COVER

Noobic Engineering Service

NESSO
Department Handbook

Noobic Engineering Service Special Operations

"MUST SLIME WN's"

OPSEC DO NOT SHARE

TABLE OF CONTENTS

INTRODUCTION
GENERAL INFORMATION
DEPLOYING IN NARAMO
CT/DTs
CONCLUSION & CREDITS

INTRODUCTION

INTRODUCTION



- Welcome to the Noobic Engineering Service's Special Operations (NESSO). This handbook is meant to inform people on NESSO policies, rank structure, and other key information.
- If you are a new member of NESSO, please remember to join the Roblox Group, otherwise you may automatically lose your NESSO roles.
- NESSO Order Of Battle: ORBAT.
- NESSO FORMALS: Check the NESSO Group Store



- This will be you up here dawgs ↑

General Information

GENERAL INFORMATION

NESSO RULES

1. Listen to the Host and NESSO leadership
The host is in charge during events, following instructions properly is a must. NESSO Officers, Command staff, and HICOM also should be listened to, even if they aren't specifically the host.
2. Be Professional
No toxicity, arguing, or disrespect. Remember you're representing NESSO (and NES) in front of others.
3. Communicate Clearly
Use VC or chat effectively, it is understandable that not everyone has a mic but callouts and teamwork matter. Also ensure that you are not talking over other people, especially NESSO leadership and hosts.
4. Stay Focused, don't troll or disrupt events; play for the team, not just yourself. (STOP STATPADDING GOLSHIT)

- Don't be an idiot. Example: Melaine
- You have to be six sayven.

What NESSO Does

- **Protects NES members from threats and raiders by deploying to standard NES shifts and WF deployments when requested by a host.**
- **Participates in NESSO-only deployments and combat operations.**
- **Conduct and participate in Combat Training/Defense Training outside of Naramo to improve overall skills.**
- **Work with other factions in joint deployments, CT/DTs, and other events (we are not clanners).**
- **And most importantly, NESSO aims to provide a fun experience for its members!**

How does one join NESSO?

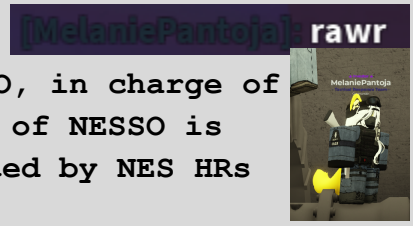
- **The first step to becoming a member of NESSO is to attend a tryout.**
  - **These are usually conducted outside Naramo on a designated combat training map, with attendees fighting one another, sometimes alongside NESSO members.**
  - **You will be evaluated on your individual combat skill, teamwork, and ability to communicate (access to a mic is not required but is recommended).**
- **After you have attended a tryout and been selected into NESSO, you will become a Cadet.**
  - **In order to pass the Cadet phase, you must attend a Naramo deployment & a CT/DT alongside any NESSO Officer+.**

Chain of Command

CHAIN OF COMMAND

HIGH COMMAND (Flag Officers)

[GEN]General



The General is the highest-ranking member of NESSO, in charge of all operations and policy. The current General of NESSO is MelaniePantoja67. The General of NESSO is selected by NES HRs and the Engineering Board.

[COL]Colonel

The only high command rank you can actually earn is handpicked by the General. They act as NESSO's second-in-command and fill in for the General when they are not available. Sqwwiee(fire hazard) is the holder of this rank. Those who hold the rank of Major are most likely to be selected for this position.

COMMAND (Commissioned Officers)(MR+ in NES)

[MAJ]Major

Major is the highest rank in the Command Section. They are the leaders of all ranks below them and have significant influence over NESSO policy and operations. Just like LTs, Majors can host any NESSO event and are responsible for paperwork-related tasks such as managing the ORBAT and issuing promotions. Majors are handpicked by NESSO High Command based on competency and dedication to the NESSO Department.

[LT]Lieutenant

Lieutenant is the lowest rank in the Command Section. Lieutenants are trusted to host any type of NESSO event, just like Master Sergeants. They are also responsible for managing the NESSO ORBAT, giving out promotions, etc. Due to their increased position and responsibility, to become a Lieutenant, you must be an SPCE (or higher) in NES. Lieutenants are usually selected from the existing pool of Master Sergeants.

CHAIN OF COMMAND

OFFICER (Non-Commissioned Officers)

[MSG]Master Sergeant

MSG is the highest rank in the Officer [NCO] Section. These are the most experienced NCOs in NESSO and are the primary candidates for a Command position. Master Sergeants are able to host any NESSO event, including Tryouts and Joint Events. However, if an MSG is an LR in NES, they must request the assistance of an MR to set up and log any "outside" event.
Requirement:20 deployments + 20 Events hosted. A working microphone is required to host tryouts.

[SSG]Staff Sergeant

SSG is the second-highest rank in the Officer Section. SSGs have acquired significant experience leading in NESSO and are now trusted to evaluate potential Cadets. Staff Sergeants are able to host any NESSO event, including Tryouts and Joint Events. However, if an SSG is an LR in NES, they must request the assistance of an MR to set up and log any "outside" event.
Requirement:10 deployments + 10 Events hosted. A working microphone required to host tryouts.

[SGT]Sergeant

Sergeant is the second rank in the Officer Section. Sergeants have spent a significant amount of time leading other members of NESSO and have been recognized for it. Sergeants are allowed to host CT/DTs, Deployments, and co-host tryouts.
Requirement: Pass the Officer probationary phase.

[CPL]Corporal

Corporal is the first Officer rank. Between their application and experience in NESSO, Corporals have been identified as leadership material. They are allowed to take charge of Enlistees during deployments and can host their own CT/DTs & Deployments. ***Requirement: Pass the officer application.***

CHAIN OF COMMAND

ENLISTEES

[SPC]Specialist

Specialist is the highest rank in the enlisted section. Becoming a Specialist is seen as a precursor to becoming a NESSO Officer, though it is not required in order to pass the Officer Application. Specialists have shown that they are highly skilled and experienced in combat and stand out from their peers. Specialists are nominated and selected by NESSO leadership (Officer+).

[PFC]Private First Class

This is the fourth rank in the Enlistees Section. It's the last rank you can earn based only on the number of NESSO events you have attended. PFCs are fully trained and experienced members of NESSO and can be trusted to know what to do in any given situation. NOTE: ONCE YOU HAVE REACHED THIS RANK, YOU CAN REQUEST FOR THE "*OPSEC*" AWARD IN NES.

Requirement:14 Deployments + 8 Events Attended

[PSC]Private Second Class

This is the third rank in the Enlistees Section. After getting several deployments and CTs under their belt, PSCs have a solid understanding of how NESSO operates.

Requirement: Attend 8 deployments + 5 Events.

[PTC]Private Third Class

This is the third rank in the Enlistees Section. After attending some deployments and CT/DTs you may get this rank, PTS' successfully familiarizes itself with NESSO and grasps how it works.

Requirement: Attend 4 deployment & 3 Events.

CHAIN OF COMMAND

[PVT]Private

This is the second rank in the Enlistees Section. After attending a deployment alongside an Officer, they have been formally recognized as a full member of NESSO.

Requirement: Attend 1 deployment & 1 CT/DT with a CPL+.

[CDT]Cadet

This is the first rank you earn after passing a tryout. Cadets have been recognized for their existing skills and have started their journey as members of NESSO.

Events

EVENTS

EVENTS FOUND IN NESSO

Tryouts

Tryouts are the first step to becoming a member of NESSO, and are open to any NES member ranked Junior Engineer or higher. Tryouts will typically take no longer than an hour and award 2 merits (the same as a Gamenight). You may attend even after joining NESSO.

Deployments

Deployments occur on Naramo and take 2 forms: Event Guards and NESSO Deployments. NESSO Deployments last between 30 and 45 minutes, depending on the host.

Guard Deployments

NESSO will often be requested by NES Hosts (Shifts or Workforce Dispatches) to provide additional security against hostile presences and ensure smooth operations. The priority of NESSO during these deployments is ensuring the safety of our fellow NESlings and the plant as a whole. Guard Deployments award 2 merits as standard, but if you were part of a shift at the start and swapped to NESSO when called upon (or if in the shift NESSO was called at the beginning), you will receive the full 3 merits normally awarded to shift attendees as well as being identified as a NESSO attendee.

The highest ranking NESSO member within the Deployment, be it an NCO or an Enlistee though preferably an officer member, will take the role of commander of the operation to guide and organize the NESSO members.



By Meoww0_0Meow

NESSO Deployments

NESSO will often deploy on its own, without the presence of a NES shift. These independent deployments occur on Naramo, but the objectives may vary depending on the goal of the host. Sometimes we will be defending the plant from threats, or sometimes we will swap to the WN team and conduct a raid ourselves. NESSO deployments grant attendees 2 merits each.

CT/DTs (Combat Trainings/Defense Trainings)

CT/DTs are meant for NESSO members to practice their aim, teamwork, and strategies. The duration of CT/DTs tend to vary depending on the total number of attendees, map, and the time required to hold a map's terminal or objective in order to win. CT/DTs will award attendees two merits.

Other events

Other events include multiple games that might not necessarily fall into the previous categories, meant for NESSO members to participate in the department and have fun. These events can only be hosted on the weekends (relative to the timezone of the officer hosting)

Joint Events

Joint events involve NESSO members training or fighting alongside (or against) other factions or other members of NES. Joint events might include CT/DTs, deployments, or combat-oriented game nights. Deployments during a joint shift will often grant three merits; other types of events will grant two.

WHAT HAPPENS IN EVENTS

Events typically follow this structure:

1. Pre-rally (players gather and receive instructions)
2. Event start (teams are assigned and gameplay begins)
3. Gameplay phase (main activity)
4. Ending (formation, screenshots, dismissal)



Logging Events

LOGGING AN EVENT

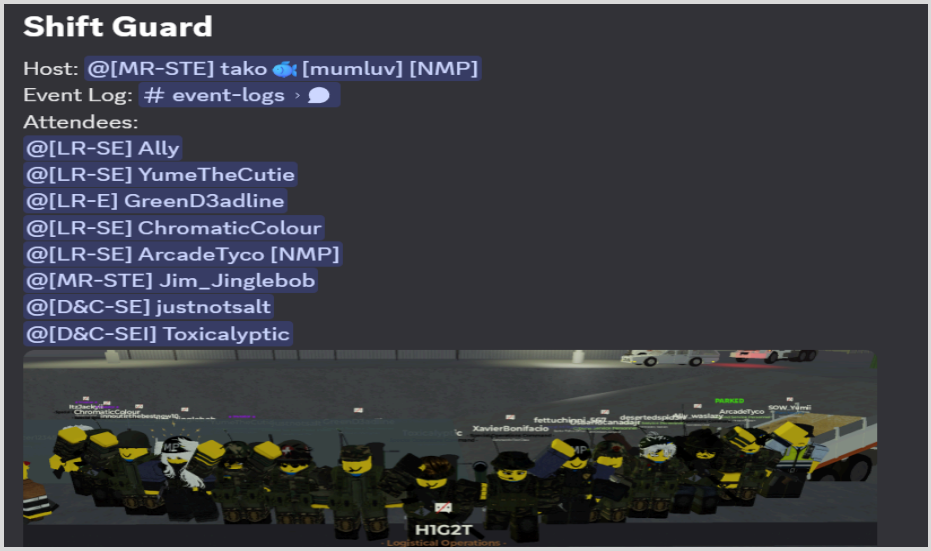
After attending a shift, please follow the format below and post it in the channel #nesso-event-log. These logs will be crucial to be considered for promotion in NESSO. When you get a green checkmark, your event is added to the ORBAT. A blue checkmark on an event log indicates that merits were given (if applicable).

CT/DTs will always be logged by the host(you don't need to log them yourself).

In some shift guards, when there's an Officer or a member of Command present, they will log the event for all attendees. However, if no Officers+ were present, you are allowed to delegate one of the deployment participants to log the event for all attendees.

EXAMPLE

Shift Guard
==========
USERNAME: @sqwwiee
HOST THAT REQUESTED NESSO: @Melanie67
EVENT LOG: (Link of the event log here.)
ATTENDEES:67
PROOF: Screenshots, etc.
==========



Deploying in Naramo

SECTION 2 DEPLOYING IN NARAMO

Although deploying in Naramo may seem self-explanatory, this section highlights key guidelines and expectations for in-game deployments.

All general rules outlined at the beginning of this handbook still apply. However, it is especially important to note that <u>when raiding</u> (as WN or civilian), <u>wearing NES formals is strictly prohibited, as is wearing NESSO formals too.</u>

Naramo deployments are typically directed by the host. Players are usually assigned to specific combative teams, though in some cases they may be instructed to play as civilians depending on the deployment.

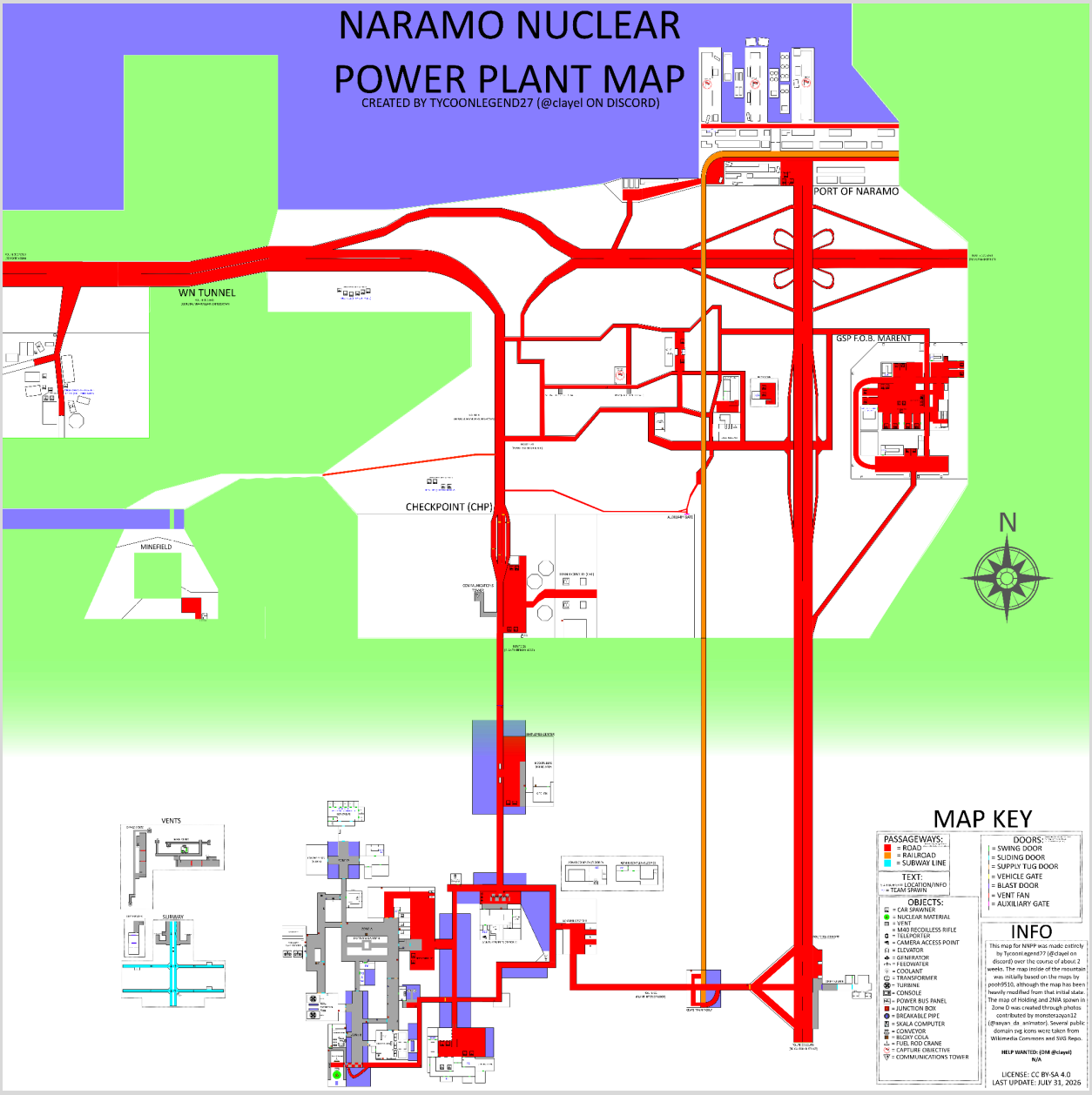
While not always mandatory (unless explicitly stated by the host), it is strongly recommended that players in combative teams prioritize selecting the anti-tank class until all available slots are filled and there is at least one scout (with binoculars).

During standard deployments, it is preferred that the number of ACR units is limited to two, unless the host specifies otherwise. Since only two vehicles are available (and both operate on a cooldown), exceeding this number provides no practical advantage.
Finally, WN deployments focus on raiding the plant, making this the primary objective for participants.



CLOWN CAR

SECTION 2 DEPLOYING IN NARAMO



CT/DTs

SECTION 3 CT/DTs (Combat Training / Defense Trainings)

What is Defense Training (DT)?

A Defense Training (DT) is a structured, team-oriented exercise centered on improving coordination, positioning, and leadership skills. DT maps are commonly referred to as "Attack/Defend maps," "Raid maps" or "Fortress maps."

During a DT, teams compete to capture and hold specific objectives, referred to as "points" or "terms (terminals);" with one team attacking and another defending. The goal of the attacking team is to take, hold, or push the objective(s) and maintain control for a certain amount of time to win. The goal of the defending team is to stop the attacking team from taking the objective(s) until a global timer runs out. Objectives can be static, staying in a specific place; dynamic, changing location at set time intervals; or progressive, moving based on which team holds which objective(s).

DTs are generally slower-paced and require:

- **Strong teamwork and communication**
- **Good positioning and map control**
- **Clear leadership and callouts**
- **Discipline and coordination over individual play**

Winning a DT is not about individual performance, but about how well the team works together to hold or take objectives efficiently.

What is Combat Training (CT)?

Combat Training (CT) is a fast-paced, free combat environment designed to improve individual fighting skills. Players engage in direct combat with minimal structure, often rushing into fights repeatedly.

During CT, teams (or individuals, in some cases) compete with each other directly and on neutral terms. This can take the

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form of Team Death Matches (TDMs), where teams play against each other to score the most kills; King of the Hill (KOTH) matches, where both teams fight for control of a central terminal or control point; Control Point matches, where teams fight over multiple neutrally-located terminals or control points; and rarely Free-For-Alls (FFAs), where all players compete against each other for the most kills.

CTs are typically:

- **Fast-paced and chaotic**
- **Focused on mechanics, aim, and reaction time**
- **Less dependent on teamwork and more on individual performance**
  - **Teamwork is often still important, but individual success can have a greater impact in a CT**
- **Centered around getting kills and improving combat ability**

CTs, in contrast to DTs, represent a balanced combat setting where participants continually practice and improve their individual fighting abilities.

Typically, CT/DT maps possess distinct characteristics that render them unique, such as their size, the inclusion of classes, the requisite team ratios, the specific map layout, and various other attributes particular to certain maps.

Note: Camouflage is not allowed (blackout clothing/skin, etc.).
The definition of a CT and DT might change depending on the source asked, the definitions stated here might change but are set to be the most understandable for NES members that might not be knowledgeable about it.

Common games and communities that create games that are used for CT/DTs and Tryouts:

Imperium of Vultar (VULTAR)

The Imperial Insurgence (SURGE)

Sol Imperialis (SOL)

Snow Core (SC)

The Vaktovian Empire (VAK)

Myth Reserve Forces

Phantom Insurgency

United States Special Operations Command (USA)

The Prime Syndicate

Tournament Grounds (GAME)

Naramotops (GAME)

Phantom Forces (GAME)

DT Maps

DT MAPS

Below is a list of DT maps. NOTE: Player count recommendations are just recommendations; maps can be played with fewer or more people if needed. However, playing on a map that has a recommended player size closest to your actual number of players will lead to a better experience. Ratio difficulties are based on the difficulty for the attacking team.

SURGE MAPS

Korriban Orbital Station 2:3 (normal) or 4:5 (hard) Ratio, 20+ players recommended

Quantum Reach 2:3 (Normal), 25+ players recommended, no classes

VULTAR MAPS

Mataro 2:3 (easy) or 4:5 (hard) Ratio, 20+ players recommended, map: large

VAK MAPS

Port Maersk requires a paid server. No map details available.

Eular Station requires a paid server. 2:3 (Normal). 25+ players recommended. Map size unknown, 3 phases

Swampy Moon Outpost (SERVER LINK) No ratio indicated. Map size: medium. No classes

SC MAPS

Auroras Dam 1:2 (easy) or 2:3 (normal) or 4:5 (hard) Ratio, 25+ players recommend, map: large

Phantom Insurgency MAPS

https://www.roblox.com/games/13076184719/Under-The-Sea 2:3 (normal), 20-25 players, map size: medium

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USA OC MAPS

Snowzone 1:2 (Normal), 18+ players recommended, map: medium, has classes, 1 phase, very defender-sided

The Prime Syndicate

Citadel of Adun 2:3 (Normal), 20+ players recommended, map: large, has classes

CT Maps

NOTE: Player count recommendations are just recommendations; maps can be played with fewer people if needed. However, playing on a map that has a recommended player size closest to your actual number of players will lead to a better experience.

SURGE MAPS

Warehouse 1:1 Ratio, 24+ players recommended, map: medium

Stadium 1:1 Ratio, 8-14 players recommended, map: very small

Depot 1:1 Ratio, 12-18 players recommended, Map: small

Obsidius Skyline 1:1 Ratio, 16-20 Players recommended, Map: medium

Carrier 1:1 Ratio, 24-36 players recommended, map: large

Crown of Polaris 1:1 ratio, 12+ players recommended, map: small

VULTAR MAPS

Onyx Citadel 1:1 Ratio, 20+ players recommended, map: medium-large

Nova Station 1:1 Ratio, 12+ players recommended, map: small

Overwatch 1:1 Ratio, 16+ players recommended, map: medium

Silo 1:1 Ratio, 8+ players recommended, map: very small

VAK MAPS

Soccer 1:1 Ratio, any number of players, non-conventional game mode

Vaktovian Pitgrounds 1:1 ratio, 10+ players recommended, map: medium

SOL Maps

Karrik Point Solstice 1:1 ratio, 10+ players recommended, map: medium

Hydro-II-Remastered (non-buggy version of Hydrofactorum Solstice)1:1 ratio, 16-24 players recommended, map: medium

Ordana Foundry Solstice 1:1 ratio, 20+ players, map: medium

SC Maps

Frozen Ruins of Avir 1:1 ratio, 12-20 players, map: very small

Myth Reserve Forces

Wick Nightclub V1.5, 1:1 ratio, 16+ players recommended, map: medium, has classes

CREDITS

CREDITS & CONCLUSION

Hope this handbook helps with any questions you might have had upon joining the NESSO team. If you have any doubts or questions remaining, feel free to ask any Officer+.

Enjoy your time in OPSEC NESSOOOO TEAM SIX SAYVENNNS

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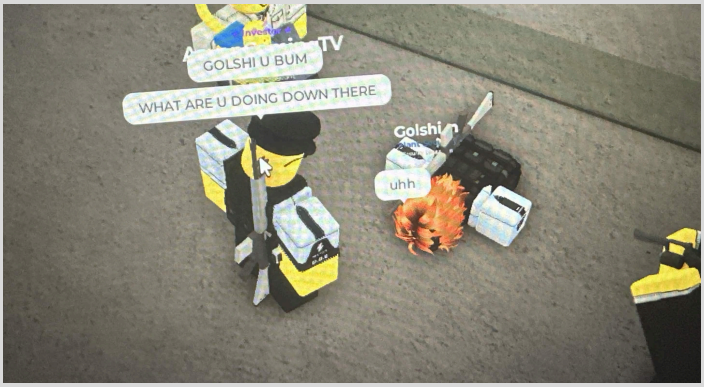




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