
1st Rapid Response Force - Training Directory

Release 1

S4 Operations and Force Readiness

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About the 1st Rapid Response Force

The 1st Rapid Response Force [1RRF] is an ARMA III Simulation unit which creates environments and campaigns to a very high level of authenticity.

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

About the Training Directory

The Training Directory stores all of the 1st RRF's training programs in an easily searchable and referencable way.

This area is designed to provide the training materials that should be used in partnership with our in game training programs. These documents are important for learning the base information required for each school but are not comprehensive in every case and as such complement the practical training rather than replacing it.

We welcome other units to get in touch with us if they wish to train their troops to our standards - we will gladly provide support and assistance with that as it is mutually beneficial to have our forces compatibly cross trained.

About our Game Environment

The 1st RRF uses a highly modified and custom gamespace that is unique to our unit. This fully persistent and simulated battlespace relies on a large number of custom built internal mods and as such some sections of this training may reference functions or features which the reader has not seen in ARMA before.

We work hard to ensure that these training documents are always in line with the latest production features offered on our servers so as to prevent confusion.

Other units using this training program may wish to contact us so that they can train or play in our environment. We welcome any units that wish to share our modpack and gamespace; Any contact request related to this should be directed to the Unit Commander by emailing rodriguez.g@1st-rrf.com

Training Programs:

4.1 Introduction to Basic Combat Training

Note: Last Updated: 18FEB2015

BCT is the first course you will take in the RRF.

It is the only course taken by every member of the unit regardless of their station and provides the basic knowledge required to operate in our group.

4.1.1 Prerequisites

Before attending your BCT class please ensure:

- That your ARMA III is up to date
- That you do not have a BattlEye ban
- That you have downloaded and installed our modpack
- That your teamspeak name is correctly formatted and you have displayed your CAC card
- **You have read fully the training materials provided**

4.2 An Introduction to the 1st Rapid Response Force

Welcome to Basic Training. During this course, you will learn the essential techniques and tactics required to function as a member in the unit.

The 1st RRF is a large and complex group, with many roles and functions that operate concurrently. We greatly appreciate your interest in becoming a member of our Unit and would like to take this opportunity to thank you for your involvement.

It is important to note before proceeding that this group is not a perfect replica of military practise. It is regardless one of the most realistic simulation units in the game, however we are aware where we have deviated from Military Doctrine. This means that arguing that you are doing something correctly according to the military is not a cover for insubordination. An example of this might be using British rank names or calling things by USAF designators instead of the 1st RRFs.

4.2.1 How Training Works in the 1st RRF

The BCT course is split into four sections, each of which covers a different aspect of your training. Each section has a video and a written passage, both of which you should study carefully in advance of your training session. Failure to read through the material may result in your instructor failing you from the course, which would delay or in some cases block your entry to the unit. If you feel that you require additional time to learn for the class, you may speak to your assign instructor in advance about delaying your practical training session to give you more time.

Every course in the 1st RRF contains sections, which contain a video and written material. For simple courses, such as BCT, these sections will all be covered in a single in game session. However for more advanced courses, such as Special Forces or Medics, the course may be spread over several in game sessions. This information will be clearly noted in the Training Centre. If you wish to learn more about a given course, you should contact your Chain of Command or talk to an Officer over Private Mail.

4.2.2 Rank in the 1st RRF

In the RRF, our promotion system is based on an adaption of real life. It uses a system based on three factors, your position, your time in grade and your promotion points.

Ranks are limited by the position you occupy. If you wish to reach the highest ranks, you must accept higher levels of leadership, responsibility or specialisation. In the event that you decide to move back to a position with a lower rank cap than your current rank, you will be capped at the rank of the position. Upon moving to a higher capped rank, your rank will be restored to its normal level, with no time on grade credit.

Promotion points are earned for attendance of events and training programs. Promotions points can also be removed for failing to attend events you have committed to and for negative disciplinary action.

Time in Grade is the time since your last promotion. This means that to reach high ranks you must remain with the RRF for an extended period of time. Many of our members have been in the group for years; We are not a short term commitment.

4.2.3 Operations and Gameplay in the 1st RRF

Operational Deployments

We schedule our operations very differently to other units. Most units have regular play times every week or every other week.

In the RRF we schedule deployments, that work on a five week basis with two weeks of advance notice for individual elements.

A deployment starts with a two weeks of notice period where we provide all of the times you would be playing during that deployment. You can accept or decline the deployment based on whether your schedule will fit.

Once this two week process is complete the element moves to a training week wherein the team leader will run the squad through drills and procedures that may come in handy during their deployment together.

Once the training week is completed the element will deploy to the AOR for 3 weeks completing regular operations in the battlespace.

Finally, once their tour of the battlespace is over, the element will be given a week off where they can play other games and really do anything they want.

This unique system offers us versatility and dedication unlike any other group without being overly restrictive on individuals who have very little time.

Chain of Command

We operate a unique style of chain of command, where officers play a less central role on the ground than in other units. In the RRF, officers are there to organise paperwork and macroscopic actions, whereas NCOs will organise combat actions.

Finally, we operate a unique system of on call assets. Examples include Artillery, Air Support, Logistics and MEDEVAC capabilities. This unique system means that if these elements are required, personnel marked as on call will receive a phone call and text message, with a in game response time of circa ten minutes. This unique ability means that all of our assets are provided by real players, adding a genuine and authentic feel to the gameplay.

4.3 Basic Formalities

As a strict MILSIM unit we believe that there is value to the meta game that MILSIM provides - however we also understand and acknowledge our role as a gaming community where people come to relax.

As such we have a system of formalities which must be obeyed that are designed to maintain mutual respect and courtesy without imposing unnecessary restraints on casual recreation.

Formalities in game are taken very seriously in this group and as such it is important that you understand the items detailed in this training and obey them in the appropriate environments.

4.3.1 Teamspeak and Courtesies

Joining a Room

When joining a teamspeak channel you must announce that you have joined this channel. When joining the channel you should state both your rank and name.

When a member joins a channel and identifies themselves no further action is required for most members. The only exception to this rule is Officers (this does not include Warrant Officers).

If an officer joins a channel any member of the channel should call the room to attention by saying "Room - attention!". This should mean all conversations stop until the officer grants an "At Ease" call. Failure to respect an attention call upon an officer joining a channel is cause for disciplinary action.

Use of Rank

In any formal channel - for example an office - we expect that rank will be used as the means of address instead of names.

The sole exception is that officer's may address each other by first name when in private.

CAC Card and Name Format

We require that member's name's be formatted correctly at all times and their CAC card be displayed as their teamspeak avatar. The CAC card can be downloaded from our website under your Virtual Personnel File.

Note: The Official Name Format

NAME: First Last

FORMAT IN TS: LAST.F

The system will automatically add your rank and clan tags from there.

4.3.2 Room Access and Usage

In Teamspeak we have a large number of rooms to cater to the large number of elements that make up our combined arms task force.

You should not idle in these rooms as they are for focused discussion and conversation regarding that element's activities. They should not be used for general gaming or conversation and misuse is a disciplinary offence.

We provide the Freedom Bar for conversations relating to assorted topics as well as a few lounges for different conversations or games to proceed.

You should not enter another element's channel without a member of that element present and without notifying someone in the channel first.

4.3.3 Security Clearances

Security Clearances in the 1st RRF are used to denote how much that individual knows about the RRF's mission environment at any given time. This is primarily used to maintain order and discipline as well as separation of concerns.

Given the huge amount of effort that goes into each campaign and the four month lifespan of a campaign we take this very seriously to help prevent spoilers or game breaking effects.

Room Clearances mean that room is safe to discuss information at the following classification levels:

No Clearance

Talk only about your experience of the operations that have previously occurred. Do not share any information that is marked as classified as it is normally designed to be an internal document. The only individuals without clearance are potential recruits and public players so it is important we present a unified and clean facing image to the wider ARMA community.

Classified

Classified is the lowest level of clearance and is afforded to all members of the 1st RRF. It means you are free to read through OPORDs and other material related to your purpose in the game space. It also allows you to discuss other missions undertaken by elements with a similar clearance level.

Secret

Secret means that you can discuss all activities in the gamespace, including those undertaken by Command, Reconnaissance and Special Operations teams. This is classically used to shield long form or confusing content that might cause confusion, morale degradation or drama if it were to be more widely distributed.

Top Secret

This means you are free to discuss the behind the scenes of the mission including the ultimate stories and practical implementation details.

It is only possessed by the 57A team and the Unit Commander.

4.3.4 In Game Formalities

Uniform and Dress Code

Uniforms are managed through the Virtual Loadout Editor.

Combat Uniforms will be issued by higher and vary, but are generally based on NWU2 and NWU3 by TFA.

When on home base you are expected wear homebase uniform. This is a TRYK AOR1 or AOR2 trouser with a tan, black or green sweater. You will be introduced to this uniform during BCT by your instructor.

Warning: The RRF conduct all official business in game including meetings and promotion boards at our Wake Island home base facilities.
Primary Weapons and equipment should not be carried on home base unless at a firing range - Doing so is cause for disciplinary action.

Rank Use

Ranks should only be used on home base and not in a deployment environment.

Salutes and Attention

Any senior ranking individual may call a formation to attention assuming all members of the formation are of a lower rank.

At this time all members of the formation should salute the individual calling attention until an at ease call is given.

Accidental Discharges

Discharging a weapon on base accidentally is cause for disciplinary action and may result in a suspension in service depending on the severity of the occurrence. Blaming glitches in the game is not a good enough excuse when we provide safety switches.

Fratricide

Fratricide is forbidden on any 1st RRF asset at any time under any circumstance. Fratricide will result in an automatic Article 15 on any offender with punishment decided by the Unit Commander in line with the disciplinary guidelines.

Danger: We do not play soft ball when it comes to fratricide of any kind. It completely undermines our environment - this includes mercy killing (glitches, animation issues) and euthanasia (“he asked for it”). If you suffer an issue requiring a teammate to respawn contact a member of the 57A team or the officer on duty in the TOC at the time. Fratricide is the fastest way out of this unit second only to internal recruiting.

4.4 Weapon Familiarization

The RRF uses a diverse array of weapons equipment in order to accomplish its objective. It is important that you are able to identify and safely handle these weapons so that you may effectively communicate and work with other members of the group.

4.4.1 The Importance of Weapon Safety

The safe handling of weapons is incredibly important in the RRF because of the depth of our simulation. Friendly Fire incidents are treated the same as legitimate casualties and will cause the same level of tactical problems.

Friendly Fire will always result in disciplinary action automatically and in all cases. This may result in negative action up to and including a dishonourable discharge.

All weapons in the RRF environment are fitted with Safety switches. These are activated by pressing Shift + (the button directly left of the 1 key - varies by national keyboard). You can check your control settings if you struggle to find the key. This safety catch will prevent accidental discharges and other problematic events.

4.4.2 The Rules of Weapon Safety

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 and 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 waste ammo and risk lives)

4.4.3 Ammunition and Equipment

The RRF uses a system unlike any other unit for the issue of ammunition and equipment.

Ammunition and Equipment are both kept stored in a locked ammunition cage near to the armourer on base. Only members of the logistics elements are able to access the cage and access is remotely controlled from the TOC by the Officer on Duty at the base in question.

We treat ammunition and equipment levels extremely seriously in our group and a lot of our gameplay revolves around logistics, resupply and conservation. This is all balanced by both the weight and stamina systems and our persistence systems.

Our standard issue is 9 magazines to an individual which will be issued by the quartermaster in squad level boxes.

4.4.4 Weapon Familiarization

The RRF uses a wide selection of weapons for different roles. Each weapon has qualification requirements, which can be viewed in the online armoury. You can unlock more weapons for your use by completing training programs and qualification courses.

You should always coordinate with your element leader to ensure you have a weapon system that benefits the team. You can select your weapon, attachments and other equipment using the Web Loadout editor, which can then be picked up from the armourer at any RRF in-game base.

Pistols:

Sig Sauer P226 Navy

A compact double action 9mm handgun made popular by military and law enforcement around the world. This is the standard issue handgun of the RRF that all operators must be able to use correctly. It can also seat a suppressor and a flashlight in order to suit a variety of tactical requirements.

FN Four Five

The FN Four Five is a 9mm handgun built by FN Herstal which is available as an option for members of the RRF to carry based on shooter's preference. It can seat a suppressor and a flashlight should the situation require it.

Glock 17 Gen 4

The Glock 17 is a 9mm handgun built by Glock USA which is popular amongst military and law enforcement for its build quality and ease of use. It can seat a suppressor and a flashlight and is available to all members of the RRF as an alternative to the Sig.

FNX .45

A .45 handgun built by FN Herstal issued to Special Operations elements. The FNX .45 is used for its high stopping power and accuracy and also seats a variety of attachments including suppressors, muzzle breaks, flashlights, laser sights and red dot sights.

Assault Rifles:

SCAR-L

The SCAR-L is a 5.56 assault rifle designed and manufactured by FN Herstal. The rifle comes with fully ambidextrous controls as well as solid reliability. We issue the SCAR-L by default to all personnel in the standard length variant.

All personnel must qualify on the SCAR-L during basic training and are expected to be able to carry and use it.

The weapon system is capable of seating a wide variety of equipment - including sights, suppressors, lights, lasers, bipods and grenade launcher.

HK416

The Heckler and Koch 416 is an assault rifle made by Heckler and Koch that is exclusively available to our Special Operations element.

It is exceptionally reliable and accurate but maintains magazine capacity with the weapons issued to the rest of the force.

Grenade Launchers

SCAR EGLM

The SCAR can be fitted with an Ergonomic Grenade Launcher unit capable of firing a wide variety of 40mm rounds.

This grenade launcher is accurate to approximately 400 metres and provides explosive area suppression or long range marking capabilities.

Designated Marksman Rifles:

SCAR-H SV

The SCAR-H SV is a 7.62 battle rifle variant of the SCAR-L that is issued to marksmen in the unit. It is only available to members of the unit who qualify as expert marksman during their BCT firing range or later qualify at the expert level.

The 7.62 EPR round issued with this weapon is capable of accurate fire at up to 800 metres and provides longer range and accurate fire at the squad level.

HK417

The HK417 is a 7.62 battle rifle variant of the HK417 issued to marksmen in the special operations elements.

The rifle provides extreme accuracy and killing power whilst maintaining magazine compatibility with the SCAR-H issued to standard troops.

Light Machine Guns:

M249 SAW

The M249 is a 5.56 machine gun which is magazine compatible with the SCAR family of weapons if necessary.

One M249 is issued to each team and is critical to implementing our battle drills correctly.

M27 IAR

The M27 IAR is an automatic infantry rifle issued to special operations teams which maintains mag interoperability with the HK series of weapons.

It has a lower fire rate and smaller magazine capacity, but has better accuracy at range and can be more effectively loaded out with attachments and enhancements.

Heavy Machine Guns:

M240B

A 7.62 Heavy Machine Gun used by support elements to provide heavy suppressive fire and anti material capabilities. It is heavy and requires deployment to be fired effectively.

Its ammunition is also extremely heavy meaning that correct operation will usually require a two man team.

Mk48

A 7.62 Machine Gun used by special forces elements that allows for suppression and equipment. The gun is lighter and more extensible than the M240B platform allowing for it to be operated by a single operator and carried without a vehicle or assistance whilst allowing the operator to remain combat effective during movement.

Shotguns:

Benelli M2

A Breaching shotgun used in MOUT focused scenarios where accelerated or aggressive breaching may be required.

Sub Machine Guns:

MP7

A 9mm SMG built by Heckler and Koch that is used by special operations teams for its extreme lethality in CQB situations.

It is also available as a secondary weapon so that it can be carried alongside a larger size weapon or paired with a shotgun.

Counter Sniper Rifles:

M110

A semi automatic 7.62 Sniper Rifle used by Sniper and Reconnaissance teams as a spotter or counter sniper rifle.

Favoured for its reliability and compatibility the weapon features accuracy to ranges as far as 1200 metres and remains lethal at further ranges in the hands of a skilled operator.

Sniper Rifles

M40A3

A bolt action sniper rifle that offers extremely strong performance in engagements out to 1200 metres even when suppressed.

The rifle is the go to weapon of sniper and reconnaissance teams in the 1st RRF.

L96 AWS

The L96 Arctic Warfare from Accuracy International is a long range bolt action weapon designed for engaging targets at ranges in excess of 2000 metres.

The rifle is only available to Sniper teams for missions where extreme long range accuracy is required.

M87

The M87 Barret is a long range anti material sniper rifle. Although it can't be suppressed it offers reasonable accuracy at extreme ranges and most importantly is capable of effectively engaging targets inside vehicles or behind cover.

Rocker Launchers

AT4

Single Shot unguided launcher which is available for issue to all infantry personnel in the RRF. It is capable of engaging motorized and light armoured targets but is incapable of damaging heavier armoured targets.

It is also available in Anti Personnel and High Explosive variants that make it usable for compound breach scenarios as well as anti personnel engagements.

Javelin

The Javelin is a guided Anti Armour missile system that is extremely effective but also extremely heavy.

It is used by support teams within the first RRF to engage heavy armoured targets.

Stinger

The Stinger is a man portable anti aircraft weapon capable of effectively engaging air targets.

It is available for issue to all infantry personnel.

4.5 Weapon Qualifications and Testing

In the RRF, weapon qualification takes place on a range designed for the weapon. Qualification runs involve hitting a certain number of targets, sometimes with a particular accuracy, within a given window of time.

Upon completing a qualification, which must take place in the presence of an officer, the weapon you qualified on will be unlocked in the web Loadout editor so you can use it in the deployment environments.

During basic training you will complete qualifications on the P226 pistol, the SCAR-L Assault Rifle and the M67 hand grenade.

This will qualify you to use the basic equipment required for any role in the unit.

Note: Upon completing any qualification attempt, you should remove the magazine from the weapon, attempt to fire once down range to ensure the barrel is empty, then shout "Weapon Safe Drill Sergeant" to communicate that your weapon is clear.

<p>Warning: You are only permitted to shoot twice on each range during a BCT session - failure to qualify on the ranges will result in failing the training session and being required to retake it.</p>

4.5.1 Rifle Qualification

For the rifle qualification range, you will discharge 60 rounds, one round per target, from a variety of stances.

The weapon used will be a SCAR-L with iron sights and no enhancements or addons. Targets will appear at ranges between 25 and 300 metres and should be acquired, id'd and engaged within 5 seconds.

If you miss a target, you should not attempt to discharge a second round onto the target. Attempting to do so will lead to disqualification.

Your score will be judged on the following thresholds.

45 / 60 - Qualified

50 / 60 - Marksman

58 / 60 - Expert Marksman

During basic training you will be allowed to shoot the range twice and the higher of your two scores will be recorded.

4.5.2 Pistol Qualification

You will use the P226 Navy Variant to engage 30 targets with one round per target. You will be required to reload your weapon during this qualification exercise.

Your score will be judged on the following thresholds.

20 / 30 - Qualified

25 / 30 - Marksman Pistoleer

30 / 30 - Expert Pistoleer

4.5.3 Hand Grenade Qualification

You will throw 5 grenades on the grenade range. You will be judged on two criteria:

1. Safety of use
2. Accuracy

To qualify you must hit targets with three of the grenades without any safety violations.

When throwing a grenade, safety and communication are key. You should observe the situation around you and ensure that all friendly personnel are out of range from the blast. You should then clearly yell Frag Out, as well as the intended target. For example "FRAG OUT, BUNKER 12 O'CLOCK". Only after this announcement is made should you begin to throw the grenade.

When handling grenades, you should always try to keep a non lethal grenade selected in your equipment unless you are ready to throw the lethal grenade. This prevents accidental grenade discharges.

<p>Danger: Any serious safety violations on the BCT grenade range will lead to immediate course failure and will require the recruit to retake the entire training program.</p>
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4.6 Introduction to the Buddy Team

In the RRF, all combat actions are undertaken by a minimum of two people. Individuals should never act alone and can receive disciplinary action for moving as an individual instead of as a team. The RRF holds team play above everything else and do not take kindly to lone wolves. Even the best Special Operations elements in our unit operate in pairs at the least.

There are two key concepts when working as a two man team. The first is Communication, the second is tactics. Both of these require that everyone is on the same page in terms of definitions and tactics.

4.6.1 Buddy Communications

Contact Report

The first thing that you should be able to communicate to your buddy is contact. We do this using a system called the three Ds. Distance, Direction and Description. This means that when receiving or directing fire you should clearly announce “12 O’Clock, 300 metres, light infantry squad.” or “Bearing 300, by the bridge, one tank”. This format is standard across the unit and should always be used to report contact. You should not attempt to abbreviate or abridge this format.

Ammunition Casualties Equipment (ACE) Report

The second thing to communicate is your status. To do this we use a colour coded system called an ACE report. This works by using three colours to represent Ammunition, Casualties / Medical status and Equipment in that order.

The colours are as follows:

Green 100% Ammunition / No Casualties or Injuries / No Equipment missing

Yellow 50% Ammunition / Minor Injuries / Equipment missing but still combat effective

Red 20 % Ammunition / Major Injuries / Equipment low risk being ineffective

Black 0% Ammunition / Death / No Equipment

4.6.2 Buddy Tactics

Small Team Tactics form the backbone of the RRF’s operations. No matter how many elements are involved in an operation; within each element is a unique set of small team tactics being executed. Making sure that everyone in the unit is aware of these tactics helps us to work and play together as a team.

In this course you will be taught two very basic buddy team manoeuvres:

- Talking Guns
- The Buddy Team Bound

Talking Guns

This manoeuvre involves the two members of the fireteam alternating their shots to increase the amount of time that they can suppress a target without an interruption in fire rate.

When the instructor say to begin this exercise the recruits should assume the prone position on the firing mats and begin to alternate their shots. This will consist of one recruit firing one shot, then waiting for the other to fire and so on and so forth.

Once the magazine of the first shooter is depleted he will conduct a reload whilst the second recruit provides ongoing suppressive fire.

The exercise will end when the instructor calls “Cease Fire”

The Buddy Team Bound

The Buddy Team bound is a manoeuvre that allows a buddy team to close the distance between themselves and an active enemy contact whilst maintaining suppressive fire on the enemy.

This manoeuvre is undertaken by the first team member firing on the target whilst the second advances forward by approximately 15 metres. At this point the second recruit will assume the prone, begin firing on the target, then communicate to his teammate that he is “Set”.

At this time the first recruit will proceed to sprint forward 15 metres - reloading during his run. Once he has advanced he will assume the prone and signal to his battle buddy that he is “Set”.

The exercise will continue in this fashion until the team has reached the contact at which time the training instructor will make the “Cease Fire” call.

4.7 Appendix A - Your first week in the RRF

Congratulations on completing your basic training course! You are now a valued member of our group and we are glad to have you!

We know how daunting it can seem when joining a large group and we want to do everything we can to help you get off to a great start. To assist you with that we have put together this list of five things you should do during your first week in the unit:

Apply to an AIT 1

AIT 1 is your gateway to joining us on Operations. Selecting a specialization is a big part of enjoying your time in the RRF but don't worry - you are able to cross train and switch MOS should you not enjoy the one you pick.

AIT is the most rewarding training program we offer as it helps to train you in the actual tactics we use to accomplish objectives and helps you to become part of your first squad.

Meet the Theatre Commander

The Unit Commander does not normally meet with lower ranking individuals for matters that are anything other than disciplinary. However you should know who is calling the shots of the group you just joined.

To help you get a feel for the group you can arrange a time to meet with the Theatre Commander by messaging 2LT. Striker on the website messaging system.

Play on the Public Server

Playing on the public server is a great way to meet your new team mates and find some friendly faces within the group.

Everyone is interested in seeing the RRF grow and prosper so everyone will be open to meeting and talking to you. Just be careful about your timing, approaching some of the higher ranking members out of the blue might not always end well.

Be Modest and Respectful

Boasting about how great your life is or how inferior everyone else is to you is an easy way to become hated - avoid it if you don't want to be mocked until you cry.

Some people can take it, most can't. Don't be a dick and you won't have to put up with it.

Be active on Teamspeak

A lot of new members think that we will tell them when and where to be - however a lot of the RRF is about helping you to achieve your aims.

Noone is going to handhold you through it unless you are actively engaged yourself. By spending time in teamspeak regularly you will receive helpful advice and tips on progressing in the unit!

4.8 Introduction to AIT 11X Series

Note: Last Updated: 18FEB2015

Infantry is the backbone of all operations undertaken by the 1st RRF. With this vital role comes a responsibility and requirement to fight effectively and as a team. If the infantry fail, the team fails - all other assets exist to support the infantry.

This AIT program is designed to teach you the common basics shared by all of our infantry forces from a regular Rifleman all the way to a Special Forces Operator. Once you complete this program you can apply for positions in the various infantry units and also take part in the various AIT II programs on offer such as Medical and Airborne training.

This manual is split into 9 sections of content - only some of which will be covered during in game training. It is therefore important that you ask any questions raised from the material to other unit members so that you form a good understanding of our systems.

4.8.1 In Game Sessions

This AIT is taught in a single session that can last up to two hours.

During this time you will work through formations, battle drills, radio usage and MOUT training.

4.8.2 Prerequisites

Before beginning AIT 11 Series you must have graduated BCT.

You should take time to read and understand the training materials provided for this course before attending the ingame training session.

4.9 The Infantry of the 1st RRF

The infantry is the most important part of the 1st RRF. They fight the battles on the ground and are the primary force used to accomplish command objectives.

The RRF aims to maintain a standing force of 120 infantry personnel, roughly the size of a company in real life.

This training program represents one of the most comprehensive infantry training programs available in any ARMA III unit, which in turn leads us to having some of the highest quality infantry personnel found in the ARMA community. We take great pride in our infantry and by taking AIT 11 series you are taking the first step toward upholding that standard.

4.9.1 Life in the Infantry

We deploy Infantry elements by the squad to AORs based on their size, ability and training status relative to what is required in the battlespace.

Infantry elements are called Squads which fall into Platoons - this will be explained in more detail in the next chapter.

As a member of the infantry you will be deployed to one of our active AORs for roughly three weeks at a time in line with our deployment process covered in the BCT course.

Prior to deployment, your element will undergo a TDY program where your squad leader will recap the parts of your training which will be used in the specific environment to make sure everyone is functioning at their best.

The 1st RRF tries not to add new members into formations that are on active deployment, however we will occasionally do so to compensate operational reductions or attrition.

Once deployed, you will be tasked with between one and three operations a week in the AOR depending on the situation on the ground and the availability of your element.

4.9.2 Progressing in the Infantry

Once you complete this AIT program you might want to know how you can further advance your career in the 1st RRF.

Your immediate thoughts should be on doing a great job in the position you are assigned and showing that you can work well in a team as well as showing leadership at appropriate times.

Once you complete your first deployment with your element you will likely be eligible for promotion to Specialist.

Upon achieving the rank of Specialist you will be able to apply to some new courses. You may also choose to remain in your infantry position indefinitely if you are content with your current position.

Some examples of the courses that will become available to you are:

Joint Service Radio School

The JSRS is a comprehensive school for radio operation and procedure in the 1st RRF. It is an extremely important course if you wish to progress to any position of leadership or command as you will make regular use of your skills to communicate on the battlefield.

Taking JSRS will provide you the skills necessary to operate as a Fire Team Leader, commanding small group of personnel and is your first step into a leadership role.

Tactical Combat Casualty Care Training

TC3 is our school for medical and trauma care. The primary focus is on training you to handle casualties on the battlefield including conducting triage and rendering aid to wounded personnel - both friendly and hostile - in line with the international rules of war.

Taking the TC3 program will also train you how to serve as a flight medic and rear line medical aid provider (should you wish to apply to one of these positions). Finally qualifying on TC3 will allow you to apply for an MOS transfer to 68W Combat Medic and take up medical positions in the infantry platoons.

Warrior Leadership Course

The Warrior Leaders course teaches all the tactics required for you to operate as a Squad Leader including how to make tactical decisions as well as understand your place in the wider battlespace.

Basic Parachutist Training

Taking this course will teach you how to be part of a static line jump in the 1st RRF.

Completion will allow you to join our AARBN infantry elements and take part in parachute insertions.

Air Assault Training

Learn how to take part in an Air Assault insertion and extraction using helicopters as a means of force projection.

This course will qualify you to join one of our AASLT infantry teams and take part in Air Assault operations.

4.10 The Infantry Squad and Fireteam

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

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

From smallest to largest, these structures are:

The Fireteam

A Fireteam is the smallest element size in the RRF.

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

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

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

Team Leaders:

Responsible for leading the fireteam.

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

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

Grenadiers:

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

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

Automatic Rifleman:

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

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

Specialist Role:

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

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

The Squad

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

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

The Squad Leader

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

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

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

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

The Platoon

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

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

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

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

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

4.11 Equipment of the Infantry

During BCT you have been introduced to the spectrum of weapons used throughout the unit. In this program you will be given the chance to shoot all of the weapons used in the infantry.

At the end of this AIT program you will be qualified to carry all of the weapons listed below with the possible exception of the SCAR-H SV which is only available if you graduated BCT with a high enough rifle range score.

4.11.1 Weapons of the Infantry

- SCAR-L (with optional ELGM module)
- M249 SAW
- SCAR-H SV

4.11.2 Clothing in the Infantry

A uniform dress code is important to us for maintaining a consistent and realistic look across our ground forces.

The standard issue combat uniform is the TFA NWU2/3 (AOR 1 / AOR 2 respectively in some modpacks) with rolled or unrolled sleeves.

We issue FAST helmets for MOUT and Boonie Hats for patrols. All soldiers must carry a FAST helmet on their person at all times but may also carry a boonie hat if they wish.

We issue TFA plate carriers in either NWU2, NWU3, Tan or Foliage.

Finally we issue TFA Assault packs in NWU2, NWU3, Tan or Foliage for infantry and TFA Caryalls for Medics in the same camouflage sets. CLF radio backpacks in Tan or Foliage are available to leadership positions.

4.11.3 Communication and Navigation Equipment

All members of the infantry are issued with the AN/PRC 152 short range radio which they should use to communicate with their squad and in some cases their fire team.

All personnel are also issued with the DAGR GPS navigation system for waypoint based navigation and positional location. Members also carry a Map, a Compass, a Watch and a map light for night time use.

4.11.4 Medical Equipment

The normal infantryman will carry enough supplied to render first aid to himself or his buddy until a medic arrives.

The standard infantry first aid kit is:

- 2x Combat Application Tourniquet
- 4x Field Bandages
- 2x Packing Bandages
- 2x Elastic Bandages
- 4x Quik Clot
- 2x Morphine
- 1x Saline 500 ml

4.12 Preparing for a Mission

Getting started on a mission in the RRF can be confusing at first and this can sometimes lead to delays.

To help everyone get into playing the game faster this section will teach you how to efficiently retrieve your equipment and get ready for your mission.

4.12.1 Retrieving your Equipment from the Armourer

At the start of a mission you will login to the server. Assuming you are not already deployed in the field on that server then you will be spawned at base with a stripped down load out.

You should immediately report to the Armourer and request your load out that has been generated for you based on your web load out preferences.

Once you are done retrieving your equipment from the Armourer, you should return the box to the armorer using the ACE interaction key in order to keep the area clean for the next team moving through.

Finally you should report to the Logistics Facility to retrieve Ammunition, Medical Supplies and Disposable Equipment such as Explosives, Cable Ties and Smoke Grenades.

Danger: When loading out you may be tempted to attempt to carry more magazines than you are permitted to carry. This will not only harm your squad mates who will not have enough magazines, it will also have severe consequences if you are found out for it.

The punishment for being caught with intentionally over capacity ammunition at the time of mission commencement is a Verbal Counseling statement with the Unit Commander, if the act happens a second time you will receive a (NCS) Negative Counseling Statement on your personnel file. Further violations lead to demotion, reassignment, and even discharge from the unit.

We take our simulation environment very seriously however, we must rely on player honesty to implement some constraints to the system. Hence we rely on players to take their allowed ammunition and strongly look down on violations of this trust.

4.12.2 Setting up your Radio

Once you have successfully picked up all your required equipment you should move to the staging area that your squad leader has marked.

Here you should set your radio to the correct frequency and wait for your squad leader to perform a radio check.

We detail more about this procedure in the next chapter.

4.12.3 Buddy Check

You should perform an equipment check with your Battle Buddy before departing.

This consists of you running down the list of equipment your buddy will need for the mission with your battle buddy whilst he verifies that he has all of the mentioned equipment.

4.13 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.

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

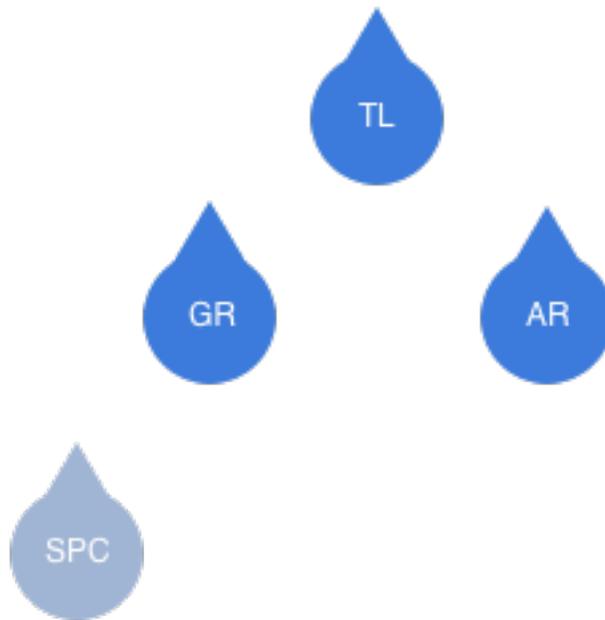
Whilst moving there is a constant compromise between two aspects: Speed and Security. When moving as a fire team you will normally not be in a position to decide a formation, but it is important to understand regardless.

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

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

4.13.2 Formations for Fire Teams

The Wedge



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

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

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

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

The Line



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

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

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

The File

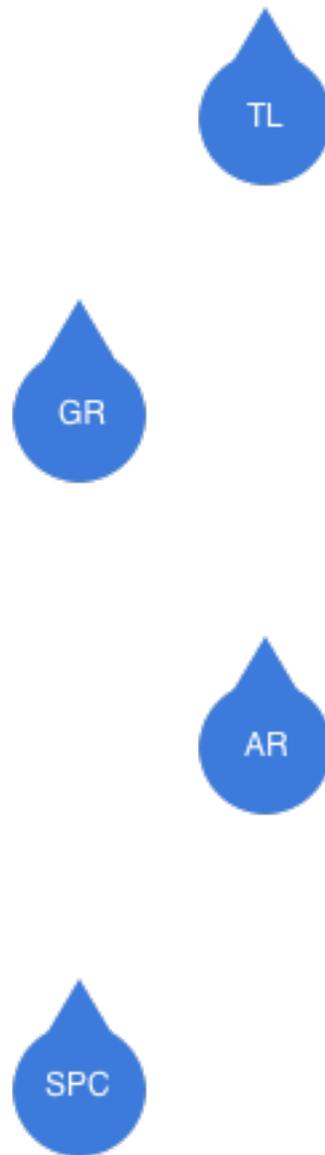


The file is used when visibility is low or in environments where it is important that everyone follows the same path. Examples include dense jungles and areas with mines or I exploded ordinance.

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

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

The Staggered Column



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

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

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

4.14 Communication within a Fireteam

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

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

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

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

4.14.1 Setting up an AN/PRC 152 Radio

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

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

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

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

4.14.2 Methods of Communication

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

Sending Radio Traffic

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

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

This looks as follows:

`YOU, this is ME, Over.`

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

The Radio Check

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

To initiate a radio check, simply say:

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

If someone is able to hear you they should respond:

CALLSIGN, this is ME. Roger on FREQUENCY over.

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

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

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

ACE Report

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

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

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

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

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

Contact Report

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

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

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

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

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

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

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

4.14.4 Finishing touches for radio protocols

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

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

4.15 Introduction to Battle Drills

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

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

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

4.15.1 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 assess the situation and make an assessment of the correct response at that time.

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

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

4.15.2 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.

4.15.3 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.

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

4.15.5 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.

4.15.6 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

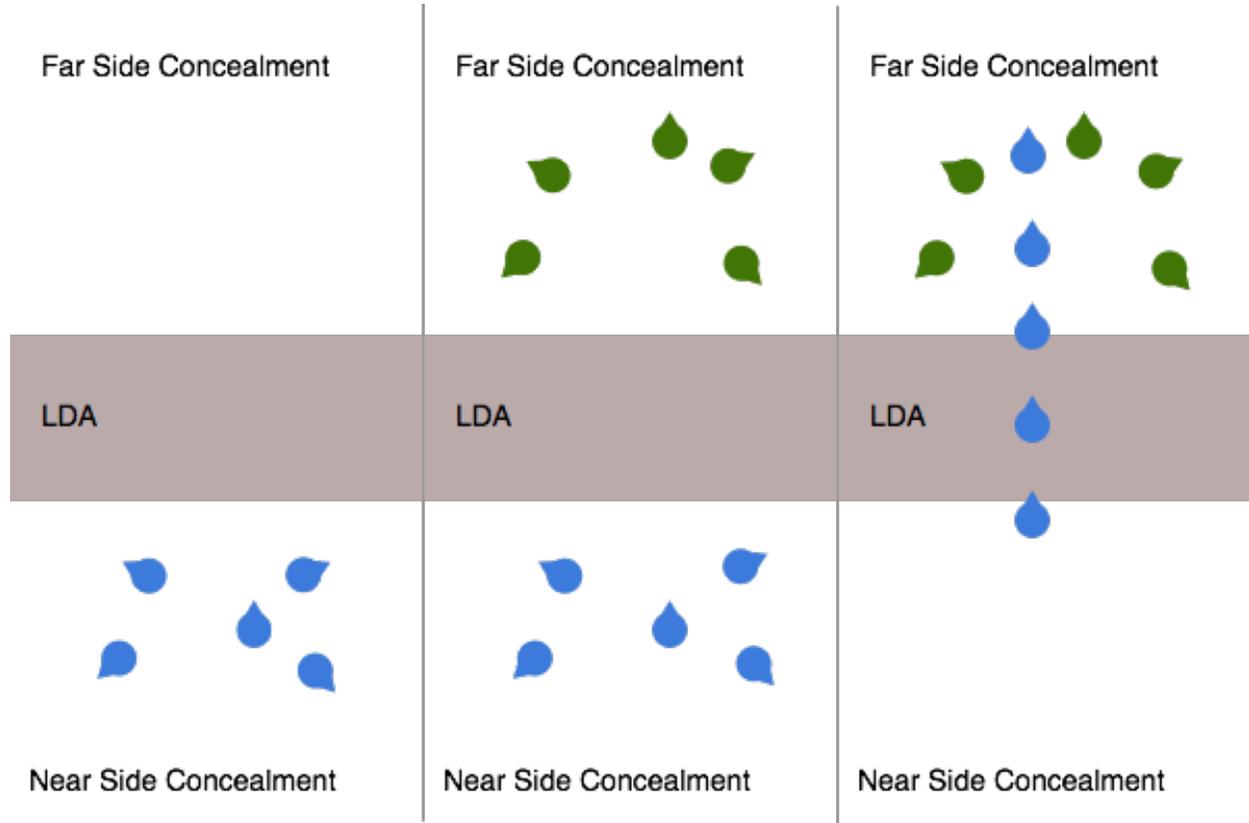
A Deliberate Crossing is the slowest and most secure way of crossing a linear danger area.

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.



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

Hasty Crossing

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

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

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

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



Crossing by Force

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

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

4.15.7 Additional Battle Drills

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

4.16 Tactical Casualty Care

All infantry units are trained in basic combat casualty care necessary to heal troops with small wounds or move casualties on to further medical care.

RRF environments use a full medical pipeline and casualties will require MEDEVAC or CASEVAC to be healed at Level 3 medical facilities if they sustain grievous wounds.

4.16.1 Standard Medical Equipment

A standard infantry first aid kit contains the following equipment:

- 2x Combat Application Tourniquet

- 4x Field Bandages
- 2x Packing Bandages
- 2x Elastic Bandages
- 4x Quik Clot
- 2x Morphine
- 1x Saline 500 ml

4.16.2 Using the ACE Medical System

In game we use the ACE 3 medical system to provide a medical simulator.

To interact with another player and render medical aid to them you should hold down your ACE interact key (The windows key by default) then select the Interactions > Medical Menu button.

This will display the ACE 3 medical menu where you can view the status of each body part and any wounds that have been received to that body part.

To apply treatment to a body part you should left click on it in the diagram and use the icons in the top left to select a sub menu. In that submenu you will have a list of available treatments - this list is determined by the equipment you are carrying and level of medical training you have.

4.16.3 Care under Fire

Danger: You should not attempt to render aid to a casualty until the friendly force has obtained fire superiority. Failure to ensure that the friendly force hold fire superiority can lead to a multiplication of casualties as first responders become injured.

In the event that a friendly unit has been wounded in an engagement and superiority of fire has been obtained you should evaluate the status of the casualty:

Concious and Ambulatory Patient

If the patient is concious and able to move they will suppress the enemy as they move to a covered position where it is safe for aid to be rendered.

Unconcious or Non Ambulatory Patient

If the patient is Unconcious or Non Ambulatory then you should arrange for one of your team to cover you whilst you move the casualty to a covered area so that aid can be rendered.

Dead Patient

If a patient is showing NO signs of life including No Pulse, No Breathing, No Blood Pressure and is shown as dead you should not render further medical aid. This patient is now classed as a Black Casualty status and should not be prioritized over any other casualties.

If no other casualties are found the body should be covered and transported to the nearest CCP or CASE-VAC.

Once the casualty is in a secure location you should administer life saving hemorrhage control to stem any active bleeds the casualty may be experiencing.

You should first use tourniquets immediately on any extremities that are suffering from a bleed. Prioritise extremities with the largest bleeds to minimize the blood loss as much as possible.

Once tourniquets have been applied to the casualty you should then bandage any wounds you can see to minimize blood loss.

Note: In the event that the casualty does not have a pulse you should have a teammate perform CPR until the casualty is declared dead or handed over to a superior level of medical care.

As soon as possible the casualty should be transferred to the nearest CCP for evaluation, treatment and if needed extraction to a medical facility.

4.16.4 Transferring a Casualty to a CCP

When operating in a platoon sized element you will normally be operating with an attached medic. You should be aware of the Casualty Collection Point for the formation which will be a manned position operated by the Platoon Medic where casualties can be triaged and processed for follow on medical care.

If the casualty is ambulatory you should escort them to the CCP. In the event that the casualty is non ambulatory you should carry or drag them to the CCP depending on the distance.

Note: The 1st RRF does not issue pill packs to personnel. There is no need to administer antibiotics to members.

When handing over a casualty to the CCP you should be sure to inform them of the casualty's name, element, status and any medication that may have been administered such as morphine or epinephrine.

The CCP will then triage the casualty and may ask you to remain at the CCP in order to administer CPR to the patient until MEDEVAC has arrived.

4.16.5 Notifying Element Leader of a Casualty Event

Wounded In Action

“7 this is 1, times two Whiskeys - 1 Red, 1 Yellow”

In this you should relay that you have a given number of Whiskeys (wounded) and the statuses of each whiskey.

Killed In Action

“7 this is 1, times one Kilo - Casualty Name”

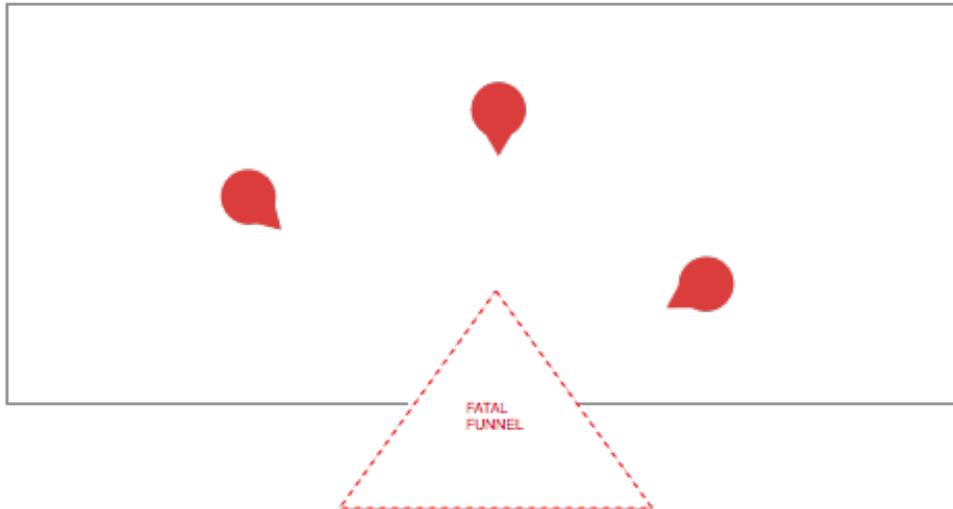
4.17 MOUT - Military Operations in Urban Terrain

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

4.17.1 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.



4.17.2 Approaching a Structure

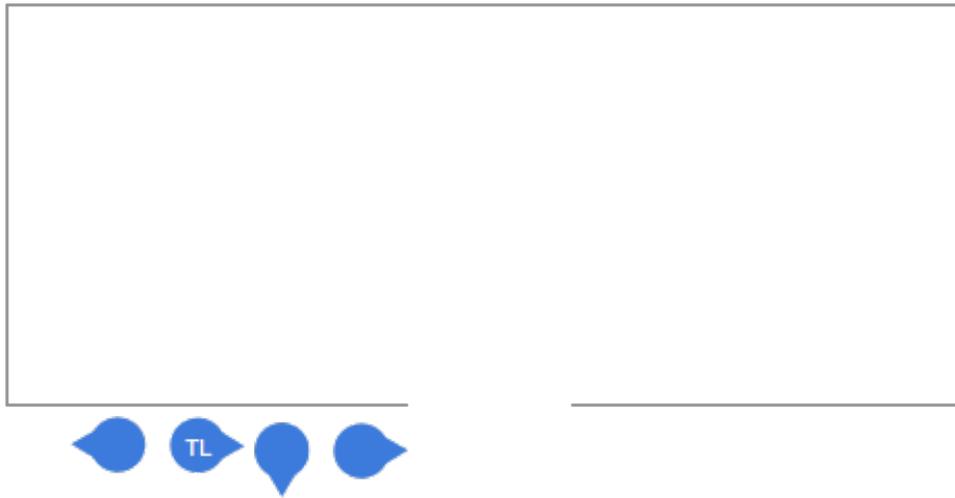
A Team should approach a building in a modified file formation which is adjusted for security and speed of movement. The formation will be modified dynamically by the Team Leader to provide the maximum security during movement to the Breach.

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

4.17.3 Performing a Breach

Setting a Stack

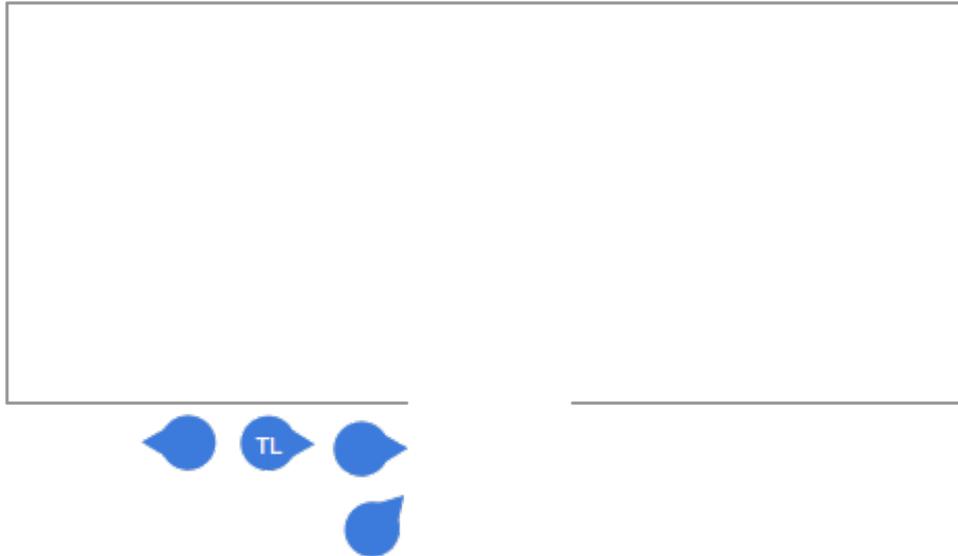
The first step to breaching is to stack on the door. The first man in the stack will maintain security on the breach while the second, third and fourth men will adjust their sectors of fire to provide maximum security around the element including but not limited to the rear and high side threats.



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 maneuver to a wide angle position ahead of the stack from which he is able to effectively deploy the required breaching tools.

Note: Not every breach point will require a Breacher.



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.

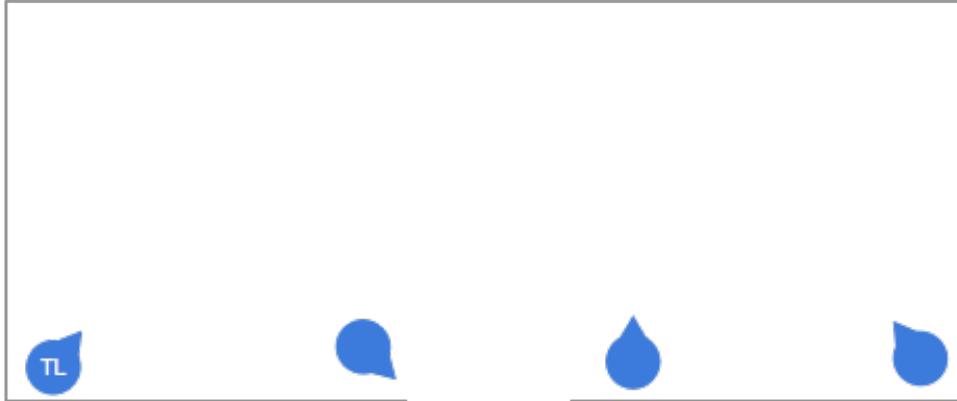
Warning: A common mistake for new soldiers is to think that the breaching team should move through the center of the room. In general you should remain close to the walls during your movement to a point of domination so that you are not exposed to unnecessary angles.

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

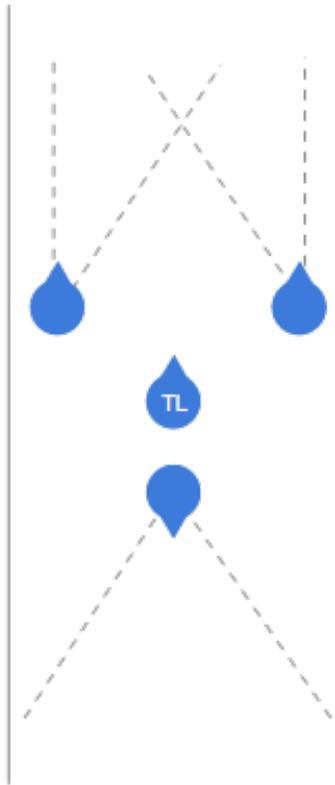
If a room is unable to fit a full team the team leader will call a short room. In this instance only two people should enter with the rest of the team maintaining security outside the breach.

4.17.4 Hallways

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

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

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

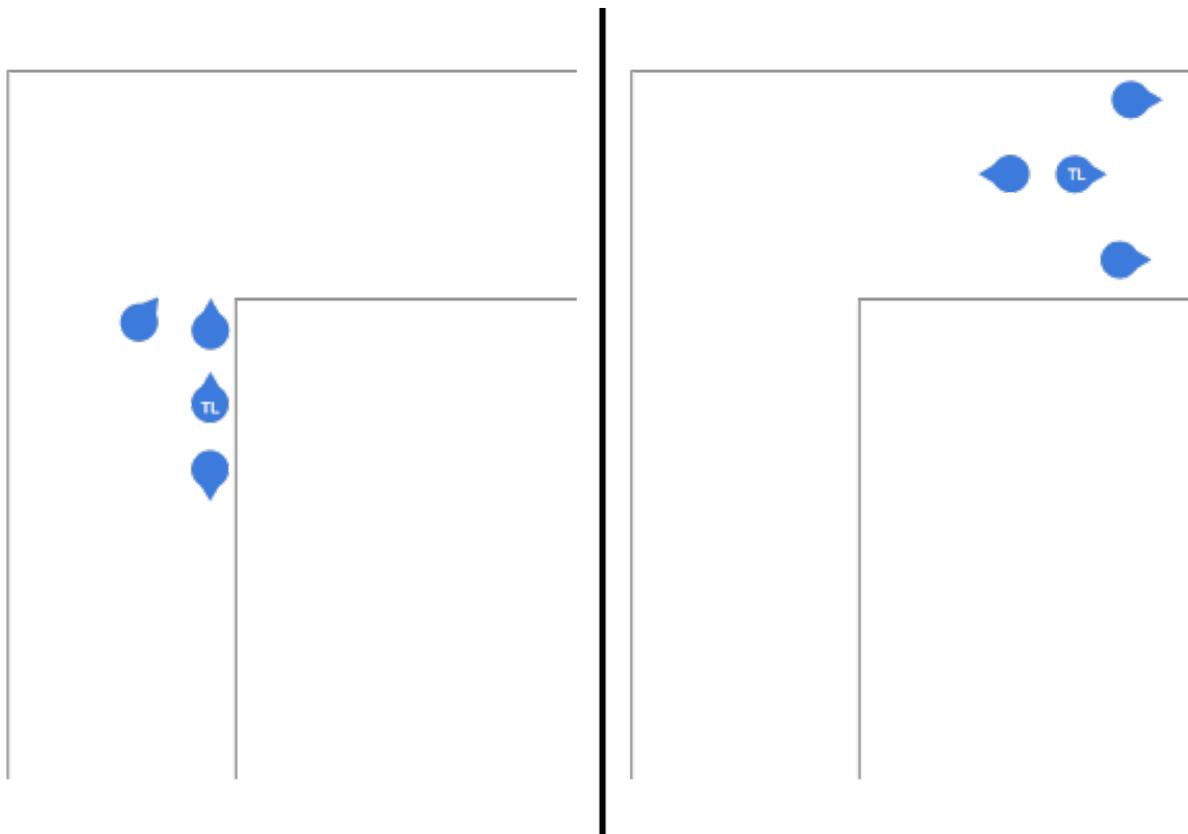


Clearing an L Shaped Corner with a Rolling T Formation

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

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

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

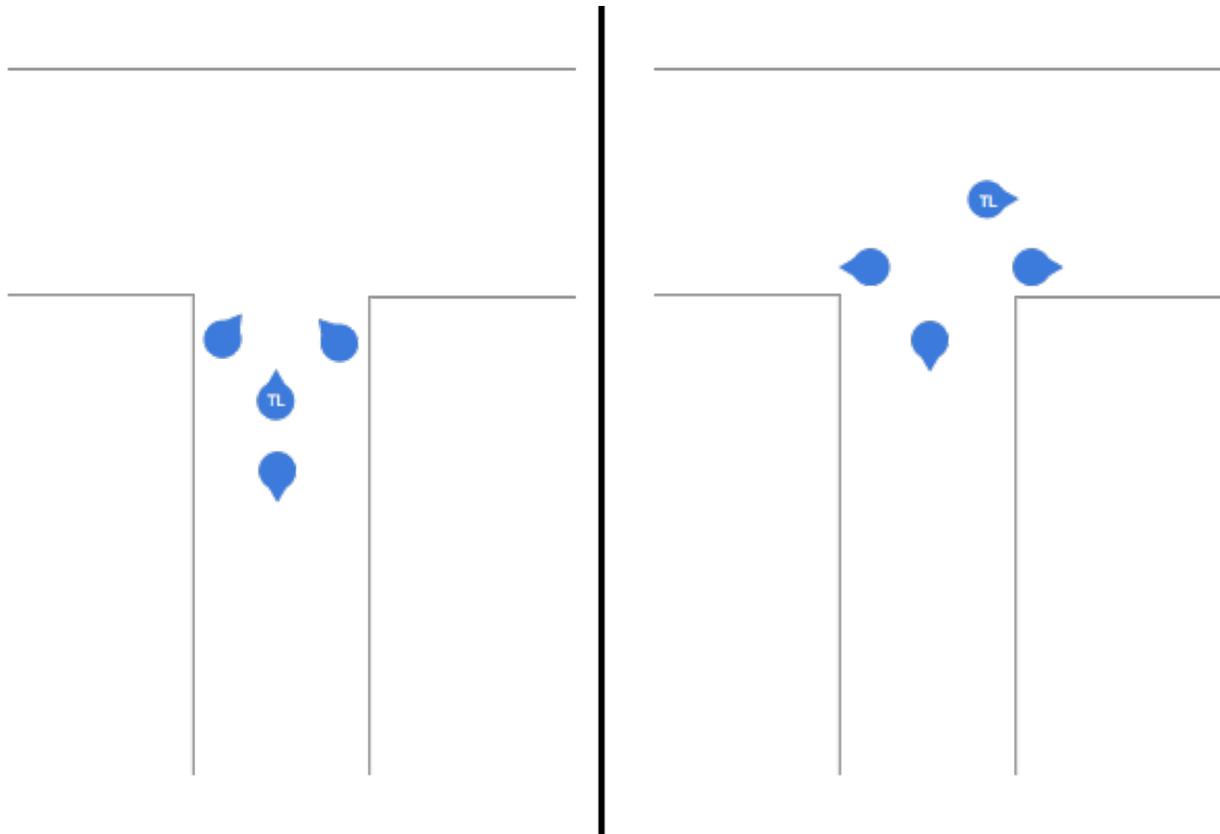


Clearing a T Shaped Intersection with a Rolling T Formation

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

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

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

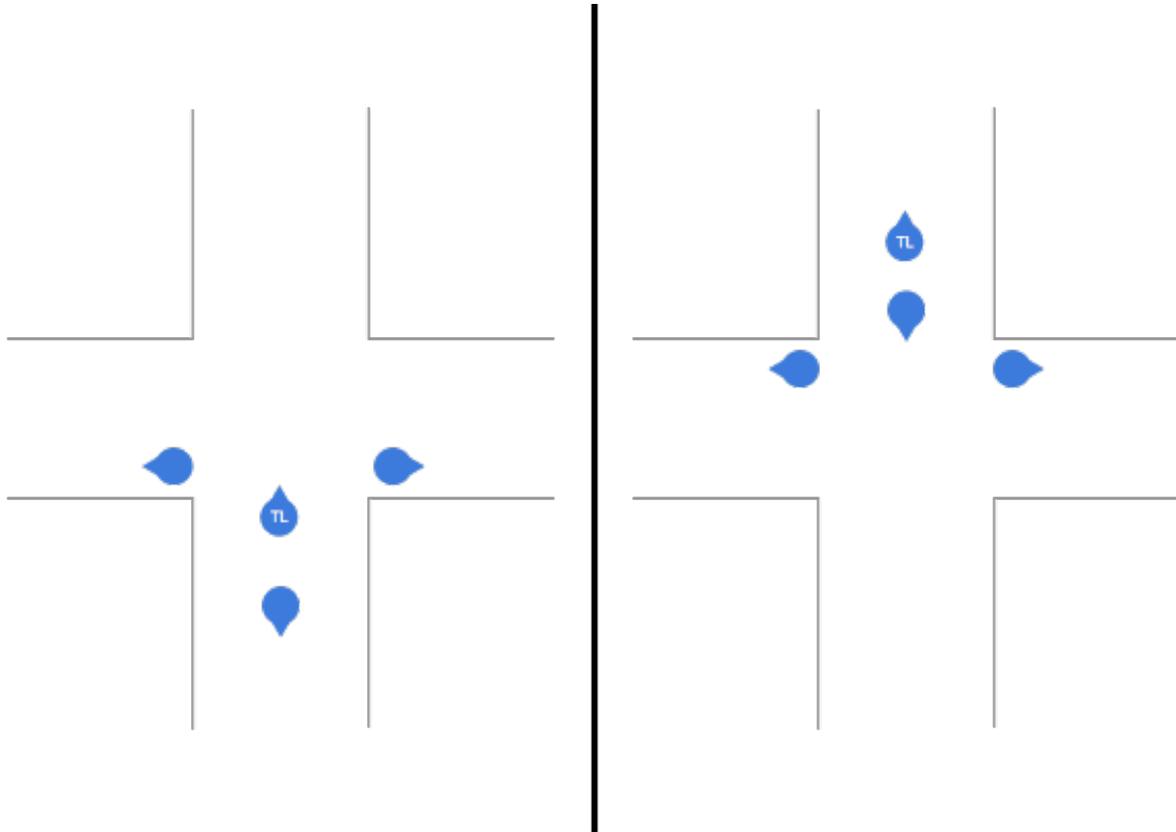


Clearing a Four Way Intersection with a Rolling T Formation

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

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

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



4.17.5 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 no one is shot from a landing area. The remainder of the team will follow the pointman up the stairs and reassume the necessary formation once the next floor is reached.

4.17.6 Visual Markings for MOUT

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

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

4.18 Introduction to Basic Parachutist Training

Note: Last Updated: 19FEB2015

The 1st RRF Airborne (AARBN) school is designed to familiarize and qualify you on the procedure used within the 1st RRF to perform low altitude static line parachute deployments.

The main objective of this method of insertion is to deploy forces behind enemy lines, which adds depth to the area of operation and allow friendly elements to defeat enemy force or seize objectives as part of a larger force.

This course is broken into the one explanation chapter and then one chapter per phase for the five phases that go into conducting an AARBN operation.

Note: This is not a military freefall course.

The equipment used allows for delayed opening and steering however you are expected to open your parachute within 3 seconds of leaving the aircraft to simulate a static line jump.

4.18.1 In Game Sessions

This AIT II is taught in a single session that last for approximately 1 hour and 15 minutes.

The in game session consists of ground training the techniques at walking pace, two practice jumps and a final qualification jump from a C130 type aircraft.

4.18.2 Prerequisites

This course requires that you have graduated AIT 11x series or AIT 15x series

You should take time to read and understand the training materials provided for this course before attending the in game training session.

4.18.3 Course Completion

Completing this course qualifies you as Airborne capable and allows you to apply to billets in our AARBN infantry elements.

4.19 Important Roles in an Airborne Jump

Airborne jumps are complex maneuvers using moving parts from across the spectrum of 1st RRF forces.

This serves as an introduction to these roles so you can understand the moving parts going on around you.

Jump Masters

Each aircraft will have two nominated jump masters.

The jump master is in control of all personnel from the time they stage to board the aircraft to the time they exit the aircraft. They will give commands, ensure safety and manage the jump through coordination with the aircraft crew and relevant ground and logistic elements.

<p>Danger: Listen and obey the Jump Master at all times. Failure to do so will result in a course failure for a Safety Violation.</p>
--

In this course the Jump Masters will be your primary instructors however during combat operations jump master role will be assumed by the leadership within your element.

Jump Master certification is provided as part of the Infantry NCO development program and is not covered by this course.

Aircraft Logistics Specialist

The Aircraft Logistic Specialist is the member of the Logistics and Air Traffic Control ground team responsible for safely escorting you to the staging position for the aircraft and ensuring that all personnel have safely boarded.

He will be wearing an orange vest and should be listened to at all times. In most situations the ALS will only interact with the Jump Masters however you should still be aware of his presence and role.

Loadmaster

The Loadmaster is the member of the Aircraft crew assigned to manage the personnel inside the aircraft and ensure cooperation between the pilots and the Jump Masters.

He is ultimately responsible for the safety of all on board and will ensure that everyone has exited.

The Loadmaster is exclusively responsible for opening and closing the aircraft's ramps and doors. You should not attempt to interact with the aircraft

4.20 Preparation for an Airborne Jump

Preparation for an Airborne Jump consists of forming up, verifying equipment and loading the aircraft.

4.20.1 Briefing

Before you prepare your equipment, your jump master will gather your element and brief on the planned LZ, altitudes, wind speeds and other factors affecting your jump.

He will also point out any hazards you may face on the way down.

4.20.2 Preparing your Equipment

Once you have been briefed on the DZ you will move to the Preparation Area.

The Logistics personnel working on the jump will have setout a rigging station for you to use.

To use this, you must first use your ACE interaction menu to place your backpack on your front. This can be found under Equipment > Put Backpack on Front. This allows you to equip a parachute without sacrificing your backpack - which is essential in order to remain combat effective once on the ground.

Once you have transitioned your backpack - approach the rigging station and equip one steerable parachute. Once again we use steerable parachutes to allow for some control during decent but you will simulate a static line opening by waiting 1-3 seconds after exiting the aircraft to deploy the parachute.

4.20.3 Moving to Staging Positions

At this time you should form into two ranks - normally one rank per squad with the jump master at the front. Which rank you are in will dictate which side of the aircraft you board from and the Aircraft logistics specialist on the ground will direct you to board the airframe safely.

Note: During this staging time you will be assigned a Jump Number.

A Jump Number represents which order you will exit the aircraft in and will be used to identify you during the flight. Make sure that you are clear on your number and remember it for the duration of the jump. Write it down if needs be.

When you have all your equipment and are assigned to a jump position, the jump master will assume control of the formation, and upon instruction from the ground crew, move you to the rear of the aircraft for boarding.

4.21 Pre-Jump Sequence

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

Warning: Incorrect application of these techniques can cause death to yourself or others as well as possible damage to the aircraft.
Pay attention to instructions given by the Jump Master and Aircraft crew at all times.

4.21.1 Five Minutes Out

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

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

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

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

DO NOT USE THE VANILLA EJECT OR GET OUT BUTTON

Equipment Checks

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

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

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

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

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

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

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

4.21.2 Approaching the DZ

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

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

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

4.22 Boarding the Aircraft and Moving to the DZ

During this phase of the training, we will cover how to load the aircraft and what will happen during movement to the drop zone.

Note: When troops are inserted by Airborne jump the landing area is referred to as a Drop Zone (DZ) as opposed to a Landing Zone (LZ) used in most other aviation contexts.

4.22.1 Loading the Airframe

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

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

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

At this point Pre Jump procedures are undertaken.

4.23 Conducting the Jump

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

4.23.1 The Green Light

Note: Aircraft in the 1st rrf are not equipped with a physical green light. This call will be done over radio and relayed by the Loadmaster as opposed to being an actual light.

When the aircraft crew indicates green light, the jump master will announce “Green light go, go, go” to the first jumper and they will exit the aircraft.

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

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

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

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

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

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

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

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

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

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

4.24 Rallying at the RP

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

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

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

4.24.1 Moving away from the DZ to the RV

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

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

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

4.25 Training Session

The Airborne training session takes between one and two hours depending on the size of the class and the speed at which trainees pick up the knowledge.

The session will require you to demonstrate an understanding of all of the skills detailed in this manual and show that you have understood the basic procedures that we follow during an Airborne insertion.

The session will start with the aircraft on the ground and a walking pace run through of the procedures. You will also be taught how to use the ACE system in the context of a parachute jump to correctly interact with your parachute and equipment.

Your instructor will also introduce you to the equipment loadout used by Airborne infantry and help you to select the correct equipment in the online loadout editor.

Next you will take part in two practice jumps before a final qualification jump for a total of three jumps. One of these practices jumps will take place at night and will require that you are able to operate your night vision effectively and use visual markings to safely land in the drop zone.

Warning: To pass this course you must correctly execute all three jumps including the practice jumps without committing a safety violation.

The qualification jump is no more or less important than the practise jumps apart from it is expected to be executed at full speed as opposed to reduced speed of the practice jumps.

4.26 Introducton to Tactical Combat Casualty Care

Tactical combat casualty care (TC3) defines the processes used by the 1st RRF to render aid to injured or deceased personnel depending on the level of injury that they have sustained.

In this course you will be taught the fundamentals of how medics operate in the 1st RRF, details of the structure of our medical teams, the methods of casualty care in the ACE system used in our environments and the levels of medical facilities that we utilize to sustain our activities in the battlespace.

Note: This course is a prerequisite for application to any 68 series MOS.

This course requires completion of an AIT program.

This course is not age limited.

This course does not have a minimum rank requirement.

You should fully read the training materials before installing the game

Warning: TC3 is a complicated course and we expect our medics to have a strong command of this material. You should dedicate a good amount of time to understanding and learning the information contained in this course.

4.27 The Structure of the Medical Teams

In the 1st RRF our medical teams all fall under a unified chain of command called the medical corps.

The medical corps consists of 25 personnel split into 12 teams of 2 with a single officer in their chain of command. Each medical team is responsible for their own readiness and training with one of the team members being designated as senior medic. This senior medic represents the point of contact and leader of the group - whom must have qualified the Joint Service Radio School so that they are able to operate comfortably at a platoon level. The Senior Medic role does not denote additional medical or tactical training and is more used to define a point of contact and chain of command for the element.

There two man medical teams will then be attached to other elements in the group on a per deployment basis. Each team must be qualified to deploy with the team to which they are attached meaning that medical teams may have to attend qualifications such as Air Assault or Armoured Operations.

Within the operational environment medical teams are expected to be self sustaining in their operation whilst reporting directly to the Officer in Charge of the element they are attached to. This means that medical teams are afforded a relatively high level of autonomy in their operation and equipment.

4.27.1 Possible Attachment Elements

Within the RRF there are a large number of different types of elements to which a medical team could be attached. Below is a list of each type of element alongside the role played by the medics and the advised methods of execution.

Prior to any deployment the medical team will spend two weeks training with the element they will be attached to in order to gain operational confidence.

Light Infantry

In Light Infantry platoons the medical team is expected to operate their own vehicle - usually an ambulance type vehicle or a unarmed truck - which should operate in the center of any convoys.

When dismounted medical teams will carry all necessary medical equipment for them to operate a CCP and will remain set back from the front lines at a location designated by the Platoon Leader of the element. At all times medical teams will avoid being involved in combat.

Typically an infantry squad will be tasked to provide security to the medical team however at times they will need to operate their own security.

Mechanized Infantry

In Mechanized Infantry platoons the medical team is expected to operate their own vehicle - usually a Stryker medical vehicle (once again unarmed and marked with appropriate medical markings) - and maintain a position in the center of any convoy.

The team will almost always remain close to their vehicles as they act as their own drivers. Mechanized vehicles are not normally left unattended and as such the medical team should remain with the vehicle convoy and provide a CCP at that location.

Air Assault and Airborne Infantry

Medics attached to Air Assault and Airborne infantry platoons will operate with the platoons to provide an embedded medical capability on the ground and a centralized hand over to further medical care. They are not in possession of any special vehicles and as such will be unable to stitch wounds or provide blood transfusions.

MEDEVAC Helicopter Flight

MEDEVAC helicopter personnel are trained to operate specially equipped blackhawk helicopters to carry casualties back to base for Level 2 care. Medical teams assigned to a MEDEVAC helicopter will work with the flight crew to receive casualties in the battlezone and bring them back to a Level 2 facility.

4.28 The ACE 3 Medical System

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

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

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

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

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

4.28.1 The Basics

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

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

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

Blood Volume

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

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

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

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

Pulse

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

In ARMA we classify these into categories:

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

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

Responsive State

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

Responsiveness has two categories:

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

4.28.2 MEDSTAT

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

For example:

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

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

4.28.3 Injury Type

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

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

The injury types are:

Abrasions

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

Avulsions

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

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

Contusions

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

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

Lacerations

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

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

Velocity Wound

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

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

Puncture Wounds

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

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

4.28.4 Injury Sizes

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

4.28.5 Cardiac Arrest

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

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

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

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

4.28.6 Setting up ACE to be efficient

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

Changing the Medical Menu to a 2D interface:

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

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

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

4.29 Conditions and Treatments

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

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

4.29.1 Treatments

Bandages

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

Bandage Type	Abrasions	Avulsions	Contusions	Crush Wounds	Cut Wounds	Lacerations	Velocity Wounds	Puncture Wounds
Basic	Highest	Low	Highest	Medium	Low	High	Low	Medium
Packing Bandage	Highest	Highest	Highest	Medium	Lowest	Low	Highest	Low
Bandage	Highest	Low	Highest	Highest	Highest	Highest	Medium	Highest
QuikClot	High	Lowest	High	High	High	High	High	Medium

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

Tourniquets

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

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

IVs

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

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

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

Note: We do not simulate blood types in game.

Injected Drugs

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

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

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

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

Surgical Kits

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

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

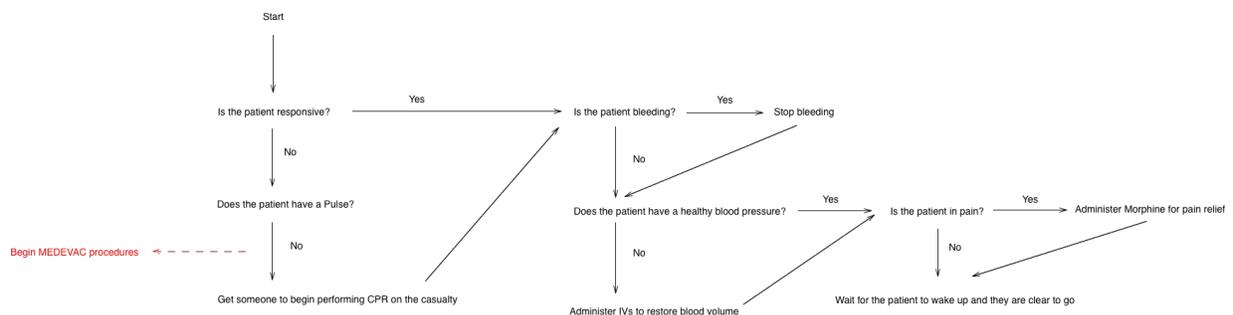
Personal Aid Kits

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

4.29.2 Providing Aid to a Patient

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

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



4.30 Medical Teams Equipment List

Medical teams are equipped in general with the same equipment as the element they are embedding with except that they carry a lot less ammunition to save weight for medical supplies.

They also wear custom medical backpacks to identify them as medics and are issued berets that they can wear on base to identify them as a specialist trained individual.

4.30.1 Backpacks

Medics are issued at their discretion:

- Bergen MTP Medic L (A)
- Bergen MTP Medic L (B)
- Bergen MTP Medic H (A)
- Bergen MTP Medic H (B)

These MTP Bergen's come decorated with medical equipment for aesthetics - they do not at this time serve a functional purpose although we are working to implement the stretcher.

The backpacks also contain enlarged inventories to fit the additional equipment that medics need to carry.

4.30.2 Weapons and Ammunition Load

The Medical Teams are issued SCAR-L CQB rifles with a short 12" barrel and 5 magazines. This should be sufficient to act in self defence capacities only.

Danger: Medics should only discharge their weapon in defence of their own life or that of their patient. They are **not** frontline infantry with medical kits.

Medics also carry a standard sidearm and should not carry a launcher. The OIC of the element that the medical team is attached to can modify their gear list if it is mission appropriate.

4.30.3 Radios

Long range radios are not issued to medics.

4.30.4 Medical Equipment

All Medics should carry the following medical equipment each - additional supplies (including blood) can be carried in vehicles.

More information regarding the use of these materials and the different equipment available at different levels of the pipeline is available in later sections of this training program.

This is a large quantity of medical supplies - of that there is no doubt - and this list applies to EACH medic on the team effectively doubling each field. It is important to note that this two man medical team will be responsible for the field care of approximately 40 personnel.

Basic Medical Equipment

- 25x Basic Bandages
- 20x Elastic Bandages
- 20x Packing Bandages
- 15x QuikClot
- 15x Atrophine
- 25x Epinephrine
- 25x Morphine

- 10x Tourniquet
- 10x Saline 250ml
- 5x Saline 500ml
- 2x Saline 1000ml

Warning: Medics should not carry blood or plasma in the field. Blood and plasma require special storage conditions which limit them to only being kept in medical vehicles. There is a self imposed simulation on this front and medics should endeavour to keep blood in their vehicles until it is needed.

4.31 Medical Facility Levels and the Pipeline of Care

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

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

4.31.1 Care under Fire

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

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

4.31.2 Level 1 Medical Care

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

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

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

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

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

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

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

- **Any aid rendered**
- **Casualty Roster Number and Element**

- **Cause of injury**
- **Time of handoff (Local Time)**

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

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

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

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

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

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

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

4.31.3 Performing a MEDEVAC

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

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

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

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

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

Land Based MEDEVAC

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

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

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

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

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

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

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

Air Based MEDEVAC

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

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

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

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

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

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

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

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

4.31.4 Level 2 Medical Care

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

Level 2 facilities are not active deployment positions and are filled by off duty medical personnel from around the unit. In some cases MEDEVAC personnel may need to act as the Level 2 doctor as well.

4.32 Training Session

The TC3 course is taught in a single one and a half hour block of instruction at the Wake Island Medical facility.

You will be asked to demonstrate a comprehensive knowledge of the provided material and should already have setup your ACE as detailed in this booklet.

Your instructors will start by going over each item in the ACE medical system and asking for a description of its purpose and use. There will also be a test of wound types and role play situations.

Then you will be introduced to the new equipment available to you as a medic and the loadout you should carry.

Next you will undergo a demonstration of how to establish and run a CCP including Triage and Treatment.

Finally you will take part in a practical exercise to treat simulated casualties suffering from different wounds. This exercise will test your personal skills with the ACE medical system.

All combined the TC3 in game session is designed to test your ability to operate as an effective medic in a 1st RRF medical team in line with the SOPs detailed in this training manual.

4.33 Introduction to Joint Service Radio School

Note: Last Updated: 18FEB2015

JSRS is a comprehensive foundation radio school designed to provide unit members with all the information

4.33.1 Prerequisites

To attend JSRS you must fulfill the following requirements:

- Achieved the rank of SPC
- **You have read fully the training materials provided**

// **Appendixes** A - Call Card C - Radio Equipment

4.34 An Introduction to Radio Networks in the 1st RRF

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

4.34.1 What is a Radio Network?

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

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

4.34.2 Concepts of Transmission

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

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

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

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

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

4.34.3 Layered Networks

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

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

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

4.35 Basic Principles of Radio Communication

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

4.35.1 Frequency

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

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

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

Only one Radio Network can operate per Frequency.

4.35.2 Channels

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

Alternate Channels

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

4.35.3 Network

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

4.35.4 Radio

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

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

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

SCOM Rated

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

LCOM Rated

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

AVCOM Rated

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

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

4.35.5 Transmission

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

4.35.6 Message

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

4.35.7 Call Sign

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

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

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

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

4.36 Basics of Radio Transmission

Messages are constructed of a Wrapper and a Message.

4.36.1 The Wrapper

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

A Wrapper follows the following structure:

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

Breaking this down by component:

RX

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

TX

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

Terminator

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

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

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

<p>Warning: Some radio operators have been known to make liberal use of the Out terminator when their transmission still requires acknowledgment of receipt. Ensure that you use Out only when all necessary acknowledgments have been sent.</p>

4.36.2 The Message

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

4.37 Message Protocols

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

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

4.37.1 The NATO Phonetic Alphabet

The NATO Phonetic 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

4.37.2 Prowords

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

ALL AFTER – Reference portion of the message after

AFFIRM – True or correct

ALL BEFORE – Reference portion of the message before

BREAK – Indication of separation from other parts of the message

CALL SIGN – Group that follows is a call sign

CORRECT – What you have transmitted is correct

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

CORRECTION – Indicates correction to previous message

DISREGARD – Transmission is in error, disregard

NOTHING FOLLOWS – Do not respond to the following transmission

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

INTEROGATIVE – What follows is a question which should be answered

MORE TO FOLLOW – More information will follow the current transmission

NEGATIVE – Transmission not acknowledged or cannot comply

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

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

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

ROGER – Transmission understood

PRIORITY - The following transmission is of elevated importance

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

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

TIME – Time that follows is the time of the message

WAIT – Transmission will pause for a few seconds

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

4.37.3 Basic Messages

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

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

4.37.4 Net Calls

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

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

4.37.5 Radio Check

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

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

4.38 Tactical Reports

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

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

4.38.1 Troops in Contact Report

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

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

4.38.2 Front Line Trace (POSREP)

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

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

4.38.3 SALUTE Report (SPOTREP)

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

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

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

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

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

Step 2 - Send the SALUTE

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

4.38.4 Status Report (ACE)

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

Ammunition is expressed as a color, percentage of initial load or an absolute value. If using a color - it should use the standard thresholds defined in early training. If using an absolute value it should use the total number of each type of rounds. For example a 200 rnd box mag would be counted as 200 whilst a 30 rnd magazine would be counted as 30. This would give a total of 230.

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

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

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

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

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

Step 2 - Send the ACE report to the callsign

- “(RX), this is (TX), ALPHA, 100 5.56, BREAK” - Ammunition
- “CHARLIE, 1 Whiskey - Red, Red, Green, 2 Kilo BREAK” - Casualties

- “ECHO, 1 AT-4, 2 explosive charges, black on claymores, OVER” - Equipment
- “(TX), this is (RX), ROGER, OUT”

4.38.5 Vehicle Report (DEFREP)

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

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

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

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

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

Step 2 - Send the ACE report to the callsign

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

4.39 Tactical Requests

Tactical requests are used to request assets or information over the radio.

Be advised that this training program does not cover Indirect Fire Requests - which are covered in the Forward Observer training program or Aviation Fire / Landing requests which are covered in the Tactical Air Controller program.

4.40 AIT Instructor Handbook

Danger: NOT FOR TRAINEE USE

This handbook is designed to be used by instructors.

We publish this information but we request that you do not read the instructor section until you have completed the course.

4.40.1 Instructor Outline

Runtime: Two classes of approximately one and a half to two hours each.

Class Size: Between 2 and 8 trainees at any one time

Instructors Required: One Instructor for every four trainees

4.40.2 Introduction

AIT 11 is designed to provide members who have just graduated BCT with a solid base knowledge with which to progress in our infantry elements. It serves as the primary introduction to our tactical mechanisms and our SOPs as well as providing members with an understanding of how further training will proceed.

AIT is also a chance for the recruit to get a glimpse of some of the more complicated roles in the unit such as leadership roles (“that is covered at a leadership level”) and specialists (“T3C leads into a full medical corps”).

Warning: If at any point a recruit reveals they have not read the documentation fully they should be removed from the session and told to apply for the next available time slot.

4.40.3 Stage 1 - Forming Up

Instructors should form recruits up in front of the 23rd Division Memorial near the barracks area. Instructors should bring a truck to this location so they can carry recruits.

Students should be greeted courteously and provided with equipment necessary for the training. Once all students have arrived instructors should load recruits into the vehicles and proceed to Live Fire area north of the Barracks.

Example: “Welcome to AIT Phase I. This is the first of two phases of training where you will learn the fundamentals of movement formations as part of a fire team, movement techniques, and introductory battle drills for reacting to contact, assaulting an enemy position, and breaking contact. Upon completion of this phase of AIT, you will understand basic concepts that will allow you to operate effectively as a member of a dismounted fire team.”

“Understand this before we start; we are aware that there are multiple methods for conducting various movements and battle drills. This training will familiarize you with the foundations of how our unit conducts these actions. There is a time and place to debate tactics and techniques and this is not it. At this time, are there any questions?”

“You will need the following equipment to conduct this phase of AIT. No other equipment is necessary or authorized for this course. Also, until the live fire exercise, there is no reason for your weapon to be loaded. Ensure that magazines are removed from your primary and secondary weapon before we move to the training area.

“Ok, at this time board the vehicle and we will move to the AIT Phase I training area”

4.40.4 Stage 2 - Safety Briefing

Instructors should clearly explain the following points to recruits:

- All weapons will be clear and on safety unless explicitly instructed to load them by an instructor.
- All live fire exercises will be done with a full awareness of the muzzle and trigger discipline will be maintained at all times.
- This training segment does not require explosive of any kind.
- Smoke grenades are the only acceptable pyrotechnic device for this training.
- If any injuries occur all training will stop and all weapons will be made safe. A medical team will be called ASAP.

At this time trainees should move to the formations area.

4.40.5 Stage 3 - Fire Team Formations

Instructors should ensure recruits have a good view of each fire team formation on display.

Each formation should be explained clearly and the tradeoff between security and speed should be discussed and assessed in each case.

Finally the instructors should get the recruit class to form up in the formations to demonstrate their layout.

Example:

“Ok trainees, we will now discuss the fundamentals of movement stances and element movement techniques. When we are complete, you will be able to move in various stances, understand the benefits of those stances, and have a basic understanding of movement techniques as part of a fire team.”

“There are five basic movement stance mechanics that you can use while conducting a movement. The first is walking pace. In this stance, you will move at a normal walking pace with your weapon lowered or holstered. Watch this demonstration.”

“Second is combat stance, weapon ready. In this stance, you will move at a slight jog with your weapon raised. This is a good stance for moving when engagement with a threat is expected as it will allow you to react quickly to acquire targets. Watch this demonstration.”

“Third is combat stance, weapon lowered. In this stance, you will move at a slight jog with your weapon at the low ready, or low carry. This is the standard movement stance. Watch this demonstration.”

“The fourth is jogging with weapon holstered. In this stance, you will move at a jog with your weapon holstered or slung on your back. This stance allows for faster movement, but limits reaction time to contact. Watch this demonstration.”

“The final stance is sprinting. In this stance, you will move quickly at a sprint for a short duration of time. This is a good stance for covering ground quickly, such as when crossing a road, or moving between cover. Watch this demonstration.”

“Bear in mind your movement will be limited based on your equipment load and effects on stamina. You will not be able to sprint if your stamina is low, and you will move slower in all stances when your stamina is depleted.”

4.40.6 Stage 4 - Fire Team Bounding

Instructors will provide trainees with instruction on the types of bounding technique - alternating and successive. Instructors should explain to the trainees what the purpose of each technique is and how to enact them.

Example:

“Ok trainees, now we will discuss bounding as a member of a fire team. If you remember from basic training, bounding is used to close with the enemy while maintaining constant fires and movement between cover. The principles are no different for a fire team, with one exception; the fire team is larger than a buddy team.”

“There are two standard bounding techniques used in a fire team; alternating, and successive bounding. Imagine that the fire team is on line and the positions are numbered from one to four. In alternating bounding, #1 and #2 will move to a position to the front and re-establish engagement with the enemy. Once set, #3 and #4 will move to a position past the other element and re-establish contact. This will continue until the team leader ceases movement. In successive bounding, #1 and #2 will move to a position to the front and re-establish contact with the enemy. Once set, #3 and #4 will move to a position on line with the other element (not past as in alternating), and re-establish contact. This will continue until the team leader ceases movement.”

4.40.7 Stage 5 - Crossing Linear Danger Areas

WIP

4.40.8 Stage 9 - Radio Communications Training

Instructors should ensure recruits have a 152 type radio on their person.

Instructors will then walk recruits through how to:

- Change Channel
- Set an alternate channel
- Change Volume
- Change Stereo settings to create multi ear effects
- Broadcast on the radio.

Once the recruits have got their radios setup instructors should explain to you this is the format and walk recruits through performing a radio check. Instructors should also ask recruits to tell them how to respond to bad radio checks.

Once a radio check has been performed trainees should be walked through ACE and contact reports over the radio.

Finally - instructors should walk through PACE contingency plans and how to deal with signal disruption. It is often useful to explain how to react in the event of radio's being jammed and scenarios that may cause that such as an EOD team deploying a THOR jammer during IED disposal.

4.40.9 Stage 10 - Tactical Combat Casualty Care

Instructors should meet recruits at the MOUT training facility.

Tactical Combat Casualty Care is taught verbally and without demonstration at the AIT level - however it should still be covered.

Start by talking through how to react to an injury. Routine pitfalls of this process include ensuring trainees understand not to render medical aid under fire and that once they begin rendering aid it should focus on bleeding control.

You should also explain that medics will not render frontline aid and that the casualty will need to be taken to the CCP for frontline medical aid.

You should also walk trainees through the concept of a battle buddy to ensure that if you are left unconscious from a wound someone is aware.

Finally walk them through applying a tourniquet with ACE and explain the handoff procedures to medical personnel (detailed below for ease of reading):

- Go to the Triage area of the CCP
- Give the medical personnel the roster number (name), element and cause of injury of the casualty.

You should run recruits through this as a role play exercise to ensure they are properly able to react to one of the team taking fire.

Warning: DO NOT DISCHARGE ROUND WHILST TRAINING T3C.

4.40.10 Stage 11 - MOUT

Danger: Ensure at the start of the MOUT section that no recruit is in possession of a live grenade and that they are exclusively holding practise grenades (blue grenades) and stun grenades.

MOUT is a long section of the AIT and should be taught in the following format. For brevity this section will not detail the exact tactics used in MOUT and you should instead refer to the training material itself for SOP on execution of a given tactic.

Start by forming recruits up at the Bleacher of the glasshouse. You should begin by explaining what MOUT is and why it poses a unique set of challenges to an infantry element.

Start by talking them through approaching a structure and the stack formation. You should then take the trainees over to the room with a central breach on the far side of the glasshouse from the bleachers.

Walk trainees through the fatal funnel and how to perform a normal breach - one without an accelerated or explosive breach.

Ensure they are able to correctly stack - set - then move onto a point of domination. Repeat this until every member of the team can correctly execute.

Once the team has successfully completed this exercise run the same exercise on the same room but with a practise grenade breach.

Danger: Ensure only practise grenades are used for MOUT.

Next move onto the room with a corner breach and ensure they are able to breach it correctly and move to their points of domination.

At this stage take them into the corridors and explain the rolling T. Instructors will have them move around the glasshouse until they are satisfied with their performance. Instructors should ensure that this movement includes movement around corners, T-intersections and four way intersections.

Once this is complete instructors should walk trainees through how to breach and secure the two central rooms of the glasshouse that present interior room and short room scenarios.

At this stage trainees should enter the glass house and proceed to the Killhouse.

Danger: Before entering the safehouse provide a full safety briefing around the use of controlled fire and check again that no one is carrying live explosives.
Trainees should clear and safety their weapons before exiting the killhouse walls and should not load their weapons until they are inside the killhouse walls.

Once inside the killhouse instructors should move around inside the rooms and on the gangways to maintain good visibility of the trainees.

Instructors should make corrections to poor technique on the fly as necessary.

Continue moving around the killhouse until all questions are addressed and the instructors are satisfied with the techniques of the recruits.

Note: Whilst moving through the killhouse instructors should ensure that trainees are tested on a variety of breaches including using flash grenades and practise grenades.

It is also a good idea to simulate some weapon failure - perhaps by getting one trainee to remove their magazine and simulate their weapon failing on entry.

4.41 Ranks and Promotions

The RRF strongly believes in the ability of rank to add depth and strength to the simulation in game. We also feel that rank should not be artificial and should in its own right command the respect that would be attributed to it - not by imposition but by acknowledgment of what the member had to do to obtain that rank.

4.41.1 Rank Requirements

Enlisted

Rank	Paygrade	Promotion Points	Time in Service (Days)	Trainings	Special Notes	Deployments
Private (PV1)	E-1	0	0	•	•	•
Private (PV2)	E-2	10	0	Basic Combat Training	•	•
Private First Class (PFC)	E-3	20	14	Any AIT Program and BCT	•	•
Specialist (SPC)	E-4	35	30	Any AIT Program and BCT	•	•
Corporal (CPL)	E-4	45	42	Any AIT Program and BCT	CPL can also be achieved by qualifying through the expedited Leadership development program.	1
Sergeant (SGT)	E-5	60	60	Any WLC Program, Any AIT Program and BCT	Promotion Board required	1
Staff Sergeant (SSG)	E-6	70	90	Any WLC Program, Any AIT Program and BCT	Promotion Board Required	2
Sergeant First Class (SFC)	E-7	100	180	Any WLC Program, Any AIT Program and BCT	Promotion Board Required	4
Master Sergeant (MSG)	E-8	150	360	Any WLC Program, Any AIT Program and BCT	Promotion Board Required	10
Sergeant Major (SGM)	E-9	200	540	Any WLC Program, Any AIT Program and BCT	Promotion Board Required	15

Warrant Officer Ranks

Rank	Paygrade	Promotion Points	Time in Service (Days)	Trainings	Special Notes	Deployments
Warrant Officer Candidate (WOC)	W-0	50	60	Any AIT Program and BCT	Assignment by Command Appointment Only	•
Warrant Officer (WO1)	W-1	50	60	WOCS	•	•
Chief Warrant Officer (CW2)	W-2	100	90	WOCS	•	1
Chief Warrant Officer (CW3)	W-3	130	180	WOCS	•	•
Chief Warrant Officer (CW3)	W-4	150	270	WOCS	•	•
Chief Warrant Officer (CW5)	W-5	200	360	WOCS	•	•

Officer Ranks

Rank	Paygrade	Promotion Points	Time in Service (Days)	Trainings	Special Notes	Deployments
2nd Lieutenant (2LT)	O-1	100	360	OCS	Awarded upon graduation from OCS by the Unit Commander.	5
1st Lieutenant (1LT)	O-2	120	90 (Time in Service in the Officer Corps)	OCS	•	2 (Deployments as an Officer)
Captain (CPT)	O-3	150	360 Time in Service in the Officer Corps)	OCS	•	4 (Deployments as an Officer)
Major (MAJ)	O-4	200	360 Time in Service in the Officer Corps)	OCS	•	10 (Deployments as an Officer)

4.42 Introduction to Branding and Recruitment

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

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

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

4.43 Our Value Proposition

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

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

Note: What is the 1st RRF?

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

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

4.43.1 Strong Foundations

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

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

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

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

4.43.2 Unique Deployments

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

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

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

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

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

4.43.3 Rigorous Training

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

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

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

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

4.43.4 Robust Structure

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

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

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

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

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

4.43.5 Efficient Systems

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

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

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

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

4.43.6 Friendly and Mature Community

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

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

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

4.44 Recruitment Postings and Guidelines

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

4.44.1 Steam

DO NOT POST MULTIPLE TIMES!

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

4.44.2 BI Forums

DO NOT POST MULTIPLE TIMES!

Bohemia have strict rules for their forums:

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

4.44.3 BI Squad Page

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

4.44.4 ARMA Clans

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

This should help to gain maximum traffic.

4.44.5 Short Form Post

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

4.44.6 Long Form Post

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

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

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

Strong Foundations

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

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

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

Rigorous Training

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

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

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

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

Deployments

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

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

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

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

A Wide Variety of Elements

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

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

Friendly and Mature Community

We pride ourselves on having an open and welcoming community.

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

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

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

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

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

or joining us on teamspeak at:

ts.1st-rrf.com

We require that applicants are:

- 18 or Over
- Have access to a Microphone and Teamspeak
- Maturity and a wish to learn

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

4.45 Handling inbound interest

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

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

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

4.45.1 Handling Steam Interest

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

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

4.45.2 Handling Reddit Interest

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

Happy Recruiting!