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SeaWolves Virtual Navy



Operations Manual

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Introduction:

Welcome to the SeaWolves Virtual Navy. We have the distinct honor of being recognized as the oldest virtual military fleet on the Internet. Groups such as Sonalysts and Subsim recognize us and often ask for our assistance in beta testing. Many of our members participated in the development of new simulations that have been released. The SeaWolves Virtual Navy officially recognizes and scores the following games:

- Jane's 688(i) Hunter-Killer
- Dangerous Waters v1.4 w/ approved MODS
- Falcon 4: Allied Forces
- Jane's FA-18
- Lock-on
- Microsoft Flight Simulator X
- Pacific Fighters

The SeaWolves Virtual Navy (SVN) likens itself to the US Navy, in the sense that we are organized by a Chain of Command and have a command group structure. The top officer in the SVN is the Chief of Naval Operations (CNO).

Enlistment Requirements:

Please feel free to review our Standard Operating Procedures completely before submitting your Sign up Form. Once you submit your Sign up Form, you are in effect in agreement with all that is stated below. Should you have any questions you would like answered before joining, feel free to contact any one of our staff officers within our membership roster. Please understand that our procedures are subject to change as new situations arise and are worked out within our organization. Once you become a member of the SeaWolves, you will be expected to conduct yourself in the manner prescribed in the following paragraphs. You will also be expected to continue conducting yourself in this manner until you formally resign from the SeaWolves Virtual Military Command.

Communication Applications:

The SVN uses three (3) basic communication platforms to communicate, organize and play missions.

- x-Fire
- Ventrilo
- E-mail

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X-Fire

The first thing you need to do is open a free X-Fire account. All SeaWolves members utilize X-Fire and its chat capability to form up and organize potential games or missions. The use of Ventrilo is also used, but you still are required to have an active X-Fire account. All new members should add all the members of the SVN to their X-Fire contact list. You are also suggested to join the SeaWolves Virtual Navy Clan on x-Fire as well. By going to the clan page in x-Fire you can easily add active SVN members. The clan link is listed below:

<http://www.xfire.com/communities/awvga35/>

Ventrilo

This application is becoming the main application or coordinating games and passing information. While it is highly recommended, potential members that cannot participate in voice communications can still enlist. Alternate communications will be adopted so that these members can still enjoy team mission play. SeaWolves currently operates its own server. This information will be provided to you by your Training Officer (TO).

E-mail

The use of email is used for sending fleet updates, awards, promotions and to check on a member's status. To prevent any unwanted emails, all SeaWolves Virtual Military Commands will use a + preceding the subject line. This ensures that the message received is from a SeaWolves member. If an e-mail is sent without a +, there is no guarantee that the e-mail will be read. All members must maintain an e-mail account and check it regularly, as important messages are sent on a regular basis. It is customary that all e-mail be checked and responded to within a 72 hour period, if possible.

Protocol:

The Salute:

The salute in our fleet is shown by a generating the word suitably highlighted or the letter S. For example: salutes:, <salutes>, (S), ::S:: or <S> all mean the same thing, and are all salutes.

When in a room and salute honors have been rendered to the senior officer present, if an officer junior to the senior officer enters, salute honors are not rendered again to this junior officer.

Addressing Officers:

In general, the addressing of officers by rank only is frowned upon. LT Jones is the correct address. Lieutenant is not considered appropriate and L T (ellTee) is frowned upon gravely. All officers of junior ranking to the one speaking may be addressed as Mr. or Ms., depending on gender of course. All officers regardless of rank may be addressed as sir or ma'am by all other officers of any rank. Junior officers will always say sir or ma'am to senior officers at all times when they are speaking to them. Cadets, are addressed as Mr. or Ms. Depending on gender.

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Use of Attention on Deck:

Throughout your SeaWolves career you will sooner or later find yourself hosting a game in which some high ranking officers might be involved. You will need to understand and know how and when to call Attention on Deck. Calling “Attention on Deck” is reserved for only Admirals. Any officer that holds a rank of Rear Admiral Lower Half (RDML) and above is extended this courtesy. When hosting a mission the first officer to see an Admiral enter the room, that officer will call the group to attention, by typing or calling out in voice communications “Attention on Deck” or “AOD”. Only the senior officer in the room salutes performs this salute. No other call out or salute is to be rendered by any officer unless the senior officer in the room gets out ranked by a higher ranking Admiral. To simply this I will give you an example. In a mission game room is a Lieutenant, Ensign and the Commander is the host. A few moments later a Rear Admiral Upper Half (RADM) enters the waiting room. The first officer who sees him would call attention on deck, but the Commander and the Commander alone renders the salute. This is because he prior to the Admiral entering the room was the senior officer and the officer in charge of the game. If another officer joins and is less in rank than the Admiral, they will salute upon entering and only the Admiral will render the salute back.

The Uniform:

Our uniform is our X-Fire and Ventrilo nicknames. Required as part of this nickname is your rank, name, group and position designator where applicable. Three further items you may see in an X-Fire nickname are:

The Asterisk (*) designates graduate of the SVN Officers Advanced Course (SOAC). It appears after fleet designator information.

The tilde (~) indicates 100 or more user controlled kills. Only (~) is allowed. This appears before the officer’s rank

+ - indicates a Medal of Honor Awardee. This appears BEFORE all other items of the X-Fire nickname.

Examples:

~LT Jones 3rd FCO/TO* correct

LT Jones VFA-14 XO* correct

+~CAPT Smith 7th FC correct

Enlistment Restrictions:

As a member of the SeaWolves organization you are allowed to belong to other Virtual Fleets, and or clans. However in order to ensure that there is not a conflict of interest as a result of this the following guidelines will be observed.

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Dual Memberships Non Staff Positions:

Dual status members are not allowed to participate in combat action in the same division for or against the SeaWolves when those actions are with / against any organization that he or she also has a membership in. You may continue to perform whatever duties your staff office requires, at the discretion of your CNO, but you will not be allowed to participate in the actual combat action in wars with said organization. For example:

Officer X belongs to Online Fleet Alpha and The SeaWolves Virtual Navy. If the SVN goes to war with Online Fleet Alpha, the member cannot compete on both sides during the war; therefore Officer X would be placed on leave for the duration of the war, unless they prove that they will not be playing under the Online Fleet Alpha team for the war.

Dual Membership Staff Positions:

As a dual status member you may hold staff positions in SVN division at the sole discretion of the CNO of your division. Your CNO will evaluate the situation, and determine if a conflict of interest exists. Members are not normally permitted to hold any staff office in another organization while also holding a staff office within the SeaWolves command, but there are exceptions. If you are appointed to any form of staff or administrative position in another organization, and you accept it, you are required to immediately inform your superior officer in your immediate Chain of Command (CoC). Your superior officer and the CNO and/or VCNO will evaluate the situation and determine if you will be required to resign your staff position within the SVN.

Naval Training Command School (NTCS):

The NTCS is your first step in becoming an active member in the SVN. This command was created to ensure all new members get started on the right foot as they embark in their SVN career. It is within this command that the member will be introduced to how we play our games and to ensure all the latest patches and updates are installed. This command also serves existing members as well. Once you graduate and enter the active Navy, you will return to this command throughout your career to develop additional skills taught by many of our experienced and successful instructors. The NTCS is broken down into two (2) groups, all of which are commanded by the Chief Training Officer (CTO). The CTO has a second in command to assist him in his running of the NTCS. The Deputy Chief of Training (DCTO) is responsible for overseeing the training groups. Each training group is assigned a Chief Training Group officer (CTG). This officer is responsible for all members within his group. It is imperative that you contact the CTO upon enlisting. You will receive an email from the CTO upon your successful enlistment that will guide you in this first but important step in becoming part of the SeaWolves.

The following training groups are assigned the identified simulation:

Air Group is for all flight based simulations such as; Jane’s FA-18, Microsoft Flight Simulator X, Lock-on, Pacific Fighters and Falcon 4: Allied Forces.

Fleet Forces is for Jane’s 688(i) and Dangerous Waters simulation players.

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Operations:

The SVN is made up of two groups that complement each other. The first group is the Air Group (AG) and the other is the Fleet Forces (FF).

Air Groups:

Currently the SVN division consists of one (1) Carrier Air Wing that contains two (2) squadrons. Each squadron represents a typical type of aircraft flown. The two active squadrons are:

- ❖ VFA-14: The Tophatters
- ❖ VFA-35: The Wolfpack

Each squadron has a Squadron Commander (SC) and an Executive Officer (XO). A SC may decide to appoint a Squadron Operations Officer (SOO) or a Communications Officer (SCO) if they so choose.

Fleet Forces:

Currently the SVN division consists of two fleets. Each fleet represents a region in the world. Since the SeaWolves Virtual Military Command has member on all continents, having fleets organized by location enables members within their region to participate in games with less logistical issues. The two active fleets are:

- ❖ 3rd Fleet: The Black Knights, Home port San Diego, California.
- ❖ 6th Fleet: The Bulldogs, Home port Amsterdam, Holland.

Each fleet has a Fleet Commander (FC) and an Executive Officer (XO). A FC may decide to appoint a Fleet Operations Officer (FO) and or a Communications Officer (FCO) if they so choose.

Rank Structure:

Rank Name	Abbreviation	Insignia
Cadet	SWCA	
Ensign	ENS	
Lieutenant Junior Grade	LTJG	
Lieutenant	LT	
Lieutenant Commander	LCDR	
Commander	CDR	
Captain	CAPT	
Rear Admiral Lower Half	RDML	
Rear Admiral Upper Half	RADM	
Vice Admiral	VADM	
Admiral	ADM	

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Transfers:

Initial Assignment:

Upon completion of training, you may have requested assignment to a particular fleet or squadron, but instead have been assigned to another. This most likely is due to the fact that the squadron or the fleet you wished to belong to may not have enough vacancies, or is considered strong in Officer Complement (number of Officers in a specific group) compared to the group you have been assigned to. If you are unhappy with your assignment, then you may request a transfer through the use of your immediate CoC.

All Fleet transfers are handled by the use of the CoC and the Chief Personnel Officer (CPO). Please note that in order to submit a transfer request you must be an active member of the SVN who is currently listed on the member roster.

Leave Requests:

Throughout your career in the SVN division you might need to tend to real life issues. These issues might take you offline for a prescribed period of time. As a member of the SVN division you can request a leave of absence (LOA) to your FC/SC or XO. This period is identified as no more than 30 days from notification. If you require more than 30 days leave to handle matters, you can ask for an extended leave of absence (ELOA). This places you in an extended leave fleet and your personnel files will stay intact until you are ready to return to active SVN duty. If you are placed in the ELOA status, you will be transferred to the Inactive Group until you return. Upon your return, you will be sent back to the group you went ELOA from, unless you are needed elsewhere for the overall good of the division.

Inactivity:

Any member who does not file a mission within the 45 day period and did not request a leave of absence has their status changed from active to inactive. When a member does not communicate with the CoC and no other member knows of their whereabouts, they are transferred from their active group and placed into the inactive group. They will stay in this inactive status until they check back in. It is SVN policy that a member will not be purged from the system, unless so directed by the Fleet Admiral (FADM).

Fleet/ Squadron Commanders and senior staff will make every effort to contact you prior to you reaching the 30-day mark. However, we can only do so much and the responsibility to check in falls on the members shoulders. If after one year they check back in, they will be brought back to one rank less than they held prior to going inactive. Only the CNO-SVN can authorize the CPO to bring an inactive member back at their last held rank.

Retirement:

Retirement from the SVN is reserved for ranks of Captain and above. If a member who meets these criteria wishes to retire from an active status they must notify their immediate CoC and the CPO. Any member who retires can return to active status. They must contact the CPO directly for an assignment and activation of their profile. Based on their previous rank and staff appointment, they may return at their previously held rank or be reinstated to no less than the rank of Captain (CAPT). The CNO-SVN is final authority on what rank a retired member of the SVN shall return as.

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Resignations:

Any member may resign at will. They are to notify their CoC and if possible explain why, since it may be a reason which the CoC can correct and the member can stay active. If a member resigns their records will be kept in the archives in case they choose to return. If a resigned member wishes to return they must contact the Chief Personnel Officer. They will be reinstated under the following conditions:

1. Only the CNO-SVN can authorize to reinstate a former SVN member back and can direct the rank at which they will be reinstated as.

If allowed to be reinstated the member will be required to meet the following conditions:

1. They will have to serve a 30 day probationary period. During this period, they cannot be promoted or transferred.
2. During this period they must file a minimum of four missions.
3. They will be rejoined at one less rank than when they resigned. If a member held a staff position when they resigned, they are eligible to be awarded their previous rank at the CNO's direction.

Promotions/ Awards

Promotions:

Active Officers within the SVN division earn promotions throughout their career. Promotions are awarded based on several criteria. Upon completion of Naval Training School, all SVN members start off at the rank of Ensign. The best way to get promoted in the SVN is to just play and file mission reports. Mission reports play a vital role in determining who gets promoted. They are evaluated on such things as frequency (how often) and performance (how well you played). Another way to get promoted to the higher ranks is to become a staff officer by volunteering your free time to help manage the division (please note that staff officers still are required to report missions per the Rules of Engagement). It is the Fleet/ Squadron Commanders responsibility to ensure that officers under their charge are on the right career track and promote them in a timely manner when they meet the rank criteria. The SVN Promotions Manual will explain in greater detail how the promotion system is implemented within the SVN division in the SeaWolves Virtual Military Command.

Awards:

During your career you will have the opportunity to earn awards for your proficiency and dedication to the division. All awards eligible to be disbursed can be found in the SVN Awards Manual.