



Theseus Incorporated

Standard Operating Procedures

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Preface

This document serves as a reference and a guide to dominating the various encounters you may face in everyday life as a rifleman. It will also serve as a learning tool for beginners.

It lists Theseus's standard operating procedures and gives you a basic understanding of military terms and organization. It does so by giving you examples. It does not cover every eventuality but rather aims to help you understand basic principles to overcome common problems and misconceptions.

So, the main aim is to build up and improve your rifleman skills. Every Theseus member is first trained as a rifleman. No matter if they become a subject matter expert, group leader or a staff member. They first start out as a rifleman and will need the skill set in every combat scenario.

Try to utilize what you read and learn here in every mission.

If you, as a regular attending member, encounter something you do not understand or have other points of improvement, feel free to message [me](#).

Arma 3, a video game

I – Introduction

The following chapters will deal with mostly technical stuff needed in a “military” environment and will talk a lot about things you “need to do” or “need to learn” etc. And they purposefully do so in a very direct manner.

This chapter will be somewhat different in that it will address the fact that any Arma 3 unit is not the military. This seemingly obvious fact is often ignored or not contemplated upon. That in turn can lead to conflicts and/or serious issues in the social environment that is an Arma unit. So, the considerations in this chapter are equally important to know, as they are often overlooked yet often give cause for major disruption.

To illustrate this further:

Many, if not all, “milsim” units will focus heavily on the military aspect of things, having rank structure, tactical procedure, standing operation procedures and what not.

Most of the time these groups will have some or even outstanding military knowledge.

That in itself can be extremely helpful. However, members, particularly these knowledgeable members, sometimes make the mistake of misjudging the social differences.

Example: One group I played with had the truly outstanding combined military knowledge of a former army SF guy, a former senior infantry NCOs, an active duty airborne officer and a whole lot of other outstanding personal with first hand military and combat experience. That unit did great on the technical part but in the end dismantled over not adapting to the realities of the gaming social environment. It would be a massive failure not to recognize this fact, and the attached lessons, to learn from this.

II – Failure to Recognize a Hobby

Arma 3 is a video game and a hobby. Some take it more “serious” than others and that is fine.

Do as much or as little as you want. Nobody will, can or should force you to do anything.

In fact, forcing someone to do something will generally result in them shutting down or in acts of defiance.

Playing in an Arma unit is, to me at least, is a mixture between the short-term fun of playing a direct-action video game and some aspects I know from playing American Football.

In essence these two things are quite far away from each other. So, one of our goals as Theseus is, from my understanding, bringing these two together. A video game you can turn on whenever you want and do whatever you want at any given moment. A team sport requires you to train both individually and as a team plus learning a playbook. This per definition takes away some of the freedom and it is meant to. It will ideally push you out of your mental comfort zone at times and some people might not like that. That is however part of the nature of almost all Arma units: giving up parts of one's gaming freedom by placing one's self under the “command” of someone else.

And it is something you will have to grow comfortable with as Theseus defines itself as a unit that is: *“Established on a solid ground of legal, moral, and ethical values, Theseus Inc is dedicated to the highest standards of accountability, compliance, and quality.”* - Front Page introduction.

This means not shooting at the first civilian you see, looting equipment mid-mission and ignoring everything that your “superior” tells you.

This also means not ditching every training in 12 months, only doing the minimum required.

But at the end of the day no one will force you not to loot, to participate in a training session or into a role you do not want to play. We can only encourage you to want it yourself and offer you an ever-improving catalog of certifications, licenses, training and scenarios. That being said, serious offenses will be met with consequences and possibly exclusion from the community.

III – Realism, Milsim, Casual Milsim

You can go around and ask 50 different Arma groups for a definition of the term “milsim” etc. and you will get 50 different answers. This is a problem. Some will say it is a “simulation” of a military environment on the battlefield, some will say on and off the battlefield, some will apply the term “serious-fun”, the list goes on indefinitely. Some units do not want to address officer’s “sir”, some will want that, some will want you to address officer’s “sir” while addressing NCO’s as “sergeant” And to all these units, this is part of the definition of “milsim”.

You can go even further and ask individuals and you will again get a different answer every time. It is important to keep in mind that people will have a very different perception of a term very frequently used in our hobby. Theseus itself would probably fit in somewhere within the “serious-fun”. We do utilize military tactics and doctrine while not posing as a specific military unit.

Here are some takes on the matter by our current and former BOD.

“The conducting of military/contractor themed operations in a semi-serious social environment but realistically in terms of procedures and protocols.”

- Rory Guldentops (BOD; founder).

“Theseus is a PMC focusing on realistic scenarios, pricing, rules of engagement, international law and contracts focused not only on infantry combat, but logistics, close protection, intelligence gathering; paralleling a reasonable facsimile to our real-world counterparts.”

- Kelly Gingras (BOD).

“Playing the game in a realistic manner with non-realistic elements where it makes more sense for better gameplay, meaning performing actions as close to real life as possible until the point of it backfiring on fun, where alternatives are used.”

- John James (BOD; founder).

“I see Theseus as milsim in the sense that we try and take a realistic approach to various of things, such as formations, radio usage, specialized roles etc., however we also try and strike a balance and adapt things due to Arma being a game and not real life. We're also not out to recreate the real military life by referring to others as "Sir" or by rank as an example. Of course, rank hierarchy is to be respected to a certain degree, especially on the field, but by using our own simplified rank system it also helps make everyone feel more equal.

All in all, we take a serious approach to the game in many areas, but we don't quite go all the way of a real military experience since Arma is after all just a game, and we're all here to have fun equally.”

- Krestoffer Kresky (BOD).

“Milsim is the portrayal (to the best of our abilities) of the strategies, tactics and mindset of being immersed in a military environment. For our intents and purposes, while we don't really adhere to a singular military doctrine or training, we try to be realistic in our approach in the world of private contractors working alongside a military force”

- Cory LaRose (former BOD; founder).

IV – Giving it time

At least 3 out of 5 people do not stay longer than about two to three weeks. This is a fact for most units I meet or have played with. A lot of new guys feel overwhelmed or do not feel as involved as they would like to be in that early period. My best advice to you is, hang in there and really get to know the guys and then make an informed decision to leave or stay. If it turns out that Arma or Theseus isn't for you, so be it, but give it a real chance.

Arma and Theseus can be an unmatched source of fun. All the staff members make great effort in time and energy to involve, inform and train you as well as give you enjoyable campaigns, scenarios and online experiences. It would be great if you would take the time to really test it out before deciding.

V – Burnout

There are two major reasons I have seen for this small scale “burnout” happening to Arma 3 players.

And I can assure you that these examples are based on things that I have seen while playing Arma/ being with Arma units.

1. Individual training “duties”. There are “milsim” units that will ask you to first attend the virtual equivalent of BCT, then airborne school, then depending on your pipeline PLDC/WLC, then sometimes ranger school, then SFQC/RASP including MOS training, then SFSC, than ALC and what not. To some people, and I include myself, this has a certain appeal. As the training is very in-depth and you learn a lot. It is however a lot of time given that, depending on your pipeline, you can spend week upon weeks training 2-3 days a week, ~3 hours a session for a couple of months. And in the end, after all that training the real challenge begins and you must maintain your skills individually and in a team.

This can be very taxing, not just for the trainee, but also for staff. No one can be expected to do and enjoy this for more than a set period depending on the time frame and workload of the individual staff member. At some point in time the enthusiasm may wear off or a lack of time will kick in or a number of different reasons may stop you from training or fulfilling your staff “duties”.

Remember this when applying for advanced training or when signing up as staff. Keep your workload and the related “stress” to a manageable package. Of course, the example given is not Theseus pipeline, but it does illustrate the point as it is equally true for people who design campaigns, create missions every 2-3 week etc.

2. Unit maintenance “duties”. Keeping an Arma 3 unit up and running takes more time than one would think at first. Mission and campaign making, website organization, modpack organization, recruiting, for Theseus also certification training, document writing, training organization, doctrine, keeping Chronos up and running and updated, the list goes on and on. There is a certain percentage of you, even if you cannot relate, that is very enthusiastic about these things and that is great.

There is however also the real danger, I have seen this more than once, that people take more than they can carry, get frustrated over things like too little progress in a set amount of time or negative feedback and in the end, stop playing altogether. This again can be avoided by keeping your workload and the related “stress” to a manageable package. Keep this in mind when you want to get into these things.

Usually you will see a combination of the two and other factors not listed here. And again, this is a real issue within many arma units. I have seen some great guys just disappear because they took more than they could chew, or a lot of seemingly easy tasks piled up.

If you feel that you are getting to a point where you, for whatever reason, cannot do something because of any of these or other factors speak with your Theseus psychiatrist Rory Guldentops Ph.D. and cut down the work. We want you to be happy and stay.

Basics

I – General Principles

a. Mindset

There are three fundamental things that you need to possess before continuing. Persistence, willingness to learn and willingness to work in a team. If either of these are missing a. start working on it or b. Theseus Inc. might not be the unit for you. There is no need to learn everything at once, but there must be a level of interest in improving the skills we utilize within, and for, the unit.

As for the willingness to play in a team: Unit cohesion is everything.

Technically everyone can be taught how to run MOUT drills but if they are not willing to take the time and energy to actively learn it or if their ego doesn't allow them to function in a team, they have no use. No matter how fast they can reflex shoot a target at 25 meters.

b. Principal Understanding vs Textbook Usage

This document will not provide you with step by step instructions for every given situation.

Instead it will give you an understanding of the basic principles you need to apply in certain situations. Fixed procedures or rules will help you in 9 out of 10 situations. However, do not stick to a rule just because it is written down somewhere. Use your head and apply common sense to every problem. Now that does not mean that you can go around and do whatever the fuck you want. If you break fixed procedure, you have to be able to justify that it was a better approach for that given scenario, not just for you, but for your team. If there is a chance of putting your team members or yourself in unnecessary danger, then stick to what you and they know. So, if you only have limited experience or do not know your team members very well it is most likely better to stick to the fixed procedure.

c. Training and Special Subject Training Sessions

“Everything that we have done in the embassy itself, on the assault. Every aspect of it has been covered and covered and covered over and over again through training. Whether it was going through a window or going through a door, guys coming down ropes, down to room combat. We have all done it hundreds and hundreds of times before. So, it was just a continuation of the training phase. Except it was for real” - John McAleese former SAS member about his part in Iranian Embassy siege 1980.

Nobody can and will expect you to know skills that you have not been taught. All the subjects in this document will be covered in regular training sessions. These sessions are routinely scheduled to maintain an expected level of proficiency as well as to provide specific skills that may be needed in an upcoming campaign. The content of this document, as well as the training sessions, are just the beginning of a learning process.

Do not just read the training section pertaining to MOUT, go to a single training session, and then consider yourself an expert on MOUT.

Having completed reading the training section and then participating in the training session will give you an introductory understanding of what is supposed to happen. It takes tons of practice and experience to master every individual topic.

It will remain a constant learning process each time you perform a skill covered in your training. Especially since most of the skills needed are team based and require you to work as a unit, not just as four individuals.

Another thing you should be aware of is that training will only cover one key component at a time and none of it will be 100% like what you will find in a “real” mission.

With the rifle certificate you can practice engaging targets at certain ranges in a set amount of time. In MOUT training you will learn how to move in urban terrain. That is going to happen in a safe environment. You will be able to ask questions, practice, and in the end understand what your positioning etc. should be like. Same goes for each topic.

In a “real” mission, however, you need to combine all of these singular skills into one flowing move.

You might be required to drive a unit vehicle to a distant village, dismount and clear the village using MOUT and CQB and then return to base in the vehicle and come into an ambush.

All this while engaging the enemy using your individual skills and SUT. You will need to act quickly and correctly. There will be little time to try and remember how to do what or to ask a whole lot of basic questions.

II – Structure, Ranks and Roles

a. The Squad

In Theseus the Squad is organized into up to three usually four-man (I.) teams lead by one (II.) lead element.

I. Ares teams will consist out of one team leader, ideally a senior contractor and three contractors, usually recruit to contractor ranks. Ideally some of these contractors are specialists i.e. automatic rifleman, designated marksman etc.

II. Ares Actual will consist out of squad lead, a medic, sometimes they require a driver and gunner, or other specialists like RTO/FAC type personal etc.

b. Roles

The role this document will focus on the most is that of the “standard” contractor (like an infantryman (11B) in US military terms). Other roles you will encounter are medics, automatic riflemen, designated marksman, team- and squad leaders.

The medics will usually be assigned to the squad leaders’ element. He carries medical supplies and may provide advanced treatment. He is not bandage dispenser. Every individual contractor **must** be capable to perform self and buddy aid. Medics will never be planned in to drive or man the mounted weapons in vehicles.

The automatic riflemen will be assigned to the fire team, usually one per team. He provides half of the team’s firepower when suppressing the enemy. He usually carries a M249 SAW or something similar. That means he will most likely be heavier than you.

You may be called upon to carry some additional boxes for him. He is likely to be assigned a vehicle position from which he can use his weapon.

The designated marksman will also be assigned to the fire team, again usually one per team.

His job is to help the team with engaging longer distance targets, sometimes spot targets, help navigate and is likely to be the assigned driver. He is not a sniper. He is still a part of the fireteam.

There are other roles you might run into: transport or CAS pilots, engineers, recon etc.

But usually they will not be part of your team directly and the interaction will be somewhat limited. So, you don’t have to worry about them to much.

d. Leading Personnel: “Rule of Three”

The Rule of Three is a method of organizing command structure. The idea is that each person is only in charge of three other people or elements. The fire team leader is in charge of three rifleman. The squad leader is in charge of three teams and so on.

Now why do we want to use this to organize tactical leadership? The squad leader simply does not have the time to organize every individual rifleman. So what we do is we split the workload into controllable packages. This gives us the advantage that every individual leader can change his scope. With the fire-team leader worrying about stuff like positioning of rifleman or direct threat management. We give the squad and platoon leaders enough time to worry about things like larger mission objectives or larger maneuvers etc.

This can hardly be overstated. It takes time to become a good team or squad leader.

A fresh team leader can very easily be overwhelmed by a workload that is too big to handle. Having to watch out for 4-8 guys as a single individual on your 1st or 2nd go may seem okay at first but can very easily become overwhelming in a stressful situation e.g. when being ambushed or in CQB.

Even before actually heading out workload spread is important. One platoon leader who has the taxing duty of planning cannot answer up to 30 questions while doing so. Your first point of contact on and off the battlefield should be your direct superior.

e. Comment

I want you to know that the squad as well as the “rule of three” described here is not the only way to organize elements. There are in fact many ways i.e. 12 man teams with only one SQL and one TL like the British, German etc. military does.

In my opinion these systems require more skill from the individual rifleman, as you would not have some TL babysitting every rifleman 24/7. It requires more trust etc. Additionally, it allows newer people to pick up team lead if the regular team leads do not have time to attend without putting too much stress on the inexperienced person.

That is why we, with the current level of training in mind, have chosen to use this system. This does not mean that it will never change.

III – Communication and Equipment

a. Communication

Communication is key within and between every element. Be very vocal about almost all-important actions you perform. To give you an example: Whenever one individual rifleman reloads during a firefight your fire-team loses ¼ of its firepower. This can very easily mean the loss of fire superiority. Call-out to the fire-team that you are reloading. It continues with warnings before throwing grenades, verbally making sure your AT/AA weapon back-blast area is clear, announcing that you are about to cross someone's field of fire and so on.

As for the squad intern radio: Only use your team intern radio when you have something to say that concerns your team members or your team lead: contact reports, sightings, immediate danger, that kind of stuff. When you use it do not lose yourself in detail. Think about the information you are going to give before hitting that button.

1. Contact Report

When you give a contact report know where it is, how far it is away and what it is. At least approximately, again, do not lose yourself in detail. It is great if you know that it is a BMP-2D or BMP-2M, but that level of detail does not really change how we react to the threat right off the bat most of the time. So, keep it simple. That all being said, do not be afraid to use it either. Better accidentally double report a threat than to miss it completely.

2. A.C.E. Report

Apart from the contact report the 2nd report you want to know is A.C.E.

Ammunition: Give the number of rounds.

Casualties: Green, Yellow, Red

Equipment: Do you still have your AT weapon; did you manage to lose your radio?

As for the radio setup: Every fireteam will have its own channel on the PRC-152. Usually Ares 1 will have channel one and so on. Ares Actual will likely have the highest number.

Additionally, team- and squad leads will have long range radios to communicate with each other, Air etc. But there is no need to get into details, just know that if your TL is incapacitated you might have to pick up his radio to reestablish communications. Remember that A, B etc. turn into Alpha, Bravo etc. not just on the radio.

b. Operation Stages

Pre-mission: Listen to the operation briefing and select your gear accordingly, your team leader will check if you have everything you need. If you need to clarify something, check in with your team leader. Set up your radio channel, volume and ear side, your team leader will check you individually. If numbering off is required make sure to remember your number. If your element is assigned a vehicle, make sure to load the vehicle according to operation requirements. Make sure you understand your role and tasks during the mission as well as the overarching objective of the operation.

Operation: Listen to what your team leader/squad leader/platoon leader tells you to do. Utilize your training and experience in accordance with the SOP. Always be aware and ready for action as long as you are outside your FOB, PB etc. Remember that the operation is not over when you are on your way home.

Post-Operation: After returning to, or after establishing a new “safe zone”, there will be a debrief or after-action report (AAR). AAR’s are conducted after every operation. AARs are meant to begin as a leader-initiated, open discussion, briefly covering the timeline and goals for each specific element. AARs are not debates, they are not to be used as a “what-if” unless the leader opens it up to that at the conclusion of the structured AAR.

The leader heading the AAR may, and should, choose to open the discussion and brief to all operation participants, asking leaders and sometimes others from each element what their mission was, what they saw, and was it a success.

At the conclusion of the AAR, the leader typically will ask the group for what procedures should be sustained, and what should be improved upon.

Every AAR will cover five points:

1. What happened?
2. What went right?
3. What went wrong?
4. Why?
5. Lessons learned?

c. Protective Gear

It is strongly advised that you wear a helmet, a plate carrier as well as hearing and eye protection at all times.

d. What Gear to bring

Play it simple. Pack more than enough ammunition to get the job done. This includes frag as well as smoke grenades etc.

Your second priority should be having enough medical supplies to perform self and buddy aid. Third, you need to consider special equipment such as night fighting equipment or additional optics, i.e. binoculars. It really comes down to what your job is and what gear you need to perform it. Does every fire-team member need a MicroDAGR, an IR strobe, a bolt cutter, a 117 radio? Hell no. Pick equipment that matches your mission and role. Why carry stuff you do not need when you can carry extra ammunition, extra meds or your teammate's M249 ammo box.

Additionally, talk to your team/team leader about set weights. Sometimes weight distribution is required to enable the element to move at the same speed as the heavily encumbered medics and LMG gunner. Aim for a personal weight that allows all team members to keep up without sacrificing capability.

Here is a little example how you can set up you gear. This is not the Holy Grail of organization. Use what works for you. But this is the bare minimum of what you should bring to every mission.

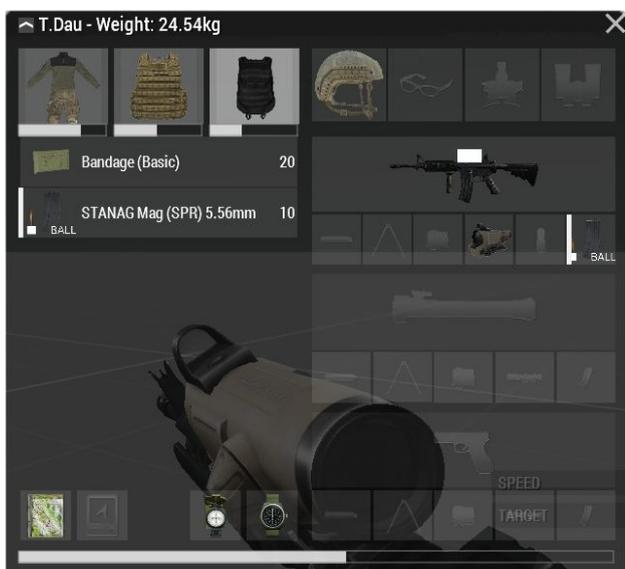


Figure 2-1: One way to do this is to keep your basic equipment in your uniform. That includes your IFAK (Individual First Aid Kit), earplugs, map tools, your team radio and some cable ties.

Figure 2-2: The plate carrier is a great spot for your primary ammunition and grenades.



Figure 2-3: The backpack may be accessed by your team members. This gives you the opportunity to store medical stuff for buddy aid and extra ammunition for you and/or your team. Try not to keep anything survival critical in here as there may be a need to drop it.



e. Night Fighting Equipment

Night fighting equipment includes night vision devices, infrared laser and flashlight weapon attachments, as well as infrared strobes.

The IR laser may be used as a device to mark your own position, signal friendly forces, for near/far recognition, to indicate targets, and as an aim assist.

The changing light conditions in CQB etc. might call for the use of a flashlight.

Only use them AFTER the team leader gives the OK!

“Accidentally” turning on your flashlight or IR laser is on the same level as “accidentally” discharging your weapon. Both the IR laser and the flashlight should by default be turned off and only be used in specific situations as they give away your own position.

To further illustrate this let's say Ares 1, 2 and 3 are on a mountainside. Ares 3 spots two enemy vehicles and tries to relay this information to 1,2 and actual. He tries to indicate the enemy position by laser so that all teams are aware of the danger. Unfortunately, every single individual from Ares 1-3 has their laser on and is wiggling them around. Making it harder to actually find and fight the enemy. Or to give you another example sometimes air may be signaled using IR lasers again making it harder for the pilot if there are 100 lasers on. So, lets avoided confusion and only use them when necessary!

Remember the IR laser and flashlight are specific tools for specific jobs. Don't just leave them on all the time. But don't be afraid to use them for their designed job either.

f. Weapons: Muzzle Discipline

At any given point in time you need to know where your weapon is pointing, this cannot be overstated. Do not accidentally discharge your weapon. Do not negligible discharge your weapon. We do not want to see or hear any unintentional discharges ever.

Secondly you should not walk in front of anyone's muzzle. If someone is covering an area do not walk in front of him just because you are lazy, take the extra 2 meters to pass around his back.

g. Weapons: What Weapon to Bring

Every 2-3 week you will hear an argument about why a larger caliber is better or why 6.5mm Grendel or 5.7×28mm will take over the world next year, why a high rate of fire is the best thing ever and so on.

Most of these arguments are not that great. If 5.7 is that great than why doesn't everyone use it all the time? It has a very limited engagement range.

If a high rate of fire is that great, why don't you bring a minigun or an MG3 every mission? Weight.

Every weapon system is a compromise.

With a 5.56, 9mm etc. you are going to get more hits on target. With a 7.62, .45 ACP etc. you will create bigger holes. It comes down to what weapon system you can utilize and what the mission requires. The caliber itself does not really matter as long as you can play out the advantages of your weapon system in that given scenario. Also speak to your team about what system they are carrying so that you can interchange ammo.

h. Weapons: Optics and Ammunition

If able, mount an optic that has changeable magnification 1x and 3x/4x/6x etc. This allows you to clear that building while still having the ability to engage targets that are 100, 200, 300, 500 meters away. Key thing with optics is that you are familiar with your optic and know what the reticle markings mean. Also remember that different calibers and in-game zeroing will offset certain optics.

Another thing to be aware of is that different ammunition will have different characteristics.

Mk 262 Mod 1/SPR and M855A1/EPR are both 5.56 but will perform different.

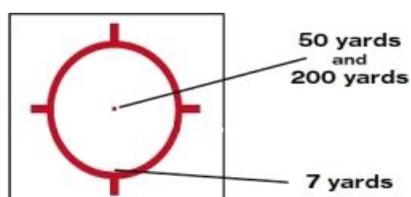


Figure 2-4: EOTech Ring with 1-Dot BDC & RC.

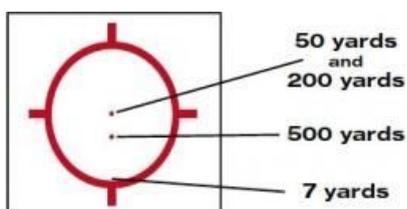


Figure 2-5: EOTech Ring with 2-Dot BDC & RC.

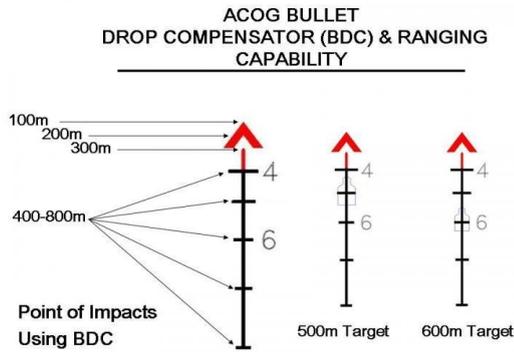


Figure 2-6: ACOG BDC & RC.

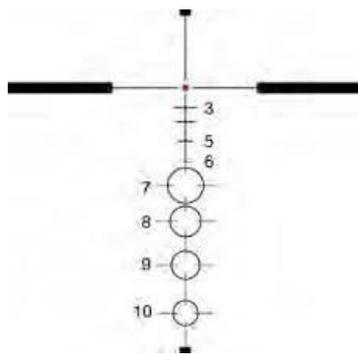


Figure 2-7: Elcan Specter DR 1x/4x RC.

i. Weapons: Engaging the Enemy

CRITICAL! Positively identify (PID) your target BEFORE opening up!

Maybe you read somewhere on the internet that some tier 1 operators only use fancy techniques like the Mozambique Drill or only go for the fatal T at any given time.

That is nonsense. The general rule of thumb is go for a lot of hits to the everywhere. At the end of the day every round on target will make it easier for you and harder for your opponent. If you can get rounds into the fatal T and destroy the nervous system that's great but do not get to obsessed with some alleged tier 1 type stuff. If your opponent wears body armor or you have no clear shot on his vital organs try to disable his body's mechanical functions.

No one is physically capable to pull a trigger if his muscles or ligaments in their weapon hand are dysfunctional. The game represents this by pain, shakiness, unconsciousness and ultimately death meaning that the threat is incapacitated, and you can deal with other threats or go into follow-up procedures.

j. Weapons: Engaging the Enemy as a Team

There will be few situations where you must engage the enemy by yourself. The fire superiority and resulting suppression of the enemy movement and ability to fight back we seek to achieve in every fire fight, is achieved by your whole team engaging.

If one member in the fire-team fires one round every three seconds you have 20 rounds a minute. Cumulatively, the whole fire-team will be sending 80 rounds per minute downrange. Usually you will have an automatic rifleman with you who will fire ~4 rounds every 3 seconds. The team is now sending 140 outgoing rounds per minute. Think about it this way, how scared would you be if someone shot 20 rounds at you and how scared would you be if it was 140 instead. Could you still maneuver or pay attention to your flanks?

Also remember that your team is not alone on the battlefield. While you provide suppressive fire, another team can maneuver around the enemy and engage their flank.

k. Weapons: Squad Weapons

Not every weapon or piece of equipment you carry is going to be yours. The mission parameters might force you to carry and use an AT4. Do not just fire at the first target that appears because you are scared. Communicate the threat over the radio. If the situation allows, wait for confirmation from command to fire upon the threat. Usually there are better equipped elements on the battlefield to deal with armored vehicles i.e. CAS or there may be other elements in better positions to engage the threat. It really comes down to communication and how close/immediately dangerous the threat is in this case.

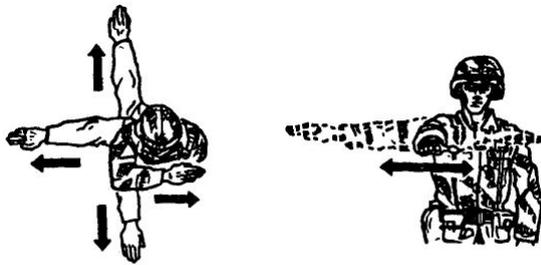
IV – Hand Signals

Why do we want to use hand signals? Simple answer: The enemy can hear you and will react to your voice. Another reason could be that when we are moving with multiple elements behind each other. Let's say a staggered column consisting out of three squads with their own radio channel set ups. Hand signals are used to give and pass on commands. You want to set up your hand signal order in a fashion that is most likely to be used. Once you see a hand signal you should pass it on so that every individual member of your fire-team, squad or platoon is aware if the command.

Raise the fist to head level.



Figure 2-8: The first command you are likely to see is the freeze command. It orders you to halt and prepare for additional orders.



Extend either arm vertically overhead; wave the arm and hand to the front, left, right, and rear, with the palm toward the direction of each movement.

Figure 2-29. DISPERSE.

Figure 2-9: Next up is disperse. When seen you should start getting into cover or concealment.



Raise the arm vertically overhead, palm to the front, and wave in large, horizontal circles.

NOTE: Signal is normally followed by the signaler pointing to the assembly or rally site.

Figure 2-30. ASSEMBLE or RALLY.

Figure 2-10: This is rally or assemble. It does not necessarily have to be passed on. Depending on the situation it might cause confusion. It may also be used as a signal to mount up/start the engine.

So, one example to set your hand signal key binds is: Freeze using numpad key 1, then Disperse using numpad key 2 and so on. Because you will likely give/pass them in a certain order its easier and quicker to have them set up in order.

Additionally, you want to set up accessible keys for the point command as well as the shoulder tap and the climb function.

V – Medical

a. Understanding Stopping Power

To fully understand what is happening when an injury occurs we first need to understand the effects it will have on the patient (PT).

Whenever you or someone else is shot it will have effects that can be put into two categories:

A. Physiological and B. Psychological.

A: We will limit the Physiological to three sub categories: I. Nervous system, II. Hydraulic and III. Mechanical.

I. Damage to the nervous system will most likely result in combat ineffectiveness and death.

This, however, does not mean that all patients or hostiles die outright when hit, but most likely will shortly after.

A hit to the central nervous system will disable the most basic body functions: breathing, running, etc. and the PT will likely die after a short period of time. As far as I am aware the only thing Arma recognizes as part of the central nervous system is the brain.

II. Hydraulic failure will result in a lack of oxygen to the brain. This can happen in a couple of ways.

Most common will be blood loss. The human body can stand ~40% blood loss before passing out and ultimately dying. Usually the PT will experience symptoms; they will want to lay down, won't be able to do a lot of movement, signs of hypovolemic shock etc.

Other reasons for this lack of oxygen could be punctured lungs, severed throat, etc.

III. A mechanical stoppage occurs when the PT was for example shot in the leg and is no longer capable of walking or running due to torn muscles etc.

B: The Psychological effects will also be limited to three subcategories: I. Pain, II. Psychological Shock and III. Fear

I. Whenever someone is shot, stabbed etc. pain will occur for most people. This will be a signal to stop what they are doing. Pain alone, however, is not the only thing that matters and may not be enough to disable someone fully. It should not disable you as a combatant in the context of Arma.

II. A psychological shock is the immediate response to a traumatic event. Do not underestimate this in the context of Arma. imagine you drive in a convoy, first vehicle is hit by an IED, last vehicle gets hit with an RPG, you are the gunner of the second vehicle and get shot in the arm, how do you respond?

This all happens within seconds and you will most likely be slower to respond even if you theoretically know how to react appropriately – meaning that you are in some level of shock.

III. Shock and fear are somewhat linked as the later will kick in with or slightly after the other.

The thought of being shot is scary, being very wounded or dying has a huge effect on people.

Resulting in less aggressive actions and possible wrong decisions.

As you probably noticed, at least section A above is more abstract within Arma right now.

However, with the changing Ace Medical System I feel that this is a more suited way to address the medical conditions presented by the currently implemented ACE3 medical features as well as the ones that are possibly planned.

So, what we want to take away from this: whenever someone, be it yourself, your buddy or a hostile, is injured, the physiological and psychological effects will affect further actions taken. Do not underestimate the psychological as it will impact you and others in ways that are not as easy to measure like the physical ones.

b. Example: Physiological

<https://youtu.be/qFzCYLqJtq8?t=55>

Explanation: The pertinent part begins at 0:55. The guy on the camera side of the fence pulls out a pistol, presumably a 9mm, and fires rounds into the untrained 59-year-old lawn mower driver. He hits four times in the chest including one round in the lung causing a sucking chest-wound. Around 30 seconds later adrenaline kicked fully in and the lawn mower driver just gets up and walks away.

This means that the shooter did not damage the target's nervous system, he did not manage to create a hydraulic or mechanical failure right away.

The shooter however did prevent the threat from engaging him even though he did not kill him outright.

That is why in chapter 1-i (Weapons: Engaging the Enemy) we established "The general rule of thumb" to "go for a lot of hits to the everywhere."

c. Aid Steps

- 1.** In the event that you or one of your buddies is shot the initial response is to return effective fire toward the threat with the intent of neutralizing or otherwise preventing hostiles from continuing to place effective fire on you/your buddy. This could also mean using smoke. Not being shot again is the best medicine you can provide to start with. Use your tourniquet(s) at the earliest convenience.
- 2.** Radio in that you or your buddy have been wounded to ensure that TL's and other leaders can change their game plan in accordance to the new situation and see to your/your buddy's needs. If you can already see that the PT will require a medic, i.e. he was close to an IED explosion, let the TL know.
- 3.** Once you are no longer under effective enemy fire attempt self-aid. If you are unable to fix the issue with your IFAK ask your buddy for assistance (buddy aid). If Self and Buddy Aid have been sufficient to deal with immediate injuries continue with the engagement, movement, etc. Once your team has time, i.e. a short hold, replace your remaining tourniquet(s) with bandages/ ask for full medical assistance.
- 4.** If both you and your buddy are unable to deal with your immediate injury and/or the injuries are life threatening, contact the team medic via your short-range radio. Sometimes it may be necessary to mark the PT with colored smoke to ensure fast treatment. Once the medic takes over the PT any personal that was lending assistance is to return to their normal duties, i.e. a rifleman should cover his sector. Only the medic needs to treat a patient unless specifically requested otherwise. It's no good if four guys are looking at one PT while the enemy just closes in with them and potentially kills all four instead of just the initial one. Remember that not being shot again is one of the best medicines you can provide.

When handing over the PT to the medic giving MIST can help up the medic treating the PT and speed up the process.

- M:** Mechanism of injury (MOI) (gunshot, IED etc.)
- I:** Type of injury (found and suspected)
- S:** Signs: pulse, blood pressure, responsiveness
- T:** Treatment given (morphine, CPR, tourniquet etc.)

d. Setting up your IFAK

When setting up your individual first aid kit (IFAK) there can be no compromises. You need **at least four (4) tourniquets** and **at least twenty-five (25) basic bandages!** There are other bandage types available. Basic bandages will however give you the best around coverage. Everything else like fluids, shots or specialized equipment kits is limited to medics.

e. Using your IFAK

Both items you will carry are able to stop blood loss and will therefore help prevent hydraulic failure of your or your PT's body.

1. Tourniquets are compression devices that limit or stop arterial and venous blood flow into an extremity. As we have already learned in section a. it should only be applied on heavy wounds to extremities as the goal is to have over 60% of your blood remaining in the body, transporting oxygen into your brain. A tourniquet should not remain on for over three (3) hours or the body part will “die off”. The game represents this by pain kicking in after a set amount of time. Tourniquets are the first response to blood loss in an extremity, it can be fast applied and will prevent all blood loss. It is however not a permanent solution.



Figure 2-11: Applied tourniquet.



Figure 2-12: Bandage

2. Bandages are used to stop blood loss for a greater amount of time. Depending on the injury, applying bandages can be a time and material consuming task. That is why you are to bring enough to deal with most situations i.e. avulsions.

f. Comment

We currently use the ACE3 advanced medical system. There may be changes that affect what the “best” bandage to use is or to the mechanics itself. If you ever notice that there was an ACE3 medical update just ask one of the medics if there have been significant changes.

Small Unit Tactics

I – General Principles

This chapter will focus on basic skills you will universally need whenever you are inside a small unit. Knowledge you will need regardless of the specific overall objective i.e. raid, ambush or whatever you try to achieve.

Realistically, all of what you find in this document is related to SUT. If you take MOUT for example you will see that the section only covers fire-team and squad sized elements and that pretty much gives us an explanation of what “small units” are in our context: everything squad and below. It really is all we need to worry about.

II – Formations

a. Basics

This will only cover fire team formation. The formations covered are column, staggered column, line and wedge. Regardless of the formation, every rifleman needs to know what each looks like and what position(s) to take. Every rifleman covers a sector of responsibility for observation and direct fire as the team is moving.

So, when you are in column do not just look at the back of the guy in front of you. Scan your sector of observation. As for distances, try to stay around 10 meter off the next guy by default.

This might change depending on the mission, the nature of the threat, the closeness of the terrain, and by the visibility. It does not have to be “perfect” either. Nothing in nature grows at an exact 10-meter interval. Remember that one of your goals is not to be spotted first. So, do not skyline and generally just avoid things that give away your position while maintaining the formation. Remember that you will have to be able to switch fast from one formation to another i.e. from column to line if you are in contact. When switching formations, the order of march essentially stays the same i.e. the pointman and last man in a column will be the 2 outermost guys in a line. So, the guys that are in front and behind you in a Column will be to your left and right respectively.

In the following you will find some images showing you what the formations should look like. Even though you will have a fixed area of responsibility, consider that the reality never looks like these images. There may be a unit to your direct left so the left side will need less attention from your element etc.

b. Column

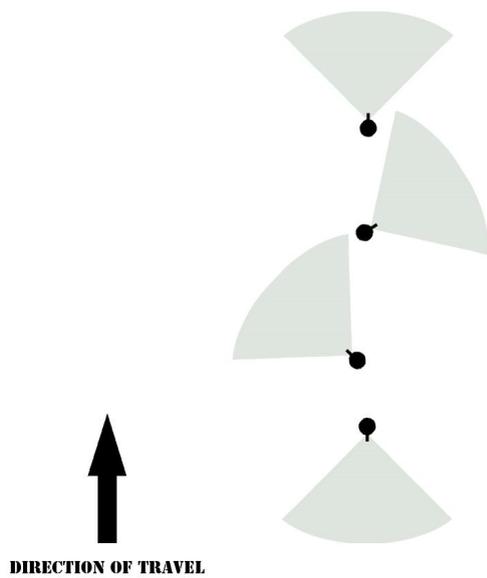


Figure 3-1: The Column. Advantage: lets you easily engage targets to your sides. Disadvantage: limited ability to engage targets to your front.

c. Staggered Column

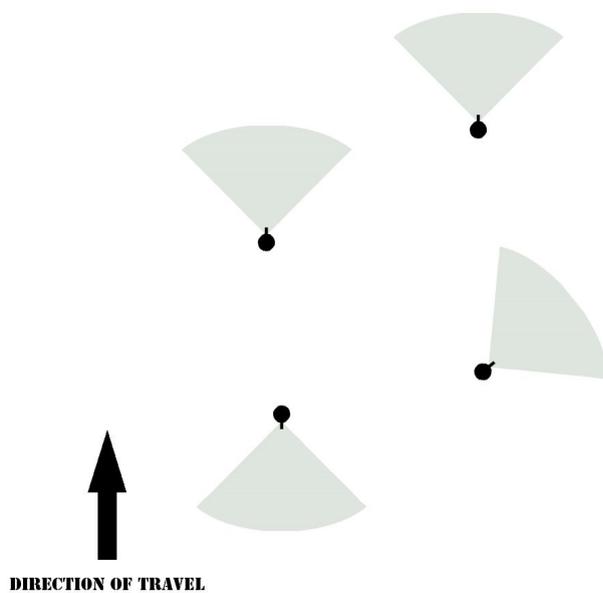


Figure 3-2: The Staggered Column. Similar to the column but not a straight "line".

d. Line

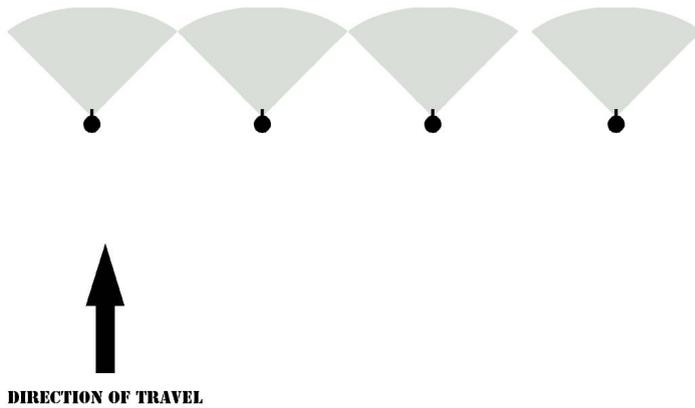


Figure 3-3: The Line. Good ability to engage targets to your front. Weak on the sides.

e. Wedge

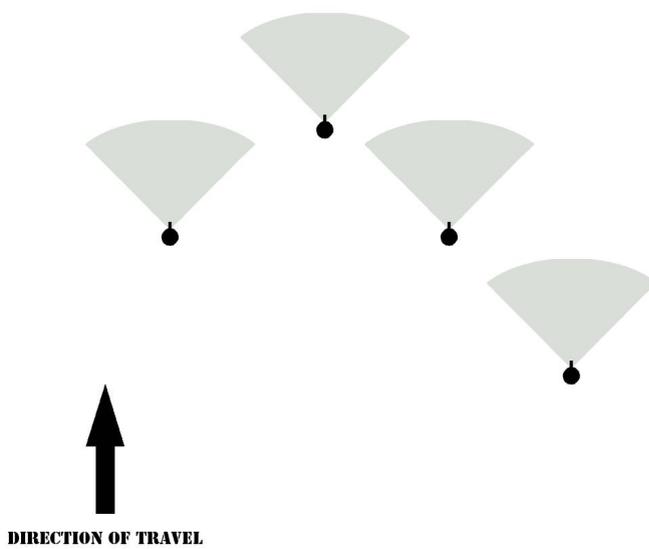


Figure 3-4: The Wedge. Easy to switch to line or column, can sometimes be difficult to maintain for people with less experience.

III – Patrolling

a. Five principles of patrolling

1. Planning

What do you need to accomplish? What are you going to do? What route are you planning to take? What is the backup route? What are your handrails, backdrops and rally points?

What is your plan if you cannot accomplish your assigned mission? What is your medical plan? What is the escape and evade plan? What is your resupply plan? What is your communications plan?

2. Recon

Do not just look at the map, look at imagery, look at terrain. Look at any intel you have on the enemy, movements and objectives. Look at the patterns of life for the area you are going through.

Look at the vegetation, people, infrastructure, obstacles, weather.

3. Security

Security should always be the first priority of work, during movement, at rests, in the patrol base, everywhere and always.

4. Control

How do you move your formation? File? Wedge? How do you coordinate fires between teams and squads? What is your plan for who takes over when you go down?

5. Common Sense

Fight the enemy, not the plan. If something feels wrong, figure out why or if you can't then go with your gut. If something seems too easy, make sure you aren't walking into a trap.

b. Important Positions in Formations and Radio calls

I. Pointman

The pointman will be the front/outside man in the formation. He must have a good understanding of land navigation and must be able to read terrain, maps and imagery.

He also needs to understand the planned design behind the ordered move as well as the overall objective we are trying to achieve.

After the team/squad leader orders a move he will confirm it via the radio.

Team leaders will likely be in the number 2 position right behind the pointman.

II. Lastman

The lastman will be the last/outside man in a formation.

When a move is ordered he will be the last to move out. Once he actually moves he will confirm "lastman moving" via the radio.

If both front- and lastman confirm their move to the team/squad lead and all members of the formation have the same person in front/behind them as before he knows that all people in the team/squad are accounted for.

c. Initiating Contact

One Ares element (Support by Fire Element) gets in line/in covered positions and prepares to suppress and ideally destroy the enemy. A second Ares team (Maneuver Element) moves in to a suitable position to flank the enemy position and gets ready to assault and destroy the enemy.

Once the SBF element starts suppressing the maneuver element begins to close in with the enemy. As soon as the maneuver element gets within grenade range the SBF element will begin to shift fire away from the assault location. The maneuver element then assaults through the objective using grenades if necessary until they reach their limit of advance (LOA).

Communication between the teams is paramount, remember to make and pass on shift and ceasefire calls.

d. Reaction to Contact

First thing we want to do is return fire! At first this does not have to be accurate or TL controlled, in this stage we try to immediately take away the enemies' advantage and force a reaction ideally fear and confusion. Dash forwards and move from the position the enemy engaged you at first. Use cover and concealment if possible. Then return controlled, coordinated fire as a team with MGs, ATs, UGLs etc.

Or to put it in simple steps:

1. We take fire.
2. We return fire even if it's only 2-3 shots.
3. We dash forwards ~5m-10m and use cover & concealment or lay prone if none is available.
(remember to never "just" lay prone as soon as you take fire!)
4. We return coordinated fire.

There will be more going on around you, squad leads may be on the radios. Team Leads may identify enemy positions, control and coordinate your/MG fire, check if everyone is up, coordinate medics etc. But these four steps are a good starting point for every rifleman.

e. Reaction to Ambush

First thing you want to do is return fire, then take cover and if possible throw coordinated fragmentation grenades. Immediately after the grenades explodes assault through the ambush using fire and maneuver or leave the kill zone by other means. Key thing is you want to move out of the kill zone and make sure that everyone makes it out, do not forget your buddy!

f. Short and Long Hold

I. Actions on short hold:

- 1.** Once hold is ordered, either by direct communication, short range radio or hand signal, you hold your current position.
- 2.** Your next action is SLLS - SLLS stands for stop, look, listen, smell. The last S cannot be utilized in Arma but the acronym is still handy. There are terrains i.e. jungle where you will hear the enemy before you can see him.
- 3.** Take a knee and face out of the formation, if cover or concealment is nearby utilize it but be ready to fall back into formation asap. Since the formation you were traveling in already called for adequate spacings there is no great need to wander off.
- 4.** The TL or SQL will move to the front and figure out why the point man ordered the hold, do radio calls/reports, do map checks etc. while the rest of the team covers.
- 5.** The TL or SQL will pass on new and necessary information to the element i.e. new headings, new threats, mission updates etc.
- 6.** The team gets ready to move out in the former order of march. Make sure that you do not move out all at once and avoid clumping up. The last man gives the radio signal "last man moving" to let the TL know that everyone is accounted for.

II. Actions on long hold:

The actions on long hold will essentially be the same with some additions. You might seek cover or concealment and try to find a spot in which you will be able to go prone. Do not however wander off too far and always have a buddy close. The TL will check every individual rifleman to ensure interlocking sectors of fire.

The TL may order the utilization of entrenchment tools, or reposition his LMG or AT gunners etc.

Navigation

I – Purpose and Introduction

In almost all operations conducting movement is a fundamental part be it on foot or in vehicle.

During the mission briefing your team will be given a movement plan. And your team leader will go over it with the team in detail if time permits it.

As a contractor one of your roles is that of a leadman/vehicle driver. Part of that job is to help your team leader navigate.

The ability to not just look at terrain/map but to read it will help you identifying possible ambush sides, chokepoints, vantage points for yourself etc. Additionally, there is always a chance that you get cut off from your team, you lose communication, your TL's gets incapacitated and so on.

Having the skillset to get you back to the last RV point, onto the next objective etc. might be the difference for you and your team.

II – Tools

a. Map

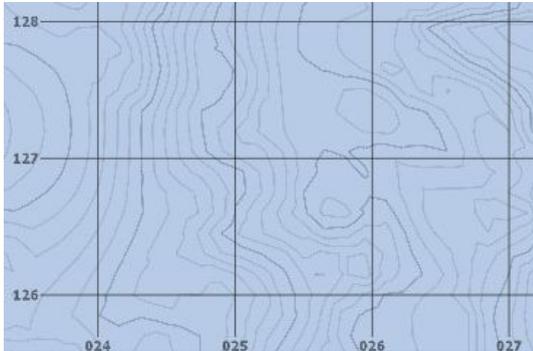


Figure 4-1: The map.

In Arma 3 you will find a simplified version of the Military Grid Reference System. All maps are divided into “Grid Squares”, for simplicity sake we will just say that they scale in size depending on how far you zoom out.

- The scale shows horizontal and vertical lines forming the 100x100 meter grid square (when zoomed to the smallest grid).
- Every line is marked by three numbers. These numbers are used to name the square.
 - Example: 024-127 would be NW most full grid visible on Figure 3-1.
- When giving directions on the map there is no left, right, top or bottom. There is North, East, South and West. This is done to avoid confusion, also remember that when communicating with a unit not at your position they will in fact be in a different position. What is north to you might be south to them.
- You can identify all terrain features by reading the map.

b. Compass

The compass will show you the azimuth your looking at with numbers from 0 to 359°.

The azimuth is the angle between the north vector and the perpendicular projection of the star down onto the horizon.

Remember that people not at your direct location will not have the same degree to the same point as you have. Meaning that even if the person you are communicating with is only 100m to your left or right he might have trouble finding the desired point just by compass degree.

c. Map tools

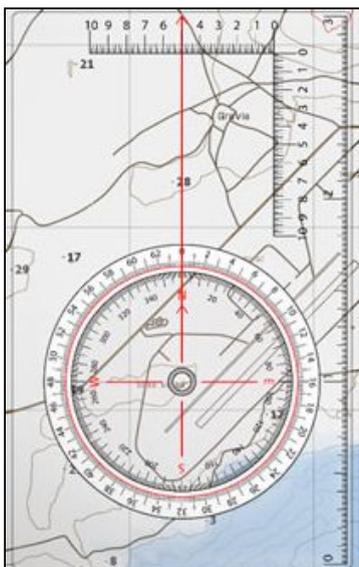


Figure 4-2: Map tools

- In the middle/bottom you will find a circle with the compass degrees and cardinal directions. You can turn the map tool to make it face the desired direction.
- On the outside right side, you find markings to measure distance.
- In the middle/top you find have a helper to use the 8 Grid system.

III – Map Reading and Marking

a. Terrain Features

There are five major and three minor terrain features that help you understand what the terrain looks like you are going into!

- 1. Major:** Hills, Valleys, Ridges, Saddles and Depressions
- 2. Minor:** Cliffs, Draws and Spurs

The reason you differentiate between minor and major is that some specific planning points require you to be one **major** terrain feature away from something.

If you for example have to establish a CCP (Casualty Collection Point) you want to be one major terrain feature away from the fighting.

b. Map Markings

1. **WP:** A waypoint is a specific, predetermined point you will cross while traveling to your destination.
2. **RV:** A rendezvous point is a specific, predetermined two or more elements will meet.
3. **RP:** The Rally Point is a specific, predetermined point where one or more elements go if they must regroup.
4. **ORP:** Every objective will have an Objective Rally Point (ORP) around 300 meters off or one major terrain feature apart from that OBJ. At this ORP you will perform either a short or a long hold. A leader's recon may be performed. After that the plan will be finalized and adapted to any new situations. If you are an assaulting (maneuver) element there may be a need and the opportunity to drop your backpack here. TL's will do final radio reports here.
5. **OBJ:** Marks the objective that needs to be assaulted, destroyed, captured, secured etc.

There are possibly more markers on the map like VRPs, LZs, DZs etc. But the five listed are the most common and therefore most important to you.

Usually you will find more than one point of the same type on the map. The points will be individualized by numbers or letters attached to them. If you see that for example a point is called WP A you would call it "Waypoint Alpha" if referring to it.

IV – Techniques

Now that we know how to not just look but to read the map we will look at different techniques that help us to get from point A. to point B. As well as some things we want to avoid.

a. Back Azimuth

A back azimuth is the opposite direction of an azimuth.

If your azimuth is:

- Less than 180° , then add 180° to get your back azimuth.
- Greater than 180° , then subtract 180° to get you back azimuth.
- Is exactly 180° , then your back azimuth is North.

You will need this technique most likely when you must back travel to a known point because your planned route does not work etc.

On a sunny day in the middle east you will probably not need it. But in jungle or dark nights without NVGs there is a pretty good chance this will come in handy.

b. Resection

This is a method where one can pinpoint his own grid location on the map by determining the grid azimuth to at least two, ideally more, well defined positions that can be pinpointed on the map.

c. Intersection

This is a method that helps you figure out the grid location of an unknown point by successively occupying at least two, ideally more, known positions on the ground to sight the unknown location.

d. Handrails and Helping Features

When you read the map in the planning phase you will want to identify certain terrain or man-made features that help you to quickly figure out where you are. A handrail could be a river, street, cliff etc. for which you can make a mental note that you want to be on the left/right side, that you want to be at least 200m away from etc.

Same can be said for other features, you might want to pick out a mountain or hill as navigational aid or a tall building, and you can of course make the same mental notes as with the handrails.

e. Things to Avoid/Common Sense

First and foremost, you want to avoid skylining! Do not walk on a ridge line with the sky in your back. You always want to have something behind you masking your shape. Always use inverting terrain if possible!

And especially as a leadman you want to develop a skill set that helps you see and utilize cover and concealment while moving. Avoid the direct open path, go through valleys, use bushes, plan a route makes it less likely for the enemy to see you.

Apply common sense and think about your actions before acting.

In the beginning you can pre-plan more if it helps you by again reading the map. But over time this will become natural if you nourish that skillset.

Military Operations on Urban Terrain

I – General Principles

a. Principles of MOUT

There are some principles that always apply when attempting MOUT that you should always consider and use to your advantage:

1. Surprise

2. Security

Remember that the battlefield is four-dimensional (height, depth, width, subterranean).

Always maintain true 360 security.

The operation is never complete as long as you remain in the urban environment. The status of actors in the urban environment does not afford the sense of security offered by “open” terrain. The key to survivability is a constant state of situational awareness.

3. Simplicity

Choose the path of least resistance over the unknown.

4. Speed

Move in a careful hurry. Slow is safe and safe is fast. Never move faster than you can accurately engage targets. Exercise tactical patience.

5. Violence of Action

Eliminate the enemy with sudden, explosive force.

VoA combined with speed gives surprise. This in turn prevents enemy reaction.

b. Basics

MOUT is one of the most dangerous things you can and will do. Casualty rates will be higher than in almost all other scenarios.

With everything we do in MOUT, we try to take control of either physical space or of a situation in a firefight. It is always important to do this step by step and to maintain 360 security.

So, for physical space: first take and secure the street, then the building, then each room within the building.

In a firefight you achieve that control through fire superiority and eventually dominance of physical space. If you force the enemy into one building, away from the windows and eventually into one room you will most likely win the engagement.

There are some simple truths about CQB in a MOUT context. Who gets the first shots off, is likely who wins. You should be able to make a reflex shot on targets within at least 20 meters. You should not move at a speed that affects fast, accurate shots. You should be aware of your muzzle at all times and always avoid exposing your muzzle around a corner. This is called “flagging”.

II – Movement

Initial situation: We are moving in a staggered column down a street inside a town toward a certain objective.

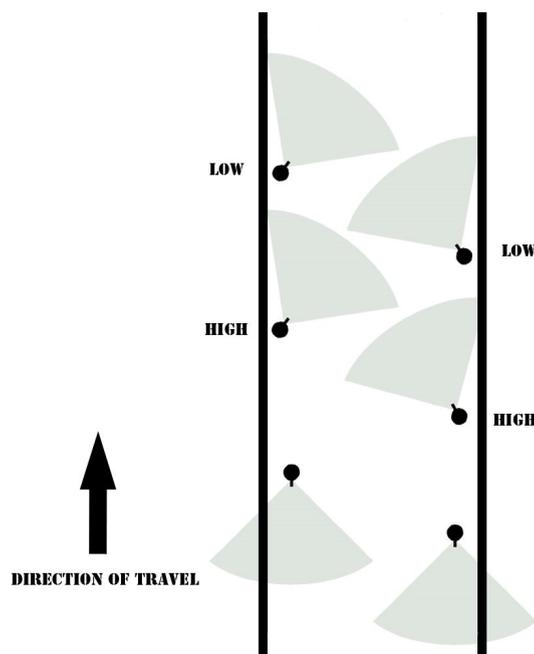


Figure 5-1: Movement in urban terrain.

We try to achieve the best coverage of the most possible angles. We have the 1st and 2nd guy cover the ground level of the street and the buildings beside it, to the front of them. 3 and 4 basically do the same but not on a ground level but on a higher level.

5 and 6 cover the rear. The reality of moving through urban terrain is that you and your team will not be able to cover everything.

There will always be one more window or doorway, so it is important to maximize the number of covered hot spots. And the best way to do this is by acting and moving as a team using methods that everyone is familiar with.

III – Danger Area Crossing

Initial situation: We are moving in a stack alongside a wall toward an objective.

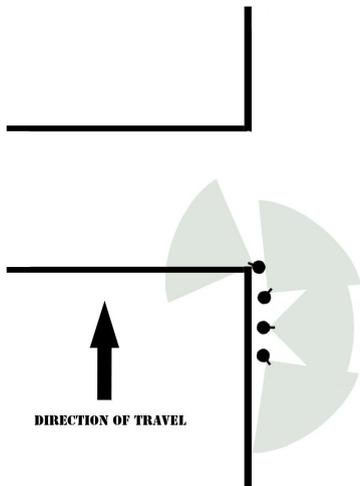


Figure 5-2: 1st man takes the corner and communicates that there is a danger area to his left.

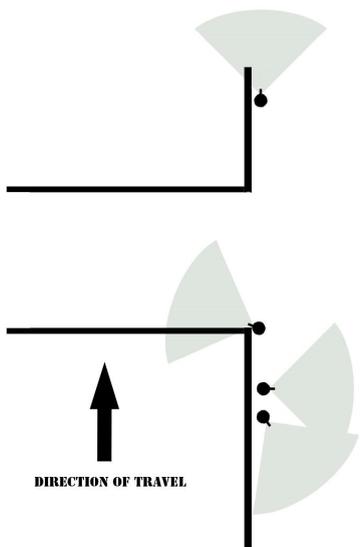


Figure 5-3: The former 2nd man moves past and becomes the new 1st man.

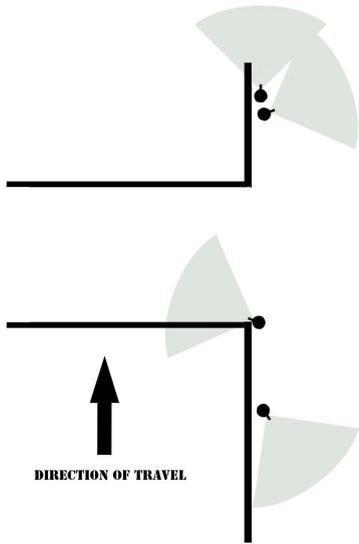


Figure 5-4: 3rd man becomes 2nd man in the new stack.

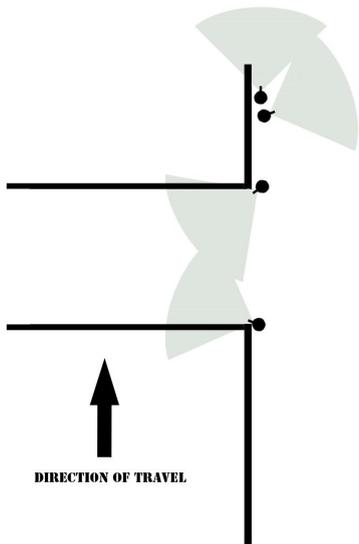


Figure 5-5: 4th man moves past, communicating his movement to the guy covering the 1st corner and sets up at the next corner making it safe for the last man to cross.

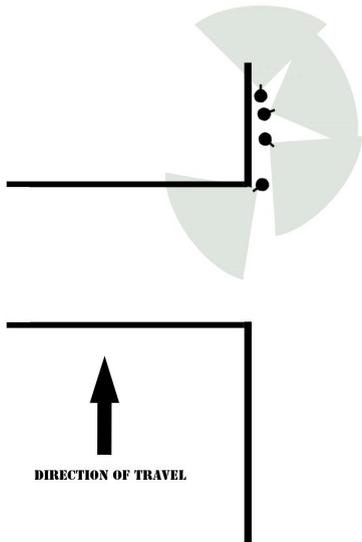


Figure 5-6: Former 1st man becomes 3rd man. 2nd corner guy becomes new last man.

All fire-team members have moved past the danger area.

In reality the initial situation may look different. You might be in contact already or you might be in a staggered column or a variate of other factors may be in effect. Most of them however do not change your approach to moving inside urban terrain. It really is about creating safety to conduct movement and limiting the angles you can be shoot from. Apart from that, the same principles as in the rest of MOUT apply.

IV – Slicing the Pie

One very easy and simple technique you can use quite a lot in MOUT is called “Slicing the Pie”. The goal is to securely pass windows and doorways while covering the area past those barriers.

You basically move alongside the window or door slowly in a half circle trying to see as much as you can. You do this with your weapon raised, ready to fire and you then slowly verify all angles that are visible as you progress. Make sure that you move slowly. Only take amounts of ground that you can control until you come to a target. This is especially important when looking out from the inside of a building. If you see a target, engage it then continue your half circle.

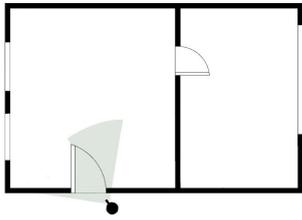


Figure 5-7: The initial situation is that you are on the right side of the doorway and you need to go to the left.

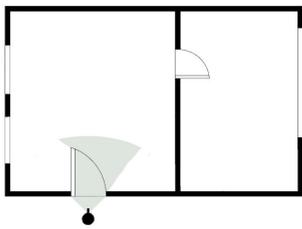


Figure 5-8: You slowly progress in a half circle.

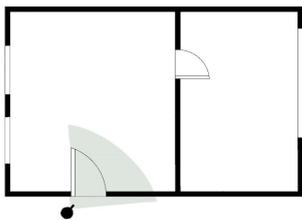


Figure 5-9: You continue in your half circle until you reach the initially opposite side of the door.

V – Knock Out a Bunker

a. Why use it over room clearing

Bunker clearing dates back to World War I and II, where harming civilians and property was not as much of a factor as it is today. MOUT, as a doctrine, did not really exist in the way we understand it today. You had a lot more grenade and heavy weapon use. Most of the time it is a better way to protect your own, as well as a team member's life by not going into a building straight away while still reaching that objective of gaining control over it. So, this should be your go to method.

b. How to knock out a bunker

To knock out a bunker or more likely a house, establish control on as many walls as possible. And start throwing grenades in until you deem it safe to move in using room clearing techniques, or check the ruins, depending on the level of destruction caused.

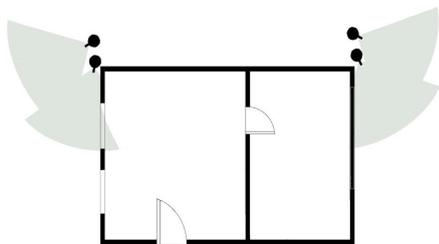


Figure 5-10: Establish control on as many sides of the building as possible to limit the enemy movement.

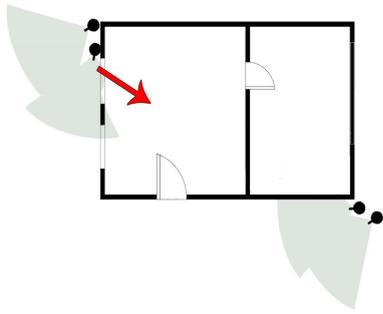


Figure 5-11: Throw in grenades until the building is safe to enter.

If you are not able to clear out a building with grenades but know or suspect that the enemy presence is still too strong to enter the building, fall back and employ heavy weapons.

c. Example

<https://youtu.be/GoEsN6mDLfs?t=1m8s>

Explanation: The pertinent part begins at 1:08. We see four guys on a roof attempting to clear a building. They take fire every time they try to go in. So, they decide to throw in frag grenades before again attempting to move in. These attempts fail, they still take fire even after the grenades go off. We can tell that other elements have control of the outside of the building blocking possible exits, based on the roof team's communications.

In the end they decide that it is too dangerous to move in due to the layout of the building and the unknown enemy presence. So, what they do is they fall back. Important here is that other elements remain in control of the outside of the building limiting the enemy's movement.

They then move up a vehicle with a mounted Mk. 19 and partly destroy the building and everyone in it. No casualties on the friendly side and all threats have been eliminated, perfect outcome.

It does not have to be a Mk. 19, you can utilize your UGL's, AT weapons, heavy machine guns, CAS, artillery or even knock down the building with a vehicle. Use whatever you have available. The key thing is to minimize your chances of getting shot while maximizing your chances to eliminate the threat.

VI – Clear a Room

a. Why use it over the safer, knock out a bunker, method?

Sometimes you and your team will be presented with situations in which you will be unable to use the knock out a bunker method, i.e. civilians, hostages, injured comrades etc.

So, we need a technique that enables us to take a room/building in a fast, risk limiting, fashion.

b. How to Clear a Room

There are a couple of things you need to look out for before even opening the door. The most obvious is what do you expect in that room. Did you have audio contact? Did you already have contacts in that building/area? Are the lighting conditions drastically different, i.e. it is night outside but there is a light on inside making your NVGs a liability? Is the enemy alerted to your presence?

Next would be the door itself. Is the door open already? What way is the door going to open, will it open to the outside or inside, left or right?

Once this is clear, stack up so that at least two people are going in one room, ideally more.

The first man then declares if he is going in left or right. The second man takes the other side of the room. Both first and second man then penetrate deep into the room, not standing in the door. Clear both corners, engaging threats near to far while pushing into the corners. If more than two men move in, they follow the first two and flood the room. All this must happen fast and aggressively, we want the enemy overwhelmed and unable to react. Therefore, it is imperative not to stop in a doorway. When you deal with threats, additional doorways, windows etc. go from the nearest to the farthest. Eliminate/clear the closest one to you before moving on to the next. This all being said; the stack leader determines the speed of movement. There is no point in rushing into your certain death.

If your weapon malfunctions, stop, take a knee and attempt to clear or switch to your backup. If you see a rifleman on his knees automatically take over for him and clear and secure his sector of fire. If your weapon fails in a doorway keep moving forward and allow the rest of your team to flow in. Do not stop. You must always communicate with your team.

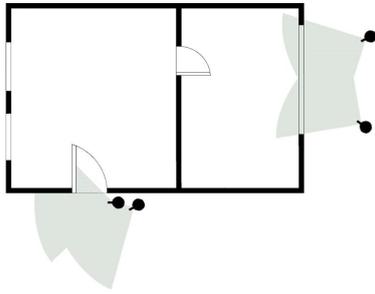


Figure 5-12: Two man stacked up at the doorway at the bottom left corner. 1st man says, "Going in, going right".

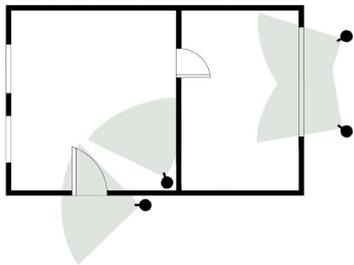


Figure 5-13: 1st man hooks in, clears the right corner. Moves into to corner, meanwhile the 2nd man follows him closely and starts to cross.

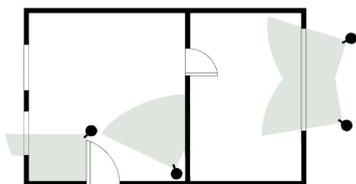


Figure 5-14: 2nd man clears the left corner. After that 1st and 2nd man prepare to enter the next room. Once the building is clear 1st man radios in that the building is clear

Sometimes clear buildings will be marked on the map or via spray paint.

c. Basic Problems

The method described focuses on surprise and surprise should be used whenever possible.

However, when you have a large building or building complex and you have multiple doors or hallways bordering each other the enemy will have heard you and expect you.

So, do not rush into every room, the 1st man will dictate the speed. Remember that your goal is to eliminate the threat not to follow a rule book.

There is a lot more to room clearing/MOUT in general than this and it will largely be covered in the dedicated training sessions.

What you have here in this document are the bare basics of what you need to know to start building up your skills.

The key advice I can give is to practice both individual skills, i.e. get fast at recognizing doors, don't get stuck in doorways, etc.; and team skills, i.e. how to communicate, not blocking each other etc.

d. Example 1

<https://www.youtube.com/watch?v=HUmpl4JnDdA&feature=youtu.be&t=22s>

Explanation: The pertinent part begins at 0:22. So this is a pretty good example of tactical clearance. The first Afghan enters, visually clears left then heads straight, where he is focused on the guy in the hallway who appears to be unarmed. The SF guy is following and clears near left. As he comes back out of the room, Afghan is engaged from far-right doorway.

According to video description the Afghan's weapon is hit and he runs out, to be killed through one of the holes in the outside walls. SF guy engages from near left to far right.

As he pushes out, he visually clears the hallway then moves across to the far-right doorway.

Note that he immediately returns fire to keep the initiative and suppress the enemy. He then pies the doorway, engaging the threat as he gets a visual. He then enters and secures the room. That is fast aggressive tactical clearance, engaging threats rapidly from the doorway before making entry, rather than rushing in blind.

e. Example 2

<http://fat.gfycat.com/OrnateAcclaimedFlies.webm>

Explanation: 1st marine moves to the door, waits for 2nd to quickly stack up while 3rd and 4th cover them. 1st opens the door, 2nd moves in clears the right corner than pushes into the room, 1st clears the left corner. 1st then calls for backup. 3rd and 4th approach covering the non-secured first floor. Once 3rd and 4th are in the whole fireteam pushes on. Note that 4th automatically covers the rear of the formation.

Vehicles

I – General Principles

When utilizing vehicles, both executing and planning requires vectoring in certain considerations listed here, as well as some basic terms.

Additionally, remember that a vehicle is not a fortress, although it offers some protection personnel should avoid a feeling of false security.

a. Planning Considerations

1. Friendly and Enemy Situation

What are the possible routes for the given vehicle(s). What are the friendly forces and enemies' capabilities, i.e. where can we resupply, does the enemy utilize mines/IED's/VBIED's etc.

2. Terrain and Weather

Are there slopes, hills, mountains that the vehicle(s) cannot cross? Do they favor enemy ambush?

Is it night or day time? Will this limit my ability to move fast? Will other weather phenomena limit my abilities? Etc.

3. Fundamentals of Movement

Remember movement discipline and security at all times.

What speed is the convoy traveling in? What is the catch up speed? What are the distances between vehicles?

Utilize cover and concealment whenever possible. Avoid skylining. Avoid chokepoints.

Special considerations in populated areas, will the population slow me down? Does the enemy employ "civilian" spotters? Are VBIED's and Suicide Bombers a bigger factor here? Etc.

II – Common Terms

a. Methods of Travel

1. Tracks, Roads etc.

Pros: high speed, easy navigation

Cons: you are seen easily, IED's, ambush

2. Cross-Country

Pros: lower chance of detection

Cons: Low speed, hard navigation

b. Soft Dismount/ Hard Dismount

Soft dismount: Gunner and Driver stay mounted, the rest dismounts.

Hard dismount: All personal dismount.

When dismounting you want to secure the area near to far and get in 360 around the vehicle.

c. Vehicle Rally Points

Some scenarios may require that vehicles may be left alone, i.e. a dismounted squad attack.

If so, it is paramount that a hide site is established at or around the set VRP. Like all rally points, the VRP should be a chosen location that may easily be found at night and, ideally, out of sight of bypassers. The VRP should be far enough away to not alert the enemy of your presence.

III – Equipment Preparation

The vehicle offers both the team and the planning personnel the ability to store and bring specialized or heavy equipment.

The team/vehicle commander should make sure that the assigned vehicle is fully fueled, equipped with spare wheels and as much ammunition for the mounted weapon system(s) as possible. Additionally, the assigned vehicle should be used to store extra individual weapon ammunition, grenades, medical equipment etc. Ideally, personnel prepare individual Bug-out bags and stores them in the vehicle.

Additionally, vehicles should be cross loaded so that if one is disabled or otherwise lost **all** elements and special personnel can continue with their given mission, i.e. the explosives specialist should not store all his specialized equipment in one vehicle.

IV – Different Vehicles

Different vehicles will offer different capabilities. Every vehicle is a compromise. In Theseus' inventory you will find 4. types of vehicles. All personal need to know each vehicle's capabilities and drawbacks when planning and executing mission scenarios.

1. Unarmored transport vehicles like the Land Rover, MTRV, civilian etc. These vehicles will be used for transportation only and should not be taken into expected combat. They usually are not equipped with a mounted weapon system.

Pros: Faster than walking, storage space, usually best personal transportation capability.

Cons: Medium-large size, (very)visible, (very)loud target that offers no protection, (very)limited by terrain.

2. Armored or up-armored vehicles like the High Mobility Multipurpose Wheeled Vehicle (HMMWV). Depending on availability, armored vehicles should be the go-to vehicles for most contracts. Usually they are equipped with some kind of mounted weapon system.

Pros: Faster than walking, storage space, mounted weapon system, some protection.

Cons: Medium size, visible, loud, limited by terrain.

3. Mine-Resistant Ambush Protected (MRAP) vehicles like the Eagle IV armored vehicle or the RG-31. These vehicles offer the best protection while being the easiest to detect by enemy forces.

If the mission scenario calls for vehicle combat i.e. strong pointing a position, if the enemy is known to utilize mines/IEDs etc. these vehicles should be used if available.

Pros: Faster than walking, storage space, mounted weapon system, good protection.

Cons: Large size, very visible, very loud, very limited by terrain.

IV. SOF/Recon type vehicles i.e. HMMWV SOV, Land Rover (special).

Usually these vehicles will offer a lot of firepower while sacrificing protection. Usually specialized elements with non-standard mission parameters will utilize these vehicles.

Pros: Faster than walking, storage space, multiple mounted weapon systems.

Cons: Medium size, visible, loud, limited by terrain.

V – Weapon Systems

The given list refers to the CUP HMMWVs, other vehicles ammo/load capacities may vary.

a. M240B

Usually up to 6x100rnd boxes, including 1 loaded.

Caliber: 7.62x51mm

Max rate of fire: 950rpm

Effective range: Up to 1100m, this may be limited by view distance.

b. M2 Browning

Usually up to 6x100rnd boxes, including 1 loaded.

Caliber: 12.7x99mm

Max rate of fire: 850rpm

Effective range: Up to 2000m, this may be limited by view distance.

c. Mk 19 Grenade Launcher

Usually up to 6x48rnd boxes, including 1 loaded.

Caliber: 40x53mm

Max rate of fire: 325 to 375rpm

Effective range: Up to 2000m, this may be limited by view distance.

d. M134 Minigun

Usually up to 3x2000rnd boxes, including 1 loaded.

Caliber: 7.62x51mm

Max rate of fire: Variable, 2,000–6,000 rpm

Effective range: Up to 1100m, this may be limited by view distance.

Depending on availability Theseus may employ other weapon systems i.e. Russian DShKs, German MG3s etc. the gunner should familiarize himself with each particular weapon system if necessary.

VI – Roles

A vehicle used by Theseus will require the designation of three roles that will correspond with our team composition.

a. Vehicle Commander/ Navigator

The vehicle commander is overall responsible for the vehicle and its crew. He is responsible for radio (and other means of) communication. He needs to know “the way” and a good understanding of the mission specific objectives. This position should be manned by the team leader (Senior Contractor and above). If none are available an experienced rifleman should be picked. He should understand the basics of the military decision-making process.

b. Driver

The driver should be familiar with driving vehicles and the unique challenges presented by Arma 3.

He helps the commander with navigation and needs to know “the way”. He needs to be able to quickly react to challenges presented, i.e. changes of the route taken, ambushes etc.

Ideally this position is not filled by specialized personnel i.e. medics, explosives specialists etc. but rather by a “normal” rifleman. Ideally the team's leadmen takes the driver position.

The driver position is filled by Junior Contractor or Contractor.

c. Gunner

The gunner should be familiar with the weapon system he is operating. He should know what sector in a convoy. He should be familiar with the special challenges presented when engaging targets from a moving platform.

Ideally the position is not to be filled by specialized personnel, i.e. medics, explosives specialists etc. If the vehicle used has no mounted weapon system but a turn out function, i.e. Eagle IV, the automatic rifleman should take the position. Due to his unique field of view the gunner may be called upon to help with navigation, i.e. identifying landmarks, check the rear of the vehicle etc.

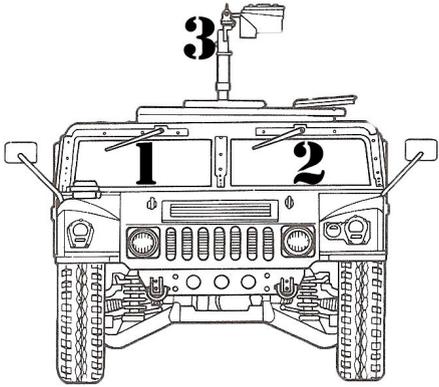


Figure 6-1: 1. Vehicle Commander, 2. Driver and 3. Gunner.

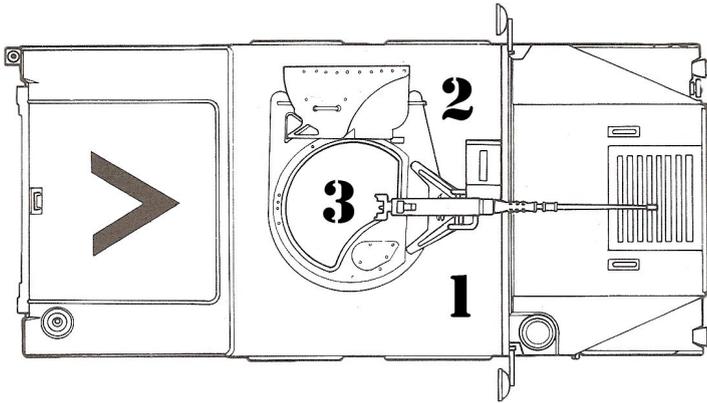


Figure 6-2: 1. Vehicle Commander, 2. Driver and 3. Gunner

VII – Formations and Roadblock

Generally speaking, the formations will offer the same advantages and disadvantages as their dismounted counterparts. Theseus employs two formations:

a. The Column

The column is used when traveling in a convoy. The first vehicle always covers the front, the last vehicle, the rear of the convoy. The 2nd vehicle then covers either the left or the right, the 3rd the opposite of the 2nd and so on. Distance between vehicles may vary depending on the given scenario.

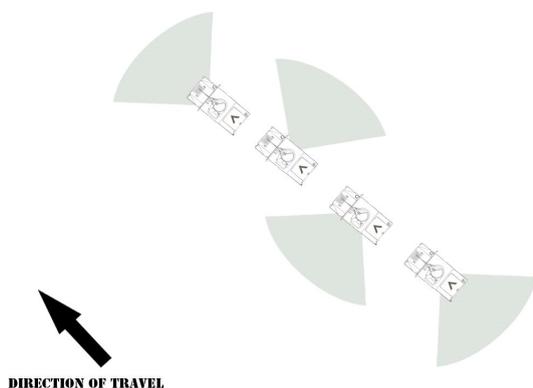


Figure 6-3: The column formation.

b. The Line

The line formation is used to assault positions. Distance between vehicles may vary depending on the given scenario.

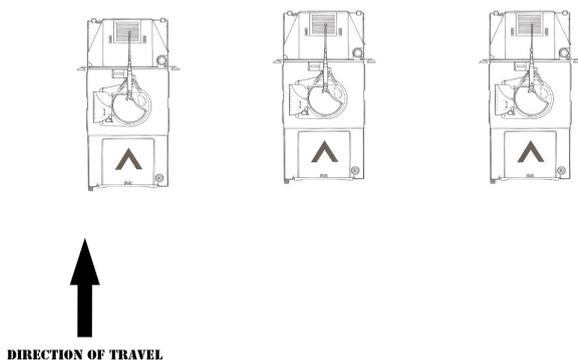


Figure 6-4: The Line formation.

c. Roadblock

Sometimes it will be necessary to block off roads. Depending on the number of vehicles in the convoy the majority will cover the way you are most likely to take fire from while the minority covers the rear/other sides. Your goal is to create a covered zone in the middle. You will most likely be performing a soft or hard dismount here, cover another element, cover an EOD etc.

Additionally, you may utilize terrain features, buildings, or even entrenchment tools to strengthen your position.

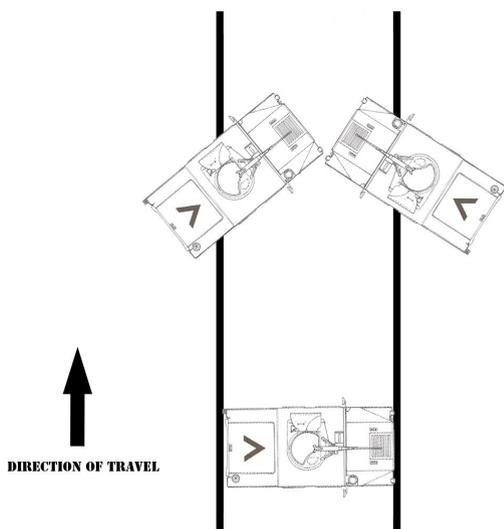


Figure 6-5: The Roadblock

VIII – Battle Drills

a. Initiate contact

This is pretty much the same as dismounted, split into support by fire/maneuver element and suppress/assault the enemy.

b. Reaction to Contact

Again, very similar to dismounted, return fire, move to cover and concealment, soft dismount, secure the imitate area, return fire – and then use the “initiate contact” drill.

c. Reaction to Ambush

First off, all vehicles increase speed to escape the Killzone and return fire. If your vehicle is disabled, exit and move to cover and concealment, communicate.

If no vehicle is disabled, either initiate contact or move on depending on the mission scenario, time, vehicle type, enemy strength and disposition etc.

If one or more vehicle is disabled, all non-disabled vehicles leave the Killzone, reorganize and “initiate contact” on the enemy.

Air Assault

I – Planning Considerations

Whenever utilizing helicopters for transportation, we need a couple of things in place.

First of all, the ground tactical plan; what is the transported element's mission and how will helicopter transport improve this?

Secondly, the landing plan; when and where will the element(s) be set down and from there, will they be able to execute the ground tactical plan?

Thirdly, the air movement plan will be determined; when are we flying and where too?

Finally, the loading plan will be set; do we need a special order of loading? Does the transported element need specialized equipment inside of the helicopter?

II – Boarding, Flight and Exiting

a. Boarding

When boarding a helicopter, we first must recognize that different helicopters may need different approaches. Usually, we do not approach a helicopter from the front or the rear. Approach in the crouched position to avoid decapitation and dismemberment. Make sure the pilot or the crew sees you approach the helicopter. Make sure you wear earplugs and Protective Eyewear to not get stuff in your eyes while being deaf.

The boarding element stacks up at one of the sides with enough distance to the LZ to avoid death or dismemberment. The team leader, sometimes a squad or platoon leader, depending on the callsign that is boarding, will oversee this. The leader will then ask the pilot, crew chief, load-master etc. for permission to board.

Once given the leader will then order the personnel to board the helicopter one by one to avoid Arma related vehicle bugs.

The boarding personnel will give the vocal response to the boarding order “boarding” when beginning the boarding process (when they start moving from the stack to the helicopter) followed by “boarded” to let the leader know that they are safely and bug free inside of the helicopter.

The TL boards last.

Once all personnel are boarded the TL lets the pilot, crew chief, load-master etc. know that all personnel are on board.

This may change when under fire as more speed may be required. Personnel should, however, still not approach the helicopter from the front or the rear and should approach in the crouched position, as well as making sure that the air crew is aware of the approach. To ensure accountability let the team leader know that they are safe and bug free inside the helicopter.

The only personal that needs to communicate with the helicopter crew, i.e. to let them know that all are boarded, is the TL, SQ or whoever is overseeing the boarding procedure.

Everyone else attempting to do this is most likely interfering and confusing the pilot/crew and should therefore refrain themselves from doing so. Helicopters are loud enough as it is so don't make it worse for the guys that need to communicate with your shit chat.

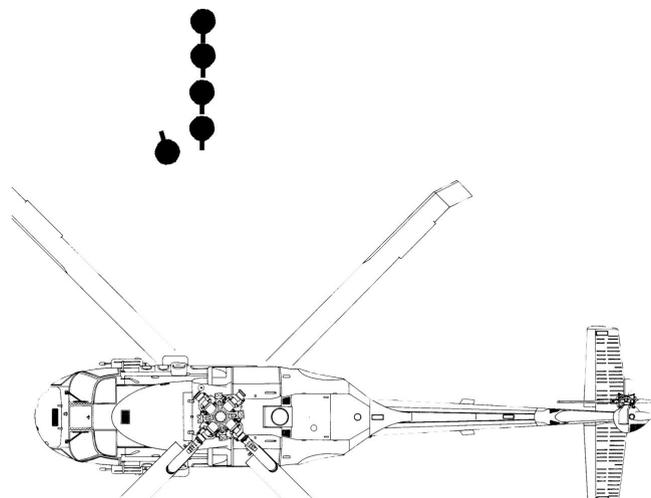


Figure 7-1: Boarding procedure.

b. During flight

During flight the transported personnel will receive a 3 and a 1-minute warning as well as a 30 second warning. As soon as a warning is understood all personnel will repeat the warning loud and clear in direct communication to ensure all personnel are aware.

At 1 minute all personnel are to “stand-by” and ensure that all equipment is ready to go, and they are prepared for combat.

c. Exiting

Depending on the terrain you will either

1. Exit the helicopter and immediately drop down forming a half circle on either side of the helicopter.
2. Exit the helicopter in a fast fashion, move to a safe distance and set up a half circle around the helicopter in the crouch position.

Remember not to be directly in front or in the direct rear of the helicopter to avoid being struck by the main or tail rotors upon lifting. The element(s) then moves out to execute the ground tactical plan.

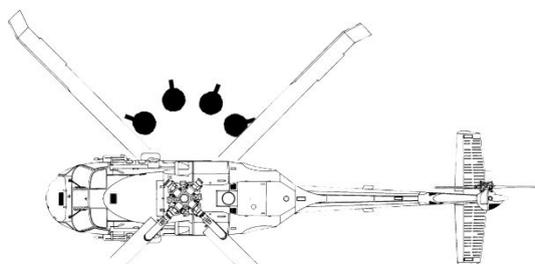


Figure 7-2: Exiting the Blackhawk. This should be mirrored on the opposite side of the helicopter. If the terrain is flat, exit the helicopter and immediately drop down into the prone position.

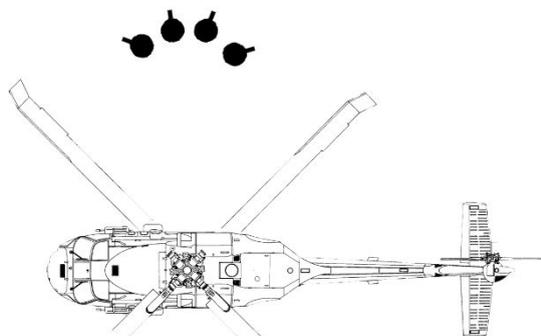


Figure 7-3: Exiting the Blackhawk. This should be mirrored on the opposite side of the helicopter. If the terrain does not afford you to lay down immediately clear the rotor and go down to crouch position.

Some terrain will call for different approaches. Sometimes i.e. on rooftops it might be called fore to immediately push toward a door. If you land next to a wall there is no need to cover that place either, apply common sense to all situations.

d. Example Boarding

<https://www.youtube.com/watch?v=TJ-CEaAKmu0>

Explanation: The helicopters lands. The teams that waited in a stack in a move into the helicopter. The helicopter takes off.

In some scenarios it might not be a stack but a herring bone formation or you might still have to cover areas.

e. Example Exiting

<https://youtu.be/ZVxWjPgBgxl?t=225>

Explanation: The pertinent part begins at 3:45. The helicopter lands, the command to exit is given. The personnel exit the helicopter equally on both sides. Upon exiting the personnel drops into the prone position. The helicopter lifts off.

f. Fast-roping

Fast-roping will be added if we add this to our list of capabilities.

III – Helicopters

a. MH-6 Little Bird

The Little Bird accommodates 2 crewmen + 4 to 6 personnel, depending on specification, on benches on both sides. When boarding the MH-60 personnel must ensure that the weight is distributed equally to both sides of the helicopter.

Approach from the sides.

LZ size is 25x30 meters or 75x100 feet.



Figure 7-4: MH-6 Little Bird

b. UH-60 Black Hawk

The Black Hawk can accommodate up to 4 crewman +12 personnel. Unless specifically called for, unqualified personnel do not mount the crew chief or door gunner position. Approach from the sides. LZ size is 30x30 meter or 100x100 feet.



Figure 7-5: UH-60 Black Hawk