



# 327th Star Corps Tryout Document

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## Table of Contents

<i>Introduction</i>	<i>1</i>
<i>Preparation</i>	<i>2</i>
<i>Teamspeak and Discord</i>	<i>3</i>
<i>Introduction</i>	<i>4</i>
<i>Phase One: Introductory Information</i>	<i>5</i>
<i>Phase Two: Faces</i>	<i>6</i>
<i>Phase Three: Formations</i>	<i>7</i>
<i>Phase Four: Trigger Discipline   Brotherhood Code</i>	<i>8</i>
<i>Phase Five: Lore Questions</i>	<i>9</i>
<i>Phase Six: Rules and Battalion Information</i>	<i>10</i>
<i>Conclusion of Tryout</i>	<i>11</i>



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## Introduction

This is the **327th Star Corps Tryout Document**. When recruiting new clone troopers, this is the document that you are to use to help you. The recruitment process is one that can be long and tedious, however, it is also something that is extremely rewarding. Whenever you conduct a battalion tryout, you are helping the battalion grow, and this document will take you through the entire process step-by-step.

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## Preparation

Prior to conducting tryouts, there are matters that must be taken care of. Follow the checklist provided below to adequately set up and prepare to conduct tryouts:

**Find a Clone Trooper (CT) that is willing to join the 327th.**

You can use a tryout to bring attention to the 327th. You can issue it through /comms or /advert.

Once a CT is found, bring them to a SIM room, preferably a **Tryout Room**, and claim/SIM Start it. Example Command: /comms 327th Claims TR(number of sim room) | SIM START. You will also want to send a message in the #327th-nco-general saying that you have a recruit and @327th Star Corps Officer so that an officer can oversee the tryout to ensure that the tryout is being conducted correctly.

Once all of this is done, you are then able to go over the rest of the tryout with them and gauge whether or not they are 327th material.

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## Teamspeak, Discord, and the 64-bit Client

Let the new recruit know that Discord is only required if they achieve the rank of SGT+ and Teamspeak is required if they achieve the rank of 1SG+



Teamspeak is needed if they want to join a sub-company.

Also inform them that if they are having difficulty remaining on the server without crashing, or having performance issues with the server, to switch to the 64-bit version of the game. They do so by navigating to their Steam library, right clicking on “Garry’s Mod” and selecting “Properties”, then navigating to the “Betas” tab in the following pop up. On the “Betas” tab they will click the drop down menu to the right of “Beta Participation” and select “x86-64 - Chromium + 64-bit binaries”. After this they will need to restart their game and select the 64-bit variant upon launch.

Once they get Sergeant...

**Assist them with getting into the IFN Clone Wars discord server.**

Help them acquire their *Clone Trooper* reaction role and have them join a *Recruitment Room* voice channel with you.

Once they join the voice channel right click on their name and click copy ID, this is their Discord ID. **You will need to enable developer mode in discord to do this.**

(Click user settings and scroll down to Advanced, then click the developer mode toggle)

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## Introduction

From here, the tryout is ready to commence. Read the following to the CT:

- **This tryout does not run on a traditional strike system.**
- **Instead, I will be showing and explaining to you the basic information on the server.**
- **If you fail this tryout, there is a 30 minute cooldown in between when you can try again.**

It is only necessary to fail a CT if they are excessively minging and/or clearly not fit to join the battalion. Use your discretion throughout the tryout and determine whether or not they are a good fit for the battalion.

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## Phase One: Introductory Information

With the absence of the TR team, CT's are no longer taught all of the basic information when they join the server. That responsibility now falls upon us and thus it is the first part of this tryout. You are expected to go over the following information with the CT:

### 1. Defcons

- a. **Defcon 5:** Standard Base code; This is when we do Tryout/Trainings we should have our weapons holstered or on safety ( Safety you weapon by hitting Shift E+R )
- b. **Defcon 4:** Alert/High Alert; 327th Patrols the base with Weapons out and ON safety ready for combat at any time
- c. **Defcon 3:** Battle Stations; 327th is the the Front Left of HB with weapons out and OFF safety ready to fight.
- d. **Defcon 2:** Essential areas; 327th protects the Med-Bay locking it down and holding the door.
- e. **Defcon 1:** Evacuate the base; go outside MHB and hop in the closest LAAT ready to takeoff and leave the base.

### 2. Permission to Leave [PTL] | Permission to Enter [PTE]

- a. **Permission to Leave**, or PTL for short, is the rule that requires you to ask for permission to leave the base. You need PTL in order to leave the base at any time and must be Sergeant [SGT+] to do so.
- b. **Permission to Enter**, or PTE for short, is the rule that requires you to ask for permission to enter certain restricted areas. An example where this is necessary is with other battalions bunks and is done so by simply asking a member of that battalion for permission to go inside.

### 3. The Brotherhood Code

- a. **The Brotherhood Code** is the doctrine that states no trooper shall bring harm to another brother regardless of the context, unless they are in a simulation. This is taken extremely seriously as the only exception to this rule is when you are in a SIM started SIM Room such as the Citadel or Large SIM Room [LSR].

### 4. Permission to Speak [PTS]

- a. **Permission to Speak**, or PTS for short, is the rule that requires you to ask for permission to speak during certain times on the



server. While PTS is active, you are not allowed to talk unless you are granted permission to do so. If you have something you want to say, you must ask for PTS and once granted you may say what you have to say. This can be activated at any time by your commanding officer and it is always active during a debrief ceremony. This can be called both in-game and in Teamspeak3.

## Phase Two: Faces

Faces are used server wide as a series of directional orders. There are four commands that comprise these orders:

- **Left Face:** A 90 degree turn to the left.
- **Right Face:** A 90 degree turn to the right.
- **About Face:** A 180 degree turn over your right shoulder.
- **Front Face:** A turn over your right shoulder from your current position to face your commanding officer.

Ensure that they understand all of these faces and how they work in sequences. Once they have been informed of what each command means, you must then provide them with a series of commands to test their ability to perform them correctly. Choose 2 of the 6 sequences to test them on their understanding of faces. If they still do not have a clear understanding of faces after the first 2, test them on more of these sequences until you're confident in their ability to perform these faces:

1. **LLRLALRAFR AF** [Facing you]
2. **LLLRRRA F** [Facing you]
3. **ARLARRLA** [Facing to your right]
4. **FALARALR** [Facing the wall]
5. **JEDI        AAYLASECURA** [Facing you]
6. **COMMANDERBLY** [Facing the wall]

## Phase Three: Formations

Formations are used server wide as a series of positionings for squads to perform in both combat and non combat scenarios. All incoming troopers



must have knowledge of these formations as they are performed extremely often. They are:

1. **Single Column:** Otherwise known as a single file line, troopers simply line up behind their commanding officer. This formation is used most notably during marching or when traveling from one area to another.
2. **Double Column:** Similar to the Single Columns, troopers form two lines behind a commanding officer. There should be enough room between the two lines for the commanding officer to walk between them.
3. **Tight Wedge:** A V-Shaped formation, troopers are lined up extremely close together in the shape of a V. This formation is mostly used during patrols or close-quarters-combat.
4. **Loose Wedge:** Similar to the tight wedge, troopers are spread out further apart in the shape of a V. This formation is mostly used for patrols or during battles in open fields.
5. **Left/Right Echelon:** Similar to the tight wedge, troopers are lined up close together in the shape of half a V. This formation is used when fighting or patrolling with another friendly force to create a larger wedge or in aerial combat.
6. **Firing Line:** A shoulder-by-shoulder line that sees troopers facing towards the enemy with their weapons out and off safety. This is used during combat scenarios or when taking up defensive positions.
7. **Advance Firing Line:** Two shoulder-by-shoulder lines that see troopers facing towards the enemy with their weapons out and off safety. The front line is crouched while the back line stands above them. This is used during combat scenarios or when taking up defensive positions.
8. **VIP Diamond:** A protection formation that see's a VIP in the center and four troopers surrounding them on all four sides for a 360 degree coverage. There is space between them to avoid collateral damage and so there is room to maneuver if necessary.
9. **Prisoner Diamond:** A control formation that see's a dangerous individual in the center as four troopers surround them on all four sides, stripping their weapons and comms and binding them.

Once you have finished displaying and explaining these formations, test the recruit with 3 of these formations to ensure that they have an understanding of them.

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## Phase Four: Trigger Discipline | Brotherhood Code

Trigger discipline is the test of a troopers ability to hold fire when friendlies come into their crosshair. To run this phase, you will:

1. **SIM Start your simulation room (unless in a Tryout Room).**
2. **Have the recruit stand a third of the tryout room away from one of the side walls.**
3. **Inform them that they must aim their crosshair at chest level facing the wall you are running across, emptying their entire magazine without hitting you.**
4. **Restart this phase every time you get hit by the CT.**
5. **Once finished, SIM Stop your simulation room (unless in a Tryout Room) and test them on the Brotherhood Code.**

The Brotherhood Code is the doctrine that states no trooper shall bring harm to another brother regardless of the context, unless they are in a simulation. After completing Trigger Discipline, call for the simulation to be over via 'SIM Stop' and tell them to kill you so you may respawn with full health. Whether they pass or fail this, tell them why so they may understand and move onto the next phase.

## Phase Five: Lore Questions

Knowing and understanding the lore of the 327th is an essential part of being a trooper in this battalion. To ensure they can do this, you are going to provide them with the series of questions below one-by-one and grade their answers. Inform them that they may use any source of information such as Google, Wookieepedia, and the F4 menu to help them answer these questions as it is an open book examination.

### Questions

**Q1: Who is the Clone Commander of the 327th Star Corps?**

**A1: CC-5052 "Commander Bly"**

**Q2: Who is the Jedi General that commands the 327th Star Corps?**

**A2: Jedi General Aayla Secura**



**Q3:** Name two battles that the 327th Star Corps served in.

**A3:** The Battle of Felucia, The Battle of Geonosis, The Battle of Maridun, The Battle of Quell, the Battle of Escander, or the Battle of Christophsis.

**Q4:** Name two units that also fall under the 327th Star Corps.

**A4:** K Company, Bacta Company, Talon Squad, Hawkbat Battalion, 2nd Platoon, 7th Legion, or the 101st Regiment.

It is recommended that you correct them if they make mistakes during these questions, however if they are intentionally being minging and not taking this seriously, you can fail them.

**DISCLAIMER: This next part is NOT mandatory and is only needed if they are 15G+**

**Now to get the recruit into TeamSpeak. Follow the steps outlined below:**

**Assist with downloading and connecting to the Icefuse Teamspeak3 Client server.**

**Have them download the TeamSpeak3 Client**

**[TeamSpeak Downloads](#)**

**Tell them to make an account and Join [ts3.icefuse.net](https://ts3.icefuse.net)**

**They will be labeled as a [Guest] but that is ok.**

**Should the recruit refuse to install TeamSpeak, or for whatever reason can not join the server. It is an automatic fail, and you may dismiss the recruit.**

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## **Phase Six: Rules and Battalion Information**

This phase is perhaps the most important part of the tryout because it ensures that the recruit has an understanding of the server rules, battalion rules, and the information in the handbooks. Hand out these links and give a brief explanation of the information in the link:

- 1. [327th Enlisted Handbook](#) (Subdivisions, SubCompanies, COC)**
- 2. [327th Body Groupers](#) (Explain how to change Body groupers and explain rank and subdivision groupers)**





3. **327th Handbook** (Battalion rules, Subcompany rules, Lore, Rank system, Battlestations, Quotas, Commands, COC, Comms etiquette)
4. **Clone Wars RP Rules** (Server rules and important information)
5. **New Player Guide** (Important information for new players)
6. **Discord & Teamspeak Setup** (How to get Discord and Teamspeak setup for new players)

## Conclusion of Tryout

In the case the CT makes it to the end, they have passed their tryout. Congratulate them on their acceptance into the 327th and go over the following information and processes with them:

1. **Have them change their name following this format:**
  - a. **327th SC PVT [Name]**
2. **Have them make a role request in the #role-request-channel in discord.**
  - a. **Name:** (Ensure their nickname matches their in-game name)
  - b. **SteamID64:** (Accessible via the TAB menu in-game)
  - c. **Battalion:** (327th Star Corps)
  - d. **Roles Needed:** (327th Star Corps)
  - e. **@327th Star Corps XO**
3. **Finally, fill out the All-in-One Form form so they are added to the roster.**
  - a. **Their Name:** (In-Game Name of the CT)
  - b. **Their SteamID64:** (Accessible via the TAB menu in-game)
  - c. **Their DiscordID:** (Accessible via Discord w/ developer mode on)
  - d. **Pass/Fail:** (Check the box as fits the outcome of the tryout)
  - e. **Their New Rank:** (Always PVT for a new CT, Check Rank Transfers for people coming from other battalions)
  - f. **Did someone oversee you?** (Fill out if an officer was present)
4. **Make a ticket to get the recruit the whitelist.**
  - a. **Example Admin Ticket - @ Need 327th Trooper & Heavy whitelist for (insert name here).**