

SD Riot Guide

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Chapter 1: Sides

1. In a riot, there are two sides. The SD Side and the MTF Side. The SD side is the one on the right if you are facing the CDC gate. The MTF side is on the left.
 1. The SD Side is the side you will be on the most, it's the main defence line for Sector 1 in a riot. One on the left, one on the right. If you are on the left one, you'll be on the most popular one, given how players hold guns. The one on the right is less popular, as it's more dangerous. It is recommended to have maximum 5-6 people at the SD side, otherwise crossfire will become a big problem.
 2. The MTF Side is handled by MTF operatives. Usually they'll be able to handle it on their own, but if they aren't SD will occasionally go to assist and keep their side from being flanked.

Chapter 2: Positions

1. There are different positions on each side in a riot. This will only detail the SD side as this guide is for SD. There are multiple positions on the SD side, some are more effective than others.
 1. The left side, as said before, is more popular given how players hold guns. The most effective spot is right up against the barricade with your gun at the end of the barricade, not poking through it though. The next position after that is right behind the first one, that one is more dangerous as you are more revealed and if you aren't careful, may end up shooting the person in the first position.
 2. On the right side is somewhat of the same. It is more dangerous too, as to shoot you have to reveal yourself more.
 3. Listed above are the main shooting positions, any other people there will either stand on each others head to shoot above the barricade, or jump to shoot above the barricade too.
2. Those above are the main position groups that you'll be in, but there are multiple others you may be able to use. They are on the more dangerous side but they can also provide positive results.
 1. At the SD side, there is a bunch of shelves that you can climb up on. If you manage to climb up the shelf you'll be able to shoot down the hallway. This position is only good until you've been spotted, after you have you should leave it to avoid being killed.
 2. Near the gate for entrance into the CDC, there is another shelf, if you climb on top of that you may be able to surprise the Class-Ds from there, as it isn't common for them to look up.

Chapter 3: Emergency Positions

1. In a riot, if you are pushed back you'll probably be at the S-2/S-1 Checkpoint or further there are a fair amount of positions that you can take, but these are not as good as the positions in Sector II, so it is advised to try and keep the Class-Ds in Sector II.
 1. If you are pushed to the Sector II side of the Sector II/Sector I Checkpoint, you can shoot through the doorways. But if you aren't upfront be careful of those straight in front of you because they may get in your way and you may shoot them.
 2. If you are pushed into the Sector I side of the Sector II/Sector I Checkpoint, it's advised to use the fences to your advantage. Peeking the fence, shooting at the Class-Ds then going back before they have time to respond.
 3. If you are pushed even further then the Checkpoint, the Ethics Lounge door and doorway both make great cover, but it's risky getting to them. If you are unable to get to them, use the trashcan and watercooler as temporary cover, but not forever.
2. If they have pushed past the SD armoury, it is going to be much harder to deal with. But if you use cover correctly you should be able to take them out.
 1. There is a barricade within the hallway which the armoury is situated, use that to your advantage when peaking Class-Ds from the hallway.
 2. If there are no Class-Ds there, you can use the Foundation Personnel spawn and cafeteria for cover, the foundation personnel spawn is good for attacking those coming from the Sector II side, while the cafeteria is good for attacking those coming from the other side.
 3. There are multiple doorways within Sector I, use them to your advantage. But remember to always be patient, but **check behind your back**. It's highly likely due to the nature of Sector I that you will be flanked.

Chapter 4: Roll Call

1. After a riot, an event called Roll Call will start. During that, you are to get the CDs to stand upon the gray blocks in the back of the CDC and the SD are to stand on the yellow blocks unless they're scanning.
 1. All SDs have permission to use the scanner in Roll Call and to use the scanner you just have to click on the Class-D and it'll scan them, showing their tools.
 2. Whilst scanning them, you are to go from the front row and scan all those in that row, then do the second, then do the third, etcetera.
2. Sometimes your priorities have to be elsewhere, let it be because Class-Ds have escaped outside and you need to hunt them down, or because a lot of them are armed and it's almost impossible to do roll call because of that.
 1. A lockdown can be initiated by a Sergeant+ or by a security unit acting with permission from the said Sergeant+, if need be you can lockdown the CDC yourself if it is **absolutely** required.
 2. After a lockdown is lifted you are to do a roll call if a purge wasn't done because it wasn't deemed necessary. But otherwise a purge should be done if a lockdown was required to happen.

Chapter 5: Aftermath Cleanup

1. After a riot is complete and the CDC is fully locked up and/or roll call is being done, you are to sweep the sectors. This is a more time consuming part, but it is worth it.
 1. For Sector-III, MTF will sweep that. But if there are no MTF online, SD is allowed to sweep it. If you encounter any breaches there, you are **not** allowed to recontain it yourself.
 2. For Sector-II, SD will sweep it with the occasional help of MTF. You are to sweep **every** cell. Class-Ds occasionally hide in there. So make sure to have your gun ready when clearing a cell.
 3. For Sector-I, SD will sweep it, usually MTF doesn't help. If CDs did go past Sector-I your sweep is to be highly thorough, but if they didn't, you can do a more relaxed sweep.

Chapter 6: Breaches

1. Usually Class-Ds will breach SCPs if they've managed to get past both MTF and the SD side. The most usually breached is SCP-173, SCP-066 and SCP-323.
 - 1.1. If you encounter a breach after sweeping a sector, you are to alert MTF **ASAP**. SD cannot recontain SCPs unless absolutely necessary, or given permission by an MTF unit in the discord.
 - 1.2. After you have alerted MTF you are to block off that hallway, or in SCP-173's case, keep eyes on them. After MTF has come, you are to leave as to not get in the way of recontainment.
 - 1.3. For an SCP like 323, unless there is an additional MTF there, you are to follow them and terminate them when they say so, as that is the only way of recontaining 323.
 - 1.4. If you encounter a Class-D wearing SCP-323 in a riot, the most efficient way of terminating them is by using a taser, but most SD do not have access to the taser. The second best way is to try and get constant shots off on their head.
2. Emergency recontainment may be done by SD if no MTF is available to respond. But you are to make sure that they cannot respond as it's something SD shouldn't do on a regular basis.
 - 2.1. For SCP-173 the best tactic is to aim your weapon, back up a bit then turn your camera/player for a small amount of time, then look back. Make sure that you don't do so for too long otherwise SCP-173 will terminate you. Repeat this step until SCP-173 is in containment.
 - 2.2. For SCP-066 you are to try and lure SCP-066 back into its chamber. It's something that's more tedious than SCP-173, but the worse it can do is play loud sounds. It may take time, but make sure it's fully inside the chamber.
 - 2.3. For SCP-323 you need help from an additional SD. After you have another SD there, you are to put SCP-323 on then immediately run to it's containment chamber. After you are inside SCP-323s containment chamber, you are to get the other SD to shoot you. After that SCP-323 is contained fully.

