



Theseus Incorporated

Module 1

Initiation Training

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Chapter 1: Initiation

Introduction

Initiation training is primarily utilised to introduce a new Junior Contractor to the practical training of Theseus. For some this training will feel very familiar. Especially for the JC with prior knowledge of military operations.

The primary goal of initiation training is to subject the Theseus contractor to this training and test their current and prior knowledge.

ACE 3

ACE3 is a modular realism modification for Arma 3 that Theseus utilises in all their sessions. It allows for a much more elaborate and in-depth gameplay. It is crucial that the Recruit is capable of utilising ACE3.

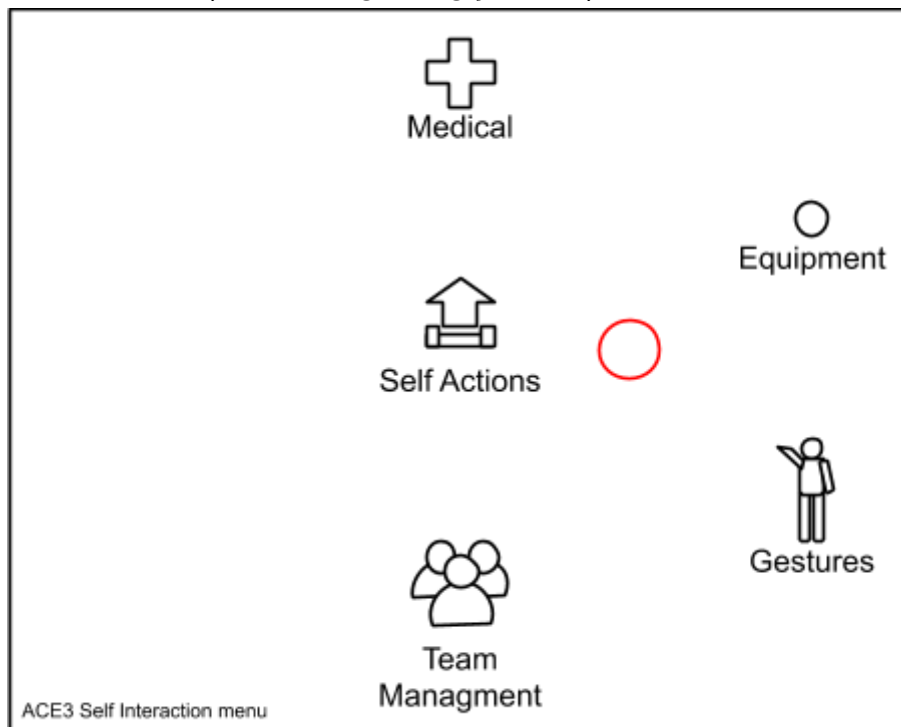
Some features of ACE3 are:

- Advanced medical treatment of self and others.
- Backblast simulation
- Fireteam colors management
- Repacking magazines

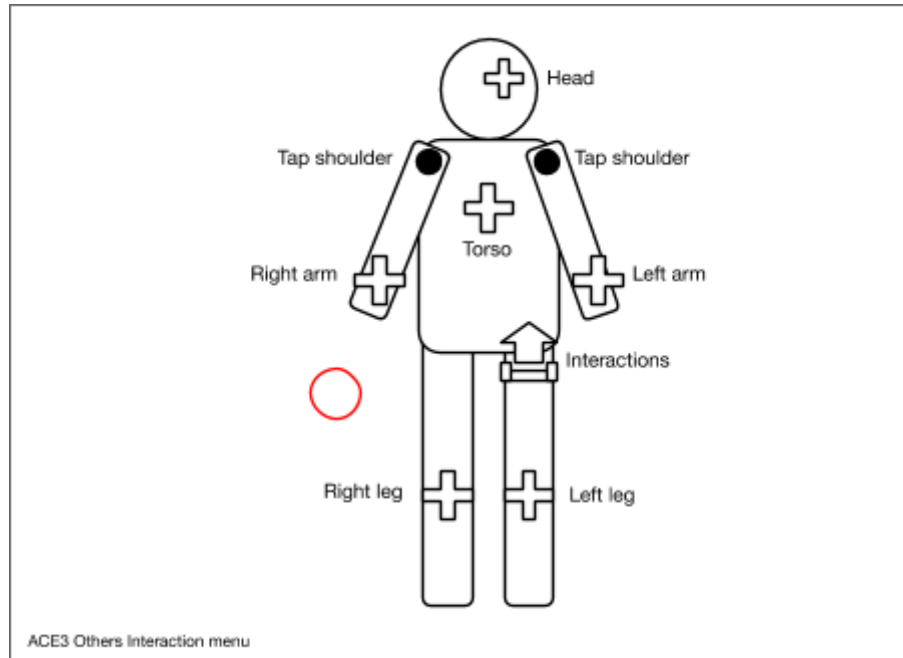
Usage

There are two buttons/key combinations required to use ACE3:

- Self Interaction (Actions regarding yourself)



- A quick rundown of the functions:
 - Medical: Available options regarding personal medical treatment.
 - Equipment: Available options regarding your equipment.
 - Gestures: Available hand signals.
 - Team Management: Group management and color assignment.
- Other interaction (Actions regarding other objects or players)



- A quick rundown of the functions:
 - Body Parts: Areas of the body that are medically treatable.
 - Tap shoulder: Tap the player's shoulder.
 - Interactions: Joining the player's group and interactions while he's unconscious
- These two interactions can be set to custom single buttons or button combinations in the controls menu.
- Selecting any of these options is done by holding the interaction key and moving the mouse, using the red circle as a cursor. (This can be changed if desired.)

ACRE 2

ACRE 2 is the modification used to simulate radio communication and close vicinity speech. It is imperative that the Recruit is capable of using ACRE 2.

Usage

The primary usage of ACRE 2, for a Recruit, translates into using the PRC-152, also known as the rifleman radio. The Recruit is able to set the channel, volume and stereo settings.

In-depth details of the PRC-152 are available [here](#).

Default controls

All ACRE 2 controls can be rebound in the options menu under “Configure > Controls > Configure addons”

Function	Description	Default keybinding
Open radio	Displays radio on the screen.	CTRL+ALT+CAPS
Stereo setting	Radio sounds in a specific ear.	CTRL+SHIFT+LEFT-/RIGHT-/UP-ARROW
Default radio key	Transmits on the radio	CAPSLOCK
Volume control	Adjusts the direct speech audible distance.	TAB + SCROLL-WHEEL

The above are all the controls you need to know at this time. Further training in regards to radio operating will be held in Module 3.

- Note that short range radio signals (closer than 15m) are **not able to transmit** properly. This is a realism feature and not a bug, since the signal does not have any terrain to reflect on.

Chapter 2: Theoretical Training

Theoretical training consists of having knowledge of the following subjects of the “*Tactics and Procedures*” document:

- Force structure
You know how the force is structured in their groups and units.
- Formation running
You’re able to run in the correct formation when requested.
- Group structures
You know both group structures and can apply them. (American and British)
- Basic contractor skills
You’re able to apply all basic contractor skills.
- Mounting & Dismounting
You’re capable of correctly mounting & dismounting a vehicle or aircraft.
- Movement techniques
You can practically apply the various ground covering techniques

All of the above has to be applicable in the field.

Chapter 3: Practical training

Basic Marksmanship

One of the most important aspects of the Theseus contractor is the ability to fire a rifle. Demonstrating your practical skills will be necessary for the Theseus contractor to progress in his training.

Considerations

- There are several factors you must consider in order to improve accuracy:
 - Body position
 - There are three basic shooting positions you can utilize:
 - Standing - the most mobile but least accurate stance
 - Crouching - less mobile than standing but more accurate
 - Prone - the least mobile but most accurate stance
 - Stamina level
 - The less stamina you have, the less accurate you will be due to shaking.
 - Breath control
 - Holding your breath steadies your rifle, thus improving accuracy.
 - Injuries
 - If you've been wounded, especially in the arms, you won't be able to stabilize your rifle.
 - Weapon resting
 - Resting your weapon on a surface will help to steady your weapon and reduce muzzle climb.
 - Knowing the effective range of your weapon
 - When a target is out of range for the weapon you carry, you should not engage the enemy.
- Aiming
 - Sight Picture
 - The sight picture is the way your target, front sight, and rear sight are aligned.
 - In general, you want to aim for your target's center mass (upper chest).
 - Shooting Moving Targets
 - In order to engage moving targets, lead ahead of them with your gun in the direction they are moving.

Basic Rifle course

The rifle course is located at the firing range and has to be completed to operate basic rifles. You will have to complete several fire drills on the range to gain access to this certificate

Basic Pistol course

The pistol course is also located at the firing range and has to be completed in order to operate pistols. The basic pistol course is an optional certificate and is not required to progress in rank.

Combat Mobility course

The combat mobility course on Olympus is a course dedicated to test your maneuverability in the field. It consists of:

- Jumping
- Crawling
- Sprinting
- Climbing
- Zig-zagging

The course has to be completed under a certain time.

Driving course

The driver's licence (personal vehicles) is the first acquirable licence for the Private. Once received, it allows him to purchase small personnel vehicles. (maximum 4 seats).

In Module 2 you'll be able to complete the course for the transport vehicles licence.

The driving course consists of:

- Precision driving
- Sharp turns
- Scaling uneven terrain

The course has to be completed under a certain time.

Basic medical treatment

Introduction

In this module we'll look at the most basic of medical care for your personal health and helping others. Theseus uses the advanced medical system of ACE 3. This virtually means that there are a lot of different treating possibilities. At this point you only need to know how to keep yourself alive and provide basic medical care for others.

This mainly consists of stopping bleeding.

Stopping bleeding with bandages

ACE 3 modification allows for a high variety of wounds that can occur in the battlefield. To compensate with a lot of different wounds, there are several different bandages available. Below is a table with the effectiveness of each bandage in relation to the wound.

Wounds	Field Dressing	Packing Bandage	Elastic Bandage	QuikClot
Abrasions	highest	highest	highest	high
Avulsions	low	highest	low	lowest
Contusions	highest	highest	highest	high
Crush wounds	medium	medium	highest	high
Cut wounds	low	lowest	highest	high
Lacerations	high	low	highest	high
Velocity wounds	low	highest	medium	highest
Puncture wounds	medium	low	highest	medium

Every bandage can be used for every kind of wound. However, it's effectivity will vary depending on the wound. Meaning that a less effective bandage can result in the wound reopening or having to be applied multiple times.

Stopping bleeding with tourniquets

Tourniquets can be applied as a quick but temporary way to stop bleeding. They can only be applied to limbs and can only remain there for a short amount of time, before inducing pain.

Tourniquets are one of the few medical procedures that can be done on the go. For example: You're under fire and were hit in the leg, it is then recommend to apply a tourniquet, get to safety and then treat yourself further. Only under life threatening circumstances are you allowed to fully treat yourself while in combat.

Applying bandages and tourniquets works with the self and others interaction menu of ACE, then navigating to "medical". Wounded body parts will show up with a red cross. The self-interaction bandaging is done with the mouse. Treating wounded on the field requires you to physically look at the body part and then treating it.

Dealing with pain

Dealing with pain is translated in the use of morphine. This pain suppressant is not available for the non-medically trained contractor. Only a licenced medic carries morphine, since this is a controlled substance. Morphine instantly reduces pain, but it also slows the heart-rate. If you're in pain, seek treatment with the medic.

Your practical basic medicine skills will be tested in the medical course on Olympus.

Chapter 4: Module 1 requirements

Practical training

The below practical training has to be completed in order to complete the module.

Training	Description	Required
Combat mobility	Movement and positioning.	yes
Basic medical treatment	Basic treatment of yourself and others.	yes
Formations	1km formation running exercise.	yes
Movement techniques	Overwatch and disengaging.	yes