

# Red Griffins Mech Unit





Pilot Manual  
V 4.0



# RGT , Training Unit

## All New members Start here

After showing up for their entrance test to find a starting rank, all new **RGMU** pilots start in **RGT**.

**Uniform:** All New members must have the RGT Decal  on their mech's nose and the RGT Unit decal  on their Mech's legs.

They Must also have **RGMU** before their name (**RGMU\_Name**), and **Red Griffins** for their faction name.

RGT Recruits **must** attend **six** (6) practice sessions (Gauss Range, PPC Range, Missile Range, 2 Brawler, and Conduct Class) to be allowed to enter RG's Garrison. These Classes can be conducted **anytime** the recruit and an Instructor are online at the same time, if both have time to do them.

Each Game "Practice Session" is to help you, and us, Identify if and where you might need help in you mech piloting skills. The "Conduct class" is to give you (the recruit) a better understanding of our history, Chain of Command, standard op procedures and the expected conduct of RGMU members.


RGT Pilots **may** participate in PUD matches and get PUD medals. They can also be recommended for the DSC.

RGT Pilots **may not** participate in League or Match games. They can not get the PG, Sniper, or NARC medals.



## RGG, Garrison

All Mech Pilots without a lance go here. This is where Graduates from also RGT go.

**Uniform:** All RGT Graduates must have the RGG Decal  on Their mech's legs.

After 6 more meetings they will be consider a RGG Regular  and given the RGG Regular Decal. They Must also have **RGMU** before their name (**RGMU\_Name**), and **Red Griffins** for their faction name.

Once they first become a regular, they may try-out for a regular lance pilot's slot, or for RGG Echo Lance.

If the slot is already filled **and the Lance Commander approves**, they may challenge the lowest rank Pilot in that slot to a **Trial of Position**. If successful, they take that slot and the loser goes back to regular Garrison. Once Every 3 months an RGG regular is allowed to try out for one of the regular lance's pilot slots again.

To maintain **active status** in RGG a pilot must attend a minimum of **2 practices per month**.

If they can not attend 2 practices per month they will be placed in RGG reserve and removed from any league roster that RGMU is in.

**Ranks in RGG:** A pilot may advance as normal in RGG.

When a RGG member's promotion would make him/her into an Officer, They have a choice to make. 1) Remain NCO rank and take a "hash mark" or 2) Accept Officer Rank and take the Officer Course.

Option 1) -They can remain a regular pilot and try out for any lance.

Option 2) - They can receive a command position If one becomes available.

Hash Marks can be exchanged for rank increases at any time if the situation allows for it.

RGG Regular Pilots may participate in PUDs, Matches, and League games. They are also allow to recieve all medals.

# Regular RGMU Lances

The Regular Lances of RGMU are the backbone of our Unit. There are 3 lances in each Company of RGMU and 3 Companies in each Division. Each Division is in one of 3 Time Zones. Each Division is Headed by Either a Lt General or a General.

**Uniform:** All Lance members must display the Unit Lance Decal on their Mech's Legs.

They Must also have **RGMU** before their name (**RGMU\_Name**), and **Red Griffins 1st** if in the 1st lance, for their faction name.

To maintain **Regular Lance status** in RGMU, a pilot must attend **1 practice per week**.

If a pilot can not attend 1 practice per week they will be removed from the regular lance and placed back in garrison.

## Alpha Company Lances



1st

5th

7th

## Bravo Company Lances



2nd

4th

8th

## Delta Company Lances



3rd

6th


9th



# RGR, Recon, Intell and Sniper

Recon is the Special forces of RGMU. They are the Snipers, Forward Observers, Black Ops specialists and Intelligence gatherers. Recon is split into 2 sections. Intell and Sniper. All RGR pilots gather intell on opposing forces, but only One RGR Sniper pilot drops into combat with each Lance in 5 man or greater drops.

To maintain **active status** in Recon, a pilot must attend **1 practice per week**.

**Uniform:** All Memembers of RGR must have the RGR Unit Decal  displayed on their Mech's Legs *UNLESS* they are on a Black Ops or Intelligence gathering mission, Then they must use Decals that have **no** affiliation to the unit.

For regular games (non-Black ops) they must have **RGMU** before their name (**RGMU\_Name**), and **Red Griffins Recon** for their faction name.

To become a Recon pilot you must: 1) Show the ability to gather intell, and 2) be invited to try out by RGR command. To get RGR Sniper, a pilot must take the Recon tests and pass with a score or 51% or better to get their Recon Sniper Shield.



Bronze

Silver

Gold

# Rules of Conduct

- 1) All Members must conduct themselves in a **respectful manner**, this means **no foul language**, being graceful when winning or losing and respecting the chain of command.
- 2) Any disputes between members are to be taken to their Superior in private. If warranted the Superior will take the dispute to his Superior. **Do not fill our meeting night with useless accusations and mud slinging or carry disputes out into public.**
- 3) All members must **try** to play on the same team, and lance mates **must** play together on the same team. **There are Only 3 exceptions to this rule**, 1 is when we host a recruiting server, then RG members must take opposite teams to keep the teams even. 2 is if we are on an open server and the host asks us to split up (it might even say that in the MOTD). 3 is Durring Closed Practice (as orderd by Command).
- 4) **No Member is allowed to use cheats.**

We are all in this Unit to have **fun** and **form friendships**. Winning is nice but **playing fair** and **good sportsmanship** is even more important.

**Anyone caught breaking these rules will have go before a review board.**

## Meetings

We have regular meetings every Saturday night.

Officer's Meetings Start at **8:00pm Pacific time** on Saturday nights. The General Meeting starts **30 min** after the Officer's meeting, and 15 mins after that, we have team practices or PUDs.

Regular Manditory practices are held Wednesday and Friday night 8:00pm PT. All Regular pilots must attend at least 1 of these nights per week to keep active status. (Garrison Members must attend 2 of these per month to remain active)

Attendance is taken at **both** the meetings and the practices, so the more of those you attend the faster you will climb the ranks due to attendance promotions.

# PUDs (Pick Up Drops)

Pick up drops (PUDs), can happen at almost any time, in any server. If there is an Officer in the server and there are at least 3 other RGMU pilots, unless the Officer has already called one that week, the Officer may call a PUD.

Durring a PUD, all RGMU pilots must be on the same team and by the end of the game, when the Score screen comes up, only the RGMU pilots on the Score Screen will get credit for the PUD.

If a pilot joins a server where there are at least 4 RGMU pilots, and one is an Officer, and they are all on the same team, that pilot must 1st assume that a PUD has been called. The pilot must try to get on the same team as the other RGMU pilots, as long as it does not make the teams too uneven. If joining the RGMU team makes the teams too uneven, the pilot must try to find out if a PUD has been called. To do this, the pilot must either go into teamspeak and ask the Officer if a PUD's been called, or if there is enough time left in the game, enter the game on the opposite side to ask the Officer if a PUD has been called.

If a PUD has been called, the pilot must exit the combat and wait in the lobby until, 1) a non-RG pilot, on the RG team, leaves the game, or 2) another non-RG pilot enters the game on the opposing team.

In most cases, durring a game, if there is a PUD in progress, and a RG pilot connects to the game, and there is a non-RG pilot on the RG team, the non-RG could be asked to switch teams so that the RG pilot can join the game and the PUD.

**Do not remain on the opposite team if a PUD has been called. If the game ends with RGMU pilots on both teams, the PUD becomes invalid.**

There are 2 different PUD medals, depending on participation or Command.



Participation Ribbon



Commander Ribbon

The Score Screen for the PUD **must** be posted in our forums by the Officer in charge of the PUD, for the Pilot's who participated to get a medal for that PUD or increase in drop count.

A screenshot of the 'Mercs Score Screen' from a game. It shows a table with columns for NAME, KILLS, DEATHS, and SCORE. The table lists several players and their statistics. At the bottom, there are buttons for 'QUIT GAME', 'MAIN MENU', and 'NEXT GAME'.

NAME	KILLS	DEATHS	SCORE
Blaze_Fox	1000	100	1000
Blaze_Fox	1000	100	1000
Blaze_Fox	1000	100	1000
Blaze_Fox	1000	100	1000
Blaze_Fox	1000	100	1000
Blaze_Fox	1000	100	1000
Blaze_Fox	1000	100	1000
Blaze_Fox	1000	100	1000
Blaze_Fox	1000	100	1000
Blaze_Fox	1000	100	1000

Mercs Score Screen

# League/Match Games

When we have scheduled games in the league or against other units/clans, The LC will choose what pilots are going to be in the match from his lance and who will be used as backup. The LC (or Drop Commander) is responsible for the final setup and co-ordination of the match with the opposite team. He will then inform(ask) the pilots he has chosen that a match will be scheduled on a set date. **All pilots** scheduled for that match must show up in teamspeak no later than half an hour (1/2hr) before the match, or risk the chance of being replaced for that match by one of the available backup pilots. If a pilot is late, it is up to the Drop Commander to choose a replacement and prep for the battle. Prep for the battle means dropping into a practice server and doing all your last minuite "tweaking" to your mech variants and stratagies. This should **not** be done **at** match time. If a match can not get started 15 min after the scheduled time it is considered **a forfeit** by the "offending" team. After each battle, the Drop Commander **must** take a screen shot of the score screen. After the match all the score screens must be posted in the forum thread and copies sent into the League Commander by the Drop Commander immediately. Failure to send in score screens or entering the scores to the league in a timely fashion could result in a forfeiture. **If the Score Screen is not posted in the forum thread, no medals can be awarded.**

All info on league games must also be posted in our forum, in the war room. The match setup, Pilot roster, backup pilots and any "intell" on our opponents. After the match a short debriefing of how the match went is also to be posted to close the thread.



The screenshot shows a 'Score Screen' from a game. At the top, it says 'GAME TYPE: Team Battle' and 'MATCH: RandomPia RandomPiaTB'. Below this is a table with columns: PLAYER, TEAM, SCORE, KILLS, and DEATHS. The table lists 10 players, with the first 5 belonging to 'Team 1' and the last 5 to 'Team 2'. At the bottom of the screen, there are buttons for 'QUIT GAME', 'MAIN MENU', 'VIEW SCOREBOARD', and 'NEXT GAME'.

PLAYER	TEAM	SCORE	KILLS	DEATHS
Team 1				
Mark Torres	1	20118	52	52
Maxim	1	14450	17	16
Maxim	1	13329	9	77
John	1	9726	7	7
ALW	1	2903	56	5
Team 2				
Cook	2	16650	33	33
Paul	2	10983	19	9
Clayton	2	4846	7	9
Clayton	2	4846	7	9
Clayton	2	4846	7	9

Score Screen

# RGMU Decals



**RG**<sub>Command</sub>



**RG**<sub>Recon</sub>



**RG**<sub>MU</sub>



**RG1**



**RG2**



**RG3**



**RG4**



**RG5**



**RG6**



**RG7**



**RG8**



**RG9**



**RG**<sub>Garrison</sub>



**RG**<sub>Trainee</sub>



**RG**<sub>Alpha</sub>



**RG**<sub>Bravo</sub>











**RG**<sub>Delta</sub>












# Ranks

## Enlisted Ranks

	<b>Warrior</b> Lowest ranking pilot
	<b>Private</b>
	<b>Corpral</b>
	<b>Sergeant</b> Lowest ranking non-com
	<b>Staff Sergeant (Gunny)</b>
	<b>Master Sergeant</b>
	<b>Warrent</b> Highest ranking non-com
	<b>Cadet</b> Level 1 Officer Trainee

## Officer Ranks

	<b>Leutenant JG</b> Level 2 Officer Trainee
	<b>Leutenant</b> Lowest ranking Field Officer
	<b>Captain</b>
	<b>Major</b> Highest ranking Field Officer
	<b>Lt Colonel</b> Lowest ranking Flag Officer
	<b>Colonel</b>
	<b>Lt General</b>
	<b>General</b>
	<b>Commanding General</b> Red Griffins Commander

There are 5 rank groups in RGMU. Pilot Ranks, Non Com Ranks, Cadet Ranks, Field Officer Ranks, and Flag Officer Ranks. To advance between Rank Groups there are "classes" a pilot has to attend and pass with a score of 80% or better.



# RGMU Chain of Command



**RGMU COMMANDER**



**XO**

**UK  
DIVISION**



**FE  
DIVISION**



**LOGISTICS**



**Opps**



**RECON**



**ALPHA COMPANY**



**BRAVO COMPANY**



**DELTA COMPANY**



**RG1**



**RG5**



**RG7**



**RG2**



**RG4**



**RG8**



**RG3**



**RG6**



**RG9**



**GARRISON**



**TRAINING**

# Combat Medals

## Mercs Mission Ribbons



PUD DC



Planetary DC



Ladder DC



PUD



Planetary



Ladder



Recon



Echo Lance Leader



50 Drops



100 Drops



500 Drops



Iron Cross



NARC



Sniper



DSC

# Special Medals



Khep



PhilipGrow



Movie



Instructor



AvB

# Proficiency Badges

Equipment



JumpJets



LongTom



Gauss



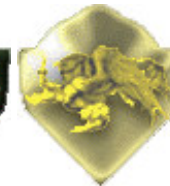
PPC



Missiles



Expert(3)



Masters(All)



Light Mechs



Medium Mechs



Heavy Mechs



Assault Mechs



Communications

# Ribbon Identifiers

## Philip Grow Identifiers



3rd Class



2nd Class



1st Class

31 January 2004

## MEMORANDUM

From: Commanding Officer, RGMU

To: All Members

Subj: **COMMAND PHILOSOPHY AND STANDARDS**

1. **The purpose of this memorandum** is to provide every Red Griffin my thoughts on command standards, principles, and to provide clear guidance with regard to my expectations. It is my honor and privilege to serve as your commanding officer.

### 2. **Who we are.**

- Combat proven Mech Warriors
- Ready to execute all assigned missions with quiet professionalism and lethality
- Consummate warriors, putting weapons on target every time
- Good stewards, maintaining the highest material standards in the Unit
- Committed and dedicated to the development of all members

3. **What we do.** Our mission is to provide RGMU the highest possible combat readiness.

### 4. **My Guiding Principles.**

A. This command promises *respect, clear guidance, training to accomplish work assigned, recognition for a job well done, and opportunity for personal and professional growth.*

We will accomplish this with three guiding principles: *Teamwork, Professionalism and Values.*

**Teamwork.** *People are our greatest resource.* We will not excel in combat without commitment by each and every member of the team. Personal integrity will be the cornerstone and the means of strengthening the team.

We will be devoted to serving one another, never letting our lancemates down. We will extend this commitment to the families of each and every pilot.

**Professionalism.** Everything we do must work toward the goal of winning in battle. *Excellence in combat* can only be achieved through professionalism in all we do. “Maintenance Professionalism” will enable operational success. “Administrative and Safety Professionalism” will ensure our commitment to the Mech pilot, our most valuable resource. *Quiet professionalism* will be the hallmark of this command.

**Values.** *Honor, Courage, Commitment*, is the foundation of our unit. Integrity is not negotiable. I operate on trust and confidence; I commit resources based on that trust. *Honor* in particular is paramount to our service. *Personal integrity is the fiber of our Unit*. Our success depends on it. *Courage* is what separates us from the weak and faint at heart. We will persevere during the most challenging and difficult situations. *Commitment* is key to mission success. This command will be committed to the honorable service and the values that make us the great command we are today.

General Arrow RGC