

Uniformed Code of Military Justice

The Uniformed Code of Military Justice was established in order to create a better environment for all members of the United States Armed Forces. The following rules and regulations shall be enforceable by any Military Police Officer, excluding Cadets unless under Military Police Education supervision.

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Addressing the ranks

You must address the Armed Forces Recruit through [E-9] by their rank respective branch rank.

EXAMPLE:	PROPER ADDRESS OF RANK:
Army Private	Private
Military Police Corporal	Corporal
Education Sergeant	Technical Drill Instructor
Military Police Command Sergeant Major	Command Sergeant Major

You must address any Commissioned Officer (O1 - O-10) as "Sir" or "Ma'am" accordingly as a sign of respect for their dedication and hard work that they have contributed to the United States Armed Forces.

Members of Senior Command and Department of Defense must be addressed as “Sir” or “Ma’am” depending on their respective gender.

Warrant Officers of any United States Armed Forces branch are not considered a Commissioned Officer. They shall be addressed by rank until successful completion of the Officer Accession Course.

Developers may be addressed by their rank or their name.

You may address any rank lower than yours by their rank or name.

Ranks & their powers

Non-Commissioned Officers may enforce the law by issuing orders to people below their rank. NCO's may give Non-Judicial Punishments (NJPs) to people below their rank. Non-Commissioned Officers may enter restricted areas such as (Senior Command area, Officer Area, or any other rank specific zone) to warn a trespasser that is breaking the law.

Warrant Officers of the United States Armed Forces are not classified as officers. They are considered non-commissioned officers that are actively taking the Officer Ascension Course and do not have the rights of an officer until successful completion of OAC.

The United States Military Police may enforce the law whenever someone breaks any section of the Uniformed Code of Military Justice (UCMJ), this includes their superiors. They may handcuff a person and put them into a cooling off period, in which the Military Police officer may detain a person for no maximum amount of time. However, the MP officer must have a justified reason for the detainment/arrest. If such time, a detainee shall leave in handcuffs shall result in an insubordination charge.

Officers and Generals have the power to promote, demote, discipline, issue NJPs as well as enforce overall laws of the United States Armed Forces alongside the Military Police. The Commanding Officer and Executive Officer of a division/sub-division/unit, etc.. may make specific rules/SOP manuals for their own members to follow. Officers and Generals are expected to lead by example. Commissioned officers and flag officers may give NJP's and report people below their rank. Officers assigned to a respective division/corps/platoon etc... are expected to enforce the rules of their own members. The Military Police is not obligated to enforce any rules outside of this handbook or the Uniformed Code of Military Justice. The Military Police may only intervene and enforce laws of a specific branch/unit when asked to do so by the unit commanding officer or the Joint Chief of Staff of their respective branch.

The Joint Chief of Staff and Vice Joint Chief of Staff of their respective branch shall have the authority to appoint whomever they decide to be part of their headquarters staff. The Joint Chief of Staff and the Vice Joint Chief of Staff may also create, publish, and make enforceable, rules and branch SOP's. These SOP's may not step outside the rules and guidelines of the Uniformed Code of Military Justice and the United States Armed Forces.

Members of the Senior Command are immune from enforceable actions of the Uniformed Code of Military Justice, these ranks are as follows:

President of the United States
Vice President of the United States

Secretary of Defense
Deputy Secretary of Defense
Secretary of the Army

The Chairman of the Joint Chiefs of Staff and Vice Chairman are oversight of the Department of Defense and are responsible for coordinating meetings, and appointing new Joint Chiefs of Staff with the approval of Senior Command.

Rights

You may use your rights at any time without the fear of punishment. Threatening to punish someone for using their rights will be seen as corruption. Military Police Officer+ may temporarily take away your rights during a state of emergency.

- You may only be punished for using your rights after you have been informed that there is a state of emergency, and your rights have been revoked.
- Right for peaceful protest.
- Warnings received for criminal activity only last a day and can't be used against you for any day following.
- Each member has the right to complain to a higher rank.
- Each member has the right to notify a Military Police member once a crime occurs.
- Each member has a right to his or her own opinion and may exercise their opinions publicly within the guidelines in Military Law.
- Criminals have the right to know why they are being detained or reported by Military Police and the MP must fully explain the crime and how it happened.
- Criminals have the right to request the evidence and reasoning for a warning given to them. The MP member responsible for the warning must supply both the reasoning and evidence if they have it.
- Anyone under the rank of [E-4] must go through the Non-Commissioned Officer Academy Course provided by the United States Military Education to progress any higher in the United States Armed Forces.
- [E-4] and higher must get approval from their unit commanding officer before leaving their unit. [E-4] and higher must get approval from their respective Joint Chief of Staff before leaving their branch.
- Retired Personnel that held the rank of Officer have the right to enter the Officer Area(s).
- Members at the rank of [O-1]+ have the right to enter the Officer Area.
- Officers whose main accounts are banned may enter the Officer Area on the alt they are using in the time they are banned.
- Civilians named "CLEARED" enter any area of the Military Academy except the Senior Command building and Officer Area unless authorized by BGEN+. Civilians may be killed or have base entry revoked for failing to follow orders.
- Any Military Police member has the right to revoke retired personnel (RP) privileges into the Officer Area if they commit frequent misconduct.
- Any member at the Military Academy has the right to defend themselves from any hostile civilians that point a weapon or present a danger to any other member.
- Military Police have the right to enforce the law. This includes writing reports and investigating criminals. Once an investigation starts, it does not end until either the report is submitted on USAFRblx.com or another punishment is given by the original investigator. During the investigation, people may not undermine the Military Police and give another punishment during any part of the investigation process. Any interference that happens

during the investigation will be counted as Corruption.

- Low ranks [E-1] - [E-3] may leave their branch/unit at any time.
- Non-Commissioned Officers have the right to request a transfer from a unit/branch in a 1 week time period.
- Officers have been given the right to internally take care of lower ranks in their unit/branch. Officers may not undermine MP or other officers while doing this.
- Finally, trolls have no rights. **Only the MP High Command and Senior Command members may identify someone as a troll.** Trolling does not count if someone is just having fun in an immature way. Trolls are repeated offenders of the same things such as disrupting USAF events by breaking the Uniformed Code of Military Justice, and typically “trolling.” Trolls are not permitted to be above the rank of [E-3], and if they are they must appeal to be undeclared immediately. If they are denied, their rank can be revoked until they are undeclared.
- A person may not be punished twice or more for the same crime.

Admin Privileges

Enforcement of the Uniformed Code of Military Justice and execution of duties may require admin commands to be used. Therefore some people will be trusted with admin privileges. [E-5]+ may be given admin by an officer and [E-9]+ get admin automatically. The rule of thumb is to use the least amount of admin commands to accomplish your goal. This means that if there is ever a situation where you are required to use admin in a way that is not listed in here then it is allowed if you can explain your reasoning and why you couldn't use alternatives. We can't prepare for everything but the guidelines below should be followed as closely as possible to prevent confusion. Please note that you can't use these commands just because you're allowed to, you need to have a valid reason for executing any command. **In a case where an admin command is used where it doesn't cause any harm to the USAF and follows good reason, no punishment shall be served.**

I. Following commands may be used by anyone

- :n / :h - Announcements during an event. May be used to order people to leave the opposing side's respective spawn point. (when used during events such as practice raids :h is used to warn people and communicate to another team accordingly. n: is used at the conclusion of an event as for example saying GG, or having to pause a match.)
- :team - Team someone during an event or at USMA (You may only use this if the team changer at USMA is not working).
- Temp: (E-4+ may be given admin during training, they must ask to be given the admin first however)
- :pm / notify - To tell someone where to go or contact during an event.
- :unff
- :clear - Clear clones
- :re
- Recruitment / rt
- :to - To get behind a barrier into an RT. Must have a reason to do so and consent from the other party.
- :name - To be able to name clones or name a Civilian cleared (If they have a pass or cleared by Senior Command)
- :alert (may only be used to get the attention of an AFK player) If overused or abused, this can be classified as Admin Abuse.
- :health

II. Following commands may be used during training

- :heal - Heal damage during an event (NOT to be used during a deployment/war)
- :change -
- :resetstats -

- :god - God a clone or user during an event
- :give - Give a tool to person
- :clone - Use as a target in some events
- :bot - for moving targets
- :name - To name clones during events
- :to / :bring
- :health - Used to heal people or clones during an event
- :startergive - Only startergive yourself tools that you would need. **NOT WHAT YOU WANT!**
- :view / :watch / :rv - To see where someone is on the map
- :music - Only on a USMA private server. This command may **NOT** be used on a public server without permission from the Senior Command.
- :fly - May be used on a private server only.
- :setmessage - May only be used on USMA to attract members for an RT if the “/rt” command is not working.
- :rteam - May be used for selection of teams during combat training. **MAY NOT BE USED IMMEDIATELY AFTER A CT.**

III. The following commands may be used law enforcement purposes (MP OIT+)

- :view / :watch / :rv
- :track - To locate a possible criminal or exploiter.
- :track - To locate where said user is on the map to track them down.
- :warn - To warn them to stop doing what they are doing.
- :alert - If the user can use it. To warn someone to what
- :kick - (Felonies Only) - Only necessary when you have told them to stop repeatedly and have jailed them.
- :ban - Only used when someone is exploiting, trolling, or when the person you have kicked came back to the game and is still committing crimes.
- :jail - To create a box around someone to stop them from moving. Used if you have two people you need to detain or if someone is running from you.
- :bring - To bring someone if they are across the map or running from you.
- :to - Teleport to someone when they are breaking the law.
- :chatlogs / :joinlogs / :remotelogs / :killlogs / :klogs / :guilogs - Self explanatory (NCO+ may use these logs)
- :temp - may be used by [O3]+ in a private server for USMA (with very specific exemptions)

IV. Following commands may be used by Senior Command

- :setmessage - (at the Academy only)
- :fly - may be used in all USAF games
- :removetools
- :shutdown
- :startergive

Class System

If somebody commits a crime, they will be punished for their past crimes, opposed to their current crime. Their class will advance, corresponding to the crime they have committed. If a person does not commit a crime for one week, they shall move down one class.

- Class A = Written Warning
- Class B = 5 minutes in jail
- Class C = 10 Minutes in jail
- Class D = Ranklock for 1 week
- Class E = Demotion by 1 rank + 1 week ranklock (Ranklocked for [O1] for officers, may not join a branch or division).
- Class F = Demotion by 2 ranks + 1 week ranklock (Ranklocked for [O1] for officers, may not join a branch or division).
- Class G = Demotion to Armed Forces Recruit
- Class H = Not allowed to join a division/branch for 1 week, declared a troll, 1,000 word jail, ranklocked at [E3] for the week.
- Class I = Not allowed to join a division/branch for 1 month, declared a troll, 5,000 word jail, ranklocked at [E3] for the week. (Word jail is a jail where the person is given different words at a time to type out)
- Class J = Banned from all USAF games for 2 months, demoted to militia, ranklocked at [E3], 10,000 word jail, declared a troll

Crimes & Punishment

Before any punishment is reported, the offender and anyone involved with the situation must be contacted about it to ensure an accurate and unbiased report. Any report issued without following this rule should be removed immediately. If a crime is not reported within 7 days of it being committed, the report will be invalidated. In this case of evidence within being withheld, the 7 day timer will start the second evidence is made available. The Commandant of the Military Police or Senior Command may override this rule. By definition, a serious crime is a crime that has a 4 class increase. **Crimes that are class 4 increase cannot be punished via a NJP.**

The act of attempting to commit any of the following crimes will be considered the same as committing them.

Corruption

4 class increase.

Corruption can be classified as:

- Abuse of authority and/or position of power
 - You may not demote someone for leaving the regiment if they've held the rank longer than two weeks
 - If this happens, the person who was demoted will be promoted back to their original rank.
- Withholding evidence
- Acts of bribery
- Purposefully not reporting individuals - Example: Witnessing a crime and not reporting it. (If there is proof of you witnessing it.)
- Suppressing/Removing Rights
- Framing someone
- Forging documents / evidence in a way to frame someone for a crime. (Framing anyone for a crime will be classed as corruption)
- Telling somebody to commit a crime
- Abusing discord moderation tools / powers
- Cross branch/division/unit recruiting. (Only applies if the person being recruited didn't initially show interest.)
- Cuff abuse in general such as cuffing someone for no reason.
- Free ranking - Skipping 1 or more ranks at a time. If they skip a rank cooldown that is only considered free ranking if its their second case. First cases are to be reported as insubordination (However the report **CANNOT** be replaced with a NJP) - In regards of People promoting Armed Forces Recruit - [E-1] in any branch. they **Have** to be made Basic Training before being made [E-1] they **cannot** skip the rank of Basic Training. (This is not enforced with officer ranks)

Insolence

3 class increase.

Insolence

All Personnel must be able to respect one another. Being rude, insulting or putting on an attitude will not be tolerated. The act of attacking/being rude to an individual.

- Includes spreading misinformation about an individual or a group of individuals.
- This can be punished through roblox Voice Chat.
- Can be enforced during battles with other nations as a sign of poor showmanship.
- Being insolent via roblox VC can also be reported if there is proof.

Immaturity

1 class increase.

- All Personnel needs to use common sense at all times. This specification asks for good situational judgement. This basically means that a person should not do something that would clearly cause some kind of trouble or where their actions could have some form of a negative impact. Even if it by other USAF specifications is not technically a violation. They may be reported for immaturity, as it is immature and unprofessional to not think about the consequences before ones own actions. This only applies if no other part of USAF is violated. However small glitches such as Naruto arms is permitted.
 - Example: Someone is acting childish but not exactly by immaturity's standards but still doing it knowingly that it can cause problems.
- Sending emojis of any kind that aren't stated in the whitelisted
- All Personnel need to use a realistic skin tone.
- All Personnel are not allowed to wear any kind of packages in-game.
- All Personnel are not allowed to purposefully mess/fool around within any on-duty location. However this does not include the act of pretend humping the person behind them. However if asked to stop, this can still be punished for insubordination.
- All Personnel are not allowed to dance/bunny hop within any on-duty location.
 - This rule is not used in Fun USAF wide events as long as you aren't bothering anyone else.
- Spamming is also considered immature.
- At the bottom of the page, you can find the allowed skintones, anything else can and will be counted as immaturity.
- Division/Branch/Unit Hopping - Being in more than 3 regiments in 1 month.
- Throwing Grenades in the fort (It stacks on Murder if people are killed,)
- glitching (Flinging yourself **on purpose**) is now considered immaturity

Insubordination

2 class increase.

Insubordination

The act of not following orders issued by superiors or MP personnel. This also includes breaking rules in IPRs and PRs after they have been set. (The event host will make the rules attendees will have to follow if its an IPR, if its a PR, both team leaders will agree on the rules that have to be followed)

If a officer/NCO refuses to give someone they have detained/cuffed to an MP after being ordered to so the suspect can get off with no/lighter punishment under the NCO/Officer.

Cheating in a PR/CT is now classed as insubordination. However this is only reportable if the person broke the rules on purpose such as deliberately AAing (Which will be reported for insubordination AND admin abuse). Accidentally falling off the map is NOT reportable unless they are seen deliberately doing it and must have proof of them doing it.

Treason

4 class increase.

- Committing any Crimes against the Senior Command
 - Members of the USAF with immunity can be charged with Treason. Regardless of if they are in SC or not.
- Creation of underground terror groups. EG. groups that either harm or troll the group.
- Actions that either target or aim to destroy and/or harm the group.
- Actions that threaten the group's security and safety.
- Recruiting for external communities and groups.
- Communication with excommunicated individuals
- **Leaking classified documents/information given in restricted channels** (channels that anyone that is not in the regiment can not see)
- Using TK to commit murder 10 or more times in any USAF related games.
- Lying to SC member in a SC investigation
- Leaving your regiment without permission. (can result in demotion to militia depending on what your Joint Chief of Staff/Military Headquarters Decides.)
- The act of leaking a member of the communities' face in any USAF affiliated Discord without their own consent. This includes using it to annoy/harm/irritate another person in their direct messages.
- Sabotaging a regiment such as destroying a regiments spreadsheet or causing that regiment harm.
- Officers sharing alts and officers using officers main accounts for any use is considered treason as it can jeopardizes USAF's security.
- Being in 2 or more Divisions/Units at once. (Doesn't include having an alt in a different regiment that has permission to be there) **(THIS DOES NOT COUNT BRANCHES)**
- What you put towards USAF that is kept by the USAF can't be taken away by you otherwise you'll be reported treason. For example: OAC documents, divisional/unit documents and spreadsheets.

Murder

1 class increase.

Murder

Killing or attempting to kill one other is strictly forbidden unless you're within a combat training (PR/CT) or a necessary action to fulfil your duties (Guards/MP) in the protection of Senior Officers, protection of the forts, and/or necessary action to save lives.

Murder cannot be committed in skirmishes unless the Host of that training specifies not to. Attempted murder is when your life is directly threatened not if you have been hit once with a melee device as a warning or hit with a cane. If a civilian is shooting a gun at you.

Note:

- Killing a Civilian while teamed Continental is strictly prohibited unless specified in the following...
 - You may kill a Civilian if they are holding out a gun. (You may only shoot civilians with unshouldered melee weapons if they pose a threat to others or have not complied when asked to shoulder the melee weapon).
 - You may kill a Civilian if they are trespassing in a restricted area.
- Killing a USAF member as a Civilian will be counted as Murder. Regardless of group status.
- People cannot consent to be killed in any circumstance unless it's a CT/PR or a training.
- Killing someone with a grenade in the fort (stacks with the immaturity).

Admin Abuse

3 class increase.

The act of using an admin command that's not listed in the above (in the handbook) acceptable admin commands will be classified as admin abuse.

Notes: Rule is excluded during fun events if deemed by the Senior Command. They will tell what commands can and can't be used.

This offense can be reported during events with other nations as well.

Theft

1 class increase.

The act of stealing someone else's items, without permission, such as taking a vehicle and not returning it or loot they have dropped. If the person who has dropped it gave someone consent to take it, then this cannot be enforced.

Trespassing

1 class increase.

Trespassing

The act of entering restricted areas where your rank/position doesn't allow you to be in, regardless of what team you're on. This crime includes jumping on non-terrain models, such as trees, towers, and the church and sniping into the USAF fort. The Act of entering the SC+ building. Entering the Officer Area after being shot while cleared is still classed as trespassing, you must be cleared again before reentering.

- The act of entering an RT box without the permission of the host. O1+ are immune to this, but if abused then can be asked to leave by a higher rank or Military Police.
- Chicken jumping (jumping to go into OA but then stopping before the wall so it doesn't count as trespassing).
- Entering the fort without a pass as a civilian counts as trespassing.
- Only SC can clear people for SC+ area. However, entering an office outside of your rank is also considered trespassing.

Note: Military Police may encroach past any official boundary for the sake of code enforcement or combat situations.

Lying to a Superior Officer

3 class increase.

The act of fabrication and/or being deceitful towards a superior officer.

This crime can be enforced on battles with other nations as well.

Not Following the Chain of Command

0 Class increase.

This crime **cannot be given a report for**. The maximum punishment is an NJP, warning, or Jail Time.

The act of going to a person way up the ranks to ask a question that could have been asked to someone far below their rank.

Example: Going to the Senior Command for a training instead of a NCO.

To follow this: Ask any ranking NCO first, if he tells you to go to an officer then you may go to an officer. If the officer tells you to go to Military Headquarters, then you may go to MHQ. Be sure to show every officer+ a screenshot of the NCO/Officer giving you permission to go up the chain of command.

Toxicity

4 class increase.

Toxicity

- The act of attacking someone in an abusive and personal way. This refers to their race, sex, or gender. It must be a personal attack and not an insult. Insults fall under insolence. It can also be enforced in the discord.
- Toxicity falls under attacking or provoking a group of people in any way.
- Being in a discord server that was created due to mutual hatred towards an individual and threatening someone with extreme bodily harm or rape (Unless you're obviously joking) will be counted as Toxicity.
- Example: Being racist, being homophobic, or being in a group of people who all do not like someone.
- Definition of racism: prejudice, discrimination, or antagonism directed against a person or people on the basis of their membership in a particular racial or ethnic group, typically one that is a minority or marginalized.
- This crime can be punished during battles with other nations as well.
- Another version of toxicity. Is "Playing Toxic".
This includes playing with a negative attitude in combat.
Example crimes of this are:
Crouching on or at players after killing them
Using phrases such as "ez" or insulting another player in combat
Intentionally avoiding this crime by making up new ways that aren't stated here will be punished as trying to avoid the crime.
This can be punished through the roblox Voice Chat.

Exploiting

Immediate excommunication.

The act of purposefully cheating or breaking the game. Any and all exploiting, regardless of its severity, will all result in an immediate excommunication from the group. This includes any types of scripts or external software that give an unfair advantage to the user.

Anyone who assists an exploiter, regardless of whether they exploit or not, will also result in an immediate excommunication.

Repeated Trolling

Immediate ban.

After repeated attempts by NCOs, MPs, Officers to stop a troll then Senior Command may get involved in order to permanently ban this person.

Grasswalking

0 Class increase.

This crime **cannot be given a report for**. The maximum punishment is an NJP, warning, or Jail Time.

The act of grasswalking is walking on any grass outside of any combat situation.

Unauthorized Brandishment of Weapons

1 Class Increase

No members may carry any firearms on the base.

Exemptions:

- You are a member of the Military Police.
- You are a member of a branches protective security division and you are actively protecting a protectee.
- You are doing a training on base (instructor must be present)

Failure to Obey Uniform Guidelines

1 Class Increase

Failure to Obey Uniform Guidelines is as follows;

- The act of wearing a uniform outside of your rank.
- The act of not wearing a uniform while on duty and on the team.
- Failure to adhere to the grooming guidelines.

Whitelisted Faces

- :) or 🍻
- :(or 🍷
- :o or 🍷
- -_- or 🍷
- :D or 🍷
- 🍷()_/_ or 🍷

Skin tones that are allowed and do not count as immaturity.



Uniform & Appearance

The following uniform regulations are absolute and shall be enforced by any Military Police officer, excluding Cadets unless under official Military Police Education supervision.

Senior Command members are largely exempt from all uniform rules; however, they are still expected to look semi-professional and set a good example.

Community events will be the only permissible way to **NOT** wear proper uniform (as required by the Regulations) on the Academy.

CLASSIFICATIONS:
"Cover" - Shall be the universal term to describe a piece of headwear (patrol cap, helmet, etc).
"Service" - Shall be the universal term to denote all of the Branches and Agencies in the USAF.
"Elements" - Shall be the universal term to denote Divisions and Units in a Service.

1. All U.S. Personnel must use a realistic skin tone while attending the Academy.
 - SOCOM are authorized to bypass skin tone regulations, using their own written regulation in place.
 - Service Scrim Teams are allowed to use "gray" as an incentive to participate in TPS-based events, supporting a much-needed community in the group.
2. All U.S. personnel must use the default R6 package, meaning packages are not allowed.
3. All U.S. personnel must be well groomed; hair must be reasonable and realistic.
 - Long hair is permitted so long as it is worn tidy in a bun or ponytail. (**Females only**)
 - Hair must appear a natural color, containing no artificial color or highlights.
 - Facial hair stubble and its variations will be allowed for male service members.
4. All U.S. personnel must wear appropriate faces while attending the Academy.
 - Neutral faces are preferred; inappropriate faces are not allowed.
 - Faces that reference or look similar to the "Anime" or "Troll" mediums are not allowed.
5. All personnel are required to wear their proper Uniform per the UCMJ, Service, and Divisional regulations at all times.

- This includes hats, accessories, specific uniform items, tops, bottoms, etc.

6. All U.S. personnel are required to wear a cover at all times when outdoors unless participating in an event or inside of a building.

- Events will have their own rules depending on what the event encompasses
- Covers authorized by a Service and its elements are more commonly known as hat or accessory regulations.

Non-Judicial Punishments

Non-Judicial Punishments may be given by an NCO+ to ranks **below** themselves. **MP may give NJP's to their superiors.** Non-Judicial Punishments don't require proof. They do not have to be tracked; they will not end up on a criminal record. Non-Judicial Punishments are mandatory orders. Not doing/completing Non-Judicial Punishments will cause you to be written up for **insubordination** and the **original crime that was committed**. The same goes with MP. if MP gives out a Non-Judicial Punishment, it must be followed. **Senior Command may punish anyone within reason.**

All Non-Judicial Punishments are not to be questioned as Corruption unless: It is given to you and you have done literally nothing wrong and can be **proven**, it is an **extremely harsh** punishment, or if it is given without clear **instruction** of what has been done wrong.

If a person refuses to do an NJP if they believe it's unfair a person has the right to question a NJP and ask for a MP superior (Unless they are an officer) to ask if the NJP is reasonable for the crime that was committed. An NJP needs to be on the same level as the crime. 1JJ for treason will be counted as corruption.

Non-Judicial Punishments **MUST** always be followed.

Current List of Valid NJP's

- HJs
- JJs
- Hell Laps
- Apology
- Water Jacks
- Extra drills
- Word jail (A jail where you have to say each word to go onto the next word normally given between 100-5000) Senior Command+ only may use this NJP.

△**Again, I repeat...Non-Judicial Punishments MUST ALWAYS BE FOLLOWED.**

Additional Information

What is the Uniformed Code of Military Justice?

The Uniformed Code of Military Justice (UCMJ) is the law we use in all of our games under the United States Armed Forces. This law provides structure and balance. It should be expected that this will be enforced at all times in any USAF games.

How to interpret the UCMJ?

When interpreting the Uniformed Code of Military Justice, you must always have common sense. If you don't have common sense, then you aren't going to get far in this group. You shouldn't follow it rigorously, but you should still stay in the line and not cause trouble. For instance, you can be a bit immature like cracking jokes and all that. But don't go around screaming "XD poop poop head". This paragraph is mainly for MP. You may also not use this paragraph to get out of a punishment.

Questions about the UCMJ?

Go to a Military Police with a question about the UCMJ. If they don't know then go to an officer. If they can't answer it then we need to change something in UCMJ.

What is a State Of Emergency (SOE)?

A State Of Emergency or SOE for short is basically to combat situations that can cause harm to the group. Something that could trigger a SOE is a riot or a mass exploit attack. When a SOE is triggered your rights are revoked (Check rights for more information) and admin abuse laws are relaxed (To combat the situation) but misusing the commands can get you a report. These will not happen often and hopefully never at all.

Only Senior Command+ may authorize a State of Emergency.

What is Honored Personnel?

Honored Personnel is an honorary title given to USAF members who have dedicated a significant amount of time and service that has aided to get the CA where it is today. Those with the role will be given special recognition and have access to the Officer Area regardless of rank. People who have been excommunicated may never receive this role unless decided upon by the President of the United States. If reported, you will lose your Honored Personnel status.

Note: If you lose your Honored Personnel status because of a report, you must wait until you are back at Class A then reapply to regain the status.

What happens if I'm Excommunicated?

Once your excommunicated you won't be allowed into any USAF related Discords and you'll be forced to appeal on USAFrbx.com. If your appeal is denied, you'll have to wait three months before appealing again. Appealing again before the three-month period is up will just result in the time being reset.

Being excommunicated a second time makes it a permanent and unappealable ban from the group.

General information:

A "merc" (mercenary) is someone from a different regiment or someone who is a non-regimental joining a regiment they are not apart of to fight within a PR. This does not include mixed IPR's. Both PRing regiments need to confirm the mercenary otherwise they cannot take part.

For alts permission needs to be from the division/unit you're joining in and from the Joint Chief of Staff of your respective branch you're joining with the alt. There is a rank limitation and its been put as Sergeant.

MP Rights