

TRGA | The Republic's Grand Army Cuff Guide



Introduction:

The cuff guide is there to teach you the laws called "Zita", all the members concerned by these laws must follow them and apply them under penalty of being imprisoned by our CG.

Immigrants cannot be jailed without the permission of a CL+ (=Company Lieutenant+), unless they are AoS (=Arrest on Sight).

This document may change at any time.

NOTE: If a personnel is abusing cuffs, please report it to a CC with solid proof.

-Infringements of the Zita laws:

Zita 1.A: Post refusal after 3 warnings. (Corporals and below are concerned by this law).

Zita 1.B: Entry into a restricted area after 1 warning. (Troopers and below are concerned by this law if they get into the booth. -Corporals and below are also concerned by this law if they get into the cells).

Zita 1.C: RK (=random killing) immigrant without reason. (WO (= Warrant Officer) and below are concerned by this law).

Zita 1.D: TK (=Team killing) without reason. (WO and below are concerned by this law).

Zita 1.E: Attempted murder / murder on a divisional member. (WO and below are concerned by this law).

Zita 1.F: Off-duty raiding. (WO and below that raid with ANY gamepass).
NOTE: If you see O1+ (=Second Lieutenant+) off-duty raiding, report him to an HR.

Zita 1.G: Racial or religious discrimination is strictly forbidden and punished by us and by the roblox moderation. If you see someone who does not respect this law, please report him to the Roblox moderators and jail him. (Everyone is concerned by this law).

Zita 1.H: SK (=Spawn killing) is not allowed. (Everyone is concerned by this law).

Zita 1.I: Exploiting the game is not allowed. (Everyone is concerned by this law).

NOTE: O1+ has access to admins commands.

Zita 1.J: Immigrant who raids a divisional event at the FoB. (Immigrants are concerned by this law).

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