THE NIGHTHAWK IMPERIUM
COMBAT ENGINEERS
Guidelines

Overview

Combat Engineers serve as a force for technological warfare and assisting TNI. The primary purpose of Combat Engineers is to support TNI in combat by providing defense structures and healing others with the medi-gun and medi-nade, capable of turning tides in combat.

Rules and Regulations

Combat Engineers have a strict set of rules and regulations that must be followed by all members of the division. Failure to abide by the rules will result in punishment.

➢ Toxicity is strictly <u>forbidden</u>.
➢ Harassment and disrespect will not be tolerated.
➢ Abuse of tools or fortifications of any kind is strictly <u>forbidden</u>.
➢ All TNI rules and regulations apply.
➢ Grammar is not mandated, however, you are expected to uphold basic English standards when communicating at the border or within our communications server.
➢ Packages while in uniform/morph are <u>forbidden</u>.*
➢ Dancing and/or using boomboxes whilst in morph is <u>permitted</u>.
➢ Display names while in uniform/morph is <u>permitted</u>.

*There are minor exceptions to be made with packages; individuals may utilize the female torso package and headless packages, any other packages are forbidden.

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Entrance Program

Our entrance program is designed to screen candidates for the basic-level knowledge that is needed in order to be an effective member of the division.

Any member that wishes to join must meet the following eligibility requirements:

- Must be Citizen+ in TNI
- Must not be suspended
- Must not have any punishments (excluding warnings/VC mutes) in TNI/CE within the past 30 days
- Your roblox account must be at least 30 days old.

If you meet these eligibility requirements and wish to join, you must fill out **this application**. Applicants are free to use assistance from CE officers or others regarding application questions, as long as they don't copy word for word. If your application is accepted, you will be invited into the Discord by an Officer and placed at the Servitor rank. From there you will need to gain 30 honor in order to access the Combat Engineer morph.

Royal Guard/IPC: Members of these divisions are granted a free bypass into CE, meaning they do not need to take the application. Those eligible should DM JFB3 (@JBF3) to claim this bypass.

Red Cell: Please note that individuals within the CE group and Red Cell attempting to recruit individuals within the CE discord or during CE events will **not be tolerated.** You are expected to keep your CE service separate from any RC loyalties and vice versa.

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Rank Structure

Our rank structure requires members to progress through the ranks in order to gain access to or increase access to morphs, tools, and fortification options. The further you progress the more access you will have. You will be held to a higher standard as you progress and are given greater responsibility within the group.

Combat Engineers:

| N | Servitor: Newly accepted members into the division. Does not have access to any CE morph. Expected to attend events, learn more about the division and its equipment, and begin to integrate themselves into the community.

| T | Explorator: The next step in the learning process. Expected to fulfill their duties to the best of their ability; learn more about the division and become accustomed to the equipment offerings.

| T | Secutor: The third stage of learning. Should have basic experience and knowledge. First rank that allows morph access.

| T | Guard: The fourth rank within the division. Should be both fully aware of their capabilities and experienced with division equipment.

| T | Knight: Knights should be fully capable division members, using their equipment to the best of their ability. Expected to uphold a higher standard of skill, communication, and knowledge.

| T | Titan: The final rank achievable by honor alone. This Sub-Officer rank requires significant dedication to Combat Engineers to achieve. Have the opportunity to advance into Officer ranks.. Must understand the duties an Officer must perform to

be successful. This rank gives members a second morph that comes with more equipment options.

Command:

| O | Moderatus: The first rank under the command category. These Officers are responsible for completing their quota, any assignments or tasks that are assigned, and moderation of division events and the discord. Officers are encouraged to patrol regularly and be good representatives of the division. This rank gives members access to a third morph which comes with even more equipment options. *Honor Deduction Limit: 20*

| O | Dominatus: The second rank under the command category. This is the senior officer rank, and are officers who have proven their dedication to the division and proven they can be competent. *Honor Deduction Limit: 40*

| O | Magos: The last rank under the command category. These are officers who have been chosen to be an Ordinatus-in-training, working directly under an Ordinatus to assist in the management of their section. *Honor Deduction Limit: 50*

High-Command:

| HC | Ordinatus: The first rank under the High Command category. An Ordinatus will be responsible for whatever title and position they are assigned. These titles will be explained later on in this document. *Honor Deduction Limit: 100*

Administration:

| HC | Praefectus: The deputy director of the division. As the second highest command of the division, the Praefectus will assist with the oversight and management of the division. *Honor Deduction Limit: Unlimited*

| X | Fabricator-General: The Fabricator-General is the director of Combat Engineers, who is responsible for all CE-related affairs and operations. *Honor Deduction Limit: Unlimited*

Titles:

Advisor: This title is normally given to individuals who have contributed a great deed to the division and proven a useful asset enough to continue to provide advice and help run the division even after retirement, it is a rare and prestigious title.

Community Relations Manager: This title is given to the Ordinatus assigned to oversee Community Relations. The individual who holds this title is responsible for bringing interaction, engagement, and entertainment to the community.

Entrance Manager: This title is given to the Ordinatus assigned to oversee the division's Entrance process. The individual who holds this title is responsible for the steady and accurate processing of the division's entrance process.

Justice Manager: This title is given to the Ordinatus assigned to oversee Judicial affairs. The individual who holds this title is responsible for the fair and timely processing of judicial actions.

Training Manager: This title is given to the Ordinatus assigned to oversee the division's Training Section. The individual who holds this title is responsible for ensuring the quantity, quality, and enjoyment of the division's events as well as its hosting entities.

Untitled Manager: This title is given to the Ordinatus assigned to oversee the division's administrative work, working directly with the administration to complete objectives as well as take positions in the interim during periods of exemption/vacancy.

Leviathan Archon: Director of the the Combat Engineer Sub-Divison, Leviathan. They are given the position of Ordinatus and are responsible for executing the Administration's vision of it.

Operations Administrator: This title is given to the Praefectus assigned to oversee the division's Officer Corps, Entrance & Training sections.

Quality Assurance Administrator: This title is given to the Praefectus assigned to oversee the division's HiCOM welfare, Community Relations & Justice sections.

Hall of Fame Member: This title is given to those who are deemed to have left their impact on the division and its success, it's a rare and prestigious title rewarded with a permanent place in a channel, a role & icon, 75 honor, permanent access to Optio Electi, and their own emoji.

Special Morphs:

-   To gain access to these morphs, one needs to be a Secutor+.

Optio Electi: This is an activity based award that is awarded to 3 individuals on a monthly rotation who meet three specific criteria. It is awarded to: the officer with the most quota points across the previous month, the CE who attended the most events across the month and the member/officer voted to have had the most contributions across the previous month. Those who achieve this will receive:

- Optio Electi Morph for one calendar month
        - Purple gun skins on CE weapons, unique helmet design.
        - Access to all available fortifications.
- Discord Role for one calendar month
- Permanent medal on their profile.

Consultus Adjutor: This is an award based on service, given to Combat Engineers who have reached 2 years of **consecutive** (meaning from their

most recent join date) service within the division. Individuals who leave the division will lose access to all perks associated with this award. Those who achieve this award will receive:

- Access to Consultus Adjutor morph
        - Purple gun skins on CE weapons, unique helmet design.
        - Access to a unique uniform.
        - Ability to place 12 fortifications, access to all available fortifications.
- Discord Role & Channel
- Medal on profile

Leviathan

"Amidst the tempest of battle, as the very foundations of the Imperium tremble, a select few emerge as the Saviours of Soldiers; the Heartbeat of Hope; the Spine of the Serpent."
The Serpent Calls.

Leviathan is the exemplary subdivision of the Nighthawk Combat Engineers. They are specialized in providing auxiliary support during mass rebel presence, assisting various combative units across the imperium. Entrance is handpicked by Leviathan Command.

For more information, see the Leviathan Public Precept.

Rank Progression

| N | Servitor: Pass the application.

| T | Explorator: Achieve 15 honor.

| T | **Secutor:** Achieve 30 honor.

| T | **Guard:** Achieve 80 honor.

| T | **Knight:** Achieve 125 honor.

| T | **Titan:** Achieve 225 honor.

| O | **Moderatus:** Complete the prerequisites required as a Titan and then submit a Moderatus application; and finally be voted on by the high command. Further information regarding progression can be found in the officer progression channel. Individuals must also complete a probationary period of 30 days.

| O | **Dominatus:** Must be active in CE-related events and affairs, show dedication, determination, leadership skills, and have been a Moderatus for at least 2 months. Dominatus candidates are decided upon and promoted by the High Command as a whole. *The Moderatus time requirement may be waived and an individual may be ranked to Dominatus at the discretion of the CE Administration. The time limit may also be waived if an individual at or below the rank of Moderatus passes a Magos vote allowing them to be ranked to Dominatus for a trial period.*

| O | **Magos:** Must be active in CE-related events and affairs, show dedication, determination, leadership skills and competence within a respective area having been a Dominatus for 1 month and selected by an Ordinatus to work as their assistant manager, approved by the Administration & High Command. *The one month Dominatus time period may be waived in special circumstances at the discretion of the Fabricator-General or by a majority Administration Vote.*

| HC | **Ordinatus:** Be approved by the Fabricator-General & Praefectus through extreme dedication to Combat Engineers to oversee different sections of the division.

| HC | Praefectus: Be approved by the Fabricator-General through dedication and hard work within Combat Engineers.

Equipment

There are multiple equipment options available in the Combat Engineer arsenal, some of which are limited to certain ranks or special morphs. The primary equipment a Combat Engineer has includes the AA-12, MP-55, medi-gun, medi-nade and fortification tool.

Medi-Gun

Description:
The medi-gun is a piece of equipment that can be used to heal Nighthawks, allies and innocent citizens. The medi-gun has an ammo capacity of 50.

Unlock:
The medi-gun is unlocked at the rank of Secutor.

Usage:
Aim and shoot at who you're intending to heal. You may only heal Nighthawks, allies and innocent citizens. You may not heal Nighthawks, or citizens who have been shot as a punishment by a Royal Guard or IPC.

Aimlock Medi-Gun

Description:
The aimlock medi-gun serves the same purpose as the standard medi-gun, but does not require the user to aim the medi-gun.

Unlock:
The aimlock medi-gun is unlocked at the rank of Titan.

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Usage:
Hold your mouse close to the target you wish to heal. The aimlock medi-gun will lock onto the target on its own. The same policy applies as the medi-gun.

Medi-Nade

Description:
The medi-nade is a grenade which can be used to heal Nighthawks, allies and innocent citizens within its radius.

Unlock:
The medi-nade is unlocked at the rank of Secutor.

Usage:
Aim and throw it towards those you intend to heal. You may not throw the medi-nade to demonstrate its effects or for **any** reason other than healing the aforementioned parties.

Fortification Tool

Description:
The fortification tool allows you to place various fortifications and traps in order to protect Nighthawks from rebel attacks. There are four levels of the fortification tool. The different levels are outlined below.

Unlock:
The fortification tool is unlocked beginning at the rank of Secutor, achieving various upgrades depending on one's rank or access to special morphs.
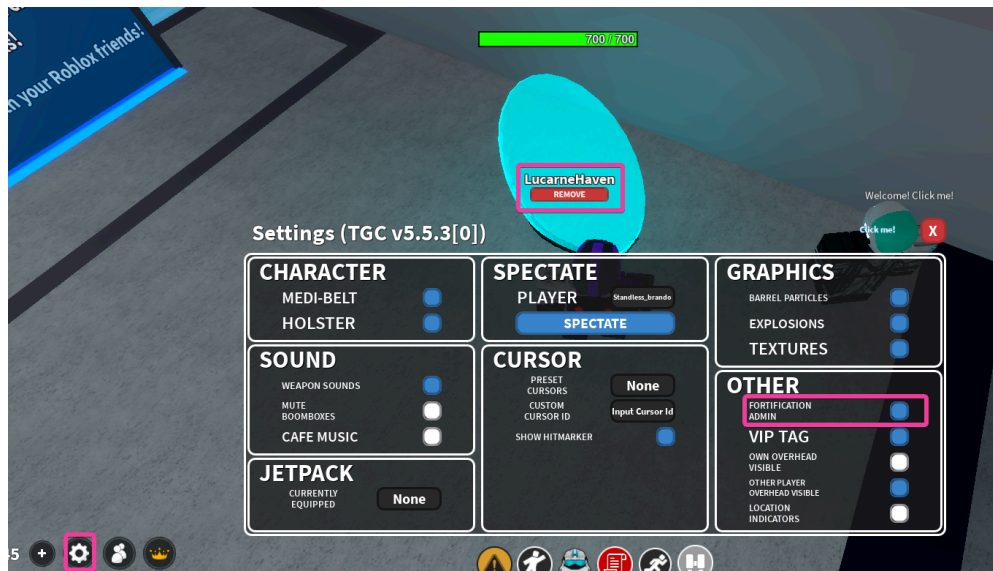
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- **Secutor:** mine, small barrier
- **Titan:** advanced barrier, small shield
- **Moderatus:** large plasma shield, barbed wire
- **Consultus Adjutor** & **Optio Electi:** All available CE fortifications as well as an increased fortification limit from 6 to 12

Usage:

Fortifications can be placed by clicking the ground when a fortification is selected. Fortifications can be rotated by 45 degree margins by pressing E or Q. You may change the degree value by typing in your own custom value in the UI when the tool is selected. Trapping citizens, placing fortifications without a valid reason, or abusing the fortification tool in any other way is forbidden. The fortification tool will have a user interface with several options including the ability to remove all placed fortifications and being able to cancel placement. CE Officers (Moderatus+) also have access to a setting in order to remove fortifications that may be wrongly placed as well as see who has placed them. An example of the UI is shown below:

Members must be aware of and abide by the following rules and regulations for fortifications:

- Outside: No fortifications may be placed outside the facility.
- Do not place mines or barbed wire in locations that citizens can access and get harmed (non-restricted public areas).
- As a general rule, do not excessively use or place fortifications unless there is an active need - it is fine to use fortifications in a defensive manner to help prevent any hostile attacks.
- In general, there shouldn't be a need for more than 5 mines in one area, meaning "minefields" shouldn't be made.

These are summarized - **READ THE FORTIFICATION GUIDELINES.** More in-detail regulations regarding the fortification tool can be found in the fortification guidelines.

AA-12 Automatic Shotgun and MP-55

Description:
The AA-12 shotgun and MP-55 behave as any weapon does. The AA-12 is an automatic shotgun which fires multiple rounds at once, dealing substantial damage if all of them hit their target. The MP-55 has a fast rate of fire and can quickly take down any hostile threat.

Unlock:
The AA-12 shotgun and MP-55 are unlocked at the rank of Secutor. The MP-55 is replaced with the Sterling-C at the rank of Moderatus.

Usage:
Aim at a hostile target and fire.

Electro Gun

Description:

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A taser-like piece of equipment that allows an individual to temporarily stun an enemy.

Unlock:
The electro gun is unlocked at the rank of Ordinatus.

Usage:
Aim at a hostile target and fire. Unlike the taser, this tool may be used on KOS classes, but should not be excessively used.

Punishments

The punishment system within Combat Engineers offers a fair chance for everyone. Compared to some other divisions, we offer a relatively relaxed punishment system, but still have strict and direct consequences, depending on severity. While members can report situations to Officers (Moderatus+), it is preferred that you utilize the misconduct form. If an officer did not witness a punishment themselves then you will need to report the incident by submitting a misconduct form.

- Discharges and Divisional Suspensions can be given by Ordinatus+.

- Honor deductions, with a limit of 50, can be given by a Magos+, alongside the other punishment capabilities.

- Honor Deductions, with a limit of40, can be given by a Dominatus+, alongside communication kicks or bans. Demotions can also be given out by Dominatus+.*

- Honor Deductions, with a limit of 20, can be given by a Moderatus, alongside communication kicks.

- Any Officer rank may give a logged warning or discord mute with a maximum time limit of 24 hours.

Officers may request for a more severe punishment if they are not able to issue one themselves, however, must provide a clear and valid reason(s) with supporting evidence.

*Demotions can be issued by a Dominatus+ in certain situations where it is deemed necessary, each demotion will be reviewed to ensure it was issued fairly, further criteria can be found in the officer handbook.

Punishments are as follows in order of most to least severe:

- Divisional Suspensions
- Discharge (Exile)
- Demotion
- Honor deduction

The order of punishment execution may differ depending on conditions surrounding a situation. Any punishment issued can be appealed or have clemency requested via this form.

Events

There are multiple events which you may find through the shouts channel in our Discord. Any member of the Combat Engineers is welcome to attend these events, regardless of rank. We host:

- **Combat Trainings**
    - Combat trainings consists of multiple rounds, each with a unique map, weapon and gamemode. A combat training generally lasts between 35 and 45 minutes.

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- **Mass Patrols**
  - Mass patrols consist of patrolling the border while under close watch by the host of the event. Attendees will be divided to certain areas of the border in order to keep them safe. Mass patrols generally last between 35 and 45 minutes.

- **Game nights**
  - Read through the rules, join the game and have fun! Game nights are relaxed and fun events, which generally last around 35 minutes.

- **Music Nights**
  - Join the voice channel and enjoy the music. Attendees may request their own music or listen to what the host has queued up. Music nights generally last around 35 minutes.

- **Streams**
  - Join the stream hosted on either discord, twitch or youtube and enjoy the content being streamed. Streams can last between 35-60 minutes.

- **Practice Raids and Defense Trainings**
  - Practice raids and defense trainings consist of either raiding or defending an objective. Attendees are divided into two teams and will battle it out until the time runs out or all the objectives belong to the raiding team. These events may last between 35 and 55 minutes.

- **Border Raid**
  - As explained by the name, during a border raid the attendees will be raiding the border under the host's command. These events generally last around 35 minutes.

- **Equipment Trainings**
  - These will occur at a border simulation and will go through the equipment of a Combat Engineer, running through different scenarios to allow for practice with the tools. These events may last between 35 and 60 minutes.

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- **Border Defense Training**
  - These are a specialist training hosted by members of Leviathan, they are designed to teach Combat Engineers the most effective ways of completing their duties.

Further and more specific information regarding CE events can be found in the event hosting guide.

Attire

Combat Engineers offer a set of uniforms for all members. If you don't have enough funds to buy them, we are unfortunately unable to provide funding at this time – but they are not needed to participate in the division.

Top - https://www.roblox.com/catalog/3164745238/Uniform-Top
Bottom - https://www.roblox.com/catalog/3241535959/Uniform-Trousers

Consultus Adjutor & Optio Electi Uniform:
Top -
https://www.roblox.com/catalog/10876150694/CE-Uniform-Top-Purple-Stripes
Bottom -
https://www.roblox.com/catalog/10876156386/CE-Uniform-Bottom-Purple-Stripes

[This uniform may be worn by any individual who actively holds the Consultus Adjutor or Optio Electi medals and are within the division. Previous holders of Optio may wear the uniform contingent on remaining in the division.]

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