
1st Rapid Response Force - Training Directory

Release 1

S4 Operations and Force Readiness

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CHAPTER 1

About the 1st Rapid Response Force

The 1st Rapid Response Force [1RRF] is an ARMA III Simulation unit which specializes in executing highly authentic MILSIM operations.

If you are interested in joining a group with a strong dedication to realism and full spectrum simulation then visit our website at 1st-rrf.com

CHAPTER 2

About the Field Manual

The 1st RRF Field Manual is our central resource of all written information and documentation. It forms the core structure, policies and tactics of the unit both in and out of the game environment. The entire manual is published at documentation.1st-rrf.com and can be downloaded as both a PDF and Ebook should members wish to read the document in a different setting.

Our training is specific to our game environment however a lot of the content is portable within the wider ARMA community. In the interest of transparency and to try to pay back the wider community we license this manual under CC BY-NC 3.0 (<https://creativecommons.org/licenses/by-nc/3.0/>) which means you can adapt, modify and redistribute this content as long as you do not financially profit from it and that you attribute the source document back to us.

We are always interested in establishing cross training and modpack compatability with other groups in the ARMA community. If you would like to standardize your training around our documentation then we are always happy to help explain the documents as well as establish training programs and an operational relationship with your unit. Simply get in touch with us by joining our teamspeak at ts.1st-rrf.com.

Training Programs:

An Introduction to the 1st Rapid Response Force

Foreword by the Unit Commander

The 1st Rapid Response Force is the result of four years of effort, energy and tears being combined into a well trained and disciplined force that can operate at the highest levels of accomplishment. Whilst we strive to obtain the highest levels of professionalism and simulation it is important that we do not lose sight of the reasons why we chose to dedicate our time and effort to a video game: entertainment.

It is often said within the ARMA community that MILSIM kills fun however we disagree. We believe that MILSIM when executed correctly provides a satisfaction and sense of pride that far exceeds that of simply blasting through a town. Observing the multiple concurrent actions being undertaken to perform a mission is what I believe to be the pinnacle of enjoyment that can be obtained from an online game. At the 1st RRF we strive to always find the right balance between achieving the necessary levels of training and camaraderie to execute these successful missions whilst also not creating a “second fulltime job” for our members.

Finally, I would like to thank you for taking the time to read our documentation and consider our unit. The way we play is not for the faint of heart or those afraid of commitment however if our mission resonates with you then together we can achieve great things.

Our Definition of Military Simulation

The most important thing to understand about the 1st RRF is that we are a Military Simulation unit. In recent years this term has been diluted as the ARMA community has grown and a more diverse array of units offering competing levels of tactical realism and bureaucratic simulation have emerged. At the 1st RRF we firmly believe we are primarily a Tactical Simulation group - we take this to mean that we aim to fully simulate the in game tactics that would be employed by the real military from the leadership level all the way down to the standard infantryman. We do not however believe that this requires increased complexity for the individual player. This means that our environment may make sacrifices such as the use of third person in order to improve the cohesion of the player.

Below are several key factors of our definition of Military Simulation to help you evaluate our playstyle:

Third and First Person camera - For all players.

We do this for a number of reasons. Primarily because we have found over thousands of hours in game that this consistently causes eye straining, motion sickness and fatigue in players over long periods of time. It is unfortunate that as a result of this we lose some tactical relationships however we encourage players to maintain self moderating in their use of third person and we generally discourage the use of tactics that cheapen the overall simulation by abusing third person mechanics (i.e “wall peeking”).

Advanced ACE Medical Simulation

A corner stone of our gameplay is the use of an extremely comprehensive medical simulation. We appreciate the depth of simulation that this adds to the game and the way it allows us to establish multiple levels of casualty care in game. We also believe that any specialist role such as medics should be comprehensively trained in their area and this allows us to give our medics a complex and detailed challenge in game.

Realistic Logistics and Equipment

We believe in using standardized and realistic equipment that simulates the load a conventional soldier would carry into combat. We believe in simulation over gameplay and will sacrifice gameplay advantages such as a stronger helmet or larger backpack for the realistic equivalent that would be afforded in combat. One good example of this is thermal sights which we heavily restrict to only the roles that would possess such optics on the real battle field.

No Respawns (except in the case of glitches or admin issues)

Respawns cheapen the MILSIM experience for everyone by establishing a understanding that their life is expendable. This mentality leads to irresponsible or reckless tactical decision making as opposed to the cautious and considered decisions we want to promote. We believe that a No Respawns policy is the best way to create this sense of danger and promote a great level of tactical employment.

ARMA is however a glitch filled game and we are appreciative that sometimes rocks may not be all they seem. As such admins will allow players to redeploy to their element in the event that they are killed by a super natural or otherwise unrealistic manner. This also applies to AI that spawn or teleport into places that are logically secure. For example on some maps AI can enter buildings through a wall due to a clipping error and this may compromise the security of the element inside. In this instance this would be ruled a glitch death as the element could not have predicted or prevented that occurrence and we do not want to force players to predict unrealistic situations.

Infantry Focused Combined Arms

We limit the number of vehicular assets - in particular heavy ground armour - so that we can create a great experience for the infantry.

Quality over Quantity

We focus on recruiting great people to fight with us and training them to the highest level. Many ARMA units focus on getting people in the door regardless of their attitude or alignment with the group. We are interested in people who are going to stick around and learn the tactics and techniques that we use.

Real Life Comes First

We understand that ARMA is just a game and as such you might not always be able to attend. We never want you to be in a position where you are sacrificing your real life activities to meet our requirements and we implement strong redundancy plans at every level of the chain of command so that absence does not affect the wider group.

However we also encourage you to think about the good of the unit when you need to be absent and consider stepping down from your position to take a Leave of Absence in the event that life takes an unforeseen turn.

Unit Structure

The 1st Rapid Response Force follows a Task Force structure roughly modelled around a standard US Army company.

Notable variations from real life doctrine

No NCOs above the platoon level

The highest level NCOs in the unit act at the Platoon level as platoon sergeants. Above this we merge the NCO role with the Executive Officer role to create a single deputy role to the Commanding Officer at that level.

Generally speaking we treat NCO positions as a pathway to the Officer Corps and therefore do not offer long term leadership progression above the platoon level to the NCO corps. This typically means that some of the most experienced people in the unit are officers as opposed to in the real army where an NCO will often have vastly more experience than the officer under whom he works.

Staff departments are not full time positions

Our S-Departments are not staffed full time. This means that everyone in an S Department is also in a combat position. We do not confer rank or secondary chain of command within Staff Departments and instead operate on a simple team model of equal positioning reporting to a single officer. Unlike in real life the Staff Departments are purely for out of game tasks such as managing the modpack, handling recruitment, updating personnel files or maintaining this documentation.

Although we greatly appreciate and encourage members to contribute to an S-Department it does not offer any direct rewards to members. We do not believe that rewarding promotion points for actions not directly related to simulation is in the best long run interest of our community.

The only time at which staff departments assist with promotion is for members who wish to move into the Officer corps - at this time a promotion board will look favourably upon candidates who have participated in a staff department as a reflection of their overall commitment to the group.

High Level Overview

At a high level the group consists of a Headquarters and Headquarters Company element that houses the Unit Commander and the Executive Officer - the two highest ranking officials in the unit. HHC also houses the Staff Departments and is directly responsible for their operations and rostering.

Beneath HHC the unit is divided into combat elements which are on of a platoon size infantry elements or a detachment formation such as an aviation squadron or special forces asset. The exact number of platoons and detached forces varies as the size of the unit fluctuates however we aim to maintain at least the following as a minimum deployment capability:

- 1 Fully Staffed Infantry Platoon
- 1 Squadron of Rotary Aviation
- 1 Squadron of Fixed Wing Aviation
- 1 ODA Team

Each of these combat elements has an Officer In Charge (typically something between an O1 and a O3 depending on the size and seniority of the formation) as well as an NCO or Warrant Officer in charge who acts as a second in command. Elements at this level are independently responsible for maintaining their own combat readiness including rostering, promotion, training and discipline.

The general formations are outlined below with more detailed operational information available in the relevant sub-sections of the field manual for each element.

An Infantry Platoon

Infantry Platoons are formed of four squads of nine men and a command element. Each platoon maintains its own medical and FAC capability within the command element and is responsible for maintaining these capabilities within

the platoon.

The command element of an infantry platoon is composed of a Platoon Leader (PL), a Platoon Sergeant (PSG), a Radio Operator (RTO), a Forward Air Controller (FAC) and a Platoon Medic (PMed). Whilst not fulfilling their specialist roles the Radio Operator, Forward Air Controller and Medic operate as a Security Detail for the Platoon Leader.

Below the Platoon Command Element are four infantry squads consisting of one squad leader, two fire team leaders and eight infantry personnel. Infantry personnel can receive training in a diverse array of specialist abilities and will carry the special equipment required to fulfill their assigned role such as a grenade launcher, Squad Automatic Weapon or medical supplies. Squad leaders are responsible for training the members of their squad from basic training all the way through to NCO training.

Rotary Aviation

Rotary Aviation squadrons consist of four aircraft of two personnel: A pilot and a copilot. We do not allocate ground or weapons crew at this time although we may in the future pending interest from players in fulfilling the role.

Aircraft operate in squadrons and report to the Squadron Commanding Officer. Squadron's will also have an Executive Officer who is the 2IC of the squadron and will normally fly in a separate aircraft to provide a facility for succession of command in the event an aircraft is lost or otherwise unable to continue.

Fixed Wing Aviation

Fixed Wing Aviation is split into squadrons of two aircraft of two personnel: A pilot and a copilot. In the event that the aircraft being used does not seat two pilots (such as the A10) then each pilot will fly their own aircraft to create a squadron of four aircrafts of one personnel.

Fixed wing squadrons use the same reporting structure as their rotary colleagues.

Ranks and Promotions

The 1st Rapid Response Force operates on a system of ranks which are directly tied to the position that the member holds and their seniority within the group. They can be broadly viewed as a representation of time spent in the group and whilst we expected to be respected with respect to decisions in the unit both in and out of combat they do not confer any form of direct seniority in other contexts such as other games or in general conversation.

This runs contrary to some other units courtesies policies that require officers be addressed accordingly at all times which is **NOT** the case in the 1st RRF. Rank should be a measure of time spent in the unit and the level in the chain of command in reference to the formal activities of the unit.

Rank Structure

We use the following ranks within the 1RRF. The promotion policies and guidelines are below - this section is purely to show what ranks we use and how they are configured:

PV1 through to SPC

These ranks are available to members of the infantry who are not in leadership positions. Rising through these ranks is mostly a matter of time in grade with a small amount of training.

CPL through to SFC

These ranks are available to members of the infantry who are in leadership positions (fireteam leaders through to platoon sergeants). Rising through these ranks requires a not insignificant time commitment as well as training requirements.

SFC through to SGM

These ranks are available solely to members of the special forces ODA teams. Normally a SFC would promote into the officer corps however members of the SF teams will instead progress through further NCO ranks and will not move to officer ranks.

WOC through to CW2

These ranks are available to members of the aviation detachment and are used for non leadership roles such as copilots, crew members or ground support.

CW3 through to CW5

These ranks are available to members of the aviation detachment in leadership roles such as pilots or squadron commanders.

2LT through to MAJ

These ranks are available to officers in both the infantry and aviation. These require a significant period of time spent in the NCO or WO ranks as well as additional leadership and tactical training programs. The number of officers in the unit is limited so these ranks are also subject to competitive application.

Promotion Policy

Promotions are issued weekly after the weekly Unit Training Exercise.

Promotions should be handed out in abstentia in the event that a member is not in attendance of a given training event.

Each week S1 will prepare for the Unit Commander a summary of all eligible promotions within the unit and will provide notification to the direct chain of command that the member is promotable. Objections to promotion should be raised back through the relevant chain of command within 48 hours of original notification at which time the Unit Commander has the final say on whether the member will promote.

Promotion eligibility is determined on the following criteria:

Time in Service

Each rank has an allocated time in service requirement which must be met to become eligible for promotion.

Training Requirements

Some ranks will require the completion of some qualifications. These will naturally be built up over the course of a member's time in the unit however leadership should constantly evaluate which training programs will offer the best progression opportunities to their element.

For example a fire team leader may organise an Air Assault training for his team as he knows several of his fireteam members have aspirations to join the ODA teams. As he is aware of this intent he would schedule this training to help them reach their goals within the unit.

Interview when moving corps

When moving from one set of ranks to another - such as SPC to CPL or SFC to 2LT - the member will be subject to an interview by members of the outbound rank structure. For example an NCO promoting to officer will be subject to an interview by at least two members of the officer corps. Both members of the interview panel have a veto on the final decision of the candidate. The two officers should be selected by the Unit Commander in order to provide a fair and unbiased consideration of the candidate.

Ranks in the Reserves

Members in the reserves are subject to the same set of promotion and rank requirements as active duty members. No penalty nor benefit is imposed on members within the reserve corps.

Rank Requirements

Each rank requires all of the eligibility requirements of the rank before it. For example if PV2 requires the basic introductory program all subsequent ranks in the unit also require the completion of this program.

PV1

No requirements

PV2

Training Completed: Basic Introductory Program

PFC

Time in Service: 7 days

SPC

Time in Service: 20 days Training Completed: At least one additional qualification

CPL

Time in Service: 28 days Training Completed: FTL Qualification

SGT

Time in Service: 35 days

SSG

Time in Service: 56 days Training Completed: SL Qualification

SFC

Time in Service: 70 days Training Completed: PSG Qualification

MSG

Time in Service: 150 days Training Completed:

- ODA Selection Pipeline

SGM

Time in Service: 360 days Training Completed:

- ODA Selection Pipeline

WOC

No Requirements

WO1

Training Completed: Aviation Introductory Qualification

CW2

Time in Service: 20 days Training Completed: Any one additional aviation training qualification

CW3

Time in Service: 40 days Training Completed: Aircraft Commander Qualification

CW4

Time in Service: 56 days

CW5

Time in Service: 70 days

2LT

Time in Service: 90 days Training Completed:

- Advanced Leadership Qualification
- Either Platoon Leader Qualification or Squadron Commander Qualification

1LT

Time in Service: 115 days

CPT

Time in Service: 200 days

MAJ

Time in Service: 360 days Special Nomination - Requires a unanimous board approval of the promotion

Disciplinary Policy

Purpose

The purpose of this policy is to clarify guidelines for member conduct within the 1st Rapid Response Force.

Responsibility of Members

It is the duty and the responsibility of every member of the 1st Rapid Response Force to be aware of and abide by existing policies and rules.

Disciplinary Procedure

The 1st Rapid Response Force disciplinary policy was created to provide members and leadership with a clear and understandable set of guidelines and expectations for membership within the 1st Rapid Response Force.

Disciplinary Procedure Event Breakdown

1. Member violates a rule or guideline.
2. Member conduct is reported via an Infraction Report by a fellow member.
3. Conduct is investigated by the Unit Commander and member in question is contacted.
4. The reporting party will remain anonymous (only known by the Commander) throughout the disciplinary policy.
5. Upon a completed investigation, the member will be notified of the repercussions of his/her actions.

Member Conduct That Can Result in Disciplinary Action

1st Rapid Response Force has established general guidelines to govern the conduct of its members. No list of rules can include all instances of conduct that can result in discipline, and the examples below do not replace sound judgment or common-sense behavior.

Examples of member conduct that would lead to discipline and the usual course of disciplinary action have been separated into four classes, according to the usual severity and impact of the infraction.

Different violations may be handled differently depending on the class they are in. 1st Rapid Response Force reserves the right to determine the appropriate level of discipline for any inappropriate conduct, including demotion, oral and written warnings, suspension, and discharge.

Classes of Offenses

Class 1

A class 1 offense typically relate to actions or behaviors that are considered disruptive, unprofessional, but are not serious enough to cause unit wide interference.

- **Insubordination (non-combat)**
 - 1st Offense: VCS – with Unit Commander
 - 2nd Offense: Negative Counseling Statement will be added to member record, demotion of rank
 - 3rd Offense: Bad Conduct Discharge
- **Unprofessional conduct in front of a prospective member**
 - 1st Offense: VCS – with Unit Commander
 - 2nd Offense: Negative Counseling Statement will be added to member record, demotion of rank
 - 3rd Offense: Unit Commander discretion.
- **Unprofessional conduct in an official training course**
 - 1st Offense: VCS – with Unit Commander
 - 2nd Offense: Negative Counseling Statement will be added to member record, demotion of rank
 - 3rd Offense: Unit Commander discretion.
- **Unprofessional conduct in administrative office**
 - 1st Offense: VCS – with Unit Commander
 - 2nd Offense: Negative Counseling Statement will be added to member record, demotion of rank
 - 3rd Offense: Unit Commander discretion.
- **Teamspeak Hot-mic, Communication Spamming**
 - 1st Offense: VCS – with Unit Commander
 - 2nd Offense: Restriction of Teamspeak permissions
 - 3rd Offense: Administrative Discharge (Failure to Adapt)
- **Uniform/Equipment Violation on Garrison**
 - 1st Offense: VCS – with Unit Commander
 - 2nd Offense: Negative Counseling Statement will be added to member record

- 3rd Offense: NCS, Demotion of Rank, Unit Commander discretion
- **Uniform/Equipment Violation on Deployment**
 - 1st Offense: VCS – with Unit Commander
 - 2nd Offense: Negative Counseling Statement will be added to member record
 - 3rd Offense: NCS, Demotion of Rank, Unit Commander discretion
- **Failure to report in**
 - 1st Offense: VCS – with Unit Commander
 - 2nd Offense: Negative Counseling Statement will be added to member record
 - 3rd Offense: NCS, Demotion of Rank, Unit Commander discretion
- **Failure to adhere to Customs and Courtesies**
 - 1st Offense: VCS – with Unit Commander
 - 2nd Offense: Negative Counseling Statement will be added to member record
 - 3rd Offense: All subsequent actions will be NCSs

Class 2

A class 2 offense typically relate to actions or behaviors that are considered very disruptive, immersion breaking, and cause small amounts of unit wide interference.

- **Insubordination (combat)**
 - 1st Offense: Negative Counseling Statement will be added to member record
 - 2nd Offense: Demotion of Rank, Reassignment (if available)
 - 3rd Offense: Bad Conduct Discharge
- **Destruction of 1st RRF assets without Command Authorization**
 - 1st Offense: Negative Counseling Statement will be added to member record
 - 2nd Offense: Demotion of Rank, Reassignment (if available)
 - 3rd Offense: Bad Conduct Discharge
- **Abandonment of 1st RRF property without Command Authorization**
 - 1st Offense: Negative Counseling Statement will be added to member record
 - 2nd Offense: Demotion of Rank, Reassignment (if available)
 - 3rd Offense: Bad Conduct Discharge
- **Misuse of the On-Call System**
 - 1st Offense: Negative Counseling Statement will be added to member record
 - 2nd Offense: Bad Conduct Discharge

Class 3

A class 3 offense typically relate to actions or behaviors that are considered extremely disruptive, disrespectful conduct towards members, and cause large amounts of unit wide interference.

- **Malicious Directed Verbal Threat towards a member or guest**
 - 1st Offense: Negative Counseling Statement will be added to member record
 - 2nd Offense: Suspension of Unit Activities until Command Hearing regarding the charge
- **Malicious Directed Racism towards a member or guest**
 - 1st Offense: Negative Counseling Statement will be added to member record
 - 2nd Offense: Suspension of Unit Activities until Command Hearing regarding the charge
- **Fratricide (without intent)**
 - 1st Offense: Suspension of Unit Activities until Command Hearing regarding the charge
- **Enlistment Fraud**
 - 1st Offense: Bad Conduct Discharge

Class 4

A class 4 offense typically relate to actions or behaviors that the unit has determined to be dishonorable actions which result in the most serious repercussion, Dishonorable Discharge (complete and total ban from 1st RRF assets). All reported offenses require an emergency Command Hearing to be convened.

- **Fratricide (with intent)**
 - Suspension of Unit Activities until Command Hearing regarding the charge
- **Conspiracy**
 - Suspension of Unit Activities until Command Hearing regarding the charge
- **Sabotage of 1st RRF Server Infrastructure**
 - Suspension of Unit Activities until Command Hearing regarding the charge
 - We will pursue charges and contact local law enforcement authorities in member's local municipality
- **Recruitment of 1st RRF members for another MILSIM organization.**
 - Suspension of Unit Activities until Command Hearing regarding the charge

Command Hearing

For class 3 (Fratricide without intent) and all class 4 offenses, a gathering of unit officials will be convened as soon as possible (within 48 hours of conduct). The member who has been accused of a class 3,4 offense will be notified of the meeting time and will be suspended from all 1st Rapid Response Force systems until the hearing.

Command Attendance

Command Level Meetings will consist of the following members:

1. Unit Commander
2. One Officer

3. One Non-Commissioned Officer

For a quorum to be reached at least 2 members (command level) must be present (including the Unit Commander).

Hearing Schedule

1. Roll Call
2. Arraignment
3. Defense Statement and Evidence
4. Command Deliberation
5. Decision

All decision made at these hearings are final.

Terms

VCS - Verbal Counseling Statement

A verbal counseling statement also known as a “developmental counseling statement” are intended to be completed with the member who is being counseled. VCS are not intended to be a negative, they are used to assist leaders in conducting and recording counseling data pertaining to their subordinates.

NCS - Negative Counseling Statement

A negative counseling statement is intended to be completed with the member who is being counseled. NCS are a permanent negative record on a soldier’s virtual personal file, they are used to assist leaders in conducting and correcting negative behavior and plan with the soldier a method to avoid further behavior.

Laws of War

The 1st RRF is compliant with all military discipline treaties that the United States military is compliant with including but not limited to the Geneva Conventions of 1949, the Uniform Code of Military justice and the Hague Conventions of 1907.

Below is the complete set of legal regulations under which we operate. Any clause of the above documents that is not summarized below does not apply to our group so as to ease the level of knowledge and time given to legal compliance. Members should generally aim to comply with the highest ethical standards whilst playing and should apply good judgement to cases which are not direct violations but would obviously pose a moral or legal problem in reality.

Handling of Enemy Combatants

Accepting Surrendering Personnel

Enemy combatants who willingly surrender should not be harmed and must be provided with security and a timely evacuation as early as safe and reasonable to do so. Enemy personnel who are injured and surrender should be provided with medical attention if it is safe for the receiving element to do so.

A surrendering EPOW must be accepted as a surrender. It is not acceptable to decline a surrender. If a surrendering EPOW fails to comply with instructions necessary for his safe inward processing such as continuing to move when told not to or drawing a weapon then the receiving force may take action to defend itself.

Enemy personnel who are incapacitated should be detained, processed as EPOWs and provided with aid.

The location of any EPOW must be reported in a timely manner to the Chain of Command and all EPOWs must be monitored by command to ensure their safe passage.

Humane Treatment of EPOWs

All prisoners, regardless of whether they belong to a flagged military or not, should be treated humanely. This right is universal and must not be infringed.

Humane treatment constitutes the following:

- No Degrading or Humiliating treatment. Examples include the removal of clothing and deprivation of food or resources.
- Protected from Violence or Intimidation
- Shielded from insults, public curiosity or verbal degradation. In particular EPOWs should not be displayed to local populace or forces if possible to prevent later reprisal.
- No reprisals are permitted for actions that the EPOW or his force committed prior to being detained

Physical and Mental Torture

Prisoners must not be subjected to physical or mental torture.

This includes mock executions and the deperevation of food, water or medical aid.

Equal Treatment

EPOWs must not be discriminated against based on gender, religion, ethnicity or other culture distinctions.

Affordances should be made to facilitate the religious practise of the EPOW.

Surrendering to the enemy and your rights

In the event of capture by an enemy force, members of the RRF are entitled to the same treatment as described above.

Not all hostile forces are subscribed to the international treaties that define the above rights and information will be provided by command accordingly as part of the ROE.

In the event of capture by the enemy you are only required to provide the following information:

- Full Simulation Name
- Rank
- Roster Number

Do not answer any further questions outside of these three pieces of information. You are entitled to medical aid and fair treatment regardless of whether you provide further information.

Rules of Engagement

Rules of Engagement are the guidelines that govern the lawful employment of force by troops. ROE are often modified or updated by operation orders but we have a standardized base ROE which is often referred to as the “Universal ROE”.

The ROE can also provide updates on the situation regarding the laws of war such as if the enemy is not party to the Geneva Convention.

Universal Rules of Engagement

The Universal ROE is in effect unless explicitly stated otherwise.

You can always act in defence of yourself, your team mates and civilians

If the enemy is about to engage a friendly or civilian target you do not need permission to fire. You should engage the target first and then report the engagement subsequently.

You can always return fire when fired upon

If the enemy is actively engaging you or your team mates you do not need permission to fire. Ensure that you positively identify the target to prevent reciprocal friendly fire incidents.

Do not engage target of opportunity without permission if you are not in imminent danger

In the event that your element has the advantage and has not been detected ask for permission before firing to prevent the element being prematurely detected.

Common Modifications to the Rules of Engagement

The following are temporary modifications to the ROE that team leaders will often employ to achieve a particular tactical result.

Weapons Hold

Weapons Hold is the most restrictive of the common modifications. It means that you are only authorized to fire if there is an imminent and specific threat to you or your team mates. If you are forced to engage you should only engage for the minimum amount necessary to achieve fire superiority. In the event that you take ineffective enemy fire as may be seen in a hostile Recon by Fire tactic, the element should hold fire and await instruction from their team leader.

Weapons Hold is most commonly employed during advanced stealth operations where avoiding detection is critical.

Weapons Tight

Weapons Tight is the default modification and refers to the universal ROE. It will be issued to reset a previous modification action.

Weapons Free

Weapons Free means you are cleared to engage any and all hostile targets without permission. This is genuinely used when a heavy firefight is in progress and the priority is to engage a large number of enemy threats with effective fire.

Weapons and Marksmanship

This manual covers the issue, safe employment and tactical techniques associated with infantry weapon employment. This manual does not cover specialty weapon systems such as Automatic Rifles, Grenade Launchers or DMRs.

Weapon Safety

All weapons in the 1st RRF come with a safety mechanism which should be engaged when outside of a combat area or live fire range. By default the safety is toggled by pressing ``Ctrl + ~`` and will prevent the weapon from firing.

Friendly fire instances are treated extremely seriously under the disciplinary policy so it is important that members maintain the rules of weapon safety when operating in the battlespace.

The Rules of Weapon Handling

1. Do not point your weapon at anything you do not intend to kill. The weapon should remain in the rest position when not in use.
2. In safe areas where security is maintained, magazines should be removed from the weapon system or on supporting weapons the safety engaged.
3. Do not discharge your weapon for any reason other than combat engagement (Celebration Shots and Direction Indicating Shots risk lives and waste ammunition)

Issued Weapons

In the RRF infantry are permitted to modify their rifle to their liking including the visual appearance and spray colour, the type of optic and additional furniture. All infantry must carry at least a AN/PEQ15 laser module but may opt to also carry a flashlight in addition to their PEQ15.

Weapon Systems

The current standard issue weapon systems of the 1RRF infantry are the M4, M4A1 and the M16A4 family of weapons.

Depending on the mission requirements command may issue special instructions to issue M4 Block II weapon systems however they are not standard issue and will not typically be available.

Optics

The currently approved weapon optics are:

- The ELCAN Specter
- The Eotech 552 with or without 3x magnifier
- The Aimpoint T2 with or without 3x magnifier
- The Trijicon Acog sight
- The Vortex Spitfire

Warning: The 1st RRF does not permit the use of thermal weapon optics for infantry men.
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Ammunition Management

Standard ammunition issue for a RRF infantryman is 1 magazine in the weapon, 6 in the vest and 3 in the rucksack.

Partial magazines should be retained and can be repacked using the ACE interaction menu when there is a lull in combat that provides sufficient time and security to do so.

All issued infantry weapon system are magazine cross compatible with the exception of the 7.62 DMR which uses it's own magazines. As such FTLs will attempt to balance ammunition between different members of the fire team to maintain a uniform quantity of ammo within the team.

Danger: RRF infantry should not pickup enemy weapons. In the event that an element is rendered entirely black on ammunition command has the option to modify the ROE to allow the use of enemy weapons.

Types of Fire

Type of Fire are the different paces and accuracy of fire that can be employed.

Point Fire

This is the most basic and intuitive type of fire. It involves accurately aiming at and hitting the target - with each shot being aimed and placed.

Point fire is typically used when the enemy is exposed and can be acquired and engaged precisely. Examples would be ambushing an enemy squad in the open or engaging a particular target inside a designated building.

Area Fire

Area fire is used to engage a specific area instead of a specific target. This can be used to engage enemy units that are obscured, massed or beyond the effective range of the element's point fire capability.

During Area fire the shooters will identify areas that they know or suspect the enemy will be and focus on providing concentrated volumes of fire as opposed to well placed accuracy. The underlying theory is that the more rounds that are delivered downrange the higher the chance of hitting the enemy or effectively suppressing them.

Area fire involves firing at a higher rate than point fire but at a significantly lower rate than suppressing fire.

Suppressing Fire

Suppressing fire involves placing a large volume of rounds on the enemy position so that they are unable to return effective fire.

In order for suppression to be effective against an enemy the enemy must believe they are in danger of being hit by the suppressive fire. This means that although the pace of fire is fast the fire must remain within a close vicinity to the enemy position so as to keep them pinned.

Suppressive fire makes heavy use of ammunition and will normally be drawn down to area or point fire to conserve ammunition once fire superiority has been established.

Weapon Malfunctions

During use weapons will become hot which increases the possibility of a weapon jam occurring.

To clear a weapon jam open the ACE interaction menu and select “Clear Jam” under the Equipment options.

The Infantry Squad and Fireteam

The structures that the RRF group infantry into are based on those found in real militaries.

Note: An Element is defined as a structure that is made of people and sub elements with a defined leader.

From smallest to largest, these structures are:

The Fireteam

A Fireteam is the smallest element size in the RRF.

A fireteam consists of four members and a Team Leader for a total of five personnel.

Fire teams act within a squad, meaning that the squad leader will control their macroscopic objectives and positioning. A Team Leader is therefore responsible for controlling the micro level tactics of the fireteam such as exact positioning (which tree to hide behind), ensuring formation, leading MOUT breaches and managing ammunition and medical levels.

An infantry Fireteam in the RRF is typically constructed of the following roles:

Team Leaders:

Responsible for leading the fireteam.

Fire team leaders are trained in radio procedures and will communicate with the squad leader so they can accomplish the mission in line with the squad leader’s intent.

The leader of the fire team is also in charge of sending reports about his teams status to the squad leader.

Grenadiers:

Grenadiers are regular rifleman armed with under barrel grenade launchers to provide explosive suppression of the enemy using the 40mm grenade.

Grenadiers will also carry an elevated number of both lethal and non lethal grenades to assist the mission objective.

Automatic Rifleman:

Automatic Rifleman are armed with the M249 light machine gun to provide suppressing fire using controlled bursts of high volume firepower.

This member of the team will often carry a reduced equipment load relative to the rest of his team to compensate for the additional weight of his weapon and ammunition.

Specialist Role:

Specialists are trained in a specific ability - such as Designated Marksman or Demolitions Specialists. The exact role will vary based on the squad and its position in the unit but generally denotes a specialized loadout and possibly additional training.

Every fireteam has one specialist and unit command will assign specialists to a team based on perceived synergy and value.

The Squad

A Squad is the most common element of movement in the RRF and the smallest assignable element in the unit (A fireteam cannot be independantly tasked by command).

Squads are made up of two fireteams and a squad leader for a total of 9 personnel. The two fire teams in the squad will have different specialists which will in turn determine the capability of that squad.

The Squad Leader

A Squad Leader is responsible for receiving an intent from command and implementing that using the two fire teams under his command.

He is also responsible for receiving information from the fire team leaders below him and effectively reporting that information back up to command.

A squad leader is always a SGT or higher, normally a SSG and is an experienced member of the unit who is able to train and lead his squad in line with RRF doctrine.

Finally, Squad Leaders serve as points of contact and advice for the troops below them helping them to advance and prosper in the RRF.

The Platoon

A platoon is a grouping of squads under the command of an officer and in most cases accompanied by a 68W Medic.

The number of squads in a platoon varies from two to four depending on which formation of the infantry you are in.

A Platoon is the mechanism by which multiple squads work together and is the backbone of large scale operations in the RRF.

Platoons are also the smallest element that we will mobilise to an AOR meaning that all elements in a Platoon will undergo TDY and deployment at the same time.

To become an officer and lead a platoon is one of the most prestigious positions in the RRF and requires a large percentage of our training programs to have been completed as well as having demonstrated great leadership and problem solving qualities.

Infantry Formations and Maneouvers

Formations and Movement techniques are vitally important parts of operating in the infantry.

They are a lot more valuable than just to look pretty as they dictate the level of security and speed with which the element can move.

Formations apply all the way up to the platoon level and sometime higher, however each individual element leader is responsible for their elements positions. Platoon Leaders position Squads, Squad Leaders position Team Leaders and Team Leaders position Fire Team members.

There are more formations than those listed in this training program. You will learn new formations during more advanced classes for positions such as Vehiclur or Logistical operators.

Movement in a Fire Team

Fire teams will always stay within audible and visual range of school other, whichever is less. All members of the team should be able to see and hear the fire team leader at all times.

When moving, all members of a fire team should mirror the stance of the fire team leader unless instructed otherwise.

Teams may move at a variety of different speeds depending on the threat level and timeline of objectives.

There are five speeds of movement that you will encounter:

- Walking
- Combat Pace
- Combat Pace with Weapon Lowered
- Jog with Weapon Holstered
- Sprinting

During your AIT 1 Practical exercise, your instructor will demonstrate how to move at these paces and switch between them.

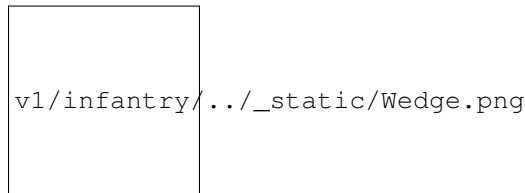
Whilst moving there is a constant compromise between two aspects: Speed and Security. When moving as a fire team you will normally not be in a position to decide a formation, but it is important to understand regardless.

Note: Speed: The speed at which the element is able to cover distance

Security: The ability that the element has to detect and respond to contact

Formations for Fire Teams

The Wedge



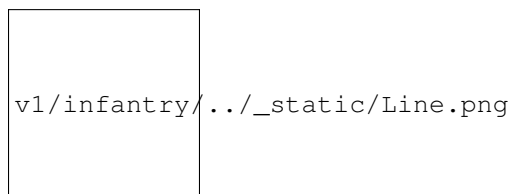
The most common formation for a fire team is the Wedge formation. This formation consists of a triangle formed of the team leader on point with the Auto Rifleman on the “weak side” of the wedge. The Specialist and the Grenadier form on the same side providing a “strong side”.

The team leader will choose the sides depending on the likely direction of contact.

This formation offers a good mix of security and speed. In this formation we have front, flank and rear security.

The wedge is normally deployed when there is a possibility of contact, but it is not expected, and there is a need to move a non trivial distance.

The Line

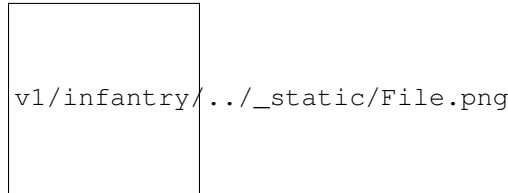


This formation is made of a straight horizontal line of every member of the fire team, weapons facing forward.

This formation provides very strong forward security but has no flank and rear security. It also provides very low speed and is brittle in its direction.

As such the line is only used to suppress or move directly into forward contact, normally with over watch from a supporting element.

The File

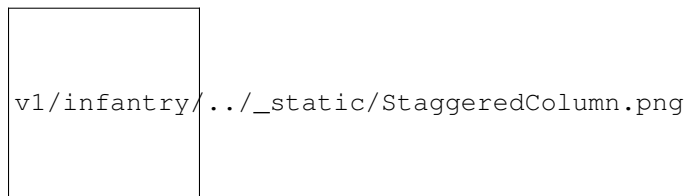


The file is used when visibility is low or in environments where it is important that everyone follows the same path. Examples include dense jungles and areas with mines or I exploded ordinance.

In the file, team members follow one after the other with each sequential team member taking a different direction of security. This provides 360 security and decent speed, however the amount of security in each direction is minimal.

As such the file should only be used for movement where contact is not expected and it is important to ensure all personnel follow the same route.

The Staggered Column



The staggered column is used for element manoeuvres along a road or linear danger area.

It consists of the fire team forming two files on either side of the road and alternating the spacing.

This is useful in urban environments as it provides good fields of fire for each member of the team. It also means that the team is not exposed in the centre of the danger area and can more easily reach cover and concealment on either side of the road.

Infantry Battle Drills

Battle Drills are practiced responses to a given situation that represent the ideal mechanism for the response.

They define our normal response to situations in ideal conditions however, your squad leader will have received training on their use and implementation. As such they tend to fall more as guidelines that are adapted to the situation in the field. You should be prepared for this by having the best possible knowledge of these drills so that you are able to understand how to modify and implement them.

Note: Many Battle Drills are not taught directly at the AIT level. Your Squad Leader will train you in more Battle Drills depending on your element's role and his insight into your squad.

React to Contact Drill

This drill is designed to be employed when the team is transitioning (moving positions as opposed to emplaced in cover and concealment).

The setting of this battle drill is that a squad is moving as two distinct fire teams, with the squad leader in the rear half or centre of the element.

The first team in the movement receive contact. This team immediately seeks a covered and concealed position to engage the contact with suppressing fire. At this time, the lead team is designated as being decisively engaged; That is to say that they cannot retreat without receiving effective fires from the enemy position.

At this time the second fire team will find a concealed position and avoid decisive engagement.

The squad leader will then manoeuvre via cover or concealment up to the engaged team. He will assess the situation and make an assessment of the correct response at that time.

He will decide between conducting a flanking manoeuvre, breaking contact, or setting up a support by fire position for a platoon level action. The scope of this decision making process is outlined in the Squad Leader training program and is not relevant to this drill.

At this point all of these responses form a part of another battle drill.

Break Contact Rear

This drill assumes that the squad is on line, being engaged from the 12 o'clock.

The squad leader gives the order for the squad to conduct a break contact rear and selects a team to move first.

At this time the fire team leader of the selected team will order his team to deploy smoke grenades to create a smoke screen between their position and that of the enemy. Care should be taken to check the wind direction so as not to cover the overwatch team's view.

Once the smoke has propagated, the fire team will direct his team to retreat backwards to a covered position if possible, but no further than 1 minutes sprint. From this position the team will emplacement and signal to the squad leader that the second fire team should now retreat.

The second fire team will follow the same practices of deploying smoke and moving backwards.

This drill is a successive bounding manoeuvre, meaning that the teams should end on line with each other and should not retreat past the other team.

Assault on the Flank

The flank assault is a technique for assaulting an element where a strategic location is defended by a force that is unable to gain superiority of fires over the squad.

This technique works by the first fire team providing suppressive fire onto the objective whilst the second fire team moves via a concealed route to the flank of the enemy position.

Once the team is set on the enemies flank, the team leader will signal to the squad leader that the team is prepared to assault.

At this time, the squad leader will give the order for the overwatch team to lift or shift fire. This involves moving the field of fire away from the direction of the friendly forces.

Once the overwatch team has shifted their fires, the assaulting element will form on line and push through the objective, coming to a halt on the far edge of the objective to the side on which they assaulted from.

Once the assault team has reached this point, officially called the limit of advance, the overwatch fire team will assault through the objective, complete any actives on the objective such as destroying emplaced equipment and finally ending their advance at the outer edge of the objective on line.

Setting up for a platoon action

At a Platoon level the same battle drills are used except entire squads are used instead of fireteams.

In this effect a platoon react to contact drill might work like this:

1. The first squad takes contact, becomes decisively engaged and communicates the contact information whilst suppressing the target
2. Second squad move to flank and push through the contact
3. Second squad assault and move to the line of advance on the objective.
4. First squad move up and push to the line of advance on the objective.

Linear Danger Areas

A linear danger area is one where there is an extended, exposed horizontal area, devoid of cover or concealment, where an enemy force would may spot and engage friendly forces. Examples of Linear Danger Areas (LDAs) include roads, runways, large clearings in forests as well as rivers and / or fords.

The Three Methods of Crossing a LDA

There are three methods that can be used to cross a LDA. Your element leader will select a method based on the speed and security with which he wishes to cross the LDA. This decision making process is covered in a higher level training and is not documented in this course.

Deliberate Crossing

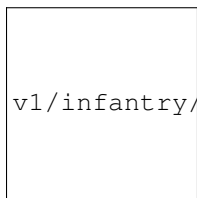
A Deliberate Crossing is the slowest and most secure way of crossing a linear danger area.

This involves one team first setting security on the near side of the LDA, seeking cover and concealment, from which the other team can be covered as they move across the LDA.

At the fireteam level this will be done by creating a gate at the edge of the linear danger area through which the second team will pass to prevent crossing any friendly lines of fire. The size of the gate will be defined by the availability of cover and concealment but could be as small as a few metres or as large as one hundred metres.

Once the gate has been established the second team will cross the LDA and clear the far side. Once the far side is secure the team leader will set up a far side gate, placing his team in cover and concealment so that they can provide security to the crossing team.

Once the far side security has been set the Fire Team Leader will radio the Squad Leader that it is safe for the next team to cross. At this time the near side security team will pick up and move their position across the road.



v1/infantry/../../_static/deliberate_crossing.png

Note: In the event that the deliberate crossing is part of a larger platoon crossing the near side team will not collapse. They will instead remain in position to allow the platoon to pass through. Once the platoon has passed through the near side security will then collapse across the road and the the squad will become the last in the platoon formation.

Hasty Crossing

A Hasty Crossing is a faster but still relatively secure crossing method of crossing an LDA that can be used if there is a low risk of contact and a desire to cover ground faster. The Hasty Crossing is sometimes referred to as “Scrolling” a road.

The Hasty Crossing involves the squad facing alternating directions across the LDA and forming a File. The squad will then approach the edge of the LDA man by man, with the next man moving across when he is shoulder to shoulder with the man behind him.

Once across the soldier will wait for the next man to come across and take his position before moving on to a covered and concealed position.

This is repeated until the entire formation has crossed the LDA.



Crossing by Force

Crossing by Force refers to the practise of moving straight across the linear danger area without regards to special security or crossing techniques.

This is used when there is a very high demand for speed and a low chance of contact.

Additional Battle Drills

Once you are assigned to an element your Squad Leader will introduce you to more task specific drills during trainings. This will help your squad to become more effective at handling situations that are commonly encountered in your particular discipline.

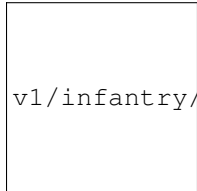
MOUT - Military Operations in Urban Terrain

As an infantryman in the RRF you will be expected to be able to perform operations in urban environments including breaching and clearing structures as well as moving through an urban area safely.

The Fatal Funnel

Note: The fatal funnel is the area of a breach point that presents the most danger to an entry. The team must clear this area as quickly as possible to prevent disruption of the breach. Threats inside the breach will focus fire on this point once entry is made.

Danger: Windows also present danger to a breaching element. Team members must use caution when approaching or stacking near windows and security should be maintained on windows when possible.



v1/infantry/../../_static/fatal_funnel.png

Approaching a Structure

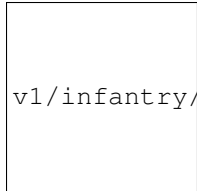
A Team should approach a building in a modified file formation which is adjusted for security and speed of movement. The formation will be modified dynamically by the Team Leader to provide the maximum security during movement to the Breach.

Take special care when the building you are approaching has windows. You should remain below the sight level of the window and keep strong security on the aperture so as to decrease detection probability and minimize the risk of hostiles inside firing out at the element.

Performing a Breach

Setting a Stack

The first step to breaching is to stack on the door. The first man in the stack will maintain security on the breach while the second, third and fourth men will adjust their sectors of fire to provide maximum security around the element including but not limited to the rear and high side threats.

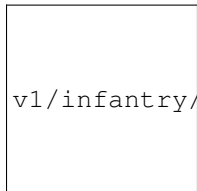


v1/infantry/../../_static/Stack.png

Breacher Up

If a ballistic, explosive or flashbang breach are required the team leader will call “Breachers Up” at which time the number 2 man will maneuver to a wide angle position ahead of the stack from which he is able to effectively deploy the required breaching tools.

Note: Not every breach point will require a Breacher.



v1/infantry/../../_static/stack_room_flash.png

Status Check

The team leader will do a status check in reverse order by calling out “Status”. Each team member in the stack should respond in descending order:

“4 up”, “3 up”, “2 up”, “1 up”

If any team member fails to call ready or says they are “down” then the formation will hold until the issue has been resolved.

Clearing the Funnel

The team leader will call breach at which time the team should move to clear the fatal funnel as quickly as possible and begin movement to the points of domination.

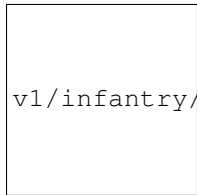
Team members should alternate the direction of travel starting from the first man in. There is not a need to coordinate this information before the breach and it should be reactive.

Warning: A common mistake for new soldiers is to think that the breaching team should move through the center of the room. In general you should remain close to the walls during your movement to a point of domination so that you are not exposed to unnecessary angles.

Moving to a Point of Domination

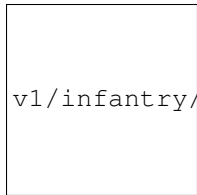
Note: A point of domination is a position in a room which provides strong, distinct and unimpeded firing angles in an MOUT environment.

Once the team has made breach the personnel will alternate their direction of travel and move to their points of domination. During movement care should be given to any windows or doors that may hold new threats. One should not cross a door whilst the current room is unclear - instead security should be set on the door to prevent any new targets entering through the breach.



v1/infantry/../../_static/points_of_domination_1.png

Note: Corner rooms have slightly modified points of domination shown below:



v1/infantry/../../_static/points_of_domination_2.png

Performing a status check

At such a time that the Team Leader believes the room to be secure he will call a status check in which the personnel should respond with their color code. If a soldier needs to reload or administer first aid he will call this out to the team and take a knee. Another member of the team will adjust to cover his sector of fire so security is maintained.

Short Rooms

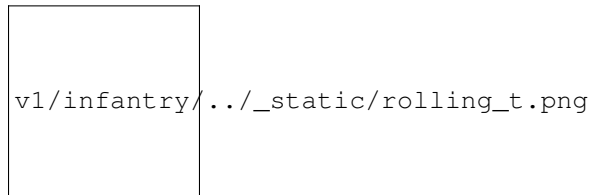
If a room is unable to fit a full team the team leader will call a short room. In this instance only two people should enter with the rest of the team maintaining security outside the breach.

Hallways

Clearing and moving in Hallways requires a different formation to the MOUT stack so that the element has the ability to securely maneuver within a confined linear space.

This formation is called the rolling T and provides good security up and down the hallways as well as allowing for flexible rotation around corners and intersections.

The T is formed with two rifleman on point with the Team Leader in the center and the autorifleman maintaining rear security.

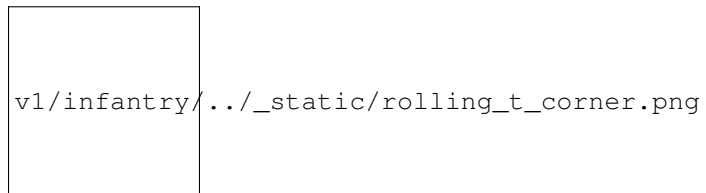


Clearing an L Shaped Corner with a Rolling T Formation

To clear an L Shaped Corner in a corridor the team will rearrange to maintain security on the point.

On order the pointmen will conduct a high man / low man movement around the corner and engage and eliminate any threats in the hallway. Once clear they will push around the corner reassuming the rolling T formation.

Finally the team leader and auto rifleman will fall into position on the far side of the corner and the T will continue movement down the corridor.

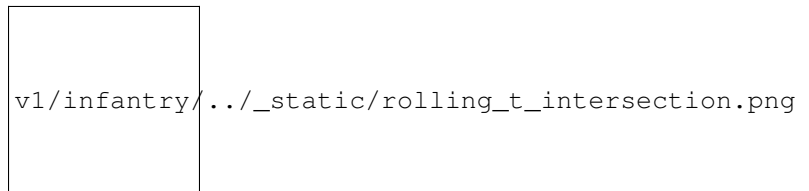


Clearing a T Shaped Intersection with a Rolling T Formation

To clear a T Shaped Intersection in a corridor the team will move stack on either side of the corridor and hold security on the opposite side of the corridor. The team leader will call a direction of travel once the T has been cleared.

On order the pointmen will move into their respective sides of the T shaped intersection to engage and eliminate any threats present in the corridor.

Once threats have been eliminated the TL and rear security will move into the respective positions of the T formation, the formation will consolidate and the T will continue to move down the corridor in the direction of movement that the Team Leader has chosen.

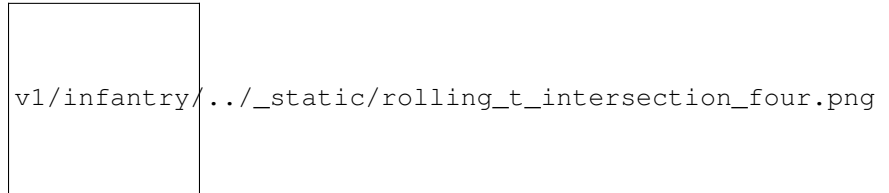


Clearing a Four Way Intersection with a Rolling T Formation

On approaching a Four Way Intersection the pointmen will move to cover the hallways to the left and right of the formation respectively.

The Team Leader and rear security will then cross the hallway and move to their respective positions.

Finally the two pointmen will fall back into the formation in their positions, collapsing in from the side hallways and the T will continue movement.



Clearing Stairs

When clearing stairs the team should form a stack with the first man maintaining forward security and the second man packed closely maintaining high side rear security to ensure no one is shot from a landing area. The remainder of the team will follow the pointman up the stairs and reassume the necessary formation once the next floor is reached.

Visual Markings for MOUT

MOUT has its own SOPs for marking positions and buildings to indicate status. If you will be operating in an Urban Terrain during a mission you should equip yourself with the necessary equipment to utilize these markings.

Position Type	Day	Night
Friendly Position	Green Smoke	IR Strobe
Enemy Position	Red Smoke	IR Laser "Circle"
Building Cleared	X on the Map / BLUFOR Tracker	Green Chemlight
Explosive Device	E on the Map / BLUFOR Tracker	Red Chemlight

Basic Infantry Medical Manual

The ACE medical system used in the 1st RRF is remarkably complex and provides an in-depth level of simulation. Infantry are trained on how to keep themselves and their buddies in the fight long enough to receive proper medical attention from the properly trained medical teams.

Comprehensive information on the medical system and using it to handle casualties is available in the Tactical Combat Casualty Care manuals that apply to medical personnel.

Vitals

At a high level our medical system is based on the concept of keeping blood inside the body.

Death is caused by reaching a point where so much blood is lost that the heart can no longer effectively maintain blood pressure.

Second to blood is a pain threshold - When hit you will suffer pain; the amount of which depends on the type and impact point of the hit.

Extreme pain or heavy blood loss can induce unconsciousness. Unconsciousness from pain is temporary and the patient will eventually wake up however incapacitation from blood loss is permanent and the patient will not wake up again without comprehensive medical attention.

Handling personal injury

The most important step in the TC3 pipeline is infantryman handling their own injuries as best they can to stay in the fight for as long as possible. Learning to quickly process the extent of your own injury is a critical skill to develop.

Handling Combat Injury

1. **Assess the damage** Quickly assess the injury and determine if you are still able to fight. If you are combat effective continue to fight and do not stop to render aid until fire superiority over the enemy has been achieved. In the event that the wound renders you unable to effectively fight (broken bones or severe bleeding) you should immediately proceed with the following steps.
2. **Communicate your state** Let your team know briefly on the radio that you have been hit and will need to render aid. Be sure to communicate your location so that in the event you fall unconcious you can be recovered by the medical teams.
3. **Find cover or concealment** Before rendering aid it is important to find cover to reduce the likelihood of you being engaged whilst rendering aid. This is a stop gap solution to having your team pull security for you however in the event of grave injury it is the best compromise.
4. **Do a comprehensive check** Systematically check each area of your body and establish the gravity of your wounds.
5. **Apply tourniquets** Tourniquets serve as a temporary solution to completely stop bleeding from the arms and legs. They must be removed within 15 minutes however they can often provide enough of a gap to allow infantry to finish the fight without receiving comprehensive medical care.
6. **Bandage wounds** If you are still bleeding in spite of the tourniquet attempt to pack your wounds to reduce the bleeding. Your wounds should turn blue to indicate that the bleeding is being controlled by the bandages. Bandages are a temporary solution and the wound will continue to reopen until it is stiched by a trained medic.
7. **Administer pain management** If you are in pain administer morphine to reduce the pain levels and try to maintain conciousness.
8. **Attempt to return to the fight** If you are concious and able to fight you should try to return to the combat and assist the fireteam. Medics will be unable to render comprehensive care until fire superiority has been established and the faster this can be established the better.

Assessing and Treating Others

Danger: Do NOT render aid to others until the element has established fire superiority.

When another player is wounded and unable to render aid to themselves you should take the following actions:

1. **Conduct triage** The first step is to check the casualty for vital signs. If the casualty is dead then mark their triage card as black and move on to other casualties. Once all wounded casualties have been dealt with you should return to the dead casualties and conduct the procedures detailed in the handling casualties section below.
2. **Control bleeding** Apply tourniquets and bandages to help reduce the bleeding. If the casualty is responsive get them to also apply bandages to increase the speed at which the casualty can be assisted.
3. **Get the casualty to a medic** Depending on the situation the fireteam leader will instruct whether the casualty should be moved to the medics at a CCP or whether the medics will move to the casualty. The medics will receive the casualty and you should return to handling other casualties, processing KIAs or simply providing security.

Handling Dead Personnel

Once a person has been confirmed as dead the following steps should be taken:

1. **Report the casualty to leadership** Report the death to your fireteam leader who will in turn report the fatality up the chain of command. These reports will generally be batched and are not provided as a continuous flow of information as the information is not time sensitive.
2. **Retrieve or destroy radios, maps and cryptographic equipment** All KIA personnel must be stripped of all intel that could potentially compromise the operations of the remaining element. Maps can be checked for markings, radios can be used to eavesdrop on communications and encrypted GPS or satellite devices can be used to monitor the location of other friendly troops. Recovering these devices is a top priority for any casualty.
3. **Place the casualty into a body bag** The casualty should be placed into a body bag and handed over to the medics for further processing. At this time the casualty becomes a logistical issue as opposed to a medical one and platoon leadership will make the necessary arrangements for the extraction of the body.

Basic Infantry Communication

Within a Fireteam it is important that personnel are able to communicate clearly and effectively. Most communication in a Fireteam is verbal communication and does not rely on a radio.

Note: Fireteam members should only use the radio when separated from the team leader or when transmitting information that is time critical to the entire squad.

95% of Fireteam communication is verbal and does not require radio use

In general the squad network should be kept clear so that Team Leaders can talk to Squad Leaders

Setting up an AN/PRC 152 Radio

Infantry in the RRF are issued with the AN/PRC 152 radio. This is a secure personal radio which can be tuned to a large number of frequencies.

You can hold a primary and alternate channels on the radio, as well as controlling volume and stereo directions, however this information will not be part of this training. This information on radios can be obtained in the Joint Service Radio School.

By default, pressing Control and P will open up your radio interface. Change channel by clicking on the display and typing in the desired frequency.

You will be asked to adjust your radio channels during the AIT practical sessions, so you should make an effort to experiment with the system by using the Virtual Arsenal. You can access this from the main menu under Learn > Virtual Arsenal.

Methods of Communication

Within a Fireteam there are only four basic communication concepts that need to be undertaken. You were introduced to some of these concepts during BCT.

Sending Radio Traffic

Each position in the unit has a unique callsign that should be used for radio communications.

To send traffic, you must include an address and a terminator. Much like an address on a letter this states who is sending and receiving the traffic.

This looks as follows:

YOU, this is ME, Over.

This ensures that your traffic reaches the correct person and that they are aware who sent it. The over ensures that people know when the net is free for them to send their traffic as interruptions interfere with the clarity of the messages.

The Radio Check

This communication is used to verify that a radio frequency is working correctly and both sides are able to Transmit and Receive traffic.

To initiate a radio check, simply say:

Any station, this is CALLSIGN on FREQUENCY, radio check over.

If someone is able to hear you they should respond:

CALLSIGN, this is ME. Roger on FREQUENCY over.

Note: If a frequency is received with poor reception you should respond to their radio check with:

CALLSIGN, this is ME, you are coming in broken and unreadable over.

Warning: You should NOT use five by notation to describe radio clarity. We do not use this mechanism and it does not form part of our COM standards.

ACE Report

The ACE report is an extension of the ACE report you were shown during BCT with the exception that you must now wrap them correctly for radio communication.

Do note that this method is limited to squad nets and more formal procedures exist for platoon and higher networks.

You, this is me, I am Green, Green, Green on ACE over.

You will normally send this to your team or squad leader so that they can maintain a current image of their squad/team's capabilities. They will also be relaying this up to higher command to maintain visibility and coordinate logistics units for your element. As such it is important that your ACE report is clear and accurate.

Note: Do not guesstimate your equipment levels - take time to accurately check your remaining ammunition and evaluate it relative to what you started with.

Contact Report

Reporting that you are being engaged is an urgent communication but you should still use the wrapper format so that people know who made the call.

The format for a contact report is the same as the techniques learnt in BCT, except it is now over a radio:

You, this is Me, Taking Contact Distance, Direction, Description Over

PACE (Primary, Alternate, Contingency and Emergency Communications) plans

At the start of any mission your team will be issued with a PACE plan. This details the communication methods that will be used if other fail.

The SOP for the 1st RRF is voice, radio, runner and visual signal - however this may be changed on a per Operation Basis by leadership.

You should only move to the next method of communication once the one before it has proven incapable.

Finishing touches for radio protocols

In general a squad radio frequency is a relatively informal channel and there are no penalties for omitting the formalities. However as you progress to higher stations in the unit you will be penalised for omitting radio formalities on higher channels.

In general you should avoid using the radio and allow your fire team leader to relay information to the squad leader. This helps to improve the speed and clarity of the channel for leadership resulting in greater efficiency.

Infantry Medic Manual

The ACE 3 Medical System

Medics are expected to fully understand the ACE medical system including all possible symptoms and side effects as well as being drilled in quickly providing the correct care to patients.

In order to facilitate this goal you should carefully read through the following details of the ACE medical system. This is somewhat unique to our group based on the settings we use so you should read this with even greater care if you believe you already understand the medical system.

You should also be advised that not all avenues of treatment are available to all personnel and as such the system may be more complicated than the “hit them with a PAK” method used in other groups.

Note: You should thoroughly review the information on this page.

In order to help you operate at the highest level you can download the Apendices at the end of this training program that provide printable cheat cards for reference during training and combat.

The Basics

In ACE the human body is represented as 6 distinct areas that can receive damage. Some of these areas have special abilities such as applying a tourniquet or using a variety of IV solutions.

Each living person in the battlespace has three key metrics which define their state of health. Every action you take will be to maintain or restore one of these metrics:

- Blood Volume
- Pulse
- Responsive State (Are they concious?)

Blood Volume

Blood volume is measured via blood pressure is measured by systolic and diastolic blood pressure - often expressed in the form (systolic / diastolic).

In ARMA you only need to pay attention to the systolic blood pressure to diagnose a condition. You can categorize blood pressure into colour categories as follows:

- **BLACK** - No Pressure - 0-20 systolic
- **RED** - Low Pressure - 20-100 systolic
- **GREEN** - Normal Pressure - 100-160 systolic
- **YELLOW** - High Pressure - 160 and above systolic

In the treatment section you will find out how to deal with these blood pressures.

Pulse

The Pulse - an indication of Heart Rate or Arterial Palpation - is the number of beats per minute that the patient's heart makes.

In ARMA we classify these into categories:

- **BLACK** - No Pulse - 0 BPM
- **RED** - Low Pulse - 45 BPM
- **GREEN** - Normal Pulse - 46-119 BPM
- **YELLOW** - High Pulse - 120 and above BPM

Blood pressure is affected by the patient's blood volume and administered medication.

Responsive State

If a patient's pulse or blood volume falls to low the patient will become unconscious (non-responsive). Unconscious states can also be prompted by sudden impacts such as car or helicopter crashes as well as being the result of chemical use such as morphine.

Responsiveness has two categories:

- **BLACK** - Un Responsive
- **GREEN** - Responsive

MEDSTAT

A MEDSTAT is essentially an ACE report for patients. It consists of Blood Volume then Pulse then Responsive State.

For example:

RED - GREEN - BLACK is a non responsive casualty with a normal pulse and a low blood pressure.

MEDSTATs allow for rapid communication about the status of a casualty.

Injury Type

Each limb on the body can receive different types of injury. Each injury has a different level of pain and bleeding that it will inflict.

Each injury type also has a set of treatment procedures that are best suited for it - these will be laid out in the subsequent chapter about rendering aid.

The injury types are:

Abrasions

An Abrasion is a wound caused by friction. Examples include Vehicle Crashes and Rope Burn. This wound type has a **low** pain effect and an **extremely slow** bleed rate.

Avulsions

An Avulsion is when an entire structure is separated from the body. Examples include lost teeth or an ear lobe. These are caused by explosions, shrapnel and any other situation which could sever a body part.

Avulsions have an **extremely high** pain effect with an **extremely fast** bleed rate.

Contusions

Contusions, commonly known as Bruises, are caused by traumas that injure an internal structure without breaking the skin. Blunt blows to areas such as the chest or head can cause contusions.

Note: Due to poor modelling in ARMA contusions do not cause blood loss

Lacerations

Lacerations are wounds with ragged edges. They are produced by large forces exerted on the body.

Lacerations have a **light** pain effect with a **slow** bleed rate.

Velocity Wound

A Velocity wound is caused by objects entering the body at speed, such as shrapnel or bullets.

Velocity wounds have an **extremely high** pain effect with a **medium** bleed rate.

Puncture Wounds

A puncture wound is a narrow wound produced by a sharp object such as a knife.

Puncture wounds have a **light** pain effect with a **slow** bleed rate.

Injury Sizes

Each injury type can come in a variety of sizes which increases or decreases the bleed rate of the wound.

Cardiac Arrest

A cardiac arrest is when the heart stops pumping. In game this is an extremely bad situation and means that the individual has to be MEDEVACd to a Level 2 facility.

A Cardiac Arrest is triggered when a patient fulfills any of the following criteria:

- A heart rate below 20
- A heart rate above 200
- A Systolic blood pressure above 260
- A Diastolic blood pressure below 40 with a heart rate above 190
- A Systolic blood pressure is above 145 and the heart rate is above 150

Once a patient enters cardiac arrest they cannot be recovered in the field. CPR will extend the time until they fully die - allowing enough time for them to reach a medical facility capable of restarting the heart.

Setting up ACE to be efficient

ACE 3 is a matrix of complicated 3D menus and contrived custom keys. As such we have introduced additional tooling to make this process faster for medical personnel so they are able to act more efficiently.

Changing the Medical Menu to a 2D interface:

1. Go to the ACE OPTIONS menu in the top left hand corner of your in game options menu.
2. Navigate to the “Medical Menu” option
3. Enable the Medical Menu

After enabling the medical menu you should be able to ACE interact and find the “Medical Menu” under interactions - this is in contrast to the usual 3D “Medical” setting that would be there. This allows you to access the 2D medical menu and access time critical information faster.

Note: We also recommend setting your ACE interact and self interact key to a mouse hotkey if you have them available so that you are able to access these options faster.

Conditions and Treatments

ACE adds a wide number of injury and treatment types to the game some of which were detailed in the ACE section of this program.

In this section we will explore the individual treatment options and the decision making tree of a medic.

Treatments

Bandages

ACE provides four different type of bandages - each with a different level of effectiveness on a given wound type.

Bandages are used to pack wounds to reduce bleeding and providing a surface for blood to clot against. Bandages are temporary solutions and wounds will require stitching to repair permanently.

Tourniquets

Tourniquets are pressure devices used to prevent blood flowing into a limb. Due to the nature of the device they are highly effective at bleeding reduction in the limbs stopping bleeding entirely.

The downside of tourniquets is that they put the patient in a lot of pain if they are left on too long - sometimes to the point of rendering the patient unconscious.

IVs

ACE provides two types of intravenous bag that can be administered to patients. All IVs are used to help restore blood volume.

The first type is Saline which is used to rapidly provide blood volume to a patient. Saline is a double edged sword as it reduces blood clotting meaning that bleeding can be intensified by overuse of saline IVs. It is useful for restoring patient's who have lost a little blood or stabilizing patients who are suffering cardiac failure due to low blood pressure until MEDEVAC arrives.

The second type of IV is a blood transfusion. Blood transfusions restore blood volume and are used in cases of heavy blood loss. Blood transfusions do however require specialized refrigerated transport arrangements meaning that they are not carried by medics in the field and must be kept in vehicles.

Note: We do not simulate blood types in game.

Injected Drugs

ACE provides three types of Autoinjector for injecting drugs. Drugs are used to manipulate the pulse and to reduce pain levels.

The first and most common autoinjector is Morphine which reduces the pain experienced by the patient. It also has side effects of reducing the patient's blood pressure and heart rate, reducing it by around 20 BPM.

The second autoinjector is Epinephrine - more commonly known as Adrenaline. This drug solely affects the patient's pulse raising it by around 20 BPM.

The third autoinjector is Atropine - a muscle relaxant - which lowers the heart rate of the patient by approximately 20 BPM.

Surgical Kits

Surgical Kits allow the bearer (assuming they are medic qualified) to sew wounds closed to prevent them from reopening.

Surgical kits are available to all medics in the group - but do require that the user be inside a medical vehicle or facility.

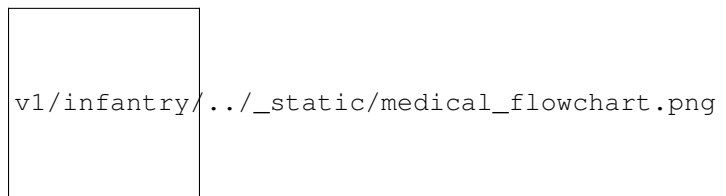
Personal Aid Kits

The Personal Aid Kit is a one hit Jesus level wonder of modern medicine that instantly restores the user to full health in every way. This glorious and remarkable achievement can only be performed in a Level 2 medical facility.

Providing Aid to a Patient

The first priority in combat medicine is always to keep the blood inside the body. Bleeding control and management is more important than anything else because without it all other efforts will be wasted.

Therefore when dealing with a casualty you should follow the following process:



Medical Facility Levels and the Pipeline of Care

Danger: Medical Facility Levels and the MEDEVAC policy is currently under strategic review. The following information may be out of date with the latest edge of combat training and doctrine within the unit.

In the RRF we split our medical pipeline into three distinct phases - Care under Fire, Level 1 and Level 2 care.

Below you will find an explanation of each level as well as the transfer between these levels.

Care under Fire

Care under Fire is the actions undertaken by the squadmates of the injured personnel when a casualty is first injured. This phase revolves solely around bleeding control until such a time that the casualty can be transferred to a trained medical team at a Level 1 care facility.

All infantry personnel are extensively drilled on reacting to injury and the handoff procedures. At the end of the Care under Fire process injured personnel should have been tourniqueted and bandaged to the best ability of the element that they belong to. Bleeds will not have been stitched and may reopen. Frontline infantry may have also administered morphine as a pain relief tool or epinehrine if the patient was suffering from a low heart rate.

Level 1 Medical Care

Level 1 Medical Care begins when a casualty is received by a medical team at a CCP.

Note: A CCP (Casualty Collection Point) is an area designated by a platoon leader where a medical detachment should prepare to receive casualties.

CCPs will generally be somewhat set back from the frontline trace and will routinely be provided with a small security element.

The purpose of a CCP is to provide a central location for all injured personnel to be triaged and treated by a trained medic or forwarded onto further care. It also serves as a location for collection of dead personnel by Logistics elements.

When establishing a CCP at a given location medical teams should define a reception point where casualties are received and triaged as well as a treatment area where casualties are given aid.

This information should then be marked on the map so that other elements know how to work efficiently with the medical team at the CCP.

Infantry personnel will hand over casualties at the designated triage area of the CCP and provide the medic with:

- **Any aid rendered**
- **Casualty Roster Number and Element**
- **Cause of injury**
- **Time of handoff (Local Time)**

Medical personnel should then physically note this information in real life on paper as it is important to keep track of casualties who may be potentially MIA or non responsive.

Once a casualty is received from the infantry the medic will triage the casualty into one of four categories:

- **GREEN** Clear for discharge from the CCP. No active bleeds (all have been stitched) with a good blood volume and stable pulse. Able to effectively fight.
- **YELLOW** Requires medical attention at a non life threatening level. All wounds have been bandaged but have not been stitched. May be low on fluid and attached to an IV. Not cleared for discharge but does not require active medical attention.
- **RED** Requires urgent medical attention to stabilise and will require MEDEVAC. Casualty may have suffered cardiac arrest, severe bleeding and extreme loss of blood volume. The medical team will attempt to stabilize the casualty for MEDEVAC.
- **BLACK** The casualty is dead. All medical aid will cease and the casualty is treated as a logistical issue from this point forward.

Danger: WE DO NOT LEAVE BODIES BEHIND. DEAD PERSONNEL MUST ALL BE RECOVERED ALONGSIDE WOUNDED PERSONNEL.

Medics will prioritize casualties based on their colour code dealing with the most severe first.

Medical teams have autonomy in the way that they run the CCP however the official recommendation is that one member of the team provides Triage whilst the other renders aid. This is because triage is a constant process of monitoring bleeding, Pulse and Blood Pressure for all personnel in the CCP in parallel to the time intensive task of rendering aid is performed.

Note: Medical personnel can request that teammates dropping off wounded personnel remain behind to render CPR if necessary. **Medical personnel should not commit to performing CPR themselves unless absolutely necessary - always try to seek outside assistance**

Performing a MEDEVAC

It is the sole decision of the senior medic if a casualty requires a MEDEVAC. If a MEDEVAC is called the medic should provide the necessary information for the five line to the platoon leader for relay.

The platoon RTO will then liaise with command or follow preestablished guidelines for the evacuation of casualties. The leader will then relay this information back to the medical team as they receive it.

Danger: MEDICAL PERSONNEL SHOULD NOT CALL AIRCRAFT OR ASSETS DIRECTLY - THERE ARE OTHER ELEMENTS RESPONSIBLE FOR THESE TRANSMISSIONS AND ASSIGNMENTS

At this stage the platoon RTO will advise if the MEDEVAC will be land or air based and any steps required to comply as well as an ETA.

Detailed below are the procedures to follow for a land and air based MEDEVAC.

Land Based MEDEVAC

A Land Based MEDEVAC is conducted by a medical team on the ground with an ambulance.

The Medical team at the CCP should prepare the casualty for transport. This might include ensuring that bleeding has been well controlled and that a fresh IV is in place if necessary.

The Medical team should then prepare to move the casualty if he is unconscious or clearly communicate the steps with the casualty if they are ambulatory.

Once the ambulance arrives the medic will dismount the MEDEVAC vehicle and conduct a handoff identical to that performed when receiving a casualty at the CCP. He will then load the casualty into the vehicle or provide them with instructions to board the vehicle.

Once all casualties are loaded the MEDEVAC vehicle will return to base. During the journey the medic on duty (the one that is not driving the vehicle) will constantly monitor all casualties and administer any aid possible. As this is a vehicle it will also be possible to perform a blood transfusion.

Once at base the ambulance will pull into the Level 2 facility and the casualty will be handed over.

Note: In some cases the MEDEVAC team will act as the Level 2 facility. In this case they should take the casualty inside the facility and use a Personal Aid Kit.

Air Based MEDEVAC

An air based MEDEVAC is conducted by a medical team embedded within a transport airframe. Air based MEDEVACs are more complicated than land based MEDEVACs as they must comply with the additional complications of aviation cooperation.

Similar to a land based MEDEVAC the CCP team should prepare the casualty for MEDEVAC and get them moved to an area close to the HLZ.

Once the aircraft lands the flight medics will disembark and perform a handoff for each casualty. The Flight Medics alone will load the casualties into the helicopter. **Flight Medics are specially trained on loading casualties without damaging the aircraft - CCP personnel should not approach the aircraft.**

Once all casualties are loaded the Flight Medics will load up and give an all clear signal to the Airframe Crew who will then take off and begin a return flight to base.

Note: MEDEVAC flights get the highest Air Traffic Control priority second only to MAYDAY calls so you should not spend a long time in flight in most cases.

During the flight the medical crew in the back of the aircraft will do their best to stabilize the patient's by providing blood transfusions and chemical injections.

In some cases the flight crew may also assist with providing CPR to the casualties in flight.

Upon landing the patients will be handed over to Level 2 care as per the land based MEDEVAC.

Level 2 Medical Care

Level 2 Medical Care in the 1st RRF is a facility equipped with basic surgical equipment. In the context of the game this means that Personal Aid Kits can be used within the building or vehicle which allows a wounded individual to be restored to full health.

Level 2 care is normally rendered inside the MEDEVAC helicopter by the MEDEVAC medic or back at base depending on the command intent in the region.

Advanced Infantry Radio Manual

An Introduction to Radio Networks in the 1st RRF

Radio networks are designed to relay time sensitive critical information vertically to command and control elements and horizontally to the adjacent units in order to facilitate the flow of situational awareness and coordinated control of operations.

What is a Radio Network?

A Radio Network in the 1st RRF is defined as a radio frequency on which official radio doctrine is used and there is an expectation of brevity and purpose to each transmission.

Note: Squad / Element radio frequencies are not counted as Radio Networks under official doctrine. Element leaders will determine the procedures used on these "uncontrolled" networks.

Concepts of Transmission

Transmissions on a Radio Network should be CLEAR and CONCISE with clearly stated receiving and sending call-signs in order to accurately convey information to any receiving element in a standardized way. On a Radio Network air time is everything so the shorter you can make your transmission - the better the communication will be.

Radio Networks are single TX (Transmitter), multiple RX (Receiver) networks - this means that only one person can speak on the network and that voices cannot be separated or tuned on a given network. This is important as it means that any time you are speaking on a network you are actively preventing anyone else from transmitting on that network.

If elements fail to follow correct radio procedures on a Radio Network they will severely negatively impact the flow of the operations by impeding efficient communication.

Transmission Accuracy is extremely important to tactical radio communication and you should take time to prepare the statements you intend to transmit prior to beginning your broadcast on a given network. By clearly defining your message ahead of time you will use less air time and are less likely to make mistakes during transmission.

Speak Clearly - Radio Networks air time is precious but if you have to say your entire transmission twice then you will use even more of it. This is particularly important for members with heavy regional accents who may need to speak more slowly in order to be understood. Take your time to clearly state your transmission so that you will not need to say it again.

Layered Networks

In the 1st RRF we use a layered set of networks to mesh a large number of assets concurrently. This means that an individual may be listening to and communicating on multiple radio frequencies.

The resulting layers of frequencies is referred to as the Network Composition which is a complete listing of each channel that will be in use, it's intended purpose and which callsigns are expected to operate on it.

Command will plan the Network Composition in advance around any present hostile threats or friendly assets that may have overlapping utilization. Whilst this course will teach how to operate in a multi layer radio environment it will not cover how to plan a Composition.

Basic Principles of Radio Communication

Radio usage in the 1st Rapid Response Force is a complex and disciplined task - however this complexity mainly comes from the amount of communication and not the complexity of individual tasks. At their core radio usage is very simple. Below you will find the major principles explained.

Frequency

A Frequency forms the base of any radio communication. Radio's work - at a very basic level - by emitting electromagnetic waves which have different oscillation frequencies. By tuning to a frequency the radio is able to receive and transmit on the specified frequency.

Note: Military grade radios are significantly more complicated than this and use cryptography and advanced frequency manipulation - however that is not simulated in the game.

Frequencies with very similar wavelengths or certain mathematical relationships between them can interfere with each other so a good comm plan will ensure that frequencies are not overlapping or interfering with each other.

Only one Radio Network can operate per Frequency.

Channels

A Channel is a preprogrammed channel on a radio device that allows for rapid switching to preprogrammed networks. Examples are that Channel 1 might be tuned to 50 and Channel 2 might be tuned to 51. By switching between Channel 1 and Channel 2 the user will be able to change between 50 and 51 faster than typing in the frequency.

Alternate Channels

Some radios in the unit will allow for the allocation of an Alternate Channel. An Alternate Channel is a channel that can be operated in addition to the primary channel. This would allow an operator to RX and TX at the same time on two channels from the same radio unit.

Network

A defined use of a given Frequency that is used by a set of Callsigns to communicate with one and other for a designated purpose. For example you might have a command net for communication of High level orders to execution elements, or a fires net for communication with Artillery or IDF elements.

Radio

A Radio is an electronic Transceiver that allows for the RX and TX of communications of one or more specified frequencies.

Radio's come with different length of Antenna and Power Output that will affect their maximum transmission range and the extent to which they are effected by terrain or meteorological interference. Some radios will also feature advanced functionality such as GPS positioning, Multiple Frequencies (Alternate Frequency Programming), Speakers, Stereo Audio Assignment and backlights for operation in low light conditions.

Radio's in the 1st RRF come in three ratings:

SCOM Rated

SCOM (Short Comm) rated radio's are rated for a transmission range of 5KM operating between 50 and 512 MHz with a frequency resolution of 0.1 MHz.

LCOM Rated

LCOM (Long Comm) rated radio's are rated for a transmission range of 20 KM and operate between 30 and 87 MHz with a frequency resolution of 0.1MHz.

AVCOM Rated

AVCOM (Aviation Comm) rated radio's are rated for a transmission range of 40 KM and can operate between 30 and 87MHz with a frequency resolution of 0.1 MHz.

When provided with a radio by the unit you will always be given its COM rating as well as it's feature list. If you are not given this information a full list of our radios, their ratings and features can be found in Appendix C - Radio Equipment.

Transmission

A Transmission is a burst of communication sent from one callsign to another on a Frequency. A transmission occurs on a frequency and contains the sender and intended recipient in alongside a corresponding end word - either "Over" or "Out" but never both.

Message

A Message is the contents of a transmission that conveys particular components of information.

Call Sign

A Callsign is a keyword designed to uniquely identify a radio operator on a Network. Callsigns also provide increased OPSEC in the event that communications are compromised as they mask the identity or capabilities of an element.

Note: In the 1st RRF we assume that communications are secure at all times and cannot be jeopardised. This is so that we do not have to deal with cryptographic and frequency rekeys in the event of a radio being lost.

All radios should still be recovered or destroyed in the gamespace so as to prevent their acquisition by hostile forces - however the 57A team is forbidden from using this to directly listen to or interfere with blufor comms.

Callsigns are assigned in advance by command and will usually follow the unit SOP for radio callsigns found as Appendix A - SOP Call Card.

Basics of Radio Transmission

Messages are constructed of a Wrapper and a Message.

The Wrapper

The Wrapper refers to the standard prefix and suffix to any Message that correctly addresses and ends the communication.

A Wrapper follows the following structure:

“(RX), this is (TX), MESSAGE { Over | Out }”

Breaking this down by component:

RX

RX refers to the intended recipient callsign. This can include multiple callsigns - for example, Archer 1, Archer 2 and Archer 3 - or address all callsigns on the net using “ALCON”.

TX

TX refers to the transmitting callsign. This should be the callsign of the radio operator sending the transmission.

Terminator

The Terminator is the ending word of a transmission. You should never use Over and Out together as this is a misconception and often representative of a poor understanding of radio SOP.

Over Signals that this transmission has ended but a response or acknowledgment is expected to the communication.

Out Signals that the transmission has ended AND that no further response is expected.

Warning: Some radio operators have been known to make liberal use of the Out terminator when their transmission still requires acknowledgment of receipt.

Ensure that you use Out only when all necessary acknowledgments have been sent.

The Message

The intended transmission contents is then placed inside the wrapper to ensure delivery of the information. Message types and formats will be covered in the next chapters.

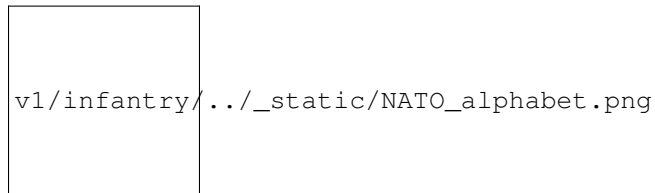
Message Protocols

There are many formats for messages - the standards for which are laid out on this page. This page starts with the more basic information - such as the NATO phonetic alphabet - and eventually develops into more complex multi transmission messages.

Tactical Reports and Requests will be covered in the next chapters.

The NATO Phonetic Alphabet

The NATO Phonetic Alphabet is used when an alphanumeric character needs to be expressed over the network.



Brevity Codes

Prowords - also often referred to as Brevity Codes - are specially defined words that have predefined special meanings.

ALL AFTER – Reference portion of the message after

AFFIRM – True or correct

ALL BEFORE – Reference portion of the message before

BREAK – Indication of separation from other parts of the message

CALL SIGN – Group that follows is a call sign

CORRECT – What you have transmitted is correct

COPY – Information received as follows - information will then be restated for confirmation.

CORRECTION – Indicates correction to previous message

DISREGARD – Transmission is in error, disregard

NOTHING FOLLOWS – Do not respond to the following transmission

I SAY AGAIN – Indicates transmission or portion of a message will be repeated

INTEROGATIVE – What follows is a question which should be answered

MORE TO FOLLOW – More information will follow the current transmission

NEGATIVE – Transmission not acknowledged or cannot comply

OUT – Indicates the end of the transmission and no answer is required or expected

OVER – Indicates the end of the transmission and a response is necessary

RELAY (TO) – Transmit the following message to the indicated stations

ROGER – Transmission understood

PRIORITY - The following transmission is of elevated importance

SAY AGAIN – Request repeat of all or a portion of the last transmission

THIS IS – Transmission is originating from the call sign immediately following

TIME – Time that follows is the time of the message

WAIT – Transmission will pause for a few seconds

WAIT-OUT – Transmission will pause for longer than a few seconds

Basic Messages

A Basic Message is used when there is no official SOP for the communication or it is out of routine scope.

- *“RX, this is TX, MESSAGE, OVER”*
- *“TX, this is RX, SEND TRAFFIC, OVER”*
- *“RX, this is TX, MESSAGE blah blah blah, OVER”*
- *“TX, this is RX, ROGER OVER”*

Net Calls

A Netcall is used by a leader - in this example Archer 6 - to establish that his elements are on the network.

- *“All stations this net, this is Archer 6, respond in sequence, radio check, OVER”*
- *“This is Archer 1-1, OVER”*
- *“This is Archer 1-2, OVER”*
- *“This is Archer 1-3, OVER”*
- *“All stations this net, this is Archer 6, ROGER, OUT”*

Radio Check

A Radio Check is used to conduct a check of communication between one or more indicated stations on the net

- *“(RX), this is (TX), radio check on FREQUENCY, OVER”*
- *“(TX), this is (RX), ROGER on FREQUENCY, OVER”*
- *“(RX), this is (TX), ROGER, OUT”*

Tactical Reports

This chapter covers all of the standardized radio reports used in the Unit.

It does not include Aviation reports which can be found in the Tactical Air Controller and Air Traffic Controller training programs.

Troops in Contact Report

The troops in contact report is a basic report sent to signal that an element has taken contact. It is short and designed to be made during or immediately after contact.

- “(RX), this is (TX), break, break, *PRIORITY - Contact - in vicinity GRID 000000, OVER*”
- “(TX), this is (RX), *COPY Contact - in vicinity GRID 000000, OVER.*”
- “(RX), this is (TX), *NOTHING FOLLOWS, OUT*”

Front Line Trace (POSREP)

Front Line Traces provide the location of the element - normally they will use a grid but they can also use a location such as “The Eastern Hangar”.

- “(RX), this is (TX), *Location GRID 1234 5678, OVER*”
- “(TX), this is (RX), *COPY, Location GRID 1234 5678, OUT*”

SALUTE Report (SPOTREP)

SALUTE Reports are used to transmit information regarding contact or observation of hostile or targeted elements in the battle space.

SALUTE stands for Size, Activity, Location, Unit, Time and Equipment. This format is used so that when you transmit the information can be sent without pause. SALUTE reports should be employed either before or after contact - but should not be used during contact. During contact a Troops in Contact report should be sent instead.

If you have multiple contacts to report you should send multiple SALUTES - one for each element.

Step 1 - Announce you will send a report and wait for the RX to acknowledge they are ready

- “(RX), this is (TX), *SALUTE report to follow, OVER*”
- “(TX), this is (RX), *ROGER, OVER*”

Step 2 - Send the SALUTE

- “(RX), this is (TX), *SIERRA, 1 dismounted patrol in the open, BREAK*” - Size of the element
- “*ALPHA, Setting up fighting positions, BREAK*” - Activity that the element is performing
- “*LIMA, grid 1234 5678, BREAK*” - Location of the element
- “*UNIFORM, CSAT SF, BREAK*” - The type of unit that you believe the element to be (for example an AA team)
- “*TANGO – 0730 hours, BREAK*” - The time that the unit was at this location
- “*ECHO – 1 RPK, 4 AK-47, 2 static HMG, OVER*” - The Equipment that the unit has
- “(TX), this is (RX), *ROGER, OUT*”

Status Report (ACE)

ACE Reports are used to indicate the combat effectiveness of an element based on their equipment for the purposes of resupply or pre planned engagement. The components of an ACE report are Ammunition, Casualties and Equipment.

Ammunition is expressed as a color, percentage of initial load or an absolute value. If using a color - it should use the standard thresholds defined in early training. If using an absolute value it should use the total number of each type of

rounds. For example a 200 rnd box mag would be counted as 200 whilst a 30 rnd magazine would be counted as 30. This would give a total of 230.

Casualties are expressed as either a colour representing total combat effectiveness from casualties or as a series of MEDSTAT reports - the format and definitions for which can be found in the TC3 program.

Equipment can be expressed as the absolute number of available equipment pieces or as a color indicating mission readiness.

When transmitting an ACE report to a higher station the report combines all of those from the elements below it - a platoon report is made up by combining the squads, a squad is made up by combining the fireteams and so on.

Step 1 - Announce you will send a report and await confirmation from the RX

- *“(RX), this is (TX), ACE report to follow, OVER”*
- *“(TX), this is (RX), ROGER, OVER”*

Step 2 - Send the ACE report to the callsign

- *“(RX), this is (TX), ALPHA, 100 5.56, BREAK”* - Ammunition
- *“CHARLIE, 1 Whiskey - Red, Red, Green, 2 Kilo BREAK”* - Casualties
- *“ECHO, 1 AT-4, 2 explosive charges, black on claymores, OVER”* - Equipment
- *“(TX), this is (RX), ROGER, OUT”*

Vehicle Report (DEFREP)

A DEFREP is a specialized report used to report the status of vehicles in use by the element.

Note: This report has been created by the 1st RRF and is not an authentic military report.

Vehicle Reports contains three components: Damage - Reported by exception, i.e only report problems, Equipment (such as spare tires or radios) - reported by color code and Fuel - reported by color code.

Step 1 - Announce you will send a report and await confirmation from the RX

- *“(RX), this is (TX), DEFREP report to follow, OVER”*
- *“(TX), this is (RX), ROGER, OVER”*

Step 2 - Send the ACE report to the callsign

- *“(RX), this is (TX), DELTA, no damage, BREAK”* - Damage
- *ECHO, Green BREAK”* - Equipment
- *FOXTROT, Red OVER”* - Fuel
- *“(TX), this is (RX), ROGER, OUT”*

AARBN Manual

An Airborne insertion is a parachute jump, normally from a fixed wing aircraft but sometimes from helicopters for training purposes.

Airborne jumps are complex combined arms maneuvers and follow a highly structured procedure.

Boarding the Aircraft

When you have equipped your parachute and formed into two ranks, the Aviation Logistics Specialist and Loadmaster will pass control to the jump master. From this point on, he is in charge of all actions until you leave the aircraft. The logistics team will clear each file to approach the aircraft in series to prevent glitches that occur during simultaneous boarding. The jump master will instruct you to take a knee, then he will coordinate with the aircraft crew for loading procedures.

When the aircraft crew indicates it is clear to load, the jump master will instruct you to stand up and move past him up the ramp and into the aircraft. You will use your scroll wheel while looking at the inside of the side doors to load as a passenger. Do not worry if you are sitting on the wrong side when you load; you will be given instruction during the pre-jump phase on assuming the appropriate side for the jump.

Once all personnel are loaded, the jump master will then give the all clear to the loadmaster and they will begin taxi, take off and movement. Upon approaching the Drop Zone, at which time a call will be sent to the jumpmaster, you will remain silent on both verbal and radio communications. This is to ensure that the jump master can communicate with the aircraft crew and to prevent confusion.

At this point Pre Jump procedures are undertaken.

Pre-Jump Sequence

The Pre Jump Sequence is the hardest part of the Airborne training program and represents the most complex and important part of the jump both technically and from a simulation standpoint.

Warning: Incorrect application of these techniques can cause death to yourself or others as well as possible damage to the aircraft.

Pay attention to instructions given by the Jump Master and Aircraft crew at all times.

Five Minutes Out

When the aircraft is 5 minutes out from the DZ, the jump master will stand up and move to his position at the rear of the aircraft.

The Jump Master will call out “5 minutes” and all jumpers will respond back to him with a shout of “5 minutes”.

At this time the Jump Master will open the doors and instruct the jumpers to stand up by side. Pay attention to the side called and do not stand up until your side is called to prevent over crowding in the jump area.

Note: To stand up you should use the scroll wheel option “Move Inside”.

DO NOT USE THE VANILLA EJECT OR GET OUT BUTTON

Equipment Checks

Once you have stood up you should line up in a file on your assigned side without proceeding past the danger area of the door denoted by a red line. Any area beyond the red line is considered unsafe and you may fall out of the aircraft past this point.

Once lined up and facing the front of the aircraft - i.e away from the jump exit - the Jump Master will call “Check Equipment”.

Starting at the rear you should check the equipment of the jumper behind you in the stack before turning around and allowing the next jumper to inspect your gear.

Note: When checking for equipment you are looking for the following things:

- Does the Jumper have a parachute?
 - Is the parachute attached to the rear of the jumper and not the front?
 - Does the Jumper have Goggles on?
 - Does the Jumper have a helmet on?
-

Once this process is complete, all jumpers will be aligned in files on either side facing toward the exit doors at the rear of the aircraft. The last man in the file - i.e the one closest the door - should call to the Jump Master that their side is set.

The equipment check process should take no more than 3 minutes form standing up to being jump ready for a full insertion of 25 people

Approaching the DZ

After the equipment checks, the jump master will coordinate with the crew for an eta to the drop zone. The Jump Master will relay this information to the jumpers and all jumpers should repeat back the information to the Jump Master.

When the aircraft is one minute out, the jump master will tell the first jumpers to “stand in the door”. They will move one step beyond the red line, turn and face the door. Jumpers should take care not to move into the door itself to prevent a premature exit.

All other jumpers will move forward and close up the space so that the next jumper is on line with the red danger indicator.

Conducting the Jump

The jump master will continue to give warnings at the 30 second and 10 second marks. You should remain focused on the door so that you do not delay the jump by missing a key or getting your alignment wrong.

The Green Light

When the aircraft crew indicates green light the jump light on both doors and the ramp will move from red to green and the jump master will announce “Green light go, go, go” to the first jumper. At this time they will exit the aircraft.

Jumpers will continue to move forward to the door and exit as the jump master says “go” to them.

It is critical to the timing of the jump to continue moving toward the door and exiting when the jump master says to go. If you exit early, you risk injuring yourself and if you exit late you risk missing the drop zone, or causing others to miss the drop zone.

Danger: Remember to only exit the Aircraft once you are told to do so by the jump master.

Again this is not a freefall course. You are expected to open your parachute 1-3 seconds after exiting the airframe. This also helps to prevents jumpers from colliding in the air and injuring themselves.

Once you hear “go”, walk forward and you will ejected from the aircraft.

Count to 3, then use the scroll wheel to open your parachute. You will then be able to steer yourself so you do not miss the drop zone. You will not have much time with which to navigate the parachute so you should only make minor course adjustments to avoid any obstructions such as trees or fences that may be in the DZ.

As you approach the ground, make sure to “flare” your parachute by pressing the backward movement key, or you may get injured during the landing.

Warning: You should refrain from making liberal use of the forward movement key. Doing so will increase your airspeed and risks causing severe injury on impact.

Note: Upon landing you may sometimes become entangled on buildings or trees. If this happens, use your ACE self interaction key to cut your parachute away allowing you to fall to the ground.

This will incur some damage but will ultimately prevent you from dying or being stuck in a tree.

Rallying at the RP

Once you land you need to regroup at the predesignated Rally Point (RP) so that you can proceed with the rest of the operation.

Prior to the jump your leadership will have marked a primary, secondary and fallback RV for you to use. The Jump Masters will have clarified the RV points before boarding the airframes, but it is up to you to correctly navigate to the RV and make link up with your team.

Note: You should get clear of the DZ as soon as possible so that the area is clear for further troop landings.

Moving away from the DZ to the RP

Before moving you should take off your parachute and use the ACE key to reequip your rucksack that was previously attached to your front.

Immediately move to the rally points in order of priority. If a Rally Point is compromised or unsuitable, attempt to contact your element to notify your leader of the situation and proceed to the next LZ in the list.

If you are unable to clear the Drop Zone due to injury, enemy contact or adverse terrain seek cover and concealment if available and attempt to contact your leadership for assistance.

Airframes of the 1st RRF

The 1st RRF uses several airframes during day to day operations. They range from rotary and fixed wing airframes.

AH-64D Apache



Crew

- Pilot
- Gunner
- (Pilot Rear, Co-pilot/gunner front)

Allowable Cabin Load

- NA

Airspeed

- Maximum: 300km/h
- Cruise: 225km/h

Missions

- Anti-armor
- Close Air Support
- Reconnaissance
- Air to Air Combat

UH-60A/L/M Blackhawk



Crew

- Pilot
- Co-Pilot
- Gunner
- Crew Chief
- Door Gunner

Allowable Cabin Load

- 11 Pax

Airspeed

- Maximum: 290km/h
- Cruise: 240km/h

Missions

- Air Assault & Air Movement
- CASEVAC
- Sling Load & Re-supply Operations
- FRIES. Rappelling

CH-47D/F Chinook



Crew

- Pilot
- Co-Pilot
- Gunner
- Crew Chief
- Flight Engineer

Allowable Cabin Load

- 33 Pax

Airspeed

- Maximum: 315km/h
- Cruise: 240km/h

Missions

- Troop and Cargo Transport
- Sling Load & Re-supply Operations
- Waterborne Operations
- Mass Casualty Evac

HH-60M Blackhawk



Crew

- Pilot
- Co-Pilot
- Gunner
- Crew Chief
- In-Flight Medic

Allowable Cabin Load

- 11 Pax

Airspeed

- Maximum: 315km/h
- Cruise: 240km/h

Missions

- CASEVAC

AH-6J/MH-6J Little Bird



Crew

- Pilot
- Co-Pilot

Allowable Cabin Load

- 6 Pax

Airspeed

- Maximum: 280km/h
- Cruise: 250km/h

Missions

- Infiltration
- Ex-filtration
- Close Air Support of Special Operation Forces

A-10 Thunderbolt II



Crew

- Pilot

Allowable Cabin Load

- NA

Airspeed

- Maximum: 705km/h
- Cruise: 555km/h

Missions

- Close Air Support
- Anti-Armor

Targeting Pod/CCIP

- Enabled

C130



Crew

- Pilot
- Co-Pilot
- Navigator
- Flight Engineer
- Loadmaster

Allowable Cabin Load

- 92 Pax

Airspeed

- Maximum: 592km/h
- Cruise: 540km/h

Missions

- Transport
- Logistics
- Cargo Transport

Targeting Pod/CCIP

- NA

Communications with the ATC

The 1st RRF employs the use of an Air Traffic Controller to enhance realism and our capabilities. As such aircraft will need to know how to properly communicate with each other and the air traffic controller.

This manual is intended to break down all types of communication required when communicating with the ATC.

Standard Frequencies

The following frequencies are standard for all 1st RRF aircraft.

GROCON	AIRCON	TRACON
33 Mhz	35Mhz	37Mhz

For all uncontrolled airspace use AIRCON frequency.

Airframe Start-Up

1. File a flight plan on the 1st Rapid Response Force Website (<https://1st-rrf.com/paperwork/aviation/flight-plan>)
2. Crosscheck Flight Plan designator with ATC for Mission.
3. Conduct visual inspection of aircraft and conduct control service check.
4. Crosscheck monitoring systems, weapons control systems and FLIR systems for damage and operations.
5. Crosscheck Radio Frequencies are programmed and monitored for Air Traffic Control, Squadron communications, and internal communications.

Each section will include a communication snippet:

Communication Snippet:

- **Aircraft:** "GROCON, this is [Call Sign] (PHANTOM ONE), Checks complete - requesting startup for RRF-FP-[id] (04) from [parking position] (Hotel 3)"
- **ATC:** "[Call sign] (PHANTOM ONE), this is GROCON, Startup authorized for RRF-FP-[id] (04)"
- **Aircraft:** "GROCON, this is [Call sign] (PHANTOM ONE), Startup authorized for RRF-FP-[id] (04)"

Airframe Pushback

If your aircraft is positioned in a manner where you cannot simply taxi out, you will need to obtain approval for a pushback from GROCON.

Communication Snippet:

- **Aircraft:** “GROCON, this is [Call sign] (PHANTOM ONE), [parked position] (Hotel 2), request push-back”
- **ATC:** “[Call sign] (PHANTOM ONE), this is GROCON, push-back approved”
- **Aircraft:** “GROCON, this is [Callsign] (PHANTOM ONE), push back approved”

Airframe Taxi

After push-back, or, if you are parked in a position from which you can taxi you will need to request taxi instructions to get to the runway.

Communication Snippet:

- **Aircraft:** “GROCON, this is [Callsign] (PHANTOM ONE), [parked position] (Hotel 2), request take off clearance”
- **ATC:** “[Callsign] (PHANTOM ONE), this is GROCON, [Runway] (runway 22), cleared for take-off.”
- **Aircraft:** “GROCON, this is [Call sign] (PHANTOM ONE), taxiing to [holding point] (holding point runway 22), via [taxi route] (Golf and Alpha)”

Airframe Take-off clearance

Before turning onto an active runway and taking off, request clearance.

Once you have taken off, switch to AIRCON Frequency.

Communication Snippet:

- **Aircraft:** “GROCON, this is [Call sign] (PHANTOM ONE), [parked position] (Hotel 2), request taxi”
- **ATC:** “[Call sign] (PHANTOM ONE), this is GROCON, taxi to [holding point] (holding point runway 22), via [taxi route] (Golf and Alpha)”
- **Aircraft:** “GROCON, this is [Callsign] (PHANTOM ONE), cleared for take-off [Runway] (runway 22)”

Departure and Climb

Once you are in the air:

1. Check in with AIRCON (provide with current altitude)

Note: Angels is a method of expressing altitude in hundreds of meters. Angels One Five would be 1500 meters whilst Angels Fifteen would be 15000 meters.

Note – This has been modified for its original definition for ARMA.

Communication Snippet:

- **Aircraft:** “AIRCON, this is [Callsign] (PHANTOM ONE), [Altitude] (angels eight), climbing to [new altitude] (angels one five)”
- **ATC:** “[Call sign] (PHANTOM ONE), this is AIRCON, identified, climb to [new altitude] (angels two zero).”
- **Aircraft:** “AIRCON, this is [Call sign] (PHANTOM ONE), climb to [new altitude] (angels two zero).”

Proceed Direct To

The air traffic controller at times may direct aircraft to a certain waypoint.

Communication Snippet:

- **ATC:** “[Call sign] (PHANTOM ONE), this is AIRCON, proceed direct to [Grid] (1032 1231)”
- **Aircraft:** “AIRCON, this is [Call sign] (PHANTOM ONE), proceeding direct to [Grid] (1032 1231).”

Headings and Vectors

The ATC may direct aircraft to change direction, they will do this by providing a vector.

Communication Snippet:

- **ATC:** “[Call sign] (PHANTOM ONE), this is AIRCON, turn [instructions with vector] (right heading 180)”
- **Aircraft:** “AIRCON, this is [Call sign] (PHANTOM ONE), turning [instructions with vector] (right heading 180).”

Descend

When returning to a friendly airbase, you will typically want to begin descending slowly, you should do this in conjunction with the ATC instructions.

Communication Snippet:

- **Aircraft:** “TRACON, this is [Call sign] (PHANTOM ONE), ready to descent (or request descent)”
- **ATC:** “[Call sign] (PHANTOM ONE), descent to [altitude] (angels zero five)”
- **Aircraft:** “TRACON, this is [Call sign] (PHANTOM ONE), descending to [altitude] (angels zero five)”

Holdings

For ARMA we have simplified holding patterns, all aircraft entering a holding pattern will follow a clockwise pattern holding at 500 meters until they are instructed to land. Holding can be waived if ATC instructs the pilot that there is no delay.

Communication Snippet:

- **ATC:** “[Call sign] (PHANTOM ONE), enter holding pattern”
- **Aircraft:** “TRACON, this is [Call sign] (PHANTOM ONE), entering holding pattern”

Approach

When arriving to the airbase, you will want to contact TRACON and requesting instructions on which runway you will be using and approaching.

Communication Snippet:

- **Aircraft:** “TRACON, this is [Call sign] (PHANTOM ONE), on approach, requesting instructions”
- **ATC:** “[Call sign] (PHANTOM ONE), cleared for ILS approach on [runway] (runway 22L)”
- **Aircraft:** “TRACON, this is [Call sign] (PHANTOM ONE), cleared for ILS approach on runway 22L”

Landing Clearance

When arriving to the airbase, you will want to contact TRACON and requesting instructions on which runway you will be using and approaching.

Communication Snippet:

- **Aircraft:** “TRACON, this is [Call sign] (PHANTOM ONE), on approach to [runway] (runway 22L), requesting landing clearance on [runway] (runway 22L)”
- **ATC:** “[Call sign] (PHANTOM ONE), cleared to land on [runway] (runway 22L)”

Go Around

There are times when the pilot must abort their landing attempt or the ATC instructs the pilot to abort.

In this case, they will want your aircraft to go around.

Communication Snippet:

- **Aircraft - Abort:** “TRACON, this is [Call sign] (PHANTOM ONE), going around”
- **ATC:** “[Call sign] (PHANTOM ONE), follow missed approach as published”

or

- **ATC - Abort:** “[Call sign] (PHANTOM ONE), go around, I say again, go around. [Vector] (Maintain runway heading), climb [altitude] (angels one seven)”
- **Aircraft:** “TRACON, this is [Call sign] (PHANTOM ONE), going around. [Vector] (Maintain runway heading), climb [altitude] (angels one seven)”

Standard missed approach process is to join go into holding pattern and request approach and landing instructions from TRACON

Taxi To Gate

After the aircraft, has landed and they are no longer on the runway. The pilot should request taxi instructions back to parking or gate.

Communication Snippet:

- **ATC:** “[Call sign] (PHANTOM ONE), this is TRACON, taxi to [parking location] (hanger 1) via [taxi route] (Alpha Bravo)”
- **Aircraft:** “TRACON, this is [Call sign] (PHANTOM ONE), taxiing to [parking location] (hanger 1) via [taxi route] (Alpha Bravo)”

Emergencies

During an emergency, you will contact the ATC and send the following distress call.

Communication Snippet:

- **Aircraft:** “Mayday, Mayday, Mayday, [Call sign] (PHANTOM ONE) declaring an emergency”

Reporting a Downed Aircraft

If an aircraft that was flying in formation or aircraft has crashed. The following message should be broadcasted to the ATC.

Communication Snippet:

- **Aircraft:** “AIRCON, [Call sign] (PHANTOM ONE), fallen angel [downed callsign](PHANTOM TWO) at [grid] (10321041), [survivors] (survivors visible at this time).

Communications with Ground Forces

Terms

Initial Point - IP Flexible initial starting or endpoint to allow Fixed Wing Aircraft to loiter with an area before being called in for CAS. Usually 2000-5000m away from an active target area. Can be created at any time by the JTAC and are usually multiple IP's within the AO.

Battle Position - BP Flexible initial starting or ending point for Rotary Aircraft that can use the terrain to stay hidden away from enemy view. Usually located 2000m or less. Can be multiple BP's when the AO.

Holding Area - HA A flexible area where Rotary Aircraft can loiter until they are tasked by the JTAC or Ground commander.

HOT Intent is to disable the target **NOT** destroy it.

Engauge Intent is to continue to attack until the target is destroyed

Airframe Check-in Procedures

All Close Air Support Aircraft – will check in upon entering the operational airspace & with the current/operating JTAC(s), through the Flight Lead in the Air Command Channel: This is to keep the JTAC(s) informed of the number of Aircraft, type & ordnance available to them.

Once the JTAC has provided the “Go Ahead/Proceed” with check in, the flight lead will relay all available CAS Capabilities to the JTAC(s)

Template

1. # and Type of Aircraft: (One F-15E)
2. Position and Altitude (Grid, Marker, battle position)
3. Ordinance (NOTE) if they are equipped with the “Default” loadout, the pilot will just state “Default”. If they pilot has anything OTHER than default he/she will state the type and quantity of each munition.
4. TOS (Time on Station) – Time Available for tasking

5. (optional) Abort Code - Provided by Flight Lead – default is “Abort”
6. (optional) Remarks

Radio Communication Simulation

Note: For the following communication snippet the following situation is active: Due to Major Activity in the AOR Multiple Close Air Support Airframes are operating in the AO. Flight Lead (EAGLE-1) has assumed Liaison Role to facilitate communication between JTAC Operators and Pilots until a Tasking has been requested by a JTAC operator. Eagle-6 Has taken off from Main Base and has arrived at IP GOLD pending check in.

Initial Check in

- **CAS Pilot (Eagle 6):** “EAGLE-1 (Flight Lead), EAGLE-6 (CAS Pilot)”
- **Flight Lead (Eagle 1):** “Six, this is One, Go Ahead”
- **CAS Pilot:** “On Station IP GOLD, Ready for Check in”
- **Flight Lead:** “Wait One. . .”
- **Flight Lead:** “Six, One, Proceed with Check in”
- **CAS Pilot:** “Times One, F-15E, IP GOLD, In holding pattern, at One Five Zero Zero Feet (1500), Times Two GBU-24, Times 2 AIM-9, Times 2 AIM-120, Time On Station (or Play Time) 22 Mike (Dependent on Fuel/Mission):: Say Ready for Remarks::”
- **Flight Lead:** “Ready for Remarks”
- **CAS Pilot:** “Heavy Cloud Cover Prevents “Danger Close”, visibility under 1 mile::Over::”
- **Flight Lead:** “Copy Six, EAGLE, Holding @ IP GOLD, Times Two GBU-24, AIM-9, AIM-120’s, TOS 20 Mike::Danger Close Requiring Higher Authority::OVER::”
- **CAS Pilot:** “Good Readback – Moving to ACC - Standing by for Tasking::OUT::”

EAGLE-1 (Flight Lead): Relays information from EAGLE-6 On ACC Net: (Lobby for all JTAC/Pilots Operating in the AO)

- **Flight Lead:** “::BREAK, BREAK, BREAK:: All Joint Operators on this Net Prepare for Aircraft Check-in”
- **(JTAC) Vengeance:** “Proceed with Check in”
- **Flight Lead:** “EAGLE-6, F-15E, Holding pattern @ IP GOLD, Times Two GBU-24, AIM-9, AIM-120’s, TOS 20 Mike::Say Ready for Remarks::”
- **(JTAC) Vengeance:** “Ready for Remarks”
- **Flight Lead:** “Due 2 Cloud Cover::Danger Close Requiring Higher Authority::OVER::”
- **(JTAC) Vengeance:** “EAGLE-6, Holding @ IP GOLD, Times Two GBU-24, AIM-9, AIM-120’s, TOS 20 Mike::Danger Close Requires GOE (General Officer Endorsement)::OVER”
- **Flight Lead:** “Good Copy Vengeance:: One, OUT::”

Close Air Support Request

There are two types of requests based on the type of aircraft. Rotary uses a 5-line request while Fixed-Wing uses a 9-line.

JTAC Control Types

1. **Type-1** : = JTAC requires control of individual attacks and must visually acquire the aircraft and target for each attack (via optics, binoculars)
2. **Type-2** : = JTAC is unable to acquire the target; and/or attacking aircraft, unable to acquire the mark/target prior to weapons release: (Preferred is Type II Controlled)
3. **Type-3** : = JTAC requires the ability to provide clearance for multiple attacks within a single engagement: JTAC is not required to visually acquire the aircraft or the target however, all targeting data must be coordinated through TOC: JTAC maintains “ABORT” Authority.

Template

9-Line Fixed Wing Request

1. IP/BP: = Where the Aircraft will start their CAS Run From
2. Heading: = Bearing from IP to Target
3. Distance: = Range from IP to Target (in Meters)
4. Target Elevation: = Elevation of Target
5. Target Description: = Basic or Detailed
6. Target Location: 6 or 8 Grid Coordinates
7. Type mark: (N/A, Smoke, Laser, IR, Strobe)
8. Location of Friendlies: (Cardinal Direction and Distance from Target)
9. Egress: (Unless specific instructions... use “Pilot Discretion”)
10. Remarks (optional)

The 9 Line ends by informing the Pilot “You are cleared...” HOT or to Engage:

5-Line Rotary Request

1. Observer / Warning Order / Game plan
2. Friendly Location / Mark
3. Target Location = Grid/Visible Identifications
4. Target Description/Marked by
5. Remarks / Restrictions

The 5 Line ends by informing the Pilot “You are cleared...” HOT or to Engage

Radio Communication Simulation

Note: TF 13.1 was patrolling the outskirts of Turkit where they started to receive indirect fire from the west. After a 1hr engagement a recon element noticed a T-55 moving in from the North of TF 13.1 Position. The JTAC Operator reminded the Team Lead of the Close-Air-Support (CAS) available to them. The team lead provided the “GO” to disable the T-55. Here is the Transmission from “Vengeance”, the JTAC Operator attached to TF 13.1.

AIRCON

- **Vengeance (JTAC):** “EAGLE-6, Vengeance on 40, Requesting Close-Air-Support”
- **CAS Pilot (Eagle 6):** “CAS Request Granted, Vengeance, moving to 40”
- **CAS Pilot:** “ONE, SIX, Going off Station, X-MIT 40”
- **Flight Lead (Eagle 1):** “SIX, ONE off station, moving to 40::COPY”

Vengeance (JTAC) Operating channel 40 – Provide Direct, communication with Eagle-6

- **CAS Pilot:** “Vengeance, EAGLE-6, on 40”
- **Vengeance (JTAC):**
 - Requesting Type I
 - Line 1: IP GOLD
 - Line 2: 240 Degrees
 - Line 3: 4650m
 - Line 4: 52m
 - Line 5: Times One Tank (or descriptive T-55)
 - Line 6: 1683-2574
 - Line 7: Target Marked with Laser
 - Line 8: Friendlies 1000m South of Turkit, marked with IR strobe
 - Line 9: Request Approach 040, egress 220 degrees (or NE – SW approach) Say Ready for Remarks::Over:
- **CAS Pilot:** “Go for Remarks”
- **Vengeance (JTAC):** “Requesting X1 GBU-24, Target is in the open with small size element less than 10m from target::OVER::”
- **CAS Pilot:** “Read back as follows IP GOLD, 240 degrees, 4650m, Target Elevation 52m, Times One Tank, @ 1683-2574, marked with Laser, Friendlies 1000m South of Turkit, NE/SW Approach, small size element near target::OVER::”
- **Vengeance (JTAC):** “Solid Readback Eagle-6, You are Cleared HOT, I repeat you are cleared HOT!”
- **CAS Pilot:** “Cleared HOT, TOT 20sec”
- **CAS Pilot:** “Bomb / Package / etc: away”
- **CAS Pilot:** “Confirm Effect on Target, Vengeance”
- **Vengeance (JTAC):** “That’s an Affirmative EAGLE-6 good effect on target! Thanks for the Assist::You are cleared off Station::”
- **CAS Pilot:** “Copy All, Vengeance, Cleared Off Station::OUT::”
- **CAS Pilot:** “EAGLE-1, SIX::”
- **Flight Lead:** “SIX, ONE, Go ahead::”
- **CAS Pilot:** “Back on Station, Minus one GBU-24::OVER::”
- **Flight Lead:** “SIX, ONE, Copies All, Minus one GBU-24::OUT::”

MEDEVAC

A MEDEVAC is the timely movement and en route care by medical personnel of an injured, wounded, or ill patient from the battlefield to another location or medical facility.

A MEDEVAC is requested by using a modified 5-line request.

Template

9-Line Fixed Wing Request

1. Grid location of pickup site
2. Radio Frequency, call sign
3. Number of patients by type
 - A - Urgent
 - B - Urgent (Surgery)
 - C - Priority
 - D - Routine
 - E - Convenience
4. Security of pickup site
 - N – No enemy troops in area
 - P – Possible enemy troops in the area (approach with caution)
 - X – Enemy troops in the area (armed escort required).
5. Method of marking pick up site
 - A – IR Strobe
 - B – Smoke Signal
 - C – None

Radio Communication Simulation

Note: 1st Platoon was hit hard during the initial assault on their objective, two members of their team are combat ineffective and are currently being stabilized as a Casualty Collection Point (CCP) and they are requesting a MEDEVAC.

AIRCON

- **Archer 6 Romeo:** “AIRCON, this is Archer 6 Romeo, request 5-line MEDEVAC”
- **AIRCON:** “Archer Six, this is AIRCON, prepared to copy”
- **Archer 6 Romeo:**
 - Line 1: 10235 12331
 - Line 2: frequency 43.5
 - Line 3: Alpha Two
 - Line 4: November

– Line 5: Bravo

- **AIRCON:** “Archer Six, this is AIRCON, solid copy standby for readback.”

Introduction to Branding and Recruitment

The 1st RRF strongly believes a united team effort is required for us to succeed.

A crucial part of this team effort is making sure that everyone is able to easily talk about the things they love in this unit through a command and clear format.

To help aide this we have created guidelines for members to use when interacting with public channels. This includes posting images, talking about that cool operation you were in or interacting with viewers on a twitch stream. It is especially important for recruitment where you will act as the first point of contact for new recruits.

Our Value Proposition

The 1st RRF is at it's core a brand and as a brand we need to all be aligned as to what is important to us and what defines us.

Each group has unique traits and we are not trying to recruit everyone in the ARMA verse - we are trying to recruit candidates who are looking for our brand of Simulation. If they don't agree with it they will not fit and they will likely not stay.

Note: What is the 1st RRF?

The 1st RRF is a Military Simulation Group that focuses on environmental and tactical realism. We do not consider ourselves to be Hardcore as we do not enforce First Person and do use tools to assist us in performing the tactics and movements we wish to simulate.

As such we view our role as more focused on the quality of our tactics, communications and overall simulation such as weapon ballistic calculations, tactical movement, dealing with terrain interference on comms and so forth rather than enforcing First Person person and no UI.

Strong Foundations

As a Unit we have taken eight months to design and build what we believe is a perfect unit. Our founders have three years of experience in creating and managing MILSIM units and have built units with over 170 active personnel.

We disbanded our previous unit so that we could work without distraction on creating an Simulation unit that would accomplish a high level of simulation without feeling like a second job with a group of like minded individuals.

Whilst building the unit we made a lot of carefully considered choices that grant us a unique stability and gameplay which is fun and accessible but also extremely dedicated to an authentic milsim environment.

Our senior leadership element has consistently been together for years and has proven itself to be stable and reliable. Combining all these factor means that our unit is an ideal place to build a base in MILSIM without it disappearing because of a unit collapse.

Unique Deployments

The 1st Rapid Response Force uses a unique deployment system that is not shared with any other Simulation group.

Deployments are 5 week long gameplay rotations in a highly simulated battle space run by our talented team of 57As. A deployment involves one week of training, followed by three weeks of action and one week of cool off time where members are free to do anything they want including be absent from all unit activities.

These cycles allow us to provide members with the exact times they would be required to play weeks in advance and reduce the number of absent on the day players.

Our deployment environments are fully persistent and elements from around the globe will be deployed at different times, sometimes simultaneously, to perform actions. A recon element might be patrolling a sector in the west whilst a full Air Assault operation is performed in the East.

All of this action is controlled from our Tactical Operations Center staffed by trained personnel who use systems including an in game simulation of Windows as well as drone and satellite feeds to monitor and relay information through the battle space. Our officers are not aware of the mission and will use the information fed back to generate strategy across the theatre meaning that players get a genuine, dynamic deployment experience as opposed to the pre planned contact some other groups use.

Rigorous Training

The 1st RRF has over 35 training programs spread across 4 different disciplines allowing members to receive consistent and practical training for the discipline that interests them.

Our Unit contains detailed training for infantry (including Airborne, Air Assault, Amphibious, Light and Mechanized Infantry), Aviation (including Fixed and Rotary Wing), Logistics and Support Roles (including Air Traffic Control and Logistical Supply Teams), Armour and Leadership Elements.

We have developed over 700 A4 pages of highly specialized training written by members with real life experience. Each training manual is unique in its structure and applies uniquely to ARMA. Many other units will choose to bastardize field manuals from real world militaries leading to confusion and unapplicable tactics.

Very few simulation groups can display this level of standardization and planning and even fewer have training program which are designed to interoperate together.

Robust Structure

Our structure is designed to allow people to progress to a level of leadership that fits their ambitions whilst ensuring they are suitable and well trained for the position they hold.

The Unit is designed to have a maximum number of 160 members - we are looking to grow to that point and nothing further as we believe this is the limit that our designed structure and systems can operate successfully at. We are not another unit looking for an infinite number of people, we are looking for motivated interested people to be a part of our journey to accomplishing our vision.

We do not follow a identical military structure (although we do still work with a standard nine man army squad and four man fireteams) and instead use a structure streamlined for the limitations we face due to the game environment and time differences.

We reduce the amount of duplication faced at a leadership level by merging our High Ranking NCOs with Officers to create a more appropriate environment for the scale we are trying to work at. This also helps to prevent people from being unable to reach their ambitions in the group because of a split between being a commissioned or non commissioned officer.

This unique format allows us to create a realistic and authentic environment whilst still ensuring that everyone can meet their ambitions without duplication and inefficient amounts of paperwork.

Efficient Systems

As a Unit we have developed several custom systems that allow us to operate our group with a unique level of detail.

From our online loadout editor that allows you to setup your loadout online ahead of a deployment so that you can configure your gear without the barbie dress up time common place in many groups.

We also have our unique Fusion persistence system which provides us with a 24/7 high performance game environment and an unrivalled deployment experience. Our entire playstyle is based around our unique deployment system and Fusion provides us with great technology to power it.

Finally we build and host custom modifications as well as patches to existing mods that allow us logical compatability between mods. A 5.56 mag will fire in a 5.56 gun in our Unit. No ifs, no buts; We strive to maintain accurate and realistic decision making without having immersion breaking gameplay.

Friendly and Mature Community

We pride ourselves on having an open and welcoming community. We only allow 18+ members to become uniformed members of our group but younger players may still play on our public servers and continue to learn and experience with us.

Unit dramas are a constant threat that can be extremely destabilizing to a unit but we maintain a high level of transparency and respect as well as defining our stance on all actions in our Discipline Guidelines. Our command staff cannot discriminate and we are publicly committed to equal rules for all levels of the group.

We release all of our materials and tools publicly so that we are driven to be the best not because of proprietary tools but because of our community.

Recruitment Postings and Guidelines

This covers passive recruitment posts on forums. Please find attached to each post the guidelines of the relevant forums so that we can remain compliant with their rules.

Steam

DO NOT POST MULTIPLE TIMES!

As a unit we should have one thread on the site that is regularly updated with information via new replies - additionally we should encourage at least two members a week to post their review of our group on this thread to give potential members insight into what we are truly like. This has an added benefit of regularly surfacing us to the top of the list.

BI Forums

DO NOT POST MULTIPLE TIMES!

Bohemia have strict rules for their forums:

1. Do not post more often than once every two weeks. Command Staff will issue a fortnightly newsletter that should be relayed to all channels and should be the only thing posted to the BI thread to avoid violating the rules.
2. Do not lead discussions in the thread replies
3. Do not attempt to comment on other units in a BI Forums recruitment post!

BI Squad Page

BI Squads system is a bit different. It is maintained by command staff and features both our short and long form posts. It has no interaction and so serves only as a static gateway through to our website.

ARMA Clans

ARMA clans requires a system of votes. We will post our Long and Short form ads there and prompt members to vote every day.

This should help to gain maximum traffic.

Short Form Post

Note: The 1st Rapid Response Force is an International Military Simulation Unit dedicated to a high level of tactical simulation. We are a multi disciplinary unit with over 30 MOSs backed up by 35 training program all custom made by our members. We have a stable leadership element with three years under their belt and have built a large number of custom systems to make our unique playstyle possible. Our unit has recently launched and we are looking to grow to 160 players - get in early to be part of our future!

Long Form Post

Note: The 1st Rapid Response Force is an International Military Simulation unit dedicated to a high level of tactical simulation. As a Unit we intentionally choose not to base ourselves on a real life unit so that we can use a structure that is based on the real world but merges officers and NCOs to reduce redundancy.

We are a newly launched unit that has been in development for eight months so that we could get our systems perfectly established for the type of experience we want to create.

Here are just some of the examples of what defines us:

Strong Foundations

Spending eight months developing a unit comes with some advantages - we have used our over three years of experiencing running MILSIM groups to design a group that will allow us to reach a great level of military simulation without suffering a unit collapse because of boredom and paperwork.

We decided to close down our old unit which had more than 140 active players so that we could dedicated ourselves to building a robust MILSIM group that would stand the test of time.

The 1st RRF is designed to grow to 160 people, which is in our experience the largest active group that we can maintain at our desired level of quality.

Rigorous Training

As a unit we have over 30 MOS codes backed up with more than 35 training programs which combined total over 700 A4 pages of written training content.

All of our training programs are written by people with real life experience but have been adapted to our specific ARMA environment. This is a step change to the regular "Modified Field Manual" approach of some units as it means we are only training useful and applicable information.

The 1st RRF is an environment where anyone can fulfill their ambitions of leadership at any level in confidence that they will receive the highest quality training necessary to perform their function in a correct and standardized way.

We don't believe in making it up as we go along and are religious in our dedication to standards and interoperability.

Deployments

We don't believe in the weekly operation concept that many units use. It is brittle and does not work well for international communities.

Instead we use a 5 week deployment cycle in our unique deployment battlespace. Elements in the RRF operate on independent deployment cycles with 1 week of training, 3 weeks of operations (scheduled on a per element basis working around availability) and 1 week of off time so that members are free to enjoy other games.

This system would not work if not for our dedicated team of 57As who manage and run the deployment environment to ensure it is providing a high quality MILSIM experience and our unique Fusion system that provides high performance persistence above and beyond other persistence system.

Fusion is fully integrated into ACE and TFR so that all aspects of the player are persisted including medical states and ammunition loads to add a genuine need and challenge to our logistics elements.

A Wide Variety of Elements

The 1st RRF is home to a wide variety of element types including infantry (Airborne, Air Assault, Amphibious, Light and Mechanized Infantry), Aviation (Fixed and Rotary Wing), Logistics (Air Traffic Control and Logistical Supply Teams), Armoured (Bradley and Paladin crews) and Leadership Elements.

Each Element has a custom training program and mission set but is equally useful in the battlespace. We do not have any element for the sake of having them and each is essential to our successful operation in the deployment environment. This is due to our "No Magic" policy meaning that we do not use teleports or arsenal's in the deployment space. If a member dies or a unit runs low on supplies - a real team will need to make the supply run or reinsert that individual.

Friendly and Mature Community

We pride ourselves on having an open and welcoming community.

We only allow 18+ members to become uniformed members of our group but younger players can still join our public servers in order to learn and experience with us.

Unit dramas are a constant threat that can be extremely destabilizing to a unit; To prevent this we operate with a high level of transparency as well as defining our stance on all actions in our Discipline Guidelines. Our command staff do not discriminate and we are publicly committed to equal rules and punishments regardless of rank or position.

We release all of our materials and tools publicly so that we are held accountable by our community. We are driven to be the best not because of proprietary tools but because of our community.

You can learn more about our group and the roles available by visiting our website at:

<https://1st-rrf.com>

or joining us on teamspeak at:

ts.1st-rrf.com

We require that applicants are:

- 18 or Over
- Have access to a Microphone and Teamspeak

- Maturity and a wish to learn

As we are just launching this is a great opportunity to grow with the unit and become part of our founding group!

Handling inbound interest

Our recruitment posts are designed to harbour inbound interest in our unit.

All members of the unit act as representatives of our group to interested parties who might join our Teamspeak. Everyone should act in a respectful and informative manner. Remember at all times that not everyone is looking for our group and that units are not one size fits all - If a recruit expresses a discontent with the way we operate then accept it in an understanding way and suggest possible other units that might work for that player.

It is only right that we start our relationship with our members with honesty and respect - rather than making false promises and ludicrous compromises.

Handling Steam Interest

Members working on our steam presence should actively look for members who fit the persona that might work with our group. You should post a short description of our group and add the interested party to your friends list.

Attempt to talk to them and see if they might have an interest in joining our group. If you are finding it hard to fill out conversations - remember our core value propositions and weave that into your own experiences - it is best to provide genuine thoughts rather than 1 dimensional blabber.

Handling Reddit Interest

Reply in the comments and ask them to join Teamspeak (also provide your name and explain they can talk to any unit member) so they can learn more about the unit and eventually fill out an enlistment.

Happy Recruiting!