



AFD Bootcamp (Ghost Recon) Preparing the recruit for life in AFD

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1) **List of Abbreviations**

DI	-Drill Instructor
DIT	-Drill Instructor in Training
SDI	-Specialty Drill Instructor
SDIT	-Specialty Drill Instructor in Training
HDI	-Head Drill Instructor
DOI	-Director of Interior
DOE	-Director of Exterior
OPR	-Operations Officer
GR	-Ghost Recon
GR2	-Ghost Recon 2
COC	-Chain of Command
SL	-Squad Leader
ASL	-Assistant Squad Leader
BFC	-Battlefield Commander
DO	-Division Officer
CO	-Commanding Officer
AFD	-Assault Force Dragons

2) **The New Recruit**

Contacting the new recruit:

The DOI or HDI or someone of there choosing contacts new recruits. The contact letter will tell the recruit how to get ready for bootcamp, when a bootcamp session will be held, where to meet and at what time.

3) **AFD Bootcamp Curriculum Part I: Regulations**

Why study the regulations?

- The regulations allow a diverse group of people to pursue a common goal.
- Recruits are strongly encouraged to ask questions about the regulations.

Sample questions to test the recruit's knowledge of the regulations:

(Note: the DI need not ask every one of theses questions, just four or five to ensure that the recruit has read & understands the regulations.)

Q: If you cannot make it to a practice or to a scheduled battle, what should you do?

A: Inform your squad Leader (SL) in writing prior to the scheduled event.

Q: If you are insulted or slandered by a non-AFD individual in a server or forum, what should you do?

A: Respond in an honorable way or not at all, you can also leave the server if you feel uncomfortable playing there.

Q: Is it acceptable to broadcast religious views over any sort of open communication system within AFD?

A: No

Q: If you have a question or issues pertaining to the policies/regulations, how should you address them?

A: Only through the Chain of Command or your squad Leader.

Q: Is cheating tolerated in AFD?

A: No

Q: Is it ok to join another clan that uses the same simulators as AFD?

A: No

Q: Is it ok to join another clan if it does not interfere with AFD wars or practice times and does not carry the same simulators as AFD?

A: Yes

Q: Is it permissible to discuss AFD strategy with members of another clan or any hostile individual?

A: No

Q: Do SL's have any administrative powers?

A: No

Q: Do staff members/COC have any authority in battle?

A: No

Q: What is the AFD policy on profanity?

A: It is discouraged

Q: How are AFD members to treat each other?

A: With Respect

These are just sample question. It is not necessary for them to be asked or answered in precisely the same form they are expressed here.

4) AFD Bootcamp Curriculum Part II: The communication System

Prior to starting this section of bootcamp, teach the recruits how to set up their whisper keys.

General TeamSpeak communication procedure:

- **The more people that are in a channel, the stricter communication procedures must be held.** If the number is large (5 or more), then it is necessary to follow TeamSpeak communication procedure to maintain order. During some of our practices and meetings there can be more than 30 people in one channel. If we don't follow procedure in those circumstances then people will be stepping on each other to such a degree that nothing will be communicated
- **One person has control of the channel.** For short, we say that such-and-such a person has comms (ex: "Zeus has comms"). This person is responsible for maintaining order in the channel. This person is usually a high ranking member or a SL. The channel controller grants or denies permission to speak.
- **Break in when you want to speak.** If you have something to say, wait until the air is clear and then break in and state your name (ex: "Break manOwar") If you do not have comms, wait for the channel controller to tell you to go ahead.
- **Check in and check out.** When you join a TeamSpeak channel, check in by breaking, stating your name and then saying "checking in" (ex: "Break Mtarget checking in") When you leave a TeamSpeak channel, check out by breaking, stating your name and then saying "checking out" (ex: "Break Mtarget checking out").
- **Let people know when you are whispering.** When using the whisper function, be sure to let your listener know that you are doing so by incorporating that into your break (ex: Break ColdHaven whispering manOwar"). Also, be sure to name your intended audience (as in the example) It is not necessary to wait for the channel controller or your audience to give you permission to speak when whispering.
- **Only the BFC and staff officers are permitted to have administrative privileges.** This is because low ranking members have abused TeamSpeak administrator privileges in the past.

The AFD Sector System:

After the recruit has completed bootcamp you will provide them with the link to the sector grid overlay located here
<http://wargamming.com/grids/AFDGridsv1.2.exe>

(Note: *Explain the general design of our current grid maps now*)

Battlefield-specific communication procedure:

During battle, all of the communication procedures discussed in the previous section applies. The following procedures should be strictly adhered to during practices, and especially during matches, but during casual gaming and scrimmages members may deign to do without them.

- **During battle, the TeamSpeak channel must be kept clear of all information that does not pertain to the battle at hand.** This includes complaining about being taken out by glitches or suspecting the other team players of cheating. Wait until the after action screen has appeared to make TS comments of that sort.

- **During battle, three types of people have the right to use comms at will: the squad leader and the designated map & body watchers.** Everybody else must use the official hot keys (these will be defined in the beginning of Part III of bootcamp) or, if they will not suffice, break and await permission to speak.

- **Designated map-watchers report information that they have gathered from the command map.** Every player is encouraged to check the map unless commanded otherwise, but the map-watcher does so at all times possible. The SL, or somebody designated by the SL, is the map-watcher until the first team casualty, upon which time the deceased member assumes map-watcher responsibilities and privileges unless the SL decides otherwise. The first casualty must confirm the he or she has the map by breaking, waiting for clearance to speak from the SL, then stating "I have the map".

- **Designated body-watchers report information from the various perspectives they can use when possessing a player's body.** Designated body-watchers use the perspective requested of them (super-zoom, 2nd or 3rd person). Body-watchers are not automatically designated upon a team casualty; they are designated explicitly by the SL.

5) AFD Bootcamp Curriculum Part III: The Virtual Battlefield

Game settings:

- **Gameplay:** Your prerogative. More detail means more lag, if that is an issue. Even if the “show dead bodies” option is deactivated, the body will still serve as an obstacle, so rounds cannot shoot through it. Dependence of IFF can actually lead to more friendly fire, so some may want to deactivate this option. Pertaining to rate of fire: the single shot option is the best when accuracy is of the highest priority (such as when making long-distance shots). Burst releases a volley of bullets without causing excessive reticule bloom. Fully automatic firing is acceptable in two situations: suppressive cover fire or CQB.
- **Input:** Your prerogative.
- **Multiplayer:** Program the following chat “hot keys”

- 0** – Tango on map <Team chat activated>
- 1** – Tango in site <Team chat activated>
- 2** – Sensor Down <Team chat activated>
- 3** - Set <Team chat activated>
- 4** – Roger <Team chat activated>
- 5** – Fire in the Hole <Team chat activated>
- 6** – Clear <Team chat activated>
- 7** – Taking Fire <Team chat activated>
- 8** – Use this as a rant hot key
- 9** - Use this as a rant hot key

(Note that the actual keys used are inconsequential so long as all the messages are programmed correctly. Do not hit “team chat” for either of the rant keys used. **Team chat messages cannot be seen by anybody if they are made by a deceased person except the person that sends them.** Be sure to click “Team chat” for all messages you only want your team to see. Player name should be <name>_AFD. The “remote access password” should be the standard AFD password. All other options are your prerogative.

Game types:

Is the recruit familiar with all of the game types/ If so this section can be skipped or briefly summed up. If not, go over each game type and ask which ones the recruit is unfamiliar with. Elaborate on those he or she identifies as unfamiliar.

Games are divided into solo, team and co-op modes. In solo every man is for himself. In team mode, a group works together, and in co-op one or more players pursue the completion of objectives in opposition to artificial intelligence.

- **Mission:** complete objectives against artificial intelligence.
- **Firefight:** eliminate all artificial intelligence units.
- **Recon:** safely transport all team members from the insertion to the extraction zone. Any casualty results in a failed mission.
- **Cat and Mouse:** the objective of this game is to score the most points as the mouse. The mouse is equipped with an MP5.
- **Behemoth:** the objective of this game is to score the most points as the behemoth.
- **Sharpshooter:** solo game type. The objective in this game is to obtain the most kills.
- **Last man standing:** the objective in this game is simply to eliminate the other team, or to kill more of them than are killed on your team.
- **Search and rescue (SAR):** the objective in this game type is to rescue the hostages, represented on the map by yellow diamonds, and return them to your insertion zone, represented on the map by the zone marker.
- **Hamburger hill:** the objective of this game type is to hold the zone, represented on the map by a zone marker, for the longest period of time. The zone is held by having a player on your team occupy it. When unoccupied the zone is white. When occupied, the zone is the occupying team's color.

- **Siege:** the objective in this game is either to defend a zone or to attack it. The defenders win if they eliminate all of the attackers or if the attackers fail to take the zone by the end of the time limit. Eliminating all of the defenders does not ensure victory for the attackers! The zone is occupied by having a member of your team inside the zone. Defenders do not have to have a member inside the zone.
- **Domination:** the objective in this game type is to occupy the zones on the map for the greatest period of time. Each second that a zone is occupied gives the team a point. If two zones are occupied, then two points are gained per second. There are five zones total. Unoccupied zones appear in white on the map. Once a zone has been occupied it takes on the occupying teams color. Unlike hamburger hill and siege games, the zones in domination remain the property of the last team to touch it regardless of whether or not that team still has a member inside the zone itself.
- **Defend:** the objective in this game type is to defend a zone against an onslaught of AI enemies. At the elite level the number of enemies is 50.

Friendly Fire:

- **Listen to your map watcher.** He/she should tell you if you are approaching friendlies.
- **Recognize your team colors.** In the equipment/team selection screen, take a moment to memorize what your team colors & uniform look like. If the teams are randomly selected, do this upon insertion. Practice makes perfect.
- **Map awareness.** Even though you have a map watcher, it is still your responsibility to check the map often to become familiar with the terrain and with the location of friendlies and enemies alike. Knowing where your friends are will prevent you from shooting at somebody in there direction.

Weapons:

- **Status: red, yellow, and green.** It is the responsibility of the SL to designate weapons status, usually done before the team inserts. Red status means that weapons are not to be fired under any circumstances. Yellow status means that you can be ready to fire immediately if your life is in threatened, but all other kills must be cleared with the SL first. Green status means that you can fire at will.

First Drop:

Map: DP01 Stronghold

Time Limit: 45 minutes

Game Mode: Team

Game Type: Last Man Standing

Respawns: 5

Arcade Mode: Off

IFF: Off

Threat Indicator: Off

Random Insertions: *DI's prerogative*

Team Colors/Slots: *DI's prerogative*

Teams: DI's vs. Recruits

Weapons: OICW/GL

Weapons Status: Yellow shifting to green after all information has been covered.

Meeting Point: Meet in center of compound by the sand bags. Sector J-8

- **Reticules:** these are the mobile dashes that rest on the vertical and horizontal axis of your screen. The closer together they are, the more accurate your shot will be. When standing still, the closer you are to the ground, the tighter the reticule will be. However, this relationship is reversed when you move. So when standing still, your reticules are tightest in the prone position. When you are moving, they are tightest in the upright position. If you swing your aim about, your reticule blooms (grows) a large amount. The "ALT" button is the default "creep" command. Using it makes you walk very slowly, but your reticule will be much tighter. When moving in the prone position, always use your alt button. It won't decrease your speed at all but will make your reticule tighter.
- **GL Practice:** *From J-9 attempt to hit the area just south west of the crates in J-7. Repeat attempts until DI deems that any tango placed behind said crates would be eliminated. From the same position try to hit J-6 so that any tango placed near the western entrance to the stronghold would be eliminated. From the boardwalk in I-8 get the recruits to practice long distance target practice on a target (a DI or DIT) standing in the F-10 vicinity. If the recruit is skilled enough to hit the first try, then repeat procedure with a target moving in a straight line from F-11 to E-10.*
- **Binoculars:** Binoculars are activated and deactivated by pressing the "L" button. The binoculars have a powerful magnification power. Binoculars always give a distance reading to whatever object is in view. When the binoculars are passed over a friendly player, they automatically display the names of the player in blue regardless of whether or not the IFF has been activated. The binoculars do not give any special marking to the enemies.

- **Compass:** The arrow on the outer ring of the threat indicator indicates north. When directions are given using news, use this feature or the command map.
- **Leaderboard:** The “B” button activates the leader board. It lists the names of the players on both teams, and their status can be interpreted by the color their names appear in. Green means healthy, yellow means injured, and red means dead. If limited respawns are activated on the server, the number of respawns left to the player appears to the right of their name. If infinite respawns are activated, no number will appear. To the right of the team heading is a counter that displays the points held by that team.
- **Active Map:** Pressing the “M” button brings up the active map. This function allows the player to view the command map while on the move.
- **Active Soldier Screen:** Pressing the “N” button brings up the active soldier screen. This function allows the player to view detailed information about their platoon while on the move.

After this information has been covered, switch weapons to green and play until time runs out or until a team is wiped out.

Second Drop:

Map: DP01 Stronghold

Time Limit: 45 minutes

Game Mode: Team

Game Type: Last Man Standing

Respawns: 5

Arcade Mode: Off

IFF: Off

Threat Indicator: Off

Random Insertions: DI’s prerogative

Team Colors/Slots: DI’s prerogative

Teams: DI’s vs. Recruits

Weapons: 7.62 Sniper w/Frags

Meeting Point: Center of compound

- **Frag notes:** Frags do not explode on impact. Their range is much shorter than that of grenade launchers, obviously, because they are thrown by hand. The longer the mouse button is held, the farther the frag will fly. When a frag is ready to be tossed, do not view the command map with the shift key, as doing so will cause you to drop the frag. If you must view the map after activating the frag do so using the “M” key.
- **Frag Practice:** *From I-7 demonstrate the correct technique for lobbing a frag through the window of a building. Be sure to lie prone in a position parallel to the wall, not perpendicular to it. Press the “Fire in the Hole” hotkey and then toss the frag so that it bounces off the window sill and into the room. Get the recruit to demonstrate the same technique. From K,8 demonstrate the correct technique for lobbing a frag over a wall and onto the boardwalk. Get right next to the wall and look straight up, and then aim just a couple of degrees down. Tap the fire key once and the frag should lob perfectly onto the boardwalk. If the button is held for anything longer than an instant the frag will fly too far. Get the recruit to demonstrate the same technique.*
- **Sniper Notes:** When coming under fire from a sniper, do not stop moving until you reach some form of cover. The worst thing to do is stop moving to look for the sniper, because the sniper already knows where you are and by stopping you are making the shot easier for him/her. When you hear the telltale crack or see a single tuft of dust rise up near your feet, start moving in a more random pattern, zigzagging until you get cover.
- **Sniper Practice:** *From the boardwalk in I-8 get the recruit to practice long distance target practice on a target (a DI or DIT) running in a straight line between F-10 and F-11. After the target has been hit, get the recruit to try to hit the target running a zigzagging pattern in the same location. After this has been accomplished shift weapon status to green to finish the game.*

Third Drop:

Map: DP01 Stronghold

Time Limit: 45 minutes

Game Mode: Team

Game Type: Last Man Standing

Respawns: 5

Arcade Mode: Off

IFF: Off

Threat Indicator: Off

Random Insertions: *DI's prerogative*

Team Colors/Slots: *DI's prerogative*

Teams: DI's vs. Recruits

Weapons: DEMO/M136

Weapons Status: Green

Meeting Point: None

- **M136 Practice:** *Play a match to the death using only the M136; primary weapons are not permitted. If anybody runs out of ammo they must not attack but only wait to be killed.*
- **M136 Notes:** The M136 is useful for accurate explosive power and for eliminating tanks. Note that the M136 reticule will not allow you to fire moving from the crouched position, and that it only allows you to fire moving from the standing position if you are doing so slowly. Note that you cannot go into a prone position with the M136 in use. The M136 makes the player more visible because of it's resting spot on the player's back. The trail of the M136 rocket can also be followed to it's source, so keep that in mind when firing; expect rapid fire return. The M136 has a back-blast, so be sure that there are no friendlies directly behind you when firing. The M136 is mounted on the right shoulder, so be careful when firing next to objects such as trees or windowpanes. Take care to ensure that the M136 reticule is clear of objects immediately in front of you. Previously it was possible to use your primary weapon's scope to mark targets and then switch to the M136 without any reticule shift, but that has been changed and now the reticule shifts when weapons are switched between the M136 and the primary weapon.

Fourth Drop:

Map: M05 Embassy

Time Limit: 40 minutes

Game Mode: Co-op

Game Type: Firefight

Difficulty: Discretion of DI

Respawns: 5

Arcade Mode: Off

IFF: Off

Threat Indicator: Off

Random Insertions: DI's prerogative

Team Colors/Slots: DI's prerogative

Teams: DI's vs. Recruits

Weapons: Assaulter or Demolitions

Weapons Status: Green

- **Solitary Movement Notes:** Be aware of your surroundings; always keep in mind that you may have to run for cover at any given moment. When going around corners face the wall and strafe across it. This will give you a tighter reticule and more reaction time. Strafing across corners is slower than running around them, however, so this technique may not apply to times when surprise or speed is of the essence. Except for times when you have to keep cover, it is desirable to move in the upright position due to the superior reticule. When resting behind cover, use the peek command to see around corners. Peeking ("Q" & "E" buttons) gives your enemy a smaller target, and it also holds your reticule tight. When you need to turn quickly in the prone position, use the prone-crouch-prone (PCP) turn. It is possible to straighten one's body using the spacebar. This is also another prone turning technique, but it is not as quick as the PCP turn. Be aware of your body position. When you go prone next to hard cover, it is common for portions of your body to stick out past the cover, such as your foot. To avoid this, turn your body so that it is parallel, not perpendicular, to the object you are hidden behind. Before moving out, plan your destination and route.
- **Solitary Movement Practices:** *Secure the immediate area when you spawn (sector P-6 & P-7) and demonstrate the PCP turn, getting each of the recruits to copy the movement. Start in the prone position, hit the crouch key, swing the reticule around 180 degrees, and then hit the prone button. The entire movement should take place in under a second. After this has been done, demonstrate the proper peeking and resting position at the corner in P7. Get the recruits to copy the positions, and correct any mistakes. Using the same corner, demonstrate strafing across a corner and get the recruits to copy.*

- **Team Movement Notes:** AFD squads typically move in one of two formations; leapfrog and scattered. Leapfrog is a formation used by two or three players. One player is always advancing, one player is always covering the path of progress and, if there is a third, one player is always covering the six or flank. Once the advancing player has reached the edge of the safety provided by the covering player, he holds and presses his “SET” chat key and prepares to cover for the next advancing player. Then the third player advances while the second player turns to cover the flank and/or the six. The player in the back is always the one that advances. Teams moving in leapfrog formation should attempt to stay towards the edge of the map/street/Cliffside so that they only have one flank to cover. Occasionally time constraints will make the leapfrog technique impractical and in these circumstances a group should move to their destination as they would if they were alone, with one notable difference; they must be mindful of where their friends are. You do not want to move too close to another member of your team, because that makes you an easy target to grenades and/or suppressive fire. This “formation” is tentatively called scattered. When the player on point stops, all members of the party are to hold position. It is common for all players to continue to advance until they are bunched up together, but this is improper technique.

- **Team Movement Practice:** *Starting in sector P-7, get the teams to move in scattered formation in various directions. Watch the map to ensure that none of them get too close to the other. Watch the map to ensure that they are practicing the techniques explained in the **Solitary Movement Notes** section. When they arrive at the destination you have stipulated, ensure that they do not bunch together and that they hold good covering positions. After the recruits have demonstrated this formation, practice the leapfrog formation with them. Again, ensure that they are covering where they are supposed to and that they do not bunch up when they arrive at their destination. Do not allow the advancing player to advance past the covering range.*

- **Close-quarter battles (CQB):** When engaging in CQB, use the fully automatic firing rate if it is available to you. The proximity of the enemy makes the reticule bloom inconsequential. It is preferable to enter a CQB situation with three team members. Tasks can be divided between the three, such as holding rooms, opening doors, etc. When opening a door to a building or small room, player 1 should be in a standing position at the hinge side of the door against the wall. Player 2 should be in the crouch position at the doorknob against the wall. If you have a third member they be in a standing position behind the member that is crouched. Player 2 will open the door, saying “opening door” as he/she does so. At the instant the door is opened, players 1 & 3 release a volley of fire through the doorway immediately. Player 1 then strafes into the room on the hinged side of the door, next to the wall and facing the other entrances. Player 2 follows

three paces behind player 1 and strafes next to the wall in the opposite direction. Player 3, if present, then enters the room and secures the first entry point to secure the team's withdrawal route. Player 3 substitutes for player 1 or 2 in the event of a casualty. The procedure is then repeated until the building is cleared. If there are only 2 players, or if any of the entrances to the building are not held secure, then they will exit the way they entered. When going up stairs, player 1 advances up the stairwell, strafing to face the platform as he does so. Player 2, meanwhile, holds the bottom of the stairs secure. Player 1 strafes to face the next set of stairs and calls them clear after he/she has eliminated any enemies in the vicinity. Player 1 then proceeds up the second flight and player 2 follows to the first platform, covering the foot of the stairs. Player 1 advances into the room and clears it, and then player 2 follows again or remains to hold the stairs.

- **CQB Practice:** *Starting from the rear of the bank in sector K-9 first practice door opening and entry procedure, and then stairwell procedure. Make sure that the recruits strafe correctly and that they have the correct firing rate activated (full auto).*
- **Body Jumping Notes:** It is possible to change characters both when dead and alive. If you enter a map and a player leaves or is booted from the game before being killed, you can jump into their body. To enter the absent player's body, press the "TAB" button. Use your mouse to click on the absent player's character, and you will occupy their body. You may want to do this to use their equipment or to get closer to a location you want to get too. If the player leaves after you have died and if you have already left your body by pressing the trigger button, then you cannot take control of their body, although you can still observe it. When deceased you can observe any character's body on your team (in solo matches you can observe any player's body). You can also use superior magnification and different perspectives (2nd and 3rd person). To change perspectives, simply click your "F1" button until the desired perspective is obtained. The different perspectives can be used to see around corners or to watch the area next to the dead team member for enemies. Designated body-watchers have similar TeamSpeak privileges to map-watchers. Team members watching from a body without being asked to do so, however, must use the proper "break" procedure to speak in TeamSpeak.
- **Body Jumping Practice:** Get all of the recruits to die by suicide or TK. Then get them all to look through your body in 2nd person. Go to sector I-8/H-8 and show them how, employing the 2nd person perspective, we can see down stair cases and around corners without putting the living player in danger from small arms fire. After this has been demonstrated end game by getting killed.

6) AFD Bootcamp Epilogue: Specialty Training

Upon the successful completion of bootcamp, the DI will ask the recruits what specialty and game type (co-op or team) they would prefer to train specifically for and make a note of it. The DI should then submit this information as well as a report on what other DI's were present for 80% or more of the bootcamp session (they will get credit for attending) to the HDI, and the COC at coc@wargamming.com . This information will help the COC when they decide how to assign the new member. The HDI will use this information for specialty training. After this information has been obtained, inform the recruit that they have completed bootcamp and are automatically promoted to Private First Class. Provide the recruits with the current link for the AFD Grid Maps and instruct them to install the grid overlay for their command map.

Sample end-of-bootcamp report:

Gents,

REC_name_AFD has successfully completed bootcamp and is ready for promotion to the rank of PFC. "Recruit name" has indicated that he would like to be designated as a snipe specialist who enjoys co-op game modes. Along with my-self, DI Death-Dealer was present.

Regards,

Your Name Here!

Appendix A: Designating and Certifying Drill Instructors (DI's) and Specialty Drill Instructors (SDI's)

Any AFD member of PFC rank or higher can volunteer to be a DI. The steps to achieving full DI status are as follows:

1. Inform the HDI of intent to volunteer for DI duty.
2. Read the training document.
3. Observe a bootcamp session.
4. Lead a mock bootcamp session with the HDI & AFD Officers.
5. Lead a bootcamp session under constant DI supervision.
6. If the supervising DI deems the DIT competent, he/she will lead three more bootcamp sessions under occasional DI supervision.

The process may seem like a long one to some, but the longer it takes to achieve, the more value the DI badge has. Once full DI status has been achieved, DI's are expected to share the workload. Each DI's production will be monitored, and if they are not productive then the HDI and COC will review their DI status.

Any DI can volunteer to become a SDI. The steps to achieving full SDI status are as follows:

1. Create a specialty-training curriculum.
2. Submit said curriculum to the HDI and COC for approval.
3. If the HDI and COC deem the material acceptable, hold three specialty-training sessions under HDI supervision.

Once full DSI status has been achieved, SDI's are responsible for updating their curriculum and ensuring that the members of AFD-GR division are all trained according to their specialty choices. As with DI's, SDI's production will be monitored. At the moment we need only one SDI per specialty class. However, if more SDI's are needed then subsequent certification procedures will be created (obviously it would be unnecessary to get a SDIT to create a specialty-training curriculum if a satisfactory one already exists).

Appendix B: How the Bootcamp Package is to be used

This Bootcamp package was created with instruction in mind. Consequently, most of the material here can be repeated verbatim while instructing; somebody with no previous instructing experience can use this package effectively. The portions in italics are intended for the DI, and should not be read verbatim. The DI may deign to paraphrase the material, if he/she so desires. The same proposition can be expressed by different sentences (ex: "The queen of England is bald," and "The Queen of England has no hair on her head."), so paraphrase should not affect the curriculum at all. What is essential however is that the DI does not exclude any of the material, or include any material that is contrary to any of the pre-existing material, during instruction. If a DI or other AFD member feels that the curriculum is in some way inadequate, he/she can forward his/her concerns in writing to coc@wargamming.com where they will be considered for the next bootcamp package edition. If any suggestions are used in an edition, then credit will be ascribed where it is due.

This curriculum is not top-secret. If any member of AFD wishes to see it, a copy may be divulged upon request.

A lot of the material in this package is presented in point form, to make it easier to instruct. I highly recommend that the DI stop and ask if the recruits have any questions after every other point or so.

If it becomes clear that a recruit has not read the regulations as requested (for instance, if they fail to answer the majority of questions pertaining to the regulations correctly) then it is the DI's duty to ensure that they do so BEFORE they are declared fit for duty.