

Volume

1

ASSAULT FORCE DRAGONS

Battle Field 2 Division

AFD Orientation Guide

COMPREHENSIVE INSIGHT TO THE AFD ORIENTATION

Assault Force Dragons



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A List of Abbreviations and their Correlation

This is a List of Abbreviations that may be seen either on the website, in electronic mail, or in the forums.

This is a list of abbreviations that the recruit may see from time to time. This list is prepared to effectively inform the Drill Instructor (DI) of the positions held within AFD. This list is current at the time of publication, but will need to be updated from time to time as positions within AFD will change or merge

AFD • Assault Force Dragons

ASL • Assistant Squad Leader

BFV • Battle Field Vietnam

BF2 • Battle Field 2

BFC • Battle Field Commander

CO • Commanding Officer

COC • Chain of Command

CS:S • Counter Strike: Source

DI • Drill Instructor

DIT • Drill Instructor in Training

DO • Division Officer

DOI • Director of Interior

DOE • Director of Exterior

GR • Ghost Recon

GR2 • Ghost Recon 2

GR3 • Ghost Recon 3

HDI • Head Drill Instructor

OPR • Operations Officer

SDI • Specialty Drill Instructor

SDIT • Specialty Drill Instructor in Training

SL • Squad Leader

XO • Executive Officer

AFD Rules and Regulations, Website Verbatim

*This list is derived exactly as it appears on the website.
These are the rules and regulations the new recruit should
have read prior to submitting their application.*

This is the rules and regulations that all AFD Members are expected to follow. It is highly important to ask whether they have read the rules and regulations, and if they agree and will adhere to the rules and regulations.

CHAIN OF COMMAND

AFD utilizes a Chain of Command (COC). Any issues have to be processed by the COC.

No AFD member will jump over with its requests unless ordered to do so by a superior. Issues about a direct superior also have to be processed by the COC.

No superior will suppress requests but forward them properly and immediately.

All orders have to be followed, whether in combat, training or in daily AFD duty. They are not subject to a discussion. This also includes installation of communications software on the member's PC.

(While we have a command structure we encourage to be followed, our Chain of Command (COC) does have an open door policy. If you feel the topic you wish to discuss is too sensitive to go to your immediate CO

(Squad Leader etc.) you are permitted to speak directly with any COC member upon request.)

PARTICIPATION

All AFD members without any exception are in constant mode of training no matter how good they actually are.

A division has at least one weekly mandatory training session per simulation it officially uses.

Events that have been declared mandatory must be attended unless excused by a squad leader or COC superior prior to the event. Multiple unexcused absences may lead to dismissal of your member status.

Any AFD Member who is AWOL for a period of 30 Days may be removed from AFD without notice. If you are removed from AFD due to inactivity, it is possible to be re-instated however your rank and or medals may be reduced. Inactivity specifically pertains to missing scheduled practices and or matches.

All AFD Members are encouraged to participate in our public forums. Our SECURE forums are updated with important AFD information, it is expected that all AFD members participate in these forum topics. If you miss a scheduled practice or battle due to not keeping yourself current in our forums it will be held against you. It is YOUR RESPONSIBILITY to visit our forums and participate in our website.

All AFD members will have a [REGISTERED](#) Account with our [website](#).

FRIENDSHIP AND REAL LIFE

AFD primarily is a group of friends.

If an issue can be resolved on a reasonable and friendly basis, it will.

AFD accepts all real life needs and commitments. AFD will not put any member into a decision between real life success and AFD.

If a member decides to leave AFD, the decision will be upheld and not questioned.

PROMOTIONS, AWARDS AND POSITIONS

Promotions and awards will be handed out based on the following sorted principles:

- a) Dedication
- b) Attendance
- c) Conduct
- d) Teamwork
- e) Performance (In Game)

Positions will be assigned based on the following sorted principles:

- a) Dedication
- b) Leadership abilities
- c) Teamwork
- d) Participation in AFD activities

(Length of service within AFD is not a factor when assigning titles & positions. They are issued to those members we feel are most available, capable and willing to perform the job.)

CONDUCT

Age, gender, race, religious beliefs or creed.

AFD members respect non-AFD personnel in the same way as AFD members.

AFD members show dignity, honor and integrity outside of AFD. Any insult towards the member, its unit, another AFD member, AFD installation or AFD as a whole are to be ignored and left uncommented. AFD does not need to defend itself.

Members will respect and support their superiors as well as the superiors will respect and support their team members.

Not all language of an offensive nature will be tolerated, whether on voice or text comms (chat, forums, email etc.).

No AFD member will swear or curse extensively. (While we understand the occasional cursing may occur, we will not tolerate consistent cursing, and frown upon it especially in our voice servers.)

No AFD member will issue religious or political matters or respond on one of them. (The exception to this may be forums topics, but will be monitored closely by our Forum Moderators. Intentional bashing will not be tolerated.)

No AFD member will question AFD policies and regulations in public. They will instead use the COC to issue their thoughts.

Sportsman like behavior is mandatory. Always remember: out there, an AFD member is not perceived as an individual but as an AFD representative. All his/her conduct will fall back on AFD.

ALLEGIANCE

No moonlighting or membership in another organization utilizing the same simulators as AFD is allowed.

PRIVACY

All data that AFD might collect about an AFD member will be kept secure even in the unlikely event that the member decides to leave AFD. (The exception to this rule would be in the event an AFD member has been found guilty of cheating in our or any game server, then the individuals IP or PB/GUID information may be released if requested by the server owner or game ladder involved in dispute. This member may also have there IP or PB/GUID posted in our public Banned From Server forums along with a Replay/Demo if applicable for the general public to review.)

All data AFD submits to a member is to be kept secured and not accessible to any other person unless the data is explicitly declared public. This especially includes server IP's and passwords, other members' private email addresses and data that are protected from public access by passwords.

AFD members are allowed to converse with game enemies. Rules #6 and #8 apply. Especially informing the enemy about AFD's tactical plan,

strengths (!) and weaknesses is considered as an act of treason and will lead to removal from AFD.

NO CHEATING

All AFD members are required to maintain a current version of [Punk Buster](#) for simulations that use this anti-cheat program.

No AFD member will cheat*), store cheats or associate with cheaters.

No AFD member will glitch**). In addition, any AFD member will actively try to avoid use of obvious glitches.

If a member is suspected or accused of cheating, they will be subject to an intense investigation by his/her superiors and will be removed from AFD upon proof immediately.

If any AFD member's GUID ends up on the Evenbalance (PunkBuster) Global Ban List, they may be removed from AFD without question. Evenbalance does not "auto ban" anybody, if your GUID ends up Globally Banned there is no question, your GUID was definitely utilizing some sort of hack. DO NOT SHARE YOUR CD KEYS! Sharing of CD Keys are a great way to get your GUID Globally banned.

*) cheat: Any alteration of the official game code and associated files (including Punk Buster Files) or any utilization of a program that is meant to alter the behavior of the game in a way that either gives an advantage to players using it or gives a disadvantage to players not using it. Example: wall hacks, names, or full screen night vision.

***) glitch: Use of any behavior of the game that is either undocumented or unintended by the manufacturer in order to increase one's own personal performance or decrease the performance of others. Example: glitches in walls, lying on the edge of craters & or ditches.

****) The Assault Force Dragons Chain of Command (COC) members have the final word on what is considered a cheat. If our COC find you in violation of our cheating policy you will be discharged dishonorably, and your information may be made available for the general public to review. All decisions are final.

ANTI-CHEATING MEASURES

We have specific policies and measures in place to ensure ALL MEMBERS within AFD remain cheat free. Since there are many different forms of monitoring players for the different simulations played we will not go into this in great detail here. However YOU HAVE BEEN WARNED! If you utilize hacks, cheats, or have modified your game files in any way that could potentially give you an advantage while participating in AFD as a member you should be aware that we will screen EVERY MEMBER randomly for such activities.

Some standard procedures are as simple as public access to replays/demos, and some are as complicated as recording actual packets sent & received from our game servers. Automated remote scanning of your PC memory and or game files. We will use whatever means available to ensure our community members are clean, and their system game files are original and not modified. Command Maps, and reticule color preferences are generally not considered advantages and would not be considered cheating. If you have questions or are concerned what we may consider unlawful within our community, please do not hesitate in asking your Drill Instructor at your orientation, or by email before submitting your application. **coc** at **afd-gaming** dot **com**

These “Rules & Regulations” are provided for your reference and may be changed or modified at any time. Please check back from time to time to ensure your current with our Rules & Regulations.

---END OF REGULATIONS---

Assault Force Dragons gaming community
<http://afd-gaming.com> *AFD*
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Last Update 01/2006

Understanding the Rules and Regulations

Why study the regulations?

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

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

A: Inform your **SL** in writing prior to the scheduled event. *Please try to have several hours notice at the least, if it is too close to the event, get on Team Speak and inform the highest ranking member and ask that they relay to your SL if he isn't online.*

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. *Over the years AFD has spent a considerable amount of time building a positive and mature image. We will not belittle ourselves and stoop down to name calling and whatnot.*

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

A: No. *While you are of course allowed to have your beliefs and opinions, it is best to not share those beliefs as they may not be the same as others, and religious talk can be offensive, or even cause arguments and create a rift in AFD.*

Q: If you have a question or issue pertaining to the policies, regulations, or day to day operation of AFD, what is the appropriate way to address them?

A: Only through the **COC**, or your **SL**. *Do not question policy, or operations publicly in TeamSpeak, or on the forums. If the **COC**, or your **SL** have questions as to how you are doing, or if they are concerned about something you are doing, they will also do it privately.*

Q: Is cheating tolerated within AFD?

A: No. *110% absolutely not. We are always developing new ways to catch cheaters, both on and off our servers. We also have developed methods to randomly monitor our own members. Cheating will lead to immediate removal from AFD, and your name and ip will be added to our public black-list.*

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

A: No. *Your time and dedication are important factors in having a successful team.*

Q: Is it ok to join another clan if it does NOT play the same simulators as AFD?

A: Yes. *Provided it will not interfere with practice times, matches and scrimmages.*

Q: Is it permissible to discuss AFD strategy with members of another clan, or any person not in AFD?

A: No. *It will be regarded as an act of treason, and penalties will be strict.*

Q: Do SL's have any administrative powers?

A: No. *Only the COC has administrative power.*

Q: Does staff members or the COC have authority in battle?

A: No. *Only the BFC, SL, and ASL have authority in matches, practices and scrimmages.*

Q: What is the AFD policy on profanity?

A: It is discouraged. *The reason for this is quite simple. The majority of our members have families, with young children and wives that can hear everything in the background. People are going to get heated when playing first person shooter games, it's a given. Just remember that you are talking not only to the guys in teamspeak, but to anyone else who is in the proximity of their speakers. Excessive profanity will lead to removal from AFD.*

Q: How are AFD Members expected to treat each other?

A: With Respect.

These are just sample questions. It is not necessary that they all be asked or answered in precisely the same form they are expressed here.

AFD Communication System

General TeamSpeak Communication Procedure

The more people that are in a channel, the stricter communication procedure must be held. If the number of people in one channel 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 do not follow procedure in those circumstances then people will be stepping on one another to such a degree that nothing can be communicated.

So to combat this, we designate a **Channel Controller**.

One person has control of the channel

For short, we say that so and so has comms (ex: “ZEUS has comms”). This person is responsible for maintaining order in the channel. The channel controller 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. If the channel controller does not acknowledge your break, then wait and break in again later.

Check In and Check Out

When you join a teamspeak channel, check in by breaking, stating your name, and saying checking in (ex: “Break, Mesm Checking In”).

When you leave a teamspeak channel, check out by breaking, stating your name and saying checking out (ex: “Break, Mesm Checking Out”).

Let people know when you are whispering

When using the whisper function, be sure to let your audience know that you are whispering by incorporating that into your break. (ex: “Break, Traider 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. However, avoid whispering during meetings, as you, and your audience will not hear important information being discussed.

Only the BFC and Staff Officers are permitted to have administrative privileges within TeamSpeak.

This is because low ranking members in the past have abused TeamSpeak Administrative Privileges in the past. Under specific circumstances this policy may be amended at the discretion of the Chain of Command members.

AFD Communication System

Battle Specific TeamSpeak Communication Procedure

During battle, all of the communications procedures discussed in the previous section applies. The following procedures should be strictly adhered to during practices, and specifically during matches.

During Battle, the teamspeak channel must be kept clear of all information that does not directly pertain to the battle at hand

This includes complaining about being taken out by glitches, or suspecting the other team's players of cheating. Wait until the map is over to make TS comments of that sort, and only if the channel controller grants you permission.

During Battle, three people have the right to use comms at will

The BFC, SL, and ASL have the right to use comms at will. Everybody else must use the official hotkeys by using the "Q" button. If the hotkeys will not suffice, break in and await permission to speak.

It is very important to stress to the new recruits that teamspeak is not a game in itself, and that excessive talking about nothing important is annoying to others. Suggest that they should refrain from too much talking and listen to the general flow of conversation when they enter TeamSpeak. This will allow them to get a better understanding of how the system works.

History of AFD

Who is AFD?

Assault Force Dragons have been around since 2003. We started off as a Ghost Recon tactical squad for several years. We established a no nonsense reputation for ourselves, by dedicating a lot of time and resources to learning the game inside and out. By learning how to interact with each other in the game we created a very strong ladder team that was virtually second to none.

On the other hand, we were dedicated to friendship also. We have built strong relations within AFD. Our members are generally good people, and all of us are an asset to AFD. We have also built strong relationships with other clans, and the gaming community as a whole. We've participated in several replay review teams and some of our members have sustained positions such as admins on various ladders and team play leagues.

AFD had eagerly awaited the release of GR2 for the PC. It was released for the PS2 and Xbox, but when it came down to only a week before the PC release, the developers didn't like the final outcome, and abandoned the PC version entirely.

We were, to say the least, devastated. We were so pumped for that release, and were held on by a string for months until that last week. The release of GR3 is still pending. We held on to the GR gaming world as long as possible. For over 4 years the GR community was going strong, with mods being released rather often.

After GR2 failed to launch, the GR community died rather rapidly. Interest was waning and we decided it was time to find another FPS game.

We looked towards 2 outlets, Battlefield Vietnam, and Counter Strike: Source. BFV had already been out for a while, and we knew that BF2 was in the making.

We liked what we saw from the developer's teases that they released every so often. So we moved into the Battlefield Series and have not looked back.

Today, the CS:S and the BF2 squads are rolling full steam ahead and are stronger than ever.

So in a sense AFD is divided into two Divisions, but are comprised of one great mass of excellent people, both on and off the battlefields.

Not all new recruits will stick it out, not all will like what AFD has to offer, but the majority will, we have a lot of members now and we were all new recruits at one point.

Each and every one of us have been a great asset to AFD and have worked hard to make it the clan that it is today.

I am proud to be a member of AFD and look forward to the future with AFD.

-DeathDealer_AFD 09/2005

AFD Expenses and Donations

Why does AFD need money? How can I help?

The Assault Force Dragons have a lot to offer to its members. With several servers and the website, and teamspeak and email, AFD has a lot to pay for as well.

AFD supplies 2 game servers for Counter Strike: Source.

2 game servers for BattleField 2.

The website and email system, and the TeamSpeak 2 Server.

All of which costs money. As of now the total expense of AFD is roughly \$400 per month US. Who pays for this? We do, all of us. There is no one member of AFD that is rich, so we cannot rely on one person to foot the bill.

If every member donated \$20 per month, there would be a great surplus and AFD would have no troubles. However, not every member donates.

Some members cannot donate, and we do not expect every member to donate, those who cannot donate at all have contributed at great lengths throughout other areas of AFD.

But there are still a lot of members that can donate. And we ask that you donate what you can.

There is a donation meter at the top of our website. This will display how much money is needed for the month, how much has been donated, and how much we still need to go to reach our goal.

Brigadier General manOwar_AFD is our unofficial financial officer. He is the one who has worked out deals with server providers, and web hosting companies to get the best deal possible for AFD. He also displays in the secure forum, who has donated, how much they have donated, where the money has been paid out, and how much is left or needed to maintain AFD as we know it.

All funds are accounted for. A lot of new members are hesitant to donate as they do not understand the expense of operating a clan. Please, if you are hesitant, talk to manOwar, talk to other members that you see on the donate meter. Look at our expense report, or ask manOwar to send you detailed information as to how much money it actually costs to run a clan.

You might be surprised.

Again we ask that you donate what you can afford monthly, and that you understand that every member that can donate needs to. And all donations are greatly appreciated.

AFD is a non-profit organization completely supported by you, the members & visitors. Many organizations have web sites, servers and Internet bandwidth donated by its members. We pride ourselves on being run and owned as a community, and not by a few power-hungry members. This means that we need you to be a part of that community. We encourage every member to contribute to the community in any way that they can. Since we do not have our servers or bandwidth donated, we have to pay our bills every month to keep things going. For those of you who can, members or frequent visitors & friends, we ask that you make a monetary contribution in whatever denomination you'd like. Every little bit counts. –manOwar_AFD 03/2003

Finalizing the Orientation

Setting up TeamSpeak 2 and finishing the Orientation.

At this point, tell the recruit you would like to officially welcome him/her to AFD. I usually say, *that was painless right?*

Getting the new recruit registered on TS2

Right click on the recruits name in TeamSpeak and hit “allow registration”

They will then need to go to “self” and “register with server”

Tell them to use a username and password that they will remember, you do not need to know this information.

When they have done this, they should change to “registered” automatically.

Setting up the AFD TS2 Server

At this point, inform the recruit that we will be doing a series of tasks, and that he/she **MUST** wait for you to instruct them on each step, tell them to not go ahead of you.

Step 1 • Hit “connections”

Step 2 • Hit “connect”

Step 3 • Right Click “servers”

Step 4 • “Add Server”

Step 5 • Server label should read “AFD”

Step 6 • Server Address should read “ts2.primarytarget.com:8780”

Step 7 • Nickname should read “PFC_XXXXXXX_AFD”

Step 8 • Check the bullet for “registered”

Step 9 • Username and Password are THE SAME as they just registered with

Step 10 • Check “Auto-Reconnect”

Step 11 • Default channel is “Battlefield 2”

Ask them to repeat the information and then hit “connect”

If all information was entered correctly, it should say member left/member joined immediately.

And you will be looking at a new PFC in comms. If there was an error, it will take a few moments for the recruit to come back, and you may need to re-register and start all over. This is the most annoying part of the process; a lot of recruits do not follow step by step, and almost always miss a step. This is why it is important to stress that they follow only after you tell them to, and that they remember what username and password they register with.

Next ask the recruit what specialty/kit they use the most.
(Special Forces, Assault, Medic etc.)

Ask them if they prefer a vehicle or if they prefer to go on foot.

Ask them if they would like a @afd-gaming.com email address.

Now enter into the form below the information gathered and email it to coc@afd-gaming.com

The orientation is complete, tell the recruit welcome aboard, and move them to the Battlefield 2 channel in TS2.

Finalizing the Orientation

Contacting the Chain of Command

After the orientation is complete, use the information gathered to send this email:

Gentlemen,

REC_XXXXXXX has successfully completed Orientation and has been promoted to Private First Class.

He has indicated that he would like to be designated a “Medic” Specialist.

He would (not) like to have a @afd-gaming email account.

He is also ready to be granted full access to the Secure Forums on our website.

Thank you,

XXX_XXXXXX_XXX

AFD Drill Instructor

Contacting the New Recruit

First Contact is important and must be done ASAP

Following is a letter to be sent after the Application has been received and the Simulation applied to has been determined BF2.

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

Certain fields need to be changed as each letter is produced.

This is a form letter, and its core design is already finished.

You will need to enter information where it is green.

The recruit's name

The recruit's ts2 name

The day, date, time and time zone of the orientation.

Your contact information

Your signature

XXXXXXX,

My Office has received confirmation of your application to join the (AFD) Assault Force Dragons team. I welcome the opportunity to have another member join our ranks. I would like to meet with you ASAP so you can go through AFD's orientation. Orientation is NOT A TEST, or a weeding-out process. It is a good way for us to explain exactly who AFD is and go over some of our rules/regulations. I will assist you with your TeamSpeak settings, game settings, and get you complete access to our secure forums. Also I will answer any questions you may have at this time.

Currently we are setting up the appropriate arrangements for your orientation. Afterwards you will join the ranks as an enlisted member.

In the meantime you can change your **TeamSpeak** nickname to **REC_XXXXXXX_AFD** to show our other members that you are a new recruit. TeamSpeak is the only place where we show our rank, we do not put rank in our names in BattleField. **We are reserving time on Friday, August XX, 2005 at 9:00pm EST. Please respond to this email A.S.A.P. to confirm/reschedule your orientation.**

Also, please visit the following links and get acquainted with the Assault Force Dragon's

<http://afd-gaming.com> <http://training.afd-gaming.com/index.htm>

[Assault Force Dragons Rules and Regulations](#) (MUST READ & ACCEPT)

[Download TeamSpeak 2 Here](#)

Voice Communications Software used by AFD.



Our Battle Field 2 Dedicated Server ip address is 12.180.48.41:16567

Our Battle Field 2 Ranked Server ip address is 72.36.133.230:16567

Please continue enjoying our servers and get better acquainted with the AFD Team.

2nd Lt. DeathDealer
Assault Force Dragons
Recruiter, Orientation Officer
AFD Chain Of Command Member
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<http://afd-gaming.com>

