



# Code of Conduct

*"Working to Research and React to the Paranormal"*

[DECLASSIFIED]

## S1 - Rules and Regulations

The following section will outline the basic Rules and Regulations for the Unusual Incidents Unit, these are to be followed everywhere, if applicable. These will be Basic Rules, ROBLOX Rules, and Discord Rules, raid rules, etc.

### Basic Rules and Regulations

- 1) Follow the Chain of Command as necessary, and follow ethical directions from your supervisors.
- 2) Impersonation of any external or internal person is prohibited; this means no impersonating Unusual Incident Unit, or any persons outside of the Unusual Incident Unit (i.e. External Representatives, celebrities, [REDACTED] Agents, etc.)
- 3) Over use of profanity and/or any hate speech is prohibited on all platforms (i.e. derogatory terms hate speech, overuse of curse words, etc.)



- 4) Bullying and or harassment is prohibited while a part of the Unusual Incidents Unit, this includes bullying or harassment to external or internal personnel.
- 5) Breaching or releasing of documents is prohibited. This extends to all documents either internally or externally.
- 6) No NSFW Content or speaking of NSFW Content; NSFW means 'Not Suitable For Work' this includes all pornographic content, nudity or any other content that could be considered inappropriate in a work setting.
- 7) Use common sense, if you do not know if it is wrong or not, ask.
- 8) Follow the Discord and ROBLOX Terms of Service while on those platforms.
- 9) Respect is required under all circumstances.

### **Discord Rules and Regulations**

- 1) Use of Administrative Commands is to be kept to a minimum. (i.e. warnings, bans, kicks, etc.)
- 2) Pinging of @everyone, @here, @Verified, etc. Is to be kept to a minimum and only for important events, or announcements.
- 3) No publishing of personal information, (i.e. passwords, addresses, etc.)
- 4) Your Discord Server Nickname must be your Roblox Username unless you are exempted from this by the Unit Directorate, or Monitoring &



Enforcement Agency. Adding onto your Nickname in any way is also prohibited.

- 5) No excessive cursing, using slurs, or otherwise use of potentially offensive language.
- 6) Use channels for their intended purpose.
- 7) No spamming, this includes pings, images, etc.
- 8) Listen to Administrators of the server, they have the final say.
- 9) Harassment of any kind is NOT allowed
- 10) Arguments are to be kept to a minimum, or moved to Direct Messages.
- 11) Bigotry is a cause for ban (racism, sexism, homophobia, transphobia, or misogyny)
- 12) Threatening Violence, Hacking, DDoS, Dox, will result in a ban
- 13) No posting links that will lead to scams or viruses.
- 14) If you are unhappy with the verdict of a server Administrator you can report it to a member of Unit Management.
- 15) Do not attempt to bypass any of the above rules.

## **ROBLOX Rules and Regulations**



- 1) When in a training, event, or rally Permission to Speak (PTS) is active unless stated otherwise.
- 2) Unusual Incidents Unit Personnel's avatars are to be realistic; avatars cannot contain packages and must have a realistic skin tone as well as meet the expectations of the Dress Code.
- 3) Breaching of SCPs, Class D Personnel, or Detainee while on the Unusual Incidents Unit team, or any divisional team is prohibited.
- 4) Do not go AFK (away from keyboard) while on site outside of your spawn; ask permission while on training or tryouts.
- 5) Only terminate Class D or Detainee Personnel if they have passed the line, or are holding a weapon for a prolonged period of time that are a threat to safety.
- 6) Abuse of any tools, from spamming a radio button too many times, or otherwise is prohibited
- 7) Any hacking, abusing, or otherwise will result in a ban, without question.
- 8) Civil Departments can only fire their weapon in self defense.
- 9) Firing through a wall, around corners, or otherwise using a weapon in a way that gives you an unfair advantage is prohibited.
- 10) Team killing, random killing, random shooting, or otherwise is prohibited.



### **Onsite Behaviors and Expectations**

The following section on the behaviors and expectations of being onsite only applies to facilities owned and operated by the Unusual Incidents Unit, for information on allied sites see Section 3 “Allied Sites.”

- 1) Personnel are not to attempt to aid in combative endeavors unless within the Special Operations Division, or under certain circumstances the Monitoring & Enforcement Agency. Exceptions can be called upon by the Special Agent In-Charge(+)
- 2) Members of the Administration & Diplomacy, Office of Professional Responsibility, Special Operations Division, and Monitoring & Enforcement Agency are the only divisions permitted in the Detainment Zone; members ranked Supervisory Special Agent or above are also permitted in.
- 3) Unusual Incidents Unit Personnel are not permitted to use detain unless in an interest of site security, or stated otherwise in another document, such as divisional guidelines.
- 4) Detainment Lockdowns can be turned on by Special Operations Command, Administration & Diplomacy Command, or Monitoring & Enforcement Command; they reserve the right to turn it on in certain sections to ensure peace within the Detainment Annex.\

### **Dress Code**

Dress Codes ensure that all members of the Unusual Incidents Unit are dressed in a way that ensures professionalism, the following is the Unusual Incidents Unit Dress Code. Divisional Dress Codes may apply.



- 1) While on Campus 34, wear your divisional uniform unless you are given permission not to by divisional command.
- 2) Obnoxious/Large accessories, (i.e multiple hats or multiple large hats being worn at once).
- 3) Immature Accessories are prohibited.
- 4) Political Accessories are prohibited.
- 5) Your avatar must be realistic, skin tones such as pink, blue, yellow, red, are not allowed.
- 6) Your avatar cannot be overly tall, or short.

## **S2 - Raiding**

The Unusual Incidents Unit and other Groups of Interest all work in the field of the paranormal however the Unit is researching and reacting to the paranormal and other Groups of Interest have different goals. All groups work towards a similar cause however they don't work for the same governments. These organizations work to advance their holdings of anomalous objects and to increase the power of that government; due to this the groups inevitably raid and work to end the other organization.

### **Raid Moderation**

Raids are to only be conducted in a playful manner in a way that both parties will enjoy and benefit from. To ensure this both parties have decided to implement a variety of rules to enforce these rules, both sides have one raid



moderator to make sure that personnel follow the rules and regulations that are implemented.

Raid moderators are two people, one from each group. These people are first to people who requested the raid and the second the person who approved the raid. For example if The Marshal of the Soviet Union requested a raid and the Director of The Unusual Incidents Unit approved the raid then they would be the two moderators.

Raid moderators will participate in the raid however they will be on alert to screenshot and report people who break the rules and regulations. They are no different than normal people in raids other than they need to be on alert.

### **S3 - Allied Sites**

The Unusual Incidents Unit works to Research and React to the Paranormal, so the Unusual Incidents Unit assists the Special Containment Procedures Foundation in researching SCP Objects as well as working as an extra security force on site. The following is some information about the rules and regulations the Unusual Incidents Unit has to follow while onsite, testing, and being a combative unit. The following are some duties the Unusual Incidents Unit has on an allied site. Please note that these are divisional specific and you CANNOT do these unless in the specific division.

- 1) Guarding the CDC
- 2) Assisting in riots, breaches, etc.
- 3) Working as a combative unit while on site.



- 4) Patrolling.
- 5) Assisting in raids.
- 6) Researching SCP Objects.
- 7) Assisting in containment if there are no Mobile Task Forces onsite, and if security is preoccupied.

*Please note that a more extensive list will be created divisionally*

### **Behavior on Allied Sites**

Whenever Unit Personnel are positioned on our allied sites, they are required to follow a certain set of rules. Breaking these rules will result in a strike.

1. Unit Personnel under the rank of Special Agent In-Charge must always speak in team chat or whisper unless spoken to by a council member or The Administrator. Use “[T]” to indicate team chat and use “[W]” to indicate a whisper.
2. Personnel are not to attempt to recontain or aid in containment unless they are a member of the Special Operations division AND have been given the clear by SD/MTF to recontain.
3. Monitoring and Enforcement and Office of Professional Responsibility have the final say when it comes to authority on-site. Do not argue back with them, simply comply and if you have any complaints contact their superior, do not make a scene on-site.





4. Do not misuse radios at any given moment. You may only use General Communications to report a breach, or for other communications. Tactical Communications should be used when combative assistance is needed. (i.e reporting missing Class-D, location of other Unit individuals, etc.)
5. You must present your ID when requested by Security, Mobile Task Force, Intelligence, or Commanding Unit Personnel. If you have more than one ID, show them both flipping back and forth.
6. In case of evacuation, report to the Evacuation Shelter and form a group and follow instructions given by the highest ranking agent onsite.
7. Special Operations, Office of Professional Responsibility, and Monitoring & Enforcement are the only divisions permitted to enter the Class D Containment Zone.
8. Unit Personnel are not to operate ANY site wide controls unless in the Directorate or instructed to do so.
9. New Agent Trainees are not permitted onsite without supervision and direct permission of a Special Agent In-Charge(+).
10. Civil Unit Personnel are to report to the Breach Shelter. In the case that you are unable to get to the breach shelter or if it is already closed you are to remain at spawn and await further instruction.
11. Unusual Incidents Unit Personnel are not permitted to use detain unless in an interest of site security, or stated otherwise in another



document, such as divisional guidelines. Federal Protection Unit Personnel have different regulations regarding detainment.

12. Only Special Operations Personnel are to engage a Class D while enforcing Class D Detainment Regulations (i.e. no crossing the line). Civil Unit Personnel are only to fire on a Class D in self defense.

## **S4 - Promotions**

The following section will outline how to get promotion within the Unusual Incidents Unit. Please note that for each of these you can just be selected by a member of the Directorate for the promotion.

### **New Agent Trainee**

- Complete a Unusual Incidents Unit New Agent Trainee Application.

### **Junior Agent**

- Completed a Junior Agent Training.

### **Agent - Senior Special Agent**

- Progress within a Unusual Incidents Unit Division.

### **Supervisory Special Agent**

- Be selected as an assistant division head by divisional Directorate, or Unit Directorate.

### **Assistant Special Agent In-Charge**

- Be selected as a division head by either the Directorate.

### **Special Agent In-Charge**



- Be selected to be the official head of the Unusual Incidents Unit by the Directorate.

#### **Directorate**

- N/A

## **S5 - Management**

The following section will outline the members of management and their role within the Unusual Incidents Unit, this will go into a fair amount of detail in regards to this information. This is not necessary for day to day activities but it might be nice to know.

### **Assistant Special Agent In-Charge**

Assistant SPecial Agents In-Charge are each a divisional head of the Unusual Incidents Unit, they are the first level of management and report directly to the Special Agent In-Charge, they will vote on matters as necessary that are presented by the Directorate or Special Agent In-Charge.

### **Special Agent In-Charge**

Special Agents In-Charge are the official head of the Unusual Incidents Unit, they manage the Unusual Incidents Unit's day-to-day operations and all other personnel report to them after following the Chain of Command. They have permission to make changes to any aspect of the Unusual Incidents Unit however they must get approval from the Directorate if it is a large-scale change. Assistant Special Agent In-Charge do have the ability to impeach the Special Agent In-Charge if necessary however they must have cause and have all 4 of them in agreement.

#### **Directorate**



The Directorate services as a Management Board towards the Unusual Incidents Unit, they will advise the Special Agent In-Charge and over rule them if necessary, they do not always play an active role in operations but they are the founding and governing body of the Unusual Incidents Unit, **all legislature must be passed by the directorate** or it is not to be put into action.

## S6 - Divisions

### Administration & Diplomacy

The Administration & Diplomacy Division works on finding new alliances with SCP Foundations and other Groups of Interest. Administration & Diplomacy Personnel do not get any special privileges. They are permitted to give tours of certain sites.

### Office of Professional Responsibility

The Office of Professional Responsibility is a division of the Unusual incidents Unit that works to ensure that all Unusual Incidents Unit Personnel are performing their duties ethically and responsibly, the Office of Professional Responsibility is the eyes and ears for the Unusual Incidents Unit Directorate, they will perform an investigations and then the Unusual Incidents Unit will read the case and choose a punishment from there. However if dire circumstances the Office of Professional Responsibility can take action without approval of the Unit Directorate.

### Research & Analysis

The Research & Analysis division of the Unusual Incidents Unit works to research SCP objects to work out better transfer strategies to SCP Foundation Facilities, they also work as Crime Scene Investigators to solve paranormal crimes.



### **Special Operations**

Special Operations is a division of the Unusual Incidents Unit that works on general security and protection of the Unusual Incidents Unit, this is the parent agency to the Federal Protection Unit which works to ensure that Unusual Incidents Unit Management and work to assist Mobile Task Forces wherever possible.

### **S7 - Signatures**

*xBill, Unusual Incidents Unit Director*

*xDesirableOne, Special Agent In-Charge*