

[DG] Communications Guidelines

This book will go over proper communications when speaking to other units and when speaking on TAC.



Radio Transmissions

TAC 1 - Global Comms (CTA + OCA + MPF)

TAC2 - Team Radio (/rt) - Patrol communications, overall local communications on MPF.

TAC3 - Squad Radio (/rs) - Local communications in your individual PT

TAC0/TAC5 - Command Radio (/rcmd) - Less strict, only for concise communication between supervisors within MPF, OCA, CTA

During JW/AJ, Team Radio (/rt) must be used unless passing vital information to Combine Transhuman Arm.

Any minge behavior (60 9. 4 20, Yellow. Shit!, Flush. Shit!, etc) over TAC is strictly prohibited, RL+ should give one very clear warning to suspend, they may also revoke the radio privileges of the culprit in question, failure to adhere will be met with immediate de-servicement.

When clearing out a location you should always call it out over TAC-2 to help other PT leads keep informed. (i.e. PT-2, reports 404 Code 100) It helps keep hazards such as PT-Piles from forming (2-3 PTs responding to an insignificant request).

If you are responding to a request, the first thing you do besides running towards the location is to radio it in. This means as soon as you think of responding you are to call it in to help keep socio-stability. (i.e. PT-2, Responding.) The same thing goes for when responding to distress calls (11-99) or Survival Marks. There should only be 1-2 PTs responding at a time unless it's a heavy incursion.

TL;DR: Radio in when clearing out areas, only 1-2 PTs should respond to 11-99 requests, if you see a PT just cleared out an area over the radio, don't sweep it as soon as they just did.

Terminology

ADMINISTER	To administer any form of verdict or re-education.	AMPUTATE	To kill a target.
APPLY	To collect a form of identification from a subject.	CAUTERIZE	To prevent access from an area.
INTERLOCK	To attach to a specified target. (I.E a pt)	INQUIRE	To gain information on a situation.
BLACKOUT ZERO	Cease all radio communication.	APEX ZERO	To amputate all civic populus outside of a housing block.
PACIFY	To subdue or stun a target.	PRESSURE	To keep repeating an action on a target. (i.e push)
RIPCORD	To exit an area.	VACATE	To leave an assigned area or post.
COAGULATE	Split up & watch flanks.	DISPLACE	To move away from an area.
DOCUMENT	To take note of a situation.	INJECT	To move into an area.
EXPIRED	Deceased. (NON-HOSTILE)	FLATLINE	Deceased. (HOSTILE)
INOCULATE	To stack up on a door.	INTERCEDE	To give chase to a suspect.

VISCON	Visual on target or movement.	ASSEMBLE	To have a group of individuals group up and be ready for orders.
STABILIZE	To sweep an area and remove all civil code violations.	STERILIZE	To sweep an area and remove all combatants in a set area.
DUTY	To uphold M.P.F Guidelines & standards.	RECYCLE	To re-arm, put away contraband and recuperate. Or redesignate to a different division/rank.
CONTAIN	To successfully deal with a situation or imprison a suspect.	INFORM	To tell the designated protection-team of your civil status.

Radio '10' Codes

10-0	Use caution.	10-99	Under heavy fire, officer down
10-2	Negative.	10-91d	Citizen.
10-4	Acknowledged/Copy.		
10-6	Busy.	10-103	Disturbance.
10-7	Off-duty.	10-103m	Disturbance by mentally unfit citizen.
10-8	On-duty.	10-108	Officer down.
10-14	Escort/guard duty. (eg escort ICT, escorting OCA, guarding Nexus)	10-107	Suspicious Citizen.
10-19	Returning to Nexus.		
10-20	Location.	11-44	Clean up crew. (Infestation control)
10-22	Disregard.	11-99	Officer under fire.
10-25	Visual.		
10-30	Irregularity, camera blip		
10-50	Beginning patrol.		
10-51	Ending patrol.		
10-65	Awaiting directive.		
10-76	Enroute.		
10-78	Immediate medical assistance		
10-97	Arrived on scene/situation.		

Radio Abbreviations

34s	Shots fired.	BOL	Be on the lookout.
52e	Explosion.	DB	Dead body.
UPI	Unidentified person of interest.	GOA	Gone on arrival.
AAD	Armed and dangerous.	UTL	Unable to locate.
505	Evading arrest.		

Response Codes

CODE-1	Assist at your own will, low-priority		
CODE-2	Emergency, back-up is required if not busy.	CODE-10	Explosive hazard, displace.
CODE-3	Emergency, back-up is required, drop all tasks and respond.	CODE-12	Return to standard directives.
CODE-4	Backup is no longer required/ the situation resolved.	CODE-100	Area secure, no viscon/emergency.
CODE-7	Out of service to eat, ration-intake, or going to FOB to recycle.	CODE-200	Clear communications, priority traffic only.
		CODE-300	Interlock into your designated PT Discord voice

			call/join MPF general.
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Written and created by VICTOR-2 “Raj Kumar”
Edited and assisted by TAP-9 “GoldPlated”