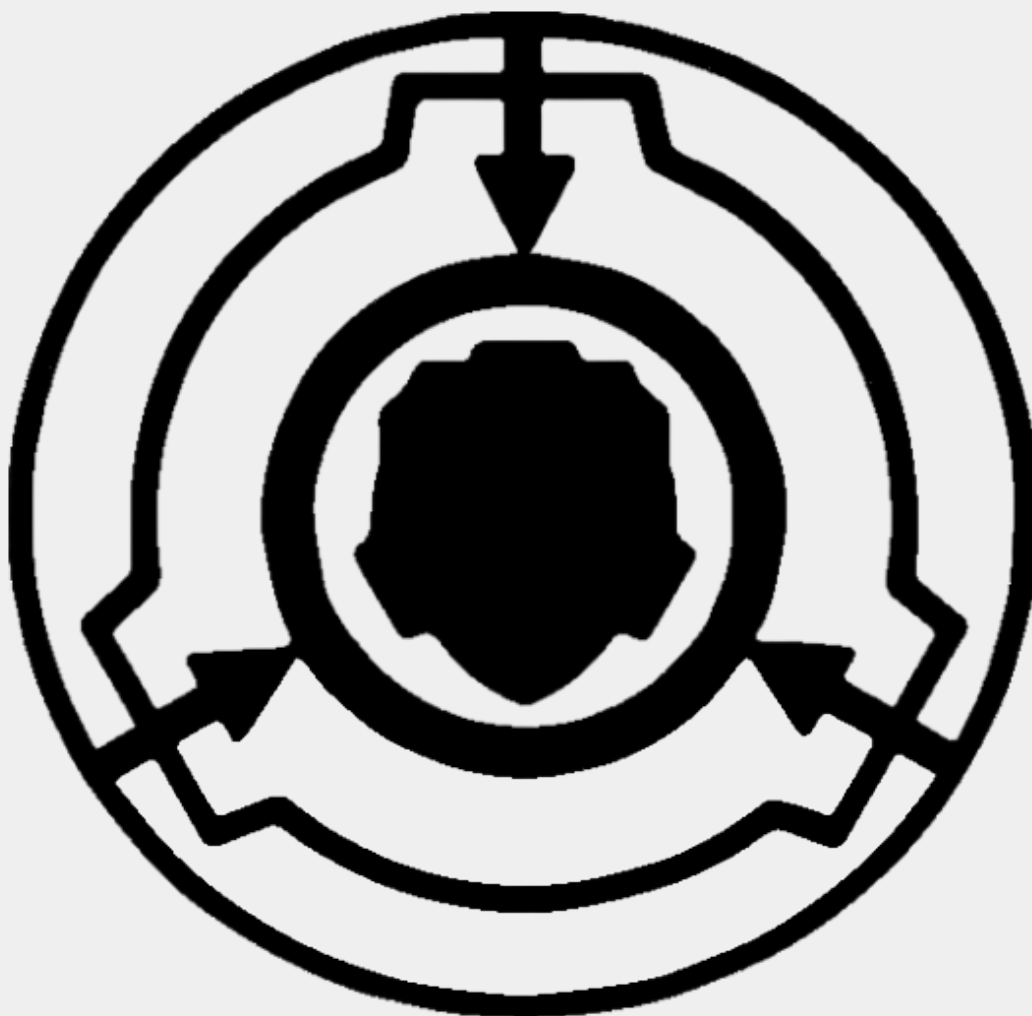




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Internal Security



Rules and Guidelines

Latest change: 08/02/2024

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Introduction

Enclosed in this document are the official Internal Security Department Rules and Guidelines. The Rules and Guidelines proclaims a set of principles that all Internal Security personnel are to be held accountable for whilst performing their duties. This includes standards of professionalism, responsibility and protocol.

Those who are found to be guilty of violating the Internal Security Department Rules and Guidelines are to be appropriately judged and/or punished by Investigators, Inspectors, Commissioners or the Director of Internal Security.



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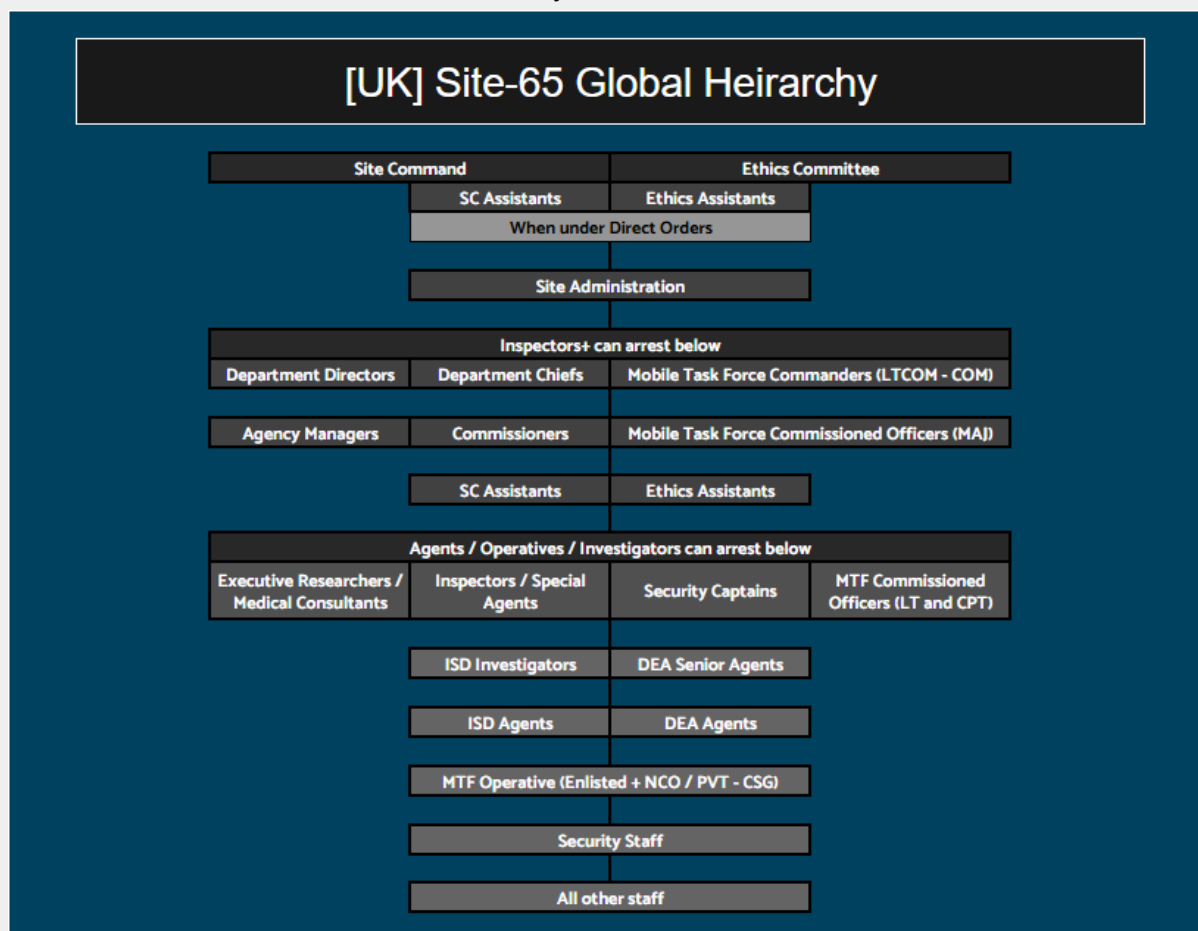
Section 1 - General Standards

[1.1] Duties

The Department for Internal Security actively enforces the Foundation Legal Codex at all times and is responsible for disciplinary action if required. Internal Security must help any foundation staff with questions they might have about the Foundation Legal Codex.

[1.2] Chain of command

Here's the command structure of the facility. Please follow it.



Within Internal Security, remember the following basic structure at all times (TOP TO BOTTOM):

Directors of Internal Security
Internal Security Commissioners
Internal Security Inspector
Internal Security Investigator
Internal Security Agent/Operative

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[1.3] Other Department Duties

Internal Security is not restricted by its base duties, but rather encouraged to assist other Site members if you are not occupied by your core responsibilities.

[1.4] Behaviour

You are to abide by the Foundation Legal Codex at all times. If you are required to step outside the legality of this Codex for interrogation, contact the Director.

[1.5] Rule knowledge

Report any [Foundation Legal Codex](#) violations by other ISD staff to an inspector or higher. You are **not** permitted to carry out an arrest on ISD staff unless authorized by a superior ranked Inspector or above.

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Section 2 - Operational Policy

[2.1] Disguises

The Department of Internal Security has a disguise kit in their standard equipment. Any additional disguises including higher MTF Ranks, GSD RU/CU, DEA Sr Agents & Clearance level 4 disguises, can be granted by a Commissioner or higher for the use of investigations or operations.

In an unlikely case, Site Inspectors or the Ethics Committee may authorise AO disguises, However this again is very unlikely. Excluded disguises include D-Class, Civilians, Groups of Interest & ISD. Use the table below for guidance.

Allowed disguises	You are NOT allowed to disguise as
IT Technician, Engineer, Tech expert, Chef, Janitor, Jr. Researcher, Researcher, Sr. Researcher, Biohazard Researcher, Research Chemist, Thaumalogist, Medical Trainee, Doctor, Combat medic, Chemist, Sr. Doctor, GSD Cadet, Guard, Officer, DEA Agent/Operative, GSD Response/Containment Units (Invest+), GSD Sergeant (Invest+), MTF Enlisted (Invest+) (AO excluded)	D-Class personnel, Civilians, Groups of Interest members, Internal Security members, GSD Resp./Cont. Units* (except Invest), DEA Senior Agent*, MTF PVT+*, Any Clearance Level 4 Personnel*

Exceptions are defined by a *, otherwise are strictly forbidden.

[2.2] Headcams

All Agents, Operatives and Investigators are equipped with a Headcam. You are not allowed to turn off this headcam unless ordered by a superior. Please ensure that you do not look at headcams of other foundation personnel unless you are in an official authorised investigation.

[2.3] Weapons

Internal Security are combative. You may assist with any emergency on the Site. During a Code Black you are required to help evacuate staff over seeking combat and hold down Entrance Zone behind the Tesla Gate.

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Section 3 - Investigation Powers

[3.1] Observing

Internal Security is offered various powers to complete investigations during their time on the Site. The powers afforded can be summarised as follows:

- **Total authority over the situation regarding the arrest** and exemption from the Foundation Legal Codex in pursuit of your target providing you can justify it;
- You can **refuse to give information regarding an investigation** to any site staff below Site Administration, Including AO.
- You may organise an audit on a department with **Commissioner permission or higher**. An **Audit Warrant** must be made & signed by a commissioner+ prior to executing an audit.
- You may be granted additional disguise permissions to assist you while performing an investigation such as MTF, DEA Sr Agent, Containment & Response units & more. See Section [2.1] for more information.

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Section 4 - Arrests Powers

[4.1] Arresting

You have the complete final say on if an arrest happens or not **unless** ordered by Site Administration or higher. You may take the word of a Clearance Level FOUR as evidence if you wish but not obliged to do so.

[4.2] Punishments

An arrest is not your only method of punishment to people who break the FLC. In certain situations, alternative punishments may be more appropriate. If you determine that jail time is excessive or too harsh for the crime, you may instead issue:

- Small fines (eg. 200£ for shooting a wall without reason, **voluntary**)
- Community service (eg. cleaning all of core sector for trespassing)
- Mandatory medical action (eg. anger management classes, psych. evaluation, etc)
- Other creative, appropriate disciplinary actions

[4.3] Arrest Limits

You may arrest Junior Clearance Level FOUR site staff if you witness a Codex Violation. **(Medical Consultant/GSD Captain/Executive Researchers/Special Agent/MTF LT - CPT)**

Site Command Assistants **can be arrested if not under orders**. If they are, record them stating so as evidence.

Arrest reports are mandatory for arresting CL4's as an Agent.

[4.4] Evidence

Evidence gathering is highly encouraged but not mandatory. A great way to get evidence is bodycam footage. It's **highly recommended** to have your headcam/bodycam recording when on duty as an Agent/Operative.

Other forms of acceptable evidence include:

- Witness testimonies
- Communications logs (radios, comms, etc)
- Roleplay-based investigations

[4.5] Tribunal Requests

You have the right to send a tribunal request on any Site Staff member. Contact an Inspector or higher to begin the process. Even if you arrested them at the time for the charge a tribunal can still be called if you feel additional consequences are required.

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Section 5 - Emergency Duties

[5.1] Code 1 Intruder Alert, Code 3 Contamination Hazard, Code 4 Cognito-hazard breach, Code 5 SCP Containment Breach:

During a Code 1/3/4/5 you may assist in any active scenario on the Site. If you are requested to make an arrest during this emergency period, you must endeavour to fulfil that task over combative measures. While performing your priority duty (Enforcing the FLC) you are not permitted to assist in any emergency code.

[5.2] Code 2 Riot in progress:

During a Code 2, it is our responsibility to lockdown D-Block and prevent non-combatives from entering the areas to ensure harm does not come to them. If requested by GSD Captain or higher, you may assist with the sweep if the door is guarded.

[5.3] Code Black

During a Code Black evacuation order, you must focus on evacuating as many non-combative site staff as possible to the garage. If we have spare manpower, you might be called upon to go lockdown areas in the Site to assist with the containment efforts.

[5.4] Surface

You are not permitted to go on surface unless specifically required to via an investigation. We are an Internal Security force.

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Document Information

Document Last Updated: 31/08/2025

Document Last Reviewed: 12/12/2024

Changelog

Date	Section(s)	Summary
31/08/2025	Section 2.1 Section 3.1	Added an addendum to 3.1 referencing 2.1.
02/08/2025	Section 2.1	After several changes & veto's we have elaborated disguise perms.
24/11/2024	Section 2.1	Changed "Junior CL4" disguises to Commissioner+ instead of DoIS+
14/11/2024	Section 2.1	Reorganisation of Disguise lists and small organisation in-between sections
30/10/2024	Section 2.1	Fixed some permissions being listed incorrectly
23/10/2024	Section 4.1 Section 1.2	Assistants are no longer allowed to be arrested by Agents/Operatives. Updated Chain of Command Image.
21/10/2024	Section 2.1	Commissioner may disguise as Inspector, and Dpt. Director may disguise as Commissioner
21/10/2024	All sections	Added Commissioner Renamed Special Agent to Inspector Added Investigator
10/08/2024	Section 3.3	Addition of section 3.3 as part of a new agreement with Medical.
22/07/2024	Section 1.1 Section 1.3 Section 1.9 Section 2.4 Section 2.5/2.7	Quality of life changes and clarifications for Internal Affairs. These include; Clarifying that IA is Combative with restrictions, Reminding personnel that we can help other departments when not busy, Changing permissions on dealing with other Agents breaking the FLC, Clarifying how we can use our weapons to gunpoint arrest suspects Adding clarity about grounds we can use the Weapon Checker and Interrogation SWEP.
26/05/2024	Section 3.2	Added additional wording. Agents may now start investigations. Ambassadors can supervise.
16/05/2024	Section 3.2	Changed back so now ambs don't require director approval to start investigations. (Still need to report findings)

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07/05/2024	Section 4.1	Change to arresting policies, CL3's can now arrest Junior CL4's and CL4's can now arrest some Seniors
26/04/2024	Section 4.3	Modification to bodycam to encourage more RP.
24/04/2024	Section 2.1	Added GSD Sgt to the list (Amb+), May be altered.
10/04/2024	Section 2.1	Updated with disguises for Amb, Sr. Amb, DoIA.
08/04/2024	Section 1.7	Changed the wording, Entering HCZ alone as an agent is now permitted.
14/03/2024	Updated: [2.4]	Updated language, sidearms & Pistols are allowed on safety (Used to be all weapons were holstered unless intended to be used)
23/02/2024	Updated Section(s): [2.6] [1.7] [1.6] Removed Section: [2.2]	Updated said sections, removing unnecessary information, out of date information and adding in new information. #Liam Reed
21/02/2024	Section 2.8	Removed 2.8 (CL4 stuff anyway. Will just be added to ambassador briefings) Document cleanup.
26/AUG/2023	Section 1.7	-1.7 Changed D-block: Three Agents instead of two are now allowed to be in d-block at the same time.
18/JUL/2023	Section 2.5 Section 2.7	-2.5 Added detainment -2.7 New section for the Interrogate SWEP tool
22/JUN/2023	Section 1.1 Section 1.7 Section 1.9 Section 2.6 Section 4.1	-1.1 Changed non-combative to semi-combative for clarification -1.7 Rewritten to be more clear. Added D-Block Airlock -1.9 Rewritten to be more clear -2.6 Rewritten to be more clear. Added /ia comms -4.1 Added "the following to restrictions/notes: "Ambassadors (excluding other Ambassadors) are authorised to arrest junior CL4 and below personnel. " This was already allowed but now included for clarity.
29/APR/2023	Section 1.2 Section 2.1	-Changed Department of Intelligence to External Affairs. Added Special Agent and Agency manager to Chain of Command. -Removed B-1
22/FEB/2023	Section 1.1 Section 1.5 Section 1.9 Section 3.1 Section 4.1	-Replaced CoE ,CoC and old Legal Codex with the Foundation Legal codex

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14/JAN/2023	Front page Section 1.7	-Front page: Changed IA Logo -1.7 Changed: TWO agents can now be in D-Block instead of only One.
12/DEC/2022	Section 1.2 Section 1.3 Section 1.6 Section 2.1	-1.2 Updated chain of command -1.3 Changed "Airlock" to "D-Block Airlock" for clarification. -1.6 Added Core Sector (Research and Medical lab) to stations. Changed "areas" to "area(s)" -2.1 Added / Clarified MTF B-1 is not a permitted disguise
18/NOV/2022	Section 1.2 Section 2.6	-1.2 Changed Chief of medicine to medical consultant. -2.6 Added section about Comms rules
22/OCT/2022	Section 1.7	-1.7 Added: You are allowed to enter HCZ for patrolling in pairs of 2. You may also enter alone if accompanied by an E11 member
15/OCT/2022	Section 2.5 Section 5.1	-2.5 changed: You are allowed to weapon check an individual under <u>one</u> of the following circumstances. -5.1 added: Make sure to guide them to the breach shelter and assist with opening the door
30/SEP/2022	Title Entire Section 1 Section 2.5 Section 4.1 Section 4.3	-Changed Title from Internal Affairs Handbook to Internal Affairs Rules and Guidelines -1.2 Added Chief of Medicine -Removed 1.8 Interrogations -Changed 1.7 HCZ Agents can not loiter in SCP rooms. -Moved 2.5 to 1.8 (Possession of unauthorised equipment) -Added 2.5 Weapon checking. -Cleaned up Section 4.1 removed unnecessary information -Changed 4.3 Evidence. Evidence must be obtained if CL3 personnel report other personnel.
27/SEP/2022	Section 1.8	-Changed 1.8 [REDACTED] to GOI
15/SEP/2022	Title of document Section 1.6 Section 1.7	-Changed Title from Internal Affairs Rules and Guidelines to Internal Affairs Handbook -Renamed 1.7 from Restricted areas to Area restrictions -Moved Additional station rules at 1.6 to 1.7 D-block rules. (There can only be <u>one</u> agent at a time in D-Block) -Added HCZ Restrictions to 1.7
5/AUG/2022	All Sections	-Combined DIA Rules and outdated DIA Handbook into Internal Affairs Rules and Guidelines
12/12/2024	All Sections	- With the rework of Internal Affairs into Internal Security Department, a new in-game policies document was created, this online document now reflects the one we have in-game.

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