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	Department of the Deputy Chief of Naval Operations	Rev: 1	

Kraken Fleet (K-Fleet) Rules of Engagement

In addition to Rules of Engagement (ROE) Manual, SeaWolves Virtual Navy (SVN) members must adhere to K-Fleet ROE as well in order to maintain their K-Fleet status.

I. Background:

K-Teams were created years ago and were formed to prepare team play in preparation for war. This was a small group within the SVN that identified top teams in the simulations that they play. Any two active members can apply, but to maintain your K-Fleet status you had to be active in the K-Fleet group and also had to maintain a set rating. Ratings are earned by competing against other K-Teams and points are accrued by match outcomes. The K-Fleet is meant to advance and test your skills in the platform of choice. Dedication to the group is critical, as inactivity will eventually remove you from this group.

II. Application:

Any active SVN members may pair up to become a K-Fleet team. All team requests must be sent via email to the DCNO-SVN. Once approved you must follow the SVN ROE and K-Fleet ROE or be subject to removal as a K-Team.

A. Requirements to maintain K-Fleet Status:

1. Every approved K-Team is started with 10 rating points. Any new team that applies to the K-Fleet after the field is set will only receive 7 points. Any former K-Team that lost their status and is rejoining after the waiting period is awarded 5 points.
2. K-Teams must report a minimum of two (2) matches per month in order to stay active.
3. Each K-Team Leader must submit to the DCNO all match reply files and debrief reports in order for the match to be made official. In order for a match to be officially scored both teams in the match must submit the reply and debrief files. All match files should be sent within a 48 hour time period.
4. If a team fails to submit a match report within the time allotted, they can have their K-Team status revoked; or lose two (2) ranking points.
5. If a K-Team rating is between 1 and 3 they are under probation and will be notified that they are close to losing their status.
6. If a K-Team has a rating of 0, they will lose their K-Fleet status and will have to wait until the next month starts to re-apply.

III. K-Fleet Match:

A K-Fleet match is where an official K-Team plays against another K-Team. There are no restrictions to which approved mod can be used during a K-Team match. If a mod is to be used, both teams must agree to the use of it. K-Teams can play against any teams whether they are a recognized K-Team or not. Only K-Team vs. K-Team matches can be counted towards the K-Team rating. It has always been standard policy in the past that practicing on any team helps prepare you for a K-Team match.

IV. K-Fleet Maps:

The K-Teams will only be allowed to use K-Maps for K-Team matches. They can use any map for non rated matches against standard teams. K-Maps are specifically designed to test the skills of the players. K-Maps are not to be modified by any team and if a glitch is found, they are to notify the DCNO-SVN so that the map can be corrected.

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V. K-Fleet Ratings:

K-Teams earn points and can have points reduced based on match results. The team with the most points earns the top ranking. The standings can be found on the DCNO website under K-Fleet.

1. For every match win a K-Team is awarded three (3) points.
2. For a match draw the K-Team earns two (2) points.
3. For every match loss a K-Team loses one (-1) point.
4. For a neutral kill by one or both members of a K-Team, they lose one (1) point.

VI. K-Fleet Reporting Conditions:

In K-Fleet matches there are only three (3) reporting outcomes, Win, Loss and Draw. If any member of a team drops prior to weapons free the match is restarted with no penalty. If a team loses one player due to a drop from the game after weapons free, the opposing team can elect to restart the match or the team that lost its partner can choose to continue in a 2 vs. 1 match. If they chose to end the match they will score a loss.

Win – Your entire team must survive the match and the opposing team must all be dead.

Draw – Your entire team must survive and all the opposing team members must survive.

Loss – If one member of your team is killed the team must score a loss.

DNF – This is not a scoring option for a K-Fleet match.

VII. Scoring Matrix:

The SVN fleet operations scoring matrix is used for all K-Fleet matches. The only exception is the neutral kill policy. The neutral kill policy for all K-Fleet matches is as follows:

A. Neutral Kills:

Definition:

Neutrals are defined as any non combatant platform that is not affiliated with any threat or allied force. The following platforms at no time will be considered combatant and are not to be fired upon or sunk. These platforms are; cruise ships, motor boats, sailboats, fishing trawlers. Included in this list are cargo ships, merchant ships, car carriers and oil tankers, but these vessels can be associated as combatants as well.

Killing of a Neutral:

If during a K-Fleet match a member of a team sinks a neutral contact, the match is over and the other team shall record a draw. The team that kills a neutral loses 1 point for the neutral kill and 1 point for a loss.