

How the Society Operates

Our Expectations

The Wargaming Society is fully committed to the enjoyable play of war games, and the elimination of all real world conflict and politics that could interfere with that goal. It is expected that our members will:

- Actively Participate
- Positively Contribute to the Welfare of the Society
- Play Games
- Make Friends
- Have Fun

As the Wargaming Society is a private organization, the Founders reserve all rights for acceptance, retention, discipline, or dismissal of persons that either cannot meet the expectations stated above, or those that intentionally cause discord within the Society.

Joining the Society

Joining the Society is a very simple process. Any person wishing to join the Society should click on the “Join the Society” link on TWS Homepage. This link will direct you to a Membership Application form that needs to be filled in completely, using your real name on the application. The entry of false names on a Membership Application form will be grounds for rejection of your application, or dismissal from the Society at any time your deception is discovered. Once you complete all boxes on the form, and submit it for review, you will be contacted by a Society Administrator who will work with you to secure your commission(s) in the areas of your interest, and set up all accounts necessary for you to operate as a member of the Society. A member may request a

single commission in as many of the different Military Ages as he is capable of actively maintaining, but may serve in only one army of any Military Age at any given time.

Orientation to the Society

Once you are a member of the Society, you will be assigned a Liaison Officer that will give you a brief overview of the various aspects of our organization. Your Liaison Officer will always be available to answer any questions you may have about our society, either during the orientation period, or at any time thereafter.

Basic and Advanced Training

At your discretion, you may request that you be assigned a Training Officer to play a training game with you. Our Training Officers are experienced players that can introduce you to the procedures of PBEM play, or instruct you in advanced tactics to improve your performance on the virtual battlefields.

Our Forums

Each Military Age in our Society has four forums. The first forum listed is the main forum for each Military Age. It is the proper location for historical role playing, historical discussions, friendly banter, and general interactions outside of the actual games that we play. The second forum listed is dedicated to pairing members with other members who are seeking opponents for our games. The third and fourth forums are private, password protected forums that may only be entered by members of a specific army in a particular Military Age. These forums are used for private discussions of battle tactics, strategies, and any other interactions between officers that are more appropriately confined to the particular army in which they serve. **When registering for the forums, contact *Mark Jones* with your desired forum name and he will set you up in the proper forums.**

Ranks and Awards

Each army in the Society has unique ranks and awards. Members will progress in rank based on the number of game turns played. In addition, members will receive awards for special achievements, such as victories, tournament participation, or longevity of membership.

Ranks are posted in each Military Age. You may continue to advance in rank but in order to advance in the Command structure you must accumulate both battle points as well as victory points.

Battle Points (BPs) are earned as follows:

For each turn played in a game you are awarded 1 Battle Point (BP). There are a total of 10 ranks available in each Military Age. The points needed to advance from one rank to the next higher rank are the same for all Military Ages. This keeps the ranking system consistent throughout the Society. The structure is as follows:

<u>BPs Required</u>	<u>Rank Earned</u>
0-149	1 st Rank
150-299	2 nd Rank
300-499	3 rd Rank
500-699	4 th Rank
700-899	5 th Rank
900-1099	6 th Rank
1100-1399	7 th Rank
1400-1699	8 th Rank
1700-1999	9 th Rank
Above 2000	10 th Rank

Each Military Age has an Order of Battle for the individual Armies. Upon your initial enlistment, you may choose any unit that says “**Vacant**” in which to begin your rise to fame. All other units in each Military Age will state the number of Battle Points (BPs)

and/or Victory Points (VPs) needed to be promoted to that unit or command. Naturally, the more impressive the unit, the greater the requirements.

Victory Points (VPs) are awarded as follows:

Major Victory	2 VPs
Minor Victory	1 VP

Victory points are only awarded when a game is played against a Society member from an **opposing** army. If a game is played against a member of the same side, only Battle Points will be awarded!

All battles against opposing sides as well as war game exercises played against the same side, must be played by TWS members for any points to be credited!

You need to be aware that the attainment of higher positions will take some time. Do not expect to advance to the top in only a few months.

Reporting a Game

The winner of the match (battle or exercise), should be the ONLY one who sends in the Battle Report. In the case of a DRAW it should be determined by the players who will fill out the Battle Report! Only 1 (one) report should be submitted per battle or exercise.

Only submit the actual number of turns you played, not the scheduled turns suggested for the battle.

Thank you for your understanding and cooperation,

TWS Founders

WHO & HOW TO CONTACT

If you have a question, concern or see a correction to the site that needs to be made, please contact the following in **The Society's General Forum**.

Mark Jones, Al Kling or Scott Clawson