

## Standard Operating Procedures (SOP) & Tactics

- Logi Loadout<sup>1</sup>
  - Conventional Forces: 1200 ammo, 1800 build
  - Irregular/Insurgent Forces: 1800 ammo, 1200 build
- Squad Composition and Kit Selection<sup>2</sup>
  - Bravo FT<sup>3</sup>
    - Rifleman (FTL)
    - LAT
    - Medic
    - Variable Role
  - Charlie FT<sup>4</sup>
    - Rifleman (FTL)
    - HAT (LAT if HAT unavailable)
    - Medic
    - Variable Role
- Tactics:
  - Bravo FT
    - Reconnaissance, attack, security, base of fire
  - Charlie FT
    - Build, overwatch, flankers
    - FTL driver of vehicle unless delegates role to another Charlie team member
  - Medic prioritizes own FireTeam members and does not break local range of FTL to heal others w/out permission from FTL
  - LAT/HAT must obtain permission from FTL to break Local Chat range to engage armor
- Communication
  - Fireteam communicates to FTL (via Local Chat), FTL to SL, and vice versa
  - Fireteam uses Squad Chat for emergent reasons, e.g., discovery of HAB, FOB, enemy tank, etc
  - FTL minimizes the breaking of, and restores, Local Chat range ASAP for any reason FTL breaks or allows breaking of Local Chat range

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<sup>1</sup> Allows for up to 3 HABS, each w/ an ammo crate

<sup>2</sup> Allows for each FT to operate autonomously. "Variable" role may be changed for situational needs by FTL after obtaining permission from SL.

<sup>3</sup> Kit selections allow for rapid movement

<sup>4</sup> Kit selections allow for heavy covering fire and ability to neutralize enemy tanks

### Order of Battle (OOB) SOP

- The first squad will always be an infantry squad
- SL(s) dictate which map and faction will be voted for by JCom members
- TLs will be selected by ADDRAC or ACEMANTURA. After completion of a game, TL may select, from the TL Roster, another to relieve him/her.
- Multiple squads may form if the first Squad has a minimum of five JCom Members (one JCom SL, 2 JCom TLs, and two other JCom Assistant TLs).
- Options for second squad will be APC/IFV Squad or Helo Squad.<sup>5</sup>
- SLs will prioritize cooperation and support of other JCom Squads over a non-JCom Commander and/or other non-JCom squad requests/orders.<sup>6</sup>

### OOB and Tactics

- Two Infantry Squads
  - A bounding by squad tactic will be employed.<sup>7</sup> Squads A & B will capture the first two objectives together, after which Squad A will bound to the next objective while Squad B builds HAB and defends. After Squad A takes objective, they will build HAB and defend while Squad B pushes to next objective and so on.
- One Infantry & One APC/IFV
  - APC will transport and/or provide covering fire, smoke screens, reconnaissance, or any other function that supports the success of the Infantry Squad's objectives.
  - APC Squad will seek permission prior to breaking from Infantry's Squad Area of Operations (AO).
- One Infantry Squad & One Helo Squad
  - Helo Squad will transport and/or provide resupply, reconnaissance, or any other function that supports the success of the Infantry Squad's objectives. While Helo Squad does not need to remain within Infantry Squad's AO, it should be prepared to support Infantry Squad soon after any request is made.

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<sup>5</sup> Allows for sustained cooperation between the two JCom squads, e.g. transportation, resupply, covering fire, etc.

<sup>6</sup> Example of Play: Non-JCom Commander orders JCom Helo Squad for supply/troop transport at same time JCom Inf Squad is ready for transport. JCom Helo Squad will prioritize transport of JCom squad.

<sup>7</sup> It is understood that this "squad bounding" tactic, may not always be practicable, in which case SLs will coordinate for sustained cooperation with each other, e.g. one provides covering fire, flanks, defends, etc.