

ARMAGEDDON UNLIMITED

IS AU THE RIGHT UNIT FOR ME?

(Author: Kay Wolf)

"All things being equal, keeping your principles before you as a guide, and using your desire to succeed as your tools for success, to make your choices, even if you fail, will inform that desire and reinforce your principles for further endeavors." – **Kay Wolf**, c. 3050

INTRODUCTION & MISSION STATEMENT

An online gaming/para-mercenary/MilSim unit is a difficult endeavor to build and maintain, though it is typically made with love in the heart of the inventor of the unit. Though its authority flows from the hands, heart, and mind of the inventor, and from the minds of those placed in authority within the unit, without the hands and minds of a majority of others, the unit means nothing, is nothing.

This treatise, designed to be short and informative, brings to your attention those principles and ideals that Armageddon Unlimited has always been designed around, which make us unique, and which allows you to make your own decision on whether this is the right place for you to have as your home, or not. Selecting a unit for a computer game may seem as though it should be a short and pointed exercise, though it can be every bit as difficult as deciding which bills to pay in a

short month, or whether you will incur thousands in debt to go back to school for a better education. Make no mistake; this IS a real-life decision, and one that, like the education, should not be taken lightly. From it you will gain new friends and mentors, you will have different styles of fun, training, and work than you're used to, or have experienced before. You will also find it difficult to adjust, accept the ideals and culture of your chosen unit, and adjust your real-life style to make yourself available to your new team mates and friends.

This document should be begun by pointing out what Armageddon Unlimited is **NOT**: we are not a typical gaming unit, where you come and go at your leisure and expect your rewards to be there, regardless. We are not an organization where you will automatically be appointed, regardless of your qualifications, to a position of authority, with decision-making

power. We are not a place where what you do for Armageddon Unlimited goes without some manner of recognition, but we are also not a place where laziness or the most minor of accomplishments is rewarded.

We ARE a place where you determine the outcome of your career.

As the unit commanding officer, it is my job, by necessity, to view this unit with a long-term goal in mind. Half of that goal is to build a place for you to come and have fun, from the bottom rungs of the unit and up. However, over any time between the near-future and the long-term, perhaps even years down the road, it is also the goal of our unit that it grows, prospers, and continues to play. This means, for you, that if you have any aspirations to lead, to help make decisions in the future for AU, to help improve this unit, and to move it, as a whole, forward, that you need to be provided with opportunities to do so.

Through our education, awards, and participation aspects, these opportunities are available, and some information is provided in a section further on in this primer.

The other half of that goal is to ensure AU survives the slings and arrows of the disgruntled, those who would take advantage of the system for their own petty means, and to

vow to keep the unit going despite any subterfuge that may occur. Our past must be past, and our work for the future must be as tenacious and steadfast as possible. This means those unwilling to help this unit grow in the culture and means by which it was developed, will find their rise in the unit stymied.

Two things must be remembered to participate in Armageddon Unlimited:

- 1) Yes, this is a computer game, but if you are a member of the team, you need to be there **for the team**. Your friends, existing and new, and those of us appointed into authority within this unit, will be **counting on you**.
- 2) You are responsible for any advancement in AU; you will get out of it what you put into it.

Mission Statement

Armageddon Unlimited is an online BattleTech/ MechWarrior universe mercenary combat command; aka MilSim unit. At present our goal is to participate, as a unit, in both MechWarrior Online and MechWarrior Tactics, though we do not rule out the possibility of participating in other BattleTech/ MechWarrior related gaming endeavors later, nor of leaving MechWarrior Online or MechWarrior Tactics, should they ever stop fitting with our profile. The means of achieving our goal of participation is through the recruitment, placement, training, and teamwork performed for combat in the games

we play; teams will be formed to complete these requisites. Fun is meant to be had, friendships meant to be forged, though the overall goal & vision is to fight as often as authorized personnel are available for play, and to win as often as possible.

Through training, education, time-in-service, activity in the unit, real-world qualifications, and experience in-game, not only will our ability to execute our mission statement improve, but the ability of individuals to take on new responsibilities and gain new authority and privileges is

assured. Successful completion of our mission statement will be in a high to superior level of team-based fun; this means if an individual is part of the team, but does not act as such, the fun and level of play available to others on the team may be diminished. We will continue to improve, and will do what is necessary to make that happen.

*“Exinanitio per superiorem potestatem ignis!”
“Annihilation Through Superior Firepower!”*

If you like what you have read, thus far, please continue on.



ENLISTED EXPECTATIONS & PRIVILEGES

In a nutshell, when you first enlist with Armageddon Unlimited, apart from your application the only expectation of you is that you show up and play with your team mates. Initially, in the early stages of AU moving from passive to active status, you will be placed in a Lance in the Alpha Regimental Combat Team, the first available Battalion, the first available Company, and the first available Lance. Your MSR (*MechWarrior Service Record*) and your entry in the AU spreadsheet will be all but blank. You will train with your Lance and Company –basically just playing the game–, and do your best to become a truly active member of the unit.

As AU continues to grow, with the hiring of a Training Officer-in-Charge, you will be temporarily placed back into a Cadet status for the sake of evaluating your abilities; once determined, you will be released back to your Lance. New MechWarrior's will immediately go into evaluation. With the hiring of a Dean of Education, educational opportunities will be broadcast more, and you will be allowed to determine how you want to move up in Armageddon Unlimited. None of these are a requirement, including Basic Training, though it would behoove you, if you wish to command and/or become a Drop Commander, to work at your educational opportunities. Once all present members of Armageddon Unlimited have been evaluated, only new members need

worry about the Initial Active Duty Battalion, for evaluation and training.

Being marked as a casual player, you can change our perception of how much you want to play... by playing. Right now, to be considered *active in the Reserves*, you must participate a minimum of six hours per week; that's not considered to be a lot of time, one hour per night over six nights. The only way you may participate in AU sanctioned fights as a Reservist is if you are a filler in a legitimate dropping Lance, with a Drop Commander and/or Command Staff member.

To move from the Reserves into an *active slot*, you should be participating *ten or more hours per week*, and be recommended for your activity by a Non-Commissioned Officer and/or Line Officer. *What does an active slot mean?* It means you will be assigned a slot in an active Company, based typically on the choices you made for duty assignments in your enlistment form. You will move from being simply a MechWarrior in the Reserves to being a Recruit/Candidate (E1), and can then drive your 'Mech in AU sanctioned fights as more than a filler. You are expected to participate with your assigned Lance when they are available for play, and may fill in other Lances as requested when they are not. *Why is it*

important that you participate with your assigned Lance? By doing so, you hone your skills and help to hone those of your Lancemates, and you also find out what their strengths and weaknesses are so you can offset them and become team mates with those who help offset yours. Also, maintaining a structure leads to a sure knowledge for each MechWarrior of where they belong and whom they can rely on to fight with

them; this also keeps you from fighting too often outside your Lance and others from fighting too often outside theirs.

If you're interested only in the fight, **STOP READING NOW!** There is a place for you in Armageddon Unlimited, of course, but you need to read nothing from here forward. If, on the other hand, you want more, or are curious enough to read on, feel free to do so.



Brevetted Ranks & Promotions

Normally, someone moving into a MechWarrior slot in any Lance in AU can work and have time-in-service enough to move up to the rank of Corporal (E3) without doing a lot of work. Corporal in AU has little to do with command authority, though Corporal's may be tapped as Lance Leaders if the standing Lance Leader is unable to show up at any given time. All positions in Armageddon Unlimited normally require a certain amount of work be done to EARN the position; however if positions need to be filled, people can be brevetted into the position that needs a body.

Unit Expansion

Our unit will grow, and new elements will be activated within our structure. When this happens, *jobs* will be listed that need to be filled as soon as possible; some of these positions will be active, some supportive. Though there will be multiple brevetted positions open at any given time within the unit, those who take the path of educating themselves and participating more with the unit will be more likely to gain increasingly higher positions, even replacing some who have been brevetted into those positions, but have not performed in other aspects of growth. Do not allow yourself to be removed... get your requisites completed for moving up. Ten levels of command exist within AU, each subsequent level with more authority than the previous: Basic Training,

A brevet is an appointment to an honorary rank in order to fill a position that requires a body, more or less; if you actually want the rank for that position, and the actual responsibility and privileges of that position, you still have to earn them. On earning the rank, typically through completion of time-in-service, pre-AU experience, education, awards, and participation, you earn the position, and all that goes with it, as well. If you wish to know more about advancement, continue reading.

Advanced Individual Training, Cadre/Non-Lance Leader, Basic Non-Commissioned Officer's Course/Lance Leader, Drop Commander, Advanced NCOC Course/Senior Leader, Officer Candidate School/Non-Command & Staff, Contracting Certification, Command & Staff, and Officer Complete. Not all levels are necessary for anyone, unless you're a completionist.

As the unit continues to expand, the more levels you are separated from a commander or the Command & Staff means you are in contact with them less. Large items of command and control are at stake, and the leadership will not be able to talk with everyone all the time.

Competitive Environment

Armageddon Unlimited distinguishes itself from so many other units because we are determined to train for positions, not simply give them based on feeling. If you are brevetted into a position, that's one thing, but if you earn it, that's more important. As any position within the unit comes open, as we expand, and if you believe you are qualified, you're welcome to apply for it. However, you will always compete for any new position, against yourself and other applicants, service records will be compared and recommendations from those in authority will be requested. On comparison, the most qualified will be invited to the position.

There are a few ways in which you can do this... first is *time-in-service*, which you have no control over. Time-in-Service is competitive in that it is based on the highest number of months served in AU, each month representing one point of time-in-service. Special Duty bonuses, for any job you take in AU, may also be applied to this, potentially giving you access to greater opportunities down the road in your career.

Next is your *personal activity level* within the unit. This is both objective and subjective in determination; objective because it relies on your participation in the games, the forums, etc., and subjective because it is based on recommendations from your peers as well as those in

authority, and for any awards you make during said participation. If you are not seen, you do not act; if you do not act, you cannot be awarded or recommended.

Finally comes the subject that everyone seems to hate the most: *EDUCATION*. Armageddon Unlimited has an educational program that you **MAY** participate in. You are NOT required to participate in anything education-related if that is really not your ball of wax, unless you intend to be promoted to new ranks and new positions more quickly. None of the EDOPPS is terribly large; if you want hard, go to college. *HINT*: The idea is to get enough of you excited and involved in participating at higher levels of AU so you will not just remain MechWarrior's, but will put in the effort to grow and, in turn, help Armageddon Unlimited also grow. Every one of these EDOPPS is designed to introduce you to the culture and operational standards of AU, to inculcate you into our ranks as equals, peers, and comrades in arms. Having no requirement to complete these programs is not meant to give you a pass at ignoring the education program.

What follows is a listing of those programs presently available in AU and their page sizes...

ENLISTED ED OPPTS

- ENL001 ~ Enlisted Introduction (10 pgs.; required for Basic Training Completion)
- ENL002 ~ Play Recommendations (15 pgs.; required for Basic Training Completion)
- ENL003 ~ AU Code of Conduct (6 pgs.; required Basic Training Completion)
- ENL004 ~ Enlisted Advancement Req (9 pgs.; required for AIT Completion)
- ENL005 ~ The AU Uniform (7 pgs.; required for AIT Completion)
- ENL006 ~ Standard Operating Procedures (10 pgs.; required for AIT Completion)
- ENL007 ~ Terminology Compendium (20 pgs.; required for Cadre Completion)
- ENL008 ~ Basic Communication Protocols (10 pgs., +4 pgs. for additional commo; required for Cadre Completion)
- ENL009 ~ NCO Introduction (8 pgs.; required for Cadre Completion)
- ENL010 ~ Drop Commander Certification (8 pgs.; required for Drop Commander Certification and Cadre Completion)

NCO ED OPPTS

- NCO001 ~ The AU NCO (21 pgs.; required for Basic NCO Course (BNCOC) Comp.)
- NCO002 ~ NCO Advancement Requirements (9 pgs.; required for BNCOC Completion)
- NCO003 ~ Recruitment Operations (7 pgs.; required for BNCOC Completion)
- NCO004 ~ Lance Combat Operations (11 pgs.; req. for Drop Commander Comp)
- NCO005 ~ Asset Control/ Economy of Force (11 pgs.; required for Drop Commander Completion)
- NCO006 ~ General Code of Military Justice (GCMJ); 9 pgs.; required for ANCOG Completion)
- NCO007 ~ The Religion of Honor Essay (15 pgs.; required for Officer Complete)
- NCO008 ~ Tactical Operations Leadership (7 pgs.; required for ANCOG Completion)
- NCO009 ~ Combat Training for the Trainer (20 pgs.; required for ANCOG Comp)
- NCO010 ~ Contracting Certification (21 pgs.; required for ANCOG Completion)

OFFICER ED OPPTS

- OFF001 ~ Officer Introduction (**being written**; required for OCS Completion)
- OFF002 ~ Officer Advancement Requirements (**being written**; required for OCS Completion)
- OFF003 ~ General Leadership (**being written**; required for OCS Completion)
- OFF004 ~ Operational Security/SAEAU (**being written**; required for OCS Completion)
- OFF005 ~ Company Combat Operations (**being written**; required for Contract Certification Completion)
- OFF006 ~ Strategic Operations Leadership (**being written**; required for Command & Staff Completion)
- OFF007 ~ AU Administration (**being written**; required for Command & Staff Completion)
- OFF008 ~ The Seat of Honor Essay (**being written**; required for Officer Complete)

(NOTE: If you read this far for the sake of curiosity, but have no aspirations to lead, STOP READING HERE!)

RESPONSIBILITY & PRIVILEGE

If you're an adult and you've been working for some of your lifetime, or you've served in the lower ranks of the military, you have been at the point where you stare at your supervisor or floor boss and wonder "What in the hell have you been smoking?" We've all been there, unless you've been blessed with a boss that was always right all the time and you could see no way for something to be done better. You have thought these things because all of us are born with some level of innate "boss" capability, whether it's in how we manage our own lives, or the lives of others in a work or war environment; too many of us, however, simply do not develop the trait, or never have reason to develop it, or have it suppressed by how we're socialized. Some of us prefer to be lead, rather than to lead; there's nothing wrong with that.

Now, I want you to picture yourself standing at the top of some stairs, or on a small stage, and you're looking out at your employees, people who may have been your friends at one point. You want to keep the friendship you've shared with them, but you also need to kick their butts into gear to get done what needs to get done. You want to succeed, you want them to succeed, and you know just how to do it.

Being placed in a position of supervisory authority is not a picnic, there's no limelight to be had from it and, in Armageddon Unlimited, if you take on a position of authority, you will be expected to live up to it, or you will be replaced, period. *Get back to the Enlisted ranks until you figure it out, junior.*

Yet, you might want the job, you have studied, you have your time-in-service, and you've more or less earned your way there, perhaps even receiving a recommendation from your immediate superior, or up the chain from them. Good for you, you're here... does that mean you just stop where you're at, or do you continue to educate yourself, continue to participate, continue to do what you can to maintain, or even advance from, your current position? Once you're there, it's not tough to maintain, unless someone steps over you.

If all you wanted, however, was your name in lights, the prestige of being where you want to be, unless you're Houdini, you're not likely to find that here.

*(NOTE: If that's what you were looking for, the limelight, **stop reading!** Want something you can help build, to help move forward and make better, and be proud of? **Read on!**)*

Increased Responsibility & Reality

If you want a leadership position, you need to understand something from the get-go: you are now an unpaid employee of Armageddon Unlimited. You will be required to understand that, though this is a unit participating in a game universe, it is now a real part of your life, as well. The responsibilities you will have to AU are EVERY bit as REAL as your real-world responsibilities. If you can't hack those, you're gone; we have no use for that level of personal

indolence, thanks. Your increased responsibilities will come with increased intra-unit privileges, rank, and position and you will, for all intents and purposes, actually have those in the real-world. Your time requirements will increase and they will not be steady requirements; some weeks you will be required to give more of your time, some weeks almost none, but you will be required to fulfill these time requirements, and you will answer to your immediate supervisor.

Recruiting

The AU recruitment program will be executed by each Lance Leader and above, initially, and later through those who've completed the Recruitment Operations EDOPP. No recruitment by members of AU below the position of Lance Leader is allowed.

Continuous Improvement Program

By the time you've come to a point of responsibility, you've likely completed the Enlisted Educational Opportunities and, perhaps, you have some ideas about how to improve them. Send your improvement ideas up the chain, copying the section(s) to change, and then how you would modify them, placing your text in a color other than that of the section you are proposing be changed. By using this method of

improvement, it's possible you can improve how our MechWarrior's are educated, which will make the unit better.

If you have training ideas, artwork, or other things you believe could be improved, run it up the flagpole and see who salutes it; send it up the Chain of Command and Support, and let us look it over.

*(NOTE: If you've come this far and it's not for you, or you're pretty sure you would never aspire to a Command Position, **STOP READING NOW!**)*

LINE OFFICERS/COMMAND & STAFF

You're above the factory floor, now, rather than being floor level with your former friends; you need to tell those on the floor about how things are going to go in the company, from now on, where you've helped build the policy, develop the plans to implement the policy, and know what steps to take. You have already briefed your supervisors, those listed in the previous section of this primer, and they stand among your workers, as well. It's not that you're in charge of these people so much as you have a responsibility to take care of them, so they will take care of your business, or win your fights for you. If your MechWarrior's are not properly trained, if their machines are not clean, loaded, and fit to fight, you're not a manager, you're just one of them *without being allowed* to be one of them.

Again, as you step up in rank, authority, and position, the restrictions on your ability to act like you did when you were nothing more than a MechWarrior, increase, and this includes your real-world time requirements, responsibilities, and of

course the privileges that go along with it. Your access to higher and higher positions in the unit, whether web site, forums, or your ability to do things in the Mercenary Corp. interface, becomes a reality, but so do the requirements of care you must have for this unit, its vision, goals, dynamics, the means of warfare, and more. If you're a Line Officer, which means you have quite a bit of authority within AU, that does not mean you're actually a policy-maker, yet, it simply means you have greater authority. When you are invited to participate in the Command & Staff, then you become a policy-maker and you are required to give an appropriate opinion to what's taking place in the unit. You're at the height of your career when you've been asked to help make policy, and you can help guide AU into better places, into improvements that will increase the unit's effectiveness, improve its vision and goals, make more people want to join the unit and participate within it, and how you can hope to change anything you've disliked from the beginning.

CLOSING

If you've read this far, then you are a unique enough individual, strong enough in character that you will likely do well in Armageddon Unlimited should you decide to make this place your home. We're looking for people of excellent character, good demeanor's and attitude's, who will help make this unit an increasingly better place; are you one of them?

~Colonel Kay Wolf, Armageddon Unlimited, Commanding (c. 3050)