

FÖRSVÄRSMAKTEN FALLSKÄRMSJÄGARSKVADRONEN



Parachute Ranger School
Phase 1: Basic Knowledge

2023

Parachute Ranger School-1

Basic Knowledge

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1. The enclosed Parachute Ranger School Publication (PRSP)-1, Version 1, PHASE 1: BASIC KNOWLEDGE, 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-1, Version 1 is effective upon receipt and does not supersede any previous publications.



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1 - Rules of Engagement

The Rules of Engagement (ROE) describe the specific circumstances in which armed forces will enter into and continue combat with enemy forces. Universal ROE apply at all times unless specified otherwise during missions. They are as follows:

- **Always act in defence of yourself and your teammates:** You do not need to ask for permission to fire when the enemy is about to engage you or a friendly.
- **Always return fire when fired upon:** While you must always identify targets before engaging, do not hesitate to engage when the enemy is engaging you.
- **Where time allows it, request clearance:** When you have the initiative, always communicate with your Leader when possible to allow leadership to maintain control of the situation and give your teammates a chance to reposition before engaging.

1.1 - Laws of Armed Conflict

ANY BREACHES OF THESE RULES WILL BE SUBJECT TO PUNISHMENT

The Laws of Armed Conflict (LOAC) or International Humanitarian Law (IHL) form part of the ROE and are underpinned by treaties such as the Geneva Conventions. Its underlying principles are as follows:

- **Humanity:** The infliction of suffering, injury or destruction not necessary for the accomplishment of legitimate military purposes is forbidden.
- **Military Necessity:** Only the minimum necessary force must be used by parties to a conflict to achieve legitimate purposes while minimising the expenditure of life and resources.
- **Distinction:** Parties to a conflict must distinguish between combatants and civilians at all times. Attacks may only be directed against combatants, never civilians.
- **Proportionality:** Launching an attack that may cause excessive loss of civilian life and/or damage to civilian objects in relation to the anticipated military advantage is forbidden.
- **Precautions:** Care must always be taken to spare the civilian population and civilian objects, taking all feasible precautions to avoid and minimise loss of civilian life, injury to civilians and damage to civilian objects.

The relevant rules of IHL are:

1. Persons outside of combat and those not directly participating are protected.
2. It is forbidden to kill or injure an enemy who surrenders or is outside of combat.
3. The wounded and sick must be collected and cared for by the party in control of them. Medical personnel, establishments, transports and resources are protected when marked by the Red Cross, Red Crescent and Red Crystal. Misusing these symbols is forbidden.



4. Captured combatants are protected against all acts of violence and reprisals and have the right to receive medical attention.
5. Physical or mental torture, corporal punishment or degrading treatment are forbidden.
6. Weapons or methods of warfare that may cause unnecessary losses or excessive suffering are forbidden.
7. Attacks against the civilian population and property are forbidden.

1.2 - Captured Persons

Understanding how to handle Captured Persons or CPERS is key to upholding the LOAC and beneficial to the success of the mission. CPERS are usually enemy combatants who are either unwilling or unable to continue fighting, individuals apprehended for security reasons, and individuals apprehended for committing a criminal offence.

There are three types of CPERS:

- **Prisoners of War:** These are distinguishable combatants, who can be identified as such by their clothing or gear. They are to be held accountable to international law and to the LOAC, and captors are responsible for reporting incidents. However, they are immune to punishment for warlike actions committed within the LOAC before capture. Insurgents, Guerrillas and Militias may be categorised as PoW should they distinguish themselves from civilians visually and adhere to the LOAC.
- **Internees:** These are civilians apprehended temporarily for security reasons and who should be released as soon as the reason for their internment ceases to exist, e.g. civilians on friendly occupied territory or civilians who may jeopardise the mission.
- **Detainees:** These are civilians who have committed or are suspected of committing a criminal offence. Mercenaries and individuals who are neither PoW or Internees are considered Detainees.

All CPERS are to be given a minimum standard of treatment and care. The safety of teammates and captives should be prioritised alongside mission objectives. The most important points of controlling a CPERS situation is the “Three Ss”:

- **STOP:** Apply the best methods of stopping and restraining a CPERS correctly.
- **SEARCH:** Remember which individuals should be searched and what should and shouldn't be taken from them.
- **SAFEGUARD:** Once captured, you are responsible for a CPERS' treatment and safety.

The acts prohibited against CPERS are:

- Violence to life, health and physical or mental well-being.
- Interrogation, although questioning is permitted.
- Taking of possessions for unofficial purposes.
- Unauthorised trial.

1.2.1 - Search and Confiscation

CPERS should only be searched for security purposes and operational integrity. Internees captured for their own safety have no reason to be searched, while Detainees should be searched for items that may cause harm. Protective equipment and personal items must never be removed unless absolutely necessary. Items that should be removed include:

- Explosives and pyrotechnics.
- Weapons.
- Maps and intelligence.
- Communications equipment.

1.2.2 - Storage and Movement

CPERS must be kept away from firing positions if possible, and guarded as regularly as possible in the situation. The person in charge of a CPERS must know at all times what the plan is for them, where their equipment or any intel is being stored, when they were captured and when they should be moved.

CPERS should only be moved if strictly necessary and after communicating this to friendly forces to avoid any incidents. A plan of movement must be in place before commencing to ensure their safety and that of the soldiers responsible for them. Prisoners may be placed in protective equipment if necessary or vehicles may be used.

2 - Working as a Section

Each Ranger Section is composed of eight players: a Section Leader and 7 subordinates. The Section Leader is under the command of the Platoon Leader, who operates under the Company Commander alongside the leaders of other Platoons.

While each member of a Section plays a different role, it is key that they operate as one cohesive unit to be combat-effective.

2.1 - Basic Responsibilities

Regardless of their role within their Section, all players must:

- **Know their Section:** Players must know which Section they belong with and its structure, and they must be familiar with who their Section Leader and combat buddies are. Players must be able to recognize their Leader and buddies on voice comms. The makeup of each Section is available in the ORBAT.
- **Follow the Section Leader directions:** Leaders are responsible for keeping their Section alive and fit for combat while accomplishing their task, players must stick to their Section and listen to their Section Leader's orders.
- **Abide by the Rules of Engagement:** The Rules of Engagement define which forces may engage and when. Players must know and understand the ROE and follow them at all times. Players must also maintain fire discipline at all times and may only engage enemy forces with appropriate clearance from their Section Leader.
- **Maintain situational awareness:** Players are responsible for knowing their position relative to friendly and enemy forces at all times. They must be able to move as a team, maintain appropriate distance from other players to avoid bunching, and must take responsibility for covering a sector as part of 360° security.
- **Know and call out enemy targets:** Players must be able to accurately identify and call out enemy forces via voice comms. If in doubt, players must consult their Section Leader and wait for clearance to engage.
- **Use comms appropriately:** All Players must be familiar with comms protocols, speak with brevity to avoid cluttering voice channels, and know how to make calls in the appropriate format, e.g. 9-line MEDEVAC request.
- **Avoid crossing lines of fire:** Players must always be mindful when moving around other players during firefights. Everyone is responsible for keeping themselves safe by making their teammates aware when crossing their lines of fire, and only doing this where necessary.
- **Work with your combat buddy:** Players must look out for their combat buddy at all times and ensure they remain aware of where their buddy is and their status.

2.2 - Working in buddy Teams

All Players within a Section will be assigned at least one combat buddy. These groups are generally set but can be changed around where necessary. A typical example of a buddy team is an Automatic Rifleman and their Assistant.

Each member of the buddy team is responsible for:

- **Sticking together:** Buddy teams should always move together and be aware of where each member of the team is at all times.
- **Communicating with each other:** Players should always let their buddy know what they are doing so that they can watch and cover.
- **Maintain accountability:** When moving or changing positions, players are responsible for ensuring that their buddy is up and coming with them.
- **Aid each other in combat:** If a member of the buddy team goes down, the other members of the team are responsible for aiding them or finding help. Buddies can drag each other out of danger, carry each other to a medic, or use smoke to conceal their position. The following guidelines apply:
 - **Never put yourself at risk:** If the situation does not allow you to help without putting yourself in danger, work towards making it safe by killing or suppressing the enemy.
 - **Assess your buddy's status:** If your buddy is hit, your reaction must be proportional to their status. Dead teammates do not require immediate medical attention, while severely injured teammates might die without a fast response from their Section.
 - **Communicate with the Section:** If your buddy goes down you must call to the rest of the Section to ask for cover and request help from the Section medic.

2.3 - Roles within the Section

In addition to the basic responsibilities, each role may have additional responsibilities as follows.

2.3.1 - Section Leader

The Section Leader is responsible for leading their team from the front and acting as an example for their subordinates. Section Leaders work under the leadership of their Platoon Leader and must ensure that their subordinates understand what they are doing and why. During combat they are responsible for ensuring the safety of their Section.

They can carry an underbarrel grenade launcher to fire at significant enemy positions, provide a smoke screen for their Section, or use specific smoke grenades to mark positions or provide illumination at night.

2.3.2 - Assistant Section Leader

Assistant Section Leaders act as their Section Leader's second-in-command. Section Leaders may delegate leadership tasks on their 2IC, who must be ready to take command of the Section should the Leader be incapacitated.

2.3.3 - Radio Telephone Operator

The Radio Telephone Operator is a Rifleman who is qualified to carry and operate a Long Range radio backpack. Their task is to handle part of a Section's comms to avoid a bottleneck.

2.3.4 - Marksman

The Marksman is a Rifleman who can support the Section by engaging an enemy at a longer range than normal if required by the Section Leader. They are allowed to carry longer range optics, can act as overwatch for their Section and, while in combat, they can eliminate high-priority targets.

2.3.5 - Support Rifleman

Each Ranger Section may have two Support Riflemen. When required they can work together to operate heavier weapons, such as Heavy Machine Guns, often acting as a buddy team. Each Support Rifleman must be prepared to act as either Gunner or Assistant and take control of the weapon if the Gunner is incapacitated.

2.3.6 - Breacher/Explosives Expert

The Breacher or Explosives Expert is a Rifleman qualified to use or disable different forms of explosives, such as anti-vehicle mines, anti-personnel mines and breaching charges. When using explosives, they are responsible for warning their teammates and ensuring the area is clear before triggering a detonation.

2.3.7 - Combat Medic

A Section's Combat Medic carries medical supplies and is trained to provide basic medical care to their teammates. While all Riflemen must be able to provide basic first aid, Combat Medics are able to administer medication, use tools such as defibrillators, and their priority is providing medical aid when needed.

Combat Medics may occasionally be required to provide medical care to captured enemy combatants and civilians.

3 - Gear and Readiness

Readiness levels are as follows:

Combat readiness	Meaning
1	Entire unit is ready for battle.
2	Half the unit is ready for battle.
3	Sentry/support gunner is ready for battle.
4	Sentry is ready for battle

March readiness	Meaning
Ready for march Command: “Ready for march!”	<p>The unit is ready to march, meaning:</p> <ul style="list-style-type: none"> - Personal equipment is organised and packed. - Other equipment is loaded and prepared for the march. - Vehicles are ready to move, and engine tests have been conducted. - Camouflage should be broken. - Personnel are on board (including sentries and scouts). - The vehicle commander may, as determined by the commander, remain outside to provide clearance and guide the vehicle onto the road.
00 min (h) march readiness	The march should be able to commence no later than within the specified time after receiving the order.

4 - Land Navigation and Movement

Players are responsible for knowing where they are and remaining aware of friendly and enemy positions around them. While most of the time electronic tools are available, such as GPS, knowing how to navigate without them is key.

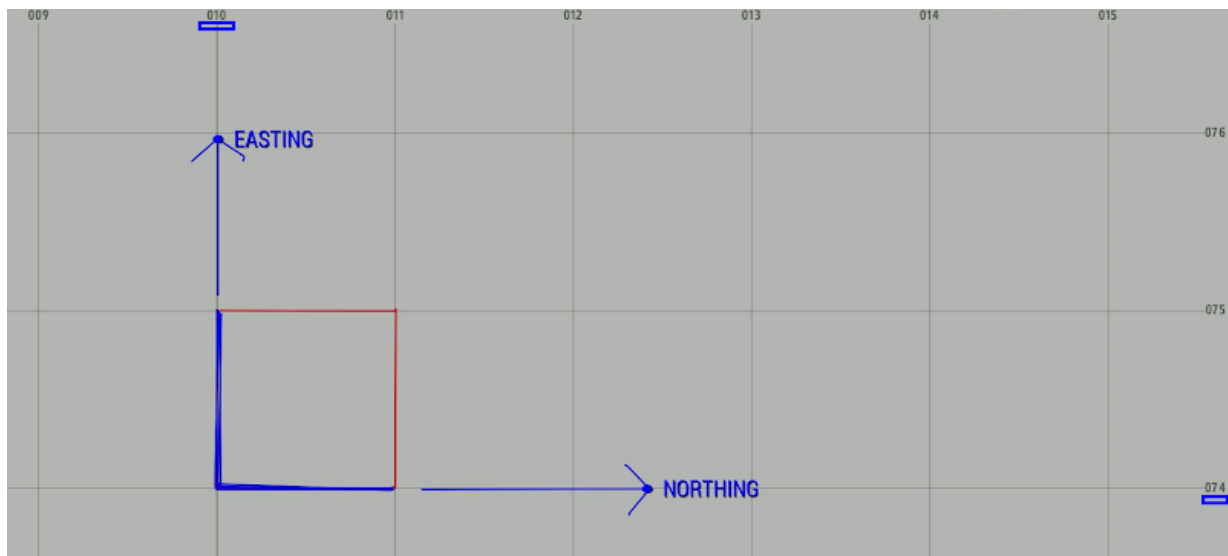
4.1 - Using the Map and Map Tools

You can use ACE Interact > Map Tools > Show Small Map Tool to bring up the Map Tools on your Map. You can use Left Click and drag to move it around and ALT + LMB to rotate it. The compass is working and points North.

4.1.1 - Digit Grid References

Coordinates on the map can be given in 4, 6, 8 or 10 digits, precision increasing with the number of digits. The squares on the map grid are standardised to 100m x 100m and are numbered. For normal use, 6 digits of precision is enough.

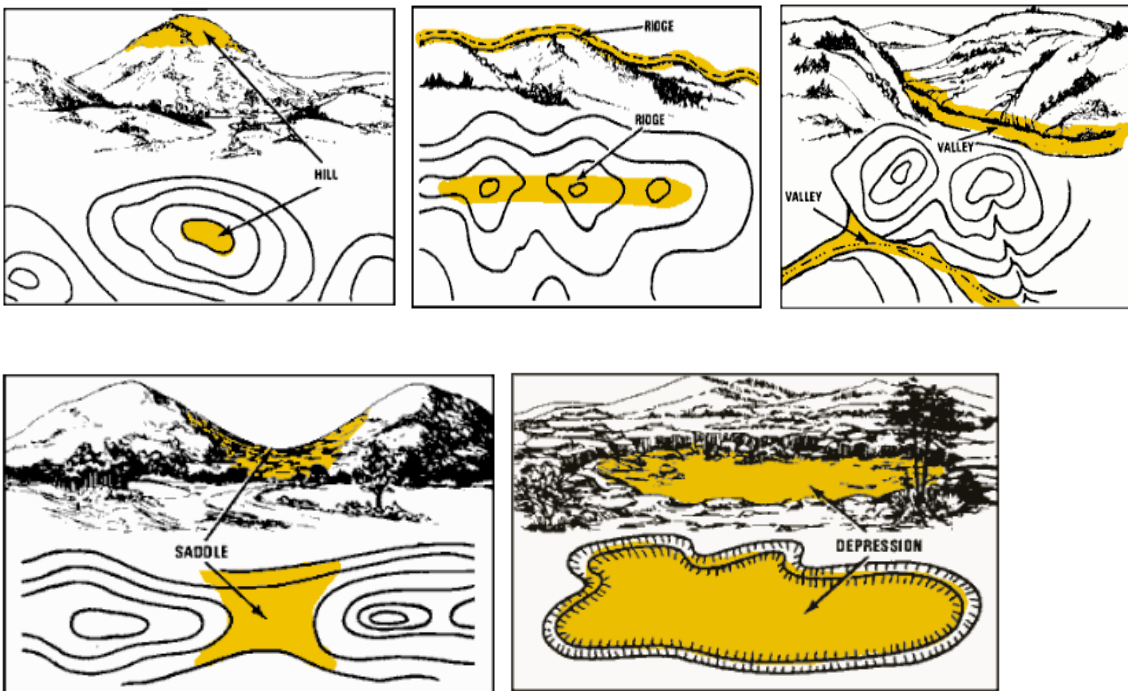
The numbers at the top of the map are Eastings, and the numbers on the side Northings. Eastings are given first, then Northings. To identify a grid square use the Easting and Northing forming the bottom left corner. In this example, the square grid reference is 010 074.



4.1.2 - Land Features

The main land features that can be used as landmarks or identified in a map are:

- **Hill:** a point or small area of high ground, the ground slopes down in all directions from the hilltop.
- **Ridge:** a line of high ground with height variations along the crest, all points of the crest are higher than the ground on both sides of the ridge.
- **Valley:** level ground bordered on the sides by higher ground, and may or may not contain a stream course.
- **Saddle:** a dip or point along the crest of a ridge.
- **Depression:** a low point or hole in the ground, surrounded by higher ground on all sides.

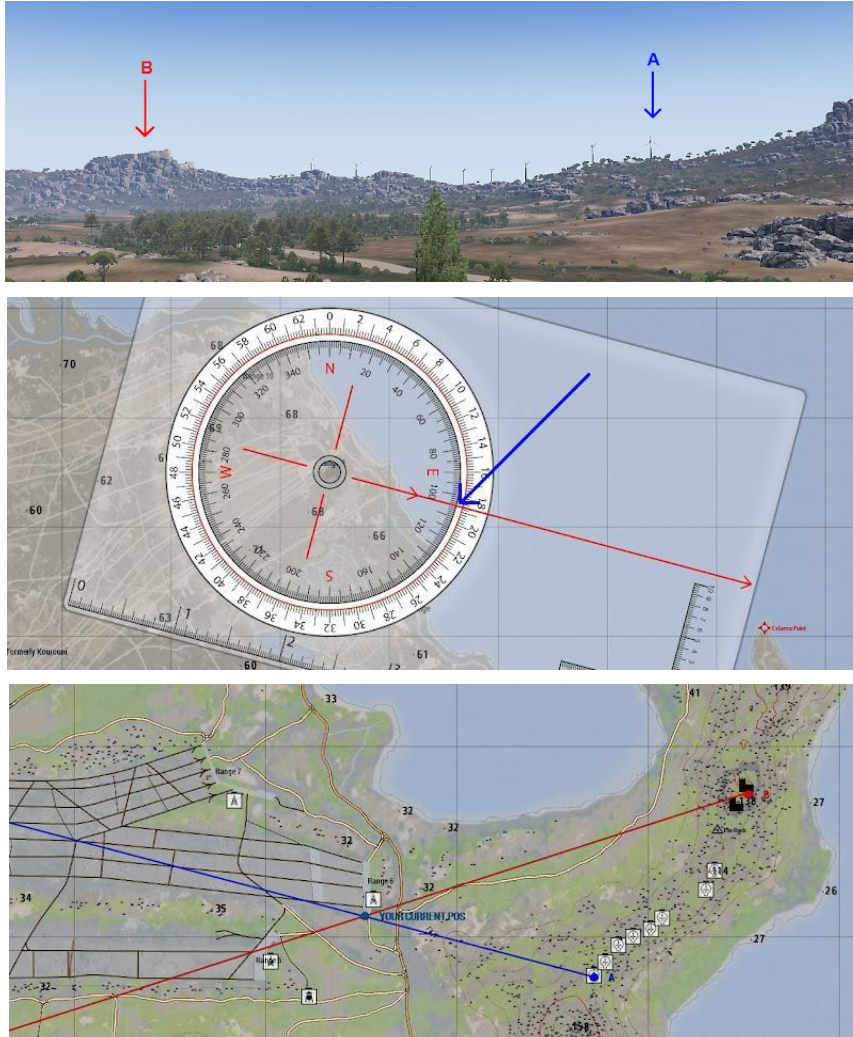


4.1.3 - Intersecting Line

Intersecting lines can be useful to find your current location by drawing lines following your bearing from at least two landmarks you can see.

You can find your bearing by looking at the landmark and using either your compass or your binoculars. For the following example, point A is 105° and point B is 73° .

You can align your map tool with the landmarks bearings one at a time and draw a straight line through them, the point where they intersect being your current position.



4.2 - Moving as a Unit

The Section must be able to move together, maintaining a formation and correct spacing. The formation is determined by the Section Leader, depending on the mission, the terrain and other variables. When moving, the Section Leader will also indicate the pace, direction, and whether to carry guns up or down. Some of the common formations a Section Leader might indicate are:

- **File:** Primarily used when operating in limited visibility and when dealing with mines.
- **Column:** Allows for very rapid movement with players lining up in two parallel files. Great for when no contact is expected and can be used to move fast along roads. Columns should be staggered so that no two players are lined up. Can also be doubled, alternating sides every two players.
- **Wedge:** Good for observation and security and can be used in most situations, especially in open areas where contact may come from any direction.
- **Line:** Used for advancing towards known or suspected threats as fire is focused towards the front, but can be vulnerable to flanking.

Other formations that may be used occasionally are:

- **Y-Formation or Vee:** Reversed wedge formation, good when expecting contact from the front as it still places most of the fire forward, but offers some flexibility if committing to a line formation is not desirable.
- **T-Formation:** Formed by combining a line at the front with a column behind it, to keep a high volume of fire facing forwards, while allowing some elements to move fast and maintain observation on the flanks.
- **Echelons:** Half wedge formations left or right can be used when contact is expected on either side of the direction of travel.

While in any formation, maintaining 360° security is vital to ensure the safety of the team. Each player within the formation must take responsibility for watching a sector, including the rear.

5 - Communications

Knowing when and how to use voice communications is critical in order to operate cohesively, both within the Section and when working along with other elements. All players must be able to use communications appropriately to report contacts and casualties. All uses of voice communications must use:

- **Brevity:** Do not use more words than you need. Communication speed is important during a fight and all players must be careful not to block communications for longer than necessary.
- **Clarity:** Use clear language and defined tactical terms. It is also important to make sure that you are speaking at an appropriate volume and that your equipment works correctly.
- **Confirmation:** Always confirm that you have heard orders or read them back so that the Section Leader knows that you have understood.
- **Alert and Identify:** Use keywords appropriately to ensure other players are paying attention and know who is being addressed. You must always identify who you are and who you are speaking to. You can also state your callsign and the intended recipient and wait until they confirm they are listening before conveying the rest of the message.
- **Formats:** Everyone should be familiar with standard reports and requests, such as SITREPs, CASREPs, and CASEVAC requests.
- **Caution:** Be mindful when using direct speaking when operating near enemy elements who can hear you, especially during close quarter encounters.

Report and message formats are available in Communications SOPs and all players should be familiar with them, but the key components to remember for communications within a Section are:

- **Alert:** Start by getting your teammates attention by using “contact” or “sighting”. An enemy that is seen but not engaging is a sighting.
- **Orient:** Give quick directions to get the Section looking in the right direction. These are quick basic directions, can be given using general compass bearings (e.g. “north”, “north-west”), specific compass bearings in degrees, or directions relative to the direction of movement only if the Section is moving in formation (e.g. “left”, “rear”). If the target is close, state so or give an estimate of range (e.g. “close”, “100 metres”).
- **Describe:** State the type of enemy seen (e.g. “infantry”, “APC”), how many there are, and if there is any specific equipment (e.g. “AT gunner”, “machine gun”).
- **Expound:** Give any further information and be more specific if possible, e.g. range as exactly as possible, exact bearing, activity, specific positioning.

During firefights and when dealing with close sightings, the priority is to get this information across to your teammates, more specific reports can be given later in the appropriate format.

6 - Sights and Ballistics

6.1 - Sight Usage

Once fired, bullets are affected by multiple variables, such as gravity and air resistance. This causes bullets to follow an arc and drop off after a certain distance.

To maximise chances of hitting an enemy target, the ideal sight picture is the centre-of-mass hold, where the sight is aligned with the target's upper chest area or the centre of their visible mass. While attempting headshots can be tempting, the priority should be to incapacitate as fast as possible.

When shooting at longer distances, "offset aiming" might be required, aiming over or to the sides of the target to account for the bullet's trajectory. Ironsights can generally be adjusted to whatever range is expected, while fixed red dots and magnified optics might instead have a Ballistic Drop Compensator or BDC reticle consisting of a series of marks underneath the central dot to represent a range. They are often labelled in hundred of metres, and can be used to find an adequate offset depending on the distance. It is generally better to shoot low and travel upward as bullets impacting on the ground will be visible.

Some optics, such as the PSO-1, offer additional tools such as stadiametric rangefinders. They are designed so that a person measuring 1.7m fits between the lines.

Shooting at moving targets will also require an amount of lead to account for bullet travel time. Targets running at shallow angles require less lead while perpendicular movement will require larger leads.

It is also important to remember that, with some weapon and optics combinations, the optics sit at a higher point than the rifle bore, giving the impression of a clear line of fire while instead shooting into the ground or into an obstacle. This tends to be more relevant with the backup sights on top of a scope.

6.2 - Improving Accuracy

There are several factors that can influence fire accuracy:

- **Stance:** Crouching and prone stances are more stable and accurate than standing.
- **Stamina:** Low stamina will cause sights to drift until recovered.
- **Breath control:** Holding breath for a short amount of time can improve accuracy, but holding for too long will cause instability.
- **Wounds:** Taking damage, particularly to the arms, will cause sights to drift until healed.
- **Support:** Resting the weapon on a surface or using a bipod improves accuracy.

7 - Basic Medical Aid

All players must be able to provide TCCC as First Aid. Sections only have one Combat Medic, so it is key that everyone is able to give their injured teammates the best possible chances of survival until a Medic or MEDEVAC can get to them. It is also critical during mass casualty situations where the Medics will be focused on aiding high priority cases.

7.1 - Tactical Combat Casualty Care (TCCC)

There are 3 stages to TCCC:

- **Care Under Fire (CUF):** This is the first aid given during engagements. It must be limited to the most basic of procedures. Only treat casualties after obtaining fire superiority.
- **Tactical Field Care (TFC):** When no longer receiving effective enemy fire, the TFC phase is entered, allowing more medical intervention. Medical personnel are responsible for activity inside the casualty collection point (CCP) and leadership is responsible for activity outside the CCP. Basic life support (cardiopulmonary resuscitation or CPR) is typically not performed in combat.
- **Tactical Evacuation Care (TEC):** During this phase tactical evacuation (TACEVAC) is requested to move the casualty so they can receive further medical treatment. This can be via a MEDEVAC-dedicated vehicle (MEDEVAC), or a non medical-vehicle (CASEVAC). A 9-Line MEDEVAC request must be made and ground ambulance exchange points can be established.

7.2 - Triage

Triage is critical to enable Medics to quickly attend to critical injuries and should be done where possible. It can be conducted as a series of steps:

1. Is the patient **walking**?
 - a. Yes: Mark as **PRIO 3**.
 - b. No: Step 2.
2. Is there a life-threatening **limb bleed**?
 - a. Yes: Use a tourniquet and mark as **PRIO 1**.
 - b. No: Step 3.
3. Is the patient **breathing**?
 - a. Yes: Step 4.
 - b. No: Open and control airways and check for breathing again:
 - i. Breathing: Put in the recovery position and mark as **PRIO 1**.
 - ii. Not breathing: During combat mark as **PRIO 4**, otherwise start **CPR** and mark as **PRIO 1**.
4. Check **respiratory rate**.
 - a. < 10 or > 30: Mark as **PRIO 1**.
 - b. 10 to 29: Step 5.
5. Check **pulse rate** and **AVPU** (Alert, Voice, Pain, Unresponsive):
 - a. 120+ and PU: Mark as **PRIO 1**.
 - b. < 120 and AV: Mark as **PRIO 2**.

7.3 - Basic Treatment

To remember the order in which to give First Aid, there are two common acronyms:

- **MARCH:**
 - **Massive Haemorrhage:** Treat any large bleeds first, using **tourniquets** on limbs and **bandages** on head and torso.
 - **Airways:** Place the patient in the recovery position, then check whether the airways are **occluded** or **obstructed**.
 - If **occluded**, use an **Accuvac** if available or **turn the head**.
 - If **obstructed**, stay close to the patient and **hyperextend the head**.
 - Otherwise, if **clear**, a Guedel Tube may be used to maintain.
 - **Respiration:** listen to the patient's breathing to check whether it is **shallow** or whether there is **none**.
 - If **shallow**, apply a **chest seal** to treat pneumothorax. If the patient has a chest wound and you cannot tell whether the breathing is shallow, it is best to apply just in case.
 - If **none**, check whether the patient has a **heart rate** at all and initiate **CPR** if not. Otherwise, return to **Airways** to ensure there are no new obstructions or occlusions. If this does not resolve, there is a possible haemothorax or tension pneumothorax which must be treated by a Medic.
 - **Circulation:** Infuse fluids where needed, performed by Medics.
 - **Hypothermia/Head injuries:** for Arma purposes, **splint** any broken limbs during this phase and provide pain relief if needed.
- **(C)ABCDE:**
 - **Catastrophic Haemorrhage.**
 - **Airway.**
 - **Breathing.**
 - **Circulation.**
 - **Disability:** assess patients using AVPU, check for head injuries.
 - **Exposure:** check for visible injuries and fractures that can be splinted and provide pain relief if needed.