

TNI | Reaper Battalion Guidelines



THE NIGHTHAWK IMPERIUM

Reaper Battalion Guidelines



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[OVERVIEW]

NRB serves as Border Operation Officers within the limits of the Grand Crossing. The primary purpose of the NRB Division is to ensure the smooth passage of innocent civilians past the border. Other than that, the Nighthawk Reaper Battalion is tasked with ensuring that any threat of insurgency is quarreled by assisting the Imperium's main responders to danger.

Lastly, NRB is an open Division for all members of TNI, where these members can grow and learn the TNI standards. NRB Guides and above will always be there to aid newer members in their progression through the ranks and will help them with any questions or concerns.

[ENTRANCE PROGRAM]

The Nighthawk Reaper Battalion has a strict but simple entrance program. Those that join are to fully understand what they're expected to do before heading out into the field.

Requirements:

- Citizen+ in TNI.
- Not Suspended/Blacklisted from NRB.
- Not Exiled from NRB in the past 2 months.
- Your Roblox account must be at least 30 days old.

Once one has fulfilled the above requirements, they are to pend for the NRB [group](#). They will be accepted within 72 hours. Once they become a Recruit, they must earn 25 honors to gain access to the uniform, morph and other channels in the discord.

[RANK STRUCTURE]

This section will define each Rank and their expectations/value in the Nighthawk Reaper Battalion. The higher one's rank, the more they are expected to present themselves with pride at the border. The higher one's rank, the more responsibility they will have along with their new rank.



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Starter Rank

| **R | Recruit:** New members of the Nighthawk Reaper Battalion. No morph nor uniform access will be granted, however, all NRB rules and regulations still apply if one is attending an NRB event as a Recruit.

Group Ranks

| **1 | Novice (25 honor):** First official rank of the Nighthawk Reaper Battalion. RB Novices gain access to the standard RB morph equipped with a SCAR-L, and two grenades, the shadonade and explodinade.

| **2 | Adept (50 honor)**

| **3 | Sentry (80 honor):** Members at the rank of Sentry gain access to the NRB Medic morph.

| **4 | Protector (120 honor):** Members at the rank of Protector gain access to the NRB Protector morph and thus the Explodinade. It's the last rank an RB can earn solely with honor before the NCO ranks.

| **5 | Guide (200 honor and the NCO-Assessment):** Members at the rank of Guide are the more experienced and exemplary members of NRB. Therefore, they must always use grammar and be professional while on-duty.

- To become a Guide, one must obtain 200 honors and pass the NCO-Assessment.

| **6 | Herald (250 honor):** Herald is the final rank attainable via honor. Heralds are permitted to co-host events and apply for Harbinger.

Officers

| **7 | Harbinger:** Harbinger is the first rank where a member is introduced to a quota. They comprise the main hosting force of NRB. They are accounted as Senior Sub-Officers and can handle lower-level misconduct.

- To become a Harbinger, one must go through the 1-week Harbinger pathway, as well as succeed in all the requirements put in place for passing and getting to Harbinger.



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| 8 | **Prime:** Primes are responsible for hosting events, and enforce all rules for lower-ranked members. They are ought to uphold an exemplary attitude while representing the Officer Core.

- To become a Prime, one applies for the Bootcamp program, fulfills all requirements in that program, and pass a vote by the Officer Core.

| 9 | **Maven:** Mavens are Senior Officers of NRB and are responsible for hosting events, enforcing rules against lower RB, and completing administrative work of the focus they are the Maven of. **Maximum slots: 2 per Arbiter.**

- To become a Maven, one must reach an explicit NRB focus department position or sub-division position such as BD High Command, and be approved by the NRB High Command.

High Command

| 10 | **Arbiter:** These are fully-fledged members of the High Command within the NRB division and are expected to maintain a good reputation while inspecting events and tryouts. These individuals are issued assignments relating to the aspects of NRB they manage. **Maximum slots: 6.**

| 11 | **Warden:** The wardens are the second-highest in command of NRB. They are responsible for all NRB operations in the absence of the Director and help the Director run the Reaper Battalion. **Maximum slots: 2.**

| 12 | **Director:** The Director of the Nighthawk Reaper Battalion is responsible for all NRB operations.

[CLASSES]

Dreadnoughts

The Dreadnought's duty is to distract and delay rebels using suppressive fire so other NRB can come in and help eliminate enemy combatants. They should be prepared for drawn out fights. Dreadnoughts act as a heavy enforcer type unit, important for locking down and holding key positions during long drawn out fights.



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Wraiths

The Wraith's duty is to be reconnaissance for members of NRB, having access to personal cameras and drones. They communicate to other NRB to give them time to prepare or give directions towards incoming rebels.

[BEHAVIOR]

Maturity

Members of the Nighthawk Reaper Battalion are to uphold a standard of maturity and professionalism while on duty. They are to show respect to their inferiors, equals and superiors. NRB members are allowed to make jokes and have fun but must know their limits.

Dancing in morph

Dancing in morph is **allowed** as long as it does not hinder one's ability to perform their duties.

Grammar

Grammar is not required when you first join the division. As you progress through the ranks of NRB, any rank past **Guide** is required to use grammar. There is no exception to this rule past Sergeant. Faces are prohibited to be used while in any NRB-related uniform or morph or while attending an NRB event. This rule only applies for **Guides and above**.

AFK outside of spawn

Reapers like other TNI personnel are not allowed to AFK outside of the TNI spawn.

COA: Composure, Obedience, Accord

Composure - There is a time and place for everything. Members need to know how and when to act. They are to remain calm and collected at all times. Members are expected and required to understand their actions have consequences and must act as such.



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Obedience - Members are to obey orders given to them by their superiors at all times. This includes but is not limited to: Being assigned a position at a Mass Patrol, being told to change their attitude, being told to stop doing something. If an Officer offers correction or punishment, it is not an invitation to defend one's mistakes. Members should never argue with Officers or lie to them.

Accord - It is of stressed importance that members get along. They are to never hold grudges against each other or argue. Members are to always treat each other and their superiors with respect.

[BORDER REGULATIONS]

Purpose

The purpose of the Nighthawk Reaper Battalion is to be **Border Operation Officers** and operate the border to ensure safe and smooth passage of innocent Civilians. The most efficient way to do this is by following Tri-Patrol, as explained below. If all Tri-Patrol spots are filled, NRB members are to defend it from any hostile forces.

NRB members are to **never** aid or abet criminals like armed Citizens, Rebels or hostile gamepass teams. This is counted as Collaborating with Criminals and is severely punishable.

NRB should also **never** neglect their duties or stand idle in public areas. This can be viewed as neglecting duties, which can also lead to a punishment.

General Regulations

Tri-Patrol

This procedure consists of at least **three** NRB or more stationed at the border in effective spots to ensure safe passage for citizens and a strong defense for TNI. This should be the top priority for all Reapers.

NRB in the Scanning Booth - The NRB positioned in the booth is tasked with scanning citizens to make sure they aren't armed and informing the person in the Scanning Area if they are armed. If citizen traffic is low, this NRB can come out



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either on catwalks or down below near the Passport Checkpoint and assist other NRB.

NRB in the Passport Checkpoint- The NRB here is tasked with warning citizens who pass the red line, keeping a sharp eye for those with contraband and in the case of an attack, responding to that attack. They should make sure all citizens are forming an orderly line and check for passports.

NRB overseeing the scanning area: The NRB here is tasked with keeping security in the scanning area, and to eliminate any citizens found to be armed. They ensure that the scanning area is free from all hostile forces.

Reminder: MP still has a border hierarchy over NRB. They have the power to arrest individuals if they feel the need to, or order NRB members around. Let them do their duties.

Zombies

Zombies are creatures created by a Scientist or an Evil Scientist. They are to be treated based on the team they are on: Nighthawk zombies may enter the Border Booth, Citizen zombies may not.

If a Reaper were to be zombified, they may walk around as zombies but may **not** harm anyone. During a NRB event like a Mass Patrol, the host may oblige Reapers to reset when zombified.

Lethal force

Members of the Nighthawk Reaper Battalion are equipped with a buffed SCAR-L, along with more equipment grenades in higher ranking morphs, that they may use for the purpose of enforcing rules and defending the border from hostiles.

A few scenarios when lethal force could be applied are:

- Terminating someone on the Rebel team;
- Terminating a civilian that is carrying contraband;
- Applying the New Life Rule;
- Giving a warning shot to a trespasser when there is no member of the Military Police present.
- Terminating a Citizen that is resisting arrest from a member of the Military Police.



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Border hierarchy

The border has a strict hierarchy in order to ensure that all rules are being followed. The Nighthawk Reaper Battalion is not exempt from this hierarchy and should follow valid orders from those above them at all times.

The following hierarchy defines authorities in an ascending order (Citizen being the smallest authority).

| 1 | Citizen: Anyone on the Citizen team is on this level of the hierarchy. Citizens are to follow basic procedures and can be told to not break rules.

| 2 | Trooper: Any players on the Nighthawk team are considered to be on the Trooper level of the hierarchy. This includes most Divisions such as NRB, CE and Vanguards. **This means that Reapers can not order any Cadet or Trooper around.**

| 3 | Military Police: Military Police are able to tase and command anyone below them in the hierarchy whether they're TNI or Citizens. This includes members of the Nighthawk Reaper Battalion. So if a Reaper were to receive a valid order from a Military Police, they are to **obey the MP's command**.

Black Daggers (Knight+) and NRB Officers are also held in this position, they are trusted members in the eyes of the Military police. MP may trust information to make an arrest from them. Black Daggers (Praetorian+) may suspend patrol points during a BR or heavy Rebel presence.

| 4 | Officer: Captains and Colonels in The Nighthawk Imperium hold this level in the hierarchy while on the Nighthawk team.

Note: It is important to know this does not refer to the ranks within the Battalion, rather the ranks within main TNI.

| 5 | High Command: The TNI High Command holds the highest level of authority over Nighthawks and Citizens. This includes but is not limited to: Imperial Peacekeeper Officers while the Command and Control Doctrine is in effect, Nighthawk Admirals, and Royal Guards guarding the Admiralty. Their orders are to be followed at any moment.



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| 6 | Administration (Arch Admiral+): This is the absolute authority level. Previous hierarchy levels are enforced when a person is on the The Nighthawk team. Administration members have the right to issue orders to TNI personnel, regardless of whether they are on the TNI team, Citizen team, or Rebel team.

Apartments

Members of the Nighthawk Reaper Battalion are allowed to take an apartment at any moment when at the border. This will not be seen as neglecting duties.

Jobs

Members of the Nighthawk Reaper Battalion are allowed to take a Job as long as there are **no Kill on Sight** targets in the server.

Raiding the Border

Raiding the Border while in NRB uniform or when a NRB Mass Patrol is being hosted is prohibited. However, one may ask for permission from the host of the Mass Patrol in order to raid during their event.

Outside the Main Gate

It is prohibited to be outside the Main Gate unless you have permission from a TNI Captain or higher rank in TNI.

Key Locations

There are several key locations a Reaper should be aware of to successfully execute their duties and to protect The Grand Crossing. These key locations are listed below:

- **Border/Booth**
- **Bank**
- **Safe**
- **Reactor**
- **IPC Control Room**
- **Miltech Armory**



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The New Life Rule:

The New Life Rule is a protocol on the Border that ensures fair treatment to civilians who commit a crime. It states the following:

If a Citizen has committed a crime worthy of arrest or termination, they should be punished. Once this has been done, they are in their 'New Life' and can no longer be harmed for their crimes in their past life. Therefore, if a Citizen terminates a Nighthawk, the Nighthawk may return and punish the Citizen as long as the Nighthawk is sure that the Citizen has **not been punished yet**.

Resetting, switching teams or rejoining the server does **not** count as proper punishment. That means if someone is about to be arrested or terminated and resets, they should be punished in their next life.

[More information about the New Life Rule can be found here](#)

[Discord Regulations]

Advertising

As a member of the Nighthawk Reaper Battalion, one isn't allowed to advertise in any way, may it be via Direct Messages, in public chats or through one's status. If a member of the Nighthawk Battalion gets caught they'll be warned first. Failure to comply will result in a communications ban.

Discord ToS

Reapers are expected to follow the NRB Guidelines as well as Discord's Terms of Service. Discord modifications like "Better discord" are not allowed.

Members of the Nighthawk Reaper Battalion who are in the communications server are expected to be 13+, if they are not, they will be removed from the Discord server until they are of the appropriate age.



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[Attire]

The Nighthawk Reaper Battalion uniform may only be worn by members at the rank of Private or above. When one is wearing the uniform, they are considered on-duty and are to follow all rules and regulations that are listed in the Guidelines. A few additional rules come with wearing the NRB uniform.

Display names

Display names are a feature of ROBLOX to change one's name without Robux. Display names may freely be used while representing NRB but common sense should be applied here. The feature should not be used to impersonate or disrespect people and it should be appropriate.

Avatar Regulations

The following regulations conform packages, animations, unofficial T-shirts and Jackets while in NRB uniform apply:

- Members of NRB are not allowed to wear any sort of package (including Head packages),
- Animations are not allowed,
- Unofficial T-shirts are not permitted to be worn,
- Jackets are not permitted to be worn.

The only exceptions to these regulations are:

- The **female torso** package,
- The real **Headless Head**,
- The Noob Attack - Mech Mobility Head (also referred to as **fake Headless**),
- The standard **RHTRO** animations.

Note: Packages, animations, unofficial T-shirts, and Jackets are allowed to be worn while in NRB **morph** at the Border due to them being automatically disabled by the Border's scripts.

RB Top:

<https://www.roblox.com/catalog/7389272558/Reaper-Battalion-Top>

RB Bottom:

<https://www.roblox.com/catalog/7389276252/Reaper-Battalion-Bottom>

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[EQUIPMENT]

Explodinade Overview

The Nighthawk Reaper Battalion is equipped with an **Explodinade**. The Explodinade is a lethal explosive device that, when thrown, does area-of-effect based damage wherever it detonates, letting out an explosion effect as well. All morphs restricted to Corporals and above are equipped with this device.

Explodinade Rules

Following are the proper and improper uses of the Explodinade. Violating any of the rules regarding the Explodinade below may result in quick suspension or permanent removal from the division.

Proper Explodinade Usage:

- Throwing the Explodinade to hit a hostile if no innocent civilians can be hit.
- Throwing the Explodinade to hit an enemy behind cover.
- Throwing the Explodinade to hit a large group of hostiles at once.

Improper Explodinade Usage:

- Throwing the Explodinade to show others what it does or for your own fun.
- Throwing it at enemies while they are standing in a group of citizens.
- Throwing the Explodinade when out of combat.
- Throwing the Explodinade into Rebel Spawn.

Shadonade Overview

The Nighthawk Reaper Battalion is also equipped with a **Shadonade**. The Shadonade is a non-lethal thrown explosive device that emits a thick cloud eliminating visibility around its initial explosion. All NRB morphs have access to this equipment. Just holding it will not get one in trouble but making sarcastic comments and showing it off to others will not be tolerated.



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Shadonade Rules

Following are the proper and improper uses of the Shadonade. Violating any of the rules regarding the Shadonade below may result in quick suspension or permanent removal from the division.

Proper Shadonade Usage:

- Throwing the Shadonade to prevent yourself and others from taking fatal damage.
- Throwing the Grenade so that you may advance to the next piece of cover **if in combat**.

Improper Shadonade Usage:

- Throwing the Shadonade to show others what it does or for your own fun.
- Throwing the Shadonade in the TNI spawn or out of bounds.
- Throwing the Shadonade when out of combat.
- Throwing the Shadonade into Rebel Spawn.

[PUNISHMENT REGULATIONS]

Dealing with abusive NRB members

NRB has a simple system of dealing with rule-breaking NRB members, which is called Warn, Record, Report - or WRR for short.

I) **Warn** the individual to stop misbehaving in a calm manner. If the individual continues with their action, one should record or take proof of them misbehaving.

II) **Record** the actions of the individual. This can be done by taking screenshots or videos.

III) **Report**; the last stage - With the proof one has gathered, fill out the [misconduct form](#).

Note: Please refrain from DMing an Officer to report misbehaving NRB members, the Justice Department is specialized in reviewing Misconduct forms and deciding punishments.



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Officer behavior

Officers of the Nighthawk Reaper Battalion are expected to behave with more professionalism and uphold grammar and exemplary behavior when on duty.

If one finds a Prime or Maven breaking rules like admin abusing or extreme immaturity, report them via the Misconduct form immediately.

However, if one sees an Arbiter or higher breaking rules, they are to DM the Director and provide a decent amount of proof. Officers and High command members may dance in uniform and morph, however.

Types of punishments

- Verbal Warning or Logged Warning
 - Dismissal from an event
 - Mute
 - Honor Deduction
 - Demotion
 - Stalemate (being prevented from joining a focus and becoming Harbinger or higher)
 - Exile
 - Suspension
-

[BLACK DAGGERS]

The Black Daggers serve as an emergency response force within the limits of the Border. These individuals eliminate key RC officials around the Border.

Unlike normal Reaper Battalion members, the Black Daggers are meant to actively combat rebel forces and respond to raids.

To join Black Daggers, you need to be handpicked. The chances of you being noticed increases when you attend a BD Observational Tryout. If you're considered for being recruited into BD, you will be contacted with further instructions by the BD Officers.

☰ **NRB:BD | Guidelines**

☰ **NRB | BD Alternate Entrance Program**



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[IMPORTANT LINKS]

- [☰ NRB | Punishment System](#)
- [☰ NRB | Department Guide](#)
- [☰ TNI | Reaper Battalion uniform policy](#)
- [☰ Command and Control Doctrine](#)
- [☰ NRB | Class Progression System](#)