

Codes



WIP: This article is a work in progress and is not yet approved for usage in the RP.

All [Ci'tiyous Ga'nudren](#) utilize special codes when reporting crimes or status reports, these codes are listed below.

Ten Codes

Ten codes are traditional codes used by all officers and even found used by civilians are as well. Ten codes are occasionally used alongside thirteen and fourteen codes.

Ten Code		
Code	Description	Additional Details
10-4	Means the officer can do that	
10-5	Means the officer can't do that	
10-9	Transmite last received message to another indivisual	
10-9A	Transmite last received message to all officers	
10-9BA	Transmite last received message to HQ	
10-11	Means you are not being heard clearly, or you are uncomprehensable (bad communications)	
10-19	Continue last patrol	
10-20	Return to sector precinct	
10-21	Return to state headquarters	
10-22	Cease Transmissions (Radio silence)	
10-33	Clear comms at once	
10-34	Disregard last message	
10-36	Urgent mission must be accomplished ASAP.	
10-44	Pick up criminal / reply to message	
10-45	Pick up documents / En Route	
10-58	Report to [person] / do you have contact with [person]	
10-77	Out of service (varies)	Means the officer can't respond to any emergencies, typically 10-77 should be followed by whatever reason the officer is unavailable - such as court, off duty, out for personal reasons.
10-71	In Service	This means that the officer is available to take on assignments
10-90	Arrived at scene	
10-90A	Arrived at scene, clear comms.	Means the officer has arrived at scene and needs all comm.'s to be cleared, this is usually reserved for higher ranking officers in order to take command of a hectic situation
10-99	Emergency Backup requested	Means an officer needs assistance ASAP, all officers SHOULD respond
10-990	Emergency at precinct/HQs	Means a local sector precinct or a state HQ is under assault, all officers should drop what they are doing and respond

Thirteen Code

Thirteen codes are codes commonly used by dispatch or situations commonly encountered while on patrol.

Thirteen Code		
Code	Description	Additional Details
13-1	Medical requested	Means medical services are needed ASAP
13-2	Medical request cancelled	Previous medical call no longer needed, this could be due to the previous call being in error or the victom died before services could arrive
13-3	Advise if medical is needed	Dispatch is contacting officer, requesting if medical is needed
13-8	Escort Requested	Dispatch, or another officer, are requesting escort. This could either be for a high-profile criminal, or an injured person
13-13	Person or Officer requesting assistance	Means the officer needs backup, or the person sending the message (such as a citizen) is requesting help. In the hands of a civilian, this is traditionally code for 'officer down'
13-18	Officer Down	Means officer has been injured and that backup is needed. This code typically goes alongside 10-99
13-22	Suspicious Vehicle	Used for when a vehicle is sighted doing something it shouldn't
13-23	Suspicious Person	Used to describe an indivisual doing something they shouldn't
13-29	Death Report	Reporting of a death
13-33	Healer requested	Means that a healer is needed, not actual medical services. Typically used within a precinct or HQ's for internal medical emergencies
13-40	Criminal has a record, but is not currently wanted	Means that even though the person is a criminal, they are not wanted by anyone and can be let go
13-41	Criminal has a record, is wanted	Means the criminal is wanted and should be arrested
13-42	Person doesn't have a record, but is wanted	Same as 13-41
13-44	Person has no record, no warrants	Means the indivisual is clean
13-50	Possible death, requesting coroner	Means that the person might be dead, and thus a coroner is requested
13-51	Attempted Suicide	Means the indivisual has attempted suicide
13-52	Suicide by officer	Means the person committed suicide by forcing officers to kill them
13-55	Officer being followed by suspicious vehicle	Means the officer is possibly being followed by a criminal looking to cause harm
13-56	Officer being followed by vehicle with dangerous indivisuals inside	Commonly refers to gang members looking to harm an officer
13-59	Unknown auto at assignments	Means a vehicle that is not supposed to be at an assignment is there

Thirteen Code		
Code	Description	Additional Details
13-60	Kit in trouble, requesting backup	This is a special code reserved for when an officer spots a child either in the process of being kidnapped or with a criminal trying to harm them.
13-62	Attack in high hazard area	Means officer is under fire in a high-crime area
13-67	Traffic Signal light is out	Means that the traffic light is out
13-68	Traffic Signals are out of order	Means the traffic lights aren't synchronized
13-71	Fire Alarm	Officer reports hearing a fire alarm
13-72	Fire report	Officer spots a fire and is requesting fire fighting crews
13-75	Aircraft accident	Means an aircraft has crashed
13-80	Traffic Accident, Medical needed ASAP	vehicular accident that requires the presence of medical services. Medical is needed for any accidents that involve injuries, regardless of severity
13-82	Traffic Accident, no injuries	Means there is a vehicular accident, but medical is not needed
13-83	Traffic Accident, no details	Means that officer has arrived at a traffic accident but has no details currently
13-85	Manual traffic control needed	Possibly due to traffic accident, or because traffic lights are out.
13-87	Tow truck needed	Disabled vehicle needs a tow
13-89	Bomb Threat	Refers to a possible bomb at scene
13-90	Bomb discovered	Means there is a bomb at the scene, requesting EOD
13-95	Out of vehicle, routine traffic stop	Means the officer is out of the vehicle to perform a stop
13-96	Out of vehicle, traffic stop, requesting backup	Means the officer is at a traffic stop and needs backup
13-98	Time check on patrol	Refers to dispatch asking officer how long they've been on patrol, either to be reassigned or relieved for a break
13-99	Officer needs help immediately	Similiar to 10-99

Fourteen Codes

Fourteen Codes are codes that relate to natural disasters or other types of emergencies, they go alongside all other codes.

Fourteen Codes		
Code	Description	Additional Details
14-1	Fire reported	Same as 13-71
14-1A	Major Fire Reported	Means there is a major fire, all fire services needed
14-2	Smoke reported	Refers to black smoke being reported in an area, but no signs of fire
14-4	Road or Bridge washed out	Relates to high flood waters having washed over a road, making it impassable, or making a bridge unusable
14-6	Tornado Report at [location]	Means a tornado was spotted at the spoken location
14-8	Fire Storm reported	Means a very large explosion has occurred, all fire services needed, all medical services requested

Fourteen Codes		
Code	Description	Additional Details
14-9	Mass Casualty	Refers to a large number of injured persons, all hospitals should be made available
14-11	Earthquake	Earthquake reported, this code is the most common on Nesha Prime due to the unstable faults
14-11a	Major Quake, requesting fire and medical	Means the quack has toppled buildings and that fire and medical services are needed
14-14	Meteorite Impact	Means a meteor has impacted the ground
14-14a	Meteorite Impact, injured reported	Means a meteorite impact has resulted in injuries and that medical is needed
14-18	Starport Emergency	Means there is an emergency at a local starport
14-180	Starport Disaster	This can refer to a ship crashing either upon landing or while trying to take off
14-22	Space-elevator Emergency	Means there is an emergency at the local space-elevator
14-220	Space-elevator disaster	can refer to a space tether snapping or some other emergency that is a matter of life and death

Basic Codes

These are basic codes, known to all officers.

Code	Description	Additional Details
Code 1	Non-urgent situation	
Code 2	Urgent - Proceed immediately	
Code 3	Emergency - Proceed immediately with lights and siren	
Code 4	No further assistance required	
Code 5	Stakeout - uniformed officers stay away	
Code 6	Out of vehicle for investigation	
Code 7	Out of service to eat	
Code 9	Roadblock	
Code 10	Bomb threat / Patrol your precinct and report extent of damage	
Code 13	Major disaster activation	
Code 14	Resume normal operation	
Code 20	Notify news media to respond	
Code 21	Jail emergency	
Code 22	Restricted radio traffic	
Code 33	Clear radio channel - emergency traffic only	
Code 37	Subject/Property wanted	
Code 43	TAC forces committed	
Code 100	In position to intercept suspect	
Code 777	State-wide emergency	

Code	Description	Additional Details
Code Blue	Bus in trouble	
Code Red	Gang activity	
Code Orange	Palace under attack (code only usable on Nesha Prime)	

Unique Nesha Prime Codes

These codes are used exclusively on Nesha Prime, and not anywhere else (currently)

Code	Details	Additional Details
148	Resisting / Obstructing an officer	
164	Suicide	
187	Homicide (Murder)	
192	Manslaughter	
207	Kidnapping	
207a	Kidnapping attempt	
211	Armed robbery	
211a	Robbery alarm	
211s	Robbery alarm, silent	
215	Carjacking	
217	Assault with intent to murder	
240	Assault - Minor	
242	Battery	
243	Assault on officer	
245	Assault with a deadly weapon (ADW)	
246	Shooting at inhabited dwelling	
261	Sexual Assault	
261a	Attempted Sexual Assault	
273	Assault on person	
273a	Kit neglect	
273d	Wife beating - felony	
280	Kit abduction	
281	Kit Trading	The illegal form of slave trading, is when Kits are illegally aquired from their homes or school, or some other area of town and sold for money on the black market, outside of the preview of the monarch.
285		
288	Lewd conduct / Felony offense	
311	Loud and obscene	
314	Indecent exposure	
330	Gambling	
374b	Illegal dumping	
390	Drunk	

Code	Details	Additional Details
390b	Drunk My'leke - Felony	It is very deadly for My'leke to drink anything that has alcohol in it (synthetic alcohol is fine)
390c	Drunk - in vehicle	
390d	Drunk - unconscious	
404	Riot	
407	Unlawful Assembly	
415	Disturbing the peace / Mutual combat	
415b	Disturbance - Investigate the trouble	
415c	Disturbance - Children involved	
415d	Disturbance - Drunk involved	
415e	Disturbance - Loud music or party	
415f	Disturbance - Family	
415g	Disturbance - Gang	
417	Brandishing firearm threateningly	
417a	Person with a knife	
420	Obstructing entry on public land	
422	Criminal threats	
451	Arson	
459	Burglary	
459a	Burglar alarm	
459s	Burglar alarm, silent	
464	Burglary with Explosives	
470	Forgery	
480	Hit and run - Causing death	
481	Hit and run - Causing injuries	
484	Theft / Larceny	
484f	Fraudulent use of credit card(s)/ Data Crystals	
487	Grand theft	
487.2	Data Crystals snatch	It is illegal to snatch a data-crystal from another citizen
488	Petty theft	
496	Receiving stolen property	
502	Drunk driving - Misdemeanor	
503	Auto theft	
504	Tampering with a vehicle	
505	Reckless driving	
507	Public nuisance	
510	Speeding or racing vehicles	
537	Defrauding shop-owner	
586	Illegal parking	
586e	Vehicle blocking Driveway	
594	Malicious mischief / Vandalism	

Code	Details	Additional Details
595	Runaway car	
597	Animal cruelty	
602	Trespassing	It is illegal to trespass on private property
602.5	Entry without consent	
603	Unlawful entry	It is considered very 'very' rude for a person to enter another citizens residence without permission.
604	Throwing missiles	
647	Lewd conduct / Vagrancy	
647a	Vagrant loitering in public place	
647b	Prostitution	
647c	Begging	
647d	Loitering in restroom	Staying in a public restroom without using it is rude
647e	Loitering place to place	
647f	Public intoxication	Drinking alcohol is fine, drinking it and causing trouble is not
647ff	Drunk - en route to detox	
647g	Prowler	
647h	Illegal lodging	It is illegal for anyone to force their way into another persons home and take up residence. Exceptions apply to soldiers during an invasion
653m	Threatening calls	
664	Attempted murder	
666	Petty theft with a prior	
966	Drug deal	
988	Intimidation	Intimidating anyone, whether they be regular citizens or members of the council, is illegal

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