



UNRESTRICTED

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Hostile Forces' Routine Activity Protocol

Site-Virtus

Administrative Department

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1. Class-D Personnel Routine Protocol

As Defined in SCP-MainWiki(Short Version):

“Class D personnel are expendable personnel used to handle extremely hazardous anomalies and are not allowed to come into contact with Class A or Class B personnel. In the event of a catastrophic site event, Class D personnel are to be terminated immediately except as deemed necessary by on-site security personnel.”

As such, the following day-to-day requirements are made for D-class personnel in the facility:

1.1 Movement Authorization

- **Standard Restriction:**

D-Class personnel are confined to the **Class-D Cells (CDC) Zone** unless granted temporary access under the following conditions:

- Participation in AD-approved testing (researcher authorization required).
- Compliance with ISD/IA investigative demands.
- Direct orders from the Administrative Department (AD) or O5 Council.

- **Supervision Requirements:**

- Must remain under armed guard surveillance at all times.
- Movement restricted to pre-designated routes/areas.

- **Access Revocation:**

Immediate return to CDC Zone mandated if:

- Testing is suspended/terminated.
- Direct order from AD/O5 Council.

- **Lethal Enforcement Triggers:**

D-Class personnel are to be terminated immediately if:

- Found possessing weapons (attempted or confirmed).
- Repeated disobedience after formal warning.
- Unauthorized deviation from assigned zones.
- Actions threatening Foundation personnel.
- O5 Council directive order.
- Any behavior jeopardizing facility operations.



1.2 Testing Compliance

- During testing, D-class personnel are to be aware that the actions they are doing are part of a collaboration with the Foundation. During this process, D-class personnel are to follow the instructions of Foundation personnel at all times, and their safety can be ensured on the basis of following the instructions.
- On the basis of government authorization, any failure to comply with the instructions of Foundation personnel is to be considered a voluntary renunciation of cooperation with the Foundation. and led to the immediate termination of the D-class.

1.3 Riot Definition and Protocol

- **Classification Criteria:**
A D-Class individual is designated as "Riot" and subject to termination if:
 - Weapon possession within facility premises.
 - Physical assault against Foundation personnel.
- **Random Riot Protocol:**
 - Please note that in non-riot events, rioting behavior by D-class personnel is to be defined as a Random riot, with a 5-minute cooldown between each random riot. During the cooldown, D-class personnel are not allowed to riot again, unless a facility riot occurs at this time. Failure to comply with the regulation will result in Punishment.

1.4 Escape Protocol

- **Definition:**
Any unauthorized departure from CDC Zone constitutes an escape attempt.
 - **Procedural Response:**
 - **Engagement with Security:**
Classified as a Random Riot (5-minute cooldown applies).
 - **Successful Escape:**
 - Reached Outside Sector Is considered a Successful Escape.
 - Allowed to join Chaos Insurgency (CI) forces.
 - Once escaped. All actions follow Raid Protocol.
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2.Raid Protocol

2.1 Random Raid Rules

Random Raids are irregular events within SSU with a minimum occurrence interval of 5 minutes. During such raids, hostile forces (e.g., CI/GOI) may conduct assaults under the following conditions:

Mandatory Requirements for Random Raids:

- The current SSU must have been active for at least 20 minutes.
- A 5-minute cooldown has elapsed since the last random raid.
- **Combat Zones Restricted to:**
 - S1, S2, CDC, and adjacent sub-zones.
 - Prohibited Areas: S3, MD, ScD.
- **Prohibited Actions:**
 - Disruption of ongoing RP/tests.
 - Hostage-taking of Foundation personnel and bringing them offsite.
 - Breaching SCP containment.
- **Permitted Actions:**
 - Unrestricted combat with Foundation personnel (if other rules are followed).
 - Steal Foundation personnel Keycard for future use.(≤C1-4)
- **Duration Limit:**
 - Single random raid duration must not exceed 10 minutes.

2.2 Raid Event Rules

Raid Events are scheduled occurrences within SSU with a minimum interval of 30 minutes.

Trigger conditions:

1. The current SSU has been active for ≥ 30 minutes.
2. No ongoing RP/tests in progress.
3. No active random raids/riot events within the facility.
4. Facility has maintained Green status for ≥ 10 minutes.

Raid Event Parameters:

- Unrestricted Combat Zones: All facility areas.
- **Permitted Actions:**
 - SCP containment breaches.
 - Extraction of SCPs to hostile evacuation points.
 - Hostage-taking of Foundation personnel.
- **Duration Limit:**
 - Single raid event must not exceed 25 minutes.



Pre-Raid Infiltration Protocol (S3 Sector):

- **10-minute pre-raid phase: Hostile forces may infiltrate S3 via:**
 - Forged identity/access cards matching fabricated credentials.
 - Compliance with checkpoint routine rules.
- **Post-infiltration:**
 - Infiltrators may remain covert until raid commencement.
 - **Covert Status Rules:**
 - Infiltrators maintaining cover may retain false identities for subsequent raids.
 - If infiltrators participate in the raid, their false identities are voided and must be re-forged for future operations.

3.Weapon Usage Protocol

3.1 Prohibited Weapons List

Per senior regulatory/rules mandates, the following weapons are strictly prohibited:

- Fostech Origin
- Sledge Hammer
- Spas-12
- Limb

Conditionally Restricted Weapons:

- Minigun:
 - Authorization required.
 - Only 1 individual may wield it per event as part of a Juggernaut Unit.
 - Additional approval from HiCom/Game Mod mandatory.
- Able's Sword:
 - Restricted to Actor of 076-2 (designated personnel only).
- Attack Tools:
 - Exclusive to SCP actors.

All weapons not listed above may be freely used provided they comply with other operational rules.



3.2 Weapon Supply Protocol

All D-Class personnel are initially restricted to **1x Glock-17** as their sole firearm. Upon successful escape and join into Chaos Insurgency (CI), they may obtain additional weapons per CI regulations.

Additionally, **CI members or D-Class personnel** may request enhanced equipment via the following system, provided:

- **At least one active Game Moderator (GameMod)** is present within the CI/D-Class team.
- **Protocol is void** if no GameMod is available.

Weapon Exchange System:

Point Acquisition:

- Using personal funds: +2 points
- Using Foundation funds: +2 points
- Sabotaging Foundation server rooms: +4 points
- Point penalty: -1 point per death.

Firearm Redemption:

Primary Weapons:

- 2 points: M4, M16A4, APC556 PDW
- 4 points: SCAR-H, AK-12
- 6 points: ACR, Hellion, HK416
- 8 points: XM250

Sidearms:

- 1 point: Glock-17
- 2 points: MPX, MP7
- 4 points: Kriss Vector, MP5, UMP45, P90

Operational Notes:

- Personal funds redemption: Requires already in CI team and vocal radio confirmation. Max use twice per SSU.
- Foundation funds redemption: Remain stationary near any computer in AD offices for 2 minutes to simulate a successful breach.
- Server sabotage: Infiltrate server rooms undetected for 5 minutes (minimum 2 operatives).



4. Appendix

4.1

Weapons given in Section 3.2 will be removed if any of the following conditions are met:

- The person who having the weapon is dead.
- The person who violates any other rules when using the weapon.
- Directly removed by the game mod.

If personnel repeatedly violate the SSU rules, CoE or Other protocols when using the exchanged weapon, Their further use of the exchange system will be prohibited.

4.2

In Section 2.2, it is forbidden to kidnap Foundation personnel and move them out from the facility. However, in Random Riot, CI is allowed to detain(Not using Detain tool) Foundation personnel, obtain their identification Keycards, and may terminate them in order to complete the infiltration in the next phase of infiltration for riot events.

4.3

To terminate a Foundation personnel after detain them and steal their identity. The personnel must be informed of their identity's compromise. To prevent their further movement/action after their respawn which will lead to FailRP.

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