

civ
issue compliance
pepper+compliance
lessLethal+compliance
punch+compliance ^{EL}

unkown	
not alerted	alerted or stunned
pepper or lessLethal+compliance ^{^*}	issue compliance
punch+compliance ^{^EL}	pepper or lessLethal+compliance ^{^*}
issue compliance	punch+compliance ^{^EL}

armed	
stunned	not stunned
issue compliance	neutralize
pepper or lessLethal+compliance ^{^*}	not alerted
punch+compliance [^]	lessLethal or punch+compliance ^{^*}
neutralize	issue compliance

armed, not stunned, alerted		
freeze, no change, drop weapon, flee to controlled area	closely dangerous situation (multiple sus, close range sus, flee towards a civ)	flee to uncontrolled area
ll or punch + compliance ^{^*}	ll or punch + compliance ^{^*}	ll or punch + compliance ^{^*}
	wound	wound
	neutralize	neutralize

indirect thread(charge or turn towards an officer or civ, pull a weapon)	direct thread (aim to an officer or civ or not visible area)
ll or punch + compliance ^{^*}	neutralize
wound	
neutralize	

How to use this table:

- 1) Match the situation at hand with the bold printed statements (civ or armed, stunned or not, etc.)
- 2) Start with the first action written. Watch current RoE color and additional requirements.
- 3) In case the action fails or is not applicable, take next action written.
- 4) Repeat step 3 until there is no more action written.
(in this case, keep on trying the last applicable action)

RoE color:

RoE green or above
RoE yellow or above
RoE orange or above
RoE red

Additional Requirements:

⊃ only if allowed by EL

^ requires lethal cover

*depends on range and availability of less lethal options

„Wound“ means „try to hit non-vital body parts if the situation allows“.

„Controlled area“ means an area where you or your teammate are still able to aim at the sus.

An „uncontrolled area“ in comparison means, your team loses contact with the sus.

Notes:

Absolutely no force against complied or cuffed persons is allowed.

(An exception: complied or cuffed sus in fireline during a dangerous situation, well bad luck dude.)

Cuffed persons, especially civs, should be moved out of fireline.

Do not use pepperspray against armed targets.

Each officer should watch his own AoR.