

323rd Parachute Ranger Squadron, FJS

PHASE 0 SETTINGS AND KEYBINDS EQUIPMENT REQUIREMENTS

Issued: 14/10/2023



REQUIRED SETTINGS AND KEYBINDS

- → Controls > Common > Last Help Unbind H
- → Controls > Zeus > Zeus Unbind Y
- → Controls > Multiplayer > Push to Talk Unbind 'CAPS LOCK'
- → Controls > Configure Addon > ACE Common > Medical Menu Bind 'Tilde Key'
- → Addon Options > Ace Interaction Menu > Display Interaction Menu As Lists
- → Addon Options > Kat Medical Circulation > Select Blood Type
- → Controls > View Unbind Look Keys (see image)

Look Left Up
Look Up
Look Right Up
Look Left
Center Look
Look Right
Look Left Down
Look Down
Look Right Down



SWEDISH HAND SIGNALS

- → Addon Options > ACE Gestures, then:
 - Hold Halt/Slow Down Bind NUM1
 - Move Forward Forwards/Increase Speed Bind NUM2
 - ◆ Cover Careful/Take Cover Bind NUM3
 - Rally Up Ready for Battle Bind NUM4
 - Stop All Done/Acknowledged Bind NUM5
 - ◆ Cease Fire Cease Fire Bind NUM6
 - ◆ Freeze Column Bind NUM7
 - Engage Engage Bind NUM8



WEAPON REQUIREMENTS

- → Riflemen should carry an AK5C or KSP 90 (M249) if asked by Section Leader
- → Support Rifleman should carry a KSP 58 (M240) or a AK5C with GRG (MAAWS)
- → Tracers may only be loaded when ordered to
- → No magazines larger than 30 rounds except for machine gunners
- → No suppressors on KSP 58 or PSG 90/PSG 08

AMMUNITION REQUIREMENTS

- → Riflemen should carry no more than 210 rounds for AK5
- → Machine gunners should carry no more than 1000 rounds for KSP 90/KSP 58
- → Soldiers carrying sidearms should carry no more than 3 magazines
- → Grenadiers should carry no more than 24 grenades (40mm)
- → Soldiers carrying Anti-Tank (GRG) should carry no more than 4 rounds



LOADOUT REQUIREMENTS

- → M90 Uniform
- → Body Armor or Chest Rig
- → Headgear
- → Map
- → Compass
- → Night Vision Device
- → Radio
- → Watch

In Uniform:

- → 2x Tourniquet
- → 1x Earplugs
- → 2x Cable Ties
- → 1x IR Strobe
- → 2x Bandages

In Vest:

- → Ammunition
- → 2x Frag Grenades
- → 1x White Smoke
- → 5x Green Chemlight
- → 5x Red Chemlight
- → 4x Bandages
- → 2x Chest Seals
- → 1x Painkillers
- → 2x Splints

MAX WEIGHT 40 KG TOTAL - BE AS LIGHT AS POSSIBLE