

Primary Guidelines



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MOBILE TASK FORCES

Primary Guidelines

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ATTENTION

THIS DOCUMENT IS REGULATED BY COE 3.3 "INFORMATION SECURITY" AND THE CODE OF ADMINISTRATIVE REGULATIONS.

THIS DOCUMENT IS DESIGNATED TO BE WIDESPREAD AND DOES NOT INCLUDE ANY RESTRICTIONS TO ITS DISSEMINATION.

SECTION 1 – INFORMATION

The **Mobile Task Forces Primary Guidelines**, henceforth referred to as the **Primary Guidelines** are the universal regulations and standards of our department, applicable to all operators¹. This document supersedes any task force documentation, however it does not supersede **superior law** such as the **Code of Ethics**.

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¹ The term **operator** is used for any member of the **Mobile Task Forces**.



SECTION 2 – ORGANISATION

The organisational structure of the **Mobile Task Forces** can be divided into three categories: rank structure, unit structure, subunit structure. Said structures will be explained in the following subsections.

SUBSECTION 2.1 – STRUCTURE

The **Mobile Task Forces** has a rank structure that is integrated into both the centralized department, and the task forces.

CHAIN OF COMMAND	
Field Chief	Central Command
<p>The Field Chief is the directorate of the Mobile Task Forces in its entirety, they are responsible for the highest level of department management.</p>	
Field Major	Central Command
<p>The Field Major is the deputy directorate of the Mobile Task Forces, they are responsible for assisting the directorate, and filling in when they are absent.</p>	
Task Force Captain	High Command
<p>The Task Force Captain is the Commanding Officer of their task force. They oversee and manage the administrative operations of their task force, as well as assisting Central Command with the management of the wider department. Task Force Captains are Central Command in their respective task force.</p>	
Task Force Lieutenant	Medium Command
<p>The Task Force Lieutenant is the Executive Officer of their task force. They assist the Task Force Captain with the administrative operations of the task force. Task Force Lieutenants are High Command in their respective task force.</p> <div> <p>The position of Task Force Lieutenant does not have set requirements, rather the task force's Commanding Officer decides if an operator is fit for the role.</p> <p>All individuals pending promotion to Task Force Lieutenant must undergo a vote by a Promotion Panel. They must also receive an employment inquiry from the Internal Security Department.</p> </div>	



CHAIN OF COMMAND

Task Force Sergeant

Junior Command

The **Task Force Sergeants** are **Non-Commissioned Officers** within their task force. They manage day-to-day operations in the field, as well as training the members of their task force. **Task Force Sergeants** are **Medium Command** in their respective task force.

Lambda-7 "Doorkickers"

- ★ Acquire 100 credits
- ★ Co-host 2 patrols
- ★ Co-host 2 trainings
- ★ Host 4 task force patrols

Eta-9 "Wardens"

- ★ Acquire 70 credits
- ★ Co-host 1 patrol
- ★ Co-host 1 recontainment training
- ★ Host 1 task force patrol
- ★ Host 3 recontainment trainings

Delta-1 "Gatekeepers"

- ★ Co-host 1 patrol
- ★ Co-host 2 task force trainings
- ★ Host 4 task force patrols
- ★ Host 2 task force trainings

All individuals pending promotion to **Task Force Sergeant** must undergo a vote by a **Promotion Panel**².

Task Force Corporal

General Staff

The **Task Force Corporal** is a **Non-Commissioned Officer** within their task force. They supervise day-to-day operations in the field, and take lead when necessary. **Task Force Corporals** are **Junior Command** in their respective task force.

Lambda-7 "Doorkickers"

- ★ Acquire 80 credits
- ★ Serve as **Task Force Specialist** for 3 weeks

² A "promotion panel" consists of your task force's **Central Command**, **High Command** (when applicable), and **Mobile Task Forces Central Command**.





CHAIN OF COMMAND

Eta-9 "Wardens"

- ★ Acquire 85 credits
- ★ Serve as Task Force Specialist for 3 weeks

Delta-1 "Gatekeepers"

- ★ Acquire 100 credits
- ★ Serve as Task Force Specialist for 3 weeks

Task Force Specialist	General Staff
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The Task Force Specialist is General Staff within the department, they are more seasoned and experienced than your average Task Force Operative.

Lambda-7 "Doorkickers"

- ★ Acquire 55 credits
- ★ Serve as Task Force Operative for 2 weeks

Eta-9 "Wardens"

- ★ Acquire 60 credits
- ★ Serve as Task Force Operative for 2 weeks

Delta-1 "Gatekeepers"

- ★ Acquire 60 credits
- ★ Serve as Task Force Operative for 2 weeks

Task Force Operative	General Staff
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The Task Force Operative is General Staff within the department, they are the backbone of our department.

Field Cadet	Probationary Staff
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The Field Cadet is Probationary Staff within the department, they are partaking in the Cadet Program.

In addition to the above mentioned requirements, activity is always taken into consideration when reviewing an operator for promotion.



The **Mobile Task Forces** consist of multiple units, also known as **task forces**: three **primary task forces**, and one **secondary task force**.

Lambda-7 "Doorkickers"	Combat Specialists
<p>Lambda-7 "Doorkickers" is the mechanized heavy-weapons unit. Equipped with a large arsenal, and given state-of-the-art combat equipment, Lambda-7 "Doorkickers" takes on any hostile threats to the site using brute force.</p> <p>Commanding Officer: Vast0rn</p> <p>Documentation: Lambda-7 "Doorkickers" Guidelines</p>	

³ **Foundation assets** are defined as staff ranking **Security Class 3** or above.



SUBSECTION 2.3 – BRANCHES

The **Mobile Task Forces** consist of one subunit, also known as **branches**.

Mobile Task Forces Academy	Selection and Training
<p>The Mobile Task Forces Academy is the branch tasked with selecting, educating and training the members entering our department. This branch manages and teaches the Cadet Program, as well as being responsible for hosting tryouts.</p> <p>Commandant of the Academy: ConfirmedCommander</p>	

OFFICIAL



SECTION 3 – CONDUCT

The **Mobile Task Forces** are held to a strict standard, which is why there are regulations in place which are enforced following the disciplinary system and disciplinary procedures.

SUBSECTION 3.1 – DISCIPLINARY PROCEDURES

Every infraction reported to the **Mobile Task Forces** is discussed and reviewed by members of command, and in specific, members of the infractor's respective task force **Board of Review**. The boards operate with strict procedures for investigating incidents, and conclude what an appropriate disciplinary action is for an infraction, if any at all.

Some task forces and branches of the **Mobile Task Forces** offer **in-house appeals**, this means that an appellant may file an appeal with the department/branch instead of filing an appeal with the **Internal Tribunal Department**. If this option is available to you, it will be mentioned in your disciplinary notice.

Individuals that are blacklisted from the department (whether that be via the **Mobile Task Forces Academy** or the **Mobile Task Forces** itself), are usually required to appeal via the **Internal Tribunal Department**.

SUBSECTION 3.2 – DISCIPLINARY SYSTEM

The **Mobile Task Forces** operate with four levels of disciplinary/corrective action. All punishments can and will be used against members in future punishments. All punishments and variations are at the discretion of the Boards of Review.

DISCIPLINARY/CORRECTIVE ACTION

LIGHT ACTION	
WRITTEN WARNING	<p>Written warnings are a formal notice regarding one's conduct; further infractions will result in more severe punishment.</p>
MANDATORY RETRAINING	<p>Mandatory retraining is issued as corrective action when an operator's ability to perform duties correctly has been lost, or when an operator lacks necessary knowledge.</p> <p>An operator may not deploy on-site until they have been retrained.</p>
MODERATE ACTION	
SUSPENSION	<p>Suspensions prohibit the operator from deploying on-site, as well as restricting their access within the communications server. Suspensions remain on the official record permanently and will be considered for future promotions, punishments, awards or transfers.</p>
OPERATIONAL MARK	<p>An operational mark prohibits the operator from receiving a promotion, award, as well as requesting a transfer between task forces.</p> <p>Operational marks last a minimum of 30 days, and may last up to 90 days.</p>
REDUCTION IN RANK	<p>A reduction in rank will result in the operator being reassigned to a lower position within the Chain of Command.</p> <p>There are no limitations on how many echelons one's rank may be reduced.</p>



DISCIPLINARY/CORRECTIVE ACTION

SEVERE ACTION

DISHONOURABLE DISCHARGE

A **dishonourable discharge** is the removal of an operator from the department. This action will have a severe impact on future chances of induction.

BLACKLIST

A **blacklist** prohibits an individual from re-entering the department in its entirety.

MISCELLANEOUS ACTION

Miscellaneous actions are logged, however they are not on the operator's disciplinary record, thus do not affect promotions or admittance.

EXPULSION

An **expulsion** is when an operator is removed from a program or branch for unsatisfactory performance.

Expulsions can only be issued by the **Commanding Officer** of a unit, and requires majority approval from all **Executive Officers**.

REASSIGNMENT

Reassignment is a corrective action which can be issued to an operator for unsatisfactory performance, or loss of confidence in the operator's ability to perform.

A **reassignment** re-assigns an individual from a command position to a lower-command or non-command position. A **reassignment** can also result in the operator being sent back to the **Cadet Program**.

Reassignment can only be performed with the unanimous approval of **Mobile Task Forces Central Command**, the **Task Force Commanding Officer** and the **Executive Officers** (if applicable).

ZERO TOLERANCE POLICY

A **zero tolerance policy** is an action that will heighten the degree of severity of any future infraction committed by an operator for a set amount of time. **Zero tolerance policies** can be issued per the decision of a **Board of Review**.



SUBSECTION 3.3 – CODE OF JUSTICE

Personnel of the **Mobile Task Forces** are bound to the **Code of Justice**, as outlined in the section below. The severity of punishment is decided by the **Board of Review**.

- ★ **Article 1, Respect for Authority:** Operators must respect the authority held by relevant authoritative positions and documentation.
 - **Article 1.1, Insubordination 1st degree:** To disobey orders from members of Foundation oversight (Site Director and above).
 - **Article 1.2, Insubordination 2nd degree:** To disobey a lawful order⁴ from a superior officer⁵.
 - **Article 1.3, Unlawful Acts:** To violate or loophole policies, laws or regulations set by the Foundation⁶, or command directives.
- ★ **Article 2, Duty:** Operators must uphold the expectations set by the department.
 - **Article 2.1, Duty to Report 1st degree:** Failure to report an infraction that is considered a grand offence, as defined below.
 - **Article 2.2, Duty to Report 2nd degree:** Failure to remind an infractor of regulation(s) in case of an infraction, or to report the same infraction if repeated.
 - **Article 2.3, Duty of Prevention:** Failure to prevent a fellow operator from committing infractions if reasonably able.
 - **Article 2.4, Dereliction of Duty 1st degree:** To intentionally neglect their assigned duties.
 - **Article 2.5, Dereliction of Duty 2nd degree:** To unintentionally neglect their assigned duties.
- ★ **Article 3, General Conduct:** Operators must uphold the image and expectations of the department. They must represent the department in a positive light.
 - **Article 3.1, Conduct Unbecoming in High Regard:** To display toxicity, elitism, racism, homophobia or any other form of discrimination in any capacity.
 - **Article 3.2, Conduct Unbecoming:** To be immature and unprofessional while representing the department.
 - **Article 3.3, Conduct Unbecoming:** To intentionally disrespect or attack a fellow operator in any capacity.
 - **Article 3.4, Conduct Unbecoming:** To falsify promotional requirements, or other official records (i.e. point logging).
 - **Article 3.5, Treason:** To disseminate classified, or otherwise entrusted information that they have obtained through their position.
 - **Article 3.6, Treason:** To act against the Foundation with conduct defined as "Rogue Misconduct" per CoE 6.1.19.
 - **Article 3.7, Treason:** To commit actions that are criminal to the degree defined in CoE Title 5; Chapter 2: High Crimes.

⁴ A **lawful order** is defined as any order that does not violate policies, laws or regulations set by the Foundation.

⁵ A **superior officer** is defined as any member of **Mobile Task Forces Command** that is higher in rank, and has the authority to issue lawful orders.

⁶ **Policies, laws and regulations set by the Foundation** are defined as global governing documents such as the Code of Ethics; Global Raid Regulations; Responsibility, Ethicality, Accountability, and Legitimacy Act; etc.

- ★ **Article 4, Performance:** Operators must perform to the standard set by the department.
- **Article 4.1, Unsatisfactory Performance:** Failure to maintain defined on-site activity.
 - **Article 4.2, Unsatisfactory Performance:** Failure to perform duties to an adequate degree.
 - The definition of "adequate degree" is determined by the **Task Force Command**, and affirmed by the **directorate**.
- ★ **Article 5, Uniformed Standard:** Operators must follow the uniformed standard of the department when on-duty.
- **Article 5.1, Unauthorized Accessories:** Failure to wear appropriate faces and accessories while on-duty.
 - **Article 5.2, Proper Speech:** Failure to speak with grammar in public chats (global chat and radios [excluding the department's radio channel]).
 - **Article 5.3, Oath of Silence:** Failure to remain silent in global chat unless necessary.
 - i.e. issuing orders, responding to an authoritative body or anomaly.
- ★ **Article 6, Staff Conduct:** Officers⁷ must maintain expectations set by the department.
- **Article 6.1, Conduct Unbecoming of an Officer:** To abridge their authority per defined standards.
 - **Article 6.2, Conduct Unbecoming of an Officer:** Failure to maintain their unit's documentation and administrative affairs.
 - **Article 6.3, Conduct Unbecoming of an Officer:** Failure to approach command duties in a professional capacity.
 - **Article 6.4, Corruption:** To display bias during official proceedings⁸, and failure to report a conflict of interest.
- ★ **Clause 1⁹, Gentleman's Intent:** Operators should act with good intent.
- **Clause 1.1, Gentleman's Law:** Operators can be disciplined to a lesser degree if an infraction was in good intent, depending on circumstances.
 - **Clause 1.2, Gentleman's Exemption:** Operators may violate the task force guidelines when given permission by any Commanding Officer.
 - **Clause 1.3, Gentleman's Exemption:** Executive Officers and Commanding Officers may violate the primary and task force guidelines without extensively disrupting operations.
 - The definition of "extensively disrupting operations" is determined by the **directorate**.

The articles designated as **conduct unbecoming in high regard, treason and corruption** are classified as **grand offences**¹⁰ of the **Code of Justice**. Grand offences are punished with an **operational mark** at the **minimum**, and may go up to a **dishonourable discharge** with an attached **blacklist**.

⁷ **Officers** are defined as any **non-commissioned officers** and above (Corporal and above).

⁸ **Official proceedings** are defined as any administrative operations that affect the career of an operator, such as; disciplinary actions, promotions, awards, etc.

⁹ **Clause 1 is only applicable to Article 5.**

¹⁰ A **grand offence** is a severe infraction and is required to be punished to a high degree.

SECTION 4 – PROCEDURES

The **Mobile Task Forces** has a strict set of regulations which must be followed, these regulations are regarding protocols, locations and equipment.

SUBSECTION 4.1 – SITE PROTOCOLS

This subsection covers general regulations, reasonings, and appropriate responses for each on-site protocol. **Protocols are not to be enabled for any reason during a public event held by an SiD+, unless stated otherwise.** Task force duties do take priority over protocols, unless stated within specific task force guidelines. Field Cadets **must** remain with their supervisor during any protocol.

NORMAL

During **Protocol Normal**, **MTF** will be conducting standard duties as stated in their respective task force guidelines. These duties include but are not limited to;

- ★ Test escorting & handling
- ★ Guarding the **CDCZ**, **Light**, **Moderate**, and **Heavy Containment Zones** or **"The Pit"**, high-value command personnel, and SCPs.
- ★ Executing orders from Foundation and MTF Central Commands

Protocol **Normal** may be activated if:

- ★ The Site is not experiencing any events that require another protocol to be enabled. The Site is stable.

RIOT

During Riot Protocol, Task Forces **Lambda-7** and **Delta-1** will take priority working alongside the **Security Response Unit** and **Security Department** in the termination of armed Class-D personnel. Other Task Forces, Foundation Combatives, or Foundation personnel are subject to the orders of any of the previously mentioned authoritative bodies.

Once a **Riot** is announced, Task Forces that are not currently performing task force duties may work alongside the **Security Response Unit** to put an end to the situation.

- ★ A
- ★ **Riot Chain of Command - Subject to change**
 - SRU > L7 > SD Command > D1/E9/MP

RAID

During **Raid Protocol**, response and chain of command will differ depending on the type of raid. Refer to the primary raid guidelines for info on raid types. All MTF present are required to join "Combative Radio" in the Joint Department Discord. Task Force members should refer to their own internal guidelines for guidance on their duties whilst participating in a raid.

★ **Raid Chain of Command - General (All aside from Assassination)**

- L7 > D1 > E9/SRU > SD Command/MP
 - E9 gains full authority during breaches that occur during the raid

★ **Raid Chain of Command - Assassination**

- D1 > L7 > E9/SRU > SD Command/MP

BREACH

During **Breach Protocol**, Task Force **Eta-9 "Wardens"** will gain full authority and is the highest priority in re-containing the breached SCP(s). During this protocol, **Eta-9 "Wardens"** holds the authority to give any other Task Force, Foundation combatives, or Foundation personnel orders retaining to the breach. **Eta-9 "Wardens"** will typically request **Delta-1 "Gatekeepers"** and/or **Lambda-7 "Doorkickers"** in re-containment assistance.

Eta-9 "Wardens" will take any necessary measures to contain the threat and may meet the demands of certain SCPs unless said demand would **disrupt site security**, or result in the **death of essential Foundation Command** personnel (Security Class 3+). This is handled on a case-by-case basis.

- ★ In the event the **Eta-9 "Wardens"** is unavailable, Task Forces **Delta-1 "Gatekeepers"** and if not available **Lambda-7 "Doorkickers"** will substitute in place. If all Task Forces are unavailable within **10 minutes** of being requested, the **Security Response Unit** is allowed to begin re-containment efforts.

★ **Breach Chain of Command**

- E9 > D1 > L7 > SRU

The **Breach** protocol may be activated if:

- ★ There is an SCP confirmed to be outside of its designated containment zone.
- ★ Priority is to be given to **Eta-9 "Wardens"** when calling the **Breach** protocol.

SUBSECTION 4.2 – SITE LOCATIONS

This section discusses every major location within PRI, along with permissions and duties for each of them.

Class-D Containment Zone

The Class-D Containment Zone (referred to as "CDCZ") is an area that houses Class-D personnel. This area also houses the Class-D Containment Zone Viewing Area (referred to as "CDCZVA" or "VA"). This area is under the jurisdiction of the **Security Department**.

- ★ **Mobile Task Forces** may not interfere with the duties of the **Security Department**.
- ★ **Mobile Task Forces** may enter the CDCZ only under specific circumstances:
 - **Delta-1 "Gatekeepers"**: may enter only when VIP is present or if protocol riot / breach is active.
 - **Eta-9 "Wardens"**: may enter CDC only when sentient SCPs are present or there is a breach.
 - **Lambda-7 "Doorkickers"**: may enter at all times unless requested to leave by **SD Sentinel+** with valid reasoning.
- ★ **Delta-1 "Gatekeepers"** and **Eta-9 "Wardens"** can be requested to leave if there is an overcrowded amount of combative personnel within the area or it is considered that **MTF** is causing more problems than good. This is restricted to personnel ranking **SD Sentinel+** and valid reasoning must be provided upon request.
- ★ During Protocol Normal, Mobile Task Forces may not drive vehicles into the CDCZ.
- ★ **Field Major+** may override orders to have MTF leave CDC.
- ★ **Mobile Task Forces** may not authorise GOC into CDC as they may enter only during rise or riot.
 - **Lambda-7 "Doorkickers"** may revoke this authorisation.

Anomaly Containment Hub / The Pit

The Anomaly Containment Hub (referred to as "ACH" or "The Pit") is under the full authority of the Task Force **Eta-9 "Wardens"**, all personnel in this area are subject to their orders. The ACH contains the Light Containment Zone, Moderate Containment Zone, and Heavy Containment Zone (referred to as "LCZ", "MCZ", and "HCZ" respectively).

The ACH has a primary checkpoint connected to the central road system which **Military Police** are permitted to station at freely, but must immediately leave when told. **Military Police** are also permitted to send a patrol down the primary road in The Pit and through LCZ, after which they must leave, this may be ignored if the **Military Police** is escorting a test due to **Eta-9 "Wardens"** being unavailable.

No personnel aside from **Mobile Task Forces** and **Security Class-4+** may freely enter the ACH other than those outlined in these guidelines. The **Security Response Unit** may enter only if chasing hostile personnel and must immediately leave after termination.



Light Containment Zone

The LCZ is home to SCPs classified as safe. It contains multiple testing chambers for said SCPs and does not have a checkpoint. **Military Police** are permitted to send occasional patrols to the LCZ and must leave afterward.

Military Police and **Security Response Unit** are permitted to escort LCZ tests in the case that **Eta-9 "Wardens"** are unavailable.

Moderate Containment Zone

The MCZ is half-way down The Pit's road, and contains multiple different testing chambers and ***anomaly containment chambers. Primarily those contained in the MCZ are classified as Euclid. These SCP's are highly dangerous and/or ***infectious. Therefore this area is under the complete jurisdiction of the **Mobile Task Forces**.

No personnel are permitted to freely enter the MCZ aside from Task Force **Eta-9 "Wardens"**. Task Forces **Delta-1 "Gatekeepers"** and **Lambda-7 "Doorkickers"** are permitted to enter with proper reasoning (such as guarding, chasing hostiles, etc.) these task forces are also permitted to conduct sweeps and leave, but should not linger.

Military Police are permitted to enter with the permission of Task Force **Eta-9 "Wardens"**, additionally, **Military Police** may enter MCZ if actively chasing a hostile.

Entering the MCZ without being one of the aforementioned groups with proper reasoning will result in a trespassing charge.

Heavy Containment Zone

The HCZ is not yet released, more in depth guidelines and descriptions will be written upon the release of HCZ. This entire section is subject to change.

No personnel are permitted to freely enter the HCZ aside from Task Force **Eta-9 "Wardens"**. Task Forces **Delta-1 "Gatekeepers"** and **Lambda-7 "Doorkickers"** are permitted to enter with proper reasoning as previously described, and must immediately leave when their duties do not require them to be there.

All other personnel will not be permitted entry without an escort from Task Force **Eta-9 "Wardens"**.

Roads

The road system is under **Military Police** authority. They conduct patrols, man checkpoints, and enforce the road regulations. Road regulations may only be broken within emergency situations (such as a breach, riot, raid, or otherwise; use your best judgement and do not abuse this).

In the event that **Mobile Task Force** operatives are pulled over, they are expected to comply unless a situation outlined above is ongoing.





Loading Bay

The Loading Bay (referred to as "LB") is located within the **Clean Rooms** inside of the **Scientific Wing** of the **Hamilton Office Complex**. This area houses all of the Foundation's SCPs that are contained within boxes, typically used inside of the Clean Rooms (referred to as "CR").

- ★ The **Mobile Task Forces** are permitted to temporarily access this area to check for missing SCPs and/or terminate escaped Class-D's. Additionally, **Mobile Task Forces** may enter LB if they have reason to believe an attack is imminent.
- ★ Any **Corporal+** can authorize **Mobile Task Forces** to deploy, and remain within LB for any set amount of time with proper reasoning. (Do not abuse this.)
- ★ SCP boxes may not be taken from LB and be hidden in locations that are inaccessible to those outside of MTF.

John F. Kennedy Office Complex

The JFK Office Complex houses multiple enforcement department spawns and utilization rooms, such as the **Internal Security Department**, **Ethics Committee**, **Internal Tribunal Department**, and the **Military Police**.

A majority of these spawns and utilization rooms are housed within the **Administrative Wing** (referred to as "AD Wing") which also has the **Control Room** (next section). Outside of the AD wing there are the **Military Police Cells** and the **Internal Tribunal Department Courtroom**.

Control Room

The Control Room is located within the **Internal Security Wing** of the **Administrative Wing** of the **John F. Kennedy Office Complex**, and acts as the spawn room for Task Force Delta-1 "**Gatekeepers**". This task force is the only task force permitted inside of the control room. Others who may access this room are **Mobile Task Force Captain+** and the **Internal Security Department**.



SUBSECTION 4.3 - EQUIPMENT REGULATIONS

All members of the **Mobile Task Forces** will be required to utilize the special equipment and firearms they're entrusted with properly. Improper usage can and will result in **immediate punishment**.

- ★ Members may not fire, throw, or use equipment, vehicles and weaponry randomly/freely out of its intended purpose(s).
- ★ Members may not use, place, or activate equipment or vehicles for irrelevant purposes/freely.
- ★ Members must handle all equipment and vehicles with care and within their intended purpose.
- ★ Members must follow specific equipment or vehicle regulations, found below or in their Task Force guidelines.
- ★ Captain+ may authorize the usage of any equipment or vehicle outside of its standard use *within reason*, unless stated otherwise.
 - The '**Beanbag Shotgun**' may only be used against '**DFSC**' Class Ds, or Rogue Personnel that are to be cuffed and taken to Solitary Confinement immediately after. The beanbag shotgun should also be used as an alternative to firearms when in the presence of SCP-343.
 - Any placeable, such as the '**Barricade**' or '**Sandbags**' may not be placed at random or without reason.
 - Throwing lethal projectiles such as '**Grenade**', and '**CSGas**' in front of or near many Foundation and/or Combative Personnel is prohibited.
 - Randomly utilizing '**Handcuffs**' outside of detaining Class Ds or Rogue Personnel for a test, solitary confinement, or removal from a restricted zone or area is forbidden. Combat Cuffing is solely permitted for detaining CDs for solitary, tests, or breaches. Combat Cuffing is not permitted against hostile Juggernauts.
 - Task Force specific '**Berets**' may be worn freely by Lieutenant+. Captain+ may order the Berets taken off.
 - Field Cadets may not drive vehicles unless being supervised.
 - Cadets with finished requirements may use their vehicles to reach their post.
 - Specific Uniforms, Gear, and Headgear are regulated by Task Force guidelines unless stated otherwise in this document.
 - Field Cadets may not wear character accessories.
 - Accessories may not be oversized and must fit with a member's standard loadout (Headgear, gear).



Recontainment Tool Regulations

- ★ RC tools are automatically authorized for purchase during breaches if Eta-9 are not on site. Upon Eta-9 getting on team, RC tools are de-authed with the exemption of certified Delta-1 operatives.
- ★ RC tools may be authorized during possible/full breaches by Lieutenant+/Eta-9 Operative+.
- ★ RC tools may be authorized by Captain+/Eta-9 Corporal+ outside of possible/full breaches.
 - The "**Jammer**" may only be purchased with Lieutenant+/Eta-9 Operative+ approval.
 - The "**173 Recontainment Box**" may be purchased freely during SCP-173 breaches.
 - The "**Fire Extinguisher**" may be purchased freely during SCP-457 breaches. Usage of the extinguisher on 457 itself may only be authorized by Lieutenant+/Eta-9+ operative approval.



SUBSECTION 4.4 - MTF EVENTS

The **Mobile Task Forces** have a wide variety of events. Attending these events is crucial in order to understand how the Department works. This section will outline all information and regulations regarding events.

Patrols/Deployments

Patrols are conducted MTF-Wide by Sergeant+. Patrols usually involve attending to standard MTF duties around the facility typically based on the current site protocol. When attending a patrol, all members are temporarily exempt from their Task Force duty unless specified otherwise by the host.

Members attending the patrol may not leave the area of the host unless specified otherwise. Additionally, anything said or ordered by the host should be followed without question. All regulations & expectations apply during this event.

Combat Trainings

Combat Trainings are conducted MTF-Wide by Sergeant+. CTs typically involve teaching members the basic strategies to use during combat, as well as multiple rounds to implement those strategies. Members should be paying close attention so that they may learn something to better themselves.

Field Cadet Orientation

The Field Cadet Orientation serves as an introduction to the department for new Field Cadets. The Orientation typically covers regulations and standard MTF duties for each of the Task Forces. Cadets are **required** to attend an Orientation before being permitted to get on the Mobile Task Forces team in-game with supervision. The Orientation is the same regardless of Field Cadet curriculum.

Field Cadet Curriculum

The Field Cadet Curriculum is dependent on the Task Force the Field Cadet chooses. The exact details of each curriculum can be found within the ``cadet-notice`s`channel or the MTF Database.



268 Location Tactics

When attempting to locate a 268, the '**Pepper Spray**' is to be utilized over any other tool during Normal protocol*. In emergency situations, a firearm, '**Flamethrower**', or '**CS Gas**' may be utilized. Failure to properly utilize the '**Pepper Spray**' when attempting to locate a 268 will result in punishment.

Common tactics to use include:

- ★ Pepper spraying around walls and corners
- ★ Standing directly in front of or right next to doors
- ★ Placing claymores in hidden areas to catch a 268

**Delta-1 may use anything at their disposal to search for a 268 should they believe it is near their VIP.*

SCP-662 Usage

Usage of SCP-662 is permitted, as well as encouraged, especially during riots of high caliber. Operatives may use SCP-662 to the anomaly's maximum potential.

Field Cadets may not use SCP-662.

SCP-662 Usage regulations:

- ★ May be used during any protocol.
- ★ **Cannot** be used/held for longer than **10 minutes**.
- ★ **Any weapon** may be requested.
- ★ Clothing and gear may be requested, however, you may ask only for pieces of clothing and gear that you **normally** have access to. *Ex: Delta-1 cannot request for Lambda-7 vest.*

WARNING: Any form of abuse or excessive use of SCP-662 may result in this permission being revoked or restricted.

Chemicals // Permissions document Link

- ★ Grabbing chemicals that you aren't authorized to, not following the chemical permissions or using one for improper usage will result in a punishment.
- ★ When grabbing a chemical you must **package** it in order to spray it, and may hold up to a maximum of **3 chemicals at a time**, regardless of what **form** they're in.
- ★ You may not make your own chemicals and must ask the Scientific Department to make it for you.
- ★ You may grab chemicals from the ScD closet if you have carry perms.



SCP Crates

- ★ Crates can only be taken **if** there is a Class-D juggernaut or there is a Class-D riot.
- ★ Crates may be hidden until the **Class D juggernaut or riot is over** and must be **immediately returned**.
- ★ Crates **may not** be hidden in department spawns. They should be put in an area that can be accessed with a hacking device.
- ★ Crates may not be put in locations where civil personnel may easily access the SCP items. (Ex: Civil Sector)

SECTION 5 – STANDARDS

This section goes over expectations and standards applied on members of the Mobile Task Forces.

SUBSECTION 5.1 - CLASS D ALTERNATIVE ACCOUNTS

This subsection covers the **requirements** needed for an operative to have a **Class-D alternative account** as well as the **restrictions** that come with it.

The **MTF Central Command** has allowed members of the **Mobile Task Forces** to possess Alternative Class D Accounts which they may use to experience the Class D side of Paragon. In order to become **eligible** to use an **alternative account**, members must be within the terms provided below.

★ REQUIREMENTS

- Approval from **MTF Central Command** (Field Major+).
- Alternate account approval from the **Ethics Committee**.
- Must be **Specialist** or above.
- No disciplinary actions within the previous **2 weeks** of the request.

★ REGULATIONS

- Members **may not** utilise an alternative account within the Paragon Research Institute without following this process.
- Members **may not** utilize their alternative account during any **MTF** or **Foundation** event.
- Members **may not** join any **Voice Channel** within the **MTF**, **TF** or **Joint Departmental discord** servers while utilising the alternative account.
- The alternative account may not have **more hours** than the main account.

- Upon receiving a **moderate, heavy** or **miscellaneous** disciplinary action the alternative account usage may be **terminated** or **suspended** to a period of up to **1 month**.
- **Eta-9** members utilising the alternative account **may not breach** any SCP.

Mobile Task Forces Central Command reserves the right to **terminate the program** as well as **suspend** or **discontinue** the use of **any** alternative account at their discretion.

OFFICIAL

SECTION 6 – EMPLOYMENT

The **Mobile Task Forces** have delicate and strict methods of induction, and training, which will be detailed in the sections below.

SUBSECTION 6.1 – INDUCTION

The **Mobile Task Forces** has three methods of induction into task forces, which are;

INDUCTION TYPES	
HANDPICK	<p>If an individual's skills and qualities are recognised by command, typically via an internal recommendation, they may be handpicked into the department.</p> <p>Handpicked individuals may depending on the circumstances, go through the Cadet Program.</p>
TRANSFER	<p>An operator may transfer between task forces, with the approval of both task force's (acting) Commanding Officer.</p> <p>Operators that transfer between task forces are often subject to a short internal orientation to get familiar with the task force and its duties.</p>
GRADUATION	<p>Graduating the Cadet Program from the Mobile Task Forces Academy is the most common way individuals make it into the department. You can obtain membership to the program via a tryout that is hosted by the academy.</p>

SUBSECTION 6.2 – CADET PROGRAM

The **Cadet Program** is a program being hosted within the **Academy**, the program's purpose is to training, educate and evaluate all Field Cadets before they become full members of the **Mobile Task Forces**.

Field Cadet is the base rank of the **Mobile Task Forces**, given upon passing the first selections process of the **Academy**, this rank serves as a transitional phase before becoming official members of the **Mobile Task Forces**.



SECTION 7 – SIGNATURES

The content within this document has been approved for dispersal by the following individuals within the **Mobile Task Forces**. Any questions or comments surrounding the aforementioned information contained within this document should be directed to one of the signatories below.

DillRestoria

Overseer, 05-6

03/21/2025

Tizflint3

Field Chief

03/21/2025

ConfirmedCommander

Field Major

08/23/2025

S117_118

Delta-1 Captain

03/21/2025

Eta-9 Captain

03/21/2025

VastOrn

Lambda-7 Captain

03/21/2025

