
ArmaFriday Documentation

Release 1.0

Whiplash and the ArmaFriday players

Feb 28, 2018

ArmaFriday Information

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Warning: ArmaFriday has become inactive as of September 2017.

CHAPTER 1

About ArmaFriday

Arma Friday [AF] is an ARMA 3 event that occurs every Friday night between 0730 PM EST and 1100 PM EST. We require no loyalty to our “group” from you to join or participate in terms of exclusivity. Only that you meet the acceptance criteria.

If you are interested, feel free to check out armafriday.com

2.1 How to get started with Arma Friday

2.1.1 The type of player you should be to fit in

- You are 18 years of age or older and a mature individual.
- You enjoy the feeling of being part of something bigger than just yourself.
- You are able to compromise.
- You've never been kicked from clans, guilds or other ARMA units.
- You are able to join ARMA Friday sessions at least once a month.
- You are interested to be a fire-team member, or lead one.
- You understand ARMA Friday is not about you as the main actor, but a symphony in which you play your part.

2.1.2 Installation

Step 1: ARMA III Setup

Make sure you have ARMA III installed and the APEX DLC, as we use Tanoa and its assets quite often.

Step 2: Install our modlist

All of our mods are found in the steam workshop, make sure you are subscribed to all of the following mods: *
[TypicalPhineas ARMA Friday Modlist](#)

Step 3: Install Teamspeak3

We use teamspeak 3 to facilitate our radio communications with the Task Force Radio mod. Make sure you have the [latest version of teamspeak3](#) installed as well.

Step 4: Install the Teamspeak 3 Task Force Radio plugin

Download the [latest version of task force radio](#) and:

- Extract the .zip archive
- Install the TFR Teamspeak Plugin by double-clicking the Plugin Installer in the @task_force_radioteamspeak folder.
- We recommend using the “task_force_radio.ts3_plugin” only and don’t use the “task_force_radio_3.1Compat.ts3_plugin”
- Make sure Caps Lock key is not used for talking in TeamSpeak
- Turn off voice over network (VON) in ARMA 3 or change key to different than Caps Lock (to avoid voice doubling).

Step 5: Make sure you are on the ArmaFriday discord server

Join the ARMA Friday discord server [here](#) and look for the next ArmaFriday session in the #arma-signup text chat channel. There will be a link to a google form to sign-up for the next event.

Step 6: Join the ArmaFriday ARMAIII unit (optional)

Joining the ARMAIII unit will give you our amazing armpatch while you play. Click [here](#) to join up.

2.1.3 Information you need to know

Arma Friday is streamed by the [TypicalPhineas Twitch channel](#). This comes with two implicit rules: We jest, joke around and have fun, but we keep our language PG-13. Phineas retains the prerogative to remove any player from his stream. <http://armafriday.com/#about>

A brief outline of what ARMA Friday is and the kind of players we are looking for can be found on armafriday.com

If you’re ready for more you can start looking at some of the other material that is available on this website.

2.2 Unit Roster

Roster to keep track of ranks is [here](#)

2.2.1 Active

Armedman84

Rank



Distinctions



Foozlekiller

Rank



Distinctions



Operation Caldera Survivor

Frethen

Rank



Distinctions



Operation Caldera Survivor

FrosD

Rank



Distinctions



Goldie

Rank



Distinctions



Operation Caldera Survivor

Ironclaws

Rank



Distinctions



JoeVisitor

Rank



Distinctions



Operation Caldera Survivor

Kilthor

Rank



Distinctions



Korde

Rank



Distinctions



MRF

Rank



Distinctions



Raytheon

Rank



Distinctions



Reishi

Rank



Distinctions



Shurp

Rank



Distinctions



Skifton

Rank



Distinctions



Operation Caldera Survivor

Stalker

Rank



Distinctions



Teo

Rank



Distinctions



TonyMo

Rank



Distinctions



TypicalPhineas

Rank



Distinctions



Whiplash

Rank



Distinctions



2.2.2 Inactive

AceHard

Rank



Distinctions

Operation Caldera Survivor

Coletrane

Rank



Distinctions



Jyntuu

Rank



Distinctions

Montana

Rank



Distinctions

Raz

Rank



Distinctions

Saboathi

Rank



Distinctions



Schaduw

Rank



Distinctions



SillyRabbit

Rank



Distinctions

Tantasqua

Rank



Distinctions



2.3 Distinctions

These are the various distinctions, medals, badges and awards given out at Arma Friday events to recognize players for their investment in the group and our style of play.

2.3.1 ArmaFriday Distinctions

These ribbons are given to players who have provided a service to ArmaFriday in a significant way:

Recruiter Ribbon..



Recipients:

- Foozlekiller: for bringing in Skifton and Coletrane
- Stalker: for bringing in Raz and Montana
- Schaduw: for bringing in MRF
- Whiplash: for bringing in Ironclaws and Teo
- TypicalPhineas: for bringing in JoeVisitor
- JoeVisitor: for bringing in Goldie
- MRF: for bringing in AceHard
- Shurp: for bringing in RaisingPhoenix

2.3.2 Campaign Ribbons

These ribbons are given to players who have had a significant deployment in an ArmaFriday campaign, spanning across several weeks or even months.

Operation Desert Storm..

Recipients: Whiplash, TypicalPhineas, Saboathi, Armedman84, Stalker, Korde, Schaduw, Foozlekiller, Coletrane, Skifton, Raz, Montana, MRF, Raytheon, Ironclaws, Frethen, Tantasqua, Kilthor, Reishimu, SillyRabbit, Teo, Jyntuu

Operation Warlord..



Recipients: Armedman, Coletrane, Foozlekiller, Frethen, FrosD, Goldie, Ironclaws, JoeVisitor, Kilthor, Korde, MRF, Raytheon, Reishi, Saboathi, Shurp, Skifton, Stalker, Tantasqua, Teo, TonyMo, TypicalPhineas, Whiplash

2.3.3 Ranks

New Guy



Someone who has participated in 4 missions or less.

Regular



Someone who has participated in more than 4 missions but less than 13.

Expert



Someone who has participated in more than 12 missions but less than 37.

Veteran



Someone who has participated in more than 36 mission.

NCO



Servant leaders of arma friday.

2.3.4 Specialist Badges

Marskman Challenge

Granted to those who have successfully completed the marksman challenge. Talk to Whiplash, Foozlekiller or Skifton to go through the marksman challenge.



- Skifton: 40 points
- Foozlekiller: 39 points
- Stalker: 36 points
- Shurp: 35 points
- MRF: 34 points
- Goldie: 31 points

2.4 Operational History

Here you will find the list of ArmaFriday operations. Each OPREP is structured around the same format which can be found [here](#).

2.4.1 2017 Operation Falling Star

Panthera just suffered from a famine and tense political discourse during its elections. Recovery has been slow but the countryside has been left behind the most.

18/08/2017 - #1: Banana Express

Date of Operation: Friday June 18th, 2017

Time of Operation: 0730 PM EST to 1100 PM EST

Unit Details

[Google sheet of squad makeup](#)

- TypicalPhineas - Zeus
- Whiplash - SL A
- Goldie - Medic A
- Shurp - FTL A1
- RaisingPhoenix - LMG A1
- JoeVisitor - ALMG A1
- Ironclaws - G A1
- Skifton - FTL A2
- MRF - LMG A2
- Kilthor - ALMG A2
- Frethen - G A2
- Acehard - AB A2

Mission Details

Panthera just suffered from a famine and tense political discourse during its elections. Recovery has been slow but the countryside has been left behind the most. ArmaFriday is providing Support to a UN peacekeeping operation providing food to the more rural areas.

We later learned a character referred to as “Le General” had run the country for many years and figured he would consolidate his political power by having himself be “elected” democratically. This move turned on him however and he was voted out. A more pro-western revolutionary taking his place. This made Panthera very divided between the North-East and the South-East.

Execution..

The bananas from Tanoa were delivered successfully, but a patrol of silver helmeted troops were spotted to the North of town. After touching base with the local UN commander we learned that there was a probability “Le General” was hiding out in these mountains. Shortly after we were attacked from the South mountain ridge and we called in A-10C Close Air Support from Hog-1-1.

The enemy’s attacks intensified however and soon we were being surrounded from all sides. The ArmaFriday platoon resorted to calling in a “Broken Arrow” after which command bombarded our location in the valley.

The enemy’s attacks decreased in intensity after that and we continued to make our way back. We met heavy resistance trying to cross the bridge over which we originally came into the valley. But thanks to successful maneuvering using our Humvees as cover, we were able to break through and leave the mountains. Those mountains are heavily fortified

by “Le General” and they probably use an extensive tunnel network. We must be weary and anticipate the General’s next moves, or try and weaken his grip on Panthera.

Intel..

- Airlifting Humvee
- Dropping Airlifted Humvee
- Broken Arrow
- UN Supply Train

Team Retrospective

- Excellent first-time Fireteam Leadership from Shurp
- MRF suggested the introduction of an ACE (Ammo, Casualty, Equipment) report
- People liked having to haul in our own assets

Screenshots







2.4.2 2017 Random Missions

Operation Mountain resolve is a series of connected missions in a fictional terrain much like the mountainous area of Afganistan. A campaign without an overarching storyline.

11/08/2017 - #4: Caldera

Date of Operation: Friday August 11th, 2017 Time of Operation: 0730 PM EST to 1045 PM EST

Unit Details

[Google sheet of squad makeup](#)

- Whiplash - Zeus
- Foozlekiller - SL A
- Ironclaws - Medic A
- Skifton - FTL A1

- Kilthor - AT A1
- Frethen - AAT A1
- Teobuck - AB A1
- JoeVisitor - R A1
- Stalker - FTL A2
- Goldie - HMG A2
- RaisingPhoenix - AHMG A2
- Shurp - G A2
- Acehard - R A2

Mission Details

You are a member of a rapid response team. You've been deployed to the Tanoan Islands in the pacific for a 6 month rotation. You're about 3 months into your deployment and you're having a good time. Tanoa might as well be Hawaii. Its just another strategic location in the Pacific with civilians and a few military bases. Calm beaches and sunshine. Until this morning, when an automatic alarm calls you to action for a rapid response to a reseach facility you didn't even know was there in the first place. Better go check it out.

Intel..

- Frethen seaweed he eats it
- Foozle's seen it in the movies but this shit's real
- Brace for impact, crashlanding
- The research site got nuked

04/08/2017 - #3: Trojan Horse

Date of Operation: Friday August thth, 2017 Time of Operation: 0730 PM EST to 1100 PM EST

Unit Details

Google sheet of squad makeup

- Whiplash - Zeus
- Skifton - SL A
- MRF - Medic A
- Ironclaws - LMG A
- Frethen - ALMG A
- Kilthor - G A
- Goldie - R A
- Foozle - AB A

- JoeVisitor - R A
- Acehard / Chris - UAV Specialist A

Mission Details

Its finally November. It seems like fall was skipped this year and winter has finally come. A cold front is causing low cloud cover and foggy weather. We must use this sudden turn in the region's weather to our advantage. We've assembled a special unit for a high risk operation. Pay attention because the details are important. Our mission is to extract NATO POW's from a Russian base, plant charges and then perform hit and run attacks on the base. Here's how: you will be inserted by helicopter at location "Insertion". Its likely this will cause a bleep on the radar and they will send a helicopter out for reconnaissance. The weather will create a low visibility for air units but prevent beeing spotted at all costs. There may be patrols between you and location "Checkpoint". Location "Checkpoint" houses a russian fireteam whose objective it is to inspect all transport vehicles coming into the area. Take this guard post out and avoid a long firefight. A defector will have stashed away crates with uniforms and weapons in the ruined house at location "Checkpoint". Use the stashed equipment to disguise yourself as a Russian checkpoint and continue to perform routine checks on any enemy vehicles moving into the area. Make sure any troops not in disguise are hidden away. Intel suggests that at some point a troop transport vehicle will pass through the checkpoint. They had a long drive behind them, wait for them to get out to take a stroll and neutralize them, leaving the vehicle intact. There will be papers (not really) indicating this troop transport was meant to move the POW's out of the area. Assume control of this troop transport and infiltrate the base in the east. Ascertain the location of the POW's and load them into the troop transport. Plant demolition charges at any site you deem strategic for your attack later but do not get caught. Move the POW's to the LZ "Extract" location and call in a chopper (Zeus) for extraction. Protect the LZ. Load the POW's into the helicopter. After the POW's are extracted, synchronize your hit and run attacks on the base with your demolition explosions. At your own prerogative, move away from the base for extraction at a location of your choosing, just make sure its safe.



Feedback

We pushed the game mechanics to the limit and were not able to pull off all gameplay elements tonight without glitches or breaking immersion:

- Couldn't get the whole team into a single URAL truck for some reason
- People kept caughing even though the storm had ended
- People couldn't put on enemy uniforms

- Zeus placed bases were not visible on the map. making coordination between teams difficult
- AI helicopters performing awkwardly when near enemy units (pro tip: use careless mode)
- Difficult as Zeus to supply the team with weapons and ammo that doesn't make everyone go crazy unrealistic

Screenshots



29/07/2017 - #2: Hedgerow Mayhem

Date of Operation: Friday July 29th, 2017 Time of Operation: 0845 PM EST to 1100 PM EST

Unit Details

[Google sheet of squad makeup](#)

- TypicalPhineas - Zeus
- Whiplash - SL A
- Foozlekiller - M A
- Ironclaws - FTL A1
- RaisingPhoenix - LMG A1
- Frethen - ALNG A1
- Goldie - G A1
- Acehard - R A1
- Skifton - FTL A2
- Shurp - AT A2
- Kilthor - AB A2
- JoeVisitor - R A2
- FrosD - R A2

Mission Details

The team was deployed in a forested area close to moscow and perform an assault on one of the villages occupied by a rogue Russain force.

Intel..

- Humvee Column
- Humvee Line

Screenshots





21/07/2017 - #1: Ardent Sunrise

Date of Operation: Friday July 21st, 2017 Time of Operation: 0730 PM EST to 1100 PM EST

Unit Details

[Google sheet of squad makeup](#)

- Whiplash - Zeus
- Foozlekiller - SL A1
- Korde - Medic A1
- Ironclaws - FTL A1
- Goldie - LMG A1
- Skifton - ALNG A1
- MRF - G A1
- FrosD - R A1
- KiltThor - FTL A2
- Shurp - AT A2
- Frethen - AAT A2
- Stalker - AB A2
- RaisingPhoenix - R A2

Mission Details

The team was deployed in Bamyan, a province in the mountainous region of afganistan. Tasked with protecting the local population they performed various tasks. From disabling IED's to repelling an enemy assault on a little tribal village.

Intel..

- Elbow shots can be deadly

Feedback

We played with a modded version of ACE3 and various other mods. We encountered a technical problem which locked out ZEUS from the game. In the retrospective we discussed which mods were essential or not. The decision made was to generate a survey and check with the guys how far we should go.

2.4.3 2017 Operation Warlord

Operation Warlord is a follow-up campaign of Operation Dessert Storm. The main premise is that the ArmaFriday platoon was brought to Tanoa due to increased shipping from Russia. Worried about destabilization in the area just like on Altis, a spy plane was sent in to investigate the area.

14/07/2017 - #7: Bradley's Way

Date of Operation: Friday July 14th, 2017 Time of Operation: 0800 PM EST to 1050 PM EST

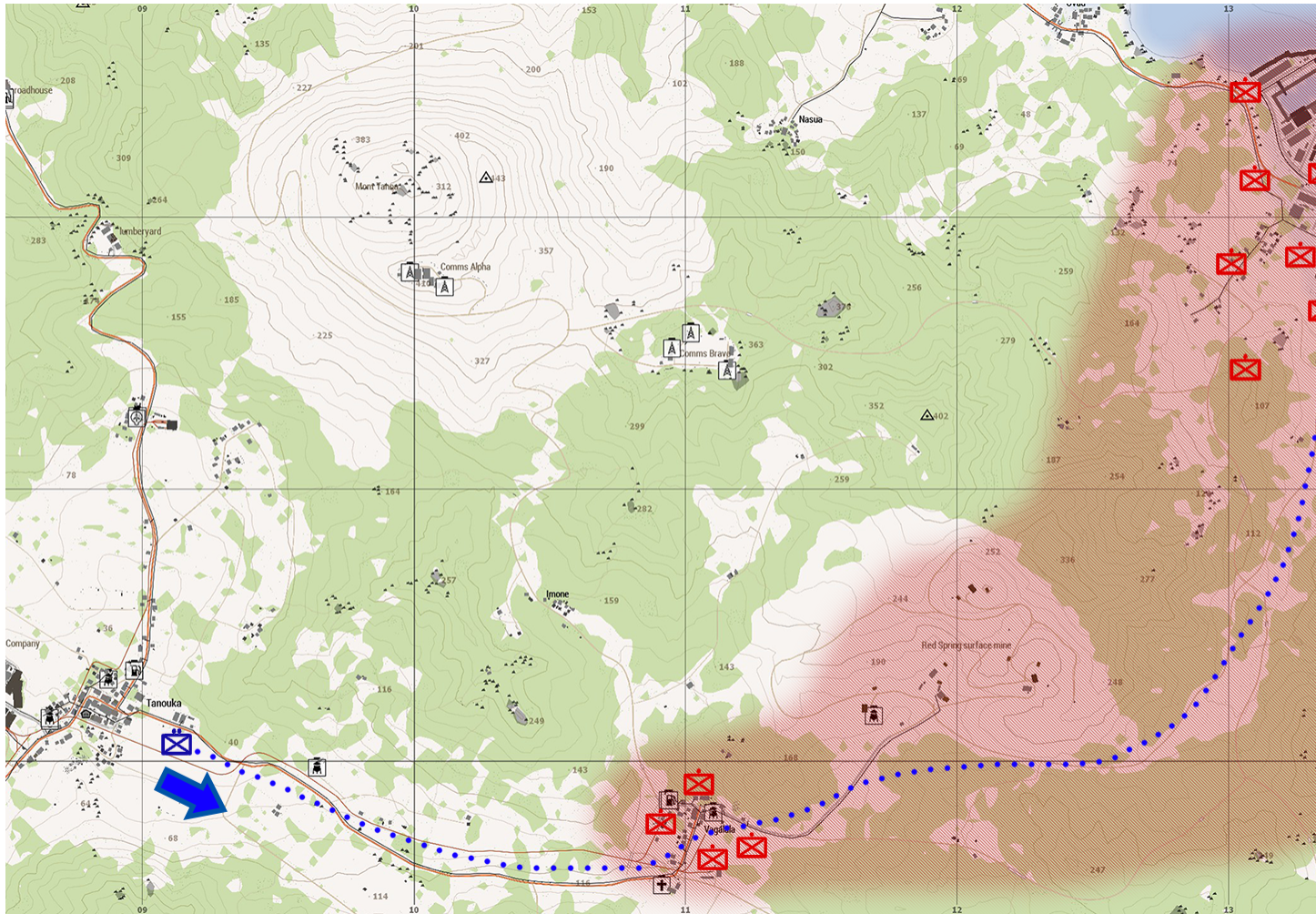
Unit Details

Google sheet of squad makeup

- TypicalPhineas - Zeus
- Whiplash - SL
- Frethen - M2 Bradley Commander
- Teo - M2 Bradley Driver
- Kilthor - M2 Bradley Gunner
- Stalker - FTL A
- Reishi - LMG A
- Goldie - ALMG A
- Ironclaws - M A
- MRF - AP Launcher A
- Shurp - R A
- Raytheon - FTL B
- Foozle - LMG B
- FrosD - ALMG B
- Skifton - M B
- Armedman - R B
- JoeVisitor - R B

Mission Details

The team was tasked to assault Blue Pearl Industrial Port. For this mission they would have the assistance of an IFV (Infantry Fighting Vehicle) M2 Bradley.



Intel..

- M2 Bradley takes shots at jeep
- Squad stuck in a minefield
- M2 deploys smoke screen

Screenshots



07/07/2017 - #6: Lost and found

Date of Operation: Friday July 7th, 2017 Time of Operation: 0730 PM EST to 1120 PM EST

Unit Details

[Google sheet of squad makeup](#)

- Whiplash - Zeus
- Foozlekiller - SL A
- Stalker - M A
- Skifton - FTL A1
- Ironclaws - LMG A1
- JoeVisitor - ALMG A1
- Kilthor - AT A1

- Goldie - R A1
- Raytheon - FTL A1
- TonyMo - LMG A1
- MRF - ALMG A1
- FrosD - R

Mission Details

We're at the height of the Tanoan Island offensive during a lull in what is now a 4 day continuous battle. Last night Allied forces were forced to retreat when a particularly intense lightning storm scattered most units across Tanoa and took out primary communications facilities. In the aftermath of the storm, you've come across other soldiers and formed an impromptu unit. Day is about to break in a couple of minutes. You have no idea where you are. You have no means of contacting command. All you know is that you're on an enemy occupied island. Your mission is to find a way to communicate with command, explain where you are and figure out a way to extract off the island. Watch out for enemy booby traps and assume respawns are disabled.

Execution..

The guys headed south from their immediate location and secured some maps and intel indicating the long range radio could be found to the east. A helicopter was continuously scouting overhead looking for scattered troops. They got spotted several times which prompted the enemy to reinforce their current position. The enemy was also very successful booby trapping the players multiple times by placing tripwire mines in between trees they were potentially going to go.

Eventually the team made it to Oumere and secure the radio after which they moved further south and crossed the bridge to rejoin with NATO forces.

Intel..

- Tanoan Thunderstorm atmosphere
- JoeVisitor the anthropologist
- Tripwire mine but no casualties (wire at 26 seconds)

Screenshots



















30/06/2017 - #5: Sugar Voodoo

Date of Operation: Friday June 30th, 2017 Time of Operation: 0730 PM EST to 1045 PM EST

Unit Details

[Google sheet of squad makeup](#)

- TypicalPhineas - Zeus
- Foozlekiller - SL A
- Whiplash - Medic A
- Skifton - FTL A1
- MRF - LMG A1
- Frethen - ALMG A1
- Kilthor - AT A1
- Stalker - FTL A2

- Ironclaws - LMG A2
- JoeVisitor - ALMG A2
- Armedman - AT A2
- Korde - R A2

Mission Details

Move out from Georgetown and assault a sugar factory to the east which is believed to be used by the Russians to develop chemical weapons on Tanoa Island.

Execution..

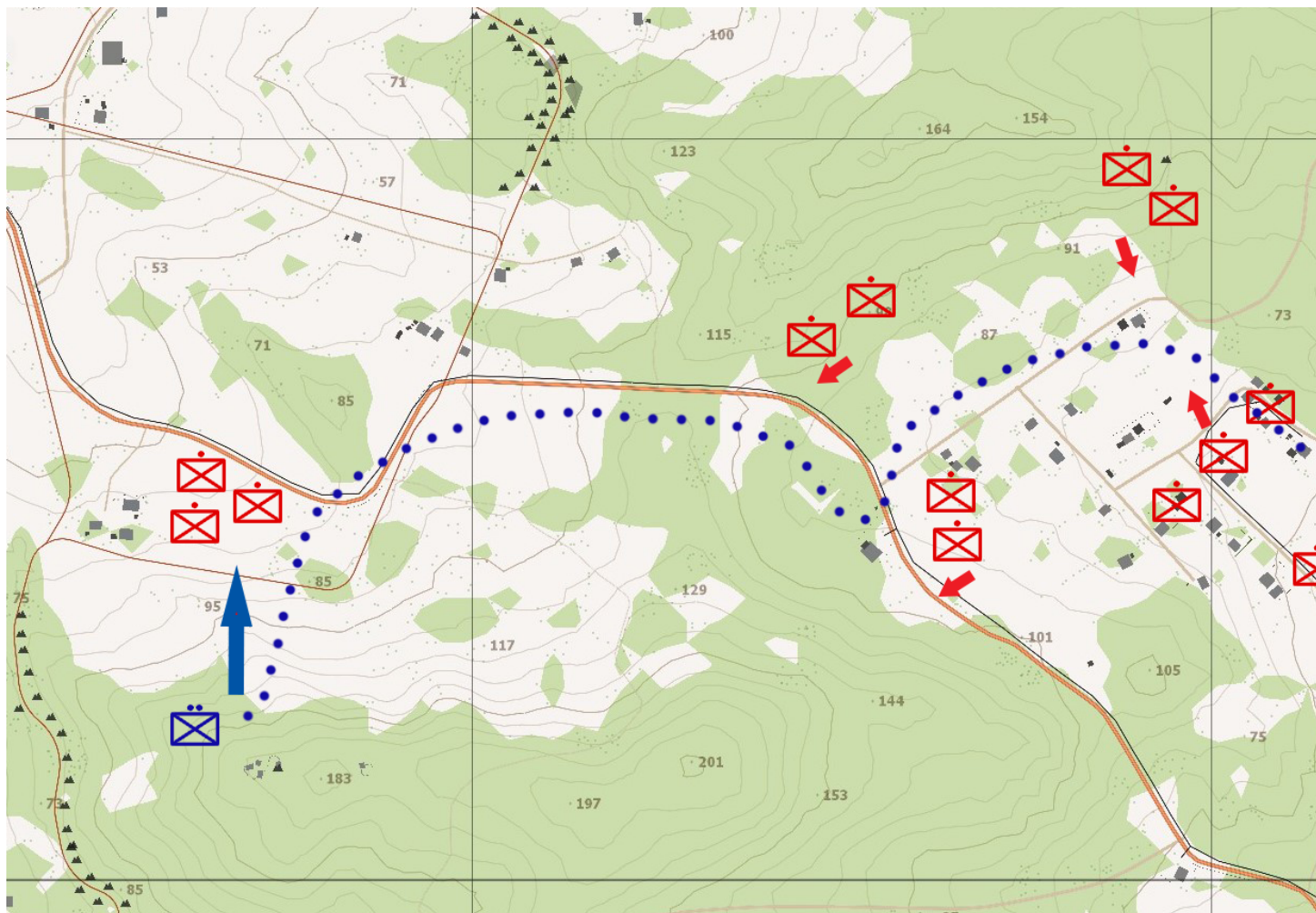
After helicopter landing south of Georgetown we moved east under the cover of darkness. First enemy contact happened near a bridge. At daybreak we noticed Korde was missing which some of the team attributed to “Voodoo”. According to command Korde was taken away to the South East. We spend a good hour and a half resquing Korde. After a while we established radio contact and through referencing landmarks we were able to find each other.

Assault on the sugar factory

The assault on the sugar factory commenced from the West. We encountered two fireteams guarding the eastern perimeter which we took out. Moving further west we encountered heavy resistance due to multiple squads guarding the sugar factory. We tried to breach their defences through the center, but a decision was made to swing around North and approach the sugar factory from the Northern flank which offered a lot more cover.

We made it about mid-way there before needing to do a tactical retreat and re-supply. During our second wave we called in artillery support allowing us to push through and secure the sugar factory.

We confired during our assault the factory was indeed repurposed for the production of chemical weapons.



Intel..

- Whiplash is a goddamn war hero
- Phineas “bringing the thunder”
- Boys are getting good at AT”

Screenshots









23/06/2017 - #4: Georgetown

Date of Operation: Friday June 23rd, 2017 Time of Operation: 0730 PM EST to 1030 PM EST

Unit Details

[Google sheet of squad makeup](#)

- TypicalPhineas - Zeus
- Whiplash - SL A
- Reishi - Medic A
- Frethen - FTL A1
- Kilthor - LMG A1
- Teo - ALMG A1
- Ironclaws - AT A1
- Stalker - FTL A2

- MRF - LMG A2
- Coletrane - ALMG A2
- Raytheon -AT A2
- JoeVisitor - R A2

Mission Details

Johnny's forces have consolidated in Georgetown and plan to invade Tavunaka Island. We intend to have the jump on him and take Johnny out.

Execution..

We went in from the north through Saint-Julien. We encountered some patrol boats and took them out. Our progress towards Georgetown went smoothly. We encountered a lot of resistance leading into Georgetown at the bridge. Thanks to artillery support and CAS we managed to fight our way to Johnny who was holding out at the radio tower. Johnny drew a gun on Teo and Teo took the shot. Johnny didn't make it. We continued south to 3 fuel tanks and blew those up. It is then the Russians came to Johnny's aid but too late. We held our ground at the bridge which provided an excellent bottleneck. At some point the assault became too much for us to resist so we had an emergency extract back to base. No casualties. Minor wounded.

Intel..

- Johnny gets taken out
- Blurry radio

Team Retrospective

What went well

TBD

What went wrong

TBD

What we could do differently to improve

TBD

16/06/2017 - #3: Something airy this way comes

Date of Operation: Friday June 16th, 2017 Time of Operation: 0900PM EST to 1120 PM EST

Unit Details

Google sheet of squad makeup

- TypicalPhineas - Zeus
- Whiplash - SL A
- Kilthor - Medic A
- MRF - FTL A1
- Stalker - AT A1
- Reishi - R A1
- Foozlekiller - R A1
- Frethen - R A1
- Tantasqua - HMG A2
- Ironclaws - Assist. HMG A2
- Skifton - Sniper

Mission Details

Story Context

Last week's operation "Bridge over troubled water" saw us return to Belavu island for a significant attack on Johnny's forces in an attempt to curb his offensive capabilities, diminish his capacity for raiding the Tavunakan people and force Johnny's hand into diplomacy for peace. Part of our objective was to secure "Belavu Bridge", the only reliable infrastructure connecting Belavu Island to Katkoula Island. What we found on the other side were Russians.

Upon returning to base we have since learned what the Russian angle is. Frethen was watching his favourite TV show - Belavu Idol - when it was interrupted by "breaking news"; a press conference by Russian President Boris Sokolov announcing Russian deployment to the Island of Belavu "to ensure stability in the area and guarantee the fair treatment of the Belavu people". Apple sauce for sure. This was followed by press conferences of Western leaders relaying pretty much the same message for the Tavunakan people, while simultaneously condemning Belavu's recent actions.

All this has a few implications:

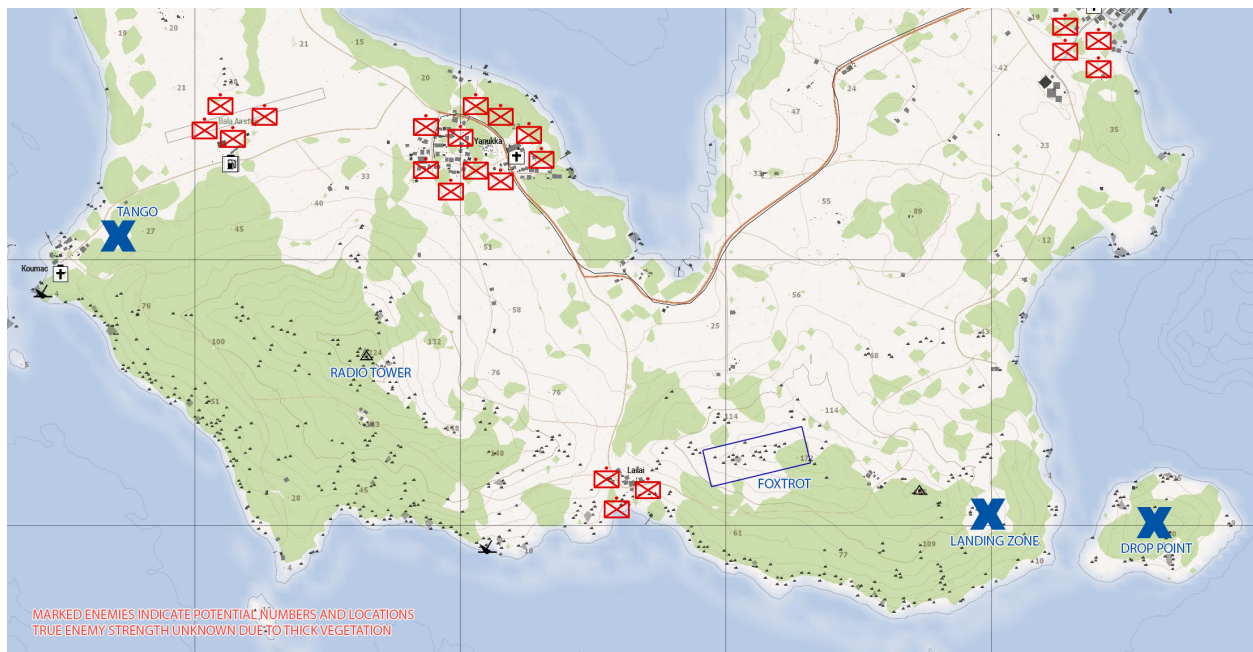
- The "increased" merchant shipping from Russia to Tanoa that originally brought us to the island is most likely part of a paramilitary operation, the motive of which is still unknown, but now legitimized through puppeting the Baluvan people under warlord Johnny.
- We are now wrapped up in a local conflict between Tavunaka and Belavu which is brought to the international stage.

We have it on good authority from insiders that there is significant unrest in Johnny's hierarchy due to our operations on Belavu island. Now that Johnny has most likely retreated to Katkoula island to the South of Belavu, there is sort of a leadership vacuum among the forces in Belavu island. We have reason to believe that if we continue to weaken Johnny's position, a more pro-western officer might rise to the occasion within Johnny's forces who can shake up whatever deal Johnny made with the Russians. At the same time, we must avoid direct confrontation with Russian forces.

Mission Objectives: Covert Special Operation

Danger: Operatives will **not** be protected by the Geneva Convention. The existence of this operation will be denied by Western governments.

- Paradrop on South-Eastern Katkoula under the cover of darkness and wait for daybreak.
- Secure position foxtrot for sniper overwatch
- Assassinate Johnny's Lieutenant in Lailai
- Destroy the radio tower North East of Lailai
- Transition through the jungle from Lailai to the airstrip of Bala and avoid direct confrontation with forces coming from Yannuka.
- Perform a hit-and-run on Bala airstrip, destroy Johnny's cessna and other targets of value.
- Exfiltrate at LZ Tango or otherwise



Execution..

All objectives were successfully executed with minor casualties.

Intel..

- Reishi the minesweeper
- Hilarious moment “The immediate Threat”

Team Retrospective

What went well

- (Whip) Excellent work by Skifton the sniper. The team had excellent overwatch and he was able to surpress the enemy preventing them from catching up with the squad. The raid on the airfield was well executed. Boom and zoom. The squad was responsive to commands. Excellent MG cover by Tantasqua and MRF. Personally I felt I had a good handle on the terrain we were facing and how to maneuver the team through the challenges. Overall very good FTL work by MRF!

What went wrong

- (Whip) MRF, I love you man. But a little too heavy on the voice comms sometimes. We have to be careful to not occupy the squad comms with FTL instructions for too long and that counts for us all. The team didn't respond so well to some very common squad leader level commands such as "spread out". I feel like I could improve on my Squad Leader abilities. Oftentimes I wasn't sure if I was leaving too much ambiguity or spreading the squad out too much.

What we could do differently to improve

- (Whip) I think we could improve our documentation a little with some light reading material that would clarify some common orders like what "Spread out" means in various situations. Perhaps also a section on voice communication. Personally I could do some research on Fireteam / Squad dynamics and see how it could apply to ArmA.

Screenshots







09/06/2017 - #2: Bridge over troubled water

Date of Operation: Friday June 9th, 2017 Time of Operation: 0730 PM EST to 1120 PM EST

Unit Details

[Google sheet of squad makeup](#)

- TypicalPhineas - Zeus
- Whiplash - SL A
- Reishi - Medic A
- Frethen - FTL A1
- Tantasqua - LMG A1
- Teo - ALMG A1
- Ironclaws - R A1
- Kilthor - DM A1

- Skifton - FTL A2
- MRF - LMG A2
- TonyMo - ALMG A2
- Schaduw -R A2
- Saboathi - AT A2

No shows..

Schaduw

Mission Details

Last week's "Operation Blacksheep" saw us exfiltrate a NATO pilot from Tavu, a village on Belavu island under the control of a local warlord called "Johnny".

In the days following, Johnny has been increasing his raids on the Tuvanakan people, his claim being that the Tuvanakan people have provoked the Belavu tribe by "using NATO dogs" to further their own goals. Nothing is further from the truth however as Blacksheep had originally crash-landed on the Tuvanakan island and it was in fact Johnny who had captured the pilot "Blacksheep" and brought him to one of his own islands, which triggered the NATO response.

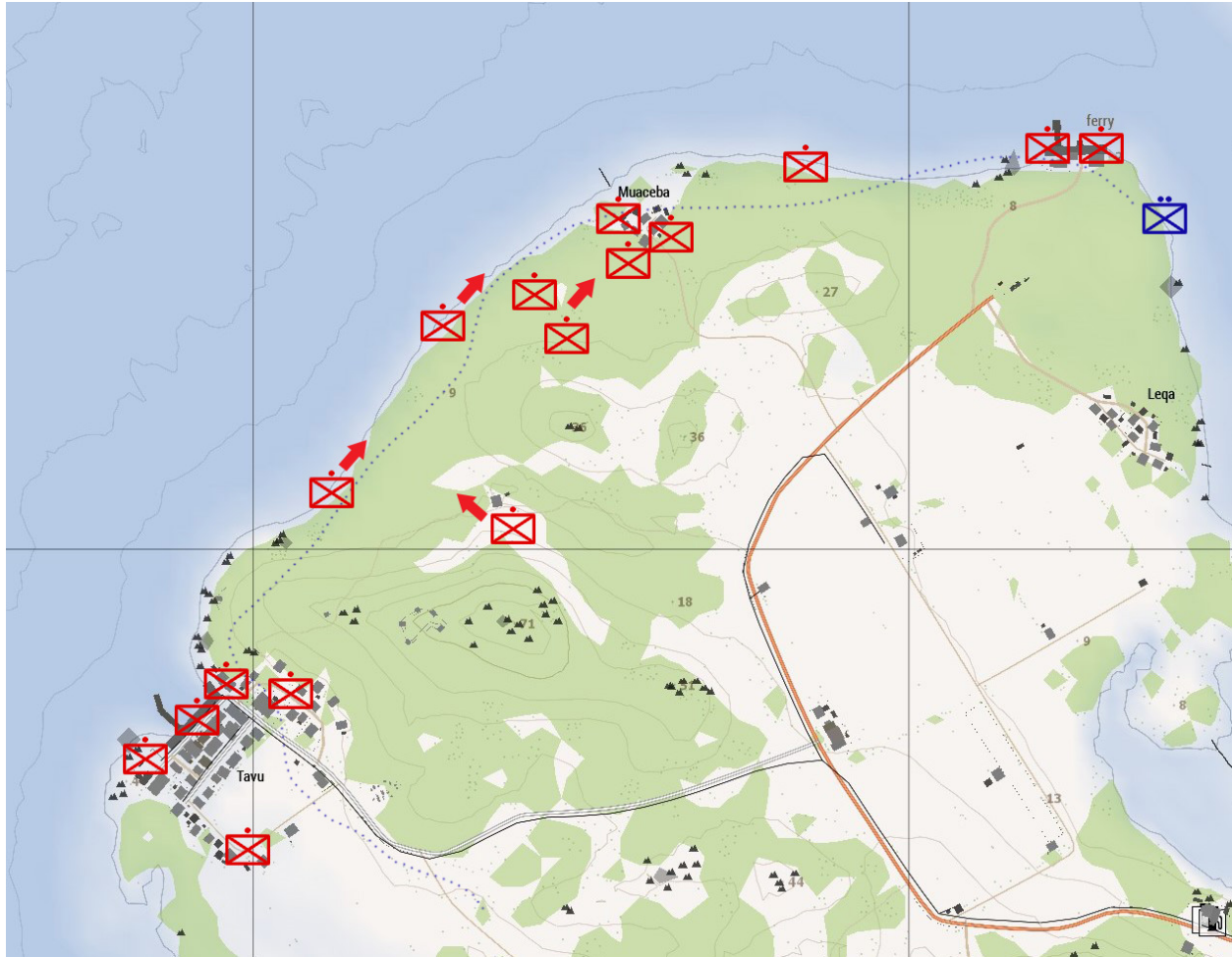
As a consequence of this chain-of-events, the NATO friendly Tuvanakan people are outraged at the increased raids and blame NATO directly for causing them. Under threat of them ending the agreement for NATO to have an airbase on their sovereign island of Tuvanaka, NATO has agreed to help stabilize the threat to their people.

Deaf to all diplomatic attempts to work out an arrangement, Johnny has made his intentions clear to ignore NATO's desire for peace and continues to raid the Tuvanakans.

The ArmaFriday platoon is to be deployed to invade Belavu island and curb Johnny's offensive capabilities. We are to return to Tavu where blacksheep was being held and neutralize all of Johnny's forces, as well as capture the bridge connecting Belavu island to Katkoula island. Command believes that denying Johnny of this bridge will greatly affect his supply chain.

Execution..

Phase 1: Northern Belavu



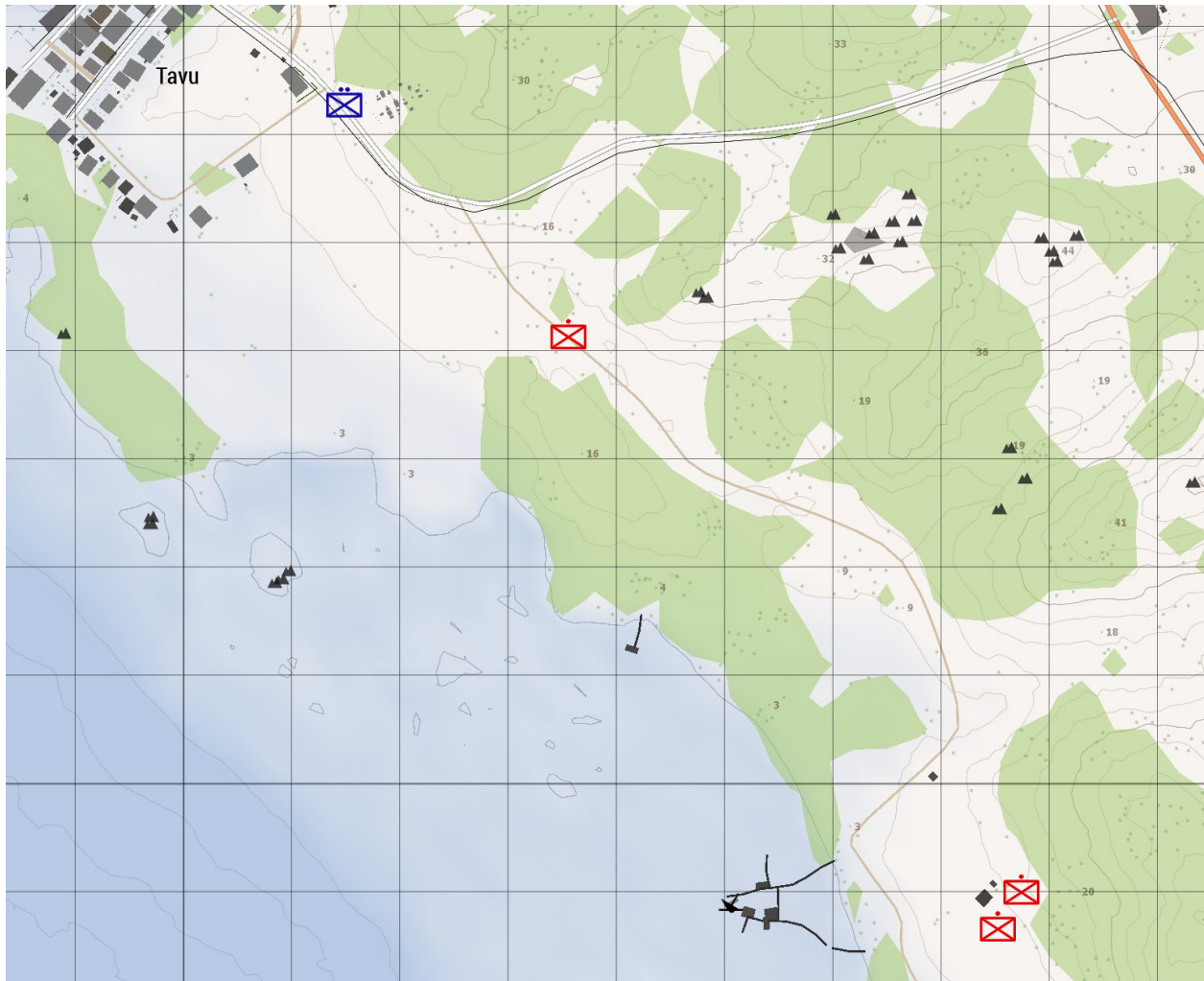
We took a Mark V Special Operations Craft (boat) and returned to Tavu under the cover of darkness. About 300 meters off the coast we could already spot patrols off of the coast line east of Muaceba in the old ferry docks. We opened fire and secured a landing site to the south east. We then continued our advance through the woods and encountered one or two fireteams on the coast and in the woods.

Our assault on Muaceba began right before daybreak. We encountered multiple fireteams and support from the forest to the south west of it. We called in helicopter air support to suppress the enemy in the forest. Muaceba was secured at 9.30 AM.

We encountered very little resistance towards Tavu. Just one or two fireteams who were advancing on Muaceba to support it in vain.

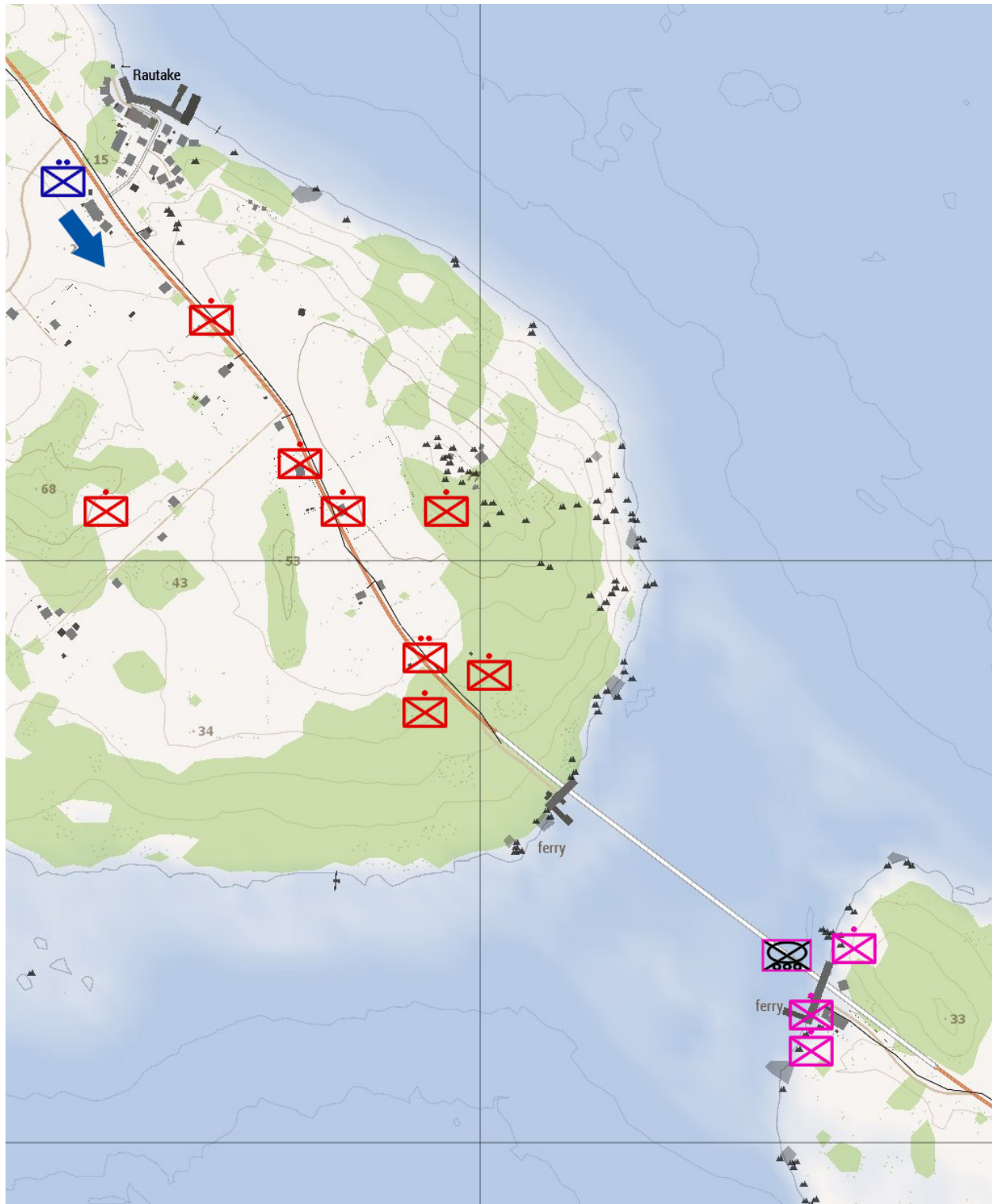
The assault on Tavu went well for the most part. Alpha-Two took heavy casualties on the North of Tavu.

Phase 2: Combat patrol



We continued inland using a squad staggered column and advanced south. We encountered a single fireteam patrol. We encountered another two fireteams further to the south who were guarding a hemp field and captured two vehicles which we used to transport the squad to Rautake

Phase 3: Advance on Bridge



Alpha squad used a bounding movement to advance along the main road south east towards the bridge. We encountered multiple fireteams holding up in various buildings and we countered two separate flanking maneuvers. One from the East and another from the West. The heaviest resistance took place in the perimeter of the forest covering the base of the bridge. Alpha-One took heavy casualties. The bridge was secured and Russians troops were observed guarding the base of the bridge on Katkoula island to the south of Balavu. Including a Russian Armored Personal Carrier BTR-90.

Intel..

- Tavu invasion
- Staggered column marching songs
- Reishi comes within an inch of a mine

Team Retrospective

What went well

- The entire mission went well. Good communication within the squads, added a couple helpful pieces of advice.
- Had a lot of work (Medic) todo but still got off plenty of shots, so that was fun.
- Overall team communication and cohesiveness was great. We spotted enemies very well and dealt with them as a team.
- As a fire team, we moved and coordinated effectively. Coverage was good and I always felt I had my fire team's back or they had mine. On the squad level, I feel movement and action was efficient and decisive.

What went wrong

- Just the server crash but it's not controllable.
- May have thrown a grenade that white Alpha 1. (I think it was me at least). After the crash I didn't reset my grenade choice. Maybe they could always default to smoke?
- Alpha 2 FT got "lost" a couple times and had to double back (that was on me as lead). We (either FireTeam) sometimes moved up *too* quickly, which led to being nearly overrun from flanks.
- I felt as a DM, I wasn't put in the best position to perform my role many times. I was treated as a rifleman and asked to clear buildings, assault, etc. Second point: Many times throughout the night the fire teams felt like separate squads and not two fire teams of one squad. I think unless we are bounding or taking separate actions during an assault, we should be moving as one unit under the direction of the squad leader able to cover each other.

What we could do differently to improve

- Switch up roles within the people that have been awhile
- A1 & A2 needed more cross communication. Seemed to be doing their own thing until the SL gave specific instruction.
- Personally: More confidence in my commands, more observing my team and less physically leading it. As a team: Stick in our roles (DM, MG, Ast. MG, etc). Make sure that we're doing what WE as a member need to do, even if it's boring at the moment.
- Forgot to add a few points in my previous submission. I still feel separate fire team radio channels is not necessary and serves to separate the fire teams. That being said, communication on the squad channel should be reserved to information the entire squad needs. (enemy call outs, squad and fire team updates, etc.). It shouldn't be used for fire team members to indicate when they're moving, providing updates to other fire team members, etc. which I heard quite a bit of last night. Movement at the fire team level I feel could use some work. There might be a touch of micromanaging by the FTL's. Although this could be alleviated by the fire team members as well by not relying on the FTL's to tell them exactly where to go and what position to take. As an example,

the SAW and DM if there is one should take it upon himself to get into a position where he can cover the fire team/squad when the unit is stopped.

Feedback on the Designated Marksman role

If we are going to move forward using a DM with a sniper load out, the role should be treated as a sniper and not be attached to a fire team and instead be part of squad support. Personally, I feel the DM (or sniper) role is not needed for most if not all our work in arma. We tend to be always moving and moving at an aggressive pace at that which renders the DM ineffective. A sniper, or DM's main role should be over-watch and killing high value targets. We are never in one position long enough for over-watch on that level to be really needed and very rarely, do we come across "high value" targets: mg's, enemy support teams, etc.

Screenshots























02/06/2017 - #1: Blacksheep

Date of Operation: Friday June 2nd, 2017 Time of Operation: 0730 PM EST to 1100 PM EST

Unit Details

[Google sheet of squad makeup](#)

- TypicalPhineas - Zeus
- Whiplash - SL A
- Ironclaws - Medic A
- Foozle - FTL A1
- Tantasqua - R A1
- Coletrane - R A1
- Kilthor - AT A1
- Skifton - FTL A2

- MRF - LMG A2
- Saboathi - ALMG A2

No shows..

Schaduw

Mission Details

Western forces have a base on the “Tuvanaka” island wich is to the north and east of the main Tanouka island body. The group of islands has been heavily contested by various tribes, but the Tuvanakese welcome western forces due to the trade it brings to their communities. After our campaign in operation dessert storm this area has also seen an increase in Russian activity on the main island body. A UAV spy plane codename “Blacksheep” crashed on Tuvanaka island on its way back with valuable images of said Russian activity on the main island. Our mission was to recover the pilot and bring him home safely.

Execution..

We took a patrol boat to the eastern side of Tuvanaka and disembarked to continue on foot. We encountered an armed patrol of locals which we avoided by veering off into the woods to the North. Command informed us this is probably a rivaling tribe performing a raid or trying to take hold of some part of the island. We lead ourselves towards some elevated terrain on which we scanned the horizon. MRF found a column of smoke and wreckage a good 700 meters from our location on the elevated terrain. We encountered no hostiles between us and the terrain. There was no sign of the pilot to be found at the site of the wreckage however and command suggested the only possible outcome was that the pilot was captured. Most likely by the aggressor locals trying to take hold of the south of the island. Command instructed us to continue towards the south, into the city of Belfort and apprehend a tribesman for interrogation. We encountered about 4 fireteams and about 3 of our men were wounded in combat. We apprehended a tribesman referred to as “bozo” who told us a rivaling tribe’s leader called “Johnny” now had possession of the pilot. The pilot was traded for a shiny rifle. We moved out from Belfort towards balavu island and found the pilot “Blacksheep” in a city called Taivu, after which we extracted back to base.

Memorable contributions..

Excellent contact reports by MRF. Heightened the overall squad situational awareness.

Intel..

- Throwing “Bozo” off a balcony
- Bozo is getting cheeky
- Awesome beach landings and MRF comms

Team Retrospective

What went well

- 1-2 was good and on point with covering fire and to an extent movement and communication

- Communication was excellent within the squad - as always MRF did great callouts and I heard many other players give good callouts as well. Covering our cardinal directions save us in a situation. I covered the rear for majority of mission and stopped the first patrol who ran up to us when we were on the rocks by sticking to my directive. Implementation of stealth worked to our advantage and should be emphasized in most missions to keep gameplay tactical.
- The mission went smoothly from a team perspective. The squad lead and teams coordinated well. As the medic, I had some time available which I used to try and support the squad lead by providing them additional information and ideas. I hope that was valuable.
- People followed leadership's direction, people played their roles and attempted to work as a team, felt as though there was more beneficial communication between fireteams and squad members.
- Communications between fire teams and leads along with squad leader was on point. Personally, using only 1 radio channel assisted in situational awareness among the entire squad. Additionally, this method of communication fostered a more team oriented attitude as it "forced" more direct communication while simultaneously allowed each member to be aware of what was going on with the squad as a whole.

What went wrong

- A few times the FTL did not state he was moving, and I fell behind. Communication is a key point when providing overwatch(s) and moving out.
- Coordination within towns is difficult when multiple fireteams are moving through on the ground. Squad movement through dense jungle got many members lost and out of formation.
- There were a few times when the fire teams were separated by enough that they wouldn't have been able to provide fire support for one another. Resistance was light this week so there weren't any major complications caused by this, but it could cause issues in the future.
- There was a general lack of organization during the mission that can and should be cleaned up by FTLs, There were a few people who didn't follow directions well or tried to lead when they were not the leader of the group.
- Although it wasn't major, I feel there could be even more radio discipline for everyone to cut down on the chatter. At least for the non FTL's and SL. Very very minor point, I feel that especially while working in thick vegetation, like a jungle, we could do a bit better at keeping fire team members together.

What we could do differently to improve

- Improve moving commands at FTL level. Stop/moving/move here/crossing/covering/set.
- I propose a bit of practice and setup of a protocol for jungle squad movements. When clearing towns, splitting duty of support overwatch and clearing movements seemed to work well on the second town assault rather than all moving in and losing tactical view.
- Fire teams should probably still have dedicated radio channels. Most communication within a fire team should be with direct voice, but it's good to have a second channel that can be used and not interfere with the squad level comms.
- My team can pre-plan group movement/clearing/traveling. Should be willing to reign people in when needed.
- Continue to work on using direct communication over radio among fire teams. I think this is very important in order to foster the feeling of working as an entire squad/platoon versus an autonomous unit.

Screenshots















2.4.4 2017 Operation Dessert Storm

Operation Dessert Storm was the first ArmaFriday campaign cycle of 2017. Its premise was that Altis was destabilized by a rebel force called “Altis Liberation Front” (ALF). We later learned there was Russian involvement and together with Altis’ democratically elected government Altis was liberated over the course of 7 major missions.

- 26/05/2017 - #7: Mountain base
- 19/05/2017 - Cancelled
- 12/05/2017 - #6: Assault on Charkia
- 05/05/2017 - #5: Attack on Pyrgos
- 28/04/2017 - #4: Training & the Zargos excursion
- 21/04/2017 - #3: Destroying factories
- 14/04/2017 - #2: Selakano airbase
- 07/04/2017 - #1: Hill 101

2.5 Standing Orders

These are the current standing orders for Arma Friday sessions that intend to make our behavior deviate from the otherwise ordinary.

2.5.1 ORDER I: Scavenging Prohibition

In order to provide an ongoing challenge to players, fireteam leaders and squad leaders alike, all players will refrain from picking up equipment off of enemy or friendly corpses unless it is ammo or equipment that goes with the weapon and loadout they started with. The reasoning behind this rule is that we want to end up in situations where our ammo supply becomes scarce. The intent is for the ammo bearer role to remain relevant. And for the AT role to be the only one to resolve the AT problem. Keep track of your ammo situation and ask your team members for supplies. The FTL / SL will call in a supply drop if necessary.

The only exclusion to this rule is the AT role, who may pick up an enemy RPG if an attack is imminent and supplies are depleted.

2.6 Arma Friday Handbook

The purpose of this handbook is to act as a quick reference to our best practices. They are by no means a requirement to get absolutely right. But our intent as players is to be familiar with its material so that when applied during a game, we have some basic understanding of what is going on.

2.6.1 The Fireteam

A fireteam at ArmaFriday is made up of 4 to 5 men. The roles that are within a fireteam may vary depending on the scope of the mission and the # of signups. But ideally a fireteam is either focussed on a Light Machine Gunner or an Anti-Tank role.

Fireteam Formations

Wedge

<http://www.globalsecurity.org/military/library/policy/army/fm/7-8/fig2-4.gif>

File

<http://www.infantrydrills.com/images/fig2-5.gif>

2.6.2 Rifleman's Guide

In a typical ArmaFriday game, we coordinate two fireteams or more towards common objectives. Teamwork is at the forefront and as such we balance the loadouts of the players in a way that encourages the most amount of teamplay and close-range combat.

The Rifleman

Everyone at ArmaFriday is a rifleman **first and foremost** regardless of role. The rifleman is at the core of our combat strength. Various roles perform various functions, but we are only as strong as our weakest link. And our goal is to turn our weakest links into great players. To this end, every player must be familiar with the core tenets of what makes a good rifleman.

Teamwork..

ArmaFriday is about playing as a team. A single rifleman acting on his own is not nearly as effective as a cohesive fireteam of four or five players. You must look out for your team members and they will look out for you. Together you will form the vanguard of our platoon.

Listen to your fireteam leader. And when in doubt, ask him for clarifications on:

- What vector you should be covering.
- Where you should be at in the formation, if a formation is applied.

Responsability..

As a rifleman, your core responsibilities are:

- Maintaining appropriate distance from your team members: Don't bundle up closely together with your fireteam. Keep appropriate distance in the formation to avoid unnecessary casualties from Anti-Personal mines or grenades.
- Practice fire discipline and know the Rules of Engagement (ROE): don't be the one to give a stealthy approach away.
- Maintain situational awareness: Try and keep your head cool during the fight so you can stay alive.
- Cover your sector: We don't always need all guns pointing in the same direction. In fact, we often avoid being flanked or ambushed because we have people covering all cardinal directions.
- Scan the horizons, spot enemies and call out good contact reports.
- Don't clutter up radio voice channels: sometimes too much information is a bad thing. Be concise.
- Be mindful of people's lanes of fire: don't get yourself killed by crossing them.
- Stick with your buddy if you have one: an Assistant Light Machine Gunner sticks with the Light Machine Gunner in case he needs ammo.

2.6.3 Communication

Foreword

blablabla

Another Word

blablabla

2.7 Rules of Engagement

In a typical ArmaFriday game, we coordinate two fireteams or more towards common objectives. Something that becomes immediately transparent is the need for fire discipline and nomenclature everyone understands. The “ROE” Rules of Engagement is a prime example of this. The real life military uses a variety of ROE’s for different situations, but at ArmaFriday we use only the following:

2.7.1 Universal Rules of Engagement

These rules of engagement apply unless told otherwise:

- You can always act to defend yourself and other players
- You may always return fire when fired upon
- If the situation permits, always ask for clearance to engage

2.7.2 Weapons “Hold”

This could also be referred to as “Go Quiet” or “Stealth Mode”. Here our intention is to refrain from engaging in firefights. We are focussed primarily on maneuvering quietly or efficiently.

- You should only return fire **if the threat is imminent**: if the enemy is at 500 meters and their fire is ineffective, refrain from getting bogged down in a firefight and focus on maneuvering out of harms way or towards the objective.
- If the enemy’s fire is effective, achieve fire superiority first and then return to weapons hold mode.
- Focus on stealth and concealment: be conscious about how visible you are to the enemy.

2.7.3 Weapons “Tight”

Most commonly called when multiple fireteams are in an urban setting and in a situation where they might mistake one another for the enemy.

- It is critical you identify your target as an enemy, and a threat.
- Even if an enemy is identified, make sure they are not surrendering.

2.7.4 Weapons “Free”

Most commonly called when things are about to, or have heated up. Generally the universal “ROE” applies but:

- You are free to open fire on everything you have reason to believe is an enemy threat

2.8 JTAC - “5 Line” Procedures

Some ArmaFriday Combined Arms missions will include players in the sky in either fixed wing aircraft or attack helicopters. In order to facilitate efficient attacks, ArmaFriday uses a “5-line” system adopted from the real 9-line JTAC system to guide attacks at the appropriate targets.

2.8.1 As a Close Air Support (CAS) Pilot

Close Air Support - Will report in Area of Operations with the following:

- Callsign
- Type of Aircraft
- Relative Position to units on the field

Example: "Hog 1-1, A10C Available for Tasking, 1 minute East from Novorsk"

2.8.2 Requesting Air Support as JTAC

Here's the "5-line" system to use on communicating with air assets as a JTAC:

1. Callsign
2. Target's General Position
3. Target Description
4. Ordnance Requested
5. Ingress / Egress Direction

(Optional): Remarks such as the location and distance of friendlies relative to target

Example 1: "Hog 1-1, This is Whiplash, Target East side of Novorsk, 2 Heavy armor, requesting GBU GBU. Ingress from the West." Example 2 with Optional remarks: "Hog 1-1, this is Whiplash. Target east side of Novorsk, 2 Heavy armor, requesting GBU. Ingress from the West. Note: Tower 300m West of Target."

2.8.3 Engaging

As the air asset, you will report back to JTAC as follows:

CAP - Read-back Previous instructions followed by:

CAP - "Inbound"

JTAC - "Hot" or "Cold" as well as "Laser on" (Referencing CAP position as per request)

CAP - "Rifle" or "Engaging"

JTAC - Damage Assessment, possible "Re-attack"

2.9 ACE Report

Your fireteam leader might request an ACE report, which in turn might have been requested from the Squad Leader or the Platoon Commander. ACE stands for: (A) Ammo, (C) Casualties, (E) Equipment. The general intent of an ace report is to communicate your individual status. The fireteam leader will then pass the condensed version up the chain.

2.9.1 Components of an ACE report

Ammunition - Amount of primary ammunition left. When you collect this from your fireteam, they should send it up to you as a color. Green means that you have plenty of ammunition remaining, Yellow means that they have expended roughly half of their initial load, but are still capable of continuing mission, and Red means that they are dangerously close to running out of ammunition (2 magazines or less) and are unable to continue the mission effectively.

Casualty - Casualties sustained. Green means that your soldiers have sustained no injuries, Yellow means they are in need of first aid and Red signifies a soldier is down.

Equipment - Any equipment expended/lost. If there is no change, report up as green. If any equipment was expended, report up the type and number of equipment that you have left, eg. **1 AT rocket fired, 2 rockets left**. Or; “running low on smoke grenades”.

Note: Take note that AT rounds, smoke grenades, regular grenades or grenadier grenades are part of the equipment category.

2.9.2 Tips for the fireteam members

- At the start of the mission, take note of the total clips of ammo you have so you know when you are yellow status.
- Try to report back to your fireteam leader in the order you are listed on the roster for that evening, so that you don't all reply at once. Or figure out a system with your FTL.

2.9.3 Tips for fireteam leaders

- Try to collect ACE reports as soon as enemy contact is complete and there is a lull in the action. You, as a teamleader, need to take the initiative and call on your team to send up a ACE report to you without prompting from the squadleader. This way, once the SL has dealt with his own responsibilities (informing higher of contact, etc) and calls on you for an ACE report, you can deliver it without any delay. Always deliver reports in order, so if you are Bravo team, wait for Alpha to send up their ACE report.
- You will not always function with players that are familiar with ACE reports, so try to make sure at the start of the game when we are getting ready that everyone is on the same page.
- Part of being a teamleader is affecting change at the lowest level. If one teamleader in a squad sends up an ACE report, he prompts the other TL to send one up as well, not to mention reminding the SL to send a squad ACE report to the platoon leader. This will likely lead to the PL asking all squads to send an ACE report up. The actions of that one teamleader have just affected the entire platoon, and the leader now has an accurate picture of the condition of his troops, improving his decision making capabilities and increasing his odds of success in continuing operations.

