

# FÖRSVARSMAKTEN



Basic Training  
**Phase 2: Weapon and Combat Skills**

2024

## Basic Training-2

# Weapon and Combat Skills

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1. The enclosed Basic Training Guide (BT)-2, Version 1, PHASE 2: WEAPON AND COMBAT SKILLS, which has been approved by the Special Forces Leadership, is issued herewith. This publication is intended for Arma 3 gameplay purposes only.
2. BT-2, Version 1 is effective upon receipt and does not supersede any previous publications.

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## 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 proning 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 has, 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 teammates 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 teammates if heard. It can be a full firefight or occasional enemy misfires. With experience, 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 which may be coming from the enemy. This is particularly relevant when in enemy territory, but always be mindful of not being lured into an ambush in search of the origin of the voices.

## 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 Patrol Chief. 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 in Combat Zones

### 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 Patrol Chief 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.

#### Travelling

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 Operators should remain on high alert.

#### Travelling Overwatch

This technique generally applies when moving as part of a Troop although it can be adapted to use as a Patrol, 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 element 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.

## 1.4 - Basic Tactics

### 1.4.1 - Reacting to Contact

Reacting to contact is the most fundamental battle drill you will perform. This is used when your Patrol comes under enemy fire. The following guidelines apply to Operators:

- **Alert-Cover-Scan-Engage:** While you move into the best position available, scan for targets and get your Patrol facing the enemy by giving a short contact report over radio, indicating direction and distance if possible. Listen for orders from your Patrol Chief as you do this.
- **Continue scanning, engaging and communicating:** You must do your best to avoid tunnel vision during the firefight. It is critical to scan all around to prevent flanking or being caught unaware by enemies moving into unexpected positions.
- **Maintain disciplined initiative:** If you see any opportunities or dangers during firefights, do communicate this to your team, whether you can see better cover opportunities or hear enemy armour incoming.
- **Notify your Patrol Medic if wounded:** Do let the Medic know if you are wounded, but unless you are severely wounded you must continue fighting.

While Operators are doing this, Patrol Chiefs will be communicating with their own Troop Chief and ensuring that the Patrol is reacting appropriately. Their main priority is achieving fire superiority to reduce the risk to their Patrol. You must always listen for their orders, as they might reposition or change tactics to coordinate with neighbouring elements on the go.

#### 1.4.2 - Breaking Contact/Withdrawing

If the Patrol needs to withdraw, it is important to maintain a volume of fire on the enemy location to prevent them from continuing to engage the Patrol or giving chase.

Withdrawals generally use the Bounding Overwatch method discussed above, which allows for some volume of fire while moving fast. The Patrol Chief will usually designate Operators who are usually already in a good position to maintain fire on the enemy. While these Operators are firing upon the enemy, the rest of the patrol rushes to the rear and positions themselves to provide cover until the other element has passed them and found their own positions. This process can be repeated until the Patrol is disengaged.

#### 1.4.3 - Conducting Ambushes

There are four main types of ambushes:

- **Deliberate Ambushes:** These are usually used to ambush enemy convoys on the road. As the Patrol generally has a relatively large amount of time to prepare, explosives can be used. It is always important to keep in mind that enemy forces can be unpredictable and might be different than expected from the intelligence provided.
- **Hasty Ambushes:** These are usually used against infantry. They are ambushes set up quickly when an opportunity is spotted, so preparation time is brief and won't normally allow for the use of explosives.
- **Guerilla Ambushes:** These are usually hit-and-runs, the only objective being to cause as much damage as possible and withdraw before the enemy responds.
- **Delaying Ambushes:** Similar to Guerrilla Ambushes, these involve a quick engagement before withdrawing. They can be used to delay enemies who are chasing friendly forces during a bigger withdrawal. The only goal is to cause enough casualties to halt enemy movement, allowing the rest of friendly elements to move out to another defensive position.

Ambushes will generally establish a “kill zone”, where fire is focused at the start of the ambush. These generally have little cover and dead terrain zones that the Patrol is unable to hit. Depending on how friendly forces are set up to cover this zone, ambushes can be Linear, where friendly forces are arranged in a single line, or L-Shaped, where two friendly elements position themselves forming an L to allow for fire both into the enemy's side and its front or back. Linear ambushes are usually only used where there is not enough time to form an L shape, as L-Shaped ambushes are more effective.

A critical element of the ambush is the surprise element. In order to inflict the maximum damage, it is key to wait for the Patrol Chief's verbal instructions to initiate the ambush, when all Operators should begin heavy fire into the kill zone. However, all Operators should be ready to fire as soon as they take their positions, as if there is a misfire that gives the ambush away everyone should immediately start firing to avoid giving the enemy time to position themselves better to fight back.

#### 1.4.4 - Reacting to an Ambush

The appropriate reaction to an enemy ambush depends on how far the enemy is when they start firing upon the Patrol.

The actions to follow in an ambush depend on whether each Operator is caught inside the kill zone or not. In ambushes where the enemy is within grenade-range, if the Operator is inside the best course of action is to take up any cover or concealment available, and then throw grenades of smoke at enemy positions before assaulting them. The key is to react as quickly and strongly as possible, as the longer you spend in the kill zone the higher the risk of death. Meanwhile, Operators outside the kill zone will be expected to support the Operators inside by engaging the enemy with as much fire as possible until they start assaulting the enemy positions. It is important to cease fire as soon as teammates rush the enemy, to avoid friendly fire.

When enemies are further away, the reaction might be the same as the standard reaction to any engagement. Operators within the kill zone should focus on any crew-served or high-volume weapons to reduce the enemy fire as quickly as possible. They can also use smoke grenades to obscure the enemy view. Unlike with near ambushes, the roles are reversed here, with Operators inside the kill zone forming a base of fire while Operators outside the kill zone use concealed movement to flank the enemy. In this case, it is critical for the flanking element to warn the base of fire when they are about to assault so that friendly fire ceases.

#### 1.4.5 - Attacking Enemy Positions

At this stage, Operators are only required to know how the basic elements of an attack are intended to work. Generally, Operators will be arranged into three elements:

- **Assaulting Element:** This element's job is to use concealed movement to get close to the enemy as quickly as possible before mounting a high intensity assault on their positions. This element must avoid being caught out by obstacles that might leave them exposed to an attack or spoil the surprise element.
- **Support Element:** These Operators form the base of fire that provides cover to the Assaulting Element. Their job is to provide a high volume of fire, both to cover the approach of the Assaulting Element and their withdrawal if required. It is key to maintain fire discipline to avoid friendly fire.
- **Security Element:** During larger assaults, Operators might be asked to form a Security Element. Their role is to prevent any enemy forces from coming into the area and disrupting the attack. They are usually positioned around the objective so they can watch the surroundings while maintaining the ability to pivot in case the Support Element needs additional firepower.

## 2 - Weapons Skills

### 2.1 - Gun Safety

As with real life weapons, safety rules always apply when handling firearms. There are four basic safety rules that must be followed at all times:

- **Always keep firearms pointed in safe directions:** You must never point your gun at anything that you don't mean to shoot, whether friendly or not. This way, misfires won't hurt anyone as long as the muzzle is pointing to safe areas. This not only includes aiming directly at persons, but also places where the bullets might ricochet or surfaces that bullets might penetrate and hit someone standing behind. This applies regardless of whether weapons are loaded or not.
  - *In Arma, you can use the High Ready (T), High Port (Ctrl+T) and Low Ready (Shift+T) positions to avoid aiming at your teammates, particularly during CQC. These work with Rifles and Handguns.*
- **Treat all firearms as if they are loaded:** You must never assume that weapons are unloaded. While in combat areas, weapons will usually be loaded so this becomes even more important, whether you are removing weapons from CPERS or taking them off of the battlefield. Always make sure to check for yourself whether weapons are loaded.
- **Keep your finger off the trigger until ready to shoot:** Regardless of whether firearms are in the safe position or unloaded, it is good practice to never place your finger on the trigger until you are ready to fire. *In Arma, it is recommended to keep your finger off of the Left Mouse Button until ready to fire. You must always use your Escape key or bring up the Map after alt-Tabbing to avoid misfires.*
- **Always be sure of your target and what's beyond it:** Never fire unless you know what the bullet will strike. Bullets can have very long ranges, so you must always be aware of where your bullets might end up. This is especially relevant when operating alongside friendly elements that might end up behind the enemy and therefore be hit by your fire.

Most firearms will have a safety mode that will usually stop them from firing if mishandled or dropped (but this is not a guarantee, so always mind the points above). *Using ACE, the default keybind to toggle firearm safety is Ctrl+’.*

### 2.2 - Sights and Ballistics

#### 2.2.1 - 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.

## 2.3 - Improving Accuracy

As mentioned in Phase 1, there are several factors that can influence fire accuracy:

- **Stance:** Crouching and prone stances are more stable and accurate than standing. However, standing positions are more stable while firing on the move, as opposed to crouching. You can also use the pose adjustment controls to peek around surfaces or to get better visibility from behind cover or concealment.
- **Stamina:** Low stamina will cause sights to drift until recovered. Always be mindful of conserving stamina during high alert states and when contact is imminent.
- **Breath control:** Holding breath for a short amount of time can improve accuracy, but holding for too long will cause instability. *You can hold your breath by holding Shift.*
- **Wounds:** Taking damage, particularly to the arms, will cause sights to drift until healed. You can mitigate this somewhat by using support, but it is key that you let your Patrol Medic know whenever you are wounded. You can also use Painkillers to reduce pain.
- **Support:** Resting the weapon on a surface or using a bipod improves stability. *You can deploy bipods by pressing C while prone or crouching near an appropriate surface.*

## 2.4 - 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.

#### 2.4.1 - When to Reload

Weapons can be reloaded once they're empty (dry reload) or when partially empty (tactical reload). Which one 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 Combat (CQC) such as clearing rooms in a building, or when about to assault an objective.

#### 2.4.2 - Ammo Management

Operators 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 Patrol Chief 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.

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

While not advised unless there are no other options, Operators 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 Patrol Chief before using any enemy weapons.

#### 2.4.3 - 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.

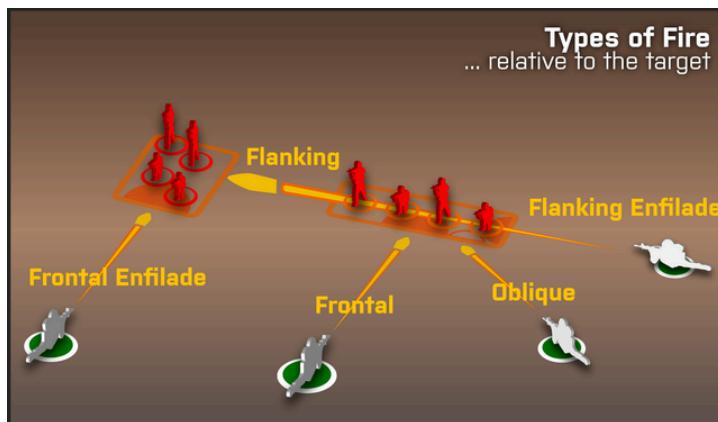
Weapons become hot as they are fired, in some cases leading to jams and overheating. *Jams can be cleared through self interaction.* Overheating should always be avoided by minding your rate of fire, especially when using heavy weapons such as Machine Guns. Barrels can be cooled with water or swapped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

## 2.5 - 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. Operators can shoot at suspected or likely hiding locations or spray 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:



## 2.6 - Light Machine Guns

On some occasions, Patrol Chiefs may ask Operators to carry a Light Machine Gun to increase the Patrol'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 4 to 6 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.

## 2.7 - Anti-Vehicle Weapons

If contact with enemy armoured vehicles is expected, Patrol Chiefs can choose to have Operators 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 in a cone-shaped pattern when fired. This area becomes extremely dangerous to other Operators who may be incapacitated or killed. Because of this, gunners are responsible for ensuring that 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” three times 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.

Operators 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.