1st Rapid Response Force - Training Directory

Release 1

S4 Operations and Force Readiness

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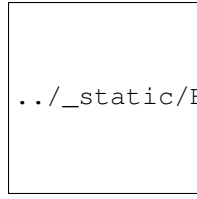# Contents

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CHAPTER 1

About the British Army

The British Army is an ROBLOX Simulation group which specializes in executing highly authentic MILSIM operations.

CHAPTER 2

About the Field Manual

The BA 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.

Training Programs:

3.1 An Introduction to the British Army

3.1.1 Foreword by the Field Marshal

The British Army is the result 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 Roblox 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 pinacle of enjoyment that can be obtained from an online game. At the British Army we strive to always find the right balance between achieving the necessary levels of training and camaraderie to execute these succesful 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.

3.1.2 Our Definition of Military Simulation

The most important thing to understand about the British Army is that we are a Military Simulation unit. In recent years this term has been diluted as the ROBLOX community has grown and a more diverse array of units offering competing levels of tactical realism and bureaucratic simulation have emerged. At the British Army 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:

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 ROBLOX 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 ROBLOX 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 sacrifing 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 unforseen turn.

3.2 Unit Structure

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

3.2.1 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 deparment as a reflection of their overall commitment to the group.

3.2.2 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 subsections of the field manual for each element.

3.2.3 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.

3.2.4 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 seperate aircraft to provide a facility for succession of command in the event an aircraft is lost or otherwise unable to continue.

3.2.5 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.

3.3 Qualification Programs

Training in the British Army is split into Qualifications which are awarded upon completion of the requisite training goals.

Below you will find a list of each qualification the Army offers. Within each qualification the criteria are established alongside the provided access or equipment that the course unlocks upon completion.

3.3.1 Qualification Process

To achieve a training goal you must be qualified as complete and compliant with published standard of the goal by a member who has already completed the goal.

To certify a member on a goal it is not necessary that the certifying member has completed all aspects of the qualification to which the goal belongs.

Once the qualifying member believes the goal has been reasonably established he should submit a summary Training Completion Form (TCF) which will notify BAHQ of the accreditation of the trained individual.

Training goals **must be witnessed** and cannot be taken on candidate's implied or stated merit.

Training goals must be completed in an official training environment and cannot be awarded for actions taken during operations.

Training goals can however be awarded outside of official Army Training Excercises.

BAHQ will process the training goal and upon program completion grant the award of any completed programs to the awarded member.

3.3.2 Programs

Universal Introductory Program

- Is in the British Army Group

- Is in the BAF discord

- Configured his discord so he/she is verified

Basic Infantry Training

- Able to do basic drill

- Has been informed about the ROE and Laws of War

- Weapon Safety

- Basic Formations (Wedge, Line, File, Staggered Column etc.)

- Configuration and employment of a 343 radio

- Understanding of when to use a radio and when to use voice communication

- Is able to read a grid coordinate from a standard map

- Able to call out contacts/sightings, and know the difference

- Able to breach a room or building

- Able to obide to RTR and standard contact/battle drill

Gunner Qualification

WIP

Grenadier Qualification

WIP

Fire Team Leader Qualification

- Has read the "Leadership in the 1st RRF" and understands how it related to the role of the fireteam leader
- Understands the concept of developing the skillset of those under him
- Knows how to work as a fireteam leader in the standard infantry battle drills
- Is able to effectively use a AN/PRC 152 radio to tune to platoon net
- Understands how to assume the role of the squad leader in the event of a leadership casualty
- Knows how to perform the core radio reports (ACE and SALUTE)
- Has completed the AR, DMR, Night and MOUT training programs
- Knows how to use the website to record an After Action Report

Fireteam Leader Qualification

- Understands how to lead Fireteams Battle drills
- Knows how to operate on a Section Radio Network including all the standard reports
- Understands the role of the fireteam leader in developing the subordinate members of the squad
- Understands the role of the fireteam leader in coordinating and planning training excercises
- Can receive and process section level TLPs and succesfully brief their squad
- Understands how to communicate requests for fire support and resupply to the section level

Section Leader Qualification

- Understands how to lead Section Battle drills
- Knows how to operate on a Platoon Radio Network including all the standard reports
- Understands the role of the squad leader in developing the subordinate members of the squad
- Understands the role of the squad leader in coordinating and planning training excercises
- Can receive and process platoon level TLPs and succesfully brief their squad
- Understands how to communicate requests for fire support and resupply to the platoon level

3.4 Ranks and Promotions

The British Army 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.

3.4.1 Rank Structure

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

RCT through to LCPL

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.

LCPL through to SGT

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.

CSGT through to WOC1

These ranks are available to ensure discipline is held throughout the group aswell service administration.

2LT through to General

These ranks are available to officers in infantry. 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 competative application.

3.4.2 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.

3.4.3 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.

RCT

No requirements

PTE

Training Completed: Basic Training

LCPL

Time in Service: 10 days Training Completed: At least one additional qualification and basic leadership.

CPL

Time in Service: 15 days Training Completed: FTL Qualification

SGT

Time in Service: 25 days Training Completed: SL Qualification

CSGT

Time in Service: 30 days Able to sign onto Officer Candidacy Program

WOC2

Time in Service: 40 days

WOC1

Time in Service: 50 days Special Nomination - Requires a unaninmous board approval of the promotion

2LT

Time in Service: 30 days Training Completed:

- Advanced Leadership Qualification
- Platoon Leader Qualification

1LT

Time in Service: 35 days

CPT

Time in Service: 40 days

MAJ

Time in Service: 45 days

MAJ

Time in Service: 45 days

LTCOL

Time in Service: 60 days Special Nomination - Requires a unaninmous board approval of the promotion **COL**

Time in Service: 70 days Special Nomination - Requires a unaninmous board approval of the promotion

MGEN

Time in Service: 80 days Special Nomination - Requires a unaninmous board approval of the promotion

LTGEN

Time in Service: 90 days Special Nomination - Requires a unaninmous board approval of the promotion

GEN

Time in Service: 100 days Special Nomination - Requires a unaninmous board approval of the promotion

FM

Selected by CoDS

3.5 Disciplinary Policy

3.5.1 Purpose

The purpose of this policy is to clarify guidelines for member conduct within the British Army and the Armed Forces

3.5.2 Responsibility of Members

It is the duty and the responsibility of every member of the British Army to be aware of and abide by existing policies and rules.

3.5.3 Disciplinary Procedure

The British Army disciplinary policy was created to provide members and leadership with a clear and understandable set of guidelines and expectations for membership within the British Army.

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 violating member's team leadership and member in question is contacted.
4. The reporting party will remain anonymous throughout the disciplinary policy.
5. Upon a completed investigation, the member will be notified of the repercussions of his/her actions.
6. If the violating member wishes to appeal, they may do so and their disciplinary file is escalated to the next level of command.

3.5.4 Member Conduct That Can Result in Disciplinary Action

British Armed Forces 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.

3.5.5 Section 1: Laws

Article 1: Address

Within any BAF location Officers above the rank of Warrant Officer will be referred to as "Sir" or "Madam"

Warrant Officer can be referred by Rank or by "Sir" or "Madam"

Non-Commissioned Officers above the rank of Senior Aircraftman will be referred to be rank. E.G Sergeant, Corporal.

Duty Rates/Lower ranks will be referred either by name or by rank.

Royal Corps of Engineers will be referred as "Engineer" The Chief Royal Engineer will be referred as "Chief Engineer" NOTE: Junior Officers with a Senior Officer present must call the more Senior Officer by "Sir" or "Madam" AND the Senior Officer must call the lower ranking Officer by rank or with the Mr/Miss title.

E.G Flight Officer will called Flight Lieutenant plus "Sir" or "Madam" whereas a Flight Lieutenant can called the Flight Officer by his rank or be state "Mr [Username]"

PUNISHMENT: First time offenders will be given a warning, if the offenders continues, disciplinary action can be taken in the form of Hell/Grammar jacks. Numbers will depend the discretion of the staff.

Article 2: Pavement

Within any BAF locations, walking along the grass is strictly forbidden unless within Combat Based Training or Practice Raids. Therefore ALL BAF Personal must uses the sidewalks around BAF Bases.

PUNISHMENTS: First time offenders will be given a warning, if the offenders continues, disciplinary action can be taken in the form of Hell/Grammar jacks. Numbers will depend the discretion of the staff.

Article 3: Grammar

Within any BAF locations, all BAF personal must activity show outstanding grammar. Therefore, any form of faces or abbreviation speaking will not be accepted at any BAF Base. The only terms that are allowed to be abbreviated are "gg" and "G'day." Additionally, Spamming of any kind will also not be accepted under Article 3.

PUNISHMENTS: First time offenders will be given a warning, if the offenders continues, disciplinary action can be taken in the form of Hell/Grammar jacks. Numbers will depend the discretion of the staff.

Article 4: Uniform

Within any BAF locations, under the uniform regulations guide; All BAF personal will wear No 2/3s with Berets within BAF Bases and No.8s when within Operations/Patrolling bases.

NOTE: This article DOESN'T AFFECT REGIMENTAL UNIFORMS. Branches such as RMP and No.II can continue to wear their standard uniforms within any BAF Location. This also includes the Air Board, that allowed to wear No 2/3s with CAP.

PUNISHMENTS: First time offenders will be given a warning, if the offenders continues, disciplinary action can be taken in the form of Hell/Grammar jacks. Numbers will depend the discretion of the staff.

Article 5: Teamkilling

Within any BAF Location, Teamkilling is strictly forbidden; RMP will arrest any person caught Killing and will investigate the situation as represences of the Command Board. PUNISHMENTS: Offender will be given Jail time of 15 minutes per teamkill. Depending on the seriousness of the team-killing a demotion of one or two ranks will be additional given to the offender.

Article 6: illegal Discharge

Any BAF personal caught firing their weapon outside a firing/combat zone and/or without the approval of a present Commissioned Officer and the notice of the Royal Military Police will be classed as illegal and will be dealt with.

PUNISHMENTS: The offender will be given 15 minutes jail team for the offence. Continuous breaking of article 6 will result in a demotion.

Article 7: Maturity

Within any BAF locations, discipline must remain high as professional soldiers and airmen for her majesty's armed forces. Therefore any form of immaturity that comes under article 3,4, 6 with the addition of purposefully messing/fooling around any BAF location.

PUNISHMENTS: Offender will be given Jail time of length depending on the seriousness of offence to the staff's discretion. Demotions maybe put in place if sufficient evidences and accounts are reviewed and investigated by the Royal Military Police and approved by the Chief of Defence Staff.

Article 8: Chain of Command

All BAF Personal must follow the orders of superior ranks as stated within chain of command structure of any BAF Branch. Therefore, any superior rank's orders will be known as law and must be followed. However, any sense of abusing the chain of command power must be reported directly to the Chief of Defence Staff with all evidence to be reviewed and sorted. Using this guideline: https://docs.google.com/spreadsheets/d/1s2iOdXalLuQ2HsDsjpw9BU4ky3L0XDLEN_hs2KwMZkY/edit?usp=sharing

PUNISHMENTS: First time offenders will be given a warning, if the offenders continues, disciplinary action can be taken in the form of Hell/Grammar jacks. Numbers will depend the discretion of the staff. Demotions maybe put in place if sufficient evidences and accounts are reviewed and investigated by the Royal Military Police and approved by the Chief of Defence Staff within serious cases of BAF personal breaking Article 7.

NOTE Superior Ranks abusing of article 7 will be given a demotion depending on the discretion of staff once reviewing the seriousness of the breaking.

Article 9: Grand Theft Auto

Within any BAF location, No personal can use or take any form of vehicle, aircraft, helicraft or Ship that the personal has taken which breaks the Flight Rules Guide or Naval guide (Link below)or isn't qualified for. https://docs.google.com/document/d/1PerJbuqgDZKn6q-RwxP39zqxtolyuKv1wlXrJ3HtNiA/edit?usp=sharing NOTE Abusing of vehicles, Aircraft, helicraft or Naval ships will also be accountable for breaking Article 8.

PUNISHMENT Offenders will be immediately arrested by the Royal Military Police and placed within a jail cell for 15 minutes. A investigation from the Royal Military Police will start and with the approval of the Chief of Defence Staff, a demotion maybe given to the offender depending to the seriousness of the event.

NOTE: If Royal Military Police are not available, evidence (screenshots and/or video)should be taken and sent directly to a online Officers or the Chief of Defence Staff (if online) to deal with the situation quickly.

Article 10: Recruitment

Any form of recruitment for any other group or branch outside the British Armed Forces within any BAF locations or Discord will always been dealt with seriously

PUNISHMENT: The group that the offender is advertising will be put under interdict and the offender will immediately demoted.

Article 11: Breaching

Any BAF personal discovered purposefully allowing civilians inside the base without proper authorisation will be goes against this article

PUNISHMENT: The Royal Military Police will arrest the offender for 15 minutes and will be given an immediate demoted depending on the seriousness of the breaching

Article 12: Impersonation

Wearing gear or a uniform from other branches you are not in, or ranks you do not represent will be classified as impersonation.

Punishment: Minor cases will be given disciplinary punishment of hell drill, where more serious cases will be given a demotion.

Article 13: Desertion

Any BAF Personal cannot leave any branch such as RMP or RAF REG without permission and proper discharge. Leaving any branch without proper permission from the Branch Commander will be classified as desertion.

PUNISHMENT: Any form of desertion will resort in a demotion.

Article 14: Disrespect

All BAF personal will treat every other personal fairly without abuse or offensive language. Breaking article 1 can be classified as disrespect in extreme cases. Any heat situation should be informed to the nearest COs or RMP personal to resolve the matter quickly.

PUNISHMENT: Have to investigation from the Royal Military Police and Approval from the Chief of Defence Staff; the offender will either be given hell drill for minor/moderate cases. Whereas more serious cases will result in a demotion for the offender.

Article 15: Corruption

Corruption can be classed by many different means, To either blackmail, rank skipping or withholding evidence, purposeful not reporting individuals or the creation of "underground" groups of BAF Personal.

PUNISHMENT: Have to investigation from the Royal Military Police and Approval from the Chief of Defence Staff; the offender will be given in a demotion depending on the seriousness of the Corruption. With a possible exilement if serious.

Article 16: Treason

Committing crimes against the defence board. Attempting to corrupt or damage the groups system. Attempting to ruin the group. Any other non specified illegal actions against the high command or threatens to security of the group.

PUNISHMENT: Have to investigation from the Royal Military Police and Approval from the Chief of Defence Staff; the offender will be given in a demotion depending on the seriousness of the Corruption. With a possible exilement if serious.

Article 17: Right of Fair Appeal

Permits the offenders to send a formal document to the Chief of Defence Staff to be reviewed and further investigated by the Royal Military. Giving a statement, showing any evidence available to the offender in an attempt to prove innocence or lower the punishment given.

NOTE: Only one appeal can be sent per incident and in serious/applicable cases further investigate may involved further questioning of witnesses abled by the offenders and reports of the crime.

3.6 BMT Guide

Instructors are advised to follow this help guide when instructing BMT or any other training for that matter. Instructors are also advised to help the recruit with both inside and outside the game to help with in-game buttons and make sure that they can perform tasks correctly and confidently.

3.6.1 Part 1 - Drill and Discipline (Catterick)

Introduction and welcome to the BMT. (Make this personal, try to introduce yourself as the instructor and make yourself powerful in this first phase through showing a no bullshit tolerance)

Recruits are assured to be wearing MTP for this phase, with the instructor teaching them how to form up properly, with blank files etc.

The whole point of this first phase is to drill in discipline, so instructors are required to shout at and nitpick all of the drill that cadets do until they have every procedure correct to an amazing standard. If this phase runs over 30 minutes, carry onto the next phase.

This is where they are taught how to address fellow soldiers, officers and warrant officers, promoting salutes at the right time and a constant level of respect with practice on the parade square.

3.6.2 Part 2 - (Catterick)

From this you will be able to introduce the recruit into the basic patrol formations in this order:

- Herringbone - First man looking forward, second man looking left, third man looking right and keep going in that order until the last man which is looking at the rear.

- Single Column - One man behind each other, a nice single file line.

- Staggered Column - First man on the left, second man on the right, third man on the left, fourth man on the right, keep going down this order.

- Extended Line - Troops must be side by side in line spaced out.

- Arrowhead - You make a /style formation where the point man is the start of it and then second man on his right, third on his left, fourth on his right but going downward.

- All Round Defence (ARD) - Defend all points of direction around a similar position. 360 security.

Single File:

Staggered Column:

Extended line:

All Round Defense:

3.6.3 Attack Movement

Bounding - Bounding is where you get one group to move while group two covers. Once group one is in position group two moves to group one. Can be done in groups or as individuals. Leapfrogging (Pepper Potting) - One group moves while two group provides cover. Once one group is set two group will move past them and get into position. Each group will move past each other once moving. A good way to get this is to say:

- 'MOVING.' - When the troop has moved into an upright position and begun to move.
- 'DOWN' - When the troop has went to lay down into his new position.
- 'COVERING' - When the troop has started to cover.

Peeling - Peelings is a form of retreat or to cover movement. You'll go down your section, so it starts off with 1 peeling then 1 getting in position, then 2 peels and gets into position, ect.

3.6.4 Part 4: Contact Drills

3.6.5 Contact and Sightings:

- A Contact - A contact is an enemy who is a direct threat to your person or your platoon/section for e.g. a enemy who has shot at you or is aiming at you or even a spotter who is planting an IED.
- A Sighting - A sighting is having sight of the enemy who is not a direct threat for e.g. a patrol 500 meters away and, a enemy compound at the bottom of the hill, a moving vehicle and/or a enemy spotter following the patrol.

3.6.6 Contact Call Outs:

When calling out a contact you must first use the following CLAP acronym:

- Clear - Be clear when speaking.
- Loud - Make sure that you could be heard over some distance.
- As an order

- With Pause - (e.g. CONTACT.... 500M reference small compound, North East, bearing; 10°, small group of heavily armed insurgents).

When contact calling it must be understood by whoever is in your area to provide you with as much information, following the t

- Is it a contact or a sighting?

- What direction and distance is it?

- And what is it?

3.6.7 Reaction to Effective Enemy Fire (RTR)

When patrolling you and your section may come under contact, so to keep yourself safe and create the opportunity for suppressing the enemy at the same time, so to achieve this you MUST follow basic RTR Drills: - Return fire in the general range of the contact between 1-5 round in a burst action. - Take safe cover where you can adjust, reload and heal if needed. - Return accurate fire by finding the enemy from safe cover and fire effectively to destroy the enemy.

3.6.8 Part 5: Standard Issue Equipment and Weapon Knowledge

Rates of fire:

- Rapid - 1 round down range every 2 seconds.

- Suppressive Fire - 1 round down range every 4 seconds.

- Deliberate - 1 round every 6 seconds.

- Watch and shoot - Only shoot once you see the target.

3.6.9 Introduction into weapons used at Section & HQ Level:

SA-80/L85A2 Assault Rifle - Used by most troops within the Royal Marines and the British Army There are 2 modes fire: semi and full-auto, there are also allowed attachments for the SA-80 rifle, which are the following: ECLAN RDS TA31F-RMR ACOG(Acog w/ Red Dot) The LLM-Vario Ray laser-aiming module. L123A1 Underslung Grenade Launcher (on completion of UGL course and on the orders of a superior officer.)

L131A1 - Standard issue Side Arm, only issued to leadership positions.

3.6.10 Part 6: Advanced Weapon Handling

Light Machine Guns: L110A2 'Minimi' - Can only go fully-automatic, allowed attachments are: ECLAN RDS TA31F-RMR ACOG(ACOG w/ Red Dot) You are to shoot in bursts as your main job is suppressing fire, when shooting say "die jihadi die" quickly, this will allow for a quick 5 second burst from your machine gun. Be sure to pause quickly in between the saying.

3.6.11 Part 7: Medicine and Communication Application

3.6.12 Medical:

If someone is injured and collapses, you are to instantly shout "Man down!" and if possible, inform the section of who is injured. And what Tier Casualty they are on your first sight or examination

3.6.13 Radio procedure:

"Radio Check, Channel [CHANNEL NAME], over"

Once in formation you'll pass messages up and down the line via mouth, you'll do this with things such as: - Last man has stepped off. - You are halting. - You are about to walk, jog, or sprint. - You are now walking, jogging, or sprinting.

Quick March Simply Mean Walk. . . Double is at jogging pace flat line is a sprint (normally only used in heavy contact situations)

3.6.14 Part 8: Attacking An Enemy Position

Objective: to obtain/neutralize an enemy position effectively with all the training given.

3.6.15 Part 9: Passout Parade

All personnel return to Catterick and get in formal dress. They are then formed up in the PS by the Instructor, given a last message of his/her respect and then marched into the parade square to greet the inspecting/promoting officer. They are then credited and promoted and assigned. After this, They are dismissed and they can carry on with army duties.

3.7 Laws of War

The British Army is compliant with all military discipline treaties that the British Armed Forces is compliant with including but not limited to the Geneva Conventions of 1949 and others.

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.

3.7.1 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 surender. It is not acceptible 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 populance or forces if possible to prevent later reprisal.

- No reprisals are permitted for actions that the EPOW or his force commited 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.

3.7.2 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

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.

3.8 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 refered 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.

3.8.1 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 recipricol 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.

3.8.2 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 maters. If you are forced to engage you should only engage for the minimum amount neccesary 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.

3.9 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.

3.9.1 Weapon Safety

All weapons in the BA come with a safety mechanism which should be engaged when outside of a combat area or live fire range. g.

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.

3.9.2 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)

3.9.3 Ammunition Management

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

3.9.4 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 inuitive 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.

Suppresing 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 suppresive 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.

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

Rates of Fire

- Rapid - 1 round every 2 secounds

- Supressive - 1 round every 4 seconds

- Deliberate - 1 round every 6 seconds

- Watch and Shoot - Fire when you see target

3.9.5 Weapon Malfunctions

During use weapons will become hot which increases the possiblity of a weapon jam occuring.

To clear a weapon jam press "F" twice.

3.10 The Infantry Section and Fireteam

The structures that the BA 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 BA.

A fireteam consists of four members and a Fireteam 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 BA is typically constructed of the following roles:

Team Leaders:

Responsible for leading the fireteam. (Corporal)

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.

Gunners:

Gunners are armed with the Minimi gun to provide supressing 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.

The Section

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

Sections are made up of two fireteams and a squad leader for a total of 11 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. (Sergeant)

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 Corporal+, normally a Sergeant and is an experienced member of the Army who is able to train and lead his squad in line with BA doctrine.

Finally, Section 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 Medic.

The number of squads in a platoon from two sections

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

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

3.11 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.

3.11.1 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 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

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3.11.2 Formations for Fire Teams

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.
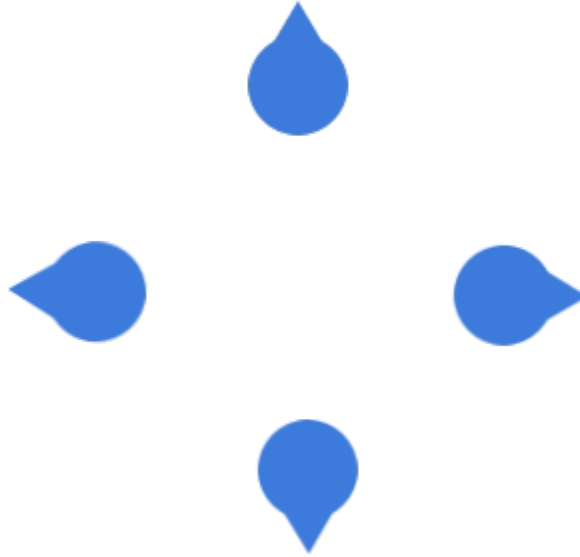
The Staggered Column

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.

The All Around Defence

The All Around Defence is used for element defence and stationary positions.

This provides 360 security and the amount of security in each angle is high.

3.12 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. You Squad Leader will train you in more Battle Drills depending on your element's role and his insight into your squad.

3.12.1 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 asses 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.

3.12.2 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.

3.12.3 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 emplaned equipment and finally ending their advance at the outer edge of the objective on line.

3.12.4 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 decisevly engaged and communicates the contact information whilst suppresing 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.

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4. First squad move up and push to the line of advance on the objective.

3.12.5 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.

3.12.6 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.
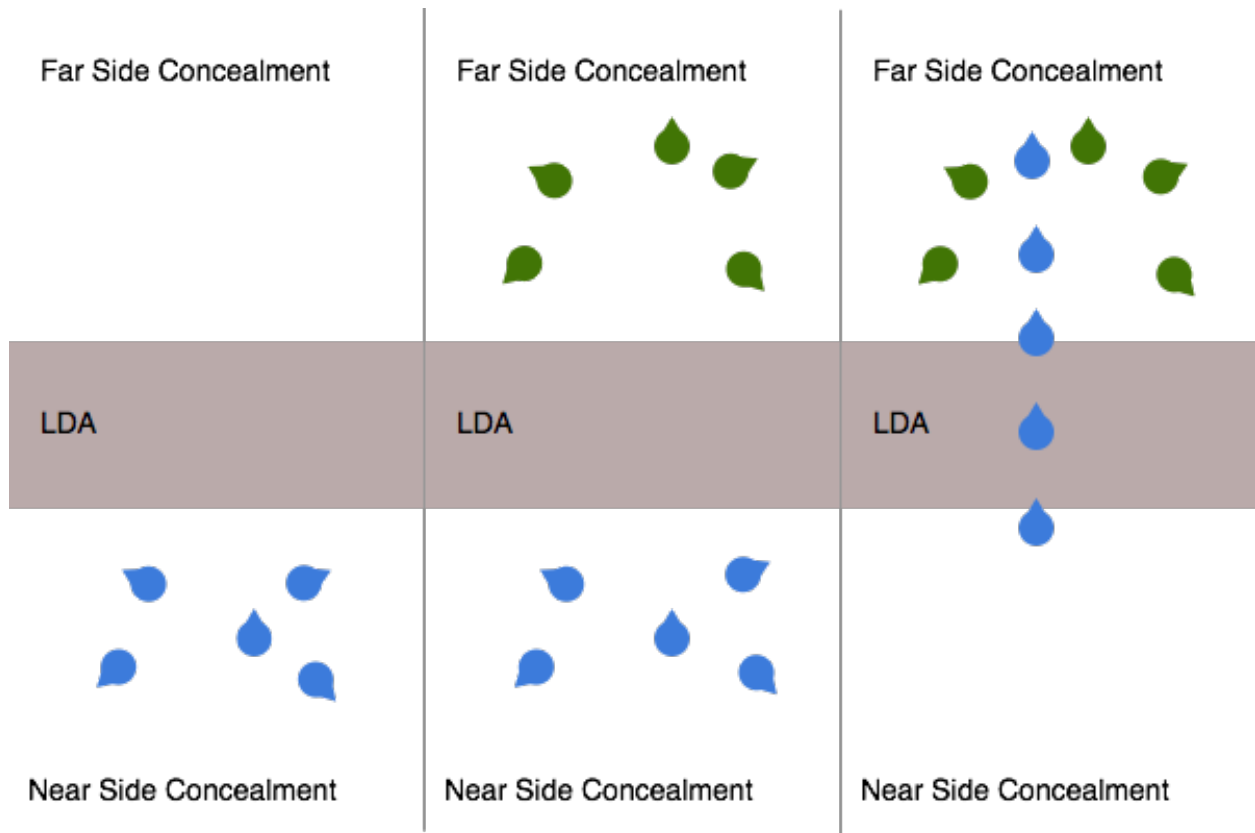
Deliberate Crossing

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.

Far Side Concealment   Far Side Concealment   Far Side Concealment

LDA   LDA   LDA

Near Side Concealment   Near Side Concealment   Near Side Concealment

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 reffered to as "Scrolling" a road.

The Hast 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.

Far Side Concealment   Far Side Concealment   Far Side Concealment

LDA   LDA   LDA

Near Side Concealment   Near Side Concealment   Near Side Concealment

Crossing by Force

Crossing by Force refers the 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.

3.12.7 Additional Battle Drills

Once you are assigned to an element your Section 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.

3.13 MOUT - Military Operations in Urban Terrain

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

3.13.1 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.
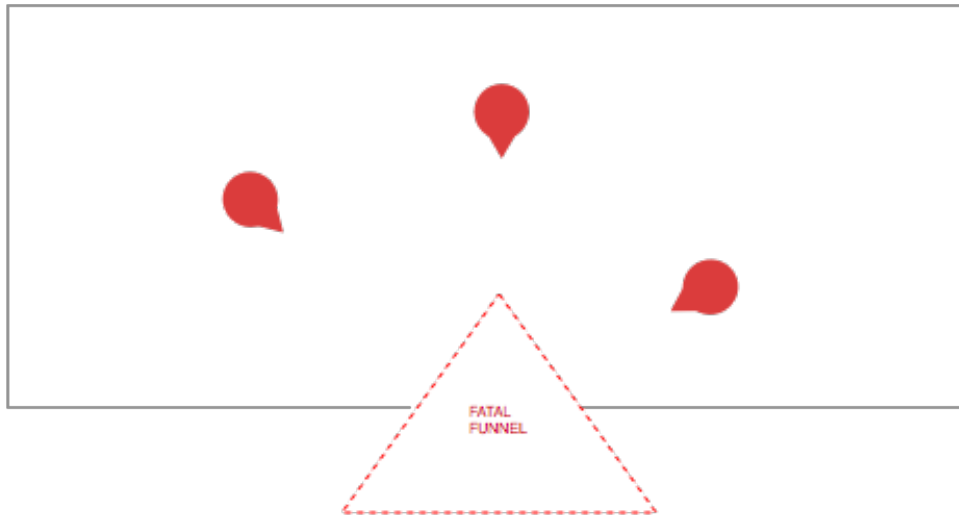
3.13.2 Approaching a Structure

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 appeture so as to decrease detection probability and minimize the risk of hostiles inside firing out at the element.

3.13.3 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.

Breacher Up

If a ballistic, explosive or flashbang breach are required the team leader will call "Breacher Up" at which time the number 2 man will maneouver 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.

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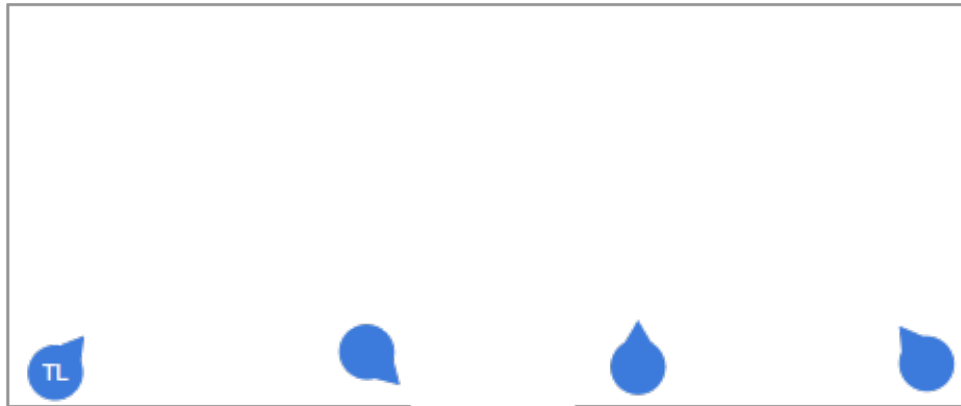
Note: Corner rooms have slightly modified points of domination shown below:

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 maintaing security outside the breach.

3.13.4 Hallways

Clearing and moving in Hallways requires a different formation to the MOUT stack so that the element has the ability to securely maneouver 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.
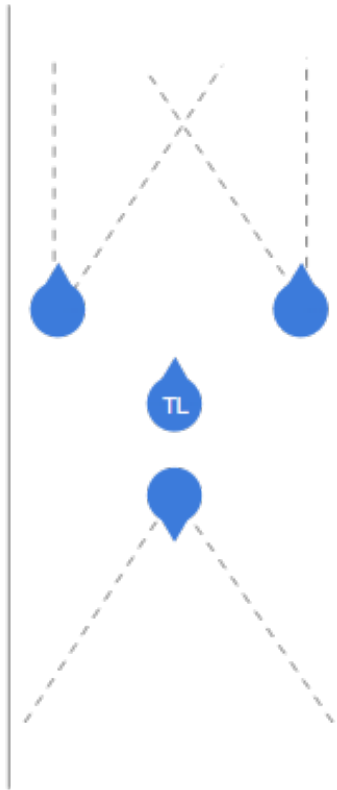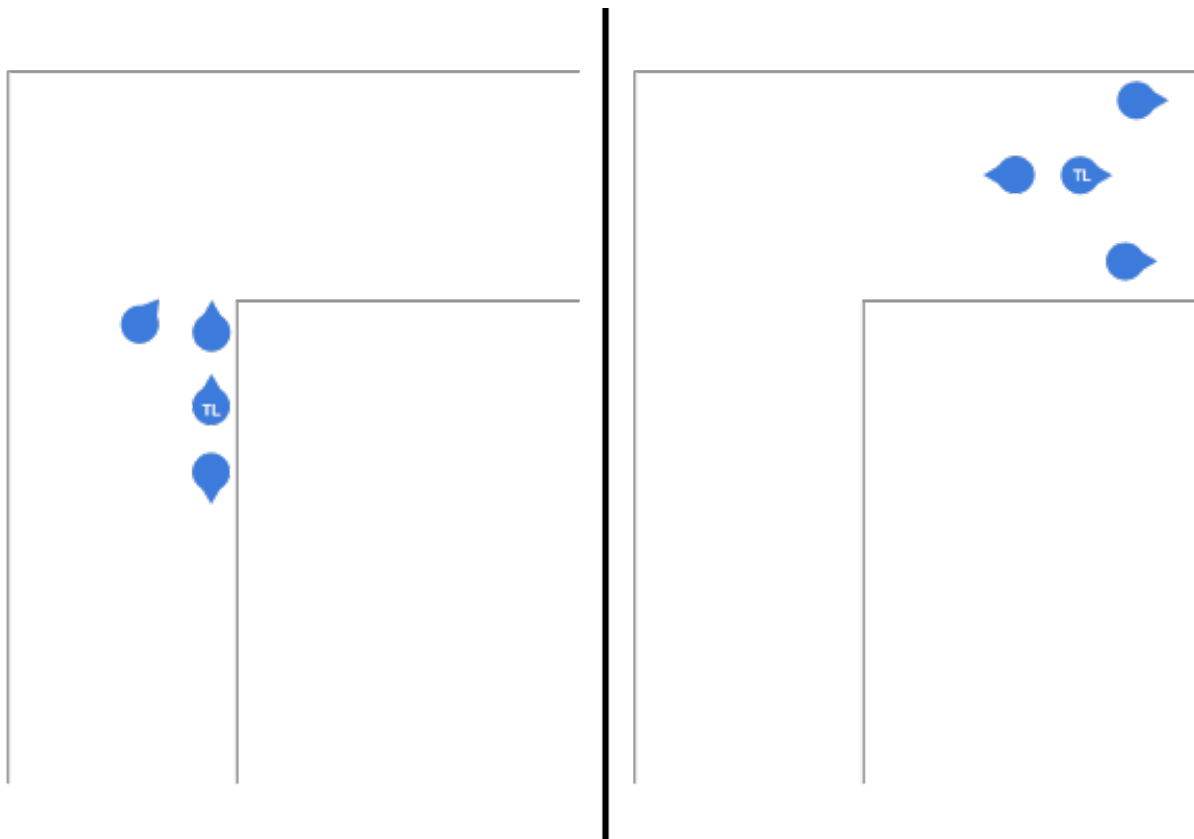
Clearing an L Shaped Corner with a Rolling T Formation

To clear an L Shaped Corner in a coridor the team will rearange 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 halway. 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.
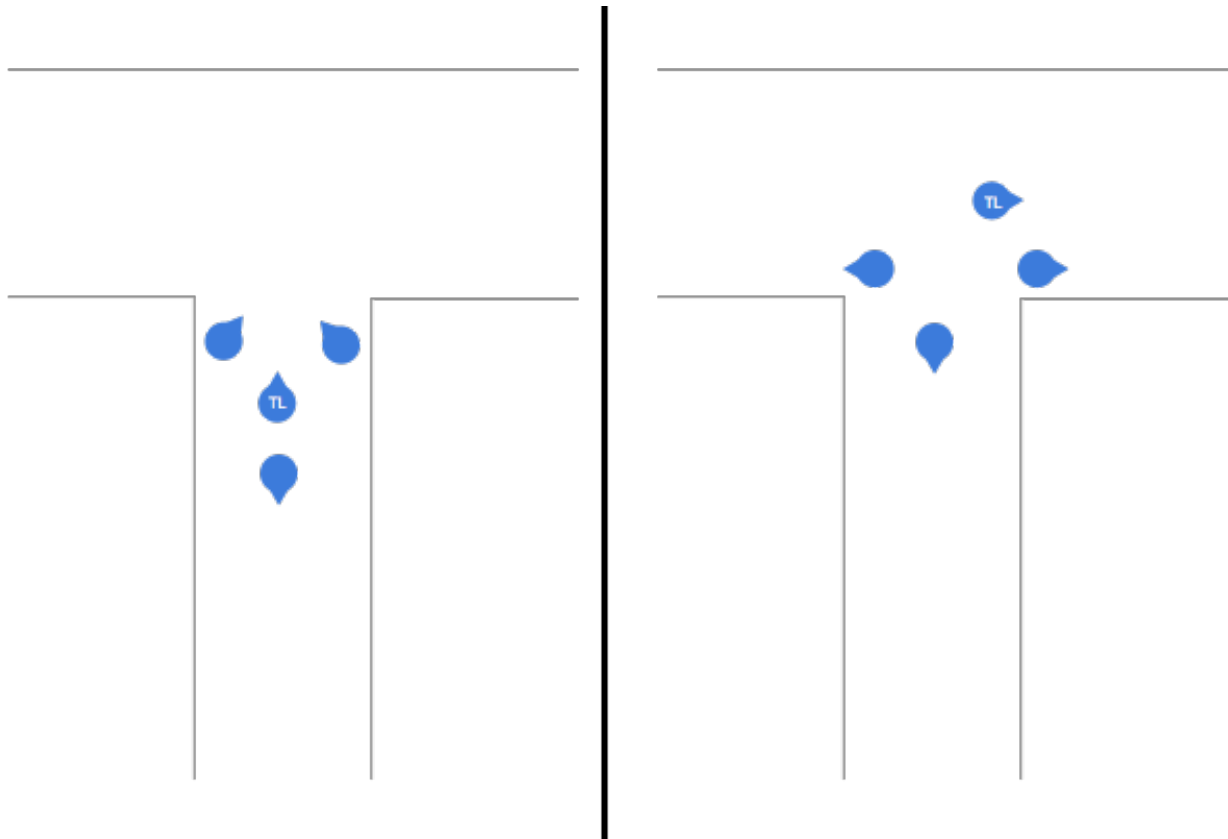
Clearing a T Shaped Intersection with a Rolling T Formation

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.
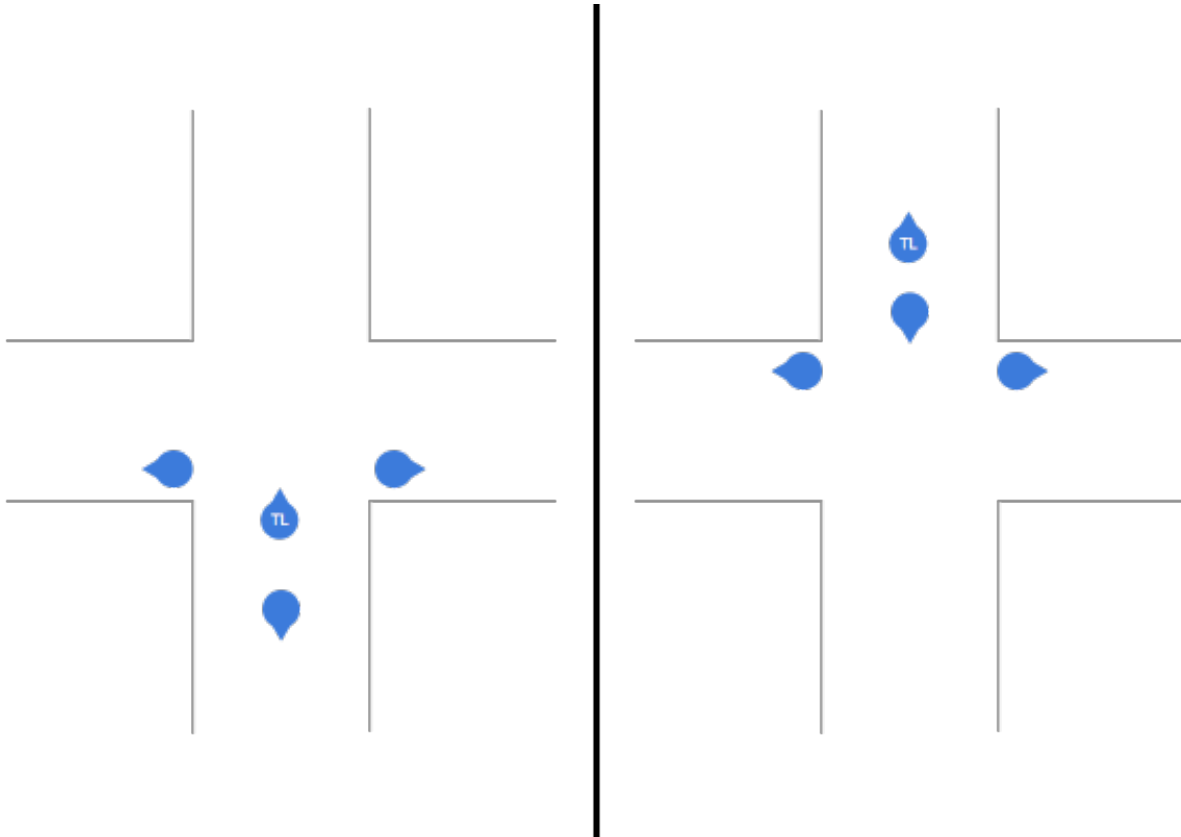
3.13.5 Clearing Stairs

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 noone 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.

3.13.6 Visual Markings for MOUT

MOUT has it's 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

3.14 Weapon and Equipment List

The intent of our equipment and weapons loadout is to allow flexibility for member choices while maintaining a realistic standardization. The following guidance provides detail on the approved infantry loadouts. Any variation not included in this guidance is unauthorized unless cleared by the chain of command, who reserve the right to add to and remove from the loadouts on a mission specific basis.

> **Danger:** Any member with unauthorized weapons or equipment during an official event will be subject to disciplinary action.

3.14.1 Weapons

Primary Weapons

The current standard issue rifle of the BA are the L85a2 (SA80)

The current standard issue automatic rifle of the BA is the Minimi

3.14.2 Equipment

Uniform

The uniform used by the BA is the No8 in MTP pattern (rolled or unrolled sleeves).

3.15 Infantry Communication - Basic

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 Section Leaders

Communication within the Section is done within discord, with all eight men being issued personal role radio systems to communicate within the group. This communication is constant and does not have to be serious all the time, mainly used for coordinating and getting the section to its work. The Section IC and 2IC needs to be clearly established so orders can be issued.

Contact Report:

1. (Their Callsign) this is (Your Callsign) Contact Report, over.

2. (Their Callsign) this is (Your Callsign) send it, over.

3. (Their Callsign) this is (Your callsign)…..

4. (Strength of enemy)

5. (Location of Enemy i.e. grids or estimation)

6. (Friendly Location)

7. (What you're doing about it)

8. (What assistance do you need? CAS, QRF, MEDVAC?)

9. (Other remarks if need be)

10. How copy?

3.15.1 Infantry Communications - Advanced

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.

3.15.2 The NATO Phonetic Alphabet

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

A – ALPHA	M – MIKE	Y – YANKEE
B – BRAVO	N – NOVEMBER	Z – ZULU
C – CHARLIE	O – OSCAR	1 – ONE
D – DELTA	P – PAPA	2 – TWO
E – ECHO	Q – QUBEC	3 – TREE
F – FOXTROT	R – ROMEO	4 – FOUR
G – GOLF	S – SIERRA	5 – FIVE (FIFE)
H – HOTEL	T – TANGO	6 – SIX
I – INDIA	U – UNIFORM	7 – SEVEN
J – JULIET	V – VICTOR	8 – EIGHT
K – KILO	W – WHISKEY	9 – NINER
L – LIMA	X – X-RAY	0 – ZERO

3.15.3 Section-to-Section Communication

To communicate with a section, The Section IC and 2IC are assigned codenames as their sections name and fireteam. For example, The IC of Bravo One would be Bravo One Charlie as a callsign and 2IC Bravo One Delta.

The way to communicate is to hail the section over radio by doing so:

1. (Their Callsign) this is (Your Callsign), message, over.

2. (Their Callsign) this is (Your Callsign), send it, over.

3. (Their Callsign), (Your message), over.

4. (Their Callsign), (Acknowledgement), over.

5. (Your Callsign) out.

6. (Their Callsign) this is (Your Callsign), interrogative, over.

7. (Their Callsign) this is (Your Callsign), send it, over.

8. (Their Callsign), (Your message), over.

9. (Their Callsign), (Acknowledgement), over.

10. (Your Callsign) out.

3.15.4 Key Words

- Affirmative / Affirm — Yes.

- Break — Signals a pause during a long transmission to open the channel for other transmissions.

- Negative — No.

- Out — I have finished talking to you and do not expect a reply.

- Over — I have finished talking and I am listening for your reply.

- Say again — Please repeat your last message.

- Wait, out — Pause for the next transmission.

- Wait, over — I do not have the answer or information to hand, I will attempt to source the answer or information requested shortly but - until then I have finished talking and do not expect a reply. Can be suffixed with a number to indicate estimated number of minutes - - until a reply can be expected. ex: WAIT TWO indicates "you should expect my reply in approximately two minutes."

- Roger — I have received all of the last transmission.

- Roger So Far — Confirm you have received and understood the contents of my transmission so far.

- How Copy? — You are asking the other party to repeat back to you what you have said.

- Walk on/in — Describing the area of where you are/where something is.

- Weapons Hot — You/The other party is clear to open fire.

3.16 Our Value Proposition

The British Army 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 ROBLOX 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 British Army?

The British Army 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 high-level "DO THIS" 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 interferance on comms and so forth rather than enforcing constant moaning.

3.16.1 Strong Foundations

As a Service we had time to design and build what we believe is a near-perfect Army.

We could work without distraction on creating a professional Army 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.

3.16.2 Rigourous Training

The BA has over 6 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), Armour and Leadership Elements.

We have developed over several A4 pages of highly specialized training written by members with real life experience. Each training manual is unique in its structure and applies unqiuely to ROBLOX. Many other units will choose to basterdize 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.

3.16.3 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.

We do not follow a identical military structure (although we do still work with a standard 8 man man section 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.

3.16.4 Friendly and Mature Community

We pride ourselves on having an open and welcoming community.

Roblox dramas are a constant threat that can be extremely destabilizing to a group 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 descriminate and we are publicly commited 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.