

SeaWolves Special Operations Command

Rules of Engagement – Operation Joint Endeavor

1. Participation:

The Special Operations Command will be using the ARMA2 simulation for this operation. The simulations should be patched up to 1.07.

All missions were made using the island of Isla Duala; as it is based on African terrain. Here are all of the links needed to participate as follows.

<http://www.armaholic.com/page.php?id=10412>

<http://www.armaholic.com/page.php?id=10645>

<http://www.armaholic.com/page.php?id=9451>

<http://www.armaholic.com/page.php?id=5791>

<http://www.armaholic.com/page.php?id=9150>

2. Mission Logistics:

If logistically possible, a War correspondent will be an observer for every mission. The senior officer in charge of the task force must make an attempt to reach a war correspondent prior to starting the mission. Missions should be coordinated in advance and notification should be sent to the war department. Prior to starting the mission, the senior participant should scan x-Fire and Ventrilo. If no war officer is online a quick email should be sent to the war department to try and get one online. The mission should not be delayed for a prolonged period of time that would jeopardize the participant's online availability. A reasonable amount of time is all that is expected.

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3. Mission Release:

The division war officer will receive the mission package brief directly from the Chief War Officer. The mission package will contain the following items:

1. Mission Briefing
2. Spot Report Form
3. Evac Request Form

4. Mission succession:

Only the approved and distributed missions can be used to complete the assigned grid for the operation. In order for the mission to be a success all objectives must be completed and at least one officer must survive. Once the mission is successful, the senior officer that participated in the mission must file a debrief with the War Department. A debrief must contain the following information:

1. Mission Debrief file.
2. Completed Spot Report.
3. Evac form (if required).

If item 1 and 2 are not submitted, the mission will not be considered complete and will need to be either resubmitted or played again.

5. KIA/ MIA/ POW Status Conditions:

Each SOC participant, regardless of which group they participate with will be granted seven (7) lives per mission and a total of 49 lives throughout the operation. Upon the 47th death, the officer will be removed from the operation. A dead participant tells no tales and must not participate in any manner during the rest of the operation.

If you drop out of a game or loose connection due to lag or whatever reason, you may re-join immediately and continue. If after five (5) attempts you try to re-join and are unsuccessful, you will be excused from that round and no penalties will

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be recorded against you. Either-way you must inform the senior officer present, or have another player relay your message for you.

If you decide to leave a match or round for no valid reason, you shall have one (1) death recorded against you. Prior to leaving you must immediately inform the highest ranking officer present stating your reason(s). All decisions regarding this shall be made on the spot by the officer who currently has TACOPS and all decisions made by the senior officer present shall be final and not open for debate or question.

6. Mission Reporting on Division Scorecard:

All Operation Joint Endeavor mission can and should be scored on the division scorecard. All participating officers should file a mission report using the division ROE guidelines. Division mission reports have no impact on the Operation.

All participants in a match shall record their final scores by pressing the (I) key and taking a screenshot, whether or not your team has successfully accomplished the mission (as a win) or not.

All mission scores screenshots by you shall be saved for 1 month in case there is found to be a discrepancy with scores. After each and every war mission the senior officer who was present will email his/her screenshots to SOCOM HQ for processing. You have 48 hours in which to do this otherwise your entire round or mission result will be null and void and will not count towards the overall SOCOM progression for the war effort.

Any officer participating in war missions may use any weapon of their choice to prosecute the mission at hand towards a positive outcome, however you must not use any weapon or tactic that may jeopardize the integrity of the mission or endanger the lives of any member of your team or cause death to them. Any participant found guilty of this shall have disciplinary action brought against them.

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Common sense must prevail at all times gentlemen, and you must obey the senior officer present at all times as they have TACOPS and you are a part of a TEAM!.

During the course of your mission, do NOT intentionally cause the death of civilians!. As this is frowned upon and illegal in the military and is unprofessional. Be careful what you shoot at and check your targets at all times.

A senior officer may choose to pass TACOPS to any officer prior to mission commencement. The recipient officer may choose to decline or accept TACOPS if they wish. TACOPS shall not be passed over to anyone after mission start.

All participants shall report their war mission scores on the SOCOM mission reporting page as per usual, with the title at the top of your mission description box, type War mission above other text.

7. Awards:

All officers participating in at least one mission will earn the Operation Joint Endeavor ribbon and the combat action ribbon. Personal and unit awards for combat valor and excellence will be evaluated at the end of the operation. The SeaWolves Medal of Honor is not eligible for this Operation. The War Department with the advisement of a select panel will decide on the issuance of awards for units and individuals.