Ares Defence Services

Policies

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These are the current active policies at Ares Defence Services.

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Chain of Command

What is Chain of Command?
The Chain of Command is the line of authority and responsibility along which orders are passed between different units. In simpler terms, the Chain of Command is the succession of leaders through which command is exercised and executed. Orders are transmitted down the chain of command, from a responsible superior, such as a Unit Commander, to lower-ranked subordinate(s) who either execute the order personally or transmit it down the chain as appropriate, until it is received by those expected to execute it.

With the way Ares currently works, we have to use two types of Chain of Command. These are the Unit Chain of Command and the Operational Chain of Command.

Types of Chain of Command
There are two types of Command.

Unit Chain of Command
This is comprised of all Unit Officers (Commissioned and Non-Commissioned Officers) who work together to execute a direction for Ares Defence Services by enforcing policies and procedures set by the Unit Leaders. They also represent their chain of command when advising on leadership and handling personnel matters.

Operational Chain of Command
This is comprised of a temporary command structure that operates on a per deployment basis. This is to be understood that role precedes any form of rank and is indicted by the ORBAT for that deployment.

How do we enforce proper conduct?
We expect a good level of common sense from our NCOs. Sometimes they might need to deal with the issue there and then but sometimes, it can wait until after an operational deployment.

During deployments, the first step will always be to tell the offending user(s) to stop with their wrong behaviour and to correct themselves. Should they continue with inappropriate behaviour or it was severe, to begin with, they'll be able to contact the Server Administrator privately and have them removed for the duration of the operation, where the issue will be dealt with by the Unit Moderator(s) and possibly Unit Commander(s).

Discharge and Participation

Standard Activity Policy
At ARES, you can decide which operations you'd like to take part in and your role among them. Your activity status is automatically recorded via the ARES Spreadsheet and takes the date of the last operation you did.

There are two types of members, which are Regulars and Irregular/Retired.

Regulars are defined as players who continue to maintain deployment every 90 days, while Inactive are members who were unable to keep deployment for longer than 90 days.

Irregular/Retired members will still have access to join ARES Operations; however, there are a few caveats. You will not receive access to choose specialised roles unless specifically granted by the Unit Moderators, playtime and experience will not be recorded, and you will not be alerted when new operations are announced. In addition to this, if an operation does become full, your position will be sacrificed to allow current regular players to join the operation.

To reactivate your membership at ARES once you have been Irregular/Retired, you must play three operations within 60 days and then notify a member of the NCO team.

IMPORTANT: While we do not prohibit users from being in multiple Arma 3 Units, we do try to be the biggest home for all of our members, and we don't wish to want anyone to be forced to stay or leave based on a rule. It must be taken into consideration however, as we have a zero-tolerance policy on the recruiting or poaching of members using Ares services. Inviting members to servers based on another game is completely acceptable, but nothing concerning Arma 3.

Role Raffle
This policy aims to ensure fairness in the distribution of specialised roles among players in operations. Suppose you have taken similar specialised raffle roles (e.g. Helicopter Pilot and Fast Jet Pilot). In that case, you will not be permitted for the next available raffle role in that category. Once that raffle role is complete, you may continue to submit yourself for the Role in future operations until you are permitted again.

To expand on the categories, Helicopter (Co-)Pilot and Fast Jet (Co-)Pilots would be defined as an Aerial category. In contrast, a Vehicle Tank Commander would identify as a Cavalry category. Each of these categories would be separate in their permit status for operation.

The Unit Officers reserve the right to reroll the raffle for the next available player for any reason, such as confidence in their effectiveness within that Role or if a player is not permitted to be that role at that time.

Unit Discharges
When you become an inactive member, there are two types of discharges.
Veteran Discharge is are dedicated members of the Ares who have made considerable contributions over time as well as not had any major issues on their profiles. Being discharged this way allows you to continue to partake in the community. Honourable Discharges are only provided upon request and will be reviewed by Unit Commanders.

Inactive Discharge, unlike its honourable counterpart, doesn't provide any access to services provided by Ares.

NOTE: You will automatically receive an Inactive Discharge if you leave the Discord Server.

No Show and Strike System

This system only applies to roles other than riflemen, which typically have a greater demand.

If you can't attend, you need to let us know 4 hours before the OP starts, otherwise, it will be counted as a no-show and will result in a strike. If you can't attend because of an emergency within the 4 hours, please let an NCO know, and we'll take it into consideration.

If you are running late for an operation, let unit moderators know so we are aware of the issues. If you are only late for a short amount of time, you won't receive a strike. If you are in a mission-critical role (leadership, medical or specific mission necessity), your role may change due to this. If you are late multiple times over the operation, this may be placed under review.

The consequences of receiving a strike

- After getting 3 strikes, you won't be able to attend an OPERATION if there's a queue and other people are waiting for a free spot to open up. You'll get the lowest priority to join an operation if there's a limit.
- You'll be restricted to a generic role as a rifleman unless specified otherwise.
- If you acquire 5 active strikes, you will be placed under review with the possibility of being discharged.

Strikes expire after 6 months amount of time from being issued.

If you're unsure whether you can make it to an OPERATION or not, don't mark yourself as attending until you know you can attend. We'd rather have a late sign-up than a late sign-out.

Changelogs

Date	Changes	User
22/04/2025	- Updated some policies to use our current	Dick
22/04/2025	- Initial Upload from Discord	Dick