

VTDG Code of Operations (CO)

Section 1: Behavior

1. Every Viking Tactical Defense Group Operator is to treat their fellow org members with respect, along with outside citizens who have not engaged in conflict or vicious behavior with the organization.
2. All Operators are to show due respect to their commanding officers and those ranking above them in any operations.
3. The Chain of Command must be followed at all times during Viking Tactical business/operations, as this allows the organization to operate with the expected efficiency. Attempt to solve issues at the lowest level before elevating the issue up the chain of command to find a proper resolution. I.E. If you have issues with another Operator, attempt to solve said issues amongst yourselves before bringing it to leadership.
4. Exceptions to rule #3 include;
 - a. Any issues of sexual harassment, or general harassment.
 - b. Time-critical issues that may cause problems for the org or your fellow operators if not solved immediately.
5. Refer new members to Leadership or designated Trainers before helping in order to avoid any confusion or misinformation.
6. When Leadership or Trainers are present in chat, leave the answering of game and/or organization questions by new members to them.
 - a. Rules 5 and 6 are to avoid confusion with new members, and to allow leadership to interact with new members the most so as to vet them more thoroughly. These rules must be followed.
7. Team killing of your fellow operators during org business, or griefing/pirating of unaffiliated citizens may result in **immediate** separation from Viking Tactical Defense Group.
 - a. This rule is not applicable to Organization Ordained training exercises.
 - b. Accidental loss will be reviewed by leadership to ensure that all due caution was exercised, and that it was not purposeful.
8. If an operator is ever in question of a rule, and needs further clarification, feel free to ask any member of Leadership or Trainers.
9. Either leave Discord server notifications on, or read information when it is released. There is very little leniency available if you break rules that you have not taken responsibility to read or continually miss events.

Section 2: Uniform Code

1. Uniforms/armor sets are dictated by leadership for operations based on the mission and location. Military uniforms may be found in Area 18 at Cubby Blast and are as follows:
 - a. Navy Working/Combat Uniform (NWCU): Twilight Orc MKX Armor/Redshift Morozov Helmet/TCS-4 Undersuit Twilight/CSP-68M Backpack
 - b. Marines Working/Combat Uniform(MWCU): Woodland Orc MKX Armor/Redshift Morozov Helmet/TCS-4 Undersuit/CSP-68M Backpack
 - c. Specialized units use specialized sets of armor for their uses. (More information provided by your division leadership)
2. Additional armor types are dictated by mission type and location as stated above in Section 2: Entry 1.
3. Armor worn by O-9 (Vice Admiral) to O-11 (Grand Admiral) is distinctive so as to avoid confusion. Learn your superior officers' uniforms.
4. Uniforms are not expected to be worn outside of organization operations and/or business.
5. Up to 3 uniforms will be paid for by the Organization or Leadership per quarter (three months).
6. Additional uniforms and/or gear may be paid for based on Leadership discretion.
7. Standard weapons for the Organization are all Behring weapons. For general use the standard loadout is one P4AR Carbine and one S38 Pistol.
8. Different loadouts are used by specialized units, and will be authorized for special cases in operations depending on one's position within their squad.
9. Every operator will be given a Consolidated Outland Hoverquad free of charge in-game.
10. Help may be offered to operators that are in need of assistance with purchasing ships for use in org capacity in-game, but these ships will be by our organization standards.
11. The standard fighters for the org are as follows:
 - a. Light Fighter
 - i. Aegis Gladius
 - ii. Anvil Arrow
 - b. Medium Fighter
 - i. Anvil Hornet series
 - c. Heavy Fighters
 - i. Aegis Vanguard Series
 - ii. RSI Scorpius

- iii. Anvil F8C Lightning
- iv. Crusader Ares Star Fighter Ion
- v. Crusader Ares Star Fighter Inferno

Section 3: Rank and Promotions

1. New members joining the org may join directly as an E-2 or E-3 if they possess prior experience in law enforcement or military, regardless of their country of origin. All other recruits will be joining as E-1.
2. Promotions are done in several ways
 - a. Through testing after a certain period of time.
 - i. This time may be bypassed if Leadership believes that an Operator has the ability to be promoted, and that they should be allowed the opportunity to test for promotion.
 - b. Through meritorious advancement.
 - i. (Gain achievements or high-level adequacy showing leadership that a higher rank is deserved and/or needed).
 - c. Filling a billet that is above your current pay-grade
 - i. If we place you in a position higher than one would normally be in for your rank, we may raise your paygrade to match your position.

Section 4: Disciplinary Actions

1. Failure to comply with VTDG Code of Operations will result in a warning by Leadership.
2. Secondary infractions will result in an escalation, up to a review board by your superiors.
 - a. This review board includes Leadership checking the facts of your infraction and offering Operators a chance to defend themselves before disciplinary action is taken.
 - i. Two possible results of Leadership Review Board (LRB) may include reduction in rank along with relocation to a different unit or squad.
 - ii. Another possible result of Leadership Review Board (LRB) may include Separation from the organization.
3. Further infractions may result in immediate separation from Viking Tactical Defense Group.