

Rules

ALL FK RULES APPLY <https://www.fuckknows.eu/guides/rules/> with some differences:

- No intentional discharge of weapons or throwing of throwables on base unless it is on the firing range, the base is under attack or it is to be used to help with aircraft take off, landing and sling loading.
- Explosives of any sort are not allowed on the firing range
- You can leave mid mission but you must inform Base-COM/OP-COM (or element lead). Leaving a command role requires you to inform the other command element, and get a replacement. If Base-COM can not be replaced then base will run without one. If unable to inform command due to IRL reasons, so long as it's understandable it's fine.
- Tags only apply at OP-COMs or Zeus request, during the "asset dance".
- Zeus does not determine what drones are available.
- Zeus does not determine your side or faction, it determined by the template.
- Zeus, Base-COM & OP-COM can, when $\frac{2}{3}$ agree, stop spawning assets for the mission. (this includes the truck spawning system).
- FK rules regarding launcher, small drone and thermal imaging limitations no longer apply.
- FK clothing rules do not apply. Faction specific camo must be worn unless specified by Zeus or Op-COM.(see uniform guideline below)
- Do not use inappropriate Callsign names or Map Markers.
- You are required to be in communication with Base-COM or OP-COM during the mission unless you have a valid reason for being out of contact. (i.e: unconsciousness, death, IRL event)
- Disobeying OP-COM/Base-COMs/Superior orders is considered lone wolfing. (i.e: my plan is better, I'm going with my plan.)
- Zeus can disallow use of artillery for players.
- Do not spawn AI until your vehicle is ready to leave base, or the AI is to be immediately used.
- Delete squad when you have returned to base, or when they are no longer needed.
- Only BASE-COM can authorize a change to someone's role during a mission, eg. switching from ground crew to pilot, etc.
- If Opcom is reachable BaseCom and Opcom must agree to allow a player to switch roles (assets) mid missions. If Opcom is not reachable BaseCom has authority to give/switch out assets or roles.

Zeus Guidelines

- A core part of milbase is the logistics run by the players. They have the tools available at base to help in most, if not all situations. So only help if you believe it is necessary.

- Understand when to restrict asset respawns; these missions by their nature last a while, but if they're losing too many assets it might be better to ask for a stop to asset respawns and let the mission grind to an end.
- While base does have a large amount of assets to use and can spawn in more, (if you haven't restricted that) do not just throw a metric fuck ton of units for artificial difficulty. Scale your missions. Have it make sense with the size of the available forces.
- Attacking the base isn't prohibited, if you are going to attack, at least give the base crew chances to spot signs of an impending attack. You also don't need to attack the base to "give base crew something to do." Ground crew is usually busy.
- 2nd server zeus slots get borked often, finding a person you trust to be promoted to curator might save you if you crash and can't get back in. That curator, if they don't die, can give you your zeus powers back, i.e; Keeper of the Code (refer to the Discord for the role holders).

Uniform

All units are required to wear Faction specific style camo or uniforms, ghillie suits are allowed for prophet elements. Base crew are required to wear safety vests. Note that a number of guerilla garments also feature AAF camo and can be worn freely if that is the determined faction. Long range backpack for AAF is the AN/PRC 155.

Communication Frequencies

Short-Range Frequencies

Ground crew comms - 100 - Meant to only be used for ground crew/command; do not request things on this channel.

In base - 110 - Meant to be used for communication on base for all units, not meant for idle chatter, do that in local or on another short range frequency.

Out of base - Determined by the units who need a short range.

Long-Range Frequencies

In base - 69 - Meant to be used to contact the base from outside of the base; is also primarily used for ATC to communicate to pilots

Out of base - 68 - Meant to be used as the primary communication outside of the base for assets to coordinate and for base to use to contact units outside of the base.

Roles

Command

Ground crew

Infantry

Pilots

Command

Command are the only people capable of authorizing assets being spawned in via the vehicle spawn terminal, so long as they do not restrict spawning of assets.

OP-COM - The "Platoon HQ" and head of non-base units in the game, they are to determine assets (after the asset dance), come up with a plan, and execute said plan. Their objective is to complete the mission set forth by the Zeus in the way they feel should be completed. If they feel they are unable to complete the mission they have the authority to call a mission fail for the next mission to get underway.

Base-COM - The head of all ground crew and organization of the base. They are to organize logistics, keep the base running in an efficient manner in which the units are prepared and capable of going out into the AO, and to keep the base safe from any form of threat. Is capable of authorizing late joiners and respawns an asset so long as OP-COM is informed and approves of the asset, in the event that OP-COM is unavailable, authorization is fully granted to Base-COM. In short, Base-COM is responsible for getting people from the base into the AO.

Ground Crew

All ground crew are under the Base-COM and are subject to being the base's main form of defence. They are also the only ones who have the authority to rearm, repair, and refuel assets. Can "multi-role" recommended only one other role so you don't get overwhelmed.

ATC - To be in charge of communications between the base and all aircraft assets. They are to ensure the assets are prepared for operations, communicate the needs of the assets to ground crew, ensure their safety when coming into or out of the base, safety of the base/units in base involving air assets coming in or out, and a form of lookout for unauthorized/enemy aircraft approaching the base to inform ground crew.

Base Medic - The on base medical personnel to deal with medical emergencies on base, they are to perform medical procedures on wounded individuals within base when the rest of the infantry are either unable to perform medical treatment or if they are no longer on base. Also to be used as a CSAR doctor should any CSAR operations need to be performed, if no pilot is available to fly them, they have the authority to fly the helicopter, if capable.

Technicians - The base level of ground crew whose main job is to rearm, refuel, and repair the assets on base at the Base-COM's orders. They are also to assist the Base-COM in organizing the base in the manner Base-COM sees fit and keeping the base maintained.

Ground Units

All ground units are under the OP-COM.

RTO - Only at the request of OP-COM. Relays information for OP-COM to and from base, as well as managing multiple frequencies for OP-COM if needed. Frequencies to monitor are to be determined by OP-COM when this role is used.

Drone Operator - Only approved by OP-COM. This role makes use of the large drones on base to gather information, or use them for drone strikes. Note that fixed wing and rotary drones must get clearance from ATC and UGVs need clearance from Base-COM to be able to leave base.

Grunt - These are the infantry units that are being sent into the AO, standard FK behaviour for infantry applies, roles allowed are SL, 2iC, Medic, AR, AAR, Riflemen, Prophet, and Mortar. All can take LR. Infantry players are recommended to learn how to lead a squad of AI units to maximize their impact on the game and increase the number of boots in the AO.

Armour - These units are to act as any form of armour needed, they are APCs, Tanks, IFVs, and Artillery. They are to inform Base-COM of coming into or out of base at all times. Unauthorized entry or exit may result in being deemed hostile. Players with assets that have a cargo capacity can also take AI units and act as mechanized infantry.

Pilots

All pilots are under the OP-COM but must communicate and follow the orders of ATC. Failure to communicate with ATC and unauthorized entry, exit, or fly over of base may result in being deemed hostile.

Helicopter Pilot - Operates any rotary wing assets in the AO or on base. Transport pilots may be ordered to stay on base and await any respawns or late joiners that need transport into the AO.

Fighter Pilot - Operates any fixed wing assets in the AO or on base.

Drone Operator - Operates drone based assets in the AO or on base. If using UGVs they are to inform Base-com of exiting or entering the base at all times. Unauthorized entry or exit may result in the drone being deemed hostile.

Vehicles on base and their use

In base vehicles can be sent into the AO with the agreement of OP-COM and Base-COM. Any and all vehicles must check in with Base-COM for clearance to leave base. Any vehicle not listed that can be spawned in via the spawn script are determined to be out of base vehicles.

In base only vehicles

ATV - The most numerous vehicle on base, meant for ground crew to quickly move around to do their jobs more efficiently.

Off-road with sirens - Meant to be used by ground crew and stays within base.

Ambulance - Meant to be used by ground crew to gather the wounded, added fun for using the sirens and stretcher options. Also used to clean up any corpses around the base.

Bardelas - AA vehicle meant to protect the base from air assault.

Nemmera - Service vehicle capable of rearm, refuel, and repairs. Meant to be used as a supporting vehicle for armour assets within the AO, does not require ground crew to use but must be within the AO for use. If not in use for the mission it is to be used by ground crew to "clear" wreckages. (Please don't try to actually move wreckages out of the way, just tow it or get close and ask zeus to remove the wreckage)

Repair/Ammo/Fuel truck - Meant to be used by ground crew to service vehicles.

Example of most Altis Milbase missions

Players spawn in.

Zeus finishes setting up milbase and drops TP poles.

Players go through into the main HQ building to wait for briefing.

Zeus does briefing of mission, when ready.

Players organize who is going to be OP-COM and Base-COM.

The "asset dance" is done to determine what roles are wanted by the players.

OP-COM finalizes role choices to attempt mission.

Base-COM determines roles within ground crew.

OP-COM and Base-COM discuss what assets are going to be used for the AO and what needs to be done to perform mission.

Ground crew performs duties while OP-COM and Base-COM send out units at their discretion.

Ground crew keeps base maintained while units in the AO complete mission.

Mission complete, all units are to be returned back to base without Zeus intervention.

Players go back into main HQ building to begin debrief.

Debrief concludes, next mission begins/new Zeus found and next mission begins without reset (if everything on base hasn't exploded).

If no Zeus or mission starts then Milbase is over, go find something else to do.