

MTF Checkpoint / Outpost SOP

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Overview

During daily operations, MTF are able to set up Checkpoints around the Facility and Outpost on Surface to help better defend the foundation from any possible threat that might come. All the following rules must be followed, any reports of breaking the rules/bending will result in punishment.

Building Rules

Jobs that can build.	Nu-7 MFE	E-11 CE	D-5 IAA+	LCMD+	SCMD+	SF	HCMD+
Facility	✓	✓	✓	✓	✓	✓	✓
Surface	✗	✓	✗	✗	✓	✓	✓

- NO DarkRP Bases. (Half of the player's body must be visible at all times behind cover.)
- Must Follow the 2 player rule. (2 Players must be able to pass through the main route side by side.)
 - A Maximum of 4 Checkpoints may be established within the Facility at a given time, a max of 2 Checkpoints per zone.
- Security takes priority over the creation of LCZ checkpoints. Permission to establish LCZ checkpoints can be granted by the highest Security rank online.
 - A Maximum of 3 Outposts may be established on Surface at once.
- A max of 20 props per Checkpoint/Outpost. (Max of 10 props if above 100 player population.)
- SF & HCMD+ Have no prop limit. (Must use better judgment when building.)
 - May use Plastic props when building.
 - May use decoration props to enhance the style/RP of the Checkpoint/Outpost. (Example: Radio, Table, Chair, Desk, Guns, etc.)
- Do not use any useless props. (Example: Baby Doll, RGB Barrel, etc.)
- May have multi story building, bottom floor only for combat, 2nd floor and up are RP zones (No Inside to Outside Combat, you may fight within the building, no shooting out. Example: Sniper Tower, etc.)
 - Checkpoints may be set up on both HCZ bridges within line of sight of each other. (Must Follow Passive ID Check Rules.)
- When building an Outpost on Surface refer to the map guideline at the bottom.

RP Rules / Abilities

- MTF Debrief & E-11 Fox Den (E-11 Base) are designated Main HQs.
- Each Checkpoint/Outpost reports back to their designated HQ. (Checkpoints -> MTF Debrief & Outpost -> E-11 Fox Den.)
- All Checkpoints must be labeled with a LED Screen. Naming Conventions must follow the Militaries Phonetic Alphabet. (Example: Checkpoint Bravo / Outpost Echo.)
- If you don't have access to a Toolgun then you must call Staff/ET to place a Sign for you.
 - Once a Checkpoint/Outpost is established you must notify Foundation members in "/site" comms.
- Highest Ranking MTF within the Checkpoint/Outpost is designated the Leader.
 - Checkpoint/Outpost Leaders may assign fellow MTF within their Checkpoint/Outpost patrol routes for them to take.
- MTF must report back to their designated Checkpoint/Outpost but may go and check up on the others.
 - MTF may conduct Passive ID checks within their Checkpoint. (Refer to Passive ID Check guidelines.)
- Utility May station at Checkpoints. MP+/SM+ may station at Outpost on Surface. (Must stick with MTF while on Surface.)
 - SF/Agency Jobs may conduct field interrogations within Checkpoints/Outposts.

Passive ID Checks

Passive ID Checks are when MTF decide to Check Foundation Personnels ID whenever they decide to pass through the Checkpoint, you do not require a reason to conduct these. Foundation Personnel are required to comply with the request, if resisting MTF may AOS the individual. Never escalate to KOS unless the individual attacks first. If there is an actual reason (Known EOI or 8286) to check IDs then you may skip these rules.

Rules:

- When a Checkpoint starts Passive ID Checks they must advert "Checkpoint {name} is conducting ID Checks, failure to Comply will result in AOS."
- When conducting Passive ID Checks you may only do them inside your designated Checkpoint, if you go outside the Checkpoint you are Not allowed to ask for ID
- During Passive ID Checks you must always have an alternative route for EOI or 8286 to be able to take. (Example: Only one HCZ bridge may conduct a Passive ID Check at a time. etc.)
- Do Not power trip, MTF are only allowed to ask Level 3 and under personnel for IDs. Be respectful, don't pull rank cards or anything.
 - Do Not ask Level 4+ for ID.

Destruction of Checkpoints / Outposts Rules

- CI Trap Expert have the ability to destroy MTF Checkpoints/Outposts by calling Staff and rolling a 50+ to successfully destroy it.
- Each CI Trap Expert may attempt to destroy one Checkpoint Each per raid.
 - Upon successful destruction, CI or the Staff Member have to Advert "Checkpoint {Name} has been destroyed" or "Outpost {Name} has been destroyed". (Refer to the LED Screen for the Name.)
 - The Staff Member must remover tool all the props of the destroyed Checkpoint/Outpost.
- MTF must wait 10 MIN to rebuild another Checkpoint/Outpost. Checkpoints cannot be within line of sight of the previous one. Outposts cannot be in the general area of the previous one.

Surface Map Building Guideline



Map Credit: Danny