



OVERVIEW

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Advancement

On October 5th, 2015, General Bakugan11 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 Buster362, the focus was on combat and preserving FEAR's history. In 2014 under Disav0w, 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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Credits: tinyurl.com/hol75o3

Advancement

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...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 good.

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 come out of

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

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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. 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 referred to as the veteran internship project. As the new, reformed FMA takes shape, some people with experience were promoted to Officer such as simba8400, devinzeth, and Mallard. While devinzeth is the only person still present, now as a Colonel, the activity boost by promoting these veterans was a jumpstart to the rank which

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.



COMMUNITIES



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 be 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.

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 they raided FEAR

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 halt. There was a lot of sadness throughout

C&G, but nobody picked up the project. Now, almost a year 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 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 Giftsplosion 2015. The newsletter crew hopes you come out of it with good hats and a profit made!



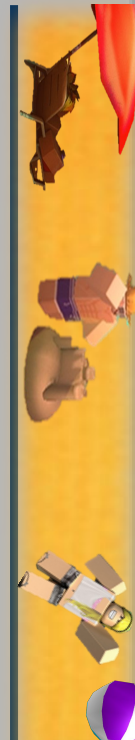
Coming Soon!

Coming Soon.

Coming Soon.

Lore - Coming Soon!

LORE



Shoutouts

Shoutouts - Coming Soon

Member of the Month

Coming Soon.

Coming Soon

Community Lore

By: N/A

Coming
Soon!

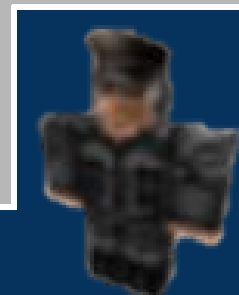


Promotions

- Zenthial from Officer to Colonel
- Blandue from Colonel to General
- Whoogey from Major to Officer
- UltraGamerz from Major to Officer
- TreeRex64 from Major to Officer

Veteran of the Month

DoctorCooper is a legendary high rank in FEAR. Being in FEAR since virtually the beginning and resigning in 2013, he created the outline of the system seen today. Departments and directories were both a direct result of his influence. He also created an early version of the old planet system. The FEAR we see today was his vision.



DoctorCooper

This Month's Riddle:

"Two FEAR soldiers find an ancient Venetian coin. They want to decide to keeps it by flipping the coin, but one side of the coin is heavier than the other! Using only the coin, how else can the soldiers fairly decide who gets it?"

Last Month's Answer:

"Only one cup is needed to fill everyone up!"

Winner: Gustavocoste



Be the first to PM RidiculousRiddler with the correct answer to be put in the newsletter next month!

Venezian Lottery

This Month's Pot: N/A

Requirements

Buy Ticket 

Have BC 

January Winners

-Large Pot:

-Medium Pot:

-Small Pot:

Rules and Regulations

COMING SOON.

Veteran Discount

Coming Soon.

Code

Coming Soon.

Crossword Puzzle - Coming Soon!

Comic - Coming Soon!



ENTERTAINMENT

