

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

**FUSE**

**ADVENTURES TO THE  
FRIDGE.**

# OPERATION GUIDELINES

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## OPERATION DECISIONS

- ALL DECISIONS ARE DIRECTLY LINKED TO THE AIMS OF THE GUILD. TO PROGRESS THROUGH ALL END GAME CONTENT BUT HAVE FUN DOING IT.
- NOTHING IS SET IN STONE.
- WE WILL REVISIT OUR POLICIES WHEN THE TIME IS RIGHT. THEY ARE NOT UP FOR DISCUSSION CURRENTLY.
- ACTIVITY AND ABILITY ARE COVERED SEPARATELY.

## DAYS & TIMES

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

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

OPERATION 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

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## 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% ATTENDANCE 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 SEPARATE GROUPS FORMING. IF YOU'RE SCHEDULED TO SIT OUT A WEEK YOU'LL BE ON STANDBY WITH 15 OTHER 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 SOCIALS.

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 WE WILL REQUIRE A LARGE AMOUNT OF CONSUMABLES AND CRAFTABLE ITEMS. GUILD MEMBERS WILL ALWAYS BE ENCOURAGED TO CONTRIBUTE IN ANYWAY THEY CAN. ASSISTANCE 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

## JANUARY 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

## JANUARY 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

## JANUARY 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

IN EACH THREE WEEK PERIOD YOU WILL ALWAYS ATTEND 2 OUT OF THE 3 WEEKS.

AN EXAMPLE OF HOW THE SYSTEM WOULD WORK.

ON - ON - OFF - ON - OFF- ON - ON -OFF- ON - ON - OFF - ON

IT'S WORTH NOTING AGAIN THAT THIS IS BASED ON A 100% ATTENDANCE RATE.

**WHO'S EATING AND WHAT**

**SAUCE?**



# LOOT SYSTEM

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## LOOT COUNCIL

LOOT COUNCIL MEMBERS WILL BE DECIDED PRIOR TO THE START OF THE OPERATION/S.

THE MEMBERS OF THE LOOT COUNCIL WILL BE SELECTED BY PRIOR TO THE OPERATION WEEK FROM THOSE WHO VOLUNTEERED TO BECOME A PART OF IT. AN OFFICER WILL ALWAYS BE PART OF THE COUNCIL PROVIDING THEY FIT INTO THE ROTATION.

THOSE WITHIN THE COUNCIL WILL BE SELECTED IN A WAY THAT WILL BALANCE THE COUNCIL SO EACH ROLE AND CLASS IS COVERED.

ATTENDANCE AND SKILL HAVE NO BARING ON WHETHER OR NOT YOU WILL RECEIVE LOOT. YOU WILL BE TOLD PRIOR TO THE OPERATION BEGINNING IF THIS DOES NOT APPLY TO YOU.

LOOT WILL BE DISTRIBUTED ON A MAIN SPEC BASIS.

THE LOOT COUNCIL RESERVES THE RIGHT TO PRIOR DECIDE WHERE AN ITEM IF WILL GO IF THE SITUATION PERMITS ALTHOUGH THIS WILL ONLY BE DONE UNDER EXCEPTIONAL CIRCUMSTANCES THAT ARE HINDERING GUILD PROGRESSION.

## LOOT CHART

WHEN YOU RECIEVE AN ITEM YOU WILL BE MARKED AS SUCH DEPENDING ON THE RAID TIER (NORMAL, HARD, NIGHTMARE). EXAMPLE :

PLAYER A HAS RECEIVED 3 PIECES OF GEAR, PLAYER B HAS RECEIVED 1 PIECE OF GEAR. GEAR DROPS THAT BOTH CAN USE. PLAYER B GETS THE GEAR.

PLAYER A HAS 2 PIECES OF GEAR, PLAYER B HAS 2 PIECES OF GEAR. THE GEAR IS A UPGRADE TO BOTH. THEY ROLL.

LOOT WILL BE DISTRIBUTED SO THAT EVERYBODY RECEIVES THE SAME AMOUNT OF GEAR WHERE POSSIBLE. WE PLAN ON GEARING THE GUILD, NOT THE PLAYER. WE ARE NOT A LOOT CENTRIC GUILD.

SITUATIONS THAT ARE POTENTIALLY TROUBLESOME WILL DISCUSSED PRIOR TO THE OPERATION AND IF YOU HAVE AN ISSUE CONTACT AN OFFICER IN GOOD TIME AND IT WILL BE DISCUSSED.

## 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 15	1	1	1	1

## MELEE

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

**THERE'S MANY WAYS TO  
MAKE A BACON SANDWICH,  
IF WE FIND ANOTHER WAY  
THATS SUPERIOR YOU  
CAN BE SURE WE'LL PUT  
BROWN SAUCE ON IT.**