ARCOMM New Member Guide
VERSION 1.0

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Introduction to ARCOMM

Welcome

We at ARCOMM seeks to be a very inviting group want to ensure that you are as equipped with as much knowledge as possible to guarantee your first experience with us is a good one. We will go over some of the concepts and most frequently used mechanics that define ARCOMM's playstyle. Unfortunately, it will be very difficult to include everything there is to know about ARCOMM in this one document, but it should offer a great starting point for members who are new to ARMA, or just those who are new to ARCOMM.

Buddy System

Joining a new community can sometimes be a bit alienating and overwhelming because you most likely will not know anyone, while everyone else will be familiar with one another. The goal of the buddy system is to give new members a guide to the group. An ARCOMM buddy is a full member of ARCOMM who has shown to have a detailed understanding of ARMA and an understanding of what it takes to help introduce someone to the group. A buddy will join a new member for the entirety of their first two sessions. The idea serves more than just giving a new member a familiar friend for their first few missions, it also helps the administration get an idea of a new members attitude in game, either good or bad. This system is also a great first step for full members of ARCOMM who wish to put in extra effort for the group.

Expectations of Members

A more detailed explanation of ARCOMM's standards can be found in the Code of Conduct. It is expected that any member of ARCOMM, both full and recruit hold themselves to the standard set forth by the code of conduct any time where they represent the community. Should a member fail to meet the expectations set forth by the Code of Conduct, the administration will attempt to work with the individual in order to resolve any issues. Remember that our enemies are down range, not at our sides, always treat other members with respect regardless of any disagreements, if you see anyone who is acting disrespectful notify an admin and they will sort it out immediately. It is expected that our members will be on time and ready to go, show up 5-10 minutes early and have your mods checked and sorted beforehand. There is often little to be done in terms of troubleshooting once the session starts. JIP (Joining In Progress) will not be accepted after the end of safe start.

Movement

Formations

Column - A column formation is best used when contact from the front is not expected. The column formation has great firepower to the flanks, but is not geared towards contact from the front (which it is vulnerable to). A single column can rapidly shift upon contact to a line or other formation where appropriate, giving it excellent flexibility. A Column is also an easy formation for general movement when contact is not expected.

Staggered Column - A staggered column is most frequently used when following along a road and seeks to provide the potential for quick responses to contact from either side, while doubling the security of the formation to the front and rear ends. A staggered column also has more functionality in rough terrain that a traditional single file column.

Wedge - A wedge formation is typically the most commonly called for formation in ARCOMM. It serves to increase forward security, establish multiple overlapping sectors of fire, and to spread out the troops of a unit to prevent clumping. It usually has a dominant side, that side being the one with more troops (and usually the auto-rifleman) on it. The dominant side should usually be on the side that is more likely to receive contact.

Line - A line is used to create the maximum number of overlapping sectors of fire by placing everyone in the same direction. A line is often used in forests as a way to ensure a space is swept and cleared thoroughly. It also is used to keep everyone in pace with each other, even at the squad and platoon level.

Bounding

The bounding overwatch technique is used when enemy contact is expected or has already been received, but maneuvering is the only way to maintain the safety of the team while still moving to complete the objective in an efficient time frame. The intent of this technique is for a part of the unit to set up overwatch and act as a base of fire, giving it the ability to protect the maneuvering element by immediately suppressing an enemy force. When using the bounding overwatch technique, the overwatch element is assigned sectors to scan while the maneuvering element moves. The maneuvering element should avoid masking the direct fires of the overwatch element, and it must not move beyond the effective supporting range of the overwatch element. The maneuvering should only move once the overwatch element has confirmed they are established and ready to prove cover fire if necessary.

Alternating Bounding (Shown on the left) - Covered by the trail element, the lead element moves forward, halts, and assumes an overwatch position. The trail element then advances past the lead element to assume an overwatch position. This sequence continues as necessary with only one element moving at a time. This is the faster of the two types of bounding maneuvers.

Successive Bounding (Shown in the middle) - The lead element, covered by the trail element, moves forward, halts, and assumes an overwatch position. The trail element then advances to an overwatch position that is roughly abreast of the lead element's position. The lead element then advances to the next position. This sequence continues as necessary with only one element moving at a time. The trail element avoids advancing past the lead element. Successive bounding is the more secure and easier to control of the two methods; however, it is much more deliberate and slower than alternate bounding.

Peeling (Shown on the left) - Peeling can be utilized when a team needs to provide to maximum amount of fire towards an enemy, but still needs to maneuver (usually left or right). A peel is initiated when the rifleman at the end of a line moves behind his teams field of fire informing the rifleman at his side that he is now the "last man". Once the moving rifleman is at the other end of the line he will state he is "set" over the radio, at which point the "last man" will move repeating the process.

Communication

Communication is often the key to success, and often the absence of effective communication will lead to the failure of a mission. ARCOMM utilizes various forms of communication in game from radio communication, to direct verbal communication, to map markers, and even hand gestures. The most important tool used in communication here at ARCOMM are radios, and more specifically ACRE radios. There are numerous types of radios, from short range radios used for fireteam level chatter, all the way to large backpack radios used for coordinating air and ground assets. Since this is still an introduction the focus will be on the most common radio; the AN/PRC - 343.

AN/PRC - 343

AN/PRC- 343

The AN/PRC - 343 is referred to more commonly as "the 343". The 343 is most frequently used for fireteam level communications, with each fireteam being assigned its own channel. This channel enables the fireteam leader to manage and spread his team beyond the distance of direct communication, but keep in mind that the 343 only has a range of about >400 meters depending on terrain. In wide open flat spaces like the salt flats of Altis it may be possible to reach or go beyond 400 meters, but in the dense hilly jungles of Tanoa the effective range may be extremely reduced. The radio can be adjusted to fit the players need, for example the radio can be set to to only come through one ear of the player headset.

The 343 is designed to be as simplistic as possible. It has two dials on the top, the left dial is for volume and the right dial is to change channels. Each 343 block has 16 channels and there are 5 blocks, so in the event that there needs to be an extremely high number of isolated channels, the 343 can still be a viable solution for short range radio communications. The dials are worked by left clicking to go "up" in either volume or channel and right clicking to go "down". A 343 "block" hosts an additional group of 16 channels (all labeled 1-16 as stated on the top left dial) and can be accessed by separating the radio (left click to the left of the seem on the left side of the radio). Just like a channel, a block can be moved "up" by left clicking and "down" by right clicking.

Example of a AN/PRC - 343 radio with handle detached

Contact Reports

 While contact reports could warrant an entire SOP on its own, for the sake of brevity it will only be briefly discussed here so that a new member can have a functional understanding of what goes into a good contact report. The three most critical components of a contact report is easily remembered as "The 3 D's". The 3 D's of a contact report are as followed; Direction, Distance, and Description. This should be done immediately after contacts have been seen. It is the responsibility of the individual to ensure that accurate information is quickly and clearly communicated to the rest of the members in a fireteam so that they can quickly and efficiently respond to contacts. Clarity and brevity also enables the team leader to quickly inform other fireteams or the squad leader of their engagement. When properly communicated a contact report will enable a fireteam to swiftly acquire appropriate cover/concealment in order to return fire on the enemy contacts. If not under immediate threat confirm with your FTL before firing at an enemy, first to ensure that it's safe to do so, and second to confirm it is actually an enemy. It may also be up to the FTL to decide if his team is capable of receiving support from other units if needed.

Unit Cohesion

Color Teams

A fireteam traditionally consists of 4-6 individuals with 2-3 color teams. Each color team should appropriately be designed to ensure that supporting roles are readily available to the roles that rely on them, for example; an Auto-rifleman should always be in the same color team as the Assistant Auto-Rifleman. A good team leader will manage his color teams in order to maximize the units security and survivability. Color team members should always be in visual and vocal range of each other. Color teams can be used in bounding maneuvers to great efficiency, one team acting as an overwatch element while the other color team moves. Color teammates should always work together to keep each other safe, alert, informed, and alive. A fireteam leader may have a lot going on or become distracted in chaotic situations, as a result he may not spot an injured player go unconscious while trying to keep track of the rest of the team, this is where color teams can save each other, a "color buddy" will be quicker to notice the absence of his teammate(s) than a fireteam leader may be to noticing the absence of a team member(s).
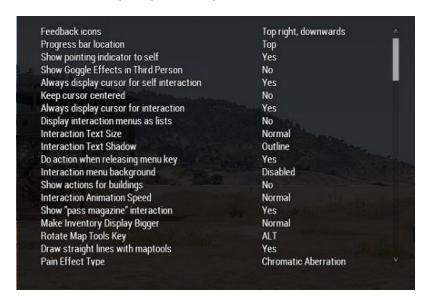

Example of an ARCOMM fireteam with assigned color teams

Suppressive Fire

There is no requirement to kill enemies with suppressive fire. While fire should be relatively accurate, the goal of suppressive fire is to reduce the effectiveness of enemy fire and movement in order to increase the effectiveness of your own units fire and movement. Suppressive fire seeks to discourage the enemy from exposing themselves and hopes to either eliminate, disable, distract, or force enemies to disengage from a firefight. Suppressive fire works only in large volume, it takes more than a rifleman to suppressive a group of enemy. When an order to suppress is given the entire fireteam should attempt to fire (in 3-5 round busts in order to conserve ammo) at the last know position of enemy contacts. If a team disregards an order to suppress the likelihood of casualties increases because the enemy force has little to no threat of being harmed when moving out of cover and is free to engage friendly forces at will.

ACE

ACE enables more advanced interaction options enabling players to have more dynamic and interesting interactions, both with other players and the environment. ACE has two menus to navigate: interact and self interact. The interaction menu can be used to administer medical treatment to a player, open the player's medical menu, and join their group just to name a few. The self interaction menu can be used to change radios, change your color team, administer first aid, and even repack your magazines. Before jumping into everything ACE has to offer it is best to configure the menus to make navigating them in game more efficient.

Suggested ACE menu settings

Medical

ACE medical can be accessed either through the interaction menu and moving the cursor to the limb that requires treatment or through the medical menu (accessed by pressing 'H'). Keep in mind that while all limbs can be bandaged, only arms and legs can receive IVs and medications. An injured or bleeding limb will be indicated with either a red or yellow cross depending on the severity. If a player takes significant damage to the legs and if significant damage is done to the arms then a player's ability to aim will be become impaired. If an injury becomes too severe for a fireteam to treat then the FTL should call for a medic to be dispatched to the team's location for further medical assistance. Further details on ACE medical will be discussed during the orientation session before the new members first main operation.