ARCOMM LEADERSHIP HANDBOOK

VERSION 0.6

FTL - Fireteam Leader
SL - Squad Leader (ASL - Alpha squad leader, BSL - Bravo squad leader, etc)
PLT - Platoon Leader
CASREP - Casualty Report
SITREP - Situation Report
ACEREP - Ammo, Casualty, and Equipment Report
FAC - Forward Air Control
PID - Personnel Identification
CO - Commanding Officer
AO - Area of Operations
ROE - Rules of Engagement
LZ - Landing Zone
PZ - Pickup Zone
BOF - Base of Fire
OP - Observation Post
STHUD - ShackTac Heads Up Display
AR - Automatic Rifleman
AAR - Assistant Automatic Rifleman
MMG - Medium Machine Gun
HUMVEE - HMMWV High Mobility Multipurpose Wheeled Vehicle
MRAP - Mine Resistant Ambush Protected (military vehicle)
APC - Armored Personnel Carrier
CQC/CQB - Close Quarters Combat/ Close Quarters Battle
Chalk - the personnel aboard a helicopter
MAT - Medium Anti Tank
IFV - Infantry Fighting Vehicle
MBT - Main Battle Tank
AT - Anti Tank
3D - Direction, Distance, Description
GMG - Grenade Machine Gun
ETA - Estimated Time of Arrival
CAS - Close Air Support
EI - Enemy Infantry
TRP - Target Reference Point
HE - High Explosive
BDA - Battle Damage Assessment

This handbook is subject to change as improvements, suggestions, etc. are made.

"When a team is successful the team members are responsible. When A team is unsuccessful, the team leader is responsible."

No other game offers the experience that Arma does. Each operation that is run by ARCOMM challenges a large group of players to focus on one mission. These missions require organization, planning, and leadership to succeed which is not found in other games. Leadership is a difficult and complex task which is why this guide has been created; to standardize and optimize leaders in our missions. While we expect leaders to follow this guide, experience and adaptability are also important factors that this guide cannot teach. Even our most veteran leaders are still learning new aspects in command and control in Arma missions.

To organize all the units in game we need several tiers of leadership, each with their own responsibility. The different leadership roles are as follows:

FTL: These are the backbone of any platoon and are the most front line leaders. They are directly in command of their 4-6 man fireteam and must juggle their role as a leader as well as being in direct combat.

SL: These are dedicated command staff responsible for conducting the movements of their fireteams and issuing orders to their FTLs. They can be in command of 2-3 fireteams as well as additional special weapons teams. Generally a squad medic is attached to the SL to provide SL security and medical assistance to the squad.

PLT: Generally the CO in an ARCOMM mission, he is the highest command position with no one above him. The PLT lays out the mission plan, and may be in command of 2-3 squads, with heavy asset teams such as air or armor. He generally also has a medic attached, as well as a FAC if air is being used.

Once in game, command staff should be prepared to move quickly and smoothly, gathering their teams and spreading out. Then an equipment check should be conducted to find out what the unit has to work with. Once complete, SLs and FTLs should immediately make their way to PLT, who should have a briefing location set

up away from the rest of the platoon. The result of the equipment check should be communicated to the CO so he has a better understanding of the capabilities of his units and can begin the planning stage. While the CO has the final decision on the plan and orders to be given, he should not be afraid to utilize the experience and suggestions of the staff under him.

To keep briefing organized and moving quickly we recommend this order of information:

Objective/Situation:
-Where are you located?
-What is going on?
-What is your objective?

Friendly Forces:
-What units/equipment do you have?
-What other friendly units are around the AO?
-What element is on which radio channel/backup channel?

Movement:
-How will you get to your objective?

Enemy Forces:
-What kind of forces should be expected?
-How should they be engaged or overcome?
ROE:
-What are the Rules of Engagement?

Plan B:
What might go wrong?
What can we do if it does?

Communication

Communication is an incredibly critical aspect of conducting a complex operation with dozens of people. Without effective communication no one can have effective decision making, maneuvers, or mutual support. More often than not, failures in

mission are directly attributed to failures in communication. As such, we strive to ensure everyone is able to understand each other and get across what they need to say as organized and quickly as possible.

Brevity

Brevity, meaning the concise and exact usage of words in writing or speech, and for shortness or time. The goal is to give as much information in as little time as possible. Communication in the platoon is constant, so do not congest it further by talking over others or speaking for too long.

Clarity

If others are confused by what you are saying then your communication is unclear and ineffective. Speak loudly and smoothly; use the terms that are listed in this handbook to relay ideas faster and speak clearly with volume.

Alert and Identifying

As a commander or any other unit in arma there are times when you could be busy or focused on other aspects of the mission. As such, you need to ensure that you alert those that you want to speak to before giving them your message. This allows them to get mentally prepared for what you are about to say or grab some cover and open their map if needed.

Typically you will want to wait for your receiver to acknowledge that they are listening before continuing with the message. First you send the callout, hen you wait for the receiver to respond. This is called the acknowledgement. And example of this is:

A1: ASL, this is A1. (**Call out**)
ASL: A1, send your message. (**Acknowledgment**)
A1: We've got 4 EI, south-east, 200 meters, moving towards us.
ASL: Good copy.

If you have recently conducted a call out and acknowledgement you can use a shorter version to contact the same receiver. This will clear up any confusion about who is speaking and who they would like to reach.

A1: ASL, this is A1, we've neutralized those previous contacts.
ASL: Copy that.

Confirmation

After giving or receiving any communication you want to ensure that the receiver heard and understood you. Radios are not full proof and could come in scrambled or the receiver may have gotten distracted by a pressing issue. By saying "Copy", "Roger", or similar, you give the sender a confirmation that you got the message. If the situation allows you should do this whenever possible. For more complex messages it may be helpful to read back, or repeat the orders that were given, to ask for a readback end your message with, "How copy?".

Some examples of this when issuing an order are the following:

A1: ASL, this is A1, moving to the top of hill 143.
ASL: A1, this is ASL, good copy.

ASL: A1, this is ASL, conduct a movement to the town of Kavala, hard clear each building, and rendezvous at the hospital with Alpha Squad. How Copy?
A1: ASL, A1, move to Kavala, clear buildings, and regroup at the hospital.
ASL: A1, good copy.

Status Reports:

SITREP:
Where you are?
What are you doing?
What do you see?

CASREP:
How many of your unit are combat effective, injured, dead?
Do you need medical assistance?

ACEREP:
How much ammo do you have? (Keep it general ie: Green, yellow, red)
How strong are you?(Number of combat effective)

What kind of equipment do you have?(do you have AT or none?, explosive charges, etc.)

Terms:

Copy / Roger - I heard and understood your orders.

How copy? - I'm asking for the readback on my last message.

Wait one - Standby, I'm dealing with something else.

Over - My message is complete. (Not required for every message)

In the blind - I'm telling you something, I don't know if you're alive or can hear me, I can't hear you, but I'm sending the message anyway.

Break - Need to pause before continuing my transmission. Opens the channel to other messages if high priority.

Say again - Repeat your last message.

Before any operation can begin, you have to plan and strategize how you will get to your objective. In most missions, you will have a map to find out your current location as well as the terrain around you and the terrain you will you to traverse to reach your objective.

Map Reading

Knowing how to read the map is a critical skill as a leader. Many decisions on movement and the attack plan will be based off what you see on the map before getting eyes on. While good leaders strive to be flexible in the field, starting off with a good movement plan will put you in the best position to make future calls in the field.

Visualizing the terrain from a map can be a tricky matter. You are working with a two dimensional surface and must rely on elevation lines to give you an idea of a three dimensional surface. One of the main confusions that can occur while looking at the elevation lines is recognizing what are hills and what are valleys. The main way to divulge what is a hill or valley is by looking at the elevation numbers at or around the terrain feature that you are looking at. Naturally, if you see an elevation number higher than the ones around it, then it must be a hill, and vice versa, for a valley.

Elevation lines also give an idea of how steep the terrain is. As each line represents a certain change in elevation, the closer the lines are to each other, the more steep the terrain is. This is very important for all movement, as infantry will tire more quickly on steep terrain, vehicles will have more difficulty driving up, and can even affect aircraft LZ and approaches. They are also useful for picking OPs and BOF positions.

Some other features that can be found on the map that are vital to planning your movement are those of cover and concealment. Cover are objects that a person can hide behind that will protect them from enemy fire. These can be trees, rocks, defilade, or buildings. Concealment on the other hand are objects that obscure vision but will most likely not stop a bullet. These include bushes, grass, smoke, and some trees. You want to keep your troops in the cover category much as you can. A squad moving out in the open can quickly be cut down by enemy infantry so avoid open areas as much as possible.

Bounding

If moving in the open can not be avoided, a bounding maneuver can be used. A basic bounding maneuver is to have a team(s) set and hold while others move forward. This can be accomplished within a fireteam, squad, or platoon. Regardless of size the tactic remains the same. By having one team set, you reduce the amount of people that move into the open. Your set team is in a covered position, maintains a sector of fire to where expected enemy contact can be and is ready to

fire.This allows them to lay down effective fire on any enemy that comes into view. Should the worst happen your set team can keep the enemy busy while the moving team can either turn back or continue pushing forward.

Spacing

Whether you are moving in a bounding maneuver or just traversing terrain it is important to keep proper spacing. Spacing is the distance from one team member/element to the next. A typical rule of thumb is 5 meters, or one STHUD ring. However farther spacing may be needed if the situation calls for it, those being heavy enemy fire, enemy mortars, etc. The reason for this is simple, the farther apart you are the less chance for collateral damage to injure or kill other teammates. A cluster of people can all get taken out be a single burst from an AR or a grenade. However, a group with proper spacing will take minimal casualties if they should get engaged and also give the enemy a harder time to pinpoint and focus fire.

You and your team should be ready to adapt to the terrain around you. If you are using a large hill as cover, break the 5 meters spacing and utilize the entire hill. This will prevent your team from becoming one easy target, and will make it difficult for the enemy to engage your spaced out troops.

Another key to proper spacing is making sure that your have enough room for your element or team at the position you are headed to. You don't want your group to cluster behind too little cover or be forced out into the open. If a piece of cover can only support a smaller group, send only that group or divert your route for better cover. Moving off of a designated position may be necessary to complete this. Make sure that you plan ahead and avoid putting yourself in a position where you have poor options of cover.

Cohesion

When you have a platoon of infantry, armor, air, or other elements, you want to ensure that they are supporting each other and playing to each other strengths and weaknesses. If one squad is crossing an open field, perhaps use an MMG team to cover them. If infantry and armor are moving through a town, use the infantry to push up to cover windows and tight corners while the armor covers down the street. This is a game of cooperation and the key to it is working with one another.

This concept differs from mission to mission but the general idea remains the same. Work with your teams and help each other.

Tempo

It is key to any operation to keep the tempo up. Tempo is commonly used in reference to the pace of the game. An element that is sitting idle is one that loses focus on its objective, is slower to react, and generally has a worse experience in the game. To counteract this you have to keep your troops moving, fighting, clearing, or completing other tasks. Keep in mind how long different tasks may take, if one of your teams is clearing a town and the other clearing just one house the second team will be done much more quickly. Be prepared to give them additional orders or tasks before your first team finishes. Let's also say you want to give your team some resupply but know that could take some time. Try and call in the supplies before your teams are holding and waiting around for them. Constant communication is crucial during this time, you want to keep them updated and let your troops know that you are alert and ready. It also lets them know that even though they maybe be holding, other elements are working hard and completing tasks so that they may move on shortly.

Another aspect of timing is used during bounding or diversion tactics. The key is communication. You may need to coordinate with units that are far away from each other and trying to conduct movements at perfect timing. Due to obstructions in sight lines you must communicate to the other elements when you and they are ready over radios or other means. If you receive no response or do not give one it's nearly impossible to pull these maneuvers off.

While this does require a little bit of thinking ahead, you will find that good timing will help you both logistically and tactically, reducing waste in time or manpower and keeping your units on mission.

Convoys

With its huge maps, we aren't always going to conduct our movement on foot in Arma. Objectives can be kilometers away and we may need to use ground vehicles to reach them. The vehicles we use greatly vary. They can be anything from HUMVEEs and trucks, to MRAPs and APCs. While these vehicles can be a great

assets, it does require a bit of extra knowhow to organize and take advantage of properly. Like everything else the first thing you need to find out is exactly what you have available.

Depending on the vehicles available you have to adjust your movement plan. The general rules are as follows:

First you want to ensure that the front of your convoy is protected. It is quite likely that you will take contact from the front; in addition, the front vehicle will be the first to see and have to deal with anything along the route. Generally, it is smart to put your most armored vehicle on point. You will also want to focus on defending the rear of the convoy, this leaves your softer assets, such as troop and supply vehicles in a protective bubble between those heavier assets.

Secondly keep in mind that while vehicles can have solid protection against enemy fire, good speed, and solid firepower, they are not invincible. There are situations, such as in urban areas, heavy forest/jungle, or even a hilly road where many of the advantages of vehicles are negated. There may be too many sectors to watch and the vehicles generally higher caliber/longer range weapons are in effective or even dangerous to use. A good tactic to counter act these situations are to utilize your infantry. By dismounting infantry they are able to spread out, get more guns up, cover tight corners, and be ahead of the convoy. In this case if a vehicle goes down then mounted infantry won't go down with it. The main disadvantage is speed, the convoy will have to move at walking pace to stay with the infantry. Keep in mind the timing section above, you won't be able to dismount your infantry the entire route, so choose wisely.

Third when moving with dismounted infantry a vehicle should never move past the infantry. They should always be next to if not slightly behind the point infantry. A vehicle is an easy target by itself, it has limited sight lines and is quite large. Nearby infantry alleviate this problem, they cover the vehicle's blind spots. This is especially crucial during CQC and urban environment where moving only 10 meters down a street can open up numerous angles for attack.

Fourth, use a vehicle as cover only if there is no other option. This falls under the same reason as dismounting troops, if the vehicle is destroyed it can kill friendlies. Also vehicles such as trucks and MRAPs have exposed undersides that stray rounds and ricochets can hit you from. Depending on the vehicle it may not stop heavier rounds at all.

The biggest reason to avoid using vehicles as cover is if they are manned. The crew may need to move that vehicle to either engage a contact or to pull it back to protect itself. Even standing near a vehicle can incapacitate or kill you. If your troops need to use a vehicle as cover make sure the crew knows this to avoid potentially injuring or killing friendlies.

Air vehicles

Air vehicles, or helicopters can be a great resource and asset to have in an operation. With their ability to fly above terrain, their high speed, and vertical takeoff and landing, helicopters can pull infantry in and out of places that would be otherwise inaccessible and can do it quickly. However, like convoys, working with these unique units requires skill and organization to ensure it is an effective and smooth process, and keeps everyone safe.

Communication is key to the usage of air vehicles so whichever the case make sure you are doing your part. The CO should have direct or indirect contact with the air crew. The two main instances when interacting with air vehicles are during LZs and PZs. A few general rules apply to both.

First as a team leader you are responsible for a head count of all your troops under you. Whether loading or unloading you must make sure your troops are either in or out of the chopper. The best way to make sure of this is to be the last man in or out of the bird. Keep an eye on the STHUD. When one of your troops changes from in a vehicle to out their symbol will change. This is a good indicator of who is loaded/unloaded and who is not.

Next depending on your position and air vehicle used you may be communication with the air crew. You have to a clear understanding on who will give the "all in" call, the "lift off" call, or the "abort" call. Usually this falls to the highest rank in whichever chalk or lift.

During landing make sure you inform your troops to not exit the vehicle until the Pilot give the "Go Go Go" command. Premature exit from an air vehicle can result in injury or death. After exiting the vehicle have your troops set up a perimeter around the area. Security is necessary as helicopters are the most vulnerable when stationary on the ground and you want to protect yourself as any nearby enemies

may have seen or heard the helicopters and try to engage you. As soon as your last trooper is off the bird, which should be you, up channel or tell the pilot you are all out. The faster this process happens the better.

When at a PZ security of the area is critical. Have your troops establish a perimeter around the expected PZ. The FAC or CO should give a rough idea on the ETA of the chopper. During this time all your troops should be coving and leaving ample room for the chopper to set down. The highest rank on the ground will watch it and as soon as they confirm that it lands you will begin loading. Usually this is everyone gets on as fast as possible although sometimes a load order is used. Regardless, whenever your element is loaded you need to send it up the chain. If you are the only element or you are the highest rank, whenever your lower units have checked in as all loaded then you are to give the pilot the command to lift.

LZ and PZ are the most common points of failure for a mission. It is a high stress moment for the aircrew, your troops, and yourself as a leader. During these times as a leader you want to keep them focused and keep chatter to a minimum. You and other leaders should be the only ones talking. This will help the air crew tremendously. If ever a situation gets too hot for the air vehicle call "Abort" to the FAC or pilot directly. It is safer to have the vehicle wave off and make a second landing attempt than to chance a landing in a risky situation and losing the bird.

When working with air always have a FAC. This person is chosen at the slotting screen and is directly attached to the command element. The FAC controls the air group, sort of an air commander. When needing anything from air , CAS or transport, ask the FAC for it. His job is to coordinate with the air assist and ensure both the air and ground units are able to get what they need from each other.

When in need of transport to an AO try to give broad areas where you would like to be inserted. Allow the FAC and pilots to pick the LZ. They know the size of the chopper used and it's capabilities. This will allow you to focus on troop movements and tactics.

When needing pick up communicate with the FAC. Do not just mark an LZ and say we will be picked up here. Suggest the possible LZs and relay the information to FAC. Protect the designated LZ until the chopper arrives. If the area get too hot, call out "abort" over the radio and reassess the LZ position.

Weapons teams

As a leader you may be in charge of or working with some teams that are more specialized in nature. Leaders in these roles will have to know the capabilities of their team. On the battlefield they have dedicated purposes besides that of just fighting infantry. Positioning these assets effectively to utilize those specializations is critical.

When not leading a specialized team but working with them remember that they know more about their specialization than you. Because of this their view will be different that your own. Ensure that you take any advice or suggestion seriously from them. The key is to work with each other and not for one another. It's a symbiotic relationship. You will protect them from infantry and they will use their assets to take out hard targets, call in air support, or reposition your forces rapidly.

A MAT team, is a specialized team designed to counter armored targets. They are a three man team comprised of a leader, a specialist, who carries the rocket launcher, and assistant specialist, who carries the ammo. Typically the leader will call out targets and ranges for the specialist to engage with his launcher. The assistant will refill the ammo when needed and provides limited security for the team. When employing a MAT team you need to position them to either be near the main expected attack path of enemy armor, or close enough to the entire platoon to cover any immediate threat to them. Remember they may have to reposition to engage new armored threats therefore they should not be assigned a sector as a fireteam may be against infantry. Armored targets are MAT's first priority.

-MMG employs a heavy caliber machine gun. Like the MAT team it is comprised of three members: leader, gunner and ammo bearer. The gunner and leader work together to call out targets, ranges, and the ammo bearer provides limited security. A MMG team is best used as a base of fire element over watching the rest of the units movements or in a defensive position. They can lay down overwhelming and suppressing fire to disrupt enemy positions and movements. They should always try to be given an elevated position with decent cover to take advantage of their extended range. Unlike the MAT team they can be given their own sector of fire against infantry to hold because of their high firepower.

Mortar

A mortar is a weapon that has a high angle-of-fire and moderate range which is used to support ground troops with a variety of shells such as HE, smoke, and illumination flares. Mortars can bombard infantry out in the open, conceal large movements, and illuminate large areas.

A very important aspect of our mortar system is the elimination of the Forward Observer. We found that a Forward Observer had very few advantages: unable to choose their own position due to a lack of dedicated security and were assigned to the CO which didn't give them any different eyes. In addition, they became an unnecessary middleman between front line forces and the mortar teams, delaying critical fire missions. As such, we have removed the Forward Observer and now allow front line command units to call in fire missions directly.

The primary information that you will need to call your fire mission is the location of the target, the type of shell needed, and the description and dispersion of the target.

To start off you need the location, this will be given via a map marker. To ensure that map markers are unique and organized they use a specific format. An example: MA1. The first letter "M" meaning this is for mortar. The second letter "A" meaning the mark was created by Alpha squad. The number "1" indicating it was the first mark created by ASL.

Other Example:
MB2
MP1("P" meaning Platoon)
MC5

The next piece of information we will need is shell type, this is indicated by saying HE, smoke, or illumination.

Additional Instruction: The following instructions should only be used situationally, for most mortar operations these instructions can be left to the judgement of the mortar crew.

Target Description and Dispersion: This will allow the mortar crew to know what type of target they are engaging, how many targets are in the target area, and the spread and movement of the target. The following information can aid mortar bombardment.

- Type of enemy (infantry, armored vehicle, etc.)
- Number of enemies
- Spread of enemies (spread in a 100 meter line, 50 meter column, etc.)
- Movement: stationary, moving slowly, moving quickly.

Round Count: If needed, calls for fire missions may include the amount of rounds requested, however if an accurate target description and dispersions are given the mortar crew should have greater knowledge than front lines troops when it comes to how many shells are needed.

Naturally the mortar team should give a good copy on the net to confirm they have received the fire mission. Then the crew can begin calculations.

Once the crew fires, they should announce that rounds are "out" on the Platoon net and give the eta to splash (rounds hitting the target).

If possible, front line troops should give a BDA and corrections if the mortar strike has neutralized target, partially neutralized target, or missed. These are given by first stating the effectiveness of the fire support, then if a miss, the distance and compass direction the shells landed from the intended target.

Example:

ASL: Mortar, ASL, target MA 3, HE. EI x8 holding in a column 50 meters long, south on the mark. Over
Mortar: MA 3, Copy.

Mortar: ASL, this is Mortar, 3 HE rounds out, eta 30 seconds.
ASL: Eta 30 seconds, Copy.

ASL: Good effect on target, out.
Mortar: Copy, out

Example 2:

PLT: Mortar, this is Platoon, target MP4. HE. Infantry fireteam holding in a compound. Requesting 2 HE, Over
Mortar: MP4, 2 HE, Copy.

Mortar: Platoon, this is Mortar, 2 HE rounds out, eta 15 seconds.
PLT: Eta 15 seconds, Copy

PLT: Mortar, Platoon, target miss, round hit 50 meters south-east of the target. Requesting additional 1 HE, Over.
Mortar: Copy, off 50 meters south-east of the target. 1 HE, Over.

Continues with standard comms traffic afterwards...

Armor

Armored units are those consisting of APCs, IFVs or MBTs. They usually have a dedicated crew, have turreted weapons and their heavy armor will negate small arms fire. They are quite slow and even gradual rises in elevation can slow them to a walking pace. Their weaponry and optics packages allow them better eyes and firepower than most other units in the field.

When working with armor incorporate their strength by using their optics to recon the area, protect infantry crossing open terrains and obliterate enemy positions.. Keep infantry near them as their greatest weakness is limited sight lines around them. They make excellent cover but make sure the crew know you are nearby. Occupants of armored vehicles can not hear you talking outside. Use radios or enter the vehicle when you need to communicate with them. At times they will have to move off of your designated marks for better defence or firing positions.

Riflemen AT

Every fire team should have a rifleman with some sort of AT. This is a key item in the FT and should be used only when absolutely needed. It should not be wasted on light vehicles that can be taken out with other means. The exception to this is if the light vehicle has a GMG or auto cannon that is of great risk to you and your team, but even then the preference is to take cover and allow heavier assets to deal with it if available. If needed, you can scavenge AT from dead enemies.

When AT is needed you should order your riflemen to equip it and prepare to fire. This command is, "ready AT." The rifleman will holster his weapon and ready his launcher. He might have to press the reload key first as this will ready the sight and fire mechanism. Once he is ready with AT you should give him an approximate

range to the target. If you are unsure ask someone else nearby or use map squares to estimate. Make sure his back blast is clear and before he fires he should shout "clear backblast." If the area behind him clear respond with, "backblast clear" and he should fire.

Contact reports

Contact reports are critical information that must be relayed between all leaders in the platoon. The standard format we use is the 3Ds which are arranged in order of importance.

Direction is considered to be the most important because it gives friendlies an idea of what to take cover from and puts more eyes and guns towards the contacts. As with other reports, give what you can. If you only know that contacts are east, then just say "contacts east", but if you know the bearing then give the bearing as well. Keep in mind that if you do give a general direction, higher command is going to want something more accurate soon, so try and find out the specifics before they have to ask you for it. Also keep in mind that direction is relative, contacts at compass bearing 120 are not going to be in the same direction for friendly units 200 meters away from you. A map marker should help clear up that confusion if needed.

Distance is how far the contact is from you. Depending on the situation it does not have to be exact. General distance (close, medium, far) can also be used if an exact range can not be calculated. You will react and treat contacts that are 50m away very differently to contact 500m away.

Description not only involves giving information to help further locate the contacts, it can also give an idea of the target strength and actions. Geographical features such as ridgelines, tree lines, hill tops, rivers and rocks are all objects that can be used to describe a contacts location. Man made structures such as buildings can also be used, however, try and be specific as there may be many buildings within view. Height, colors, and type of building can all be used to help zero in on your reference point. Just like distance, the description of the enemy strength and actions are critical for you and higher command to strategize how to deal with the enemy. Make sure to include the type of enemy, infantry, armor, etc. The size and strength of the enemy, squad, fireteam, etc. And also what they are doing, walking, firing on you, etc.

Contact reports passed to other leaders will mostly require them looking at the map as it is unlikely that all of command will have direct eyes on your contacts. Map markers will assist other leaders in locating the enemy. You can use an EI marker to indicate this. Also try to include the number of enemy or type with your marker. As the mission progresses, try and clean up markers that you know have been dealt with to avoid confusion and friendly fire.

PID

PID (personal identification) should be instilled into every infantryman. Poor PID and a friendly fire incident can cripple a mission and throw morale down the toilet. As a leader it is your responsibility for the action of your troops. As such there are a few things you can do to keep these incidents from happening.

Update any of your subordinates on friendly movements that may be crossing into your sector of fire. You will be looking at your map far more than anyone below you. As such, you should have a greater idea of the units around you that the infantry don't. These updates will also keep them focused on spotting and fighting the enemy instead of referencing their map.

If you are the first to come across enemy forces let your fellow team members and leaders know how to identify them. Uniforms, weapons, and nationalities are good things to pass along.

If you notice that your own or friendly troops around you are firing on friendlies you should immediately call out "cease fire" until your troops stop firing. Confirm that there was a friendly fire incident and then re engage if it was not. Another command, "check fire," can be given to your troops before or during an attack. This command means stop firing, confirm you are shooting at the enemy and re engage if so. The two commands are very similar, cease fire if urgent and need fire to halt until ordered to re engage, and check fire for the shooter(s) to confirm their target and re engage if needed.

Engagements

Enemy engagements come in many forms. Ideally you want to be the force firing first. There are many occasions where you will be engaged first. Regardless of which happens you want to follow some basic rules when leading.

Make sure you are positioned properly to fire or return fire. Have your troops positioned in good cover or able to move to cover quickly. You should avoid engagements where you are exposed. If caught in the open, engage with suppressing fire using your overwatch team or your bounding team if necessary. Suppressing fire will disrupt enemy fire as you move to cover which can save lives..

If needed you can execute a peeling maneuver. Peeling is similar to bounding though there is no set team or moving team. This maneuver is executed while under fire and allows movement while maintaining maximum return fire. You begin it by calling, "Peel, (direction)." This can be any direction. Whomever is the farthest from the direction called moves behind the rest of the unit and past the farthest troop aproximate 10 meters. They then turn and begin engaging the enemy again. Whenever someone becomes the new "last man" they stay for a proximate 2 seconds and then begin moving. This allows from proper spacing and keeps 2 to 3 troops to be the only ones moving at one time.

Status checks

After an engagement you should immediately call out a status check from your troops. This usually occurs on the FT level, though squad level could be done. The purpose for this is to ascertain any casualties you might have taken during the firefight. The most common and easiest way is to "go down the list."

Next to the STHUD is a list of anyone in your FT. Starting at the top with you you will say your fireteam name, check in, go down the list, then your name is up. Such as, "Alpha 1 check in. Go down the list, Kracken up." It is a long command but it is that way to help new players understand the process, provide an example of how to do it, and establish the order of calling in. After you check in the next name on the list should respond with their name and is up, "FBI up." This continues until every name has responded. If someone fails to check in, give it three seconds and continue on. Go back and call out directly over the radio the missing member. If they still fail to respond try and get eyes on that team member and confirm whether they are wounded, killed, or otherwise.

You should do a practice check in after your briefing at the start of the mission. This gets the protocol taught in a controlled environment and familiarize the unit with it. Also do it over your own personal radio channel as this ensures your FTL is on the Proper radio channel.

Suppressive fire

Suppressing fire is a very underutilized tactic. It is effective against Human or AI opponents and should always be used when engaging. Accurate fire is always prefered but if you cannot do accurate fire suppressive fire is better than no fire at all. Suppressing fire is simply shooting near a target when you don't have an accurate shot. Unlike accurate fire you are going with quantity or quality. More rounds are fired when suppressing rather than engaging. Suppressive fire cases human players to panic and seek cover. They will be unlikely to return fire and will have a hard time being accurate if they do. Similarly EI will be unlikely to move and will have greatly decreased accuracy. The two main commands for suppressive fire are "light" and "full"

Light suppressive is called when ammo is limited, you are not engaged, or the enemy is out of effective range. You want to limit the amount of rounds fired and want it to be somewhat accurate but you should prioritize firing more rounds over accurate rounds. This is best used to slow advancing troops, cover another moving element or maintain security on a hot LZ.

Full suppressive is the opposite of light suppressive. While light may be still fairly accurate, full suppressive is not. Full suppressive fire is to simply aim in the general direction of contact and fire until told to stop. This tactic but so much volume of fire downrange that it is unlikely that exposed enemy will be unexpected by it. Covered enemy will be unable to do anything as peeking out of cover will end with a hail of bullets. Obviously this should not be used for extended periods as ammo is in a sense wasted during it.

Inheriting command

Sooner or later you will loose a leader above you. You have to be ready for this shift in leadership and be able to adapt to it. Loss of command can severely change how your mission experience goes and you may have trouble dealing with it. Whenever taking a leadership role know there is a good probability you will have to move up at least one spot.

Knowing who moves up and when will streamline the process. Typically the first squad leader, Alpha, will take over if CO dies. The first FTL, A1, will take over if SL dies. If both CO and ASL die then BSL should take over. If both ASL and A1 FTL dies, A2 FTL should take over. If you do have to move up in command, ensure that the team you were commanding before has a new commander. After further command loss it really comes down to whoever has the initiative to take it as very few of the original command staff are left. Do not be scared or worried at this point as this is unplanned and any action to take command by you is better than no action at all.

Going top to bottom
CO
  ASL
    A1
    A2
  BSL
    B1
    B2

When inheriting command you must first confirm that your superior is in fact KIA. He could be unconscious or just out of radio range. This confirmation should be done by you or by someone near the affected party. Once it is certain that you are inheriting command you should let anyone on your highest radio net that you are taking over. "ASL is down, A1 is taking command of Alpha. It is also necessary to retrieve any other radios from your former commander. This should be done as quickly as possible go allow for a speedy recovery of the loss. If this is not possible adaptation and using a back up channel might be necessary. Have a medic switch to Bravo net and act as a relay or switching your 343 to the ASL frequency.

Conclusion

Leadership in Arma is a difficult task, one that will take much effort to improve upon. By reading this manual you have taken the first step to learning the complexities of leadership and fulfilling a critical role in our Arma operations. This manual cannot possibly contain everything to know about leadership, therefore, we encourage continuous effort to improving yourself by listening to feedback from teammates and gaining experience in the field. Remember that every leader in ARCOMM is still learning aspects of leadership, persistence is key. Remember that as important a leader is, he is nothing without those around him, work with those around you, empower them, and help push everyone, including yourself, to their full potential.