



Theseus Incorporated

Module 2

Contractor Training

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Chapter 1: Contractor Training

Introduction

Module 2 (contractor training) is the follow-up phase of Module 1, made available after the promotion to Junior Contractor. After this training you'll be considered a fully trained contractor.

Theoretically, the full knowledge of the Tactics & Procedures document, is required. Practically, certain courses are required to be completed.

Theoretical Training (from T&P document)

Additional to Module 1, you'll focus more on the higher end skills on the theoretical part. This includes:

- Offensive operations
 - You have knowledge of offensive operation tactics.
- Defensive operations
 - You have knowledge of defensive operation tactics.
- Urban operations
 - You have knowledge of urban operation tactics.
- Combined arms procedures
 - You have knowledge of combined arms procedures.

Chapter 2: Practical Training

Machine Gun course

The practical training with the machine gun (MG) consists of hitting static targets multiple times, using the considerations of basic marksmanship. This course is located at the firing range on Olympus and, after completion, allows for the usage of MG weaponry.

Marksman course

The marksman course is also located at the firing range on Olympus. It consists of long range fire-drills with a marksman rifle and scope. Completion allows the purchase of marksman rifles and scopes.

Grenade course

The grenade course consists of successfully throwing grenades at indicated locations. ACE allows for multiple ways to throw grenades. These can be cycled by pressing "8". Upon completion you'll receive the "Grenade Certificate" and will be allowed to purchase lethal grenades.

Advanced Rifle course

The advanced rifle course mainly consists of a revision of your skills on the firing range but with higher caliber rifles. Completing this course will grant the "Advanced Rifle Certificate" and allows you to purchase higher caliber rifles such as 7.62mm.

Advanced Handgun Course

The advanced handgun course consists of a revision of your pistol skills but also with higher caliber pistols like the .45 cal. Completing this course will grant the "Advanced Handgun Certificate" and allows for higher caliber pistols and according optics to be purchased.

Navigation and map reading

Grid scale

In Arma 3 the map has a grid scale that will scale upon how zoomed in or out you are. The scale shows horizontal and vertical grid coordinates written with three(3) digits respectively. When you are at maximum zoom, the square will represent a 100x100 metre area. Coordinates are read left to right (horizontal) and from bottom to top (vertical).

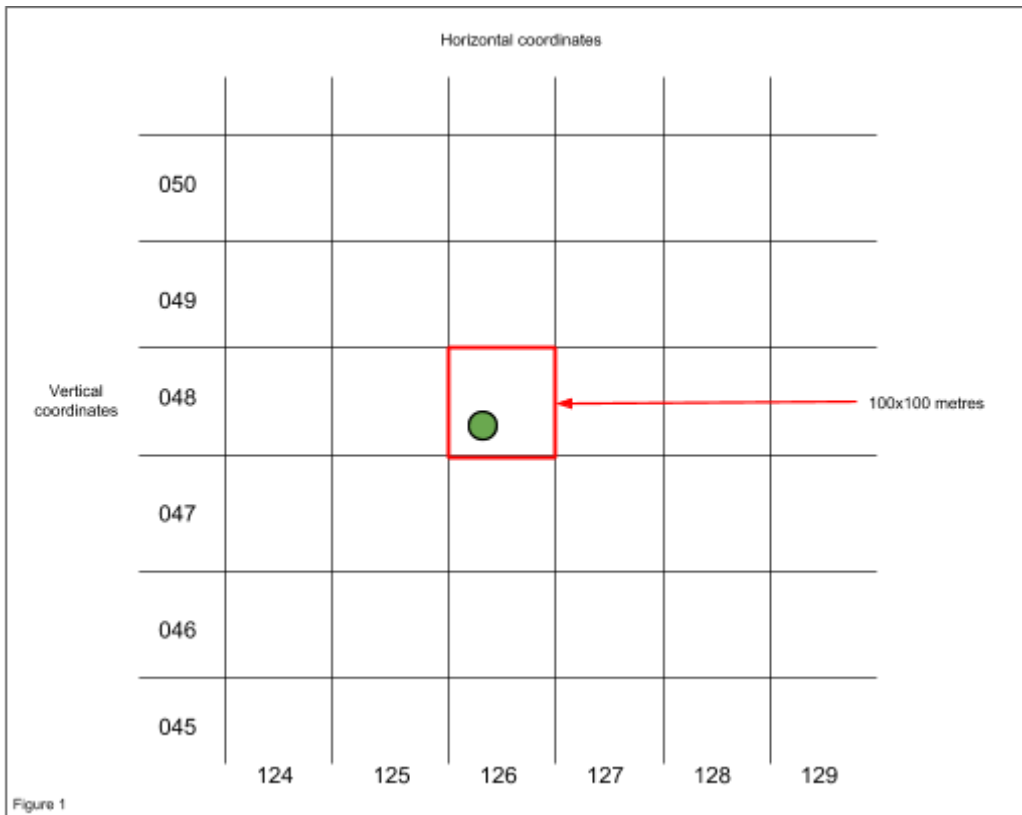
A **six (6) digit grid** plots a position on the map with an accuracy of 100m. These coordinates are used for marking rough locations that don't require the precision of the eight (8) digit coordinates and can be used to mark the following:

- Groups of personnel
- Contacts
- Move commands

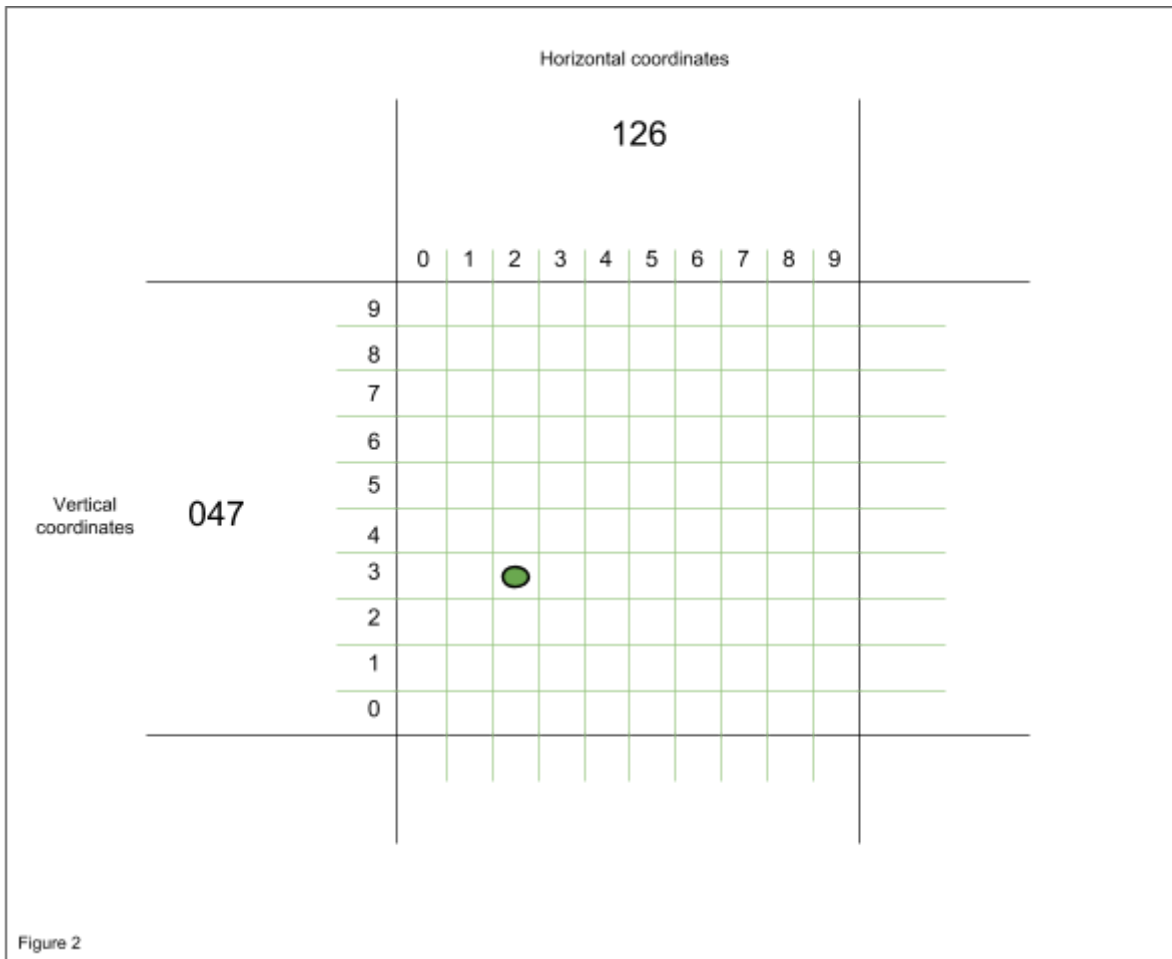
A **eight (8) digit grid** plots a position on the map with an accuracy of 10m. These are used for marking precise locations such as:

- Targets for fire support
- Personnel in buildings
- Pickup locations

In the grid below (figure 1) the player is marked in green and a 100x100 metres square is marked in red. The player is located at grid 126 048. However a 100x100 metre area is not a precise location. Especially not when it comes to marking buildings or specific enemy positions. Therefore we divide the smallest square again in 10x10 squares. This expands the six(6) digit coordinates to eight(8) digit coordinates.



The picture below (figure 2) is the same grid as before (126 048) but zoomed in as much as possible. Since Arma does not support an eight (8) digit coordinate system, you'll have to draw these lines in your mind. The green lines represent the divisions that should be made. The division of the grid now allows you to determine the position precisely to 10 metres. The reading of the coordinates is the same but with an additional number at the end for the horizontal and vertical grid. The player is now to be more precisely at grid 1262 0483.



Contour lines

These are grey, curved lines that represent the difference in metres of vertical climb. They are also dynamically scaled depending on zoom levels. Since the variable of the climb depends on the scale, the rule of thumb is: The closer the lines are to each other the bigger the difference.

To master navigation you are capable of finding your way to a specific location on any terrain with just a map, making use of environmental marks. Here, you are capable of finding your location and are able to proceed to the next intended location.

You will be tested on this subject in a navigational exercise where you will be dropped at an unknown location on a terrain and without any other equipment but a map.

Chapter 3: Module 2 requirements

Practical training

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

| Training | Description | Required |
|------------------------------|--|----------|
| Vehicle Procedures | Entering and Exiting a Vehicle, Convoy Movements. | yes |
| Navigation | Navigation course consisting of locating 3 waypoints chosen at random by instructor. | yes |
| Offence/Defense maneuvers | Executing offensive/defensive tactics in live fire environment. | yes |
| Close Quarter Battles | Room clearing. CQC training course. | yes |
| Advanced Movement techniques | Advanced Procedures | yes |

Certifications

Shown below is a table of all required and optional certificates. The required certificates have to be obtained in order to complete the module.

| Certification | Description | Required |
|-------------------|---------------------------------------|----------|
| Basic Machine-gun | Complete the machine gun course. | no |
| Basic Marksman | Complete the marksman course. | no |
| Grenades | Completing the grenade course. | no |
| Advanced Handgun | Complete the advanced handgun course. | no |
| Advanced Rifle | Complete the advanced rifle course. | no |

Licence(s)

Shown below is a table of all required and optional Licences. The required licences have to be obtained in order to complete the module.

| Training | Description | Required |
|---|---|----------|
| Advanced Driver's licence (transport vehicles) | Licence to purchase and drive vehicles with up to 8 seats. | no |