



The Red Guard Handbook Version 3.1

The Red Guard is an elite honor guard sworn to protect the Glorious Premier and other important persons. Sharing this document with unauthorized personnel is prohibited, anyone caught doing so will be permanently blacklisted.

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Chapter One:

Introduction to the Red Guard

Below you will find the authority levels and the chain of command of the Red Guard.

1.1- Authority Levels

- 1.1.1- [A] = A member that has the highest authority over the division
- 1.1.2- [B] = A member that assists in leading the division, similar authority to A
- 1.1.3- [C] = A member of the division who has absolute authority over lower ranks
- 1.1.4- [D] A member who has advisory authority over lower ranks
- 1.1.5- = [E] A member without any authority

1.2- The Chain of Command

- 1.2.1- Guard Commander[A] = The Commanding Officer of the Division, leads the Premier's Guards
- 1.2.2- Guard Captain[B] = The Executive Officer of the division, assists in leading the Premier's Guards
- 1.2.3- Elite Guard[C] = Senior Officers of the division, who have been a part of the Red Guard for many months. Has advisory authority over officers.
- 1.2.4- Veteran Guard[C] = A highly experienced member of the division, the first officer rank.
- 1.2.5- Senior Guard[D] = An experienced member of the division that knows the basics of the Red Guard
- 1.2.6- Red Guard[E] = An official member of the Red Guard
- 1.2.7- Inductee[E]= Trial members of the Red Guard

1.3-Inductee Guidelines

- 1.3.1- Inductees are **NOT** allowed to deploy at the border, city, or palace without authorization from RG HiCOM or an ongoing red guard event
- 1.3.2- Inductees are allowed to deploy at Red Army General Trainings, Red Army Inspections, and Red Guard events
- 1.3.3- Inductees are on a 2-week trial, during that trial they must pass 6 Red Guard events
- 1.3.4- If an Inductee fails to complete the task in the given time, they will be removed from the division
 - The 5 events include;
 - 2 General Trainings
 - 2 Patrols
 - 1 Knowledge Training
- 1.3.7- Any inductee who is a former red guard member that doesn't want to go through the Inductee trial again, may take a knowledge test.
- 1.3.8- Inductees may not use cuffs at all unless an AOS is spotted

Chapter Two:

Primary Position

The Red Guards' primary position is guarding important personnel, below you will find the protected personnel and how to protect them.

2.1 Protected Personnel

- 2.1.1- RANK | NAME | STUD RADIUS(do not follow the bot until it is updated)
 - CPSU VIP's will be guarded at the City/Palace only
 - The Premier and Deputy Premier will be guarded at the border, city, and palace
 - Red Army VIP's be guarded at the Border and palace

Ministers and RG HICOM will be guarded at the border, city, and palace

Developers will be guarded at the border, city, and palace

1 | Glorious Premier - 17 stud kill radius

2 | Deputy Premier - 16 stud kill radius

3 | Head of the Central Committee - 15 stud kill radius

3 | Marshal of the Red Army - 15 stud kill radius

4 | Minister of Defense - 14 stud kill radius

5 | Central Committee - 13 stud kill radius

5 | General of the Army - 13 stud kill radius

6 | Senior Secretariat - 12 stud kill radius

6 | Deputy Minister of Defense - 12 stud kill radius

7 | Colonel General - 11 stud kill radius

7 | Secretariat - 11 stud kill radius

8 | Lieutenant General - 10 stud kill radius

9 | Major General - 9 stud kill radius

9 | Chairman of the Politburo - 9 stud kill radius

10 | Developer - 8 stud kill radius

10 | Guard Commander - 8 stud kill radius

11 | Guard Captain - 7 stud kill radius

12 | Minister of Administrative Protocols - 6 stud kill radius

12 | Minister of Army Personnel - 6 stud kill radius

12 | Minister of Border Protocols - 6 stud kill radius

13 | Border Director - 2 stud kill radius

2.2 Guarding Formations

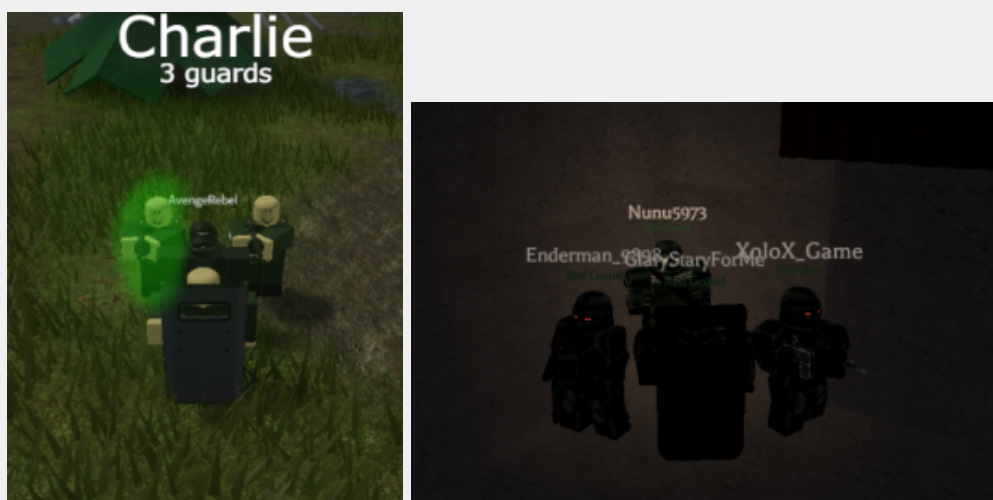
2.2.1- Formation Alpha, 1 Guard



2.2.2- Formation Bravo, 2 Guards



2.2.3- Formation Charlie, 3 Guards



2.2.4- Formation Delta, 4 Guards



2.2.5- Formation Echo, 5 Guards



2.2.6- Formation Foxtrot, 6 Guards



2.2.7- Formation Gulf, 7 Guards



2.2.8- Formation Halcylon, 8 Guards



2.2.9- Formation Idah, 9 Guards



2.2.10- Formation Khi, 10 Guards



Note for wall formations: If there are 7 or more guards, 6 guards will form a shield wall around the VIP, and every other guard will line up and be a gunner in front of the shields. Make sure you are evenly spaced.

Note for 11+ Guards: If there are ever more than 10 guards, the extra guards will be outside away from the formation scoping the area for any attackers that aim to do harm to the VIP. These extra guards should be nowhere near the formation.

2.3 Guarding Guidelines

GUIDELINES BEFORE GUARDING

2.3.1- A higher-ranking VIP should be guarded before a lower-ranking VIP

2.3.2- If a VIP does not want to be guarded, then you will not guard them

2.3.3- You will only guard what you see, if a VIP is not deployed as what is shown in the VIP list then they are to not be guarded

2.3.3i- Premier/Deputy Premier shall only be guarded if deployed as Red Army, Red Army Divisions, CPSU, or CPSU divisions. We do not guard them when deployed as Militsiya, OMON, or MDD

2.3.3ii- HoCC/CC should only be guarded if deployed as CPSU, or, for the HoCC, as MoD.

GUIDELINES WHILE GUARDING

2.3.4- You will stay in your same spot in the formation if the VIP ever moves

2.3.5- For formations 6-10, if the VIP changes their orientation but stays in the same spot, no guards will move

2.3.6- No one is allowed in the kill radius of the VIP unless the VIP allows them to

2.3.6i- Higher-ranking VIPs are allowed in lower-ranking VIPs kill radius

- 2.3.6ii- Branch Officers are allowed in their branch HICOM's kill radius by default unless the VIP says otherwise**
- 2.3.6iii- MoD Senior Inspectorate, Chief Inspectorate, and Directorate are allowed in MoD VIP's kill radius**
- 2.3.6iv- Phoenix, Management, and KGB are allowed to be in the VIP's kill radius and touch**
- 2.3.6v- If someone is intentionally entering the radius of a VIP, the alpha position will cuff the VIP away from the nuisance and the gunners will kill that person(Example in #guidelines)**
- 2.3.7- If any unauthorized persons are inside the kill radius you should yell "GET BACK" and shoot them until they are out of the kill radius**
- 2.3.8- If anyone the VIP does not allow touches the VIP, they are to be killed immediately**
- 2.3.8i- If anyone is standing still, or one of the three branches are on a post and VIP walks to where they are, do not kill them**
- 2.3.8ii- If a VIP is engaged in a conversation do not kill the person the VIP is talking to**
- 2.3.9- If anyone is aiming a weapon toward the VIP, they are to be killed**
- 2.3.10- You should only guard with a rifle(PPSH, Ak, Etc), snipers, rocket launchers, and anything other than a rifle shall not be used while guarding**
- 2.3.11- Anyone Spying as the VIP shall be killed**
- 2.3.12- The highest ranking guard in the formation should be in the alpha position(Alpha positions are highlighted in green in the pictures)**
- 2.3.13- If the VIP orders his or her guards to kill someone, you will kill them**
 - 2.3.13i- Lower ranking VIPs cannot order to kill higher ranking VIPs**
 - 2.3.14- Marshal, Deputy Premier, and Premier are guarded as divisionals excluding those related to Militsiya.**
 - 2.3.14i- The Head of the Central Committee is guarded as CPSU departments.**

ROOM GUIDELINES

- 2.3.13- Anytime a VIP enters a room, the guard in the alpha position will be in the room**
- 2.3.13i- The rest of the guards will post outside the room with their guns on**

- safety, no one that isn't usually allowed in the radius may not enter and should be killed
- 2.3.13ii- If there are multiple entrances to the "room" then it will not count as a room

GUIDELINES IF THE VIP IS SHOT AT/KILLED

- 2.3.14- If the VIP is ever shot at, the shields will not change to gunners, instead they will orient themselves toward the incoming fire and shield the VIP
- 2.3.14i- If all the gunners die then the shields will switch to gunners and eliminate the threat
- 2.3.15- If a VIP is exposed to gas, or any other toxic throwable, alpha should cuff them away from it
- 2.3.16- If the VIP ever dies, the gunners will eliminate the threat while the shields will go back to the VIP and make a new formation until the gunners are back
- 2.3.16i- The gunners should not return until the killer has been eliminated, the only exception is if they are very far away or lost

MISCELLANEOUS GUARDING GUIDELINES

- 2.3.17- The VIP cannot order to guard those that are not on a list(Excluding DP)
- 2.3.17i- If you are ever ordered to, let the VIP know you are not allowed
- 2.3.18- If there are multiple VIPs in-game with the same rank, the guards will split, half will guard one and the other half will guard other
- 2.3.19- You should never be doing something else while guarding a VIP(Like cuffing a RA inside) focus on the vip
- 2.3.19i- Exceptions can be made if an AOS is not too far from the VIP
- 2.3.19ii- Do not ever leave the VIP if someone who touched runs away, get them when they come back

BORDER DIRECTOR GUARDING GUIDELINES

- 2.3.20- The Border Director cannot order to kill anyone
- 2.3.21- Red Army Officers and Divisions are allowed in the radius of the border director
- 2.3.22- If the Border Director is raiding or breaking any other rule, you are to report them and stop guarding(Double Deployed as RA only)

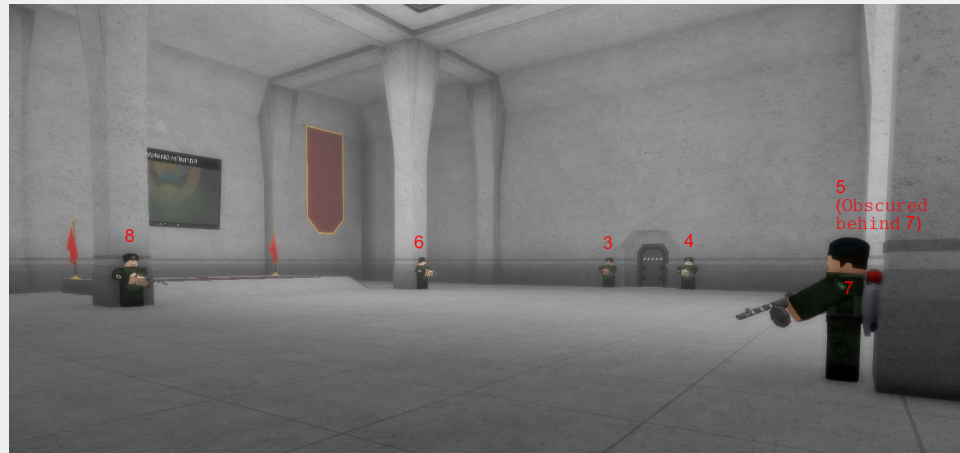
**2.3.23- Border directors will be guarded even if they are not in the Red Army
(View BD SPEAKING TERMS in chapter 5)**

Chapter Three:

Secondary Position

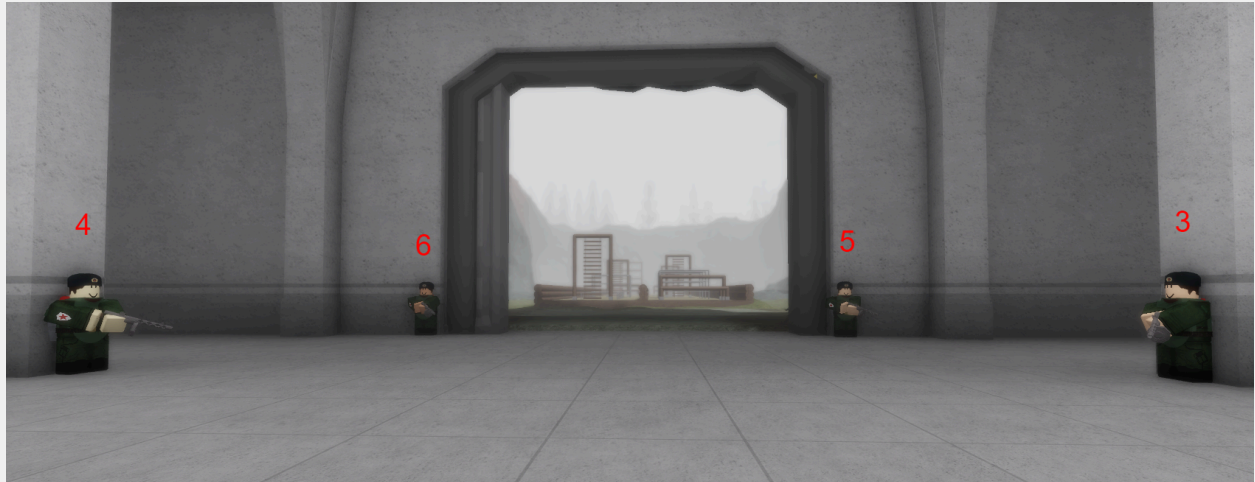
Red Guard's Tertiary Position is guarding Army Enrollment and Education Command (AEEC) events. As the event progresses through the Interior and Exterior of the Training Room, eventually to the classroom, guards will be expected to move to protect the event wherever it is taking place. All three defensive areas are entailed below. You are encouraged to keep your handbook open to Chapter Four while defending AEEC events.

3.1 Training Room (Interior) Post Guidelines



3.2 Training Room (Exterior) Post Guidelines





3.3 Classroom Post Guidelines



3.4 Event Guarding Guidelines

3.4.1- AEEC events are to be prioritized over Border Directors only if said BD has at least one guard

3.4.1i- If AEEC event guards is maxed out, extra guards will guard the BD

3.4.2- When guarding events, should any unruly Red Army Personnel disturb you while you are doing your duties, you are permitted to kill them.

3.4.3- If any unauthorized personnel attempted to enter the training room/classroom, #1 (And 2 if applicable) should stand in front of the door and yell "GET BACK" and eliminate the threat.

3.4.3i- If said unauthorized person still tries to enter #1 should kill them

3.4.4- When moving to Phase II of the training, guard #3 on the interior of the Training Room is expected to signal (Physically) to the guards of the exterior that it is time to come inside and switch positions.

- 3.4.5- During any time of the training, if there are more guards than there are posts (Varies through different event phases), extra guards are expected to patrol the second floor of the border to scope for threats. Pay close attention to areas where raiders typically enter from.

Chapter Four:

Miscellaneous Guidelines

These are some extra rules/duties the Red Guard should follow

4.1 Speaking TERMS

- 4.1.1- To ask to speak, you will say 'SER' or 'MAAM' depending on the VIP
- 4.1.2- The Red Guard speaks in all caps
- 4.1.2- The Red Guard does not speak with punctuation
- 4.1.3- You will always end your sentence in 'SER' or 'MAAM'
- 4.1.4- Inductees-Senior Guards may not speak freely
- 4.1.5- Elite Guards may grant speaking when not in a formation
- 4.1.6- Do not use speaking terms to say unnecessary comments or ask unnecessary questions(EX: Do you want to be guarded?/Who is allowed near)

BORDER DIRECTOR SPEAKING TERMS

- 4.1.7- To ask to speak when guarding a BD, you will say 'PTS' or 'PERMISSION TO SPEAK'
- 4.1.7i- Everything else stays the same

4.2 Uniform TERMS

4.2.1- While deployed as Red Guard you are to wear a basic smiley face with a realistic skin tone

4.2.2- If you own it, you are to wear your Red Guard uniform

4.2.2i- If you do not own a uniform, you will not wear anything

4.2.3- Packages are to never be worn

- 4.2.1 and 4.2.3 apply in Red Guard CTs

4.2.3- Pets or Boomboxes should not be used by any member

4.2.4- EG+ are exempt from 4.2.1 and 4.2.2(In CTs)

4.3 Cuff Guidelines

PERMITTED TO USE CUFFS IF /WHEN

4.3.1- A member of one of the three branches is random killing or team killing

4.3.1i- Make sure you report on forums

4.3.2- Red Army is trying to leave the border

4.3.2i- Drag inside then kill the second time

4.3.3- There is an off-duty raider, record, jail, and report on the forums

4.3.4- An AOS is seen

4.3.5- Divisional members are breaking any jailable offense, proof is required, report to their command

NOT PERMITTED TO USE CUFFS IF /WHEN

4.3.6- Not deployed as Red Guard

4.3.7- An inductee(Unless AoS is seen)

4.4 Deployment Guidelines

4.4.1- Red Guards are not allowed to deploy, as Red Guard, in the city without a VIP present or an ongoing event

4.4.2- Red Guards may use their shield freely while and only while deployed as Red Guard.

4.4.3- Red Guards are not allowed to double deploy(Deploy as a subdivision and red guard. Ex; Special Forces, Mecha, etc.)

4.4.4- Suspended guards may not deploy

Chapter Five:

Offenses

The Red Guard uses types **green**, **yellow**, and **red** offenses to categorize consequences

The Red Guard Offenses

Command has the right to punish for any reason necessary regardless if on the Trello or not.

Important Signatures

Avenge02

Commander of the Red Guard

Nunu5973

Guard Captain

PastelxLxve

Guard Captain

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Modified January 2 (Nunu5973)

- 2.3.14i
- 4.2.2
- 4.2.2i