



THE NIGHTHAWK VANGUARDS

Guardians Codex



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INTRODUCTION

This document outlines the expectations, policies, and general information surrounding Guardians and provides information for those who are interested in joining. Guardians are the elite sword fighting force of Imperium with their main duty being to serve as the primary raiding and defense force. Alongside this they hold other responsibilities as well such as serving as role models for the community and serving as leaders for the rest of Vanguardians in battle. Guardians are also expected to represent and maintain a positive image of the subdivision anywhere they go.

ENTRANCE EXPECTATIONS

Any member of the Vanguardians division is eligible to try out for Guardians. Additionally, they **must not** be in any group that **holds a level 3 or 4 blacklist**. The user **must not** have a recent major punishment and must have not been exiled from Guardians in the past **3 months**.

Observational Events & Assessments: This is the traditional method of recognition, at these events we are on the lookout for individuals who excel in crucial aspects of sword fighting. Performing well does not guarantee entrance into Guardians. However, it does increase your chance of being considered. **Do note that you can also be noticed through any public Guardian event or Raid/Defence.**

The Guardian Officer core gives a watchlist to Vanguardians after events, getting enough watchlists eventually get you invited as a trial. Over the course of a month, these Trials are expected to demonstrate their worth, with a decision being made regarding their passage at the end of the trial phase. **The qualities we look for in potential Trials include activity, loyalty, and a strong level of sword fighting** Once an individual becomes a Trial, they will **be expected to further develop their sword fighting abilities in areas such as skill, game sense, and teamwork**, further details about the Trial programme are given to those who are successfully chosen for Trial.



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RANK STRUCTURE

This section will detail the responsibilities for every rank.

Lower Ranks:

- **Trial:** Guardian Trials are the backbone of the subdivision, **they are unofficial members** who are expected to prove their capabilities over their tenure as a Trial.
- **Guardian:** Guardian is the rank that a majority of the subdivision holds. They are official members who have demonstrated their capabilities and successfully completed their trial phase. Upon ascension to Guardian, they are permitted to wear the official Guardian uniform and cape.
- **Gladius:** Gladius is the rank held by individuals who have exceeded expectations and proven their worth to the high command. They are the more experienced and capable members of Guardians who have established themselves over their time in the subdivision through exemplary skill and loyalty.
- **Sentinel:** Sentinels is the most senior non-Officer rank of Guardians. This rank holds the most capable and experienced individuals in the subdivision, with its members having served Guardians for an extended period of time, displaying their outstanding abilities time and time again over that period.

Honourary:

- **Primordial:** Primordial **is not an official member rank within Guardians:** it is an honorary rank given to former Guardians who have been around for years upon years and known for their extensive service and contributions to the subdivision.



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- **Olympian:** Olympian **is not an official member rank within Guardians**; it is an honorary rank given to former Senates who have contributed extensively to the subdivision.

Officer Ranks:

- **Centurion:** Centurion is the entry officer rank within Guardians, serving as the primary Officer role in the subdivision. Individuals holding the rank of Guardian+ are eligible to request a potential ascension to Centurion, where they will undergo training in essential officer procedures and officially attain Officer status.
- **Champion:** Champions are the senior officers of Guardians. They are responsible for handling general Guardian day-to-day concerns and assisting in administrative tasks. Champions are selected from the current pool of Centurions and are awarded to those who have excelled in their duties and have demonstrated a solid understanding of the subdivision's workings.

High Command Ranks:

- **Imperial:** Imperial is the junior Hicom rank of Guardians. They are chosen from the line of Champions, and in order to ascend to Imperial, a Champion must excel at their duties and be chosen by their branch's Senate. They are expected to assist their Senate in overseeing a specific branch of Guardians and help oversee most day-to-day operations.
- **Senate:** Senate is the primary Hicom rank of Guardians. Chosen for their exemplary leadership and experience, they are tasked with the oversight of their branch, along with overseeing Guardians as a whole and guiding the subdivision in the correct direction.



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- **Warden:** The Warden is in charge of overseeing all Guardian operations. This individual is chosen by the Vanguard Administration and is expected to lead the subdivision towards a strong future,

Spartans:

- **Spartan:** Spartans are the absolute best in Guardians, they can be seen at the forefront of Vanguard forces during raids and defences as they are the most capable fighters in VG; each Spartan is handpicked by the Ringleader and in order to be considered for a spot in Spartans, one must be highly proficient in swordfighting while maintaining a high level of activity and loyalty.
- **Ares:** The title of Spartan Ares is a unique position within the Spartans, limited to three individuals. It is awarded to the 3 most capable Spartans, requiring an extraordinary level of sword fighting ability and loyalty. Chosen by the Ringleader, acquiring this title is one of the most difficult achievements in VG.
- **Ephorus:** The Ephorus is the individual chosen by the Ringleader to assist in leading Spartans to glory, they are the second-in-command, they are tasked with overseeing and selecting individuals for Spartans in the future
- **Ringleader:** The Ringleader is the individual chosen to spearhead Spartans. Chosen by the Guardian Senate, they are tasked with overseeing and selecting individuals for Spartans in the future.

GUARDIAN POLICIES

As a Guardian, you must uphold a certain standard. Below are the rules that every Guardian is required to follow at all times.

- Custom uniforms are not allowed under any circumstances.
- Guardians must wear their uniform to all official Guardian events.



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- Guardians may not wear packages while in uniform.
- Guardians must follow instructions given out by their superiors.
- Guardians must stay mature and respectful at all times no matter where they go.
- Guardians are not permitted to snake against Vanguards.

The 5 golden qualities expected of every Guardian.

- **Skill:** Guardian members are required to consistently uphold proficiency in swordfighting throughout their time in the subdivision.
- **Activity:** Guardian members are expected to sustain a level of activity and engagement with the subdivision and Vanguards.
- **Loyalty:** Guardian members are obligated to uphold loyalty to the Guardians at all times; activities such as snaking or making degrading remarks about the subdivision are strictly prohibited.
- **Competence:** Guardian members are required to consistently conduct themselves appropriately and adhere to all instructions given to them, with zero tolerance for any degenerate actions or immaturity.
- **Leadership:** Guardians serve as role models within Vanguards and TNI as a whole. It is imperative that you project a positive representation of both the subdivision and yourself when in the presence of the general public.

Those with any questions may direct them to any member of the Guardian Officer Core or High Command.