

Slotting 101

This is an official procedure. It doesn't have to be followed word for word, but a countdown for the slot followed by a "Go" has to be done for the slots.

Before slotting the staff member at hand has to assess the amount of players at hand and then decide together with the Zeus if they want to run 10 man Squads (Normal Layout) or 8 man Squads (Dropping bottom Autorifleman and bottom Teamleader).

Slot assets first. The order of air, ground, mortar and prophet doesn't matter. (But usually we do it top down so Prophet>Mortar>RW>FW>Armour)

If the Zeus is using a Mechanised or Motorised Platoon with heavy vehicle usage, then those slots should be slotted in the squads using armour tags under section 6.

1. Prophet Slotting
 - 1.1. "Prophet Spotter tag holders for Prophet Spotter. 3...2...1...Go!"
 - 1.2. "Prophet Sniper tag holders for Prophet Spotter. 3...2...1...Go!"
 - 1.3. "Regs and above for Prophet Spotter. 3...2...1...Go!"
 - 1.4. "Opening Prophet Spotter slots to FNGs in 3...2...1...Go!"
 - 1.5. "Prophet Sniper tag holders for Prophet Sniper. 3...2...1...Go!"
 - 1.6. "Regs and above for Prophet Sniper. 3...2...1...Go!"
 - 1.7. "Opening Prophet Sniper slots to FNGs in 3...2...1...Go!"
2. Mortar Slotting
 - 2.1. "Artillery tag holders for Mortar Gunner and Assistant. 3...2...1...Go!"
 - 2.2. "Regs and above for Mortar Gunner and Assistant. 3...2...1...Go!"
 - 2.3. "Opening Mortar slots to FNGs in 3...2...1...Go!"
3. Rotary Wing Slotting
 - 3.1. "Rotary Wing Flight Lead tag holders for Pilots. 3...2...1...Go!"
 - 3.2. "Rotary Wing Pilot tag holders for Pilots. 3...2...1...Go!"
 - 3.3. "Regs and above for Pilots. 3...2...1...Go!"
 - 3.4. "Opening Pilots slots to FNGs in 3...2...1...Go!"
 - 3.5. "Gunship Gunner tag holders and above for Gunship Gunner slots. 3...2...1...Go!"
 - 3.6. "Regs and above for Gunship Gunner. 3...2...1...Go!"
 - 3.7. "Opening Gunship Gunner slots to FNGs in 3...2...1...Go!"
4. Fixed Wing Slotting
 - 4.1. "Fixed Wing Pilot tag holders for Pilots. 3...2...1...Go!"
 - 4.2. "Regs and above for Pilots. 3...2...1...Go!"
 - 4.3. "Opening Pilots slots to FNGs in 3...2...1...Go!"
 - 4.4. "WSO tag holders and above for WSO. 3...2...1...Go!"
 - 4.5. "Regs and above for WSO. 3...2...1...Go!"
 - 4.6. "Opening WSO slots to FNGs in 3...2...1...Go!"
5. CSAR Slotting
 - 5.1. "Medic + Any Leadership Tagholders for CSAR Lead. 3...2...1...Go!"
 - 5.2. "Medic tagholders for CSAR Lead. 3...2...1...Go!"
 - 5.3. "Regs and above for CSAR Lead. 3...2...1...Go!"
 - 5.4. "Opening CSAR Lead slots to FNGs in 3...2...1...Go!"
 - 5.5. "Medic tagholders for CSAR Doctors. 3...2...1...Go!"

- 5.6. "Regs and above for CSAR Doctors. 3...2...1...Go!"
- 5.7. "Opening CSAR doctor slots to FNGs in 3...2...1...Go!"
6. Armour Slotting
 - 6.1. "Commander tag holders for Commander slots. 3...2...1...Go!"
 - 6.2. "Gunner tag holders for Commander slots. 3...2...1...Go!"
 - 6.3. "Regs and above for Commander slots. 3...2...1...Go!"
 - 6.4. "Opening Commander Slots to FNGs in 3...2...1...Go!"
 - 6.5. "Gunner tags holders and above for Gunner slots. 3...2...1...Go!"
 - 6.6. "Regs and above for Gunner slots. 3...2...1...Go!"
 - 6.7. "Opening Gunner Slots to FNGs in 3...2...1...Go!"
 - 6.8. "Driver tag holders and above for Driver slots. 3...2...1...Go!"
 - 6.9. "Regs and above for Driver slots. 3...2...1...Go!"
 - 6.10. "Opening Driver Slots to FNGs in 3...2...1...Go!"
7. Platoon Slotting
 - 7.1. "Platoon lead tag holders for Platoon lead. 3...2...1...Go!"
 - 7.2. "2IC Platoon lead tag holders for Platoon lead. 3...2...1...Go!"
 - 7.3. "Any Leadership tag holders for Platoon lead. 3...2...1...Go!"
 - 7.4. "Regs and above for Platoon lead. 3...2...1...Go!"
 - 7.5. "Opening Platoon lead to FNGs in 3...2...1...Go!"
 - 7.6. "Does Platoon lead need or want a 2IC? (Check as well for numbers and with Zeus)"
 - 7.7. If platoon wants a 2IC (and numbers allow)
 - 7.7.1. "2IC Platoon lead tags for Platoon 2IC. 3...2...1...Go!"
 - 7.7.2. "Any Leadership tag holders for Platoon 2IC. 3...2...1...Go!"
 - 7.7.3. "Regs and above for Platoon 2IC. 3...2...1...Go!"
 - 7.7.4. "Opening Platoon 2IC to FNGs in 3...2...1...Go!"
 - 7.8. "RTO Tag holders for RTO. 3...2...1...Go!"
 - 7.9. "Regs and Above for RTO. 3...2...1...Go!"
 - 7.10. "Opening RTO to FNGs in 3...2...1...Go!"
 - 7.11. "FAC Tag holders for FAC. 3...2...1...Go!"
 - 7.12. "Regs and Above for FAC. 3...2...1...Go!"
 - 7.13. "Opening FAC to FNGs in 5...4...3...2...1...Go!"
8. Squad Slotting
 - 8.1. "Squad lead tag holders for Squad Lead (A through X according to the amount of players). 3...2...1...Go!"
 - 8.2. "Regs and Above for Squad Lead. 3...2...1...Go!"
 - 8.3. "Opening Squad Lead to FNGs in 5...4...3...2...1...Go!"
 - 8.4. DO NOT CONTINUE SLOTTING UNTIL ALL REQUIRED SL SLOTS ARE FILLED!**
 - 8.5. "TL tag holders and above for TL slots as well as Medic Tag holders for Medic slots. 3...2...1...Go!"
 - 8.6. "Regs and Above for TL slots and Medic slots. 3...2...1...Go!"
 - 8.7. "Opening TL slots and Medic slots to FNGs in 5...4...3...2...1...Go!"
 - 8.8. Regulars can request to slot up with a fresh FNG (F.ex. A friend that has just joined and is trying out arma or needs some help getting used to FK)

- 8.9. "All required slots have been filled. I will now give you a countdown and on Go! you can slot into all slots (expect last bottom rifleman if the numbers are too low). 5...4...3...2...1...Go!"
- 8.10. Direct people or forceslot them into the slots to make sure squads are equally filled.
- 8.11. "As for people still joining the following slots are still open (Say all the open slots), if those slots are filled once you connect get into X, X and X slot to attach to another squad."