



SPECIAL CONTAINMENT PROCEDURES FOUNDATION

Combat Medic Guide

Clearance: CM PERSONNEL | Last updated: Jul 29, 2024

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SECTION 1 ☒ Preface

Combat Medics are a subdivision of the Medical Department, and participate in the field by supporting their fellow combatives and healing them. They are specialized to handle high-risk raids and hostile events that may occur spontaneously. Combat Medics are also trained to handle infectious outbreaks that may occur in conjunction with the biochemistry division (work in progress). Without the Combat Medics, the Foundation would have high risk of losing raids/riots against Class-D Personnel, or Chaos Insurgency raiders.

SECTION 2 ☒ Regulations and Responsibilities

2a. Expectations

- *All information on this document is to be adhered to while on the Combat Medics team.*
- *Proper grammar and spelling are required while onsite performing your duties.*
- *You are expected to uphold a sense of maturity while on the team.*
- *All Personnel are expected to adhere to the Foundation Charter. Failure to do so will result in a Departmental and Ethics Committee punishment (possibly both).*
- *You may NOT bypass any requirements that are listed without explicit permission.*
- *You may NOT falsify any records. This includes trainings.*
- *It is required that all Personnel follow the orders of their superiors.*
- *Finding loopholes in the guidelines is subject to punishment.*

2b. On-Site Conduct

As a member of CM, you represent the subdivision and the Medical Department and are expected to uphold a professional and mature manner while on-team. A non-exhaustive list of rules/examples is listed below:

- Maintain a sense of maturity and professionalism while on-team.
- Do not be disrespectful towards other fellow personnel.
- Use appropriate grammar while speaking outside of whisper or team chat. Abbreviations, slang, and poor spelling are not permitted.
- Duties should not be neglected should there be personnel who require assistance. This includes those who are injured and require healing. If you must go AFK while on-site, **you must be AFK in spawn.**
- Do not abuse your weapons while on-team. Tool abuse is a severe offense and will (most likely) result in punishment.



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SECTION 3 ▯ Chain of Command





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SECTION 4 ☒ Promotion Requirements

Junior Field Medic [Entry Rank]

- Pass the tryout.

Field Medic [Low Rank]

- Attend an orientation
- Attend a combat training
- Attend a medical support training
- Been a member of CM for **at least 5 days**.

Senior Field Medic [Low Rank]

- Participate in at least 2 site events. This includes raids, outbreak events, and special trainings/tryouts.
- Been a member of CM for **at least 14 days**.

Commanding Officer [Medium Command] (Max: 2)

- Participate in at least 6 site events. This includes raids, outbreak events, and special trainings/tryouts.
- Been a member of CM for **at least 21 days**.
- Handpicked by Head Commander and MD Directorate.

Commander [High Command] (Max: 1)

- Handpicked by MD Directorate.

Directorate [High Command]

- Handpicked by Overseer. See MD Guidelines for more information.



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SECTION 5 ☒ *Restricted Areas*

Restricted areas are areas that Combat Medics are not allowed to enter.

These areas include:

- CDCZ Control Room
 - Commanding Officer+ may enter.
- Control Room
 - Senior Operative+ may enter.
- Sector 3
 - May only enter when pursuing a Class-D, escorting a test, or recontaining
- [REDACTED]
- Mobile Task Force Armory
- Executive Shelter
 - Unless you are detaining an exploiter to an executive to be moderated.



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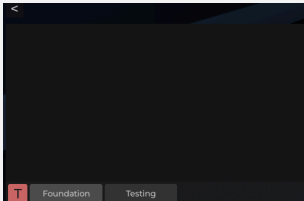
SECTION 6 ☒ Tool Regulations

5a. Primary and Secondary Weapons

Your [Gun] is your primary weapon. It's purpose is to damage or kill. You should use it against Class-D who have met the termination criteria. It should only be used against Foundation Personnel in self-defense.

Your [Gun] is your secondary weapon. It is useful for issuing warning shots or when you are out of ammo. This gun should only be used when necessary.

5b. Other Equipment

Tool	Usage Information
	Medibag The medibag is used to heal groups of people. You should not use this when pocketing in close-range combat, as you will also be healing the Class-D if not careful.
	Detain Detain is used to hold people and move them around. You may only use it when: <ul style="list-style-type: none">● Placing a Class-D into Solitary.● Detaining a L0-L2 to safety.● Move unauthorized individuals out of restricted areas.● Taking exploiters to executives
	Radio The radio is used to communicate with foundation personnel, executives, and other combatives. You are expected to utilize grammar and maturity when using the radio. It should not distract you from your duties and it should not be used for casual communication.



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SECTION 7 ☒ Termination Requirements

7a. Class-D Termination

Class-D may be terminated for the following reasons:

- Holding/using contraband
- Teasing the line a minimum of three times
- Cross the termination (red) line
- Class-D is outside of the CDCZ without authorization
- Class-D is aiding a rioting Class-D or a Chaos Insurgent

Class-D should be issued a warning shot for the following reasons:

- Class-D is baiting the line
 - Warning Shot > Warning Shot > Terminate
- Class-D heals a warning shot
 - Warning Shot > Terminate
- Class-D stands on the red line
 - Warning Shot > Warning Shot > Terminate

7b. Foundation Personnel Termination

Foundation Personnel can be terminated for the following reasons:

- Is infected by an SCP and is spreading the infection.
- Not following combative orders
- Aiding a Class-D or the Chaos Insurgency after a warning
- Foundation Personnel enters a blockade (after being detained out once)



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SECTION 8 ☒ *CDCZ Positioning*

High Priority

The area behind the red line is to be manned at all times and must be manned before moving on to the lower priorities.

Medium Priority

Viewing Area (2 max)

Access Hall (1 max)

Catwalk (2 max)

SECTION 9 ☒ *Solitary Confinement*

Criteria

Class-D must meet the following criteria in order to be solitary confined:

- Class-D has rioted five or more times.
- Class-D Has escaped the CDCZ three or more times.
- Class-D has crossed the red line five or more times.

Announcing

After putting the Class-D into the solitary cell, you are expected to announce so in the radio. This should be announced in the Combative channel. Below is the format used:

[CLASS-D USERNAME] SC'ed for [REASON]



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SECTION 10 ▯ Protocols

10a. Breach Protocol

When a breach takes place, you are to take all Foundation Personnel to the Breach Shelter. You are not allowed to detain Level 3+ without their permission. Ensure that Foundation Personnel remain in the Breach Shelter.

- You are not allowed to enter the Executive Shelter.
- You may post up outside the Breach Shelter, somewhere inside, or guard the CDCZ.
- Do not interfere with recontainment.
- In the event there is no RCU online, you may recontain. If an RCU comes online, you are to allow them to recontain and move away.

Recontainment Hierarchy

1. Epsilon-11
2. Alpha-1 (when not guarding)
3. Iota-10
4. Tactical Response Unit
5. Security Department (Ensign+)
6. Combat Medics

10b. Test Protocol

You should be checking their radio frequently for testing requests. These requests will be announced in the "Testing" channel of the radio.

Once a request is made, you are to bring the requested amount of Class-D to the stated Briefing Room. You are NOT to force Class-Ds to enter the Briefing Rooms. If they refuse to participate, grab another Class-D.

Once you have the Class-D needed in the BR, you are to wait for the host to instruct you to brief. You are to use the following script:

Attention Class-D(s),

You are about to take a scientific experiment/check-up/interview

Before we begin, you are to acknowledge the following terms:

You will not attempt to flee, breach an SCP, or harm any personnel

You will be subject to a maximum of three warnings, exceeding these warnings will result in termination.

Do you understand & agree to these terms?



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If a Class-D disagrees with the terms, you are to take them back into the CDCZ and grab another Class-D. You will have to brief the new Class-D as well.

Once the event is over, you are to take the Class-Ds back into the CDCZ via a BR.

Test Escort Hierarchy

1. Security Department
2. Combat Medics & Tactical Response Unit
3. Epsilon-11
4. Sigma-9
5. Alpha-1

Scenarios

- If a Class-D holds any contraband and was not instructed to by the host, you are to terminate them.
- If the Class-D harms anyone, or attempts to breach/breaches, you are to terminate them.
- If a Class-D tries to escape, warning shoot them and tell them to come back. If they try to escape again or don't return, terminate them.
- If a breach or warheads go off, you are to terminate the Class-D and help the host and spectators (if any) get to safety.

10c. Warheads

You are expected to assist Foundation Personnel to the evacuation point. Combat Medics should be the last people to exit the Site. If any L0-L3 is AFK or going the wrong way, you are to detain them to the evacuation point.

10d. No Ethics

During No Ethics, operatives are not bound to most regulations. But, you must follow these regulations:

- Only use tools on players with their permission (e.g. detain)
- Refrain from shooting personnel officially guarding the Control Room/Warhead Silo.
- Only shoot O5 Council+ in self defense.
- No spawn killing.



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SECTION 11 ☒ Punishment System

11a. Minor Violations

- **Dress Code**
 - Verbal Warning > 15 GJs > 25 GJs
- **Communication**
 - Verbal Warning > 15 GJs > 25 GJs
- **Maturity and Professionalism**
 - Verbal Warning > 15 GJs > 25 GJs
- **Escorting**
 - Verbal Warning > 15 GJs > 25 GJs
- **Checkpoint**
 - Verbal Warning > 15 GJs > 25 GJs
- **High Priority**
 - Verbal Warning > 15 GJs > 25 GJs
- **Announcing**
 - Verbal Warning > 15 GJs > 25 GJs
- **MANAGING THE CHECKPOINT**
 - Verbal Warning > 10-15 GJs > 20-25 GJs
- **HIERARCHY**
 - Verbal Warning > 10-15 GJs > 20-25 GJs

11b. Moderate Violations

- **Restricted Areas (depending on location)**
 - 30 GJs > 20 HJs > 35 HJs
- **Supervision**
 - 30 GJs > 20 HJs > 35 HJs
- **Firearms**
 - 30 GJs > 20 HJs > 35 HJs
- **Equipment**
 - 30 GJs > 20 HJs > 35 HJs
- **Class-D Termination**
 - 30 GJs > 20 HJs > 35 HJs
- **Class-D Warning Shots**
 - 30 GJs > 20 HJs > 35 HJs
- **Criteria**
 - 30 GJs > 20 HJs > 35 HJs



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- **Breach Protocol**
 - 30 GJs > 20 HJs > 35 HJs
- **Recontainment Hierarchy**
 - 30 GJs > 20 HJs > 35 HJs
- **Test Protocol**
 - 30 GJs > 20 HJs > 35 HJs
- **Test Escort Hierarchy**
 - 30 GJs > 20 HJs > 35 HJs

11c. Major Violations

- **Restricted Areas (depending on location)**
 - 50 HJs > 7 day suspension > Exile
- **Foundation Personnel Termination**
 - 50 HJs > 7 day suspension > Exile

Punishments are to be done on the Main game within the Security Armory.

Bias and Mistreatment

Each treatment must be fair and have no bias behind it. All punishments are executions must follow these regulations. If you feel that you punishment is unjust, report it to the MD Directorate or the Head Commander.