all functionalities and your bio-signal is pinged to signify all enlisted officers that you are rogue or not a CP. The disability of the bio-signal therefore revokes use of combine-locks, or pressing terminal-buttons.

Metropolice Slacks
Consistent of nylon and polyester (essentially tracksuit bottoms; not armoured, custom-designed for all CPs; if too large, the pant-legs must be placed into your boots).

Metropolice Boots
Custom CP-issued boots consistent of durable black leather (similar in appearance to Gestapo uniform-boots), supported at both the backing and heel to support the Achilles tendons.

Protector Equipment
Electro-shock Stun Baton
An 80-90 volt baton, measuring about 16 inches, used by protectors to issue re-eduactions and prosecute malcompliant workforce members.

6-Inch Engineering Slot-Out Blade
A simple knife with a hook-clip designed to cut through manufactured ziptie plastic, and cut through mostly any flimsy material.

Zip Ties
Simple double-loop ties designed to fasten inwards to sustain a citizen for pacification or friskings.

9MM HK USP Match
A greyish-chrome and darker greyish-blackish standard-issue service pistol to members of ground-protection teams with a weighted recoil compensator on the muzzle; it holds eighteen 9x19MM rounds in a single magazine.

4.6MM HK MP7 PDW
A mainly black and chrome-coloured submachine gun with an ITL-MARS aimpoint on the upper rack, with a foregrip and user-optional stock. It fires 45 4.6x30MM rounds in a single magazine.

CHAPTER 7 | SOCIO-NORMATIVE PROTOCOLS

Protector Vocabulary/Radio Usage
Civil protectors should maintain a constantly changing vernacular as the time passes – terms are subject to change depending on protector influence. For example, the proper colloquialism for 'manhack' would be "viscerator", but at some point later on, they may be referred simply as 'cutters' or 'slicers'. As such, protectors should have a simple yet complex vocabulary when speaking over radio dialogues — a combination of the understanding of radio codes (digitized or not) and general knowledge will eventually perfect one's vocabulary.

As such, nonchalant radio usage is punishable by rank removal or privilege restriction. Such slang terms or basic chatter should remain localized between two or so protectors, and never to be heard by the collective gentry.

When administering verdicts and prosecutory standings on an individual deemed malcompliant, or, should their transgression(s) be severe enough, malignant, use of judgment tags over radio communications is necessary. The Overwatch will typically issue a verdict-code as to support the final sentencing of the aforementioned individual.

Team Logistics
Protection-team members are to maintain socio-stability while under idiosyncratic patrol routing dynamics — either by moving back and forth through a set of radial passages or randomized patterns (of which these methods are defined by the team-leader) within a specified patrol region — alongside a constant maintenance of radio communications. A designated team leader may not cross boundaries or provide militaristic orders to other members of such teams; only minor edicts such as "x clamp y doorway," and so on.

Regeneration Processes
Oftentimes, ground-protection teams may be given a small break of 20-30 minutes to enact a "regeneration" or "revitalization" period, in which they may resort to typical banter and unit interaction — and are permitted to remove most any article of clothing, aside from the main vestment and typical garments, and so on. Protectors are also permitted to 'exercise' or whatever means of preparation are needed before returning to work routines.

However, with regeneration processes comes an essential part of the day — lunchtime. Alongside the standard meals containing rich foods such as meat (beef, mutton, venison, etc.), pastas, wholemeal bread, and high quality cheeses such as edam or camembert. Food preferences may be defined by protectors at any localized terminal, or food items may be selected at random whim. However, contained in the food and drink (other than the standard proteins and nutrients) are anti-fatigue drugs — chemicals designed to turn a typical 4-hour shift into a 16-hour shift, or even more so if necessary, with minimal breaks in between.

Civil Privacy
As an individual within the collectivized protectorate, the most important prospect to both your and civil society's well-being is to have citizens maintain space between you and themselves. Keeping your breathing space open is key to maintaining socio-stability. The most important reasoning for this is, if you have a firearm on your person, a citizen may take it upon themselves to take your gun and use it against you — or even harm you with whatever household industrial materials they may find littering the floors of the city. Ergo, protectors may lose sterilized credits as a result of their failure to maintain their own space,

and their family-cohesion may be at risk. Remember: if a citizen walks up to you and tries to initiate conversation, ensure that they maintain distance.

Generalized Prosecution
If a citizen acts in an unruly manner, so as to jar the being as society — you, as a civil protector, are to act as overseer of uncivil activity and dole out judgments for such violations. Prosecutory standings should be issued over radio, in or out of a citizen's earshot — simply for causality of informing your fellow protectors. When carrying out any method of prosecution, such actions should be done privately – however, if a citizen acts in a purely malignant manner, their charges may be enacted on the spot, so as to set an example of them. Making a scene, however, is not necessary and can, at times, put your social status in jeopardy.

Reeducations
Re-educations, alternatively called "pacifications", are beatings routinely issued to malcompliant suspects to prevent further violations committed on their part. At randomized intervals, Overwatch may issue ground-protection teams to re-educate a selected individual — no matter whether any transgressions had been committed, it's enacted to ensure psychological control on the witnesses. Re-educations in general are typically used as a method of delivering 'justice' to a violator according to the transgression committed; you judge them based on the level of socio-endangerment, declare the verdict and deliver it.

All workforce members have undergone complete humanitarian-right revocation and so you are permitted, and encouraged, to use whatever is within you radial available to deliver a sufficient verdict — whether it be a chair, your fists or your truncheon which most verdicts are delivered with. Remember that any methods considered unorthodox by previous modern-day standards are mostly accepted as long as they don't include something that requires too much effort or is overly sadistic to appear as a form of torture rather than the delivery of justice.

Armed Amputations
In situations where you are equipped with a firearm and ordered to deliver the terminal verdict to a judged violator, you will deliver it with your firearm effectively. These don't require lengthy re-educations, this is merely a simple shot to the main mass of the body that will leave them in a fatal condition. Should there be multiple violators and a protection-team on-sight, firing squads are permitted — however, these must be done within as minimal time-span as possible.

Unarmed Amputations
During the beginning of your career as an officer, your standard loadout will consist mainly of the stunstick which you can use to bludgeon capital violators until they cease all movement. Be aware that this is not your only weapon you can use, the aforementioned states that you are also able to use whatever is within your radial to deliver that verdict. This must be delivered with enough force to fracture the struck limbs and injure them to the point where recovery is impossible — however, this doesn't mean spending hours continuously beating them with repetitive strikes to the back or through the usage of sadistic torture methods. Alike to that of re-educations, this is to be done away from the public gaze.

Weapon Maintenance/Usage
As a civil protector, you will, at some point or another, be issued a service firearm. What weapon that will be is not up for debate — however, loosely-enforced protocols are necessary for firearm handling. Generally speaking, your firearm is not to be "babysat" as you patrol — you keep it secured in its holster or sling when you do so, and only remove it when necessary — be it for scare tactics or real usage. Firing

upon citizens, be it to harm or scare, is absolutely fine — however, taking such things to the extreme may land such protection protocol violators in definite career problems. Should a CP operator acquire a non-standard weapon from external sources, they may keep it as a trophy in their locker and its usage limited to the firing ranges.

Family Cohesion
As a member of Civil Protection, your two main priorities are to maintain socio-stability and enact amelioratory provisions to your family through means of proper protector behaviour and activity or programme redemptions. Improper behaviour as a protector will result in decreased or cut-off provisions or perhaps even full-on amputation from the civil body, depending on how the protector acts and the severity of their transgression(s).

CHAPTER 8 | RANKING CONFIGURATION

All members of Civil Protection, in the myriad of eyes the Overwatch has, are authoritatively equal and have no power over one another unless if they are leading a protection-team. This means that the structure is pseudo-hierarchical as the ranks within have no meaning but to display experience and the leeway they receive — a high-rank has no power over a low-rank, yet their order must be considered due to the experience the high-rank has acquired throughout their career to reach their position.

It is advised you learn from your failures and follow the correct actions of your high-ranked cohorts, alike to that of how a baby bird watches its mother fly in hopes that it will once do the same; especially since at the low-ranks you are more likely to be given the most leeway of all yet hardly any privileges; and if you wish to redeem yourself you must first prove yourself valuable and willing to commit to the Benefactors' cause.

Essentially, the rank framework is structured by 'rank points' — points you earn by redeeming the reward which increases a percentage until you reach 'rank leader' — 100% rank-points. Each 'rank' (which remains unidentified in your ID) rises by 25% each time until the 100% mark is reached; therefore, 0%, 25%, 50%, 75% and 100% are the ranks. Voluntary memory-replacements provide an officer with five extra rank-points — this can only be done once every two days. With a specified amount of rank points, you may access privileges previously inoperable permitting expansion of self/familial amelioratory rewards.