

## After Training Document

Congrats on completing your deputy training! Below is some useful information in addition to reviewing some of the material we went over during training.

### Useful Links

- [APD Handbook](#)
- [Ticket Guide](#)
- [Chain of Command](#)
- [LOA Link](#) (For when you need to go inactive)
- [SAPD Complaint Form](#)
- [APD Wiki](#)

### Introduction

- Your name in TeamSpeak must be the same name on the [Chain of Command](#). This means whatever name you took your test with must be the same name you have in teamspeak. If you ever wish to update it, reach out to any senior APD member.
- Your in-game name can be anything you wish so long as it remains within server rules.

### Clothing

- Wetsuits are only to be used when conducting water operations.
- Hazmat suits are only to be used when conducting operations in radioactive areas.
- APD officers can utilize heli crew helmets when piloting/co-piloting helicopters.
- APD officers can utilize skate helmets when conducting quad bike patrols.
- For all other times utilize your rank appropriate/donor uniforms.

### Item Shop:

Below is a list of items you should have on you at all times.

*Note you can purchase the tool kits/first aid kits via this shop to go into your Y-menu instead of physical inventory*

- (5) Blindfolds (Recommended)
- (2) Blood bags (Recommended)
- (1) Bomb Defuse Kit
- (15) Coffee [Coffee being the APD Redgull]
- (1) Dope shot
- (2) Epi-Pens (Recommended 2. Minimum 1.)
- (1) Full Fuel Can (Recommended)
- (2) Enhanced GPS Trackers (Recommended)
- 10 Donuts & 10 Water Bottles (Recommended 10, Minimum 5 each)
- (1) Spike Strip
- Fill the rest of your inventory up with coffee if you have space left over.

### **Weapon shop:**

- (2) Tool Kits (Recommended 2. Minimum 1.)
- (10) First Aid Kits
- (1) GPS
- (1) Range Finders
- (1) Fullscreen Night Vision

*After purchasing your loadout be sure to hit Esc. This is to make sure your loadout saves, so when you die/respawn, you will spawn back with your Y-Inventory and your loadout. If you get robbed and are killed and/or log out and still have the gear that got robbed, you must seize the gear and rebuy it.*

### **Vehicles [See Link Attached]**

*When it comes to the APD the two most important things are to attempt to roleplay, as well as announce every action we do. This will be true for vehicle processing as well as processing a suspect.*

Code 3 is when you have either one or both of your sirens on with your lights on. This will engage all civilians to you but not you to all civilians. You must still verbally engage.

**EXCEPTION:** The person that you are code 3 on is actively resisting arrest in a vehicle. However, you must still give them 5 seconds or more to comply as per standard server rule engagement rules.

### **The "P.I.T." Maneuver [See Link Attached]**

- P.I.T. Maneuver is where you get in front of another vehicle and slow down forcing the other vehicle to slow down.
  - To perform a pit maneuver you must be engaged with the vehicle (must wait 5 or more seconds for resisting arrest).
  - Do not ram the back of vehicles.
  - A P.I.T maneuver should be used as a last resort.
  - Never pit vehicles that could contain valuable items (Fed trucks/BW vehicles/etc.)

### **Entering Vehicles**

*APD officers have a master key to any APD vehicle allowing them to enter. You only need to unlock to switch seats. You can slim jim keys in order to gain access to be able to unflip another officer's car. Entering civilian vehicles require one of the following criteria*

- Clear a path/roadway.
- Turn off the engine.
- Remove a dead body.
- The owner gives consent.
- APD Officers may commandeer civilian vehicles (if the vehicle is non-illegal) to transport a suspect straight back to an APD HQ, if the owner of the vehicle is in APD custody, and there are no APD vehicles available to utilize as transport.

APD Officers cannot search/seize commandeered civilian vehicles after utilizing the vehicle for transport.

### **Searching/Impounding/Seizing [See Link Attached]**

- Verify you have [probable cause](#) prior to searching a vehicle.
- Always announce to the vehicle owner you will be impounding, seizing, or searching their vehicle.
- Never impound, search, or seize a vehicle while in combat. Vehicles will only be impounded, searched, or seized. Upon the order of the highest-ranking APD member at the situation. The rule of thumb to call a situation clear is to wait 2 minutes since the last shot was fired.
- Pressing "Tab" will stop the impounding and seizing of a vehicle when needed, as well as running away works too. Searching is an instant action therefore you cannot stop the search once it has started. So make sure it is clear.

### **When You Can Impound**

- The owner is not in sight
- The owner is in APD Custody
- When you have the owner's consent
- The vehicle is blocking a road/pathway

### **When You Can Seize**

- Illegal Vehicles (At the end of a situation once the area is called clear)
- Civilian Vehicles left at Federal Events/Bank/Art Gallery
- Vehicles Containing 500k or more of illegal items (Including drugs/weapons)
- Vandalized APD Hatchbacks

### **Hotkeys [See Link Attached]**

*Below is a list of the most commonly used keybinds. Many of these can be changed via the Y menu under settings in the Keybinds Menu*

- (O) - Open bar gates
- (F) - Primary Siren
- (Shift + F) - Secondary Siren
- (Shift + L) - Red & Blue Lights
- (Shift + R) - Restrain
- (L) OR (Shift + L) - Radar/Speed Detector
- (1) - Wanted List
- (4) - Stolen Vehicle List
- (F5) - Timer (Adjust time in Y menu)
- (Unbound) - Voice Over net. You can configure it to whatever keybind you choose by doing [ESC > Configure > Controls > Multiplayer](#)
- To mark a redzone showing you checked it, Double click on the **outer edge** of the zone > Change the "[Show To](#)" to Group > Click "[Add Timestamp](#)" > Hit "OK"

## Federal Events

- Order of response Blackwater, Federal Reserve, Evidence Locker, Jail.
  - **Neutralizing**
    - If you are last in the wave you can neutralize yourself by putting your hands up and wait to be tagged by another officer. Upon being tagged you MUST return to HQ even if you are being fired at.
- The anti-air is critical for us to ensure the success of the APD at federal events. If the rebels manage to corrupt it, look for [THIS](#) marker on your map to find your way to where to repair the terminal. Once there you scroll wheel on it and hit "Repair Anti-Air."
- [Blackwater](#) [See Link Attached]
- [Federal Reserve](#) [See Link Attached]
- [Evidence Locker](#) [See Link Attached]
- [Jail](#) [See Link Attached]
- APD Officers may not remain at or respond to Air Terminal Hospital/Pyrgos Hospital between waves during an active Federal Event as it is considered part of the RedZone in terms of wave rule, despite not being in the rings. Once the bomb has blown/defused if the civilians are leaving/left the Fed/Jail rings APD Officers may remain at/respond to Air Terminal Hospital/Pyrgos Hospital regardless of waves into the Federal Event rings.
  - Eg. Civilian on wave 4 of a Federal Reserve Robbery leaves the Federal Reserve rings mid-wave to get dopamine. APD Officers that have died in that wave could not leave Air HQ to attempt to capture/lethal the civilian from the Federal Reserve at Air Terminal Hospital.
  - Eg. The bomb blows at a Federal Reserve Robbery and the civilians leave the Federal Reserve rings to regroup at Air Terminal Hospital prior to attempting to sell the gold. As the civilians have left the rings, and there is no intent of the civilians reentering the rings as the Federal Reserve fight is over the Air Terminal Hospital is no longer considered part of the Federal Reserve RedZone so wave rule is no longer required.
- Whilst waving into the Federal Reserve/Jail if an APD Officer decides to check Air Terminal Hospital/Pyrgos Hospital as per server rules the Hospital is not inside of the rings, therefore in terms of server rules not part of the RedZone. APD Officers would have to respond code 3 (engaging them with any civilian they were previously engaged with from the Federal Reserve), and/or verbally engage, or if any APD Officers are shot at and a tagged member of that group is at Air Hospital/Pyrgos Hospital the APD Officer(s) would be engaged.

## Player Interactions

*In the APD, we must make every attempt to roleplay. This is true for all situations where able. APD Officers are expected to roleplay every scenario that they encounter.*

### **L.I.S.T.**

*License, Inventory, Seize, Ticket. This is the acronym used for processing and below will give you an example for how to do each step.*

*Prior to starting to process someone you need to verify a few things.*

- 1. Make sure the area is clear. The general rule of thumb is to wait 2 minutes since the last shots fired and then the highest ranking officer will call it clear.*
- 2. Verify you have the proper [probable cause](#) [\[Ticket Guide\]](#) to search the player*
- 3. Verify the player does not have a blindfold on. This can be done by clicking the windows key and checking to see if it says "[Remove Blindfold](#)" or "Blindfold Player." If it says remove blindfold be sure to hit that prior to starting processing. If you miss this step and a person notifies you no worries. Simply take off their blindfold and restart processing. If they tell you multiple times and you miss it multiple times they **MUST** be let go and pardoned.*

- **Example**

- **Roleplay**

First off you should start by asking if the player has any licenses on them.

Remember this is a light RP server so how you roleplay is up to you so long as you make the attempt. An example is, "Do you have any forms of identification or licenses on you?"

- **Announce**

This step is where you call out the action you will be doing. For example, "Alright sir/ma'am at this time I will be searching for your licenses."

- **Take Action**

Finally you do the action. You complete this by hitting Windows Key>Search Menu>Check Licenses.

*When it comes to processing people by following this simple guide you can make the experience more enjoyable for not only yourself but for the player involved. There are four times where you **CAN** send someone straight to jail and one time you **MUST** send them straight to jail.*

### **CAN**

1. 15 or more collective manslaughters (LEO Manslaughter, Manslaughter, Gang Homicide, Vehicular Manslaughter)
2. Hostage Situation
3. Kidnapping Gov't Official
4. Violating the WPL (breaking any law while in possession of the license except from self-defence manslaughter)

## MUST

1. Escaping Jail (If they have this charge, you must send them straight to jail. This is not a charge that you can offer civilians to pay their ticket.)

*When sending a suspect straight to Jail for any of the aforementioned reasons the suspect still must be processed. They just do not receive a chance to pay their ticket. They are instead told "you are being sent straight to Jail at this time for X reason."*

## Additional Information

- Spike strips
  - To spike strip a vehicle you must be engaged with the player.
  - To properly place a spike strip equip it via the y-inventory and scroll wheel place it in front of where a vehicle will be heading.
    - Spike strips must be packed up if not used in a situation by scroll wheeling on the spike strip and clicking pack up spike strip.
  - Swinging spike strips around is considered exploiting.
- Restraining
  - When tased, you have 30 seconds to get back up
  - Shift+R a player to restrain them.
  - You are to never restrain a player unless they are in the tased state as it will be considered combat restraining. Exception: Surrendering. (ex: Hands are up/In water/Permission)
- Deputy Charges
  - Deputies cannot add charges, they must ask a PO+ to add charges. If there are no PO+ online you can manually add charges by using the ticket guide to add up the total bounty amount. Explain to the suspect you are doing this. You will then list the charges and bounty amount to the suspect in T in the L.I.S.T acronym.

## Wrapping Up

- Always comply with 3:1 situations unless deemed in a 'Tactical Advantage'
  - A tactical advantage can be defined as: Cover that provides a significant opportunity to eliminate/tase 3 or more civilians, or allows you to safely escape.
    - Examples include:
      - A building between you and 3 civilians.
      - On top of an office building, and civilians below you.
      - Excess speeds that allow you to 'drive-by' the engagement.
- Out-Gunning someone is not a 'Tactical Advantage'
- Always abide by the Chain of Command. As in, listening to your higher-ups.
- As a deputy you are able to Tac spawn over to higher up's so long as you are not in combat and you are alone. No matter the amount of cops on.
- As a deputy, you are required to put in **1 hour** every week.

- Under no circumstances should any officer of any rank ask for a promotion, you'll most likely receive a PO evaluation in a week or two assuming you have the requirements. (20 hours/1200 minutes, 7 days time in grade as a deputy)
- If you ever make a mistake, don't try to hide from it. Always right your wrongs by compensating the other player, letting them go, or pardoning them. If you know you're in the right just tell them to file a report or complaint with the administration / APD Internal Affairs. Role plays it though. ("Send a letter to the chief/tune radio frequency to Government Support")`
- As an APD member you **may** quote Handbook rules whilst on cop, but by no circumstance should you EVER quote server rules whilst on cop. (They may quote server rules and handbook rules whilst on other factions).