**SOP covered by this session:**

1. BEING AN EFFECTIVE FIRETEAM MEMBER
2. COMBAT BUDDY TEAMS
3. ROLES IN THE FIRETEAM
4. EMPLOYING BASIC FORMATIONS
5. MOVING VIA BOUNDING OVERWATCH
6. SETTING UP AND USING RADIOS
7. USING A MAP AND COMPASS
8. TYPES OF FIRE
9. RULES OF ENGAGEMENT
10. MILITARY OPERATIONS IN URBAN TERRAIN
11. DEALING WITH CASUALTIES
12. WORKING WITH HELICOPTERS
13. GENERAL UNIT POLICIES AND RULES

**Evidence required for training completion:**

1. Able to listen and respond to instruction and give appropriate instruction and help where required.

2. Able to change to appropriate colour, communicate with buddy and rest of team about buddy’s condition and movements.

3. Able to share equipment, employ basic combat life saving techniques, lay suppressing fire, throw a grenade and fire a recoilless rifle.

4. Able to keep spacing whilst moving in wedge, line and column. Perform a successful herringbone.

5. Able to use Successive Bounding Overwatch and Alternative Bounding Overwatch.

6. Able to open radio, change frequency for main radio and alternative radio. Able between speaker and headphones as well as set main radio to left ear and alternate to right.
Able to successfully respond to a radio check.

7. Able to respond the appropriate grid square for a given target.
Able to state distance between two points on the map.
Able to call out compass directions properly.

8. Understand and demonstrate the difference between point, area and suppressive fire.

**Evidence required for training completion:**

9. Able to distinguish between weapons red, orange and green.
Able to tell the difference between hostile, civilian and friendly.
Understands the 3 basic rules of ROE.

10. Understand when to use and not use grenades.
Demonstrate ‘pieing’ (pie slicing, pie-off) as a team.
Demonstrate the ‘Hook’, and the ‘Cross’ manoeuvres.
Able to effectively communicate whilst manoeuvring.
Understand and demonstrate the importance of overwhelming aggression during MOUT.
Able to ID and fire upon vertical targets.
Able to clear all rooms of the MOUT training with minimal casualties.

11. Understand and demonstrate the 4-steps for first aid.
Understand when to continue firing or seek aid when dealing with own wounds.

12. Demonstrate a complete Helo approach and load up from the side including radio comms.
Demonstrate an insertion with 360° security cover including radio calls.

13. Demonstrate an understanding of the code of conduct:
<https://unitedtaskforce.net/training/sop/basic-infantry/unit-policy>
Understand the importance of upholding the Chain of Command when in game i.e. commit to the roleplay whilst in game.

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| **Training Title:** Basic Training FTX  | **Date of Training:**Friday 10th July 2020 |
| **Training Focus/Principle Subject:** Basic Infantry Skills | **Training Length in hours:**2.5 – 3 hours |

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| **Bullet point operations order and timings:** |
| **Procedure** | **Mins** | **Description** |
| Introduction and loadouts | 10 | Welcome + rules. Sorting loadouts. Basic Ace interactions. Joining teams. |
| Buddy teams @ base | 5 | Assign buddy teams. General formation of buddy teams e.g. FTL on own or with AR + AAR, 3 remaining members in one team. Buddy guidelines: * Move with your buddy
* Communicate often: moving, firing, target spotted. If you’re covering one direction, they should cover the other, tell them.
* You are accountable for your buddy; their injuries and lack of ammo are your problem.
* If your buddy goes down you are responsible for calling it on the radio, providing first aid or covering the medic. Drop a smoke and drag/carry your buddy if need be.
* Stay alive to help your buddy. If you are unconscious, you can’t help anyone. Kill the attacker or take cover.
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| Radio setup and checks @ base | 5 | Collect radio. Ctrl+P. Setting fireteam radio left ear, squad right ear. Radio check.talking, shouting, whispering changes with ctrl+tab. |
| Dealing with casualties @ medic tent  | 15 | 1. Pulse check and triage. 2.Tournique limbs with multiple wounds. 3.Treat torso + head. 4. CPR x2 pulse check and repeat. 5. Treat limbs, remove tourniquets. 6. Patient takes their own morphine. Use elastic bandages for everything. Call for squad medic if lost a large amount of blood or non  |
| Rules of Engagement+types of fire@ rifle range | 10 | Go over the basics: Weapons Hold / Weapons Red – don’t fire Weapons Tight / Weapons Orange – only engage positively identified targets after requesting permission to fire. Halt fire when contact removed or instructed to do so. Weapons Free / Weapons Green – Fire on anything that could reasonably be a hostile target. Includes people without weapons that are using a radio to alert other hostiles or a mobile phone to set off IEDs. If unsure if a contact is hostile ask your buddy or FTL.Types of fire: have recs fire from standing, then crouched then prone. This is called ‘point fire’ where they are directly firing on a target. Also they should grasp that standing is less accurate than crouching which is less accurate than prone.Area fire: used when enemy are hidden in bushes, in dense groups or very distant. Suppressing fire: keeps a target occupied with hiding from your fire allowing a manoeuvre element to flank or move to safety. |
| Formations@ shoot house field | 10 | Explain combat pace, saves stamina but move slightly slower. Unless stated otherwise we’re always in combat pace. Press c to enter combat pace. Press ctrl twice to lower weapon and save stamina.Moving as a fireteam in a wedge, column, staggered column and line. Reminder to stick to buddy teams.Perform a herringbone manoeuvre. |
| Bounding overwatch@ shoot house field | 5 | Two different types, alternative and successive. Situationally dependent and will end up being a mix of the two most likely.Successive – group A moves ahead whilst B covers, A halts whilst B moves up to a parallel position, B then covers A. Repeats. Slow but very secure.Alternative – Group A sprints a short distance whilst B covers, then A covers whilst B runs past A. Then B covers whilst A runs past B. Repeats. Fast but less secure.Practice alternative and successive. |
| Throwing grenades@ shoot house grenade bunker | 5 | Setting grenade throw to 2xG. Using ctrl+G to swap grenade type. Using shift+G to throw grenades.Calling ‘Frag out’Calling ‘Smoke out’Calling ‘Grenade’ when it’s a bad grenade, enemy or unknown.Running away or lying down when ‘Grenade’ is shoutedkeep training grenades on hand to periodically throw at people. |
| MOUT@ shoot house and outer buildings | 30 | Use frags when certain there will be no friendly, civilian or HVT casualties.Twice we have lost a HVT due to a bad frag.Flashbangs don’t seem to work well on AI.Communication is key, Feed concise info to your buddies through shouting.Explain the importance of having someone check vertically in windows etc. 1 person in buddy team should always be checking up.Show how to stack up on a door without exposing body. Shouldering rifle on left means you can peak doors to the left.Leaning with q and e, stepping out with ctrl + A/D. combining the two. Explain that it’s slow.going high low – if high behind someone tell them so they don’t stand up into your line of fire. Stay out of the open, don’t stand in doorways, pass quickly through. Show how to hook and cross. Hook - In this, the player moves into the doorway and then immediately hooks to the side that he had been 'stacked up' on. For instance - if the player is on the right side of the doorway, he will enter through the doorway and immediately turn right. Cross - In this, the player moves through the doorway and continues opposite of the direction he had been 'stacked up'. For instance - if the player is on the right side of the doorway, he will move through the doorway and cross to the left side once inside the room.Leader will state which way they will go once inside.Importance of being fast and aggressive, don’t wait around to be flanked.Best practice: 1. Ensure your weapon is on full-automatic with a fresh mag
2. Throw a frag into the room, if available and no friendly or civilian forces are potentially inside.
3. Each player enters in sequence, engaging targets to their front as they move through and out of the 'fatal funnel' that is the doorway.
4. After moving through the doorway, each player continues in the direction prescribed by their entry type (hook or cross), clearing from his front to the corner he is moving towards.
5. Players must continue to move into their 'corner' regardless of the amount of enemy fire received - continuing to push to their corner will draw fire towards them, allowing the following members of the stack to successfully enter the room and begin engaging the enemy.
6. After clearing his 'near' corner, he continues moving towards it while pivoting to clear the wall that runs to his 'far' corner.
7. After clearing the far corner, he clears to the center of the room, then clears to the other side of the room, stopping short of where his teammate is.
8. Once the room is deemed clear, each player uses direct speaking to announce "Clear!" to his teammate.
9. From here, movement through the structure is careful and deliberate, with rooms being pied off, doorways covered, and each member of the team taking their time to carefully clear their way through.
10. Entire process should take a few seconds at most per room.

Checking fire should continuously be done, however treat sudden movements as hostile as your team’s safety comes first. |
| Map and compass@ shoot house parking | 5  | Explain grid references ‘along the corridor, up the stairs’/horizontal then vertical.Ask each person to provide the 4fig grid reference for certain waypoints noted on the map.Repeat if need be.explain the squares show 100m 1km and 10km distance. Ask individuals to provide the distances between two points.Can be used to range find in a pinch. |
| Drive to rocket range |  | Explain that herringbone is used in vehicles as well as staggered column. Have them practice one.  |
| Firing Light AT@ Mortar and rocket range | 10 | Quickly explain how the single fire launchers work i.e. reload must be performed to ‘arm’ the launcher.Then go through method of calling the contact:1. Call type of contact
2. Direction N. E. S. W or compass direction if there’s time
3. Call distance
4. Further details if needed and if there’s time. E.g. they have NVGs, are crashed, are an empty vehicle etc.

Explain that this process is what is always used when calling contacts. If in a hurry call type of contact e.g. squad sized infantry, tank, jet, helicopter etc and the direction at least.Explain that backblast can injure or kill friendlies. The javelin is the only ‘soft-lauch’ weapon we employ. Everything else is dangerous to stand behind or use in an enclosed area.Then go through the method of firing AT or AA:1. Call ‘rocket up’
2. Switch to your AT and ‘arm’ it if need be.
3. Instruct everyone to ‘clear backblast’
4. Wait for your buddy or another team member to say ‘backblast clear’ or ‘you are clear’
5. Call ‘Rocket out’ or ‘Firing’ loudly.
6. Get into cover, your buddy should be spotting for you as you are now a prime target for remaining enemy.
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| Working with helicopters | 10 | FTLs are responsible for ensuring their team secures a landing zone for the helo and marks it with coloured smoke during the day and chemlights during the night. To secure an LZ the fireteam needs to cover 360° around the LZ with overlapping fields of fire. Each member of the fireteam should be within view or shouting distance of the person to their right and left, one of these should be their buddy. When providing 360° security in any situation each person should call over the direction who they are and what direction they are facing, this ensures there are no gaps or doubling up.When in a known safe area such as your FOB there may be no need to secure the area, instead line up crouched behind the FTL with weapon in hand so you are ready to load up into the Heli when given the go ahead.Never approach the back of the helo as the tail rotor will break on your body, killing you and grounding the helo at best.When directed by your FTL move quickly to the side of the helo and load up, call ‘your name’ + ‘up’ when you are inside the helo so your FTL knows when everyone is on board.When everyone is up they will inform the pilot who will take off.When on board do whatever the pilot says, they are god and you are currently in their hands.Your FTL should tell you which buddy teams are covering which direction when you land using the helo as the reference e.g. ‘blue team take the left side of the heli, red team take the right side of the heli’. When near to the LZ the pilot will describe if the LZ is hot or cold and give you an indicator of how long til touch down e.g. ‘LZ hot 20seconds out’.When you have landed wait for the ‘go, go, go’ instruction from the pilot. When you hear it, repeat it as you get out of the helicopter and move to secure your area.Avoid the back of the helo and give good clearance at the front as helo’s often nose forward on take off. Secure your area of the 360 and await instruction. |
| End of formal training  | 2 hours so far |
| Practice session | Must have a helo insertion.Should secure an area with mixed rural and urban terrain.Should be encouraged to use formations and bounding overwatch.Must clear multiple buildings.Should give lulls in combat to repack magazines, treat wounded and prepare to go firm in their position. Possibly encourage FTL to call for a resupply.Must hold out against a counter attack using 360 security.Must do one of: Destroy vehicle, weapons cache, capture a HVT or find intel. These should be used as the mission aim depending on ability e.g. if very proficient at MOUT have players capture a HVT. If needing more AT practice have players destroy a vehicle with AT.After mission success provide intel that a large force is moving to counterattack.Must have players evac towards an appropriate of their selection for LZ for the Helo.RTBMust have a debrief at the end where at least 3 good things are said.Have players suggest where they could do better.Point out ways to improve or things to look out for. |

Total time 2:30 – 3:00 hours