

**THE FUSE MANUAL ABOUT
ALL THINGS BACON.**

FUSE

**ADVENTURES TO THE
FRIDGE.**

OPERATION GUIDELINES

OPERATION DECISIONS

THE GUILD INTENDS TO RUN TWO 16 MAN OPERATIONS TEAMS 4 DAYS PER WEEK USING 48 MEMBERS OR 12 OF ANY GIVEN ROLE. TO DO THIS A ROTATION SYSTEM HAS BEEN EMPLOYED THAT IS REALISTIC TO MANAGE AND SUITS THE GUILD.

THE SYSTEM WORKS BY GIVING EACH MEMBER TWO WEEKS ON AND ONE WEEK OUT OVER A PERIOD OF THREE WEEKS.

THE ADVANTAGES OF THIS SYSTEM ARE :

- ALLOWS THE GUILD TO PLAN AHEAD IN A CLEAR AND PRECISE MANNER.
- A WEEK LONG CONSISTENT GROUP MAKE UP.
- ACCOUNTS FOR POTENTIAL BURNOUT.

DAYS & TIMES

THE FOUR OPERATION DAYS WILL BE FINALISED WHEN WE KNOW THE WHAT DAY THE RESET WILL BE ON.

YOU ARE EXPECTED TO BE ONLINE 15 MINUTES BEFORE THE START TIME.

OPERATIONS START : 19 : 30 GMT

OPERATION END : 22 : 30 GMT

*OPERATION END MAY BE ADJUSTED IF THE GROUP AGREES.

COMPOSITION

3 TANKS - 4 MELEE - 5 RANGE - 4 HEALERS

RAID LEADERS DO NOT NEED TO BE OFFICERS. EVERYONE WHO WANTS A SHOT AT DOING SO PROVIDING THE OFFICERS AGREE WILL BE GIVEN THE CHANCE.

SIGN UP SYSTEM

WEB BASED SIGN UP SYSTEM.

SIGNS UPS WILL BE DONE SO IN ADVANCED. THE OPERATION COMPOSITION WILL BE LOCKED OUT 24 HOURS PRIOR TO IT'S START.

OPERATION ROTA

ROTA SYSTEM

THE GUILD INTENDS TO RUN TWO 16 MAN OPERATIONS TEAMS 4 DAYS PER WEEK USING 48 MEMBERS. TO DO THIS A ROTATION SYSTEM HAS BEEN EMPLOYED THAT IS REALISTIC TO MANAGE AND SUITS THE GUILD.

BASED ON A 100% ATTENDENCE SITUATION ALL MEMBERS WILL FUNCTION ON A 2 WEEKS ON, 1 WEEK OFF BASIS.

THE GROUPS WILL BE SHUFFLED AFTER EVERY THREE WEEK PERIOD TO AVOID SEPERATE GROUPS FORMING. IF YOU'RE SCHEDULED TO SIT OUT A WEEK YOU'LL BE ON STANDBY WITH 16 OTHERS PLAYERS.

STANDBY

IF YOU ARE ON STANDBY YOU MUST :

ALWAYS BE AVAILABLE THROUGH YOUR CHOSEN MEANS OF COMMUNICATION. YOU MAY BE ASKED TO STEP IN AT ANY TIME, YOU MUST BE PREPARED.

ALWAYS KEEP YOUR LOCKOUT FOR 16 MAN RUNS UNTIL THE LAST OFF DAY OF THE OPERATION WEEK. YOU CAN THEN RUN THE 16 MAN OPERATION/S WITH GUILD MEMBERS WHO HAVE BEEN ON STANDBY OR PUGS.

WHILST ON STANDBY YOU MAY RUN 8 MAN OPERATIONS WITH FELLOW GUILD MEMBERS BUT BE AWARE THAT THE TWO MAIN RUNS TAKE PRIORITY. IF YOU ARE REQUIRED YOU HAVE TO DROP FROM THEM IMMEDIATELY.

ONCE YOU'RE CALLED UP YOU WILL BE MARKED AND DROPPED DOWN THE QUEUE SO CALL UPS ARE SPREAD CONSISTENTLY ACROSS THOSE PLACED ON STANDBY.

TO RUN TWO 16 MAN OPERATION TEAMS 4 DAYS PER WEEK WILL REQUIRE A LARGE AMOUNT OF CONSUMABLES AND CRAFTABLE ITEMS. GUILD MEMBERS WILL ALWAYS BE ENCOURAGED TO CONTRIBUTE IN ANYWAY THEY CAN. ASSISSTANCE IN FARMING OR PRODUCING CONTENT FOR THE BETTERMENT OF THE GUILD'S PROGRESSION WILL BE APPRECIATED BY ALL.

FINALLY WHEN YOUR OFF WEEK DOES COME MAKE SURE YOU USE IT TO HAVE A REST.

**OUT OF THE PAN AND INTO
THE BREAD.**

OPERATION ROTA

JANAURY 4TH - WEEK 1

WEDS

7:30PM - 10:30PM

GROUP 1	GROUP 2
TANK 1	TANK 4
TANK 2	TANK 5
TANK 3	TANK 6
MELEE 1	MELEE 5
MELEE 2	MELEE 6
MELEE 3	MELEE 7
MELEE 4	MELEE 8
RANGE 1	RANGE 6
RANGE 2	RANGE 7
RANGE 3	RANGE 8
RANGE 4	RANGE 9
RANGE 5	RANGE 10
HEAL 1	HEAL 5
HEAL 2	HEAL 6
HEAL 3	HEAL 7
HEAL 4	HEAL 8

THUR

7:30PM - 10:30PM

GROUP 1	GROUP 2
TANK 1	TANK 4
TANK 2	TANK 5
TANK 3	TANK 6
MELEE 1	MELEE 5
MELEE 2	MELEE 6
MELEE 3	MELEE 7
MELEE 4	MELEE 8
RANGE 1	RANGE 6
RANGE 2	RANGE 7
RANGE 3	RANGE 8
RANGE 4	RANGE 9
RANGE 5	RANGE 10
HEAL 1	HEAL 5
HEAL 2	HEAL 6
HEAL 3	HEAL 7
HEAL 4	HEAL 8

SUN

7:30PM - 10:30PM

GROUP 1	GROUP 2
TANK 1	TANK 4
TANK 2	TANK 5
TANK 3	TANK 6
MELEE 1	MELEE 5
MELEE 2	MELEE 6
MELEE 3	MELEE 7
MELEE 4	MELEE 8
RANGE 1	RANGE 6
RANGE 2	RANGE 7
RANGE 3	RANGE 8
RANGE 4	RANGE 9
RANGE 5	RANGE 10
HEAL 1	HEAL 5
HEAL 2	HEAL 6
HEAL 3	HEAL 7
HEAL 4	HEAL 8

MON

7:30PM - 10:30PM

GROUP 1	GROUP 2
TANK 1	TANK 4
TANK 2	TANK 5
TANK 3	TANK 6
MELEE 1	MELEE 5
MELEE 2	MELEE 6
MELEE 3	MELEE 7
MELEE 4	MELEE 8
RANGE 1	RANGE 6
RANGE 2	RANGE 7
RANGE 3	RANGE 8
RANGE 4	RANGE 9
RANGE 5	RANGE 10
HEAL 1	HEAL 5
HEAL 2	HEAL 6
HEAL 3	HEAL 7
HEAL 4	HEAL 8

STANDBY
TANK 7
TANK 8
TANK 9
MELEE 9
MELEE 10
MELEE 11
MELEE 12
RANGE 11
RANGE 12
RANGE 13
RANGE 14
RANGE 15
HEAL 9
HEAL 10
HEAL 11
HEAL 12

JANAURY 11TH - WEEK 2

WEDS

7:30PM - 10:30PM

GROUP 1	GROUP 2
TANK 7	TANK 8
TANK 9	TANK 5
TANK 3	TANK 6
MELEE 9	MELEE 11
MELEE 10	MELEE 12
MELEE 3	MELEE 7
MELEE 4	MELEE 8
RANGE 11	RANGE 14
RANGE 12	RANGE 15
RANGE 13	RANGE 8
RANGE 4	RANGE 9
RANGE 5	RANGE 10
HEAL 9	HEAL 11
HEAL 10	HEAL 12
HEAL 3	HEAL 7
HEAL 4	HEAL 8

THUR

7:30PM - 10:30PM

GROUP 1	GROUP 2
TANK 7	TANK 8
TANK 9	TANK 5
TANK 3	TANK 6
MELEE 9	MELEE 11
MELEE 10	MELEE 12
MELEE 3	MELEE 7
MELEE 4	MELEE 8
RANGE 11	RANGE 14
RANGE 12	RANGE 15
RANGE 13	RANGE 8
RANGE 4	RANGE 9
RANGE 5	RANGE 10
HEAL 9	HEAL 11
HEAL 10	HEAL 12
HEAL 3	HEAL 7
HEAL 4	HEAL 8

SUN

7:30PM - 10:30PM

GROUP 1	GROUP 2
TANK 7	TANK 8
TANK 9	TANK 5
TANK 3	TANK 6
MELEE 9	MELEE 11
MELEE 10	MELEE 12
MELEE 3	MELEE 7
MELEE 4	MELEE 8
RANGE 11	RANGE 14
RANGE 12	RANGE 15
RANGE 13	RANGE 8
RANGE 4	RANGE 9
RANGE 5	RANGE 10
HEAL 9	HEAL 11
HEAL 10	HEAL 12
HEAL 3	HEAL 7
HEAL 4	HEAL 8

MON

7:30PM - 10:30PM

GROUP 1	GROUP 2
TANK 7	TANK 8
TANK 9	TANK 5
TANK 3	TANK 6
MELEE 9	MELEE 11
MELEE 10	MELEE 12
MELEE 3	MELEE 7
MELEE 4	MELEE 8
RANGE 11	RANGE 14
RANGE 12	RANGE 15
RANGE 13	RANGE 8
RANGE 4	RANGE 9
RANGE 5	RANGE 10
HEAL 9	HEAL 11
HEAL 10	HEAL 12
HEAL 3	HEAL 7
HEAL 4	HEAL 8

STANDBY
TANK 1
TANK 4
TANK 2
MELEE 1
MELEE 2
MELEE 5
MELEE 6
RANGE 1
RANGE 2
RANGE 3
RANGE 6
RANGE 7
HEAL 1
HEAL 2
HEAL 5
HEAL 6

OPERATION ROTA

JANAURY 18TH - WEEK 3

WEDS

7:30PM - 10:30PM

GROUP 1	GROUP 2
TANK 7	TANK 8
TANK 9	TANK 2
TANK 1	TANK 4
MELEE 9	MELEE 11
MELEE 10	MELEE 12
MELEE 1	MELEE 5
MELEE 2	MELEE 6
RANGE 11	RANGE 14
RANGE 12	RANGE 15
RANGE 13	RANGE 3
RANGE 1	RANGE 6
RANGE 2	RANGE 7
HEAL 9	HEAL 11
HEAL 10	HEAL 12
HEAL 1	HEAL 5
HEAL 2	HEAL 6

THUR

7:30PM - 10:30PM

GROUP 1	GROUP 2
TANK 7	TANK 4
TANK 9	TANK 5
TANK 3	TANK 6
MELEE 9	MELEE 5
MELEE 10	MELEE 6
MELEE 3	MELEE 7
MELEE 4	MELEE 8
RANGE 11	RANGE 6
RANGE 12	RANGE 7
RANGE 13	RANGE 8
RANGE 4	RANGE 9
RANGE 5	RANGE 10
HEAL 9	HEAL 5
HEAL 10	HEAL 6
HEAL 3	HEAL 7
HEAL 4	HEAL 8

SUN

7:30PM - 10:30PM

GROUP 1	GROUP 2
TANK 7	TANK 8
TANK 9	TANK 5
TANK 3	TANK 6
MELEE 9	MELEE 11
MELEE 10	MELEE 12
MELEE 3	MELEE 7
MELEE 4	MELEE 8
RANGE 11	RANGE 14
RANGE 12	RANGE 15
RANGE 13	RANGE 8
RANGE 4	RANGE 9
RANGE 5	RANGE 10
HEAL 9	HEAL 11
HEAL 10	HEAL 12
HEAL 3	HEAL 7
HEAL 4	HEAL 8

MON

7:30PM - 10:30PM

GROUP 1	GROUP 2
TANK 7	TANK 8
TANK 9	TANK 5
TANK 3	TANK 6
MELEE 9	MELEE 11
MELEE 10	MELEE 12
MELEE 3	MELEE 7
MELEE 4	MELEE 8
RANGE 11	RANGE 14
RANGE 12	RANGE 15
RANGE 13	RANGE 8
RANGE 4	RANGE 9
RANGE 5	RANGE 10
HEAL 9	HEAL 11
HEAL 10	HEAL 12
HEAL 3	HEAL 7
HEAL 4	HEAL 8

STANDBY
TANK 3
TANK 5
TANK 6
MELEE 3
MELEE 4
MELEE 7
MELEE 8
RANGE 4
RANGE 5
RANGE 8
RANGE 9
RANGE 10
HEAL 3
HEAL 4
HEAL 7
HEAL 8

ROTA SYSTEM

"INSERT BITS THAT AREN'T THERE YET"

WHO'S EATING AND WHAT

SOURCE?

LOOT SYSTEM

LOOT COUNCIL

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LOOT CHART

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FINALLY WHEN YOUR OFF WEEK DOES COME MAKE SURE YOU USE IT TO HAVE A REST.

TANK

	1	2	3	4
TANK 1	1	1	1	1
TANK 2	1	1	1	1
TANK 3	1	1	1	1
TANK 4	1	1	1	1
TANK 5	1	1	1	1
TANK 6	1	1	1	1
TANK 7	1	1	1	1
TANK 8	1	1	1	1
TANK 9	1	1	1	1

RANGE

	1	2	3	4
RANGE 1	1	1	1	1
RANGE 2	1	1	1	1
RANGE 3	1	1	1	1
RANGE 4	1	1	1	1
RANGE 5	1	1	1	1
RANGE 6	1	1	1	1
RANGE 7	1	1	1	1
RANGE 8	1	1	1	1
RANGE 9	1	1	1	1
RANGE 10	1	1	1	1
RANGE 11	1	1	1	1
RANGE 12	1	1	1	1
RANGE 13	1	1	1	1
RANGE 14	1	1	1	1
RANGE 16	1	1	1	1

MDPS

	1	2	3	4
MELEE 1	1	1	1	1
MELEE 2	1	1	1	1
MELEE 3	1	1	1	1
MELEE 4	1	1	1	1
MELEE 5	1	1	1	1
MELEE 6	1	1	1	1
MELEE 7	1	1	1	1
MELEE 8	1	1	1	1
MELEE 9	1	1	1	1
MELEE 10	1	1	1	1
MELEE 11	1	1	1	1
MELEE 12	1	1	1	1

HEAL

	1	2	3	4
HEAL 1	1	1	1	1
HEAL 2	1	1	1	1
HEAL 3	1	1	1	1
HEAL 4	1	1	1	1
HEAL 5	1	1	1	1
HEAL 6	1	1	1	1
HEAL 7	1	1	1	1
HEAL 8	1	1	1	1
HEAL 9	1	1	1	1
HEAL 10	1	1	1	1
HEAL 11	1	1	1	1
HEAL 12	1	1	1	1