

### Advancement

On October 5th, 2015, General Bakugan 11 resigned from FEAR. Bakugan's reign in FEAR had been over two terms, and in his last term in FEAR, he reached all the way to Vice Commander: Third in Command. More notable than that was his position as the Director of Advancement. The Department of Advancement deals with how members train and advance throughout the ranks of FEAR. While most of FEAR accepts that a form of FMA is necessary for the future leaders of FEAR, how this group creates these leaders has been debated for years. In 2013 under Buster 362, the focus was on combat and preserving FEAR's history. In 2014 under DisavOw, the focus permanently shifted to proven raiding and defending tactics through testing. Bakugan's reign then moved to theoretical concepts through classes with field practice. With Bakugan's resignation and General StrongXV's promotion to Director of Advancement, FMA is now moving back to that 2014 strategy with small improvements...

## **Community Assembly**

November's Community Assembly was more of a shorter meeting for a variety of reasons. First of all, there wasn't much High Command had to say. Secondly, an unidentified hacker joined the game and both shut down the server and DoS'd people. For those who are unaware, DoSing is an illegal act where a creating an excess of traffic at one's internet causes it to be temporarily shut down. Before this act came to light, General Blandue and Colonel Nacawesome spoke about six topics. Blandue began by talking on Vice Commander Beloxy's behalf about the release of volume two of the Venezian Insider. He then moved onto talking about a base and training place being made...

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Table of Contents	
Pg. 1 - Front Page Pg. 2 - Community Pg. 3 - Community Pt. 2 Pg. 4 - Community Pt. 3 Pg. 5 - External Affairs Pg. 6 - Lore Pg. 7 - Spotlight Pg. 8 - Entertainment Pg. 9 - Ads & Credits *Soon* <u>Credits: tinyurl.com/hol7503</u>	

#### Advancement

#### **Continued from Page 1**

...such as the removal of filming each test. With the new system, the supervisor of each test decides if the tester passes. FEAR has seen an increase of raiding since this new system has been established and new Officers are already being promoted. This new system hopes to mold new Officers with the quality of DisavOw's system and the speed of Bakugan's system. With the boost which the veteran internship program headed by Blandue, the body of FEAR's future leaders is looking much brighter than months in the past. Strong's responsibilities as DoA isn't just limited to FMA.. He is responsible for how trainers train,

how trainees are monitored, and how trainings are run. Created originally during Bakugan's reign, Strong has updated the guidelines which FEAR uses when hosting trainings. Changes include the removal of the one sword training per day rule, the requirement for training places to be approved by the Department of Advancement, and a more lenient stance on custom uniforms. Approved versions of the main division uniform has been put in the FEAR store. This new DoA seems to be running well so far, but this should be taken as a grain of salt. Time will tell if it is lasting, but so far, all looks

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#### On October 13th, SONIC released a forum about FEAR's activity after the demotion of three members of FEAR. The basis of these demotions were due to inactivity and a lack of effort. The forum was posted as a warning signal to the rest of the members of FEAR with large influences: Officers+. What SONIC said seemed to resonate with the low ranks in FEAR. There was a lot of support for the forum. Some considered the forum hypocritical, however. There has been conflict in the past about SONIC's inactivity, notably in January and July. Ever since the forum's post, more seems to have

Warning Shot

High Command and activity has picked up within the middle ranks due to the new FMA. Because of FMA, there has been a large increase in raids. In terms of HCOM activity, The New Era was announced, FMA was revamped, HCOM has a meeting template, and directors are currently being shifted around to be as efficient as possible. While many are still skeptical if this will last in the long term, there have been HRs demoted after the forum was posted such as former Colonel Dertixz. Hopefully this level of discipline will be present in FEAR's future as the group aims for the stars.

#### **Community Assembly**

**Continued from Page 1** 

Blandue said that due to complaints about Alinaor II, he was having a fort made. Due to delays in the release of ATC's training facility, a new official one is being made. It won't be as advanced as the ATC facility in the works, but it will allow for better admin control, adaption to change, and blacklists can be better managed. Nacawesome finished off the rest of the announcements. He talked about admission into three divisions: Honors, External Affairs, and Intel. FEAR's Honors Division is a trophy division for the brightest

# and most influential members of FEAR.

good.

Acceptance is strictly through invitation. External Affairs deals with keeping connections with our allies. This division accepts people through applications. The final divisions talked about was FEAR's Intelligence Network, a branch of FEAR's Covert Operations group. It's much harder to be accepted. An essay needs to be written and sent to the Head of Intelligence and then an interview is done. For any division, acceptance information is found in the guide. Within the last month, members may have noticed some Officers which may not have been seen in FMA. This is

due to a new initiative commonly

reformed FMA takes shape, some

Mallard. While devinzeth is the only

internship project. As the new,

people with experience were

promoted to Officer such as

simba8400, devinzeth, and

person still present, now as a

Colonel, the activity boost by

jumpstart to the rank which

promoting these veterans was a

referred to as the veteran

come out of

## **Oldies Incoming**

had suffered months before. At the time of the release of this newsletter, the Officer core still has a long way to go in order to get to the point it was in years past. With this new FMA system, activity seems to be picking up and new Officers are being promoted weekly. The veteran program may continue depending on the strength of the Officer core, but the main goal of it has already been accomplished and FEAR has been set in a positive direction.

#### **FiN Recruitment**

F.E.A.R. Intelligence Network has unofficially started a recruitment drive for it's FCO sector. Head of Intelligence AthanatosV (Nacawesome) and Intelligence Officer Zenthial will be inviting and interviewing interested participants in the coming weeks. An application process will also be made so every has a chance to apply! Remember, FiN only accepts the most capable members of F.E.A.R. and has high requirements. You must be CPL+ in F.E.A.R. and must pass multiple interviews. Also, removal from the division may occur if decided by AthanatosV (Nacawesome) and he doesn't have to give reasons.

FiN is looking forward to this recruitment drive and can't wait to welcome it's new Operatives! Please, apply with AthanatosV/Nacawesome, by either private messaging him on ROBLOX or contacting him through his Skype: nacawesome1.

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Recently, long-time Chief Executive and founder of F.E.A.R. Covert Ops Zach2222 resigned from his position. F.C.O mourns him yet is moving forward swiftly with it's new Chief Executive Devinzeth! Devinzeth gave a comment stated that F.C.O has big changes coming in the next week or two. He's announcing new Sector Heads, sector reforms, and maybe even some big structural changes to F.C. O! So watch out for new people in the F.C.O uniform, and watch for tryouts on the shout! F.C.O will be recruiting a ton as soon as these reformations and changes are made!

### FCO Changes

Sector Head of F.E.A.R. Intelligence Network (FiN) AthanatosV states that "F.C.O's new era will exceed the expectations and blow away what it's done in the past. I will personally see to it that this be F.C. O's golden era reborn!" Look out for F.C.O's new golden era!

#### **Moving Forward**

Many people feel that ATC is too slow with the tech that they make. What comes out is usually high quality, but it can take months for this to occur and a lot of time it takes multiple attempts to get it to the standards SONIC and SHADOW consider publishable. Because of this, General Blandue has decided to take matters into his hands and is having both a fort and facility built for FEAR. SONIC has approved this move and has agreed to pay the developers for their work. Neither the fort nor the training facility is planned to be as advanced as what ATC is working on with Disciplinia II

and Azura, but it doesn't have to be either. The facility will act as a unified place to train where administrative privileges can be controlled and maps can be added to suit the needs of FEAR. The base will act as a way to curb the criticism of Alianor II and provide a better experience for users. The developers working on the projects will not be released here, but everyone working on the project is a part of FEAR and according to Blandue, progress is being made efficiently. The newsletter team wished Blandue best of luck!

**TRAINING RULES** Rules can be typed in here by trainers. This is the current design for the rule panel which can be seen by any trainer at any time.

About a month ago there was a lot of hype about the release of Disciplinia II. It

was supposed to be one of the most advanced training facilities around, integrated with a top-notch database. A beta was released and bugs were being fixed. Then it all disappeared. A number of factors led to this. First of all, it was supposed to be one of wonuf's last scripting projects for FEAR. He had done a lot for the clan in the past and had real life things to deal with. The building also occurred a long time before the scripting ever did.

#### **D2** Disappearance

By the time the scripting portion of the project started, the building became outdated. All has not been lost, however. A new place to host the facility is currently in the works, and the same features slated to be in Disciplinia II will be in the new place, but more refined. The current status of the project is unclear, but reports say that progress is being made. The activity of wonuf and SHADOWTHEHEDGEHOGXX will probably be the deciding factor in how fast it is completed. Hopefully it will continue to move forward and FEAR will soon have a unified, advanced place to train.

# Kainushi (MAJ)

Kainushi agrees that there should be more GMT Officers as he himself is GMT being in the Netherlands. He says that , "Having GMT Officers will increase activity and overall effectiveness of F.E.A.R. It also may attract more members to our army."

Beloxy stated that F.E.A.R has a weak GMT core, and adding more GMT Officers will not only boost up activity, but also give a distinct advantage during wars. He also said t would be a battle of ethics to biased towards GMT, as the EST will not have the same Officer. xXGIZzFIoWXx (CPL)

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xXGIZzFLoWXx agrees that that there should be more GMT Officers as he stated that "Having more GMT Officers will boost activity and get more Majors to become Officers."

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practises a

could thrive in wars during n most clans are not as act be hard for large ev mmunity Assembly to GMT Majors were giver rs, events could be held

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Beloxy (3iC)

#### **Allied Summit**

FEAR had its first monthly meeting of allies. In this meeting, FEAR and it's allies proposed many ideas, and one that really stuck was a 3v3 ally war. This war would is going to increase our activity, and bring back the much needed member base to clans. This war would be FEAR, RAA, and CAT vs TRA, RSF, and VS. FEAR also proposed the idea of a movie night. We would use Rabb.it to watch netflix, hang out, and talk to our allies.

RAA's topic was the second largest topic of the meeting. It was an idealistic topic as where RAA proposed the idea to aid the clan community in general, that an "Allied Base" could be formed. Not to take over our base, but an extra base for fun. For example, RAA, TRA, and FEAR would own a base together that together they would develop, and defend at on their spare time for fun. This was also agreed upon by all, in which other shared great suggestions. We'll likely continue to discuss this over the next weeks along with the 3v3 war.

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UCR, or The United Clans of Roblox, has recently reformed its entire HCOM structure following the resignation of Undecrypted from President and the promotion of Malvus. One of the first things Malvus did was propose an alliance between FEAR and UCR. Devinzeth and Nacawesome discussed it and decided that it would be in both groups benefits if they accepted the alliance. UCR had been a strong ally to FEAR in the past and was in Tri-Clan, a faction composed of FEAR, RSF, and UCR. The alliance fell apart after UCR unallied FEAR under past president Killer6199, and

#### UCR's Back!

constantly following the breaking of ties. Some thought that a war would break out. Tensions faded over time, however, and with Malvus as president now, a new alliance is being forged. Malvus said that UCR is nothing like they were before and is now much more calm and stable. Devinzeth and Nacawesome are still cautious, but both are confident that the alliance will be a positive experience for both clans. The newsletter crew wishes UCR the best of luck in their continued reformation to bring them back to their glory days, and wish FEAR's HCOM best of luck in keeping this new alliance strong.

#### **Battle Network**

The Battle Network was an initiative about a year ago in order to unify how clans fight wars. Many clan leaders and members think that it could have revived clans. It was a title-based clan fighting system. When your clan registered for the game, you would show up in the immense title GUI. You would start out with about 15 out of 100 tiles. and clans would compete for each other's tiles. The system of capturing a tile is extremely similar to raiding a base. The development slowed down, however, and eventually it came to a hault. There was a lot of sadness throughout

C&G, but nobody picked up the project. Now, almost a vear later, Benbonez, credited as a co-creator of RCL, has taken it upon himself to reinvent BN and create a stable and more entertaining system of fighting for the clan world. Hopefully, in 2016, it will be released and FEAR will be a part of it. Many feel that ROBLOX has given up on the clan world, so it's up to game developers to innovate and make the clan system an immersive experience.

Recently, ROBLOX has starting releasing their yearly

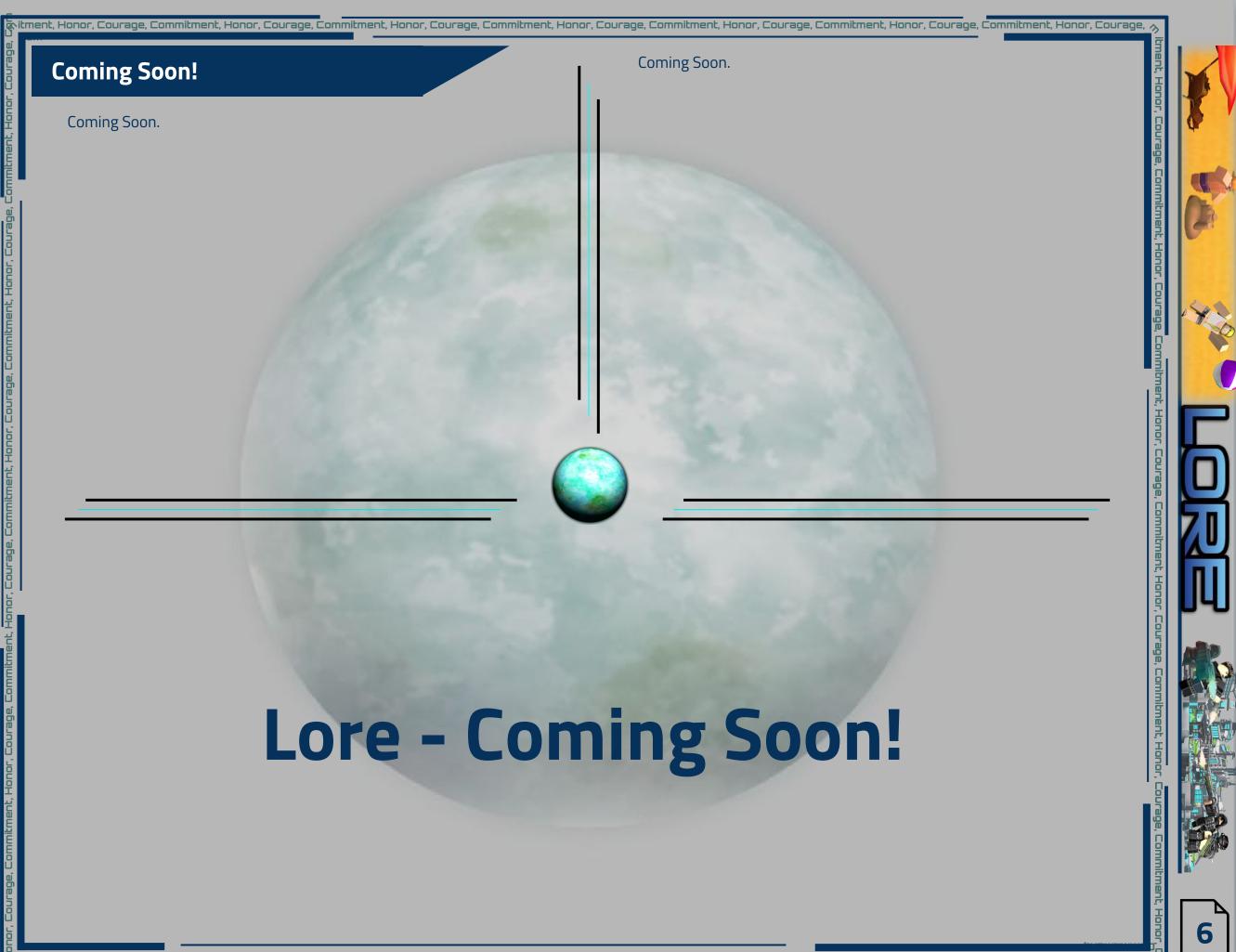
they raided FEAR

Christmas gifts! The gifts are awarded for reasons such as being a good ROBLOXian and not being banned, logging on for 20/30 of the past days, and more ! If you' re a good, active ROBLOXian you should walk away with a ton of gifts! Some gifts are also available for purchase such as the Gift of Validated Electronic Mail, linked in the credits section of the newsletter on the front page table of contents. You must hurry, it goes offsale soon!

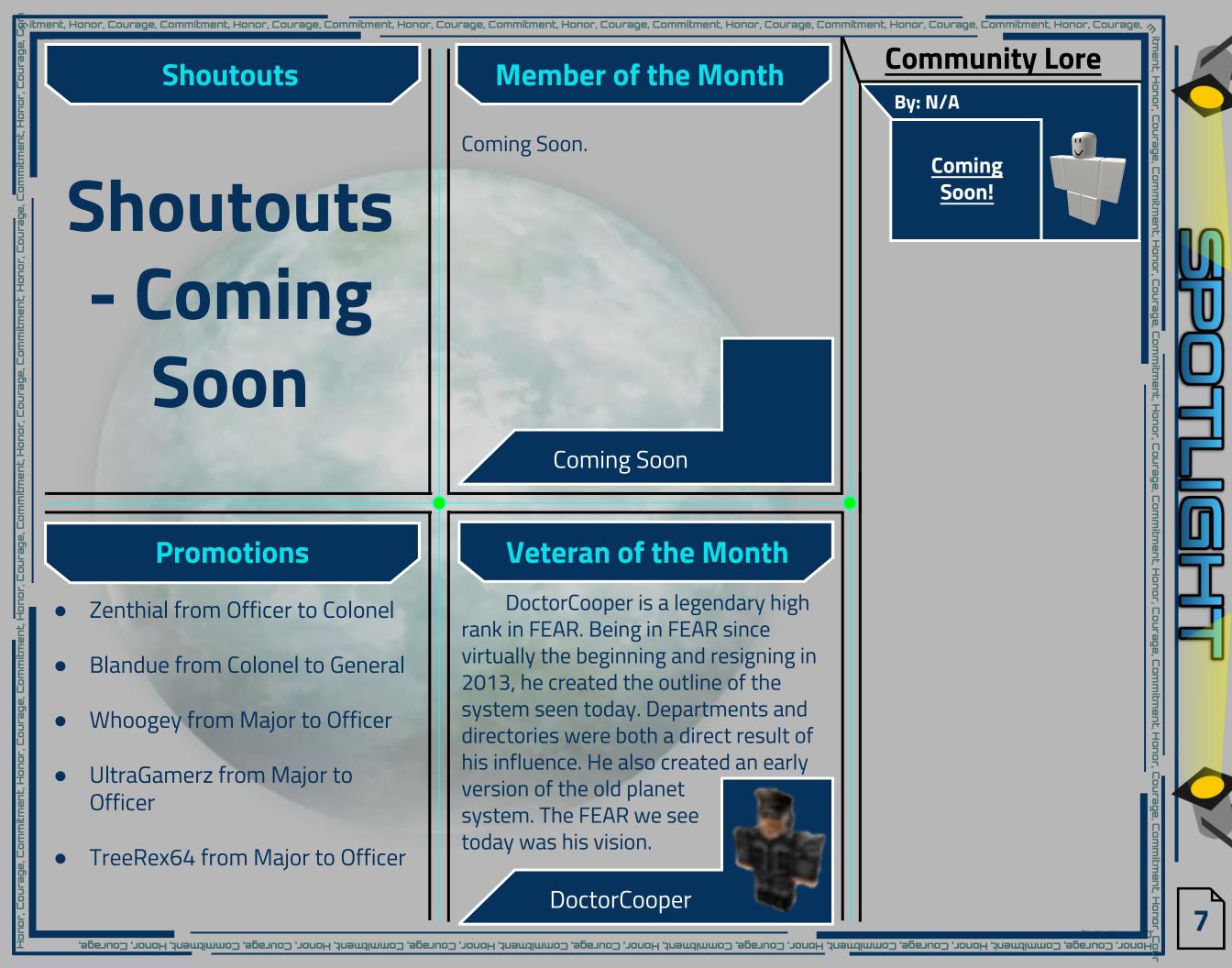
#### **Giftsplosion 2015**

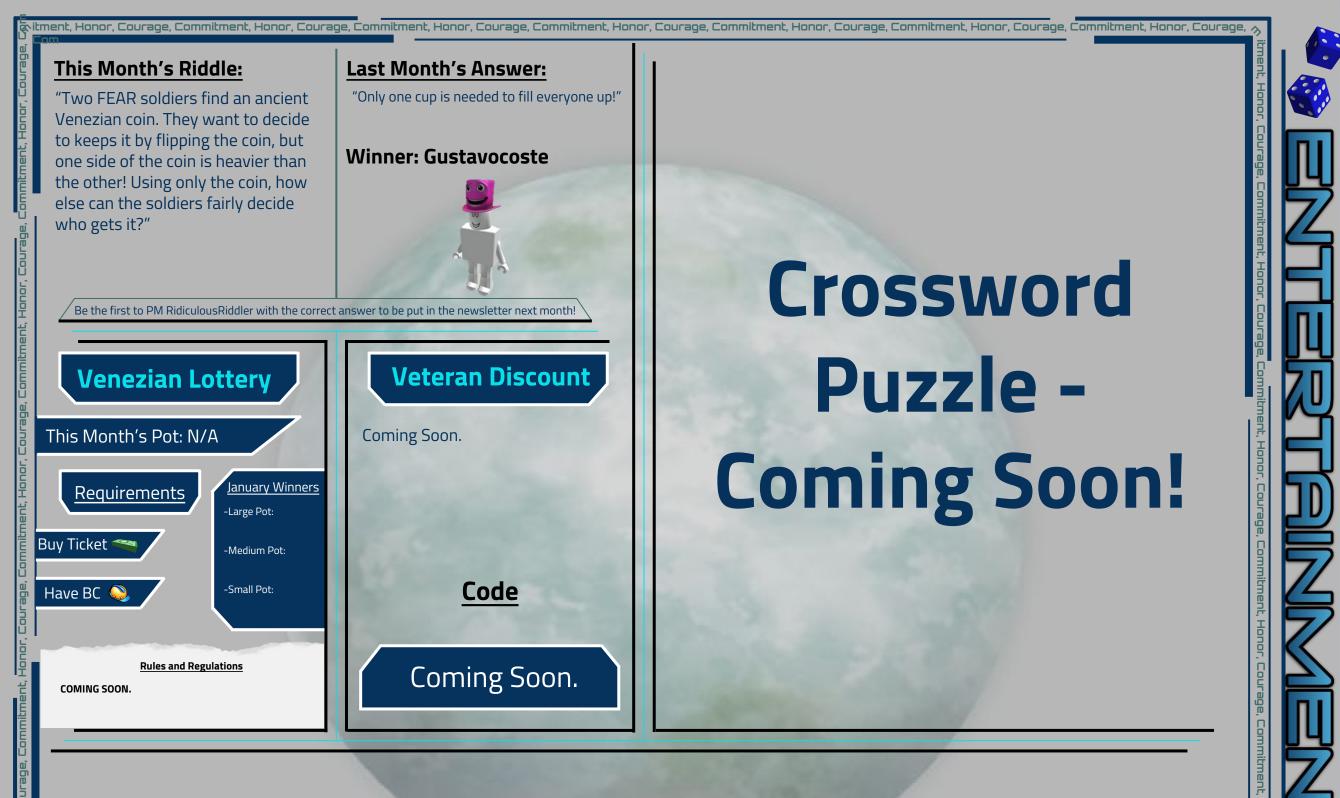
Every year ROBLOX also has what is called the "Big Gift" which is normally a high-priced gift in which contains a very valuable gift. Sometimes they are even Dominus'! So save up for the Big Gift and have fun in Giftplosion 2015. The newsletter crew hopes you come out of it with good hats and a profit made!

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# **Comic - Coming Soon!**