

RULES AND REGULATIONS

Task Force Delta

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1. RANKING STRUCTURE

1a. Ranks

CMDR	Division Leaders
LT CMDR	Battalion Leaders
CAPT	Company Leader
1LT	Company vice-captain
LT	Fireteam Leader
WO	Speciality Rank
Cadet	Fireteam member

1b. Roles

All Positions above Warrant Officer are in charge of running a fireteam, and may call team meetings, and providing training to their Fireteam.

All members are charged with enforcing policies and reporting violations.
If a Fireteam Leader is not going to be on, they may ask another leader to fill in.
Officers may submit, lower ranks for promotion

1bi. Primary

Commanders - CMDR

Additional Role: command a Division and also create and reestablish rules. they are the only ones who decide who can be promoted and who is demoted. and also decide when new Fireteams, Companies, Battalions, and Divisions are made

Lieutenant Commanders - LT CMDR

Additional Role: Command up to three Companies, in a Battalion, and can call meetings

Captain - CAPT

Additional Role: Commands 5-10 Basic Fireteams, as a Company, May call meetings.

Lieutenant - LT

Additional Role: When assigned a fireteam they are charged with naming, and picking

the emblem. also charged with running there fireteam and nominating cadets for promotion

1bii. Speciality Ranks

1st Lieutenant - 1LT

- Role: 1LT can attend officier meeting and my act in place of a CAPT. they are in charge of their fireteams and act as a second to the Company
- Rank: This rank is Decided by the Captain of the company

Warrant Officer - WO

- Role: to support the clan and assist the fireteam leaders with maintenance.
 - Rank: Signifies that the spartan has shown all the requirements to move up in the command.
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1c. Formation

CMDR

LT CMDR

CAPT		CAPT	
1LT		1LT	
LT	LT	LT	LT
LT	LT	LT	LT

CAPT		CAPT	
1LT		1LT	
LT	LT	LT	LT
LT	LT	LT	LT

CAPT		CAPT	
1LT		1LT	
LT	LT	LT	LT
LT	LT	LT	LT

LT CMDR

CAPT		CAPT	
1LT		1LT	
LT	LT	LT	LT
LT	LT	LT	LT

CAPT		CAPT	
1LT		1LT	
LT	LT	LT	LT
LT	LT	LT	LT

CAPT		CAPT	
1LT		1LT	
LT	LT	LT	LT
LT	LT	LT	LT

1d. Promotions

Your superior has full control on who is promoted and who is not. things we are looking for are, Leadership Skills, Gaming Skills, and Professionalism.

If He/She believes you should be promoted they re to recommend you to a superior, they will

test your skills, anonymously.

2. Fireteams

2a. What is a Fireteam

2ai. What is a Fireteam?

- A Fireteam is the smallest group in the division, each is compiled of Spartans, each with different backgrounds, traits and goals, these players are the ones who will stand by you on the field.

2a.ii. What is its purpose?

- During times of War, Fireteams will be sent into battle against the enemy. each team is designed to work together, with the Leader as the Keystone. During Peaceful times Fireteams will Train and hone skills, and they will Scrimmage with other Fireteams monthly.

2b. Different Fireteams

2bi. Division Fireteam

This is a fireteam that bears the name of the Division, it is called on to defend the name of the division and is made up of hand picked by the Division Commander.

2bii. Standard Fireteam

Consists of one LT and 4-9 Cadets or Warrant Officers, the more common force in in the Clan.

2biii. Special Fireteams

Arranged by the CMDR, or President within the clan, could be made for Machinima, training, or other purposes

2c. Creation of a Fireteam

New fireteams will be established when a condition is met

- A minimum of 4 new members have joined the Division
- A officer has resigned from their post
- A special team is needed to be placed together

2ci. Names

Rules of naming a fire are simple, you may not use the name of a fireteam after any currently used team name, up until Halo 4 and the end of Spartan Ops.

- Spartan II - Blue, Gray, Green, Red, Black
- Spartan III - Echo, Foxtrot, Gladius, India, Lima, Katana, Romeo, Sabar, Wolfpack, X-ray
- Spartan IV - Apex, Avalanche, Castle, Domino, Forest, Horse, Ivy, Kodiak, Lancer, Majestic, Mountain, Rhino, Shadow, Switchback, Sword, Sydney, Talon, Tower, Wolf
- Other - Gauntlet, Headhunter, Noble

In addition, the name cannot be offense, nor can it be a copy of another name within the clan.

- Fireteam- Delta, Gamma, Karma, Omega, Sigma, Theta

2cii. Emblems

Each Fireteam is given its own Emblem that is Designed by the new Commander of the fireteam. however there are a few rules that must be taken into effect when making the emblem.

- it cannot be a copy of a emblem of another fireteam within the clan.
- prior to creation, if it is a known clan emblem it may not be used.
- it may not be offensive(not sure if this is possible)
- it may not be made of special emblem pieces. (DLC, and PREORDER)

2ciii. Motto

Each fireteam may adopt a motto

- the motto will be in Latin
- it cannot be offensive
- it should represent the fireteams playstyle, or be a famous quote

2d. Recruiting

Any member of the clan, regardless of Rank, may recruit new members, there are of course rules to recruiting.

- they cannot be a member of another clan when they join.
- they must be 14 years or older
- and they must have a mic

When they have joined i need the Recruiter to message one of the leaders so that we can place them in a open spot.

2e. Transfers

Any Cadet may request transfer to another Fireteam, for any reason. However Transfers will only Happen when a new Fireteam is Formed, or if there are multiple Transfers wanting to happen at once.

2f. Leave of Absence

If you are going to be gone for a period of time Seven days or Less, let me know so that i can let leaders know, or cover for you while you're gone.

2fi. Passive

If you will be gone more than 7 days, or you'd like to take a break from the clan (without quitting) let me know, your status will change to passive, you will retain your rank and Status. But you will be temporarily dismissed from duties for a predetermined amount of time.

However i can call you off of Passive Status at any period of time. such as battle or War.

3. Identification

3a. Emblems

- Each Fireteam has a personal emblem that is chosen when a Fireteam is created.
 - The emblem is only required when two or more members of the same fireteam are playing together, in Matchmaking, and wish to represent a Clan.
 - OR if your Fireteam leader is holding a training session.
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3b. Clan Tags

- You are not required to use a clan tag, this is for tactical reasoning.
 - If your fireteam desires a clantag, it is not required outside of clan functions.
 - do not use 4 character tags to identify your fireteam, this will lead to confusion in War games. (TF91, ABDC, etc) Exception is say its Fireteam Gamma, then using FTG and adding a number 1-6 is acceptable(FTG1, FTG2, FTG3, FTG4, FTG5, FTG6)
 - Please Remember your Tag, it is your call out that your team will most likely use.
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3c. Armor

- We have no Uniforms
 - No specific colors
 - No armor set
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3d. Motto and Bio

- Motto
 - I understand that many of you have a saying or quote in your motto that you like so this is optional.
 - if you choose to use it for the clan then the entry would be as follows
 - TFD (division) (rank) (Fireteam Name)
 - TFD VD CMDR GAMMA
- Bio
 - This is the only Mandatory Identification
 - in your Bio add the following, this is to identify you as a clan member and will be as follows.

TASKFORCE DELTA
(Name) DIVISION
RANK: (rank)
FIRETEAM (NAME)

TASKFORCE DELTA
VIRIDIAN DIVISION
RANK: CMDR
FIRETEAM GAMMA

- the best way to enter this is on Live.Xbox.com, if you do it on your xbox you will have to use spaces, online you can enter to make it like above.

4. Code Of Conduct

4a. Open Door Policy

The purpose of this policy is for all members, regardless of rank, to contact me, without going through the Chain of Command, if there are problems within the clan

Various Reasons

- if the leader is not able to take care of your problem, or you think they are not handling the situation.
 - if you have found that a member of another clan
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4b. Communication

4bi. Trash Talking

1. do not begin trash talking when you enter a game, if another clan does it ignore them.

2. if they do, i expect each and everyone of you to work together to teach them who we are, put your Honor on your Shield.

4bii. Cursing

1. Do not Curse Excessively, this can make us look unprofessional.
2. Yes i realize this is a game and you are human, so Swearing within reason is acceptable.

4biii Game Chat

1. When inside of a matchmaking game, attempt to keep all chatter to a tactical format, callouts and movements.
2. if you're not with the clan, or it is just leasure play with clan mates, its open mic.

4biv. Music

1. this is considered Disruptive, according to microsoft's terms of service, which you all agreed too.
2. during clan functions, keep it low and to yourselves it becomes a disruption to tactical format.
3. exceptions are varied, say your with multiple clan mates and they designate a DJ, then yes play it, but if you're asked to turn it down, or off, oblige to it, some people don't like music when they play, others find certain music offensive. Be Courteous.