



BCU BOOTCAMP GUIDE

To only be viewed by Biopreparat HICOM, BCU members, and members of BCU bootcamp.

This guide will explain step by step how BCU will be training in the Belogorsk Training Facility.
All BCU personnel and trainees are to follow this guide to their fullest potential.



PLACING BCU AFTER COMPLETING TCP

Anyone who wants to join BCU after completing TCP OR switches from a different department must go through the BCU bootcamp FULLY just like anyone who passes a BCU tryout. This means that they are required to pass the RRT section in 4 tries, pass the recontainment section, and be briefed on all of BCU's duties. Anyone who switches from a different department must stay in that department until they have passed the bootcamp. Anyone who fails the bootcamp will be sent back to their department or back to choose a different department from passing the catalyst program.

Anyone who would like to switch from BCU to another department and has not completed the catalyst program will have to complete the catalyst program in order to be switched to a different department.

Finally, anyone who does pass the BCU bootcamp will be graduated into a full BCU member in Biopreparat.



BOOTCAMP PROCESS

FULL BOOTCAMP PROCESS

1. Trainees who pass a BCU tryout are background checked and mic checked before they are allowed to start attending their first type of training, RRTs.
2. Situational Trainings and Riot Response Trainings will be held alongside BCU personnel so they are prepared for said occurrences. Trainees will be required to attend 4 RRT's and if they do not pass in 4 tries, they will be removed from the bootcamp
3. Once trainees have passed their Riot Response Trainings, they will make a document on RRTs to show their knowledge and then move onto recontainment trainings. These will occur inside of our training facility, Belogorsk, until they can contain anomalies without receiving help or being told how.
4. Once BCU officers have decided certain people are ready to pass recontainment training, a group of trainees will be paired together to recontain a more serious anomaly with no help from leadership. They will need to communicate and strategize with each other in order to complete this successfully.
5. Any passers will be moved onto a briefing process and then will begin an internship to fully understand the duty of BCU in-game MS2.
6. Once a trainee has proven to be efficient in all of the above, they will be graduated into BCU as a full member and will be accepted into Biopreparat.

DISCLAIMERS

Trainees who graduate from BCU Bootcamp may NOT transfer departments without proper training from the Catalyst Programs. BCU members under Officer are NOT to assist with any of these steps except when they are needed in events.



DEPLOYMENT INSTRUCTIONS

SPAWN INSTRUCTIONS

1. Only spawn and deploy in this facility when you are authorized to by an event or Officer+ of BCU. There will be punishments if deploying without authorization.
2. Once you are spawned into the game, press the ST button located on the left side of the screen (or wait to be teamed). Once you are fully loaded in, go into the 2nd barrack and put on your corresponding uniform.
3. After a uniform is put on, open your inventory (via the ` key) and have ONLY these 5 items in your main hotbar: Primary AR, G19, Cuffs, Anomaly Cuffs, Clearance card, ID Card. This can be in any order of your liking.
4. Once you are done with this process, STS on the black lines found outside the BCU garrison.. From here, your host will give you instructions.

VEHICLE TRANSPORTATION

1. While riding in a vehicle, you are to behave and be patient while the driver gets you to the destination. Do not complain or randomly exit the vehicle until told to do so.
2. As a driver or pilot, you are to always be in first person and follow everything you learned in training.
3. As a gunner, never shoot without asking "permission to engage" to the driver or a higher-up in the vehicle.
4. As a driver or pilot, you are to operate your vehicle safely to minimize accidents.



RIOT RESPONSE TRAININGS

ENTERING HOLDING FACILITY

1. Once you arrive at the Sector Zulu gate (the watchtower before the prison) and the holding facility, You will exit your vehicles and get in line next to the vehicle or helipad in person order and prepare to enter the Sector Zulu gate to extract a test subject.
2. Once the left-side door of the Sector Zulu gate is opened, you will all WALK into the preparation room and remain in a single file line on the line inside the preparation room (about 15 studs away from the door to the prison)
3. Once you are given the order to prepare for a beach, you will move to the right and have a SFL directly in front of the door. You will then be given breach instructions and the clear to breach. From here, you may breach.
4. While performing a breach, anyone who touches a fence or goes behind the gray line outside of the Sector Zulu gate can be killed. Anyone who pulls a weapon, even on safety, is to be killed IF THEY ARE ON THE PRISONER TEAM. Any unknown agents outside of the holding facility that are armed may also be killed.

BREACH INSTRUCTIONS

1. During a Y-breach, you will walk forward until you reach the gray line. The person taking point will then walk directly to the left until they have reached the fence. Once at the fence, they will then walk down the fence until they are halfway between the entrance gate and Block Delta. The person at point will then say "HALT" vocally, switch to a weapon, then face outwards and aim the gun with the rest of the group.
2. During an X-breach the same exit process will happen. Once at the gray line, everyone will have a weapon out and the first person will go to the right fence and move down until they are aligned with Block Alpha. The second will do the same, except moving to the left and aligning with Block Delta. The next person on either side will have a 3-fence gap with the person that was ahead of them. During this breach, NEVER pass one of the cell blocks, always stay on the side of the entrance gate. You are to also ALWAYS go in a right - left - right - left pattern while doing this breach.
3. During a cell breach, you are to follow the exact same process as a Y breach. The only rules are: if you know which cell the target is in, go EXACTLY to that cell block without interfering with any of the other blocks. If you do not know which cell the subject is in, you will go from Block Delta to Block Alpha looking for the right subject. Every team member is to be on the lookout for him running anywhere during this breach and is required to verbally CALL IT OUT.
4. During an unclassified Y-breach OR X-breach, NEVER go pass the cell blocks into the prisoner area.



ANOMALY RECONTAINMENT

CONTAINING AN ANOMALY

1. When you arrive at a containment site, you will wait until told to exit the vehicle then STS next to the vehicle, next to a helipad, or on designated STS lines.
2. While you are waiting, you will be briefed on the Anomaly and ways to contain it. You will also be given a role; Door opener, Main guide, or backup guide. The main guide will jump straight in after the door opener opens the main door. His job is to guide the Anomaly back towards containment. If it is a heavily dangerous Anomaly and the main guide is KIA, the backup guide is to continue his job of returning the Anomaly to containment, even if he is also KIA. If it is possible, the backup guide should attempt to exit alive.
3. Your main goal is to get the Anomaly or anomaly back in its containment site. This means even if you are risking your life. The guide role is to guide the Anomaly directly back into containment without thought of any of the team's lives.
4. Once the anomaly is recontained, you are to return to the original or designated STS spot and await further instructions.