Guild Structure

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Hierarchy

The guild is broken down into several circles of responsibility and ranks:

Guild Leader: Overall management of the guild. Establish policy and procedure. Maintain guild cohesion and set direction.

Officer: This level of officer serves many purposes and handles the day to day operation of the guild's functions. This includes raid leaders, recruitment, and administrative officers.

Lieutenant: This level of officer serve as raid leaders, mentors, class guides, and game mechanics experts.

Trooper: Raiding Full Members in good standing.

Retired: Retired Raiders.

Applicant: Trial Raiders.

Casual: Grouping members of the guild that are not required to raid.

Alternate: Alternate characters.