

# FÖRSVÄRSMAKTEN FALLSKÄRMSJÄGARSKVADRONEN



Parachute Ranger School  
**Phase 2: Combat Training**

**2023**

## Parachute Ranger School-2

# Combat Training

29 October 2023

1. The enclosed Parachute Ranger School Publication (PRSP)-2, Version 1, PHASE 2: COMBAT TRAINING, which has been approved by the 323 Parachute Ranger Squadron Headquarters, is issued herewith. This publication is intended for Arma 3 gameplay purposes only.
2. PRSP-2, Version 1 is effective upon receipt and does not supersede any previous publications.



C Crmish  
Major, 323 PRS  
Squadron Commander



A Douglas  
Sergeant Major, 323 PRS  
Company Sergeant Major

## TABLE OF CONTENT

<b>1 - Basic Combat Skills.....</b>	<b>4</b>
1.1 - Situational Awareness.....	4
1.1.1 - Basic Rules.....	4
1.1.2 - What To Look For... At All Times.....	4
1.1.3 - What To Look For... When Expecting Contact.....	4
1.1.4 - What To Look For... During Combat.....	4
1.1.5 - What To Look For... After Combat.....	5
1.1.6 - What To Listen For.....	5
1.2 - Avoiding Friendly Fire.....	5
1.3 - Movement.....	6
1.3.1 - Individual Movement.....	6
1.3.2 - Team Movement.....	6
Traveling.....	6
Traveling Overwatch.....	6
Bounding Overwatch.....	7
1.3.3 - Crossing Danger Areas.....	7
<b>2 - Weapons Skills.....</b>	<b>8</b>
2.1 - Reloading and Ammo Management.....	8
2.1.1 - When to Reload.....	8
2.1.2 - Malfunctions.....	8
2.1.3 - Ammo Management.....	8
2.2 - Types of Fires.....	9
2.3 - Light Machine Guns.....	10
2.4 - Anti-Vehicle Weapons.....	10

# 1 - Basic Combat Skills

## 1.1 - Situational Awareness

### 1.1.1 - Basic Rules

- **Keep your head on a swivel:** While in a combat zone there are no safe places or times, you should always be scanning around you.
- **Take ownership of a sector:** When working with your Section, pick a sector to cover and make sure that your teammates know where you are looking.
- **When halted, kneel if possible and watch:** Kneeling or prone makes you a smaller target and harder to spot while stationary.
- **Avoid tunnel vision:** If you spot a target, don't forget that they are most likely not alone, avoid focusing on a target at the expense of your general awareness.
- **Check the map:** Friendly and enemy positions can be marked on the map, make sure to check often.

### 1.1.2 - What To Look For... At All Times

- **Friendly positions:** Knowing where your teammates are will help you avoid friendly fire and pick useful areas to observe.
- **Likely enemy positions:** Think about where the enemy might be waiting and minimise your exposure.
- **Cover and concealment:** Look out for areas where you can move fast for cover if you come under fire or areas where you can set up an ambush if you come upon the enemy.
- **Your teammates' observation sectors:** Let each other know where you are watching so as many sectors as possible can be covered.

### 1.1.3 - What To Look For... When Expecting Contact

- **Trees and tree trunks, bushes and shrubs:** Enemies will often position themselves around the edges.
- **Rocks, boulders, stone fences, fallen trees:** These provide excellent hard cover. Can sometimes be knocked down for concealment or to clear fields of fire.
- **Large structures and rooftops:** Common spots for snipers, machine gunners and forward observers. Air vents and stairwells on rooftops can be used as cover.
- **Edges of windows, and corners of walls and buildings.**

### 1.1.4 - What To Look For... During Combat

- **Muzzle flashes and smoke:** Muzzle flashes are visible at night or in low light, while smoke and dust can be an indication during the day.
- **Tracers:** Not all weapons can fire them, but when they are used they are highly visible and easy to track back to their origin.
- **Smoke:** Larger volumes of smoke can be produced by heavy weapons such as rocket propelled grenades or by smoke grenades used by the enemy to conceal their movement or as a diversion.

- **Dead bodies:** Enemy bodies, especially when other elements have made contact, can indicate what kind of forces the enemy was, where they were and what they were doing, and potentially give hints of their current position or objectives.

#### 1.1.5 - What To Look For... After Combat

- **Stragglers:** Always be vigilant and watch out for any survivors who may be in hiding. Clear areas before you start checking bodies.
- **Incapacitated enemies:** Always check whether enemies are dead or just injured, while you cannot execute incapacitated enemies, you can capture them.
- **Look out for explosives:** Maintain distance with your teammates while clearing bodies and watch out for satchel charges or other explosives that might have been set up on a timer or remotely detonated. If spotted, alert your teammate and vacate the area immediately.
- **Check for abandoned weapons:** if valuable weapons have been left behind this can indicate that the enemy is retreating and disorganised and will be a factor in deciding whether to give chase.

#### 1.1.6 - What To Listen For

- **Combat sounds:** Listen for weapon fire at all times and alert your team if heard. It can be a full firefight or occasionally enemy misfires. In time, it is possible to distinguish fire from different weapons and identify friendly from enemy weapon sounds.
- **Vehicle sounds:** Vehicles or vehicle types can also be identified by sound.
- **Movement sounds:** Individuals make sounds when moving around, e.g. footsteps or crunching on gravel, brushing against trees and bushes, etc. This can be particularly obvious in dense terrain and can help avoid running directly into the enemy.
- **Voices:** Becoming familiar with your teammates voices will allow you to spot voices that you do not recognize who may be coming from the enemy. This is particularly relevant when in enemy territory, but always be mindful not being lured into an ambush.

## 1.2 - Avoiding Friendly Fire

Being able to tell friends from foes is a critical skill to obtain. While this can take some practice, there are some guidelines that can be followed to prevent firing upon teammates:

- **Trigger discipline:** The most effective way of avoiding misfires and friendly fire is to always keep your finger off the trigger (*or mouse button*) unless you intend to fire right there and then. *When Alt-Tabbing for any reason, make sure to bring up your map or the menu first, as Arma can interpret any clicks when Alt-Tabbing back as firing.*
- **Think before firing and establish positive identification:** If you are not completely sure that what you are looking at is an enemy, hold fire and consult your Section Leader. Look at uniforms, gear and weapons, as occasionally you could see friendlies in enemy areas. Also be mindful of not giving your position away if you are not being spotted or fired upon.
- **Know where friendly elements are and let your team know where you are.**

## 1.3 - Movement

### 1.3.1 - Individual Movement

How you move while in combat zones can make all the difference when spotted by the enemy. Some useful guidelines are:

- **Move between covers and concealments:** *concealment* stops the enemy from seeing you, while *cover* stops the enemy from hitting you. Keep in mind some weapons can fire through some types of cover. Use stance adjustment and leaning to avoid exposing yourself more than necessary.
- **Maintain good interval:** Staying 5 to 10 metres away from your teammates will help minimise the impact of any explosives and bursts of fire.
- **Conserve stamina:** While your Section Leader will indicate the speed to use while in formation, avoid sprinting where possible and take breaks to recover your stamina. Low stamina can impact your ability to fire or get out of danger.
- **Pick an appropriate speed:** Choose whether to walk or jog and whether to keep your weapon up depending on your environment and the expected threat.
- **Take a knee or go prone when halted.**
- **Know what to do:** Always look around you for covers and concealments that you can quickly move to if fired upon.
- **Use individual rushes:** If there is no cover available and you must move under fire within tall grass or bushes, you can make yourself harder to fire upon by sprinting forward briefly and then diving prone and rolling on the ground so enemies cannot track your position.
- **Avoid skylining yourself:** Avoid walking on the highest points of the terrain so that your outline isn't visible against the sky. If you must cross a ridge, go low or prone and use any cover available e.g. vegetation.

### 1.3.2 - Team Movement

There are three main movement techniques that can be used as a unit. It is always important to pick a type of movement based on the situation and the environment and finding a balance between speed, flexibility and safety.

#### Traveling

This is a technique used only when contact is unlikely and speed is the main concern. Using this technique, the whole formation moves continuously from A to B. This is a relatively dangerous form of movement and all players should remain on high alert.

#### Traveling Overwatch

This technique generally applies when moving as part of a Platoon although it can be adapted to use as a Section, and can be used when contact is possible but not expected imminently. There is a leading element and a trailing element that can move up to 300 metres behind depending on terrain to allow for manoeuvres and to decrease the potential damage caused by an ambush or an explosion. The trailing element can position itself to be able to provide overwatch and suppression or so that it can flank the enemy in the event of contact.

### Bounding Overwatch

This is one of the most common modes of movement as infantry and can be used when contact is expected. It is similar to the Traveling Overwatch, but one stays stationary and provides overwatch while the other element moves. There are two possible options:

- **Successive Bounding Overwatch:** The slower version of this mode. After the first element moves, the second element moves up to it but no further. This provides additional security.
- **Alternating Bounding Overwatch:** Instead of lining up at the end of movement, the moving element moves past the stationary element before stopping to allow the other element to pass them in turn. This is slightly less safe, but faster than the Successive method.

### 1.3.3 - Crossing Danger Areas

Special care is required when crossing exposed areas such as roads and bridges, as these offer excellent lines of fire for machine gunners and snipers as well as great locations for ambushes. Bounding overwatch can be adapted for use in these situations.

At least half of the force should operate as a security element, spreading out and finding concealed positions for overwatch, as well as watching the rear and flanks. A small element can be sent across under this cover to check for enemy forces and other dangers and then set up to cover crossing elements. Once security is set up on both sides and the scouting element has made sure the area is clear, the rest of the element can cross one at a time.

If crossing under fire, crossing elements should move behind a smoke screen where possible and the security elements should provide suppression fire.



## 2 - Weapons Skills

### 2.1 - Reloading and Ammo Management

Knowing where and when to reload can be critical during combat. Some basic guidelines to follow are:

- **Use cover and concealment:** If you are able to, always move to cover before reloading to avoid being caught out in the open, or if necessary reload as you move towards cover. If you have no choice but to reload in the open, try to conceal yourself by kneeling or going prone.
- **When appropriate, let your teammates know:** If you are providing a large part of the team's firepower and will take a significant amount to reload, e.g. using a Machine Gun, you should call out to your teammates and let them know what weapon you are using and what you're about to do so they can react.

#### 2.1.1 - When to Reload

Weapons can be reloaded once they're empty (dry reload) or when partially empty (tactical reload). Which to use depends on the situation and danger levels.

Dry reloading is acceptable if you are firing upon a target as part of an element with serious firepower, as taking a few seconds to reload is unlikely to make an overall difference. However, it is still important to be aware of your positioning and avoid remaining exposed.

Tactical reload is the best option when fighting close to the enemy, as running out of ammo while face to face with the enemy is likely to result in death. Some situations where tactical reload is a must include Close-Quarters Battle (CQB) such as clearing rooms in a building, or when about to assault an objective.

#### 2.1.2 - Ammo Management

Players must always keep track of the amount of magazines they are carrying and how many bullets are left in each, so that they can alert the Section Leader if running low.

When doing tactical reloads, players should not discard the half full magazines resulting from it, as magazines can and should be repacked once out of danger.

Riflemen can carry up to 7 magazines for their rifles unless explicitly instructed to carry more. If down to 3 magazines, players should let their Section Leader know so that a resupply can be arranged if possible.

While not advised unless there are no other options, players can pick up enemy weapons. This can cause confusion when identifying targets and can attract friendly fire, so it is important to always ask the Section Leader before using any enemy weapons.



### 2.1.3 - Malfunctions

The same guidelines that apply to reloading apply to fixing weapon malfunctions: always do so in cover where possible, and let your team know if you're playing a critical role in a firefight.

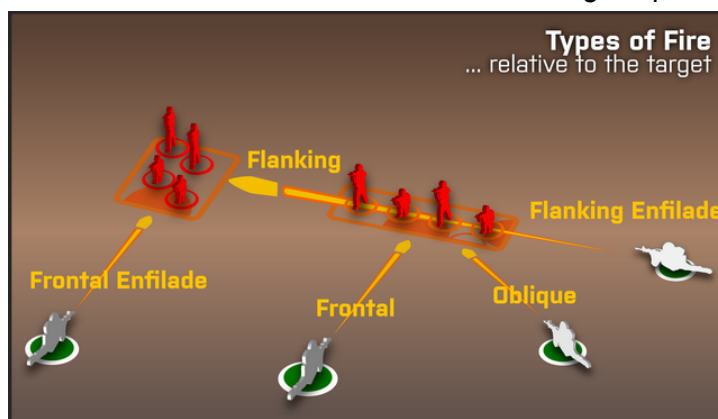
Weapons become hot as they are fired, in some cases leading to jams and overheating. Jams can be cleared through self interaction. Overheating should always be avoided by minding your rate of fire, especially when using heavy weapons such as Machine Guns. Barrels can be cooled with water or swapped if needed, but ideally this should never be required during normal operations. Some weapons can cause ammunition cookoff.

## 2.2 - Types of Fires

- **Point Fire:** This is deliberate fire onto a target that you can see and aim at directly. It is most effective when aiming each shot, although it can be used at a faster rate if required. It is usually done against targets that are very visible, such as enemies ambushed in the open or soft-skinned vehicles on the road. Can also be used against specific targets such as bunkers.
- **Area Fire:** This type of fire is used against enemies that are obscured or at an ineffective range. Players can shoot at suspected or likely hiding locations or spraying at longer distances. The critical element of this type of fire is high volume and rate although not as fast as suppressive fire, to increase the likelihood of hits.
- **Suppressive Fire:** This is primarily used to stop the enemy from returning effective fire. It is done at a higher rate and volume to force the enemy to take cover. This can be used to cover elements or to keep the enemy down while another element flanks them.
- **Indirect Fire:** This is firing on locations that require a steep trajectory, such as behind hills or other landscape features. It is generally done using grenade launchers or mortars. Its main objective, as with suppression, is to stop the enemy from returning direct fire.

Fire can occasionally be used to flush enemies out of an area when stealth is not required. When used from a defensive position, it can also cause enemies to fire back, revealing their own positions.

Fires can also be classified relative to the target's position:



## 2.3 - Light Machine Guns

On some occasions, Section Leaders may ask Riflement to carry an M249 Light Machine Gun to increase the Section's fire power. These weapons are great for suppressing the enemy but require good positioning to be as effective as possible.

The best way to use any machine gun is in bursts of 6 to 8 rounds with a pause in between, although longer bursts can be used when the enemy is close. However, machine guns overheat, so it is important to always be mindful of the rate of fire. Machine guns also burn through ammunition fast, even though machine gunners have much bigger ammunition allowances and can have an assistant carrying additional boxes.

The main objective for a machine gunner is to return as heavy of a volume of fire as possible upon receiving enemy fire, to achieve fire superiority and allow the rest of the team to position themselves better. However, positioning is key and operators should always be on the lookout for better positions depending on the terrain and the enemy positioning.

## 2.4 - Anti-Vehicle Weapons

If contact with enemy armoured vehicles is expected, Section Leaders can choose to have riflemen carry Anti-Vehicle weapons. These weapons come with specific dangers to bear in mind:

- **Backblast:** Many Anti-Tank weapons expel hot gases from the back when fired in a cone-shaped pattern. This area becomes extremely dangerous to other players who may be incapacitated or killed. Because of this, gunners are responsible for ensuring the area is clear by yelling "clear backblast" and visually checking that the area is clear. Once any teammates have moved out of the danger zone, they should let the gunner know that "backblast is clear", who will then yell "firing" before firing the weapon.
- **Enclosed spaces:** While some weapons are specifically designed to be safe to fire from an enclosed space, most are not. Most Anti-Tank weapons should never be fired from enclosed spaces such as out of windows.

Riflemen will generally only be required to carry Light Anti-Tank weapons unless they have received specific training. These should not be used on heavily armoured parts of vehicles, such as front tank armour, but can be used against light vehicles or against wheels and tracks to "mobility kill" a vehicle.