

Blackout Division



Official Handbook

Blackout Division | Made by SyncSix

Approved by: Chancellor Marshal

Section I | Introduction

The Blackout Division is a hybrid Military Police force that specializes in enforcing the law, maintaining control over Riots, and ensuring the security of VIP Personnel. Generally sought as Law Enforcement and Peacekeepers. Blackout is responsible for maintaining order and defending members of the Board of Directors.

Section II | Rules

Blackout Rules:

- Knowingly, without good cause, fail to report a crime.
- Knowingly use, or permit or direct the use of, excessive force on any person.
- While carrying out their duties, act in a discriminatory or discourteous manner towards any person.
- Intimidate, or retaliate against, any person who makes a report or complaint about the conduct of a member of the BLACKOUT.
- Unlawfully discharge a weapon.
- Use a weapon in a dangerous or negligent manner.
- Knowingly suppress, misrepresent or falsify information in a report or statement.
- Knowingly and improperly interfere with the conduct of any investigation.
- Use of BLACKOUT information, BLACKOUT resources or your status as a member of BLACKOUT for a private or other unauthorized purpose.
- Disclose BLACKOUT information unless authorized.
- Engage in conduct that is likely to discredit WICKED or that calls into question the member's ability to carry out their duties in a faithful and impartial manner.
- Exiting the Border without proper authority

The Scorch Rules:

- Scorchlanders cannot utilize WICKED only property, Scorchlanders trespassing at the WICKED Scorch base is prohibited.
- To handle a Scorchlander at the WICKED border, adhere to the following steps:
 - 1) Tell them to stay between the yellow lines, make sure to be clear on what you are telling them to do as some may not understand.
 - 2) Countdown from five, be clear and spell out the words, "five" is acceptable, not "5".
 - 3) Fire a warning shot at them, damaging them slightly but not killing them.
 - 4) Kill the Scorchlander if they have still not complied by this time.
- Do not kill any Scorchlanders unless they are proven to be guilty.
- Do not assume that Scorchlanders have illegal weapons because they're holding a Mining Tool, you may only take action against a Scorchlander if they are holding an illegal weapon.
- Scorchlanders may only be arrested if they're doing any of the following: spamming, random killing, flaming excessively, are on the arrest on sight sheet, pass the line without approval, have illegal guns on their person, or are doing inappropriate gestures.
- If WICKED are seen abusing their powers during Martial Law (Code Red), they are to be reported to a high rank and face possible demotion.

Section III | Protocols

Code Green: Minor to no hostility.

Code Yellow: Substantial hostility, be alert.

(Security Operatives(+) may call this code.)

Code Red/ Martial Law: Major to uncontrollable amount of hostiles.

The Blackout Director and Board of Directors may call this code.

- Code green is always in effect and Blackout is to be defending the border as normal.
- Code yellow is to be used when there's a high amount of Scorchlanders on the Scorch. All Task Force Alpha members are to be at the Border unless you are Operative(+).
- Code red - During Martial Law, Scorchlanders may only enter the safe zone for protection. Martial Law is called only when there is a raid or during periods of mass murder of WICKED members. WICKED being seen abusing their powers during Martial Law must be reported to a high rank and face possible demotion. Blackout Operatives are to escort Scorchlanders to safe areas as well as control the Riot. Blackout Operatives have the authority during this time to ensure WICKED's safety.

Protocols

- When entering the Scorch, establish defenses and wellbeing amongst WICKED assets.
- Your duties come first, the Blackout Division acts as Military Police as well as the WICKED's main defense force.
- The Blackout Division are permitted to guard main assets on the Scorch prior to main events, if they're called to STS, they should politely inform the host WITH RESPECT that you have strict protocols to guard WICKED assets, leaving assets unguarded can result in punishment by WICKED command.
- Senior Officer(+) is the established rank needed to enter the prison (with proper reasoning), they are allowed only one personal unit to accompany them.

Cuffs

- Cuff abuse is where you cuff people when they do not meet one of the arrestable offences, this is prohibited

Arrestable offences:

- Random killing.
- Sexual actions/gestures
- Flaming
- Passing the line without approval.
- Aiming a gun at WICKED.
- Being on the arrest on sight sheet.

Handcuff rules:

1. Absolutely NO random cuffing WICKED or Scorchlanders this will result in exile as soon as proof is given.
2. After arresting anyone they are to be brought to a cell after they are in a cell and fill out an arrest log failure to do this may result in demotion.
3. You are to give ONE warning for any reason; such as a Cadet Random kill they get one warning then if they do it again they are to be arrested.
4. You are not to speak to the prisoners once they are in their cell or being brought to one, the Highest ranking Blackout Division in the prison is allowed to speak to them for important reasons only.
 - If you see anyone breaking any of these rules or abusing cuffs, report it to a Blackout Division member immediately.

Section IV | Tryouts

Introduction

- Host name, brief greeting;

Grammar Test

- Why did you join WICKED?
- Why do you want to join WICKED's BLACKOUT?
- What is WICKED's BLACKOUT?

Combat

- 1v1 with SAI GRY (Best of 3)

Formations & Terms

- [W
- [PA
- [OA
- [F (You once)
- [STS
- [G (You)

Section V | Ranks

Blackout Recruit

- Newly made Blackout

Blackout Cadet

- Blackout Operative in training

Blackout Operative

- Official Blackout footman, able to enforce law, able to use Cuffs

Blackout Agent

- Assists Blackout Intelligence, also able to use the KSG Stun

Blackout Enforcer

- Riots
- Lab two security (When WRD-S is not ingame.)
- Prison security
- They will also be first responders for riots and raids alike. For example, if Lab 2 gets raided, Enforcers will act as first response prioritizing that over anything. Speed is their virtue.

Blackout Sentinel

- Advanced Security; Operatives generally are tasked with going into the Scorch for specific issues such as safe zone abusers, black market dealers, users who leave the border without permission.

Blackout Intelligence

- Blackout Formal Affairs, users handle security, issue, and warrant reports. User now gets a USP-S Pistol

Blackout Security

- Blackout Honor Guards, users guard Board of Directors or higher (only if provided on a specific list)
- Now obtains a Blackout Shield

Blackout Veteran

- Blackout NCOs, the enforcers of units and regular Blackout

Blackout Section Officer

- Blackout Officers, help lead and recruit Blackout personnel

Blackout Section Head

- Blackout Section Leaders, oversee and guide Blackout as a whole maintaining order and law, Also responsible for unit recruitment

Blackout Assistant Director

- The right hand of Blackout, generally the user who leads with the Director or leads the entirety of Blackout when the Director is not present

Blackout Director

- General Leader of Blackout, oversees all formal affairs of Blackout

Note: That all information provided here is subject to change at any time.

Section VI | Requirements

Unit	Unit Speciality	Rank Req.	Combat Req.	Formation Req.	Service Req.
Recruit	Newly joined	Junior Specialist	Best of 3 Standard Issue WICKED Rifle	All formations shown in: Section IV Tryouts	N/A
Cadet	Operative in Training	Junior Specialist	Best of 3 Standard Issue BOD Rifle (Must duel a Cadet or Higher)	All formations shown in: Section IV Tryouts	36 hours (One day + Half day)
Operative Agent	Standard Law Enforcer (Police)	Specialist	First to 2 Standard Issue BOD Rifle (Must duel a Operative)	All formations shown in: Section IV Tryouts	72 hours (Three days)
Enforcer	Border Security Facility Prison Guard	Specialist	First to 2 Standard Issue BOD Rifle (Must duel a Enforcer or Enforcer Trainee)	N/A	5 Days
Sentinel	Advanced Security	Specialist	First to 2 Standard Issue BOD Rifle (Must duel a Sentinel or Sentinel Trainee)	N/A	5 Days
Intelligence	WICKED Intelligence	Senior Specialist	N/A	N/A	7 Days

Security	WICKED Honor Guard	Senior Specialist	First to 3 BOD Rifle	N/A	.7 Days
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Service Requirements:

Service Req. are only used when the user was last promoted; for example.

Ex:

Blackout Cadet - Promoted 2:10 PM EST 22/7/2020

Blackout Operative - Promoted 2:10 AM EST 24/7/2020

The user must meet the service time requirement before they can be tested on the other requirements.

All tests must be held publicly and scheduled 15 minutes beforehand.

Section VII | Blacklist

Usernames shown below are BLACKLISTED from Blackout:

- Ascension_Armory
- Ripperlongnose
- Crimson_Magnius
- Wishrunner
- DeathTides
- Rigsderf
- ExtremPlazxx
- Hibrianpoo
- Restruded
- Mformina
- iamnotAZK
- AceVonOperator
- ArmyPirateCaptain
- Fazerayanret
- Peterparker_AG
- Fosq
- ZeValorius
- Askezombi
- F_usiliers
- Dreadfulben
- ImperiumXI
- Chizz2309
- The_WhizKid

- LeoJGreyson
- ExodusXI
- AKHS0122
- VoidedHumanity
- Nightmare666908
- boomer9970
- Crusherpraxis
- richardmati55555
- Woolierash8
- Zybxr
- Davidmulticuenta
- 01Emergency10
- foxythelord120