



Clan Rule Book

Rev 1.0 (12/06/2016)

0 General rules

- 0.1 The final decision of any issue related to the clan and clan members is on behalf of the clan leader.
- 0.2 The clan leader may consult the clan HQ member and/or the clan HQ support member for important decisions.
- 0.3 The clan leader is allowed to demote and promote or award any member for their behavior.
- 0.4 In official matches or tournaments the rank structure is obligatory, that means that lower ranked members have to follow the higher ranked members' orders.
- 0.5 Use the correct syntax for your TS name and in game player name representing you as a UNA member, even on non-UNA server.

1 Server payment

- 1.1 All members have to pay a yearly server fee.
- 1.2 The server fee has to be divided equally to all members.
- 1.3 The server fee amount is calculated by the cost of the server divided by the number of members.
- 1.4 The number of players for the following year is evaluated in November of the current year. The clan leader will raise a mail to all current members asking them if they wish to stay in the clan for the next year. Members will have 30 days to reply and state if they will be staying for the following year.
- 1.5 After 30 days the amount will be calculated and members will have 30 days to pay.
- 1.6 Payment should ideally be made in one go but anyone who wants to split their payment over 2 months can speak to the clan leader and make arrangements.
- 1.7 Any member who does not pay the fee after 30 days will be demoted 1 rank each week they have still not paid up to 4 weeks, after which they will be kicked from the clan.

1.8 New recruits joining the clan have to pay for the remaining time of the year only. The clan leader will tell the new recruits how much money they will have to pay.

2 Member rules

2.1 All members must be at least 18 years old in order to join us.

2.2 All members must be able to speak and understand English.

2.3 The members are not allowed to be in any other ArmA3 clan or community.

2.4 All members must have an acceptable internet connection.

2.5 All members must have Teamspeak with a working microphone.

2.6 All members must have a genuine ArmA3 game with the latest patch.

2.7 All members must download the modifications used by the clan.

2.8 All members must be a member of the UNA Steam group.

2.9 All new recruits have to under run a basic training before they get a rank.

2.10 All new recruits have one week to pay the server fee in order to become a full member, no passwords or access rights will be given until this has been paid.

2.11 All members must respect ranks at all times.

2.12 All final decisions regarding the functions and running of the clan are made by Clan leader and U.N.A. HQ and not by individual members.

2.13 All members must be well mannered at all times.

2.14 Any member found cheating/exploiting will be kicked from the clan.

2.15 All members must agree to these rules in order to join the clan.

3 Rank and test rules

3.1 New recruits are assigned to Alpha 2 infantry squad until they pass basic training and are assigned their new squad.

3.2 Every new recruit has to pass the "Basic Test".

3.3 Recruits passing the Basic Test are automatically promoted to the rank "Private" on the next Friday's meeting.

3.4 Members are promoted by collecting a specific amount of "Training Markers".

3.5 For each participation on a Friday's meeting & training a member will get one training marker, provided they stay until the end.

3.6 Meeting starts at 2100hrs (GMT/BST). After the meeting training will start and will end at 2300hrs(GMT/BST). This is a minimum amount of time to receive a training marker and mission may continue after this time.

3.7 Lower ranks may also require members to pass a test before being promoted. For the requirements of a rank refer to the webpage at the section "Training -> Promotion timeline".

3.8 Tests may be completed in advance but if the test changes before you require it then it must be retaken.

3.9 Only member of a test's corresponding squad will be awarded ribbons for passing the test.

3.10 Exception is the Rhino 1st Driving Test who allows all members to drive light vehicles (like Hunters, Ifrits etc.) on UNA server. Members who don't have this "Driving license" are not allowed to drive any vehicles on UNA servers. Some exceptions may be made for PVP clan matches.

3.11 Screenshots from passed tests have to be sent to the UNA HQ mail address dirk.trockel@web.de as a jpg-file.

4 Behaviour at the meeting/training

4.1 Weapons to be kept lowered at all times, unless instructed otherwise.

4.2 Do not fire a weapon unless told to do so.

4.3 Use your named slot, if this doesn't exist yet use a recruit slot.

4.4 Line up in front of the clan leaders' spot at the wall facing the UNA logo.

4.5 Form lines according the squad allocation. Alpha 1 will be the first line facing the clan leader, Alpha 2 will line up behind, followed by a Rhino and an Eagle line. Facing the clan leader the highest rank is on the left going down to the lowest rank on the right.

4.6 Stand at ease, if the clan leader (or meeting leader) salutes you have to salute back.

4.7 Ask permission before talking. If you have something to talk about ask like "Permission to speak?"

4.8 In TS use the "Push to talk" option for your microphone. VOX is not allowed.

4.9 Members should be on the server at least 5 minutes early so the meeting can start on time.

4.10 If a member cannot make the Friday Meeting/training, or knows they will be late, should report this on the forums (excusing section).

4.11 Any member not behaving themselves during the meeting/training will risk losing 1, or more, training marker(s).

4.12 Any member with a point they would like raised at the Friday Meeting should report it to their squad leader before the meeting. Any points not raised before the meeting will wait until the next Friday Meeting.

5 Changing squads / roles / rejoining

5.1 A member wishing to change squads must have the rank of Sgt or higher.

5.2 Both squad leaders from the new squad and current squad must agree to the change.

5.3 When transferring to a new squad a member will drop down, if currently higher, to the rank of Sgt but will keep any current training markers.

5.4 Ex-members who wish to rejoin the clan must have left under good terms.

5.5 Ex-members rejoining in under 3 months may keep the rank they left with, but not any clan role. Any tests previously completed will remain valid.

5.6 Ex-members rejoining in 3-12 months will rejoin as Sgt, if higher than Sgt when they left or PFC if lower than Sgt when they left. Any tests previously completed will remain valid.

5.7 Members rejoining after more than 12 months will start at Pvt and need to redo all tests.

5.8 The role of Squad Leader will automatically outrank any other member of that squad, they will be advanced to 2 ranks above the highest current ranking member in the squad.

5.9 Upon stepping down as a squad leader the member will be demoted depending on how long they served as squad leader. If held for less than 12 months they will lose 2 ranks, over 12 months and they will move to one rank below the new squad leader. Training markers will be reset.

6 Complaints/Problems

6.1 Any member who has any complaints or problems is to first talk to their squad leader about it, who will try to resolve it.

6.2 Should the Squad Leader not be able to resolve it they are responsible for bringing it to the attention of the rest of HQ (Either Friday meeting time or using the HQ Staff forum).

6.3 Every effort should be made to find a solution that all Squad Leaders and the Clan Leader agree to but the Clan Leader will have the final say.