



PROSPECTIVE MEMBER GUIDE



WELCOME

SO YOU WANT TO BECOME
A PART OF **ZULU-ALPHA**?



BY READING THIS YOU ARE TAKING THE FIRST STEPS IN JOINING ONE OF SOUTH AFRICA'S PREMIER ARMA 3 MILITARY SIMULATION (MILSIM) COMMUNITIES.

THIS GUIDE PROVIDES SOME GENERAL INFORMATION ABOUT **ZULU-ALPHA**, AS WELL AS SOME ESSENTIAL INFORMATION ABOUT THE WAY IN WHICH **ZULU-ALPHA** OPERATES. IT ALSO EXPLAINS WHAT WE EXPECT FROM RECRUITS, HOW TO GET YOUR ARMA 3 READY TO PLAY WITH US AND HOW TO BECOME A **ZULU-ALPHA** MEMBER. IF YOU WOULD LIKE MORE SPECIFIC INFORMATION ABOUT OUR DOCTRINE, TRAINING AND TACTICS (DTT) HAVE A LOOK AT OUR [WEBSITE](#).

KEEP AN EYE ON OUR [DISCORD](#) AND FOLLOW US ON [FACEBOOK](#) TO SEE ANNOUNCEMENTS SUCH AS WHEN THE NEXT SELECTION CLASS WILL BE OPEN FOR SIGNING UP AND HAVE A LOOK AT OUR [YOUTUBE](#) CHANNEL ON PAST MISSIONS WHERE YOU CAN GET A FEEL FOR THE [ESPRIT DE CORPS](#) OF **ZULU-ALPHA**.

WE LOOK FORWARD TO SEEING YOU AT THE DRILL GROUNDS!



ABOUT ZULU-ALPHA

ZULU-ALPHA, IS A COMMUNITY WHICH STARTED IN 2007 TO CREATE A COMMUNITY FOR MATURE, LIKE-MINDED ARMA PLAYERS. IN 2018 WE BOASTED OVER 500 SUCCESSFUL OPERATIONS, 9 TOURS AND 7 CAMPAIGNS.

WE ARE LOOSELY MODELED TO THE US ARMY RANGERS WITH A FOCUS OF OUR OWN DOCTRINE, TRAINING AND TACTICS (DTT's).

ZULU-ALPHA'S PLAY STYLE IS FOCUSED ON PVE AND IS BASED ON INFANTRY UNITS WITH SUPPORTING FIXED WING, ROTARY AND ARMOR SUPPORT.

OUR FOCUS IS TO PROVIDE A 'CLOSE TO REAL WORLD' MILSIM EXPERIENCE.







OCCASIONALLY WE DO PLAY **FVF/TVT/PVP** AGAINST OTHER COMMUNITIES.



ORGANISATION

RANK STRUCTURE

ZULU-ALPHA, USES A SIMPLIFIED U.S. ARMY RANK STRUCTURE

HQ		Captain
		Lieutenant
		Sergeant
		Corporal
		Private
		Honorary Member

CAPTAIN: "PHOENIX"

HEAD OF H.O. AND IS THE MAIN AUTHORITATIVE ROLE OF ZULU-ALPHA

LIEUTENANT: "SHERMAN"

MEMBER OF H.O. RESPONSIBLE FOR MANAGEMENT OF OFFICES AND DECISIONS

SERGEANT'S

WELL RESPECTED AND KNOWLEDGEABLE MEMBER, TAKES LEADERSHIP. HIGHEST NON-HO MEMBER

CORPORAL'S

A MEMBER CAPABLE OF SPECIALIZES ROLES OR LEADERSHIP CAPABILITIES

PRIVATE'S

A MEMBER THAT JUST PASSED SELECTION

HONORARY MEMBER'S

RESPECTED, NON-ACTIVE MEMBER WITH A PRESENCE IN COMMUNITY



ORGANISATION CONTINUES...

TEAM STRUCTURE

ZULU-ALPHA, AT IT'S CORE OPERATES ON THE US RANGERS MODEL WITH MOST BASIC OF "BUDDY AID"



BUDDY PAIR

TWO MEMBERS ASSIGNED TO EACH OTHER

TWO "BUDDY PAIR'S" FORMS PART A "FIRE TEAM"



ALPHA



BRAVO



1-1 FIRE TEAM

TWO "FIRE TEAMS" FORMS PART A "SQUAD"



1-1 FIRE TEAM

1-2 FIRE TEAM



SQUAD 1 WITH SQUAD LEADER



ORGANISATION CONTINUES...

TEAM STRUCTURE CONTINUES...

ZULU-ALPHA CALLSIGN'S ARE

- " DRAGON " (INFANTRY)
- " GHOSTRIDER " (ROTARY)
- " BADGER " (ARMOR)
- " REAPER " (FIXED WING)

WE ARE PART OF COMPANY "ZULU" PLATOON "ALPHA"

AND ALPHA PLATOON CONSISTS OF:

- " DRAGON 1 " (RIFLE SQUAD)
- " DRAGON 2 " (RIFLE SQUAD)
- " DRAGON 3 " (WEAPONS SQUAD)
- " DRAGON 4 " (FIRE SUPPORT TEAM)
- " DRAGON 5 " (MEDICAL TEAM)

WITH ATTACHED SUPPORT

- " BADGER 1 & 2 " (ARMOR SQUAD)
- " GHOSTRIDER 1, 2 AND 3 " (ROTARY FLIGHT)
- " REAPER " (FIXED WING)

THE WHOLE PLATOON IS DIRECTED BY A **COMMANDING OFFICER**

" DRAGON ACTUAL "

"DRAGON ACTUAL" IS RESPONSIBLE FOR OVERALL PLAN AND EXECUTIONS PLANNED AFTER VIEWING A "WARNORD"

HE WILL THEN ISSUE AN "OPORD" TO SQUAD LEADERS BASED ON HIS INTENT FOR THE MISSIONS.



OPERATIONS AND TRAINING

ZULU-ALPHA HOSTS WEEKLY SCHEDULED OPERATION EVERY SUNDAY AT 19H30 SAST. THIS IS OUR OFFICIAL EVENT.

THESE EVENT'S FORM PARTS OF:

- **STANDALONE MISSIONS**
- **CAMPAIGNS**
- **TOURS**
- **MINI-CAMPAIGNS**

THESE EVENTS OFTEN HAVE SIMILARITIES TO REAL WORLD EVENTS AND ARE TREATED WITH THE UTMOST RESPECT TO REAL MEN AND WOMAN OF BATTLE.

WE SHOW RESPECT AND NEVER USE ANY REAL NAMES IN OUR MISSION **WARNORDS** AND FURTHERMORE WE SERIOUSLY TAKE HEEDS ACT UPON ON THE

GENEVA CONVENTION ACT

ZULU-ALPHA ENSURES THAT OUR STANDARD DOCTRINE OF TRAINING AND TACTICS (DTT's) ARE ALWAYS FRESH, INFORMATIVE AND TO THE POINT. THESE TRAINING EVENT ARE HOSTED WEEKLY ON TUESDAY AT 19H30 SAST.

WE RESPECT EACH OTHERS TIME AND REPORT FOR DUTY AT 19H30 SAST.





SELECTION GUIDELINES

SELECTION

ZULU-ALPHA TAKES PRIDE IN THEIR MEMBERS AND INVEST CONSIDERABLE AMOUNT OF TIME AND EFFORT TO ACHIEVE A GREAT MILSIM EXPERIENCE FROM LIKE-MINDED INDIVIDUALS.

THUS THE SELECTION COURSE IS IN THREE PHASES, HOSTED TYPICALLY ON SELECTED MONDAY NIGHTS AT 19H30 SAST BUT COULD DIFFER.

A PROSPECTIVE CANDIDATE WILL RECEIVE A CALL SIGN

" MAGGOT "

ZULU-ALPHA'S – 3 PHASE SELECTION COURSE IS DESIGNED BY ZULU-ALPHA RANGERS TO TEACH YOU THE BASIC'S OF THE DTT'S IN AN ENJOYABLE AND INTERACTIVE MANNER.

A **MAGGOT** WHO PASSES SELECTION OVER THE 3 WEEK COURSE, ARE CONSIDERED FULL-FLEDGED **ZULU-ALPHA** MEMBERS WITH A PRIVATE RANK.

PASSING SELECTION IS NOT JUST BASED ON THE **MAGGOT'S** ABILITY TO PLAY ARMA, BUT ALSO THE ATTITUDE TOWARDS OTHERS

IT IS POSSIBLE TO FAIL SELECTION OUTRIGHT BUT **MAGGOTS** ARE GIVEN A SECOND CHANCE TO TRY AGAIN ON ANOTHER DATE.

YOU CAN ATTEMPT SELECTION AS MANY TIMES AS YOU LIKE.

**"IT ALWAYS SEEMS IMPOSSIBLE,
UNTIL IT'S DONE..."**



GETTING READY FOR SELECTION

ZULU-ALPHA USES SEVERAL FREE MODS TO ENHANCE THE REALISM AND MILSIM EXPERIENCE, THIS COLLECTION OF MODIFICATIONS HEREAFTER REFERRED TO AS

" ZULU ALPHA MAIN MODLINE " (USED FOR MAIN EVENTS)

" ZULU ALPHA MAIN-LITE MODLINE " (USED FOR SELECTION)

TO PARTICIPATE YOU NEED THE FOLLOWING:



DISCORD

ZULU-ALPHA



TEAM-SPEAK

QUICK GUIDE:

INSTALLING:



1. DOWNLOAD, INSTALL AND SETUP AN ACCOUNT FOR STEAM.
2. PURCHASE AND INSTALL ARMA 3 AND APEX.

INSTALLING:



DISCORD

1. DOWNLOAD AND INSTALL DISCORD AND JOIN ZULU-ALPHA DISCORD WITH THIS LINK: [ZULU-ALPHA](#)
2. ANNOUNCE YOURSELF IN THE **#INTRODUCTION** CHANNEL
3. SHOW INTEREST IN **#REGISTRATION** CHANNEL.

INSTALLING:



TEAM-SPEAK

1. DOWNLOAD AND INSTALL [TEAM-SPEAK](#)
2. JOIN OUR TS SERVER:

ADDRESS: srv1.zulu-alpha.co.za

PASSWORD: roundpatty

INSTALLING MODS

Main:

[MAIN MOD LINE](#)

Main-Lite:

[MAIN-LITE MOD LINE](#)



END