

# 15TH MARINE EXPEDITIONARY UNIT

ARMA III REALISM UNIT

## *UNIT POLICY MANUAL*



**JUNE 2016**

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## **PREFACE**

The purpose of this manual is to aid members of the 15th Marine Expeditionary Unit (15th MEU) Realism Unit in understanding the rules and regulations that define and guide this unit. These rules and regulations are commonly referred to in Marine terminology as Standard Operating Procedures (SOP). The SOPs are the rules that govern specific actions within this unit and are followed with few exceptions. Temporary waivers to SOP are only authorized by the Command Staff.

The SOPs were created by the Command Staff to guide daily operations and implement a plan for the future of this unit. The SOPs were carefully tailored to fit the needs of the unit and have been revised over the years to adapt to new challenges and situations. These revisions have come from Command Staff review and member suggestions upon identifying a problem or better way of doing things. All changes to unit SOPs must be approved by the Command Staff.

Please contact the MEU HQ with questions, corrections or errors regarding this manual.

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## UNIT HISTORY

The founding of 15th MEU.

In June 2007, two gamers from the 22nd MEU (BF2 Project Reality Unit) got together to test a new game on the market. These two gamers instantly fell in love with the variety and realism the game offered, despite its many bugs at the time. Mere days after first downloading the demo, both gamers picked up the retail version, calling abroad another two players from the 22nd MEU. After a series of lengthy conversations between the four gamers, one of them an ex-marine, they parted their ways with the 22nd MEU to stand up their own unit. Three of the four gamers would take leadership roles, as the ex-marine would strictly consult.

On June 21st 2007, these gamers stood up the 15th MEU Realism Unit. These gamers were, back then; 1stLt J. Shultz, 1stLt J. Savage, GySgt Phillips and soon-to-be Sgt. Tigernan.

Upon standing up, the 15th MEU consisted only out of 1st Platoon Echo company, billeting only two fire-teams at the time, and HMLA-369 (Gunfighters and Gunrunners), billeting two AH-1's and two MH-6's (Littlebirds, due to the lack of UH-1's in A1).

With the unit growing at a steady pace and real-life catching up, GySgt Phillips was forced to resign from his role as the platoon sergeant. Sgt Tigernan stood up to the task and would later on take upon the role of MEU 1stSgt. The rest is written in stone.

As the unit grew in manpower, it also grew with new billets. Several supporting elements were opened up one by one by the command staff, as the need for them grew with the expanding infantry section.

The additions to the unit were, as follows:

1st Platoon, Delta Company, 1st Tank Battalion, "Spartans", 26th of November 2007.

Combat Logistics Battalion 15, "Burbank", 29th of December 2007.\*\*

VMA-513 "Flying Nightmares", 26th of January 2008.

VMM-268 "Red Dragons", 26th of January 2008.

2nd Platoon, Bravo Company, "Gators", 14th of April 2008.

Weapons platoon, Echo Company, 14th of April 2008.

VMFA-323, "Death Rattlers", Exact date unknown.

2nd Platoon, Charlie Company, "Warpigs", 15th of June 2009.\*\*

3rd Platoon, Alpha Company, "Spectre", 15th of June 2009

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HMH-466, "Wolfpack" (later designated as HMH-465 "Warhorse"), Q1 2012  
Foxtrot Company, 2nd Battalion, 4th Marines "Haymaker", 30th of April 2013.  
India Battery 3/12, "Battlestar", 13th of November 2013 \*  
Joint Terminal Attack Controllers "Griffon" and "Havoc", 12th of January 2014  
VMFA(AW)-255, "Vikings", 26th of February 2014  
1st Platoon, Charlie Company, 1st LAR Battalion, "Marauder", 03rd of March 2014 \*\*  
VMM-165 "White Knights", 29th of June 2014 \*  
VMA-211 "Wake Island Avengers", 1st of July 2014  
Golf Company, 2nd Battalion, 4th Marines "Raider", 21st of July 2014  
15th MEU Cadet Corps "Condor" and "Poacher", 15th of November, 2015

\* - sections that have since closed

\*\* - sections that have since closed and reopened

On top of these additions, the inner workings of the unit have grown to accommodate the manpower required to run a behemoth like the 15th. Each S-denoted section serves as a specific vertebrae on a delicate spine that carries the weight of the MEU.

These sections are:

S-1 Personnel

S-2 Intelligence

S-3 Training and Operations

S-4 Logistics

S-5 Civil Affairs

To also cope with the growing numbers and possible tensions that may rise when hundreds of unknowns get together, the MEU currently has several Unit Councilors in service whom welcome all members with open doors in the occasion of a unit related beef.

Along with new elements, the MEU has also seen a wide range of schools and courses put into use during its lifespan. These include the Flight School, ITB, MCT, FMSS, TBS, Leadership courses, specific MOS trainings and different Range Courses, in no specific order.

Back when the unit was taking its first steps, the only actual course you had to take was Recruit Training. That training has remained roughly the same throughout the entire course of our Unit, although often edited to reflect recent changes and/or issues found in it by the handling personnel.

The RCT document currently in use dates its edit history all the way back to 2007, when the unit was first founded, making it the oldest training document in use within the Unit.

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At it's current state, the 15th MEU stands as one of the largest and most popular realism units out on the market, satisfying online gamers with "as-close-as-you-want-to-get"-Marine action.

On January 28, 2013. The 15th MEU surpassed 1000 trained recruits.

LtCol Saarema  
S-5 Unit Historian

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## **Section 1 - Unit Charter**

### **1-1. Unit Identity**

Branch: US Marine Corps

Operation type: Large-scale combined arms

Unit: 15th MEU

Purpose: To emulate the United States Marine Corps in a simulated USMC environment

Logo: Main is modified official 15th MEU Logo, Merchandise is Crossed Rifles, Watermark is Command Staff

### **1-2. Base Sections**

This section denotes the unit's minimum size. Closure of the sections/ elements listed below is not authorized without the rescindment of this policy

1. 1x Rifle Platoon (2x Infantry Squads) w/ attached Corpsman and HQ
2. 1/3x Weapons Platoon (1x MG Squad, 1x Assault Squad, 1x Mortar Squad) w/ attached Corpsman and HQ
3. 2x M1A1 Abrams Tanks
4. 1x UH-1Y Huey
5. 1x AH-1Z Cobra
6. 1x MV-22 Osprey
7. 1x F-35 JSF

### **1-3. Mission Statement**

The Mission of the 15th Marine Expeditionary Unit is to establish an ARMA III gaming community tasked with emulating a Marine Corp environment through use of tactics, morals, and codes of conduct. The higher objective of which is to create an environment which is conducive to allow growth of its members mentally in teamwork, leadership, and morality.

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## **Section 2 - New Join Policy**

### **2-1. Overview**

New joins follow a structured training program to become members of our unit. New joins will enter our Recruit Pipeline; a series of training events to gain the basic knowledge and skills necessary to fill an entry level billet. This training program provides team leaders with capable team members and affords the new join an opportunity to decide if they are a good fit for our unit before progressing further.

### **2-2. Qualification**

The following denotes the minimum requirements to gain access to the unit as a member. Applicants must be at least 14 years of age. All applicants must have a valid legal working copy of Armed Assault III. All applicants must have a working microphone/ speakers/ headset with a working Teamspeak 3 VoIP Client. Finally, all applicants must successfully complete the standardized application process.

### **2-3. Standardized Application Process**

All new joins will follow a standardized application process which consists of filling out the appropriate unit application based on their age. All 17+ applicants must seek entry into the 15th MEU as a Basic Unit Member and fill out the approved Basic Unit Member Application. All 14-16 applicants must seek entry into the Cadet Corp and fill out the approved Cadet Corp Application. All applications must be properly filled out and checked over by a member of the Recruiting Detachment. Any discrepancies or omissions in this application will delay the potential new member from entering the Recruit Pipeline. All Recruiting Detachment personnel will respond to the application once processed in one the following three ways

1. **ACCEPTED:** The application topic name will be denoted with “ACCEPTED” and a reply to the application will be posted with the approved automated acceptance response. Accepted applicants will receive a welcome message via private message on the forum. This message will include reporting and training instructions.
2. **DENIED:** The application topic name will be denoted with “DENIED” and a reply to the application will be posted with the approved automated denial response. The applicant will be notified via PM as to the reason for the denial along with contact information should the applicant wish to discuss the matter further
3. **ATTENTION NEEDED:** The application topic name will be denoted with “ATTENTION NEEDED” and a reply to the application will be posted with the information needed for the applicant to correct the discrepancy identified in the application

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### 2-3.A. Multi-Membership

No member in the unit may have more than one membership to the unit. Members are free to request a name change for privacy purposes, but new membership profiles are not authorized. Should a member be found to be in violation of this policy, their most recently created membership account will be removed from the unit and all information maintained on the individual's personnel file will be transferred to their remaining active membership account.

### 2-3.B. Returning Members

All past unit members that are seeking to regain entry into the unit, and are no longer affiliated with the 15th MEU at their current state, must re-complete the standardized application process. All applications must be properly filled out and checked over by a member of the Recruiting Detachment. Once processed, all returning member applications will be flagged for review by one of the designated S-1 Personnel Clerks who will review the application and all pertinent information regarding the member's previous membership for reasons the member should not regain access to the unit, should any exist. The application topic name will be denoted with "S-1 Flag" and the appropriate automated message will be posted in reply to the application. In the event a reason is identified why the returning member should be denied entry, The S-1 Personnel Clerk will forward this information to the S-1 Personnel Officer for review. The S-1 Personnel Officer will then determine how to proceed with the applicant and react accordingly. Additionally, all returning Aviation Combat Element (ACE) Personnel will require review and approval from the ACE Commanding Officer before being approved for return to Aviation Combat Element.

### 2-4. Basic Training

For our purposes Basic Training consists of two separate phases: Recruit Training and the School of Infantry (ITB/MCT/FMTB).

#### 2-4.A. Recruit Training

Recruit Training is the first phase of Basic Training. It consists of a welcome briefing that teaches new joins our history, customs and courtesies, organization and basic rules of the unit. New joins will also get familiarized with the Advanced Combat Environment 3 (ACE3), Task Force Arrowhead Radio (TFAR) modification, and will shoot their first rifle range. Once a new join has completed Recruit Training he is ranked as a Private, Cadet Private, Hospital Recruit or Cadet Hospital Recruit and officially added to our Receiving Platoon roster.

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## 2-4.B School of Infantry

The School of Infantry (SOI) is the second phase of Basic Training. The School of Infantry's training mission ensures "Every Marine is, first and foremost, a Rifleman". This means that every new join to this unit must complete a basic course in infantry tactics regardless of what section of the unit they are headed into. At SOI, new unit members are separated into different training schools depending on their Military Occupational Specialty (MOS). Once a new join has completed the School of Infantry s/he is added to our active duty roster and is ready to progress to his/her military occupational specialty training.

### 2-4.B.1 Marine Combat Training Battalion

Following "Every Marine is a Rifleman", all members entering in any non-03 Occupational Field (1812 M1A1 Tank Crewman, 1833 AAV Crewman, and 7599 Student Pilot) will attend Marine Combat Training Battalion (MCT Bn). Here, they will be in a two part course over a span of one week, learning the basic principles and necessities of being a rifleman within the 15th MEU (SOC) Realism Unit, for when the day arises they must fill in as one. Once completing this course, they will report to their assignment and receive further specialized training within their MOS. No member graduating MCT may select 7599 Student Pilot as their MOS. Members wishing to become 7599 Student Pilots must post a transfer within the transfers and lateral moves board within 48 hours of gaining access to it. If the SOI graduate checks into his MOS, they will be billet locked and unable to switch to 7599 Student Pilot as per the Billet Lock policy (Section 2-8).

### 2-4.B.2 Infantry Training Battalion

All members entering any 03 Occupational Field (0311 Rifleman, 0331 Machine Gunner, 0341 Mortarman, and 0351 Infantry Assaultman) will enter the Infantry Training Battalion (ITB) at SOI. Here, they will take a four part course over a span of two weeks learning the ins and outs of being an infantryman in the 15th MEU (SOC) Realism Unit. Once completing this course, all members will report for assignment. Members not taking a 0311 MOS will receive further specialized training within their MOS.

### 2-4.B.3 Fleet Medical Training Battalion

All members entering the HM-8404 Occupational Field will enter the Fleet Medical Training Battalion (FMTB) at SOI. Here, they will take part in a two day course over the span of one week designed to teach new corpsman the basics of both combat tactics and casualty care. While the real life FMTB has nothing to do with SOI, our unit has grouped it with the MCT Bn and ITB for convenience.

## 2-5. Personnel Assignment Policy

Personnel are free to request a specific assignment that they would like to fill, but there is no guarantee that this request will be honored. After completing SOI, personnel that do not request

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a specific assignment will be assigned to billets based on an as needed basis. This means that personnel will fill vacancies which exist in the order of most under strengthened section first. Once a section is brought to the same number of active members as its counterpart, personnel will be assigned equally across the entirety of the MOS Field. With all this in mind, all attempts to keep individual groups of friends together will be made, but will not directly conflict with this policy.

#### 2-6. Military Occupational Specialty Training

Every new join to the unit is destined for a particular billet that he will fill. This training is considered MOS Training. Air wing student pilots enter the Student Pilot Program for the next 120 days. All other non 0311 Rifleman and HM-8404 Hospital Corpsman go through a one to two hour course on the specifics of their job with the unit.

#### 2-7. Points and Rifle Range Qualifications.

New joins entering the Recruit Pipeline may attend trainings outside of the School of Infantry, but may not earn CSE points until the completion of SOI. New joins also may not attend unit wide operations or FTX's until its completion. New joins will have their first opportunity to fire a rifle range at Recruit Training. A qualifying rifle range score is required for promotion to E-2. Standard Rifle Range Policy is in effect; they may only shoot for score three times in between the qualification period.

#### 2-8. 30 Day Billet Lock Policy

Upon completion of any SOI school (ITB, MCT, or FMTB) you will select an MOS. After that selection you will be locked into that MOS for 30 days. For the purpose of this policy, MCT and FMTB are considered to be the same school. You may transfer to an MOS from the opposite school within these 30 days. However if you do so you will be locked to that MOS for 30 days. The only exception to this policy is the 7599 Student Pilot transfer 48 hour policy as listed in section 2-4.B.1.

#### 2-9. Special Recruiting Policies

Should any new members join the unit and bring with them two or more friends, that complete SOI, we will allow one of the group members to be authorized a meritorious promotion to the rank of Private First Class. The group members must decide who among them shall receive this meritorious promotion. Should the members not agree then no meritorious promotion shall be authorized. This promotion does not come with a guarantee of a leadership billet. Additionally, If six or more members of a group complete SOI, one of the members is authorized meritorious Lance Corporal and one member meritorious Private First Class with the same guidelines of selection as above. No other meritorious promotions are authorized.

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## 2-10. Restrictions

In the interest of fairness the 15th MEU (SOC) does not recognize other unit's ranks or real military ranks for transfer into the unit. There is no real way to confirm a person's status in the real world without a meet and greet and that is not going to be conducted or authorized by the Command Staff. Other unit ranks are not recognized because we do not know what their promotion guidelines are like and how a member became a certain rank within that organization. In short, everyone earns their rank in the 15th MEU (SOC) from the ground up.

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## **Section 3 - Billet Assignment Policy**

### **3-1. Definitions**

Occupational Field (OccFld) – This is a general category that does not distinguish between specialties or officer and enlisted ranks. For example; 03 Infantry, 18 Tank and Amphibious Vehicle, 75 Pilots and Naval Flight Officers, etc.

Military Occupational Specialty (MOS) – This is a member's general job within the ranks of the 15th MEU Realism Unit. It consists of a four digit number starting with the OccFld code and the second set of digits indicates the actual specialty. For example; 0311 Rifleman, 0331 Machine Gunner, 1812 M1 Tank Crewman, 7523 AV-8 Qualified Pilot, etc.

Billet – This is the specific duty assignment within the ranks of the 15th MEU Realism Unit. The following denotes all available billets by category

#### ***Tier I - Entry Level***

0311 - Rifleman (Infantry)  
0331 - Machine Gunner  
0341 - Mortarman  
0351 - Infantry Assaultman  
1812 - M1A1 Crewman  
1833 - AAV Crewman  
2336 - EOD Technician  
5811 - Military Police  
7599 - Student Pilot  
HM-8404 - Hospital Corpsman

#### ***Tier II - Qualifying Level***

0202 - MAGTF Intelligence Officer  
0302 - Infantry Officer  
0307 - Expeditionary Ground Reconnaissance Officer  
0321 - Reconnaissance Man  
0323 - Reconnaissance Man, Parachute Qualified  
0324 - Reconnaissance Man, Combatant Diver Qualified  
0326 - Reconnaissance Man, Parachute and Combatant Diver Qualified  
0365 - Infantry Squad Leader  
0369 - Infantry Unit Leader  
0402 - Logistics Officer  
0505 - MAGTF Planning Officer  
1802 - Tank Officer

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1803 - Assault Amphibious Vehicle Officer  
5803 - Military Police Officer  
7513 - Pilot, Helicopter AH-1Z/UH-1Y  
7518 - Pilot, F-35 Qualified  
7527 - Pilot, F/A-18D Qualified  
7532 - Pilot, MV-22 Qualified  
7557 - Pilot, KC-130 Aircraft Commander  
7563 - Pilot, UH-1 Qualified  
7565 - Pilot, AH-1 Qualified  
7566 - Pilot, CH-53E Qualified  
8002 - Joint Terminal Attack Controller  
8999 - Sergeant Major/First Sergeant

***Tier III - Secondary Duty***

0121 - Personnel Clerk  
0170 - Personnel Officer  
0193 - Personnel Chief  
0291 - Intelligence Chief  
0231 - Intelligence Specialist  
0431 - Logistics Specialist  
0491 - Logistics Chief  
0530 - Civil Affairs Officer (If opening S-9)  
0531 - Civil Affairs NCO (If opening S-9)  
0911 - Drill Instructor  
0913 - Marine Combat Training Instructor  
0930 - Range Master  
0931 - Range Instructor  
0933 - Range Coach  
8411 - Recruiter

**3-2. General Information**

In our unit we assign all members to a billet that defines what their responsibilities are and who they report to, both up and down the chain of command. Each billet within our ranks has a billeted rank assignment to it. This is the typical rank of a member holding that billet assignment. It also dictates who can be assigned to that position and the rank cap for a member's promotion while assigned to that billet.

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### 3-3. One Up, Two Down Policy

We employ a “one up, two down” policy on assigning members to billets and considering promotions. This means that a billet may be filled by a member one rank higher or two ranks lower than the authorized billeted rank for the position. Members may also be promoted to one rank higher than their current billeted position. For example: if a billet is a Corporal’s position we can assign a Private First Class, Lance Corporal, Corporal or Sergeant to the position. This member can promote no higher than Sergeant. This policy may be deviated from based on the needs of the unit and merits of an individual as determined by Command Staff.

### 3-4. Billet Restrictions

A majority of billets in the unit are non-restrictive; there are no prerequisites to enter that billet assignment. These are basically all entry level positions (with the exception of Student Pilot) such as Automatic Rifleman, Assistant AR, Rifleman, Tank Crewman, AAV Crewman, Corpsman, etc.

ACE HQ/ MEU HQ retain the ability to deny any new join/ lateral move to ACE by anyone that either party understands or perceives to be unable to fulfill the MOS training requirements as established, or is unfit for duty as an officer.

However, all leadership billets and some others are restrictive. In order to be selected for a leadership billet you must be an active team member then be recommended by your leadership to the position and be of the appropriate rank to hold the billet. Some non-leadership billets must go through a screening process to be selected such as Recon, etc.

No unit member may fulfill the role of more than one Primary Billet (Tier I/ Tier II) at any one time. Unit members may seek and/or maintain qualification in as many primary billets as possible, however, these members will refrain from operating in any capacity outside the current primary billet as assigned. The only exception to this rule is the 0311 billet. Following the doctrine that “Every Marine is a Rifleman”, all unit members maintain the ability to operate in the capacity as an 0311 at anytime they choose to. Additionally, unit member may elect to VOLUNTEER for as many Tier III Billets as they want. These collateral duty billets assist in the day to day operations of the unit, however, these functions must not interfere with the members ability to fulfill their primary billet duties or responsibilities.

### 3-5. Responsibilities

Entry Level Billets – [Automatic Rifleman, Assistant Automatic Rifleman, Rifleman, Machine Gunner, Assaultman, Mortarman, Military Policeman, EOD Technician, Tank Crewman, AAV Crewman, Corpsman, and Student Pilot] These are billet assignments that all new joins have the possibility of entering upon completion of Recruit Training and the School of Infantry, based on the current needs of the unit.

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The responsibilities of entry level billets are to be active and participate as a member of your assigned team. Follow the orders of those appointed in leadership positions in your chain of command. Obey the standard operating procedures, policies and guidelines of the unit.

Leadership Billets – [Fire Team Leaders, Team Leaders, Lead Petty Officer, Tank Commanders, Vehicle Commanders, Squad Leaders, Platoon Corpsman, Platoon Sergeants, Staff Non-Commissioned Officer in Charge, Chief Corpsman, Company Gunnery Sergeant, Company First Sergeant, Platoon Commanders, Officer in Charge, Executive Officers, Commanding Officers, and Detachment Commanders] These are billet assignments that hold a higher level of responsibility for leading members of the unit.

The responsibilities of leadership positions are the same as Entry Level Billets with the addition of being more active in the forums, game and administrative duties. Leaders have the duty of setting the example by organizing and leading training events.

Restricted Duty Billets – [Reconnaissance Team Member, Company JTAC, Platoon RTO, Pilot, Helicopter AH-1Z/UH-1Y, Pilot, F-35 Qualified, Pilot, F/A-18D Qualified, Pilot, MV-22 Qualified, Pilot, CH-46 Qualified, Pilot, UH-1 Qualified, Pilot, AH-1 Qualified, Pilot, CH-53E Qualified] These are billet assignments that require special testing and requirements for entry. Reconnaissance Team Member also requires a selection process to gain entry.

### 3-6. Lateral Moves

In the interest of enjoyment and to encourage members to participate as members of a team, members are authorized to request lateral transfers to open billet assignments. However, lateral moves must fall within certain restrictions and may incur penalties for moving.

Restrictions – Members may only move to open billets within the unit. No member will be removed from a billet they are actively participating in to make room for another member. Members will be locked in their MOS for thirty days upon completion of their school (ITB, MCT, or FMTB) at SOI. They may transfer to an MOS from an opposite school within these 30 days. However if they do so, they will be locked to that MOS for 30 days, no exceptions.

Ground Side to Ground Side - Members that lateral move must have the appropriate rank for the billet they are requesting to move to, within our policy (one up, two down). If a member is of a lower rank than required their request for transfer will be denied. If a member is of a higher rank than required they must take a rank reduction to the appropriate rank for that billet or the request will be denied.

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Ground Side to Air Wing - Lateral moves to the air wing will result in the member entering the Student Pilot Program and re-ranked as a Student Naval Aviator. Exception to this is if the member was a former student pilot or qualified pilot; in which case the member returns to the rank at which they left the air wing. See Policy 3-4. Billet Restrictions

Air Wing to Ground Side - Lateral moves from the air wing to the ground side requires special attention. Air wing member which opt to transfer back to their previously billeted ground position and previous rank may do so if available. Additionally, any air wing member that ops to transfer back to a lesser billet on the ground may do so and any rank reduction that should occur will. No air wing member will be authorized to lateral move from the air wing to a ground officer billet without being authorized to do so in accordance with the standard application process required of all members. Air wing members with no previous ground side service will enter the ground side with their rank equivalency based on the following chart. A member leaving the air wing will be required to take any rank reduction necessary to facilitate their transfer into the billet they have selected.

All lateral transfers from ACE to ground will have their rank determined by their CSE score.

Student Pilot to Enlisted:

SNA -> Pvt = 0 CSE

SNA -> PFC = 16 CSE

SNA -> LCpl = 48 CSE

Air Officer to Enlisted

2ndLt - LtCol -> LCpl = <80 CSE

2ndLt - LtCol -> Cpl = 80 CSE

2ndLt - LtCol -> Sgt = 120 CSE

2ndLt - LtCol -> SSgt = 184 CSE

2ndLt - LtCol -> GySgt = 272 CSE

2ndLt - LtCol -> 1stSgt = 360 CSE

2ndLt - LtCol -> SgtMaj = 448 CSE

Penalties – A member's first lateral move incurs no penalty. Each additional lateral move after the first will result in their time in grade being reset to the date the lateral move is approved, unless they request the lateral transfer after having been in their previous billet for sixty days or greater.

### 3-6.1. Cadet Corps to Base Unit Transition

Any Cadet that has reached his 17th birthday will be eligible to transfer from the Cadet Corps to the base unit at his request once they have completed 3 months of active duty. All Cadets will

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be forcibly transferred to the base unit upon reaching their 18th birthday. All requests to transfer from the Cadet Corps to the base unit will be handed through an official transfer request and will require approval from the Cadet Corps HQ, the Cadet's requested base unit billet HQ, and MEU HQ. Once approved, the Cadet's transfer will be authorized and the Cadet will be reranked on the following scale based on TIS

0 - 364 days TIS = Pvt

365 - 729 TIS = PFC

730+ days TIS = LCpl

Once the Transfer is approved, S-1 will process the transfer and the cadets DOJ will be maintained as the date he joined the Cadet Corps and all other tracking values will be adjusted to match. All official training courses (I.E. CPLCs, MOS Trainings, SOI Courses, Etc) completed by the Cadet prior to his transition will be maintained as well.

### 3-7. Billested Rank Charts

The tables below list the base ranks assigned to certain billets. Student Pilots fall outside of the standard assignments as they fill Qualified Pilot billets temporarily when progressing through the Student Pilot Program. This is to ensure they have a position once their training is complete, since it is longer than a ground MOS training. Once they complete the program they then fall under the standard billets as for air wing personnel.

LANCE CORPORAL BILLETS (LCpl)		
RIFLEMAN	AUTOMATIC RIFLEMAN	ASST AUTOMATIC RIFLEMAN
ASSAULTMAN	MACHINE GUNNER	MORTORMAN
MILITARY POLICEMAN	EOD TECHNICIAN	TANK CREWMAN
AAV CREWMAN		

CADET LANCE CORPORAL BILLETS (C/LCpl)		
RIFLEMAN	AUTOMATIC RIFLEMAN	ASST AUTOMATIC RIFLEMAN
ASSAULTMAN	MACHINE GUNNER	M1A1 TANK CREWMAN

HOSPITALMAN BILLETS (HN)
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SQUAD CORPSMAN		
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### CADET HOSPITALMAN BILLETS (C/HN)

SQUAD CORPSMAN		
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### CORPORAL BILLETS (Cpl)

FIRE TEAM LEADER	ASSAULT TEAM LEADER	MACHINE GUN TEAM LEADER
MORTAR TEAM MEMBER	RECON TEAM MEMBER	TANK COMMANDER
AAV COMMANDER	PLATOON MESSENGER	

### CADET CORPORAL BILLETS (C/Cpl)

FIRE TEAM LEADER	ASSAULT TEAM LEADER	MACHINE GUN TEAM LEADER
TANK COMMANDER		

### HOSPITALMAN 3RD CLASS BILLETS (HM3)

RECON CORPSMAN		
----------------	--	--

### SERGEANT BILLETS (Sgt)

SQUAD LEADER	JTAC	ASST RECON TEAM LEADER
SECTION LEADER AAV		

### CADET SERGEANT BILLETS (C/Sgt)

SQUAD LEADER		
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### HOSPITALMAN 2ND CLASS BILLETS (HM2)

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PLATOON CORPSMAN		
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### CADET HOSPITALMAN 2ND CLASS BILLETS (C/HM2)

PLATOON CORPSMAN		
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### STAFF SERGEANT BILLETS (SSgt)

PLATOON SERGEANT	STAFF NCOIC	RECON TEAM LEADER
SENIOR JTAC	CADET CORP SNCOIC	

### CADET STAFF SERGEANT BILLETS (C/SSgt)

PLATOON SERGEANT		
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### HOSPITALMAN FIRST CLASS (HM1)

COMPANY SENIOR CORPSMAN	
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### GUNNERY SERGEANT BILLETS (GySgt)

COMPANY GUNNERY SERGEANT	RECON PLATOON SERGEANT
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### FIRST SERGEANT BILLETS (1stSgt)

COMPANY FIRST SERGEANT	
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### SENIOR CHIEF HOSPITALMAN (HMCS)

BAS SNCOIC	
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### SERGEANT MAJOR BILLETS (SgtMaj)

MEU SERGEANT MAJOR	
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**2ND LIEUTENANT BILLETS (2ndLt)**

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**1ST LIEUTENANT BILLETS (1stLt)**

COMPANY EXECUTIVE OFFICER	PLATOON COMMANDER	QUALIFIED PILOTS (ACE)
---------------------------	-------------------	------------------------

**CAPTAIN BILLETS (Capt)**

COMPANY COMMANDER	DETACHMENT COMMANDER / ELEMENT LEADER (ACE)	CADET CORPS COMMANDER
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**MAJOR BILLETS (Maj)**

ACE EXECUTIVE OFFICER	ACE AIR OPERATIONS OFFICER
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**LIEUTENANT COLONEL BILLETS (LtCol)**

MEU EXECUTIVE OFFICER	ACE COMMANDING OFFICER
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**COLONEL BILLETS (Col)**

MEU COMMANDING OFFICER	
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## **Section 4 - Multi-Armed Assault Unit Policy**

### **4-1. Overview**

It is the policy of the 15th MEU Realism Unit to not allow multiple Arma III unit membership, otherwise known as "dual clanning". While we are only a gaming unit it has been the experience of the Command Staff both within our time as leaders of this unit as well as experience prior to membership of this unit that participation in a gaming unit is a time consuming process for even the most laidback of members. We feel that it would be unfair to this unit, or any other unit, to require a member to split his time and dedication between those units. We do not say 'pick our unit' but rather the member, or prospective member, needs to choose one unit to concentrate their time with.

### **4-2. Definitions**

Armed Assault (ARMA) III Milsim Unit - any gaming organization that utilizes ARMA III as its venue to conduct modern military combat simulation activities in an organized structure, or any gaming organization that utilizes ARMA III to emulate or simulate any modern day military or insurgent organization.

Armed Assault (ARMA) III Non-modern Milsim Unit - Any organization that utilizes ARMA III as its venue to conduct military combat simulation activities focused around any non-modern era military organization (I.E. WWII Modification Unit, Arma 3 Halo Modification Unit etc.)

Non-Combat Armed Assault (ARMA) III Gaming Organization - Any organization that utilizes ARMA III to simulate gameplay of a non-combat or survival nature

Dual Clanning - The act of participating as a member of the 15th MEU Realism Unit and any other Armed Assault (ARMA) III Milsim Unit.

### **4-3. New Applicants**

No member that joins this unit can be a current and active member of another gaming unit that has an Armed Assault (ARMA) III Milsim Unit division regardless if they are part of that division or not. Recruiting staff, with the assistance of the S-1 Personnel Section, will make every effort confirm that a new applicant to the 15th is not a member of another Armed Assault (ARMA) III Milsim Unit prior to approving their application. Should a new join be found on the roster of another unit a confirmation private message or meeting in TeamSpeak to confirm the applicant's status should be made giving the applicant a chance to correct the situation or withdraw their application. Any new applicant in the Receiving Platoon undergoing training found to be participating with another Armed Assault (ARMA) III Milsim Unit will be given the same courtesy.

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#### 4-4. Active and Reserve Members

No member, active or reserve, shall become a member of another Armed Assault (ARMA) III Milsim Unit during their time with this unit. Members are free to join any Non-Combat Armed Assault (ARMA) III Gaming Organization or Armed Assault (ARMA) III Non-modern Milsim Unit of their choosing. Should a member be found to be maintained on another Armed Assault (ARMA) III Milsim Unit roster, not to include said unit's inactive reserve component or equivalent, or confirmation can be made that they are active in that unit they shall be immediately subject to an Other Than Honorable Discharge from the 15th MEU Realism Unit. Return to the unit at a later date will be at the discretion of the Command Staff and said member, if allowed back into our ranks following the conclusion of the nine month restriction on rejoining, will be subject to three months probationary status.

#### 4-5. Muti-Unit Disclaimer

Should a current or prospective unit member wish to join another Arma III Gaming Organization and they feel that their membership to said other organization is not in conflict with this policy, said member may forward their request to Command Staff. Command Staff will then review the request and either approve or deny it.

#### 4-6. Conclusion

The Command Staff has no issue with members resigning to go participate in other gaming units should one feel the need. The issue arises when a member does so while a part of this unit. Therefore it is in a member's best interest to simply resign from the 15th to pursue other options; should the other option not be fruitful, said member can return to the ranks of the 15th with open arms. This policy is in effect and supersedes any verbal or unwritten policy pertaining to Multi ArMA III Unit Membership and is in force until rescinded by Command Staff.

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## **Section 5 - Unit Training Policy**

### **5-1. Introduction**

The 15th MEU Realism Unit for Armed Assault III is dedicated to creating an atmosphere of professionalism and simulated tactical expertise. To that end we have standard training that is conducted at various levels throughout the month. This SOP is intended to give guidance to those trainings and explain how we go about doing what we do on a weekly and monthly basis.

### **5-2. Training Event**

A training event is any training that is conducted by a member billeted in a leadership billet. There are two types of training: scheduled and unscheduled. Scheduled trainings will be planned and held on a regular basis in accordance with the unit charter as an ARMA III Milsim unit. Unscheduled events may occur with no warning, such as pickup games or training, and are highly encouraged.

### **5-3 Training Attendance Guidelines**

All Unit members in a leadership billet will clearly post the scheduled training times for their respective section in an easy to find location. These unit leaders will also ensure that all current members of their respective section are adequately informed of both the scheduled training times, and where that information can be found should a subordinate need to refer to such information at a later time. All unit members are required to attend all scheduled trainings conducted by their Chain of Command. Any unit member that fails to attend a scheduled training is deemed AWOL, or away without leave, and will not be included in the training report denoting attendance. Any member that is AWOL for any combination of scheduled trainings/ Unit events three consecutive times, without prior notification, may be forcibly transferred from active duty to the reserve component. These members may seek to transfer back to active duty, but are subject to a reset of the 30 day billet lock after said transfer as indicated in Section 3.6 Lateral Moves of this policy manual at that time. These attendance guidelines may be deviated from as approved by the Commanding Officer of the respective company or element.

Any unit member that knows in advance that they will be unable attend a required event must notify their Chain of Command informing them of the situation prior to the beginning of the event. If the individual properly completes this task then they will be excused from the event.

### **5-4. Leave of Absence (LOA)**

Any unit member that knows that they will be absent for an extended time (Three days or more), upto and including one month, must post an LOA Announcement in the "On Leave" board of the forums stating when they will be gone prior to the start of their absence. Once again, if done so

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properly, the individual will not be penalized for any absences that occur during that span of time.

Any member that knows that they will be absent for a length of time in excess of one month will be required to transfer to the reserve component until the conclusion of their absence, after which they may request transfer back to active duty in a vacant billet of their choosing. They may also request an extension from their Company level HQ or equivalent for up to 1 month extra at the discretion of that HQ.

#### 5-5. Training Report

A training report will be submitted to allow unit leadership to monitor and enforce the application of trainings across the unit. Unscheduled training events must have a leader using a leadership point to compensate attendees for their presence, if they choose to. Training reports have a required formatting that must be followed. It must include: date and time of training, location of training (ie; what server and map), roster of those in attendance separated into required and not required (for scheduled training), and a summary of the training conducted. Training reports must be submitted within 24 hours of the training taking place.

#### 5-6. Scheduled Training

Every leader in the unit sets the day, time, and training focus for his section based upon certain factors, with approval of his chain of command. In the interest of keeping training length to a reasonable time period, these policies are in place.

Scheduled trainings are mandatory in attendance. Training must be no shorter than thirty minutes in length and no longer than two hours. While members may voluntarily remain longer, no member will be required to attend training lasting longer than two hours. In order to earn credit for the training a member must remain for a majority of the training event. It is the reporting leader's discretion whether a member should earn credit for an event.

No training should be scheduled for Sundays between 1800 and 0000 as this is reserved for unit wide events or as a mandatory stand down period each week.

##### 5-6.1. Fire Team/Team/Vehicle/Aviation Element Training

Base sections of the 15th MEU Realism Unit must conduct weekly trainings that are scheduled for at least one hour in length.

##### 5-6.2. Squad/Vehicle Section/Aviation Detachment Training

Squads, Vehicle Sections, and Aviation Detachments must conduct training twice monthly, preferably in the first and second half of a month but that is not a requirement. No more than two trainings in a month are to be required for these sections.

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### 5-6.3. Platoon/ACE Wide Training

Platoon and ACE Wide trainings should be scheduled monthly and for at least an hour and attendance should not be required for more than two hours in length.

### 5-6.4. Medical Section Training

Corpsmen require special consideration as they are assigned to support squads and do not normally conduct weekly or monthly training. Squad Corpsmen are required to attend one fire team training per week, one squad training per month, and one platoon training per month. Corpsmen assigned to Weapons Platoon sections are required to attend its squad trainings, and a minimum of one team (Machine Gun or Assault, depending on their section) training a week. Platoon Corpsmen are required to attend its platoon trainings, and a minimum of one squad training a month. Company Corpsmen will be required to attend its company training (if applicable) and a minimum of one platoon training a month. Independent Duty Corpsmen require further special consideration. Recon Corpsmen earn credit for all Recon Training events as they do not have a squad and platoon organization. The Medical Section may opt to have one monthly training for all members of the Battalion Aid Station. This training may be up to two hours in length.

### 5.7. Leadership Points

All unit members in a leadership capacity will have a predetermined number of "Leadership Points" they are free to utilize at their discretion to compensate their subordinates for going above and beyond. These points, when issued, will advance their recipients composite score by 1 point. By issuing one point, all personnel in attendance at the time will receive the point. It is not necessary to issue more than one point to ensure that all recipients receive the point. More information on the Leadership Points is discussed in Section 10: Promotion Policy of this manual

### 5-8. Unscheduled Training

Simply put, unscheduled training is any training not planned or scheduled in advance. No member shall be required to attend unscheduled training. These trainings can be pickup games on the recruiting server, unofficial fun events, or any random constructive collection of members that conduct a training or testing as long as all official training SOP is followed including loadouts and CoC structure. Unscheduled training still requires a Training Report with a request to use leadership points from the senior person present, or his delegate, if the senior member feels compensation is warranted. Even if you have no points remaining for the month you should submit the report as your Chain of Command and MEU HQ members have leadership points they may spend to reward members conducting unscheduled training.

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### 5-9. Types of Training

Training does not always have to be tactical and formal in nature. Anything that is productive and in keeping with the mission of a section can be considered a training event. There are several sources that a leader may go to in order to get ideas for training: senior leaders, military manuals, our library of training classes and maps, etc. Some things that can be considered training but not limited to these things:

A squad that has a sit down to plan the next month's training goals can be considered training.

A team sitting down and discussing the creation or modification to existing policy that pertains to that section and submits it to the Command Staff for consideration is training.

Getting a fire team together on a public server and playing together is considered training as long as that team is conducting their section-based training as a team.

### 5-10. Unit Wide Events

Unit wide events are things such as Combined Arms Exercises, Field Training Exercises, or Operational Missions. Unit wide events will only be scheduled on Sundays between 1900 and 2300. All hands meetings may also be scheduled, but the exact time and date will vary. Patrol reports for Combined Arms Exercises, Field Training Exercises, or Operational Missions must be submitted within 48 hours of the mission taking place.

### 5-11. Special Training Events

Certain training events fall outside of the norm or require their own special rules to govern them.

#### 5-11.1 Recruit Training

Recruit Training is considered the first phase of training. As per our policy, new joins go through this class as required. Recruit Training classes dates and times will be clearly posted and include all information necessary to facilitate a new recruits attendance to the event. Make up trainings are allowed at the discretion of the instructor

#### 5-11.2. School of Infantry Trainings

School of Infantry is considered the second phase of training. As per our policy, new joins go through these class as required depending on whether they are participating in ITB, MCT, or FMTB. School of Infantry classes dates and times will be clearly posted and include all information necessary to facilitate a member's participation. Make up trainings are allowed at the discretion of the instructor

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### 5-11.3. MOS Training

Each section will require new joins to undergo an MOS Training upon the completion of SOI. It will allow new joins to gain a greater understanding of what is expected of them and what their duties are within their MOS.

### 5-11.4. Rifle Qualification

Every year we conduct rifle qualifications during the months of February and March. During this time period there are several Rifle Qualification days posted in a stickied thread in the Training and Operations section of the forums. If a member cannot attend a scheduled range they can request one from the Rifle Range Staff. This day must be announced no less than twenty four hours before the start time. During non-qualification months forty eight hours notification is required before the start time. No Rifle Range will be recorded for score if it is not announced as per the rules above.

Recruit Trainers also conduct rifle ranges at their training. This should be treated as a standard rifle range. Upon qualification, it will award new joins with their first score. If they do not qualify they will be allowed to reshoot until they do so. Please note that members which are already past Phase Two of training are not allowed to qualify during these rifle ranges.

### 5-11.5. NCO Training Courses

The NCO Courses will be required prior to all individuals promoting to the rank of Corporal and higher. These courses are entry level leadership courses and are constructed to provide all the skills deemed necessary for an individual to function as a unit leader in a basic capacity at the entry level. These courses can be taught by Two designated individuals per Platoon/ ACE Detachment. These designated people must be approved by the Company/ Platoon/ Section HQ prior to being authorized to operate in this capacity. Additionally, All Platoon HQ members and up may teach the NCO courses. The coursework will be maintained in the unit library and includes

- Corporals Course 101: Fundamentals of Leadership Reports
- Corporals Course 102: Roles, Duties, and Expectations of Leaders Reports
- Corporals Course 103: Policy and Procedure Review Reports
- Sergeants Course 201: Advanced Land Navigation Reports
- Sergeants Course 202: Ground Tactics in Military Operations Reports

### 5-11.6. SNCO Academy

The objective of the SNCO Academy is to help train Staff NCOs and new Platoon Commanders, giving them a more solid background training to do their job of effective platoon leading. This training will be required of all ground billeted personnel prior to being promoted to the rank of Staff Sergeant. All platoon sergeant positions and higher must complete this course within 60 days of attaining their position if they have not already, and all platoon commanders will be

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required to complete the courses as a part of their Officer Academy requirements. Additionally, All ACE members are required to complete this prior to being authorized to fill an ACE HQ position. These classes are designed to teach the expectations and duties of a Staff NCO, as well as how to effectively control a platoon both tactically and administratively. These courses are taught by the established SNCO Academy Staff designated by Command Staff. The coursework includes

- SNCOA 301: Roles, Duties, Expectations of the SNCO
- SNCOA 302: Operation Orders
- SNCOA 303: Three Dimensional Combat

#### 5-11.7. The Basic School (TBS)

The objective of The Basic School is to train new officers of the unit in the basic knowledge and responsibilities expected of an officer. All officers (air, ground, and command level) will be required to complete this course prior to their commission as an officer. At the end of this course, graduates will understand how to conduct themselves as an officer and perform their duties as a leader of the unit. All officer are required to complete this course prior to or immediately following being designated as a 2nd Lieutenant Training. These courses are taught by the established TBS Staff designated by Command Staff. The coursework includes

- TBS 401: Roles, Duties, and Expectations of Officers
- TBS 402: Three Dimensional Combat Operations

#### 5-11.8. Flight School

Flight School is a formalized course designed to teach all the necessary skills required of pilots to operate safely and effectively in their assigned billets. The individual student pilot will be prescribed a predetermined Student Pilot Program or SPP which details all the coursework necessary to become qualified in their designated MOS. All the individual courses will be maintained in the Flight Training Instructional Manual or FITM and will be referenced for the teaching of each student pilot as they progress through their SPP. This manual will be kept up to day by the ACE Chief Flight Instructor (CFI). Flight School will be taught by the ACE CFI or his approved list of qualified flight instructors. Once a pilot is in phase three of their SSP and completes their flight certification checkride, they are authorized to operate in a pilot capacity during official unit wide events, and following completion of all flight school requirements, student pilots graduate from flight school as a flight qualified 2nd Lieutenant or 2nd Lieutenant Training requiring the completion of TBS.

#### 5-12. Auxiliary Certification

Personnel may opt to pursue certification on additional weapons platforms and knowledge which provide their section with additional capabilities. The only authorized auxiliary certifications are the M32 Gunner Certification, Designated Marksman Rifle (DMR) Certification, and the Combat Life-Saver (CLS) Certification. The coursework for these certifications will be

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maintained in the Unit Library for reference and are only to be taught by Platoon HQ (excluding RTO) billeted personnel and higher and their equivalent

#### 5-13. Chain of Command

Should a leader not show up for his scheduled training the next senior person should conduct the training and file the report for that event. If that person is not in a leadership billet, such as an automatic rifleman filling in for his Fire Team Leader, a leadership point from another source must be used if normally required; i.e. to reward non-required participating members.

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## **Section 6 - Game Server Policy**

### **6-1. Overview**

Game server administration is a serious business, one that can make or break a server. We have certain rules for Server Admin in order to maintain a fair and impartial image and to provide an enjoyable place for public gamers to play. A side effect of proper server administration is that we may also get new recruits from the public server.

### **6-2. Requirements for Game Server Admin Status**

The following members are eligible to take the Gamer Server Admin Class:

- Any NCO (E-4 and above)
- Any E-3 (LCpl/HN) and above in a leadership billet
- Any E-2 (PFC/HA) and above who is authorized by being an SOI Instructor or Zeus Controller
- All officers who complete The Basic School (TBS)

### **6-3. Game Server Seniority**

The following policy outlines the hierarchy of seniority when it comes to administrative functions in any of the 15th MEU Realism Unit Official Game Servers. Personnel of a lesser seniority will relinquish game server admin functions to a senior admin on request given the seniority list below. Any member that requires the attention of a Game Server Admin will seek assistance from personnel as low on the seniority list as possible to get the desired end result. Game Server Admins have a different seniority tree than the standard rank structure. Basically this structure is based on your billeted position, rank then seniority:

MEU CO  
MEU XO  
MEU SgtMaj  
Command Staff Members  
Company CO/ ACE CO  
Company XO/ ACE XO  
Company 1stSgt/ BAS SNCOIC/ ACE AOO  
Company GySgt  
Platoon Commander  
Platoon Sergeant/ Company Corpsman  
Squad Leaders/Section Leader/ Platoon Corpsman/Aviation Detachment Commanders  
Fire Team Leaders/ Team Leaders/ Aviation Element Leader  
Billeted Non-Leadership (Active Duty)

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#### 6-4. Rules of Etiquette

Only log into the admin to perform an admin function then log out. If you end up going AFK unexpectedly or get disconnected no other admin can log in while you or your ghost is logged in. The ranking 15th MEU server admin has final authority on a server and is responsible for any action taken while they are on the server.

#### 6-5. Game Server Justification for Actions

##### **6-5.1 Non-Punitive - Warn then kick.**

- Special Duty Roles - If all special duty roles are full and a person is not doing their job in that capacity, or responding to requests to assist. Admin may only kick if someone in TeamSpeak is ready to assume the duties. Kick the player with the highest ping first.
- Novice Pilots - If someone is constantly crashing aircraft not due to enemy fire. Request they cease flying and use the editor to learn. If they continue then kick.
- Firing on Base - We do not allow firing on base unless it is in defense of the base from enemy AI.

##### **6-5.2. Minor Infractions - Warn then kick. Repeated violations after a kick then you can ban.**

- Team Killing - When unknown if teams kill is on purpose just warn the killer to be careful and move on.
- Shooting at vehicles for rides - Warn people that, shooting at vehicles for a ride is not a proper way to ask for transport. Also remind them that if they kill someone in a vehicle while shooting them will result in a kick.
- Language & Racial Comments/Jokes - Name calling, foul language and racial related comments or jokes are not tolerated. Ask the offender to cease their activity.

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### **6-5.3. Major Infractions - These are infractions that result in immediate banning.**

These are serious so be sure that you are absolutely certain as to a potential violator's guilt if you witnessed the violations or that you have several witnesses reporting the violation.

- Griefing - Griefing is the purposeful act of making the game unenjoyable for other players; i.e. acts such as shooting players in the legs.
- Scripting/Hacking - Any confirmed hacking and scripting such as but not limited to; an admin observing a player teleporting across the island, spawning a vehicle right in front of them, or flying a vehicle they do not have the points to fly.
- Intentional Killing - If you witness someone walk up to another person and shoot them. Or watching someone taking a 5-ton truck and ramming a fully loaded helicopter are some examples.

In closing, remember this is not a catch all written in stone guideline. Use common sense and think through your actions prior to taking any enforcement action.

### **6-6. Reporting**

Prior to any banning do a #userlist and write down the players in-game name and their player ID. Then ban the player and note the time and date.

After leaving the game server, go to the Banhammer section of the forums and enter your actions for that day in a format similar to this:

*12/15/07 Approximately 2300 (11:30pm) Server #  
lamthetker 123456 - Griefing and team killing  
L33T 87432243 - Scripting, watch player teleport from base to Eponia  
Jenny 8675309 - Language, repeated use of racial slurs.*

### **\*\*\*DO NOT KICK HC or HC1 OFF THE SERVER\*\*\***

This is the server's Headless Client and kicking it will cause the HC server to shut down.

### **6-7. RCon List**

Server Number is the one to three digit number in front of a player's name when you use #userlist or use the in game "P" key.

- #userlist - Displays every person's Player name, Server number, and Player ID. (Have to be logged as an admin)
- #login <password> - Logs you into the admin position in game
- #logout - Logs you out of the admin position

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- #monitor <seconds> - Displays server data such as server frames
- #kick <player name> or <server number> - kicks the player from the game immediately
- #exec ban <server number> - permanently bans the player's ID number
- #lock - Locks the server, doesn't allow anyone to join
- #unlock - unlocks the server, allows anyone to join
- #missions - shuts the game down and pulls up the missions available to be started
- #restart - restarts the mission currently running on the server. **\*DO NOT USE\***

#### 6-7.1. Admin Password Compromised

Should you accidentally announce the password publicly or in any way compromise the password, you are to immediately log into admin on the server and make a post in Banhammer titled "Admin Password Compromised". At this point you must remain logged into admin to prevent someone from abusing the admin password. When the password is changed, it will automatically log you out.

#### 6-8. 15th MEU Realism Unit Operation Server Rules

This is our private drill server for our training exercises. This server will run custom 15th MEU Realism Unit content. This server will require a password to join.

##### 6-8.1. Private Server Rules:

THE PRIVATE SERVERS ARE NOT YOUR PERSONAL PLAYGROUND.

The private servers are online to provide our members with a place to conduct training, drills and participate in large scale exercises. It is not a locked server for members to practice irresponsibility. The rules governing the private server are fairly simple. They include the above listed Public Server Rules as well as the following:

Any authorized training sessions, drills, Unit exercises or class sessions have precedence over any other uses of the server. Ask a Staff member if you are unsure of a training schedule. Do not interrupt!

If you break it, you fix it and you bring it back.

Unit members must be 'in uniform' at all times on the Drill Server! In uniform is defined as using their registered 15th MEU Realism Unit player profile and making an attempt to have a functioning squad.xml script.

##### 6-8.2. Private Server Guests

Unit members ranking Lance Corporal (LCpl) and above (or equivalent) may invite public players to join them on the private server under certain conditions. The private game servers

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are an excellent recruiting tool, and using the private server to help bring new members in is a great strategy and is encouraged within the guidelines of this policy

#### 6-8.2.A. Private Server Guest Qualification

Guests must be 17+ to qualify to attend base unit events, and 14+ to attend Cadet Corps Functions. Said guest must show a willingness to abide by the rules and regulations as established by the unit. Guest attendance is only allowed as a recruiting aid or as an observer from another unit seeking to gain insight on how to improve their unit.

#### 6-8.2.B. Private Server Guest Authorization

Prior to the guest attending, The Company/ Section HQ must approve the guest's request to attend the event. The HQ will also designate to whom the guest is assigned during the event. Only one guest is to be assigned to any single leadership position. This supervisor will be a Fire Team Leader at a minimum, and is responsible for the guest during the event.

#### 6-8.2.C. Private Server Guest Restrictions

If in attendance, guests are to observe the event and are only to operate in a very limited capacity under the watchful eye of their assigned supervisor. They are to refrain from operating in any official capacity of any kind. The guest is to refrain from operating any MOS specific equipment (I,E, vehicles, weapons platforms other than the M4, Etc.) The guest will refrain from assuming any leadership position during the event. The guest will be restricted to the basic rifleman loadout. The guest is not authorized to carry or use any explosive ordnance to include but not limited to HE Grenades, M203 rounds, AT-4, LAW, Etc. The guest will not interfere with the event in any manner. The guest is required to vacate the server at the conclusion of the event.

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## **Section 7 - VOIP Policy**

### **7-1. Overview**

Teamspeak is a very useful tool and is the primary form of direct communication within the unit both operationally and administratively. With the vast number of members and guests utilizing it at any one time, strict guidelines for use and restrictions must be established to ensure a fun experience is had by all patrons. This policy will outline these guidelines

### **7-2. Requirements for Teamspeak Server Admin Status**

Teamspeak Admin abilities are assigned by billet. All billets Platoon Sergeant and higher will be assigned Teamspeak Admin Functions. Company JTACs, while assigned to Company HQ, are not authorized to be assigned Teamspeak admin functions as they are independent duty and are only assigned to Company HQ to facilitate the application of their duties.

All ACE Pilot Officers will be assigned Teamspeak Admin Functions upon completion of TBS

BAS Personnel billeted as the Company Corpsman and higher will be assigned Teamspeak Admin Functions

### **7-3. Teamspeak Channel Admin Functions**

Any member in a leadership billet that is not authorized to be issued Teamspeak Admin Abilities may request to be issued Channel Admin Functions for the channel(s) to which their section operates and maintains. They are to use the functions to moderate that specific channel in accordance with the section 7-8. Channel Modification Policy as indicated below

### **7-4. Channel Specific Rules**

Many of the TeamSpeak server channels are set up for specific uses and should not be used for any other purpose. The recruiting server channels, for example, should be used when playing on the public server. The element specific channels (squads, fire teams, air units, etc) should be used when training with other members or when discussing private matters. The lounge channels are for general discussion and 'talking shop' with other members or guests, and should be used for this purpose. Please avoid using the server channels for chit-chat as it interrupts members and guests who are focusing on game play.

Some channels are password protected. If you cannot access the channel you would like to be in, chances are you should not be in it. If you feel that you should, however, please contact a member of the Staff to correct the issue.

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NOTE: DO NOT INTERRUPT DRILLS! If any members are in a TeamSpeak channel and conducting drills, they have communication priority. Page the ranking member in the channel ONE TIME and wait for a response. If it is urgent, join the channel and wait for a clear break in communication and then speak, quickly.

#### 7-5. Teamspeak Substance Abuse Policy

Should a member or guest be identified to be disruptively intoxicated or otherwise impaired, said member or guest will be asked to leave the teamspeak immediately until such time that they are sober. Should a member or guest fail to respect this request the individual is to be kicked from the server. Should they return prior to sobering up, a ban is to be issued for no less than 6 hours.

#### 7-6. Global Chat Application

Global chat is to be used to share unit wide information in an official capacity. Global chat may also be used to advertise public gaming sessions. No conversations are to be held in global chat. Additionally, no individual is to use Global chat for any other reason not specified in this section. Anyone who fails to adhere to this policy will be considered guilty of global chat abuse and subject to the consequences associated with this infraction

#### 7-7. Teamspeak Justification of Actions

***Minor Infractions - Warn then kick. Repeated violations after a kick then you can ban.***

- Intoxicated/ Impaired Individual - These individuals must be DISRUPTIVELY intoxicated or impaired to the point that their presence is interfering with the good of the order . Once identified, the individual should be asked to leave. If they do not adhere to the request they are to be kicked and then banned respectively in accordance with policy 7-5. Substance Abuse Policy denoted above
- Offensive Remarks/ Gestures - Individuals are to be informed that offensive remarks/ gestures are not tolerated. Repeated offenses will warrant a kick. Further offenses will warrant a ban
- Provoking Remarks/ Gestures - An attempt should be made to allow the individual to stop these actions. If they fail to do so then a kick is warranted. Should their actions continue in lieu of the kick, then a ban is authorized
- Illegal Activities - Discussing illegal activities (I.E. drug use, software pirating, etc.) is not tolerated. Any individual guilty of this will be told to stop said discussion. If it continues a kick is warranted, If it continues further, a ban is authorized

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- Global Chat Abuse - Any individual found to be abusing global chat as defined in section 7-6. Global Chat Application will be warned to stop. Continued infractions will warrant a kick, then a ban
- Inappropriate/ Graphic Content Sharing (Non Global) - Any individual found to be sharing graphic or inappropriate content (I.E. Sexual Content, Pornography, Gore, Illegal Substance, etc.) on any chat other than Global Chat will be warned to stop, continued infractions will warrant a kick then ban.
- Inappropriate/ Offensive TS3 Username - Any individual found to be utilizing a username that is deemed offensive, demeaning, or otherwise offensive will be requested to change the name. Failure to do so will warrant a kick and then a ban

***Major Infractions - These are infractions that result in immediate banning.***

- Sound Spam - Any individual that intentionally makes loud and/or obscene noises or sounds with the intent of interrupting channel activities is to be banned immediately
- Scripting/Hacking - Any individual that attempts to interfere with activities or otherwise alter Teamspeak by the use of any software or modification without prior authorization is to be banned immediately
- Global Chat Spam - Any individual found to be spamming global chat as a means of disrupting teamspeak activities is to be banned immediately
- Inappropriate/ Graphic Content Sharing (Global) - Any individual found to be sharing graphic or inappropriate content (I.E. Sexual Content, Pornography, Gore, Illegal Substance, etc.) in Global Chat will be banned immediately

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## 7-8. Reporting

In closing, remember this is not a catch all written in stone guideline. Use common sense and think through your actions prior to taking any enforcement action. Prior to any banning make sure to record the players Unique ID, and IP if possible. Then ban the player and note the time and date.

Teamspeak Bans are to be reported in the banhammer section immediately once initiated utilizing the format below.

Topic Name: "Date - TS3 Ban/ Kick - Name"

Post Content: Date/ Time, Name, Description, Unique ID, IP

Example: 20FEB16 - TS3 Ban - Pvt Jackwagon

*Date: 20FEB16 @ 1800CST*

*Name: Pvt Jackwagon*

*Description: Spamming loud abusive music in the recruiting server*

**UID: 99999999999999999999999999999999**

***IP: 999.999.99.99***

## 7-9. Channel Creation/ Modification Guidelines

The ability to create channels will lie solely with Company/ Section HQs and MEU HQ. Channels are only to be created to facilitate official unit activities. Any channel created for any capacity not of an official nature will be deleted on site. This includes temporary channels

Channel modifications may be done by any member within a leadership billet that has the ability to edit said channel but are restricted to only the channels to which the leader is in command of. Channel modifications that update information about that channel are authorized. Any modification that adds un-needed or non-pertinent information will be removed once identified.

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#### 7-10. Officers Joining Channels

While a member is on duty (being on duty is defined as in immediate preparation for, or conduct of a unit related event such as a training, operation, or meeting.), in addition to greeting officers when joining channels, members should call the channel to attention and render an appropriate greeting when an officer joins their channel. This gives the officer a moment to pass on pertinent information to members in the channel without interruption. "Officer on Deck" is the most acceptable form of calling a channel to attention, and it should be said loud enough for all members to hear, but not yelled. When the officer is done speaking, or does not have any information to pass on, he or she will address the channel with "carry on," "at ease," or "as you were" to let members know they may continue their conversations.

NOTE: In the case of several officers entering and leaving channels, the channel should only be called to attention for the highest ranking officer, or if a higher ranking officer joins. If a Captain is in the channel and a Lieutenant joins, the channel should not be called to attention.

NOTE: Drill channels and Server channels are the only exceptions to this, as interrupting combat operations or training is unacceptable.

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## **Section 8 - Forum Use Policy**

### **8-1. Forum Use Overview**

The following articles outline the expectations of all members in their use of the unit forums. All members creating an account are expected to have read and understood these expectations and therefore can be held accountable for their actions in their posts. Professionalism and respect are expected from everyone that uses the unit forums

### **8-2. Definitions**

Forum Administration - Applying the forums systems to the unit and its personnel (I.E. processing new applicants, banning personnel under certain criteria, The ability to monitor IP addresses, adjustment of user profiles and other back end systems that affect the forums as a whole.)

Forum Moderation - Providing oversight to the forums and ensuring that topics and their posts remain on subject and are professional in nature. Moderation also encompasses making changes within a forum section to allow them to function on a newly intended level.

### **8-3. Forum Administration**

All sections of the forums are to be administered by Command Staff and MEU HQ personnel. The S-1 Section and its members will gain limited administration rights to the forum if their duties require that capability.

### **8-4. Forum Moderation**

Forums moderation is the responsibility of the individual section leaders to which each section of the forum is applied. These individuals will oversee the day to day operations on their respective section of the forum and ensure that all posts and topics are professional and inline with the forum etiquette covered below.

### **8-5. Forum Access**

Forum access will be granted to users based on their billet and secondary duty billets. If any member believes they do not have access to an area of the forum in which their billet requires said access, they may inform their CoC so that their forum permissions can be looked into. Any member that has extra forum permissions and does not bring it to the attention of their CoC will be found guilty of false statement. The following chart shows and governs the rights of access to all members based on their billet:

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Forum Access Group	Billets Allowed Access
Administrator	Command Staff and MEU HQ Only
ACCESS - AAV Crew Chief's Table	AAV Crew Chief and up
ACCESS - ACE Command	Detachment Commander and up
ACCESS - Banhammer	LCpl in leadership billet or Cpl and up with completion of game admin course.
ACCESS - Cadet Corps HQ	Cadet Corps Platoon HQ and up
ACCESS - Disciplinary Review	Platoon HQ and up, ACE HQ
ACCESS - Echo Company HQ	Echo Company Platoon HQ and up
ACCESS - Flight Instructor	Flight Instructor certified pilots
ACCESS - Foxtrot Company HQ	Foxtrot Company Platoon HQ and up
ACCESS - Golf Company HQ	Golf Company Platoon HQ and up
ACCESS - Infantry Team Leader's Table	GCE Fire Team Leaders and up
ACCESS - JTAC's Table	JTAC personnel, Platoon HQ and up
ACCESS - Law Enforcement HQ	LED Squad leaders and up
ACCESS - MEU HQ	MEU HQ Only
ACCESS - MEU Staff	Platoon HQ and up, ACE HQ
ACCESS - Recruiting Backroom	Recruiting Personnel Only
ACCESS - S-1 Personnel Chief	S-1 Personnel Chief Only
ACCESS - S-1 Personnel Staff	S-1 Personnel Staff Only
ACCESS - S-2 Intelligence Staff	S-2 Intelligence Staff Only
ACCESS - S-2 Media Team	S-5 Media Team and S-5 Civil Affairs HQ Only
ACCESS - S-2 Public Relations/Affairs	S-5 Public Relations, S-5 Public Affairs, S-5 Civil Affairs HQ Only
ACCESS - S-3 Recruit Trainers	S-3 Recruit Trainers and S-3 Operations HQ Only
ACCESS - S-3 SOI Instructors	S-3 SOI Instructors and S-3 Operations HQ Only
ACCESS - S-3 Training & Operations Staff	S-3 Training & Operations Staff Only
ACCESS - S-4 Map Team	S-4 Mission/Mod/Map Team Only

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ACCESS - S-4 Mission Team	S-4 Mission/Mod/Map Team Only
ACCESS - S-4 Mod Team	S-4 Mission/Mod/Map Team Only
ACCESS - S-4 QA Team	S-4 QA Team, Platoon HQ and up, Detachment Commander and up
ACCESS - S-4 Website Team	S-4 Website Team Only
ACCESS - S-4 Zeus Controllers	S-4 Zeus Controllers Only
ACCESS - S-4 Zeus Guides	S-4 Zeus Controllers Only
ACCESS - Senior NCO Staff	Company 1stSgt, Company GySgt, Senior supporting Platoon Sgt, MEU SgtMaj, ForCon Platoon Sgt
ACCESS - SNCOA Instructor	SNCOA Instructors Only
ACCESS - Tank Commander's Table	Tank Commanders and up
ACCESS - TBS Instructors	TBS Instructors Only
Aviation Combat Element	All ACE Members ***Base Group***
Cadet Corps	All Cadet Corps Members ***Base Group***
Command Element	All CE Members ***Base Group***
Company Medical Team	All CMT Members ***Base Group***
Force Reconnaissance	All ForCon Members ***Base Group***
Ground Combat Element	All GCE Members ***Base Group***
Law Enforcement Detachment	All LED Members ***Base Group***
MOD - ACE	ACE Detachment Commander and up
MOD - Cadet Corps	Cadet Corps Platoon HQ and up
MOD - CMT	CMT Company Corpsman and up
MOD - Flight Instructor	Chief Flight Instructor Only
MOD - FORECON	ForCon Team Leader and up
MOD - GCE	GCE Platoon HQ and up
MOD - Law Enforcement	LED Squad Leaders and up
MOD - Personnel	S-1 Personnel Only
MOD - Public A/R Staff	Public Relations/Affairs Chiefs Only

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MOD - Recruit Trainer	Recruit Chief Only
MOD - Recruiter	Recruiter Chief Only
MOD - Resignations	S-1 Pertinent Personnel Only
MOD - SOI	SOI Chiefs and up
MOD - TBS	TBS Senior Instructor Only
Retired	Retired Personnel
School of Infantry	Members who have completed Recruit training and are currently in SOI Only

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#### 8-6. Forum Etiquette

All members who gain access to our forums accept as their responsibility to maintain the professional atmosphere in their communications and posts. At no time shall any member violate the rules stated in the Disciplinary Policy or otherwise bring any discredit onto the professional atmosphere while on the forums. All posts made on a topic must be of relevance and without the intention to disrupt and/ or derail the posted topic. All posts made within the Tun Tavern are to remain respectful but may be lighthearted and non-15th in nature.

#### 8-7. Forum Justification of Actions

The following actions are considered infractions upon policy and will be dealt with in accordance with the rules and articles governing the 15th MEU. All actions listed below are logged. Any action taken on the forums under a member's name and account are considered to be the actions of that member. Ignorance of someone else using your account will not be held as a defense unless that user's IP shows obvious and blatant theft of the member's account.

##### 8-7.1. Forum Admin Abuse

No member with access to the ability to edit permissions shall use this ability to grant themselves access to areas restricted to them. Any person found to have abused the trust granted to them through their position will be immediately brought to a formal investigation and may be removed from their position.

##### 8-7.2. Restricted Topics of Discussion

At no point will any member discuss on the forums or otherwise any controversial material to include but not limited to Politics, Abortion, Sexuality, Race, Religion, etc.. Any topics based on these controversial subjects will be immediately closed and any key individuals posting will be informed to stop. Repeated offense of this rule may result in higher level of disciplinary measure.

##### 8-7.3. Posting of Illicit Material

No person shall be party to the posting of illegal, pirated, pornographic or otherwise illicit material on the forums. Any person seen to have posted such material may face a formal investigation and charges of actions unbecoming of a member of the 15th MEU.

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#### 8-7.4. Harassment

All members shall be expected to treat everyone with the utmost respect. No person shall berate, harass or create a generally hostile environment toward any one person or group of people. Any member who expresses their wish for such posting to be stopped shall immediately be heeded by all other members. Failure to do so may result in disciplinary actions based on severity of the harassment.

#### 8-7.5. Confidentiality

No member shall break the confidential nature of private information to anyone without access to that information. All forum rights are considered to come with the trust of the 15th MEU that such access will not be abused or compromised. Any violation of this trust may be seen as reason for removal and possible formal investigation into the damages done.

#### 8-7.6. Affronts toward US and Foreign Militaries

No member shall post any material of which directly insults a branch of the military, foreign or domestic. Any member found to be smearing those who honorably serve their nation may be subject to a formal investigation.

#### 8-7.7. Excessive Swearing

No member shall excessively swear in any post. While mature language is allowed, doing so to excess is considered crass and unprofessional. Posting of excessive swearing may result in a counseling and continuing to do so may result in more severe actions.

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## **Section 9 - Unit Expansion/ Consolidation Policy**

### **9-1. Overview**

This policy will illustrate the guidelines governing expanding the unit by means of creating new sections or expanding existing unit sections or elements. Additionally, this policy will outline the guidelines governing consolidating and/or closing of Unit elements and sections given fluctuating member numbers as they occur.

### **9-2 Unit Base Elements**

As established in the Unit Charter (and restated here), The Unit will have a distinguished number of sections/ elements that are deemed to be the Unit's Base Elements. Deactivation below this level is not authorized without direct amendment of this policy, These base units/ elements are

- 1x Infantry Platoon
- 1/3x Weapons Platoon (1x MG Squad, 1x Assault Squad, 1x Mortar Squad) w/ attached Corpsman and HQ
- 2x M1A1 Abrams Tanks
- 1x UH-1Y Huey
- 1x AH-1Z Cobra
- 1x MV-22 Osprey
- 1x F-35 JSF

### **9-3 Expanding Existing Sections/ Elements**

Expanding existing unit sections/ elements will be handled under a unified system which will require a specified criteria. Expanding existing sections/ elements will be handled on an as needed basis based on unit numbers and growth. Expansion within existing Companies/ Detachments (ACE)/ Recon Platoons (FORECON) will require a MEU HQ nomination and Command Staff Approval for authorization.

#### **9-3.1. Expanding the Infantry Company**

Expanding the Infantry Company will be handled on a platoon by platoon basis up to three full strength rifleman platoons and one full strength Weapons platoon in a given infantry company. The creation of new Infantry Platoons requires MEU HQ nomination and CS Approval

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#### 9-3.1.A. Adding New Rifleman Platoons to an Existing Infantry Company

Third Squads in the existing Infantry Rifle Platoons will be considered the "Overflow Squad". These squads will be filled only when all remaining first and second squads in all existing infantry companies are at full capacity. Once a third squad is at full strength, a squad will be forcibly transferred into the newly created platoon as its first squad. Additional transfers will begin to fill the second squad of this newly formed Platoon. Platoon HQ personnel will be determined prior to the standing up of the new platoon.

#### 9-3.1.B. Expanding the Existing Weapons Platoon

Weapons platoon will be expanded based on the number of active platoons in an infantry company. One assault squad, one machine gun squad, and one mortar squad will be opened per infantry platoon.

#### 9-3.2. Expanding Delta Company

Delta company will be based on the number of Infantry Companies in existence. Delta will have two tanks for every infantry company and will expand as this company count increases up to a total of four tanks

#### 9-3.3. Expanding Bravo Company

Bravo company will be directly based on the number of Infantry Rifle Platoons in existence across the entirety of the unit. Bravo will have two AAV7s for every rifle platoon and will expand as the rifle platoon count increases up to a total of 12 AAV7s

#### 9-3.4 Expanding Alpha Company

Force Recon will be based on the number of active duty infantry companies in existence. Force Recon will have one team w/ attached HQ for every infantry company and will expand as the company count increases up to a total of three teams and one HQ

#### 9-3.5. Expanding the Law Enforcement Detachment

The Law Enforcement Detachment (LED) will be directly based on the number of Infantry Companies in existence. LED will have one Law Enforcement Squad and one EOD Squad per infantry Company in existence and will expand as the company count rises up to two Law Enforcement Squads, and one EOD Squad.

#### 9-3.6. Expanding ACE

ACE Detachments will be expanded in direct correlation to the size of the infantry as their numbers fluctuate. Authorization to expand ACE requires a nomination from MEU HQ and approval from Command Staff

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#### 9-3.6.A. Expanding the UH-1Y Detachment

UH-1Y's will be directly based on the number of infantry rifle platoons in existence. UH-1Y's will have one aircraft per infantry rifle platoon in existence and will expand as the rifle platoon count rises up to a total of three aircraft

#### 9-3.6.B. Expanding the AH-1Z detachment

AH-1Z's will be directly based on the number of infantry rifle platoons in existence. AH-1Z's will have one aircraft per infantry rifle platoon in existence and will expand as the rifle platoon count rises up to a total of four aircraft.

#### 9-3.6.C. Expanding the F-35B Detachment

F-35B's will be directly based on the number of infantry rifle platoons in existence. F-35B's will have one aircraft per infantry rifle platoon in existence and will expand as the rifle platoon count rises up to a total of six aircraft.

#### 9-3.6.D. Expanding the MV-22 Detachment

MV-22's will be directly based on the number of infantry rifle platoons in existence. MV-22's will have one aircraft per infantry rifle platoon in existence and will expand as the rifle platoon count rises up to a total of 12 aircraft.

#### 9-3.6.E. Expanding the CH-53E Detachment

CH-53E's will be directly based on the number of Infantry Companies in existence. CH-53E's will have two aircraft per infantry company and will expand as the company count rises up to four aircraft

#### 9-3.6.F. Expanding the F/A-18D Detachment

F/A-18D's will be directly based on the number of Infantry Companies in existence. F/A-18D's will have two aircraft per infantry company and will expand as the company count rises up to four aircraft

#### 9-3.7 Expanding the Cadet Corps

The Cadet Corps is not authorized to expand beyond its base elements (1x Rifle Platoon, 1x Assault Squad, 1x MG Squad, 2x Tanks), Expansion of the Cadet Corps is only authorized following the rescindment of this policy

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### 9-3.8. Implementing New Elements/ Sections

Creation of new elements and sections within the unit should be explored based on the needs and wants of the unit and its members. In order, for a new sections and elements to be authorized, a formalized proposal must be drafted and submitted up the Chain of Command for approval. All proposals for new sections/ elements must be in line with the guidelines set by the unit charter unless otherwise approved by command staff. MEU HQ must approve all proposals for new elements and sections. Once approved by MEU HQ, Command Staff will meet on the matter and discuss its merit and implementation and vote to either approve or deny the proposal. Once approved, any necessary policy changes will take place and the HQ will be decided for the new section. It is at this time that the new section/ element is open to transfers.

#### 9-3.8.A Establishing a New Infantry Company

Establishing a new infantry company has a few guidelines which differs from the creation of new sections and elements. Infantry companies will be created based on the need for further infantry positions as unit member numbers fluctuate. The creation of new infantry companies requires MEU HQ nomination and Command Staff approval. There will be a maximum of three infantry companies in the unit. Once an existing company has first and second squads at full strength in all three of their infantry platoons, additional new joins will begin to populate the “over flow squads” or third squads in each platoon. Once two of these third squads are at full strength, the new company is announced and the company HQ, first platoon HQ, and weapons platoon HQ personnel are decided. It is at this time where any alterations to policy must take place. At this point, the company is considered OPEN with the following available billets (1x rifle platoon, 1x Assault Squad, 1x Mg Squad). Once open, two full strength third squads in the existing infantry company/ companies will be forcibly transferred into the newly formed infantry company as first and second squads of the first platoon in the new company. Further positions in the company are then opened in alignment with policy 9-3.1.A. Adding New Rifle Platoons to an Existing Infantry Company Policy and policy 9-3.1.B. Expanding the Existing Weapons Platoon

### 9-4. Unit Consolidation Policy

This policy governs how sections/ elements in the unit are closed. Elements and sections within the unit will close as a result of the following situations

- Diminishing member numbers
- Lack of adequate member interest in a position
- Command Staff Decision

As specified in the Unit Charter, the base units, as established as restated in policy 9-2. Base Units, represent the smallest number of open position deemed acceptable within the unit, and will be maintained as the minimum open positions allowable by this policy.

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#### 9-4.1. Consolidation of Personnel

It is the responsibility of the Company Commander and his HQ to periodically review the vacant positions within his company or section and consolidate his personnel to maximize their effectivity

#### 9-4.2. Closing the Infantry Company

Once a company's active duty numbers fall to two squads or less in a single infantry platoon. The company is to be closed with the remaining two squads being forcibly transferred to the "overflow" or third squads in one or more of the remaining open infantry companies. Once this is complete, the vacant company is deemed CLOSED and all remaining HQ personnel are requested to transfer to an available billet of their choosing.

#### 9-4.3. Closing the Infantry Platoon

Once a platoon's active duty numbers fall to single squad strength, the remaining squad is forcibly transferred to an "overflow" or third squad in one of the remaining open infantry platoons within their company. At this point the platoon is deemed CLOSED and the remaining HQ personnel are requested to transfer to a billet of their choosing.

#### 9-4.4. Closing of the Weapons Platoon

Weapons platoon positions, as with the expansion policy, will directly correlate with the rifleman platoon numbers within their respective company. One assault squad, one MG squad, and one mortar squad will be authorized for every active duty rifle platoon within a company. Weapons Platoon will close one of each squad as each rifle platoon within a company closes.

#### 9-4.5. Delta Company Consolidation Plan

Delta Company positions will directly correlate with the closing of infantry companies. Two Tanks will be closed for every infantry company that closes. The closing of these positions will be handled through attrition, with personnel not being forced to leave their positions. Command Staff does, however, reserve the right to forcibly close part of Delta Company based on the needs of the unit.

#### 9-4.6. Bravo Company Consolidation Plan

Bravo Company positions will directly correlate with the number of infantry platoons across the unit. Two AAV7s will be closed for every infantry platoon that closes. The closing of these positions will be handled through attrition, with personnel not being forced to leave their positions. Command Staff does, however, reserve the right to forcibly close Bravo Company or any part of Bravo Company based on the needs of the unit. Once Bravo Company's AAV7 count falls to less than three vehicles, the section will be deemed CLOSED and the remaining personnel will be requested to transfer to a billet of their choosing.

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#### 9-4.7. Alpha Company Consolidation Plan

Alpha Company positions will directly correlate with the closing of infantry companies. One recon team will be closed for every infantry company that is closed. Once the Infantry's active duty numbers fall to single platoon strength, Alpha Company will be deemed CLOSED and all remaining personnel will be requested to transfer to an alternate position of their choosing.

#### 9-4.8. Law Enforcement Detachment (LED) Consolidation Plan

The LED's positions will directly correlate with the number of active duty members that it currently has. Should the sections numbers fall to single Fire Team level, the section will be deemed closed, and all remaining personnel within the section will be requested to transfer to an alternate available position of their choosing. Command Staff does reserves the right to forcibly close LED based on the needs of the unit.

#### 9-4.9. ACE Consolidation Plan

ACE Detachment positions will directly correlate to the size of the infantry as their numbers fluctuate. The closing of ACE positions will be handled through attrition, with personnel not being forced to leave their positions. Command Staff does, however, reserve the right to forcibly close any ACE Detachment or part of an ACE Detachment based on the needs of the unit.

#### 9-4.9.A. UH-1Y Consolidation Plan

UH-1Y positions will directly correlate to the number of infantry rifle platoons in existence. UH-1Y's will have one aircraft per infantry rifle platoon in existence and positions will close as the rifle platoon count is diminished.

#### 9-4.9.B. AH-1Z Consolidation Plan

AH-1Z positions will directly correlate to the number of infantry rifle platoons in existence. AH-1Zs will have one aircraft per infantry rifle platoon in existence and positions will close as the rifle platoon count is diminished.

#### 9-4.9.C. F-35B Detachment Consolidation Plan

F-35B positions will directly correlate to the number of infantry rifle platoons in existence. F-35Bs will have one aircraft per infantry rifle platoon in existence and positions will close as the rifle platoon count is diminished.

#### 9-4.9.D. MV-22 Detachment Consolidation Plan

MV-22 positions will directly correlate to the number of infantry rifle platoons in existence. MV-22s will have one aircraft per infantry rifle platoon in existence and positions will close as the rifle platoon count is diminished.

#### 9-4.9.E. CH-53E Detachment Consolidation Plan

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CH-53E positions will directly correlate to the number of infantry companies in existence. CH-53Es will have two aircraft per infantry company and positions will close as the company count is diminished. Once detachment numbers fall to single aircraft, or the active duty infantry numbers fall to single platoon, the detachment will be considered CLOSED and all remaining personnel will be request to transfer to an alternate billet of their choosing

#### 9-4.9.F. F/A-18D Detachment Consolidation Plan

F/A-18D positions will directly correlate to the number of infantry companies in existence. F/A-18Ds will have two aircraft per infantry company and positions will close as the company count is diminished. Once detachment numbers fall to single aircraft, or the active duty infantry numbers fall to single platoon, the detachment will be considered CLOSED and all remaining personnel will be request to transfer to an alternate billet of their choosing

#### 9-4.10. Cadet Corps Consolidation Plan

The Cadet Corp by nature is to allow for a mentorship program for up and coming unit members who are too young to join the 15th MEU Base Unit. For this reason they are not authorized to consolidate or close without Command Staff Authorization. It is the responsibility of MEU HQ to monitor the progress of the Cadet Corps and make recommendations to Command Staff which can include closing the section should it be determined to not be adequately performing.

#### 9-5. Continued Unit Expansion Contingency Plan

Once the Unit has opened and established a third infantry company. MEU HQ will prepare and draft a Continued Unit Expansion Contingency Plan which outlines how the unit will continue to expand beyond the boundaries set forth in this policy. This proposal will be submitted to Command Staff for review and approval. Once approved, all changes to policy will take place in preparation for the proposals implementation should it be needed.

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## **Section 10 - Disciplinary Policy**

### **10-1. Overview**

The Unit will have a standardized process of disciplining its' members as policy infractions occur. This policy will outline these guidelines and be made available for reference by all unit members. Discipline is established as a three tier system ranking from the lowest tier (NJP) to the highest tier (FI). It is the responsibility of the billeted leader initiating the disciplinary action to apply the appropriate level of discipline based on the infraction at hand. All disciplinary actions listed below are to be enacted by the offending members direct CoC.

### **10-2. Non-Judicial Punishment (NJP)**

An NJP may be administered by any SNCO billet or officer in a leadership billet who observes or knows of a minor violation in policy. This is the lowest level of discipline and does not require Command Staff or MEU HQ approval to be used. Results of an NJP shall be as follows:

- **NO ACTION** - Violation of policy cannot be proven and are summarily dismissed due to lack of evidence or belief in the veracity of the charges. This option is NOT to be used if violation of policy has been committed.
- **IN-GAME PUNISHMENT** - Member is found to have committed a minor breach of policy and is decided that the best corrective measure is an in game task. This may be done up to 15min total time of labor such as (but not confined to) acts in game like running, moving material from one box to another, grenade practice or other actions. Record of this is made afterwards in the Counseling forum area so that further violations of the same policy can be assumed to not be due to a lack of knowledge on the policy.
- **REMOVAL OF CSE/CSO** - Member is found to have violated a minor policy and a counseling has either already been performed or is found to be too light of an action. Points can be removed in an amount UP TO the leaders maximum billeted leadership points (see promotion policy). This means that if a leader has 6 promotion points, than they may remove up to 6 points in any disciplinary event. This does not subtract from the leaders leadership points. Removal of CSE/CSO points may only be used by the offending members CoC. Record of this is made afterwards in the NJP Reports forum area so that discipline can be implemented and policy violation can be tracked.
- **SUSPENSION OF DUTIES** - Member is found to have violated a minor policy. A suspension may be used in combination with any of the above NJP punishments. Suspension can be used for no longer than a month and during suspension the member is not permitted to participate in any official capacity with the unit. This includes but is

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not limited to secondary duty billets, official trainings and official unit operations. A suspension is also automatically put in place when a member is under a formal investigation or office hours at the company level or up. Suspension of Duties may only be used by the offending members CoC. Record of this is made afterwards in the NJP Reports forum area so that discipline can be implemented and policy violation can be tracked.

#### 10-2.1. NJP Application / Reporting

Once the NJP has been determined, the issuing SNCO or Officer will notify the member in question and inform him of the NJP and its outcome. He will also make arrangements to meet with the individual to address the NJP and answer any questions that the individual may have. All NJPs will be reported in the “Disciplinary Review” section of the forums under the “NJP Reports” child board. For an individual’s first NJP, a new thread will be created and titled “NJP Report - NAME” for the individual receiving the NJP. The post should include the current date, the name of the leader issuing the NJP, the date of the infraction, and the actions taken by the NJP. All additional NJPs issued to this members will be reported as reply threads to this initial post. For this reason a search for previous infraction should be done prior to issuing an NJP to a member

#### 10-3. Office Hours (OH)

An Office Hours is the convening of an HQ element at the Company level or higher to determine and implement a disciplinary action in response to a policy infraction by an individual. Investigations brought to this level are thoroughly looked into and decisions are made by the Commanding Officer of that HQ. Office hours may result in a more severe punishment than an NJP and can be enacted for moderate breaches of policy. Any office hours can be pulled up by MEU HQ or Command Staff for a Formal Investigation at any time. All persons involved in an Office Hours retain the right to request a counselor in order to support them throughout the investigation. Actions by an Office Hours are as follows:

- NO ACTION - Member is found to be innocent of all charges
- NON-JUDICIAL PUNISHMENT - Office Hours level NJPs are the same as normal NJPs with the following differences:
  - The CSE/CSO Point removal limited is increased to double the leadership points of the HQ Commanding Officer.
  - Member suspension is limited to two months instead of one
- REMOVAL FROM ACE - Any student pilot whose actions are not in line with the expectations of officers within the 15th MEU may be removed from ACE.

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- **RECOMMENDATION OF FORMAL ACTION** - Any disciplinary actions that exceed the above listed actions may be submitted to MEU HQ for approval. (example: recommendation of demotion, etc)
- **ESCALATION TO FORMAL INVESTIGATION** - Any policy violation determined to be too severe for the bounds of an Office Hours may be submitted to MEU HQ or Command Staff for a Formal Investigation.

#### 10-3.1. Office Hours Application and Reporting

Upon initiating an OH, The individual being investigated must be contacted and informed that they are under review for OH and are suspended from all official capacities until the investigation is complete. At this point the investigation is assembled, and the outcome is formulated. The individual is then contacted and informed of the outcome of the investigation and any punishment is enacted. The individual is then free to resume all official capacities unless otherwise barred by the results of the investigation. All Office Hour Investigations and Formal Investigations (FI) will be reported in the “Disciplinary Review” section of the forums under the “Formal Disciplinary Action (FDA)” child board. For an individual’s first OH or FI , a new thread will be created and titled “FDA Report - NAME” for the individual receiving the OH/ FI. The post should include the current date, the name of the issuing officer, the date of the infraction, and the actions taken by the OH/FI. All additional OHs/ FIs issued to this member will be reported as reply threads to this initial post. For this reason a search for previous infraction should be done prior to issuing an OH/ FI to a member

#### 10-4. Formal Investigation (FI)

A Formal Investigation is any investigation run by Command Staff or MEU HQ. These investigations are of serious nature and are convened to determine the legitimacy of severe violations in policy. Results of a Formal Investigation can be any action up to and including removal from the unit. Command Staff and MEU HQ can pull any investigation to a Formal Investigation and Command Staff can pull any Formal Investigation to be dealt with on their level. All persons involved in a Formal Investigation retain the right to request a counselor in order to support them throughout the investigation.

#### 10-4.1. Formal Investigation Application/ Reporting

The application and reporting of formal investigations will mirror that of Office Hours Investigations with the following differences. The evidence pertaining to all FIs will be maintained in either the “Command Staff Formal Investigation” board or the “MEU Headquarters Formal Investigation” board of the forums (Depending on which level the FI is being performed) . This information will be kept here indefinitely to be referenced at a later date should it be

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necessary. All Command Staff Level FIs will require majority rule vote in favor of the outcome by the members of Command Staff prior to be implemented. The reporting of Formal Investigations remains the same as is indicated for Office Hours.

#### 10-5. Unit Counselings

Unit SNCOs and Officers in leadership billets retain the right to issue a formal counseling for minor policy infractions when the leader feels that the infraction does not warrant that of an NJP. The counseling will consist of a one on one session between the leader and the individual from which information is passed along with the hopes of preventing the infraction from occurring in the future.

##### 10-5.1 Counseling Reporting

All counselings MUST be reported. All counseling reports will be maintained in the “Disciplinary Review” section of the forums under the “Counseling Reports” child board. For an individual’s first counseling , a new thread will be created and titled “Counseling Report - NAME” for the individual receiving the counseling. The post should include the current date, the name of the issuing leader, the date of the infraction, and the result of the counseling. All additional counselings issued to this member will be reported as reply threads to this initial post. For this reason a search for previous infraction should be done prior to issuing a counseling

#### 10-6. Appeals Process

Any member who feels that the discipline enacted was done so unfairly or have evidence to provide proving innocence may request an appeal. Appeals will be submitted in the form of a written Message submitted to the appropriate party (as indicated below) via the forums. The message will include the individual’s NAME, DATE OF OFFENCE, OVERVIEW, and REASON FOR THE APPEAL. The individual will be contacted and a meeting will be scheduled to review the appeal. The appeal will then either be approved or denied and the appropriate action(s) will be taken. The group in charge of reviewing the appeal is determined by the group who enacted the investigation. The following is a list of disciplinary groups and who the appeal goes to:

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Disciplinary Group	Appeal to
NJP - Company HQ and below	Appeal to MEU HQ
Office Hours - Company HQ	Appeal to MEU HQ
Formal Investigation - MEU HQ	Appeal to Command Staff
Formal Investigation - Command Staff	Appeal to MEU HQ

### 10-7. Punitive Articles

The following Articles outline the common punishable offenses within the 15th MEU. Investigated infractions upon these articles are done to the best of our abilities. At our very nature, we are not a judicial group and must rely on evidence given in the form of testimony, images and recordings. With that said, all leadership takes into account everything and act impartially during the implementations of discipline within the 15th.

#### 10-7.1. Fraudulent Enlistment

Any member providing false information in his application to join the unit is guilty of fraudulent enlistment. Should information come to light, that is corroborated, to prove a current member provided false information upon joining the unit, the member shall be found guilty of fraudulent enlistment.

#### 10-7.2. Desertion

Any member found in violation of our multi-unit policy will be considered guilty of desertion.

#### 10-7.3. Insubordinate Conduct Toward a Leadership Billeted NCO, SNCO, PO, WO or Officer.

Any member that is insubordinate, in action or speech, toward a leadership billeted Non-Commissioned Officer, Staff Non-Commissioned Officer, Petty Officer, Warrant Officer or Officer shall be found guilty of Insubordinate Conduct.

#### 10-7.4. Failure to Obey Order or Regulation

Any member that fails to obey official written orders or regulations as posted by the Command Staff will be found guilty of Failure to Obey Order or Regulation.

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#### 10-7.5. Mutiny or Sedition

Any member with the intent to usurp or override unit authority, refuses to obey orders, or creates a disturbance; in concert with others, is guilty of mutiny or sedition.

#### 10-7.6. Espionage

Any member found to be providing unit specific information to any other person or unit, without the effective consent of the Command Staff, or is found to be actively or passively recruiting unit members to another unit is guilty of espionage.

#### 10-7.7. False Statement

Any member found to be giving false statements to include but not limited to; false claims of military service, false statements during investigations, false orders that are claimed to be given by another authority, etc. are guilty of providing a false statement.

#### 10-7.8. Riot or Breach of the Peace

Any member or members that conduct themselves in a debate that has turned into conduct against the good order and discipline of the unit, while in a public place, is guilty of breach of the peace.

#### 10-7.9. Provoking Speeches or Gestures

Any member that uses speech or gestures intended to provoke people and not provide valid input or suggestions.

#### 10-7.10. General Article

Though not specifically mentioned in this section, all disorders and neglects to the prejudice of good order and discipline of the unit, all conduct of a nature to bring discredit upon this unit, by a member of this unit, will be found guilty under a General Article.

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## **Section 11 - Discharge Policy**

### **11-1. Overview**

In order to grant rewards for extended service or keep those who have wronged the 15th MEU from rejoining, a simulation of the real world Marine Corps discharge policy is used. Any discharge may be lowered to a lesser discharge due to disciplinary issues if seen necessary by Command Staff or MEU HQ. The following are the different forms of discharge that may be granted and their requirements.

### **11-2. Retired Status**

Any member with more than 550 days time in service may be allowed to gain retired status with approval from their Company/ Element HQ. Retired personnel may retain their last rank and tags on TeamSpeak and the forums, and will retain basic forums access to keep up with unit occurrences. They will also be maintained on our XML Roster, as well as being afforded a spot on our Retired Personnel roster. Any retiring member will regain their last held rank if ever rejoining the unit (billet dependent). Retired members are not considered to be an official part of this unit and therefore are not subject to the Multi-Unit policy.

### **11-3. Honorable Discharge**

Any member with more than 180 days time in service may be allowed to honorably discharge. They do not maintain their rank, tags, or forum access, but they may regain their last held rank if ever they decide to rejoin (billet dependent). If the service break is longer than 180 days, however, they are subject to a decrease in grade of one to their maximum rank to regain.

### **11-4. General Discharge**

Any member with less than 180 days time in service will be given a general discharge upon resignation. General discharges do not maintain their ranks, tags, or forum access. They may regain their last held rank if rejoining within 90 days, after which they are subject to a one grade reduction (actual rank billet dependent).

### **11-5. Receiving Platoon Discharge**

Any member who resigns from the unit without completing School of Infantry training will be granted a receiving platoon discharge. They do not maintain their rank, tags, or forum access. If they rejoin, they must re-enter the full training pipeline starting with recruit training.

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#### 11-6. Administrative Discharge

Any person who fails to complete School of Infantry training upon completion of Recruit Training within 30 days of active duty status or 60 days of reserve component status without notifying an SOI instructor or S-1 Personnel of a valid situation which prohibited you from doing so will be administratively discharged. They do not maintain their rank, tags, or forum access. If they rejoin, they must re-enter the full training pipeline starting with recruit training.

#### 11-7. Other than Honorable Discharge

Any person who commits repeated violations of policies may be subject to an Other Than Honorable Discharge. This may only be given out as the result of a formal investigation by Command Staff or MEU HQ. The person is reduced to the rank of Private and is barred from rejoining for 9 months. They will retain guest status on TeamSpeak, forums, and servers.

#### 11-8. Bad Conduct Discharge

Any person who commits repeated and/or serious violations of policy, ethics, and/or professionalism may be subject to a Bad Conduct Discharge. This may only be given out as the result of a formal investigation by Command Staff or MEU HQ. The person is stripped of all rank and is not allowed to return to the unit. They may retain guest status on TeamSpeak, forums, and servers at the discretion of Command Staff or MEU HQ.

#### 11-9. Dishonorable Discharge

Any person who commits repeated and/or serious violations of policy, ethics, and/or professionalism may be subject to a Dishonorable Discharge. This may only be given out as the result of a formal investigation by Command Staff or MEU HQ. The person is stripped of all rank and is not allowed to return to the unit. They will be banned from TeamSpeak, forums, and servers. Any previous discharge may be re-classified to a Dishonorable Discharge due to actions against the 15th MEU (SOC) Realism Unit following a discharge, including (but not limited to): Disrespectful words or actions to the 15th MEU or its members, plagiarizing our policies and/or works in the formation of another unit, threatening members of the unit, or grieving our game servers, TeamSpeak servers, or forums.

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#### 11-10. Rules on Resignations and Re-Applications

Resignations will be processed no earlier than 3 days after being posted. This delay allows the resignee a chance to reconsider his decision and not be subject to the consequences of his own hastiness. Once processed, the resignee will not be allowed to return to the Unit for 30 days.

Any member in reserves who does not make a presence at least once every 60 days on TeamSpeak or the forums will be automatically discharged from the 15th MEU. The level of discharge will be based on their time in service as dictated in policies 11-2. Retirement Status and 11-6. Administrative Discharge

#### 11-11. Summary

Our unit classifies discharges in various categories for both realism and administrative purposes. Regardless of the type of discharge received, if a member returns, his billet will be determined by what is available to the unit at the time of his return. If no desired billeting is available the returning member may be placed in the Reserve Platoon until such a time as a desired billet opens. Any member wishing to join a different section than what they left will be required to complete the SOI and MOS requirements for that section if they have not already done so.

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## **Section 12 - Promotion Policy**

### **12-1. Promotion System**

The 15th MEU Realism Unit promotion policy is established in order to create a fair way in which promotions are gained. The system utilizes both time at current rank and also a measure of your activity and attendance in order to promote. While doing the absolute minimum will not bar you from promotions, those who are active and participate in all required events will be promoted faster.

### **12-2. Requirements for Promotion**

In order to be promoted, a member must meet the requirements for the next grade in four separate ways. These are: Time in Grade (section #4), CSE/CSO (section #5), Rifle range and Billet allowance. Once a member meets all four criteria, they will be put on a list to be approved by Command Staff for promotion. All members must be active duty in order to qualify for promotion above the rank of E-4 or O-1.

### **12-3. Time in Grade**

Time in grade is the number of days a member has spent at their current rank. To be considered for promotion, a member must meet the specified number of days at their current rank with their time in grade. (see policy #8 for time in grade needed for each rank)

### **12-4. Combined Score Enlisted and Combined Score Officer**

Combined Score is the cumulative points gained by a member for attendance and award. The points earned are as follows:

1 point every 5 days active duty service

4 points per operation for first 2 operations attended in a month

2 points per operation for any additional operations attending in a month

Points may also be given through the use of leadership points (see section #-10)

Combined Score Enlisted (CSE) is granted for each point gained as enlisted. The CSE score will be used to determine eligibility for all enlisted promotions.

Combined Score Officer (CSO) is granted for each point gained as an officer. Officers will also gain a point of CSE for every point of CSO they gain. The CSO score will be used to determine eligibility for all officer promotions.

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#### 12-5. CSE Accrual Adjustment

The rate at which CSE/ CSO is accrued will be adjusted for positions other than active duty operational positions. The following positions will have adjusted accrual rates.

Full Time Collateral Duty Positions - 1:2 (1x CSE/ CSO point for every 10 days of service)

Reservists - 1:3 (1x CSE/ CSO point for every 15 days of service)

#### 12-6. Billet Rank

Each billet will have a rank associated with it. Any member wishing to promote must be within a billet that allows the promotion (see 1 up 2 down policy). For those filing a secondary duty billet as a primary, Cat A promotions are authorised and 1 up 2 down policy waived for those whose rank is above the 1 up rank. All secondary duty billets filled as a primary duty billet will have guaranteed Cat A to Cpl regardless of listed billet rank.

#### 12-7. Rifle Range

All members are required to maintain a current rifle range score in order to be eligible for promotion. Rifle ranges will be conducted through the months of February and March for qualification for the current year. Any member who is active duty during the qualification period and fails to qualify will not be eligible for promotion for that year. All new members will be given a rifle range during their recruit training and may retry on the rifle range up to three times within a reasonable period of time in order to qualify or better their score. Any member who was in reserves during the qualification period or otherwise identified as unable to qualify due to personal reasons may obtain a waiver from Command Staff to shoot a rifle range.

#### 12-8. Cat A vs Cat B promotion

If a member's rank is less than that of their billet rank, they will be eligible for promotion under Cat A. Members with a current rank equal to their billet rank will fall under Cat B for promotion.

<u>ENLISTED</u>	Cat A		Cat B	
RANK	Time in Grade (days)	Combined Score Enlisted (CSE)	Time in Grade (days)	Combined Score Enlisted (CSE)
Pvt	0	0	N/A	N/A
PFC	30	16	N/A	N/A
LCpl	40	48	N/A	N/A

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Cpl	40	80	120	144
Sgt	60	120	180	200
SSgt	90	184	270	312
GySgt	120	272	360	448
1stSgt/ MSgt	120	360	N/A	N/A
SgtMaj / MGySgt	120	448	N/A	N/A

<u>OFFICER</u>	Cat A			Cat B		
Rank	Time in Grade (Days)	Combined Score Officer (CSO)	Flight Hours (ACE Only)	Time in Grade (Days)	Combined Score Officer (CSO)	Flight Hours (ACE Only)
2ndLt	0	0	24	N/A	N/A	N/A
1stLt	80	56	28	240	168	N/A
Capt	110	136	40	330	296	40
Maj	120	224	44	360	400	44
LtCol	120	304	N/A	N/A	N/A	N/A
Col	120	384	N/A	N/A	N/A	N/A

#### 12-9. Cat B Eligibility

Cat B eligibility will be based on billet. Only those in approved billets will be eligible for Cat B promotion. The following list includes all billets cleared for Cat B:

- Detachment Commander
- Aircraft Commander
- Co-Pilot/WSO
- Platoon Sergeant
- Platoon Messenger

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- Platoon Corpsman
- Section Leader (Weapons Platoon)
- Section Leader (AAVs)
- Squad Leader
- Squad Corpsman
- Team Leader
- Vehicle Commander
- All Non-Leadership Billets
- H&S Company Primary Billited Personnel

Once Cat B requirements are met, the members CoC is required to send a recommendation for promotion to Cat B to Command Staff. Command Staff will then vote on the promotion. Cat B is intended as a reward to those who go above and beyond in their service and is not a guaranteed thing.

#### 12-10. Leadership Points

All leaders holding a leadership billet within the 15th MEU will have the ability to utilize leadership points in order to reward above and beyond work by other members. The total number of leadership points held by a leader is based off the billet the member fills. The use of points subtracts from this total amount over the course of a month and is reset to the max on the 1st of every month. The following lists gives the leadership points granted to each billet:

- 10 pts - MEU CO, MEU XO, MEU SgtMaj
- 8 pts - Company CO, ACE CO
- 6 pts - Company XO, Company 1stSgt, Company GySgt, ACE XO, ACE AOO
- 4 pts - Platoon CO, Platoon Sgt, Detachment Commander
- 2 pts - All other leadership billets

A leader may utilize these point with sufficient reason to grant CSE/CSO to a member or group of members for superior actions. A leader may not use these points to grant CSE or CSO to themselves. A leader may not use these points frivolously or without due reason. Violation of any of these rules will be cause for the leader's use of leadership points to be denied.

#### 12-11. Officer Selection

Officers will be selected based on the needs of the unit. Officer selection is sensitive in nature and will adhere to strict guidelines governing said selection. The selection of officers is up to the final determination of Command Staff. Officer candidates will be generated through either the Officer Academy or Open Application. This policy applies only to platoon commander positions and H&S Company officer positions. Command Staff retains the right to nominate anyone for a specific position without utilizing either of these two options at their discretion.

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#### 12-11.1. Officer Academy

The Officer Academy is considered the primary way to select new GCE platoon commanders. It does not apply to ACE, Force Reconnaissance, or any H&S Company position. The Officer Academy is a shortlist selected by MEU HQ and approved by Command Staff. These candidates are selected by submitting an initial Application of Interest followed by an interview with MEU HQ. MEU HQ will then recommend the addition of said candidate to the Officer Academy if they so choose. This recommendation is then forwarded to Command Staff for approval. Once established on the shortlist members are required to complete TBS within 60 days, and attend one planning meeting per month to maintain their candidacy. When a position is available these candidates are then considered and offered the position based on their position on the short list. The Candidate will then have the option to either accept or deny that position, and if necessary the next candidate will be offered the position. A candidate may deny a position, but the denial of three positions will result in removal from the Officer Academy. Once a candidate has accepted an offer from MEU HQ the request for final approval is then submitted to Command Staff.

#### 12-11.2. Open Application

If there is a lack of personnel in the Officer Academy, lack of interest from those personnel for a position, or the position is considered one of a sensitive nature (such as Force Recon Platoon Commander or S-3 Operations Officer), Command Staff may opt to fill the position by the initiation of an application process to all personnel. This is necessary when a position requires all personnel to be considered including current assigned officers. Personnel meeting the stated requirements may submit their application for review and possible interview with Command Staff, who will then select a candidate.

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## **Section 13 - Unit Organization/ Responsibilities**

### **13-1. Overview**

The 15th MEU Realism Unit is organized like a real world Marine Expeditionary Unit with a Command Element(CE), Ground Combat Element (GCE), and Aviation Combat Element (ACE). We do not contain a Logistics Combat Element (LCE) at this time. For our purposes the Command Element houses the MEU HQ, H & S Company, Force Recon, and Law Enforcement Detachments. The Ground Combat Element consists of an Infantry component, Tank component, and AAV component. We utilize the 2nd Battalion 4th Marines, the "Magnificent Bastards", as our Ground Element core. Our Air Element is based on the Marine Medium Tilt-Rotor Squadron 268 (VMM-268) Red Dragons, reinforced by detachments from Marine Light Attack Helicopter Squadron 369 (HMLA-369) Gunfighters, Marine Attack Squadron 211 (VMA-211) Wake Island Avengers, Marine Heavy Lift Helicopter Squadron 465 (HMH-465) Warhorse, and Marine All Weather Fighter Attack Squadron 225 (VMFA(AW)-225) Viking

### **13-2. Command Element(CE)**

The CE consists of the MEU Headquarters Personnel and the Headquarters & Support Company of the Unit. The MEU Headquarters Personnel are the decision making body for the 15th MEU Realism Unit. The H&S Company is a collateral duty area where members within the 15th MEU Realism Unit perform extra duties helping in the day to day operation of the Unit both in and out of game. The CE also houses Alpha Company which is the unit's Force Recon Platoon, and the Law Enforcement Detachment which consists of two squads of Military Policemen with one squad of EOD Techs plus an attached HQ.

#### **13-2.1. MEU Commanding Officer (MEU CO)**

The MEU CO is the commanding officer of the 15th MEU Realism Unit. He is in charge of every Element within the Unit, the subordinate sections and all of its members. This position is usually held by a Colonel.

#### **13-2.2. MEU Executive Officer (MEU XO)**

The MEU XO is the executive officer of the 15th MEU Realism Unit. He assists the Commanding Officer in his duties and commands in his absence. He is responsible for all of the staff members of the H&S Company. This position is usually held by a Lieutenant Colonel.

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### 13-2.3. MEU Sergeant Major (MEU SgtMaj)

The MEU SgtMaj is responsible for all of the Non-Commissioned Officers and enlisted men of the Unit. He is ultimately responsible for their proper training and their morale and welfare. He reports directly to the MEU CO. This position is usually held by a Sergeant Major.

### 13-2.4. Battalion Aid Station Senior Non- Commissioned Officer In Command (BAS SNCOIC)

The BAS SNCOIC is the senior ranking BAS member in the unit. He establishes and enforces all official BAS standards. He also provides for all the logistical needs required by his subordinates to complete their assigned duties. This position is usually held by a HMCS.

### 13-2.5. Headquarters & Service Company

The H&S Company is the administrative, logistical, operational and planning section of the 15th MEU Realism Unit. More than likely you will find members from ground and air assignments performing the duties of an H&S Company billet. These duties are considered collateral to their primary role within the Unit.

#### 13-2.5.A. S-1 Personnel Officer

The S-1 Personnel Officer is in charge of overseeing the entirety of the S-1 Section. All S-1 personnel report to him, and he reports directly to MEU HQ. He is responsible for ensuring that all his subordinate S-1 personnel have everything they need logistically to complete their support functions. This position is usually held by the minimum of a 2ndLt Lieutenant or higher.

#### 13-2.5.B. S-1 Personnel Chief

The Personnel Chief is responsible for assisting the Personnel Officer with his duties. He is also responsible for maintaining the smooth operation of the S-1 Section. This position is held usually by a SSgt or higher.

#### 13-2.5.C. S-1 General Personnel Chief

The General Personnel Chief is the senior General Personnel Clerk and is tasked with providing all the logistical needs required by his subordinates to complete their assigned duties. He reports directly to the S-1 Personnel Officer and Chief. This position is usually held by a Sgt or higher

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#### 13-2.5.D. S-1 Personnel Clerk (General Personnel)

The General Personnel S-1 Personnel Clerk(s) perform all duties pertaining to the tracking of unit members. This consists of maintaining the unit master spreadsheet, processing training and operations reports, processing transfers and resignations, etc. These positions are held by members ranking Private First Class and above. These positions report directly to the General Personnel Chief.

#### 13-2.5.E. S-1 Awards and Decorations Personnel Chief

The Awards and Decorations Personnel Chief is the senior Awards and Decorations Personnel Clerk and is tasked with providing all the logistical needs required by his subordinates to complete their assigned duties. He reports directly to the S-1 Personnel Officer and Chief. This position is usually held by a Sgt or higher

#### 13-2.5.F. S-1 Personnel Clerk (Awards and Decorations)

The Awards and Decorations S-1 Personnel Clerks(s) perform all duties pertaining to the tracking and issuing of awards and decorations as authorized by MEU HQ and Command Staff. They track personnel, update ribbon racks, create new awards as requested, etc. The positions are held by members ranking Private First Class and up. These positions report directly to the Awards and Decorations Personnel Chief.

#### 13-2.5.G. S-1 Recruiting Detachment Chief

The Recruiting Detachment Chief is the senior individual in charge of the intake portion of the recruiting section. He is responsible for overseeing all aspects of the joining process. He reports directly to the S-1 Personnel Officer and Chief. The Recruiting Detachment Chief Position is held usually by a Sgt or higher

#### 13-2.5.H. S-1 Recruit Processor

The Recruit Processor(s) process all incoming applicants into the 15th MEU. Their duties include but are not limited to entry level screening, S-1 Flagging, Acceptance or Denial of applicant's, Acceptance or Denial PM, Etc. These individuals report directly to the Recruiting Detachment Chief. These positions are held by individuals ranking Private First Class or higher.

#### 13-2.5.I. S-1 Recruiting Section Lead

The Recruiting Section Lead is the senior individual in charge of all outward recruiting for the unit. He oversees his subordinates and provides them with all the necessary logistical needs to complete their jobs of pursuing recruiting opportunities outside of the unit. The Recruiting Section Lead reports directly to the S-1 Personnel Officer and Chief. This position is held usually by a Sgt or higher.

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#### 13-2.5.J. S-1 Recruiter

The Recruiter performs all duties pertaining to recruiting new members into the 15th MEU. Their duties include maintaining advertisement posts on various media outlets, assisting public members with question answering and the application process, etc. They, additionally, act as a liaison to all incoming recruits and escort them through the recruit training pipeline culminating in said member's assignment to an operational billet. These positions report directly to the S-1 Recruiting Section Lead and are held by individuals ranking Private First Class and Higher.

#### 13-2.5.K. S-1 Event Staff Team Leader

The Event Staff Team Leader is the senior Event Staff member and is responsible with providing all logistical needs required for his subordinates to complete their assigned duties. He reports directly to the S-1 Personnel Officer and Chief. This position is held usually by a Sgt or higher.

#### 13-2.5.L. S-1 Event Staff

The Event Staff are tasked with advertising, building, and hosting recruiting events to be held on either the recruiting server, or the operations servers when authorized. These positions report directly to the Event Staff Team Leader and are held by individuals ranking Private First Class or higher.

#### 13-2.5.M. S-2 Intelligence Officer

The S-2 Intelligence Officer is in charge of the S-2 Intelligence section. He ensures deployment storylines are planned, the enemy forces are tallied, intelligence packets are created, etc. During deployment, the S-2 Officer will serve as the OPFOR Strategic Commander, additionally. This position is a primary duty position within the unit and held by Major following the one up, two down policy as established. Anyone outside of this ranking guideline is authorized to fill the position in an acting capacity at the direction of Command Staff.

#### 13-2.5.N. S-2 Intelligence Chief

The Intelligence Chief is responsible for assisting the intelligence officer with his duties. This position is usually held by a SSgt.

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#### 13-2.5.O. S-2 Intelligence Analyst Chief

The Intelligence Analyst Chief is the senior ranking intelligence analyst in the S-2 section. He oversees all subordinate intelligence analysts and provides them with all the logistical needs necessary for them to conduct their duties. He reports directly to the S-2 Intelligence Officer and Chief. This position is held usually by a Sgt or higher.

#### 13-2.5.P. S-2 Intelligence Analyst

The Intelligence Analyst generate any necessary storyline/ intel to facilitate Unit Operations at the direction of the S-2 Intelligence Officer. They also interpret, assess, and process any intelligence gathered operationally by the unit. This section works closely with S-3 Operations to provide any and all information necessary to facilitate S-3's ability to establish mission criteria. These positions report directly to the S-2 Intelligence Analyst Chief and are filled by individuals ranking Private First Class and higher.

#### 13-2.5.Q. S-2 Intelligence Linguist Chief

The Linguist Chief is the senior ranking Intelligence Linguist in the S-2 section. He is responsible for overseeing all subordinate linguists and providing them with all the logistical needs required for them to complete their assigned duties. The Linguist Chief reports directly to the S-2 Intelligence Officer and Chief. This position is held usually by a Sgt or higher.

#### 13-2.5.R. S-2 Intelligence Linguist

The Intelligence Linguist is tasked with providing support to the remainder of the S-2 section by the generation or translation of content to another language other than English or vice versa. These positions will report directly to the Linguist Chief, and are filled with individuals ranking PFC or higher. Fluency in a language other than English is an additional obvious requirement for this position.

#### 13-2.5.S. S-2 Intelligence Compiling Chief

The Compiling Chief is the senior ranking Intelligence Compiler in the S-2 section. He is responsible for overseeing all subordinate compilers and providing them with all the logistical needs required for them to complete their assigned duties. The Compiler Chief reports directly to the S-2 Intelligence Officer and Chief. This position is held usually by a Sgt or higher.

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#### 13-2.5.T. S-2 Intelligence Compiler

The Intelligence Compiler is tasked with the assembly of all intelligence packets within the unit. They work closely with the S-2 analysts to gather all necessary intel and assemble it into a distributable format to be referenced by S-3 and the various operational elements of the unit. The Intelligence Compilers report directly to the Intelligence Compiler Chief and are filled with individuals ranking Private First Class or higher

#### 13-2.5.U. S-3 Operations Officer

The S-3 Operations Officer is the MEU executor and strategic planner of the unit. His responsibilities include assembling Task Force Operation/ Training Orders, establishing mission criteria, understanding intelligence, assembling and implementing a unit wide training plan, establishing all OPFOR Zeus guides for unit wide trainings, and other additional duties as directed by MEU Headquarters. This position is a primary duty position within the unit and held by Major following the one up, two down policy as established. Anyone outside of this ranking guideline is authorized to fill the position in an acting capacity at the direction of Command Staff.

#### 13-2.5.V. S-3 Operations Chief

The Operations Chief is responsible for overseeing the remainder of the S-3 section and providing his subordinates with any logistical needs as required for them to complete their assigned duties. He is also tasked with assisting the S-3 Operations Officer as requested, and assumes the Ops Officer's role in his absence. The position is held usually by a SSgt or higher

#### 13-2.5.W. S-3 Operations Planner

The Operations Planner(s) are tasked with assisting the S-3 Operations Officer with strategic planning through tactical considerations. They serve as advisors to the S-3 Operations Officer and assist in generating the best tactical plan for the unit operationally while deployed. These positions report directly to the S-3 Operations Officer and Chief. They are held by individuals ranking PFC and higher.

#### 13-2.5.X. S-3 Training Officer

The S-3 Training Officer is tasked with overseeing all aspects of training while the unit is and is not deployed. He reports directly to the S-3 Operations Officer with his findings and recommendations on the training needs of the unit. The position is held by a 2ndLt or higher

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#### 13-2.5.Y. S-3 Training Chief

The S-3 Training Chief is tasked with assisting the S-3 Training Officer in the completion of his assigned duties. This position is held usually by a SSgt or higher

#### 13-2.5.Z. S-3 Chief Recruit Instructor

The Chief Recruit Instructor is responsible for establishing the training standards and coursework required of all new recruits. He is also tasked with providing all the logistical needs as required for his subordinates to complete their assigned tasks. This positions reports directly to the S-3 Training Officer and is held usually by a Sgt or higher

#### 13-2.5.AA. S-3 Recruit Instructor

The Recruit Instructor is tasked with the training of newly accepted members by the standards as set forth by the unit. They are also tasked with mentoring and assisting all new member through the pipeline until they reach the school of infantry. These positions report directly to the Recruit Training Chief and are held by individuals ranking Private First Class and up

#### 13-2.5.AB. S-3 ITB/ MCT/ FMTB Chief Instructor

The ITB/ MCT/ FMTB Chief Instructor is the senior instructor assigned to their respective branch of SOI. They are tasked with establishing the training standards and coursework assigned to their respective branch, along with, overseeing their subordinates and providing any logistical needs that they may have. These positions report directly to the S-3 Training Officer and Chief and are held usually by individuals ranking Sgt or higher.

#### 13-2.5.AC. S-3 ITB/ MCT/ FMTB Instructor

The ITB/ MCT/ FMTB Instructor is tasked with the training of all phase 2 recruit training personnel, by established standards, in order to ready them for assignment within the unit. They also serve as the points of contact for all phase 2 recruits prior to them be assigned to an operational section within the unit. These positions report directly to their respective SOI Branch Chief and are held by individuals ranking Private First Class and up.

#### 13-2.5.AD. S-3 Range Master

The Range Master is the senior range staff and is responsible for providing his subordinates with all the logistical needs required for them to complete their assigned duties. He is also tasked with the upkeep of the Official Unit Rifle Range, and schedules all official rifle range events. This position reports directly to the S-3 Training Officer and is held usually by a Sgt or higher.

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#### 13-2.5.AE. S-3 Range Instructor

The Range Instructor(s) is tasked with conducting all official rifle ranges as scheduled. They report directly to the Range Master. These positions are held by individuals ranking Private First Class or higher

#### 13-2.5.AH. S-3 Range Coach

The Range Coach is tasked with developing a unit member's marksmen skills through one on one training. The end result of which is to facilitate the unit member scoring higher on the official unit rifle range. These positions report directly to the Range Master and are filled with individuals ranking PFC and higher

#### 13-2.5.AF. S-3 Jumpmaster

The Jump Master is the senior Parachutist Instructor member and is responsible for providing his subordinates with all the logistical needs required for them to complete their assigned duties. He is also tasked with the upkeep of the Unit Parachute Training Missions. He must be a member of Force Recon and serves as the Jumpmaster during all hosted trainings.

#### 13-2.5.AG. S-3 Parachutist Instructor

The Parachutist Instructor is tasked with the tracking and training of all parachute qualified personnel of the unit. They must be a general unit member qualified on the Navy/ Marine Corps Parachutist Level. They report directly to the S-3 Jumpmaster as his direct subordinates. These positions are held by individuals ranking Private First Class and higher

#### 13-2.5.AI. S-4 Logistics Officer

The S-4 Logistics Officer oversees all subordinate S-4 personnel and provides them with any logistical needs that they may need to complete their assigned duties This position is usually by a 2ndLt or higher.

#### 13-2.5.AJ. S-4 Logistics Chief

The Logistics Chief oversees the technical maintenance of Unit owned game servers. He is tasked with keeping the game servers up to date and operationally ready for utilization. He is also tasked with assisting the S-4 Operations Officer and assumes his responsibilities in his absence. This position is held usually by a SSgt or higher.

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#### 13-2.5.AK. S-4 Logistics Clerk

The Logistics Clerk is tasked with assisting the Logistics Chief with the maintenance of unit owned hardware as directed by the Logistics Officer and Chief. These positions are held by individuals ranking PFC or higher.

#### 13-2.5.AL. S-4 Website Team Leader

The Website Team Leader is the senior ranking website team specialist and is tasked with providing his subordinates with all the logistical needs required to complete their assigned duties. This position reports directly to the S-4 Logistics Officer and Chief. The position is held usually by a Sgt or higher. If the individual filling this billet opts to fill it as their primary billet, the rank of Warrant Officer will be given to all enlisted personnel

#### 13-2.5.AM. S-4 Website Team Specialist

The Website Team Specialist(s) are tasked with the the upkeep and update of the Unit Website not to include the forums. They report directly to the Website Team Leader and are held by individuals ranking PFC or higher

#### 13-2.5.AN. S-4 Calendar Team Leader

The Calendar Team Leader is the senior Calendar Team member and is tasked with overseeing all subordinates and providing all logistical needs that are required for them to complete their assigned duties. This position reports directly to the S-4 Logistics Officer and Chief and is held usually by a Sgt or higher. If the individual filling this billet opts to fill it as their primary billet, the rank of Warrant Officer will be given to all enlisted personnel

#### 13-2.5.AO. S-4 Calendar Team Specialist

The Calendar Team Specialist is tasked with the upkeep of the official unit calendar maintained on the website. This calendar will include all scheduled events within the unit. These positions report directly to the Calendar Team Leader and are held by individuals that rank Private First Class and higher

#### 13-2.5.AP. S-4 Zeus Team Leader

The Zeus Team Leader is the senior Zeus Controller and serves as the point of contact for both S-2 and S-3 respectively. He is also tasked with oversight of his subordinates and providing any logistical needs required for them to complete the assigned duties. This positions reports directly to the S-4 Logistics Officer and Chief and is held usually by a Sgt or higher. If the individual filling this billet opts to fill it as their primary billet, the rank of Warrant Officer will be given to all enlisted personnel

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#### 13-2.5.AQ. S-4 Zeus Controller

The Zeus Controller is tasked with tactically applying the OPFOR to a mission/ training/ operation in accordance with the Zeus Guide as issued by S-2 or S-3 respectively. These positions report directly to the Zeus Team Leader and are held by individuals that rank Private First Class and higher

#### 13-2.5.AR. S-4 Mission Team Leader

The Mission Team Leader is the senior Mission Team Specialist and is tasked with providing all the logistical needs for his subordinates to complete their assigned duties. He is the point of contact for S-2 and/ or S-3 respectively. This position reports directly to Command Staff and is held usually by a Sgt or higher. If the individual filling this billet opts to fill it as their primary billet, the rank of Warrant Officer will be given to all enlisted personnel

#### 13-2.5.AS. S-4 Mission Team Chief

The Mission Team Chief is tasked with assisting the Mission Team Leader with his duties to include the creation of official mission files. These include but are not limited to the Recruiting Server Mission(s), Operation(s), FTXs, Rifle Range(s), RCT/ SOI Trainings, Etc. These positions report directly to the S-4 Mission Team Leader and are held by individuals that rank Sergeant and higher.

#### 13-2.5.AT. S-4 Mission Team Specialist

The Mission Team Specialist(s) is tasked with the creation of all official mission files to be utilized by the unit. These include but are not limited to the Recruiting Server Mission(s), Operation(s), FTXs, Rifle Range(s), RCT/ SOI Trainings, Etc. These positions report directly to the S-4 Mission Team Leader and are held by individuals that rank Private First Class and higher.

#### 13-2.5.AU. S-4 MOD Team Leader

The MOD Team Leader is senior MOD Team member and is responsible for all the logistical needs required for his subordinates to complete their assigned duties. While being a part of S-4 and a being a direct subordinate of the S-4 Logistics Officer and Chief, This position reports directly to MEU HQ/ Command Staff. This position is to be held usually by a Sgt or higher. If the individual filling this billet opts to fill it as their primary billet, the rank of Warrant Officer will be given to all enlisted personnel

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#### 13-2.5.AV. S-4 MOD Team Specialist

The MOD Team Specialist(s) are tasked with improving upon and providing new game modification to ARMA 3 in order to bring the unit in line with our real world counterpart as closely as possible. These positions report directly to the MOD Team Leader and are held by individuals that rank Private First Class and higher.

#### 13-2.5.AW. S-4 Map Team Leader

The Map Team Leader is the senior Map Team Specialist, and is tasked with providing for all the logistical needs required by his subordinates to complete their assigned duties. This position reports directly to the S-4 Logistics Officer and Chief and is held usually by a Sgt or higher. If the individual filling this billet opts to fill it as their primary billet, the rank of Warrant Officer will be given to all enlisted personnel

#### 13-2.5.AX. S-4 Map Team Specialist

The Map Team Specialist(s) is tasked with the creation of new map modifications for ARMA 3 to be utilized by the unit to provide variety to the unit's operations/ trainings/ etc. These personnel report directly to the Map Team Leader and are held by individuals that rank Private First Class and higher.

#### 13-2.5.AY. S-5 Civil Affairs Officer

The S-5 Civil Affairs Officer is in charge of overseeing the entirety of the S-5 Section. All S-5 personnel report to him, and he reports directly to MEU HQ. He is responsible for ensuring that all his subordinate S-5 personnel have everything they need logistically to complete their support functions. This position is usually held by the minimum of a 2ndLt Lieutenant or higher.

#### 13-2.5.AZ. S-5 Civil Affairs Chief

The Civil Affairs Chief is responsible for assisting the Civil Affairs Officer with his duties. He is also responsible for maintaining the smooth operation of the S-5 Section. This position is held usually by a SSgt or higher.

#### 13-2.5.BA. S-5 Unit Historian

The Unit historian is tasked with keeping a running record of the Unit and its members. He will cite all major events that occur within the Unit and have them available for review annually and on request. The Unit historian, while maintained is S-5, reports directly to MEU HQ when needed. The positions is held usually by a SSgt or higher.

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#### 13-2.5.BB. S-5 Public Affairs/ Relations Chief

The S-5 Public Affairs/ Relations Chief is the Senior Public Affairs and Relations Staff, and is tasked with providing for all the logistical needs required by his subordinates to complete their assigned duties. This position reports directly to the S-5 Civil Affairs Officer and Chief and is held usually by a Sgt or higher.

#### 13-2.5.BC. S-5 Public Affairs Clerk

The Public Affairs Clerk(s) are tasked with being the point of contact for outside entities wishing to make contact with the unit, and are trained to represent the unit to the public when authorized. Additionally, they are tasked with tracking of other ARMA 3 Milsim Units. These personnel report to the Public Affairs/ Relations Chief and are held by individuals ranking Private First Class or higher

#### 13-2.5.BD. S-5 Public Relations Clerk

The Public Relations Clerk(s) are tasked with the generation of the monthly unit newsletter. They report directly to the the Public Affairs/ Relations Chief and are held by individuals ranking Private First Class and Higher

#### 13-2.5.BE. S-5 Media Team Leader

The Media Team Leader is the Senior Media Team Specialist, and is tasked with providing all the logistical needs required for his subordinates to complete their duties. Additionally, he reviews all finalized media and approves it prior to submitting it for review by MEU HQ/ Command Staff. He also serves as the primary moderator of the Unit's Youtube Channel. This position is held usually by a SSgt or higher. If the individual filling this billet opts to fill it as their primary billet, the rank of Warrant Officer will be given to all enlisted personnel

#### 13-2.5.BF. S-5 Media Team Specialist

The Media Team Specialist is tasked with the generation of all graphical media utilized for recruitment, operational, and administrative purposes. The report directly to the Media team Leader, and are held by individuals ranking Private First Class and higher.

#### 13-2.5.BG. Unit Counselors

The Unit Counsellors are tasked with providing advice and an alternate avenue of reporting to unit members across the unit. They also can be requested to be present during any formal investigation or disciplinary action at the request of the member. Unit Counselors fall outside of any formalized Chain of Command, but report directly to Command Staff as necessary. Personnel that hold these positions must be selected by Command Staff and thus have no established rank minimums.

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### 13-2.6. Force Reconnaissance Component

The mission of the force reconnaissance platoon is to conduct amphibious reconnaissance, surveillance, and limited-scale raids in support of the Battalion. In the 15th MEU the Force Recon unit is designated 3rd Platoon, Alpha Company, 1st Reconnaissance Battalion. The current size of the Force Reconnaissance varies as per the Unit Expansion/ Consolidation Policy.

#### 13-2.6.A. Recon Platoon Commander

The Recon Platoon Commander is responsible for the operations of the Recon Platoon assigned to MEU. This position is normally held by a 1stLt.

#### 13-2.6.B. Recon Platoon Sergeant

The Recon Platoon Sergeant is responsible for the training and morale of the platoon as well as assisting and advising the Platoon Commander in the performance of his duties. This position is normally held by a Gunnery Sergeant.

#### 13-2.6.C. Recon Platoon JTAC

The Recon Platoon JTAC is tasked with assisting the Recon Platoon Commander with applying ACE to the battlefield. It is the JTAC's responsibility to have a thorough understanding of all the ways ACE can be applied to assist Recon in achieving their mission objective. The JTAC also serves as the Platoon RTO. This position is normally held by a Sergeant.

#### 13-2.6.D. Recon Platoon Corpsman

The Recon Platoon Corpsman is an independent duty corpsman assigned to Force Recon to provide in the field aid to wounded personnel, platoon wide. This position is normally held by a Hospitalman Second Class (HM2) Navy Corpsman

#### 13-2.6.E. Recon Team Leader

The Recon Team Leader is responsible for the operational readiness and performance of his team. This position is normally held by a Staff Sergeant

#### 13-2.6.F. Recon Assistant Team Leader

The Recon Assistant Team Leader is responsible for assisting the Recon Team Leader with his duties. This position is normally held by a Sergeant

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#### 13-2.6.G. Recon Team Radio Telephone Operator (RTO)

The Recon Team RTO is responsible for inter-team and inter-element communications for his assigned team. They are expected to have a thorough understanding of all the aspects of radio communication to include radio frequencies, radio brevity, radio call signs, etc in addition to their responsibilities as a Recon Man. This positions is normally held by a Corporal.

#### 13-2.6.H. Recon Man

The Recon Man is responsible for insuring he is familiar with all forms of weapons to include OPFOR weapons. He is responsible for any assigned duties he is given by his Team Leader, the Platoon Sergeant or Platoon Commander. This position is normally held by a Corporal.

#### 13-2.7. Law Enforcement Detachment

The Law Enforcement Detachment is tasked with the patrolling of Friendly Occupied terrain in a theatre of operation and to provide Explosive Ordnance Disposal capability not inherent to the any other section of the MEU. They will consist of a single Law Enforcement Platoon made up of a Platoon HQ, two full strength military police squads, and one full strength attached EOD Squad. The section will be designated 1st Platoon, Law Enforcement Detachment.

#### 13-2.7.A. Law Enforcement Detachment Platoon Commander

The Law Enforcement Detachment Commander is responsible for the operations of the Law Enforcement Detachment assigned to the MEU. This position is normally held by a 1stLt.

#### 13-2.7.B. Law Enforcement Detachment Platoon Sergeant

The Platoon Sergeant is the senior enlisted member of the platoon. He acts as an assistant and advisor to the platoon commander and assumes his roles in his absence. This position is usually held by a Staff Sergeant.

#### 13-2.7.C. Law Enforcement Detachment Platoon Radio Telephone Operator (RTO)

The Law Enforcement Detachment Platoon RTO is responsible for assisting his respective Platoon Commander with the communication both within and outside of the detachment. They are expected to have a thorough understanding of all the aspects of radio communication to include radio frequencies, radio brevity, radio call signs, etc. This positions is held by a Corporal.

#### 13-2.7.D. Law Enforcement/ EOD Squad Leader (SL)

The Detachment SL is responsible for the coordination and deployment of his squad. Squad Leaders are responsible for conducting training and the morale of their squad. This position is held by a Sergeant.

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#### 13-2.7.F. Law Enforcement Squad Corpsman

The Law Enforcement Squad Corpsman is tasked with providing care and aid to injured friendlies in the field. The position is normally held by a Hospitalman (HN)

#### 13-2.7.G. Law Enforcement/ EOD Team Leader

The Detachment Team Leader is responsible for the coordination and deployment of his fire team as per the Squad Leader's direction. He is also responsible for ensuring his Team is adequately trained in their specific weapons systems, equipment, and tactics. The Team Leader is responsible for conducting MOS Training for newly assigned personnel or on request. This position is held by a Corporal

#### 13-2.7.H. Military Policeman

The Military Policeman is responsible for ensuring that he complies with the orders of his FTL and SL. He is also tasked with ensuring that he has a thorough understanding of his MOS to include tactics, weapons employment, and equipment. These positions are held by personnel ranking Lance Corporal.

#### 13-2.7.I. EOD Technician

The EOD Tech is responsible for ensuring that he complies with the orders of his FTL and SL. He is also tasked with ensuring that he has a thorough understanding of his MOS to include tactics, weapons employment, and equipment. These positions are held by personnel ranking Lance Corporal.

#### 13-3. Ground Combat Element (Battalion Landing Team 2/4)

The 15th MEU Realism Unit GCE is broken down into 2nd Battalion, 4th Marine Regiment (2/4); 2nd Platoon, Delta Company, 1st Tank Battalion; and 1st Platoon, Bravo Company, 3rd Assault Amphibian Battalion. These units form the Battalion Landing Team 2/4, or BLT 2/4. 2nd Battalion 4th Marine Regiment is divided into three infantry companies: Echo, Foxtrot and Golf Companies.

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### 13-3.1.The Rifle Company

The mission of the Marine Infantry Company is to close with and destroy the enemy by fire and maneuver or to repel the enemy's assault by fire and close combat. The infantry company consists of a Company Headquarters, three Rifle Platoons, and a Weapons Platoon.

### 13-3.2. Company Headquarters

The HQ Section of the Infantry Company consists of the following personnel

#### 13-3.2.A. Company Commander

The Company Commander analyzes the mission, considers and develops courses of action, makes decisions, issues orders and directs and supervises the operations of the Company. He reports directly to the Commanding Officer of the Battalion. This position is usually held by a Captain.

#### 13-3.2.B. Company Executive Officer

The Executive Officer assists the company commander in carrying out his duties and acts in his place with the CO is absent. This position is usually held by a First Lieutenant.

#### 13-3.2.C. Company First Sergeant

The First Sergeant is the senior enlisted member of the Company. He advises and assists the CO in the day to day operations of the Company. This position is usually held by a First Sergeant.

#### 13-3.2.D. Company Gunnery Sergeant

The Company Gunnery Sergeant is responsible for the morale and training of the enlisted members of his company. He is also responsible for enforcing unit policies. This position is usually held by a Gunnery Sergeant.

#### 13-3.2.E. Company Senior Corpsman

The Company Senior Corpsman is first and foremost a Corpsman, whose number one priority is the treatment of casualties in the field. The Company Senior Corpsman is also a senior BAS member and is responsible for the training and well being of all subordinate Corpsman. This position is normally held by a Hospitalman First Class (HM1) corpsman.

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#### 13-3.2.F. Company Senior JTAC

The Senior JTAC is tasked with assisting Company Command with applying ACE to the battlefield. It is the JTAC's responsibility to have a thorough understanding of all the ways ACE can be applied to assist the GCE and how to request said help. The JTAC also serves as a Company RTO. The Senior JTAC is also responsible for the training and well being of his subordinate Company JTACs. This position is normally held by a Staff Sergeant.

#### 13-3.2.G. Company JTAC

The JTAC is tasked with assisting Company Command with applying ACE to the battlefield. It is the JTAC's responsibility to have a thorough understanding of all the ways ACE can be applied to assist the GCE and how to request said help. The JTAC also serves as a Company RTO. This position is normally held by a Sergeant.

#### 13-3.3. The Rifle Platoon

Rifle Platoon In the Marine Corps consists of the Platoon Headquarters and three squads. In BLT 2/4 a platoon will consist of the Platoon Commander, Platoon Sergeant and three squads.

##### 13-3.3.A. Platoon Commander

The Platoon Commander is in charge of a single platoon. He oversees its actions in the field. This position is usually held by First Lieutenant.

##### 13-3.3.B. Platoon Sergeant

The Platoon Sergeant is the senior enlisted member of the platoon. He acts as an assistant and advisor to the platoon commander. This position is usually held by a Staff Sergeant.

##### 13-3.3.C. Platoon Corpsman

The Platoon Corpsman is first and foremost a Corpsman, whose number one priority is the treatment of casualties in the field. The Platoon Corpsman is also a base leader position within BAS and is responsible for the training and well being of all subordinate Corpsman. This position is normally held by a Hospitalman Second Class (HM2) corpsman.

##### 13-3.3.D. Platoon Radio Telephone Operator (RTO)

The RTO is responsible for inter-platoon and inter-element communications for his assigned platoon. They are expected to have a thorough understanding of all the aspects of radio communication to include radio frequencies, radio brevity, radio call signs, etc. This position is normally held by a Corporal.

##### 13-3.3.E. Infantry Squad

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A Marine Corps squad consists of a Squad Leader and three fire teams. Each fire team consists of a Fire Team Leader, Automatic Rifleman, Assistant Automatic Rifleman and a Rifleman.

#### 13-3.3.F. Squad Leader

The SL is responsible for the coordination and deployment of his squad. Squad Leaders are responsible for conducting training and the morale of their squad. This position is usually held by a Sergeant.

#### 13-3.3.G. Squad Corpsman

The squad corpsman is the entry level corpsman position in the MEU, and is responsible for providing treatment and aid to wounded friendlies in the field. This position is normally held by a Hospitalman (HN) Navy Corpsman

#### 13-3.3.H. Fire Team Leader

The FTL, or Team, is responsible for the coordination and deployment of his fire team as per the Squad Leader's direction. This position is usually held by a Corporal.

#### 13-3.3.I. Automatic Rifleman

The AR, or Fire, is responsible for deployment of his weapon system and ensuring that his fields of fire are clear. The AR normally holds the rank of Lance Corporal.

#### 13-3.3.J. Assistant Automatic Rifleman

The AAR, or Assist, is responsible for assisting the Automatic Rifleman in the deployment of his weapon and carries additional ammunition for the AR. He normally holds the rank of Lance Corporal.

#### 13-3.3.K. Rifleman

The Rifleman, or Ready, is responsible for ensuring that he complies with the orders of his FTL and SL, and also acts as a scout or point man for the fire team. This is also the only position authorized to carry and operate the M32 or DMR for his respective squad or platoon. He normally holds the rank of Lance Corporal.

#### 13-3.4. Weapons Platoon

In the Marine Corps a Weapons Platoon consists of the Platoon Headquarters and three squads. In BLT 2/4 a platoon will consist of the Platoon Commander, Platoon Sergeant, a machine gun section, an assault section, and a mortar section.

#### 13-3.4.A. Weapons Platoon Commander

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The Weapons Platoon Commander is in charge of a single weapons platoon. He oversees its actions in the field. This position is usually held by a First Lieutenant.

#### 13-3.4.B. Weapons Platoon Sergeant

The Weapons Platoon Sergeant is the senior enlisted member of the platoon. He acts as an assistant and advisor to the platoon commander. This position is usually held by a Staff Sergeant.

#### 13-3.5. Machine Gun Section

A Machine Gun Section consists of a Section Leader with attached corpsman who oversees three MG Squads. These squads consist of a Squad Leader and two machine gun teams. Each team consists of a Team Leader, Machine Gunner, and an Ammunition Bearer. The Squad Leader is dual assigned as the squad leader and the team leader in the first of his two teams.

#### 13-3.5.A. Machine Gun Section Leader

The MG Section Leader is responsible for the coordination and deployment of his Section to the field. He is also responsible for the training and well being of his section. This position is normally held by a Sergeant

#### 13-3.5.B. Machine Gun Section Corpsman

The Section Corpsman is responsible for the treatment of casualties within the MG Section or as directed by the Company Senior Corpsman. This position is normally held by Hospitalman (HN)

#### 13-3.5.C. Machine Gun Squad Leader

The MG SL is responsible for the coordination and deployment of his squad. Squad Leaders are responsible for conducting training and the morale of their squad. As a result of being dual billeted as a team leader also, The MG SL is also responsible for all the duties expected of a Team Leader. This position is usually held by a Sergeant.

#### 13-3.5.D. Machine Gun Team Leader

The TL, is responsible for the coordination and deployment of his team as per the Squad Leader's direction, and the direction of the machine gun fires. This position is usually held by a Corporal.

#### 13-3.5.E. Machine Gunner

The MG is responsible for deployment of his weapon system and ensuring that his fields of fire are clear. The MG normally holds the rank of Lance Corporal.

#### 13-3.5.F. Ammunition Bearer

The AB is responsible for assisting the Machine Gunner in the deployment of his weapon and carries additional ammunition for the MG. He normally holds the rank of Lance Corporal.

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### 13-3.6. Assault Section

The Assault Section consists of a Section Leader w/ attached corpsman who oversees three Squads. These squads consist of a Squad Leader and two assault teams. Each team consists of a Team Leader/ Gunner and Assistant Gunner. The Squad Leader is dual assigned as the squad leader and the team leader in the first of his two teams.

#### 13-3.6.A. Assault Section Leader

The Assault Section Leader is responsible for the coordination and deployment of his Section to the field. He is also responsible for the training and well being of his section. This position is normally held by a Sergeant

#### 13-3.6.B. Assault Squad Leader

The Assault SL is responsible for the coordination and deployment of his squad. Squad Leaders are responsible for conducting training and the morale of their squad. As a result of being dual billeted as a team leader also, The Assault SL is also responsible for all the duties expected of a Team Leader. This position is usually held by a Sergeant.

#### 13-3.6.C. Team Leader/Gunner

The TLG, is responsible for the coordination and deployment of his team as per the Squad Leader's direction, and the employment of the SMAW. This position is usually held by a Corporal.

#### 13-3.6.D. Assistant Gunner

The AG is responsible for assisting the Team Leader/Gunner in the deployment of his weapon and carries additional ammunition for the SMAW. He normally holds the rank of Lance Corporal.

### 13-3.7 Mortar Section

A Marine Corps mortar section consists of a section Leader and three mortar squads. Each squad consists of a Squad Leader and Gunner

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#### 13-3.7.A. Mortar Section Leader

The SL is responsible for the coordination and deployment of his section. Section Leaders are responsible for conducting training and the morale of their squad. This position is usually held by a Sergeant.

#### 13-3.7.B. Mortar Squad Leader

The SL, is responsible for the coordination and deployment of his team as per the Section Leader's direction, and the direction of the mortar fires. This position is usually held by a Corporal.

#### 13-3.7.C. Mortar Gunner

The GUN is responsible for deployment of his weapon system and ensuring that his fields of fire are clear. This position normally holds the rank of Lance Corporal.

#### 13-3.7.D. Mortar Ammunition Bearer

The Ammunition Bearer is responsible for assisting the Mortar Gunner with the application of his weapons system. He is also responsible for following the direction of his Team Leader and Squad Leader. This position is normally held by a Lance Corporal

#### 13-4. Tank Component

The mission of the Tank Component is to close with and destroy the enemy using armor protected firepower, shock effect, and maneuver.

#### 13-4.2. Second Platoon, Delta Company, First Tank Battalion

Delta Company is the tank element of the 15th MEU. A tank platoon consists of four combat ready tanks and their crews. The available strength of the armored forces for the 15th MEU is determined by the Command Staff.

#### 13-4.3. Tank Platoon Commander

The PLT CDR is responsible for the functioning and coordination of the tank platoon. He is also the Tank Commander of a Section. This position is normally filled by a First Lieutenant.

#### 13-4.4. Tank Platoon Sergeant

The PLT SGT is responsible for the training and morale of the enlisted members of the platoon and advises the platoon commander in the tactical deployment of the tanks. He is also the Tank Commander of a Section. This position is normally filled by a Staff Sergeant.

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#### 13-4.5. Tank Commander

The TC is responsible for coordinating with the Platoon Commander in the utilization of his tank. He is responsible for the crew and their performance on the battlefield. He spots and designates targets for his gunner and directs the driver's movement when necessary. This position is normally held by a Sergeant.

#### 13-4.6. Tank Gunner

The Gunner is responsible for the employment of his weapon systems either via commands from the Tank Commander or through locating targets on his own after a free fire command. This position is normally held by a Corporal.

#### 13-4.7. Tank Driver

The Driver is responsible for the movement of the tank and for the general repair and condition of the vehicle. This position is normally held by a Lance Corporal.

#### 13-5. Assault Amphibian Vehicle Component

The mission of the Assault Amphibian platoon is to land the surface assault element of the landing force and their equipment in a single lift from the fleet to inland objectives, and to conduct mechanized operations and related combat support in subsequent operations ashore.

##### 13-5.1. First Platoon, Bravo Company, Third Assault Amphibian Battalion

Bravo Company is the AAV element of the 15th MEU. The AAV platoon consists of 12 AAVP7A1 and is organized into three (3) sections of four vehicles. The available strength of the AAV Component for the 15th MEU is determined by the Command Staff.

##### 13-5.2. AAV Platoon Commander

The PLT CDR is responsible for the functioning and coordination of the AAV platoon. He is also the Crew Chief of his vehicle and the leader of a Section. This position is normally filled by a First Lieutenant.

##### 13-5.3. AAV Platoon Sergeant

The PLT SGT is responsible for the training and morale of the enlisted members of the platoon and advises the platoon commander in the tactical deployment of the AAVs. He is also the Crew Chief of his vehicle and the leader of a Section. This position is normally filled by a Staff Sergeant.

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#### 13-5.4. AAV Section Leader

The AAV Section Leader is responsible for the training and direction of his subordinate AAVP7A1's and their crews. He is also the Crew Chief of the Lead AAVP7A1 in his respective Section. This position is normally held by a Sergeant

#### 13-5.5. AAV Crew Chief

The Crew Chief is the senior crewman aboard the AAV. The crew chief leads two crewmen and is responsible for the maintenance and operation of the AAVP7A1 and all associated collateral gear. This position is normally held by a Corporal.

#### 13-5.6. AAV Gunner

The Gunner is responsible for the employment of his weapon systems either via commands from the Crew Chief or through locating targets on his own after a free fire command. This position is normally held by a Lance Corporal.

#### 13-5.7. AAV Driver

The Driver is responsible for the movement of the AAV and for the general repair and condition of the vehicle. This position is normally held by a Lance Corporal.

#### 13-6. Aviation Combat Element

The Aviation Combat Element (ACE) is a Marine Composite Squadron (Reinforced) composed of a Medium Tiltrotor Squadron augmented with three other types of helicopters, one detachment of amphibious flight-deck-capable jets, and one carrier based all weather fighter attack jet detachment. In the 15th MEU Realism Unit, the ACE is formed by VMM-268 (REIN) Red Dragons, HMLA-369 Gunfighters, VMA-211 Avengers, HMH-466 Warhorse, and VMFA(AW)-225 Vikings.

#### 13-6.1. ACE Commander (CO)

The ACE CO leads the reinforced squadron. He oversees the operation of the squadron, and is answerable to the MEU Commander. The ACE CO tasks the Detachments during combat operations. The ACE CO position is normally held by a Lieutenant Colonel

#### 13-6.2. ACE Executive Officer (XO)

ACE XO assists the Squadron CO in his duties, and assumes responsibility as the CO in his absence. The ACE XO position is normally held by a Major

#### 13-6.3 ACE Air Operations Officer (ACE AOO)

The ACE AOO is responsible for the training and well being of the reinforced squadron as a whole. He assumes command of the Element in the absence of the ACE CO and ACE XO. The ACE AOO position is normally held by a Major

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#### 13-6.4. ACE Chief Flight Instructor (ACE CFI)

The ACE CFI is responsible for all aspects of flight school to include but not limited to; Updating of coursework, tracking of student pilots, tracking of instructional staff, etc. The ACE CFI reports directly to the ACE HQ. This position is normally held by a Capt.

#### 13-6.5. Senior Detachment Commander (SDETCO)

The SDETCO leads a detachment of aircraft within the ACE to include his subordinate detachment and its respective personnel. This primarily applies to the Gunfighter Detachment. He oversees the day to day operation and training of the detachment, and is responsible for the training, qualification, and morale of his subordinates. He also serves as the element lead in the first element of the detachment. He reports directly to the ACE CO. This position is normally held by a Capt.

#### 13-6.6. Detachment Commander (DETCO)

The DETCO leads a detachment of aircraft within the squadron. He oversees the day to day operation and training of the detachment, and is responsible for the training, qualification, and morale of his subordinates. He also serves as the element lead in the first element of the detachment. He reports directly to the ACE CO. This position is normally held by a Capt.

#### 13-6.7. Element Leader

The Element Leader leads his respective two-three aircraft element within the detachment. He is responsible for the training of the element, and reports to the Detachment Commander. This position is normally held by a Capt.

#### 13-6.8. Aircraft Commander

This is the highest ranking person assigned to any one aircraft. He is responsible for the safety and well being of the aircraft and it's crew/ payload. He determines crew assignments, and directs the aircraft in flight. This does not require him to be in direct operation of the aircraft. This position is normally filled by a 1stLt.

#### 13-6.9. Co-Pilot/ Gunner/ Weapons Systems Operator (WSO)

Depending on the specific airframe, the secondary pilot assigned to the airframe will be designated as a co-pilot, gunner, or WSO. This individual is responsible for operating the secondary vehicle systems such as weapons, cameras, etc. safely at the direction of the Aircraft Commander. This person is also the secondary pilot in the event that the Aircraft Commander becomes incapacitated. This position is normally held by a 1stLt.

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## **Section 14 - Command Staff Responsibilities**

### **14-1. Command Staff Overview**

Command Staff shall be established and tasked with all policy making purview. The responsibilities of Command Staff will be to establish and set policy for the unit and operate as oversight. This section will detail the method by which Command Staff members are selected for duty and by what rules each seat functions on.

### **14-2. Member Selection and Term**

Each member of Command Staff Elect must be voted on by a  $\frac{3}{4}$  vote by the existing Command Staff. Every member is invited on by one of three different options. These options are Permanent Seat, Billet-Dependent Seat and Additional Members. Any member that is added to Command Staff based on their billet must fill that billet for at least 30 days before a vote must be made.

#### **14-2.1. Permanent Seat**

Permanent Seat members are lifetime members. Those selected to be permanent seat members and approved will maintain a voice and vote for as long as they hold an active duty billet. If the member goes to reserves or retires, they lose their vote but keep their voice and access. If they return to active duty for at least 1 month, they will be given the option to reclaim their vote.

Permanent Seat members are any member who has been a part of Command Staff while in a MEU HQ billet. Also, other members may be upgraded to Permanent Seat members if approved by Command Staff with a  $\frac{3}{4}$  vote.

#### **14-2.2. Billet-Dependent Seat**

Billet-Dependent Seat members of Command Staff are members who fill upper level HQ positions in which their representation on Command Staff is required. These billets include:

Echo Company CO  
Foxtrot Company CO  
Senior GCE Supporting Platoon CO  
Force Reconnaissance CO  
Aviation Combat Element CO

Billet-Dependent Seat members must vacate their voice and vote should they leave their billet unless upgraded to a Permanent Seat member or added as an Additional Seat member.

#### **14-2.3. Additional Seat**

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Members may be invited to Command Staff outside of the two other seat requirements based on overall need for that member's input to the unit policies. Any member being added as an additional seat member will lose both their voice and vote should they drop from active duty status. Should an additional seat member be promoted to a billet dependent seat position, they will retain their status as an additional seat member and will not be removed should they transfer from their billet dependent position.

#### 14-3. Separation from Command Staff

The following articles detail the ways in which a member of Command Staff may be forced to vacate their status within Command Staff. All methods in which a person is separated is done so with complete confidentiality.

##### 14-3.1. Billet-Dependent Seat Removal from Billet

Should MEU HQ or a person's CoC remove a Command Staff member from their billet, thereby forcing that member to vacate their seat on Command Staff, an explanation as to why must be provided to Command Staff within 72 hours. Command Staff may then, should they deem it appropriate, override the person's removal with a  $\frac{1}{2}$  vote.

##### 14-3.2. Removal of Command Staff Member by Vote

Removal of a Command Staff member by vote will require a vote of unanimous minus one to be passed. Member in question will not be allowed to vote on this. Any member removed in this fashion will have their Command Staff access, voice and vote removed immediately.

##### 14-3.3. Conflict of Interest

Any permanent Command Staff member who joins another unit after retirement from the 15th MEU will have their Command Staff access removed. This access may be regained after rejoining the unit for at least one month's time and the passing of a  $\frac{1}{2}$  vote by Command Staff.

#### 14-4. Command Staff Decisions

All Command staff Decisions require a simple majority vote by all members of Command Staff for the motion to be considered "passed". Any member who abstains reduces the total amount of votes by one and does not count as either for or against. The MEU Commander vote counts for 1.5x a normal vote. This is in place to prevent a situation where a majority cannot be reached due to equal number of voters being for and against a pending decision

Any Command Staff Decisions that directly affect Command Staff or the way Command Staff functions will require a  $\frac{3}{4}$  majority vote by all members of Command Staff to be passed. If not all members are present during a vote and the number of votes does not equal the required majority for the motion to pass, the item is considered not passed and must be stayed until such time as the remaining members cast their votes.

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#### 14-5. Responsibilities of Command Staff

The following sections detail the responsibilities of Command Staff. Anything following under these sections is the sole authority of Command Staff and must be voted on.

##### 14-5.1. Policy

All decisions on policy must be voted on by command staff. This includes but is not limited to changes in SOP, changes in any section of this document and changes in the overall running of the unit (ex. Mods). All decisions regarding operations within the unit (such as tactics, disciplinary measures involving one section, billet promotions as detailed) must be sent to MEU HQ.

##### 14-5.2. Promotions

All promotions must be approved by Command Staff and signed by the MEU CO. All Cat B promotions must additionally have a letter of recommendation signed by a platoon HQ member or higher sent to Command Staff before a vote will happen.

##### 14-5.3. MEU HQ Checks & Balance

Command Staff will have the responsibility of ensuring MEU HQ decisions fall in line with policy. Command Staff has the right to review any decision made by MEU HQ and make changes if the need is identified. Oversight capabilities may be used by any Command Staff member but require a second Command Staff member to sign it as well in order for the decision to be formally brought up and discussed.

#### 14-6. Command Staff Meetings

Command Staff meetings shall be run every Sunday at 1500 CST. Meetings shall be automatically cancelled should no member of MEU HQ be in attendance. The ranking member of MEU HQ is tasked with leading the Command Staff meeting and ensuring it stays on task.

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## **Section 15 - Unit Customs & Courtesies**

### **15-1. On Duty**

A member is considered “on duty” at any time 30 minutes prior to any official 15th MEU meeting, training or operation till 30 minutes after. During this period of time, all customs and courtesies must be observed by all members.

### **15-2. Attention on Deck**

When On Duty within TeamSpeak, “Attention on Deck” must be called for the highest ranking officer entering a channel so that instructions may be given in a timely manner. If an officer joins the channel who is the same or equal rank to an officer already in the channel, “Attention on Deck” is not to be called. When “Attention on Deck” is called, all members must stay silent until the officer relieves everyone from attention.

When off duty within TeamSpeak, “Attention on Deck” is not required to be called at any time. However, if someone within the channel decides to call “Attention on Deck”, all members must stay silent until the officer relieves everyone from attention.

### **15-3. Forms of Address**

In line with the unit charter, there will be a standardized methodology in place for addressing members of various ranks and the public. This is not only to reinforce the concept of a milsim environment, but is also to ensure that all members are addressed respectfully.

#### **15-3.1. Enlisted/ Officer to Public Player**

When public member is contact by any unit member in an official capacity, the public player will be addressed as “Mr.” followed by their name as indicated by the TS3 or in game username. In the event that this player’s name is of an inappropriate nature, said member will be informed to change their name to a more appropriate name in accordance with the section prior to direct contact being made

#### **15-3.2. Officers**

When addressing an officer of a higher rank, they are addressed by their rank or rank and last name; “Have you seen the new after action report Colonel?” You can shorten Lieutenant Colonel to Colonel while addressing them. Both Second Lieutenants and First Lieutenants can be addressed as Lieutenant. When addressing an officer of lower rank you can use the standard forms of address or use the term Mister in place of rank. “Mister Carlson, could you please ensure that the Staff NCO’s are at tomorrow’s meeting?” Officers of a higher rank can be addressed as sir, however, this will never be considered a requirement.

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### 15-3.3. Non-Commissioned Officers & Staff Non-Commissioned Officers

When addressing an NCO or SNCO they are to be addressed by their rank or rank and last name. When addressing an NCO or SNCO of a lower rank the rank can be dropped and use only their last name. This courtesy may be disregarded if communicating during combat and is impractical. Sergeant's should be addressed by their rank and never the term Sarge, this is a strictly Army term and is considered extremely bad form and even disrespectful to a Marine SNCO. In the Marines a Staff Sergeant is one rank higher than a Sergeant so calling him Sarge is likened to a demotion.

Some NCO & SNCO ranks can be shorted in address such as Staff Sergeants as Staff, Gunnery Sergeants as Gunny, and Master Gunnery Sergeants as Master Guns. Though this is dependent on the Marine so be sure to check with the Staff Sergeant or Gunnery Sergeant to ensure that the short term is ok for use with that individual. NCOs and SNCOs are never to be addressed as sure

### 15-3.4. Enlisted Members

Enlisted members can be addressed by rank, rank and last name, last name with the prefix Mister or just last name. "Morning Lance Corporal Hardcore," "Mr. Smith could you make sure to let the Colonel know I was looking for him." Or "Johnson, make sure to be on time tomorrow."

### 15-4. Uniform Regulations

Are personnel in the 15th MEU will observe what is considered a standard form of dress when considered on duty. This specifically refers to how one's name is represented in TS3 and in game. In order to be considered in uniform, a member's name in TS3 will be presented with their appropriately abbreviated rank and one of the following three unit identifiers depending on where they are in the unit or training pipeline.

- 15th MEU (SOC)
- 15th MEU - SOI
- 15th MEU Cadets

All unit members must apply to the Unit's "Arma 3 Units Page" in order to receive their unit designator [15th MEU] that is required to be displayed in game. In order to be considered in uniform, unit members will present their names with their appropriately abbreviated rank plus the designator of [15th MEU] if applicable. members are NOT authorized to add "[15th MEU]" to their names in place of the applying to the units page. Updates to each member's Units Page Listing will be the responsibility of S-1, and will be made by request.

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#### 15-5. Alternate Teamspeak Uniform Policy

When visiting a TS3 not owned or maintained by the 15th Marine Expeditionary Unit in an official capacity. The following will be the approved method for how members will present their name in uniform.

- The member's appropriately abbreviated rank
- The member's appropriate last name preceded by any initials as required
- The Unit Identifier [15thMEU]

EX: Capt S.D. Hardcore [15thMEU]

#### 15-6. Unit Grooming Standard

In accordance with USMC core values, all unit member will present themselves in game in a properly groomed manner. This specifically refers to your ingame character. All member's will present themselves in game cleanly shaven and free of any unauthorized markings. Facepaint to match the theatre in which the current event is authorized and may be worn at the discretion of each member (I.E. woodland facepaint in a forested environment, etc.). This policy may be disregarded by independent duty billets as authorized by MEU HQ.

#### 15-7. Approved Eyewear

All unit members will be authorized to carry and/or wear the following list of approved eyewear. Only one item may be carried and/or used by a unit member at a time.

##### APPROVED

- All ESS Goggles (Normal clear and black, tan clear and black, green clear and black)
- All Shades (black, blue, red, green)
- Low Profile Goggles
- Tactical Glasses
- Ballistic Glasses
- Sports Shades (Vulcan, Shadow, Poison, Fire)
- Aviators
- Spectacle Glasses and Tinted Spectacles

##### NOT APPROVED

- - All Diving Goggles (Except for FORECON diving operations)
- - Tactical Shades
- - Square Spectacles
- - All Ladies Shades
- - Combat Goggles
- - Sports Shades (Yeti, Style)

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## **Section 16 - Standardized Loadouts Policy**

### **16-1. Overview**

This policy establishes the rules governing the equipment authorized for use per assignment. Weapons systems and/ or equipment outside of what is listed in this policy are not authorized for utilization. Said equipment will require amendment to this policy prior to implementation. Additionally, these loadouts represent the maximum equipment allotment per section.

### **16.2 Rifle Platoon Loadouts**

The following loadouts will specify the recommended loadouts assigned to the personnel of the Rifle Platoons. As stated in 16-1, you may carry up to the amounts designated, but do not have to carry everything, and may not carry anything not specified. In addition to all loadouts, personnel are authorized to carry a ruck of the choosing. Uniform, Helmets, and Plate Carrier selections will be theatre specific and will be unified by all members in participation at any training/ operation.

#### **16.2.1. Rifleman Loadout**

Rifleman is that standard assignment within the Unit. All personnel are authorized to fulfill this capacity once they complete SOI. The rifleman billet in the fireteam in coordination with the fire team leader is authorized to carry one of the following additions to the loadout listed below.

M136 AT4 (only one per fire team), LAW (only one per Fire Team), DMR(if qualified and authorized 2x per platoon), M32 (if qualified and authorized 1x per squad), M1014 (if qualified and authorized 1x per squad) M203 attachment (only one per fire team)

[Ex. Rifleman carries M203, and FTL carries AT4]

- M4 Carbine (not the M4A1)
- 1x M136 AT4/ LAW/ M203 Attachment (One per team)
- 10x 30Rnd 5.56x45 mm STANAG
- 6x HE M203 Rounds (if applicable)
- 6x Smoke M203 Rounds (if applicable)
- 8x Smoke Grenades of Various Colors
- 2-4x M67 Frag Grenade
- 2-4x M84 Stun Grenade
- 15x of any combination of bandages (Packing, Elastic or QuickClot)
- 2x Tourniquets
- 3x Handcuffs
- 1x 250mL Saline
- 1x Map
- 1x Watch
- 1x Compass
- 1x Earplugs

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- 1x NV Goggles
- 1x Binoculars
- 2x Radios
- 3x Spray paint of various colors
- 1x Entrenching tools
- 3x Chemlights of various colors

#### 16-2.2. Automatic Rifleman Loadout (AR) Loadout

The Automatic Rifleman may be filled by anyone that has completed SOI. Only one AR is authorized to be utilized in a fireteam. The AR may not carry any additional weapons platform other than their Rifle and an M9 pistol

- M249 SAW or M27 IAR
- M9 Pistol
- 4x 200 Rnd 5.56x45 mm Boxes or 16x 30 Rnd M27 5.56x45 mm STANAG
- 2x M67 Frag Grenade
- 2x M84 Stun Grenade
- 8x Smoke Grenades of Various Colors
- 4x 15 Rnd 9x19 mm Magazines
- 15x of any combination of bandages (Packing, Elastic or QuickClot)
- 2x Tourniquets
- 3x Handcuffs
- 1x 250mL Saline
- 1x Watch
- 1x Map
- 1x Compass
- 1x Earplugs
- 1x NV Goggles
- 1x Binoculars
- 2x Radio
- 3x Spray paint of various colors
- 1x Entrenching tools
- 3x Chemlights of various colors

#### 16-2.3 Assistant Automatic Rifleman Loadout (AAR) Loadout

The AAR may be filled by anyone that has completed SOI. The AAR is designated to carry additional ammunition for the AR in addition to their loadout. Only one person per fire team is the designated AAR.

- M4 Carbine Rifle (not M4A1)
- 10x 30 Rnd 5.56x45 mm STANAG
- 2x 200 Rnd 5.56x45 mm Boxes or 8x 30 Rnd M27 5.56x45 mm STANAG

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- 2x M67 Frag Grenade
- 2x M84 Stun Grenade
- 8x Smoke Grenades of Various Colors
- 15x of any combination of bandages (Packing, Elastic or QuickClot)
- 2x Tourniquets
- 3x Handcuffs
- 1x 250mL Saline
- 1x Watch
- 1x Map
- 1x Compass
- 1x Earplugs
- 1x NV Goggles
- 1x Binoculars
- 2x Radio
- 3x Spray paint of various colors
- 1x Entrenching tools
- 3x Chemlights of various colors

#### 16-2.4. Rifleman Designated M32 Gunner Loadout

Only personnel assigned to the Rifleman billet in a fire team is authorized to be assigned as the M32 Gunner for a squad. Only one person per squad may be designated to carry the M32 per operation or training. This designated person may change from one training/ operation to another. The Designated M32 Gunner will carry the following in addition to the standard rifleman loadout. The M32 Gunner has the option to carry the M32 as their primary weapon and carry the M9 w/ 4x 9mm magazines. In this case, the M32 Gunner will not be authorized to carry the standard service M4 and its ammunition

- M32 Grenade Launcher
- 8x Combination of 6Rnd HE/Smoke Rings

#### 16-2.5. Rifleman Designated Marksmen Rifle (DMR) Loadout

Only personnel assigned to the Rifleman billet in a fire team is authorized to be assigned to the DMR for a squad. Only two people per platoon may be assigned as DMR's operation or training. This designated person may change from one training/ operation to another. The DMR will only be authorized to function as the AR in their respective Fire Team and must carry the M27 IAR. They will also be authorized to carry the following equipment in addition to their normal AR loadout

- Any ONE of the following sights: Mk. 4 ER/ T 3.5-10x M3 and Mk. 4 ER/ T 3.5-10x M5
- 1x Rangecard (May be passed to the AAR is desired)
- 1x Kestrel (May be passed to the AAR is desired)
- 1x ATRAG MX (May be passed to the AAR is desired)

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#### 16-2.6. Rifleman Designated M1014 Breacher Loadout

Only personnel assigned to the Rifleman billet in a fire team are authorized to be assigned the M1014 for the purpose of breaching. Only one person per squad may be designated to carry the M1014 per operation or training. This designated person may change from one training/operation to another. The Breacher will carry the following in addition to the rifleman loadout

- M1014 Shotgun
- 4x 8 rnd 12 ga. Shotgun munitions [either “Buckshot” or “Slug” in any amount/combination]
- 1x Wire Cutters

#### 16-2.7. Fire Team Leader (FTL) Loadout

The FTL is the entry level leadership billet and thus may only be filled by designated personnel. The FTL in coordination with the Rifleman is authorized to carry one of the following additions to the loadout listed below. M136 AT4 (only one per fire team), LAW (only one per Fire Team), M203 attachment (only one per fire team) [Ex. Rifleman carries M203, and FTL carries AT4]

- M4 Carbine (not the M4A1)
- 10x 30 Rnd 5.56x45 mm STANAG
- 1x M72 LAW/ M136 AT-4/ M203 Attachment (Only one of each can be carried per Team)
- 6x HE M203 Rounds (If Applicable)
- 6x Smoke M203 Rounds (If Applicable)
- 2x M67 Frag Grenade
- 2x M84 Stun Grenade
- 8x Smoke Grenades of Various Colors
- 15x of any combination of bandages (Packing, Elastic or QuickClot)
- 2x Tourniquets
- 3x Handcuffs
- 1x 250mL Saline
- 1x Rangefinder
- 1x Watch
- 1x Map
- 1x Map Tools
- 1x Compass
- 1x Earplugs
- 1x GPS
- 1x NV Goggles
- 2x Radios
- 3x Spray paint of various colors
- 1x Entrenching tools
- 3x Chemlights of various colors

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#### 16-2.8. Squad Leader (Rifle Squad) Loadout

The Squad leader is a leadership billet and thus will require an authorized person to fill the position. Their loadout is as indicated below. They are not authorized to carry any weapons platforms other than the M4 Carbine, M4 Carbine w/ M203 attachment, and M9 Pistol

- M4 Carbine (Not M4A1)
- M9 Pistol
- 10x 30 Rnd 5.56x45 mm STANAG
- 6x HE M203 Rounds (w/ 203 Rifle attchm)
- 6x Smoke M203 Rounds (w/ 203 Rifle attchm)
- 8x Smoke Grenades of Various Colors
- 2x M67 Frag Grenade
- 2x M84 Stun Grenade
- 4x 15 Rnd 9x19 mm Magazines
- 15x of any combination of bandages (Packing, Elastic or QuickClot)
- 2x Tourniquets
- 3x Handcuffs
- 1x 250mL Saline
- 1x Rangefinder
- 1x Map
- 1x Map Tools
- 1x Watch
- 1x Compass
- 1x Earplugs
- 1x Android Device
- 1x GPS
- 1x NV Goggles
- 1x IR Strobe
- 2x Radios
- 1x Helmet Camera
- 3x Spray paint of various colors
- 1x Entrenching tools
- 3x Chemlights of various colors

#### 16-2.9. Rifle Platoon Commander/ Platoon Sergeant Loadout

The Platoon Commander/ Platoon Sergeant positions are leadership billets, and thus require an authorized person to fill the position. They are not authorized to carry any weapons platforms other than the M4 Carbine and M9 Pistol.

- M4 Carbine (Not M4A1)
- M9 Pistol
- 10x 30 Rnd 5.56x45 mm STANAG

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- 6x HE M203 Rounds (w/ 203 Rifle attchm)
- 6x Smoke M203 Rounds (w/ 203 Rifle attchm)
- 3x 9mm Pistol Magazines
- 8x Smoke Grenades of Various Colors
- 2x M67 Frag Grenade
- 4x 15 Rnd 9x19 mm Magazines
- 15x of any combination of bandages (Packing, Elastic or QuickClot)
- 2x Tourniquets
- 1x 250mL Saline
- 1x Vector 21B/ MX-2A (1x Per HQ)
- 1x Map
- 1x Watch
- 1x Compass
- 1x Earplugs
- 1x CTAB
- 1x GPS
- 1x IR Strobe
- 1x Hunt IR Tablet
- 1x NV Goggles
- 1x RT-1523G(SINGCARS) LR Radio w/ VHF/UHF Antenna or VHF Blade Antenna
- 2x SR Radios
- 3x Spray paint of various colors
- 1x Entrenching tools
- 3x Chemlights of various colors

#### 16-2.10. Rifle Platoon Radio Telephone Operator (RTO) Loadout

The RTO position is a platoon that requires approval from the respective platoon commander to hold the billet. The only other requirement is to have completed SOI. They are not authorized to employ any weapons platform other than the M4 Carbine

- M4 Carbine (not the M4A1)
- 10x 30Rnd 5.56x45 mm STANAG
- 8x Smoke Grenades of Various Colors
- 2x M67 Frag Grenade
- 2x M84 Stun Grenade
- 15x of any combination of bandages (Packing, Elastic or QuickClot)
- 2x Tourniquets
- 1x Handcuffs
- 1x 250mL Saline
- 1x Binoculars/ Vector 21B
- 1x Map

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- 1x Map Tools
- 1x Watch
- 1x Compass
- 1x Earplugs
- 1x Android
- 1x DAGR
- 1x NV Goggles
- 2x Radios
- 1x RT-1523G(SINGCARS) LR Radio w/ VHF Whip Antenna or UAV w/ Terminal
- 3x Spray paint of various colors
- 1x Entrenching tools
- 3x Chemlights of various colors

### 16.3 Weapons Platoon Loadouts

The following loadouts will specify the specific loadouts assigned to the personnel of the Weapons Platoons. In addition to all loadouts, personnel are authorized to carry a ruck of the choosing. Uniform, Helmets, and Plate Carrier selections will be theatre specific and will be unified by all members in participation at any training/ operation.

#### 16.3.1 Machine Gun Team (MG) Gunner Loadout

The MG Gunner billet is an entry level but requires an individual to have completed 0331 MOS Training to fill the position. This position is not authorized to care any additional weapons platform outside of the M240 MG and M9 Pistol

- M240 MG
- 1x M9 Pistol
- 4x Box 100rnd 7.62mm Box
- 4x 15 Rnd 9x19 mm Magazines
- 1x M67 Frag Grenade
- 2x AN/PRC-152
- 8x Smoke Grenades of Various Colors
- 15x of any combination of bandages (Packing, Elastic, QuickClot)
- 1-2x Tourniquets
- 1x 250mL Saline
- 1x Binoculars
- 1x NV Goggles
- 1x Map
- 1x Compass
- 1x Watch
- 1x Earplugs
- 1x Spare Barrel

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- 3x Handcuffs
- 3x Spray paint of various colors
- 1x Entrenching tools
- 3x Chemlights of various colors

#### 16.3.2 Machine Gun Team Ammunition Bearer Loadout

The Ammo Bearer Bilet is an entry level MOS that is filled with an individual that has completed the 0331 MOS Training. Anyone who has completed SOI, however, may operate in this capacity as a fill in. This position is not authorized to care any additional weapons platform outside of the M4 Carbine.

- M4 Carbine (Not M4A1)
- 10x 30 rnd 5.56mm STANAG(1 in M4)
- 5x Box 100 rnd 7.62mm Box (Squad Leader decides if using tracers or not)
- 1x M67 Frag Grenade
- 1x AN/PRC-152
- 8x Smoke Grenades of Various Colors
- 15x of any combination of bandages (Packing, Elastic, QuickClot)
- 1-2x Tourniquets
- 1x 250mL Saline
- 1x Vector 21B
- 1x NV Goggles
- 1x Flashlight
- 1x Map
- 1x Compass
- 1x Watch
- 1x Earplugs
- 3x Handcuffs
- 3x Spray paint of various colors
- 1x Entrenching tools
- 3x Chemlights of various colors

#### 16.3.3. Machine Gun (MG) Team Leader Loadout

The MG Team Leader is an entry level leadership position and thus requires an authorized person to fill this position. This position is not authorized to care any additional weapons platform outside of the M4 Carbine or M4 Carbine w/ M203 Attachment.

- M4 Carbine (Not M4A1)
- 10x 30 rnd 5.56mm STANAG
- 7x 40mm HE Grenade (w/ 203 Rifle attchm)
- 2x 40mm Red Smoke (w/ 203 Rifle attchm)
- 2x Box 100 rnd 7.62mm Box (Squad Leader decides if using tracers or not)

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- 2x M67 Frag Grenade
- 2x AN/PRC-152
- 8x Smoke Grenades of Various Colors
- 15x of any combination of bandages (Packing, Elastic, QuickClot)
- 1-2x Tourniquets
- 1x 250mL Saline
- 1x Vector 21B
- 1x NV Goggles
- 1x Flashlight
- 1x Map
- 1x GPS
- 1x Compass
- 1x Map Tools
- 1x Watch
- 1x Earplugs
- 3x Handcuffs
- 3x Spray paint of various colors
- 1x Entrenching tools
- 3x Chemlights of various colors

#### 16.3.4 Shoulder-Launched Multi-Purpose Attack Weapon Team Leader Loadout

The SMAW Team Leader Position is an entry level leadership position that requires an authorized person who has completed the 0351 MOS Training to operate in this capacity. This position is not authorized to carry any weapons platform outside of the the MK153 SMAW (one per team), M4 Carbine, M4 Carbine w/ M203 Attachment (not authorized to be carried with the MK153), or Explosive Charges

- M4 Carbine
- MK153 SMAW w/ sight or M203 Attachment
- 1x Explosive Charge w/ detonator
- 8x 30 Rnd 5.56x45 mm STANAG
- 2x SMAW Rnds (MK3 MOD 0 HEDP/ MK6 MOD 0 HEAA)
- 2x MK217 SPOTTING CART. MAG
- 2x 40mm Red Smoke (If applicable)
- 4x 40mm White Smoke (If applicable)
- 1x M67 Frag Grenade
- 8x Smoke Grenades of Various Colors
- 1x Flashbang
- 1x Green Chemlight
- 15x of any combination of bandages (Packing, Elastic, QuickClot)
- 1-2x Tourniquets

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- 1x 250mL Saline
- 3x Handcuffs
- 1x Map
- 1x Map Tools
- 1x Compass
- 1x Watch
- 1x Ear Plugs
- 1x Vector 21
- 1x IR Strobe
- 1x NV Goggles
- 1x GPS/ DAGR
- 2x SR Radios
- 3x Spray paint of various colors
- 1x Entrenching tools
- 3x Chemlights of various colors

#### 16.3.5 Shoulder-Launched Multi-Purpose Attack Weapon Assistant Gunner Loadout

The SMAW Assistant Gunner position is an entry level billet that requires completion of the 0351 MOS Training prior to being eligible to operate in this billeted capacity. This position is not authorized to carry any weapons platforms other than the MK153 SMAW (one per team) or M4 Carbine

- M4 Carbine
- 6x 30 Rnd 5.56x45 mm STANAG
- 2x SMAW Rnds (MK3 MOD 0 HEDP/ MK6 MOD 0 HEAA)
- 2x SMAW Spotting rounds
- 2x Explosive Charges or 1x Satchel w/ detonator (per team)
- 1x M67 Frag Grenade
- 8x Smoke Grenades of Various Colors
- 15x of any combination of bandages (Packing, Elastic, QuickClot)
- 1-2x Tourniquets
- 1x 250mL Saline
- 3x Handcuffs
- 1x Ear Plugs
- 1x Map
- 1x Map Tools
- 1x Compass
- 1x Watch
- 1x Vector 21
- 2x SR Radios
- 1x Wire Cutters (per team)

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- 3x Spray paint of various colors
- 1x Entrenching tools
- 3x Chemlights of various colors

#### 16.3.6. Shoulder-Launched Multi-Purpose Attack Weapon Squad Leader Loadout

The SMAW Team Leader Position is a leadership position that requires an authorized person who has completed the 0351 MOS Training to operate in this capacity. This position is not authorized to carry any weapons platform outside of the the MK153 SMAW (one per team), M4 Carbine, M4 Carbine w/ M203 Attachment (not authorized to be carried with the MK153), or Explosive Charges

- M4 Carbine (Not M4A1)
- M203 Attachment
- 1x M9 Pistol
- 8x 30 Rnd 5.56x45 mm STANAG
- 4x 15 Rnd 9x19 mm Magazines
- 8x Smoke Grenades of Various Colors
- 1x Green Chemlight
- 15x of any combination of bandages (Packing, Elastic, QuickClot)
- 1-2x Tourniquets
- 1x 250mL Saline
- 1x Map
- 1x Map Tools
- 1x Compass
- 1x Watch
- 1x Helmet Camera
- 4x 40mm HE Rnds
- 2x 40mm Red Smoke (if applicable)
- 4x 40mm White Smoke (if applicable)
- 1x Explosive Charge w/ detonator
- 3x Handcuffs
- 1x Ear Plug
- 1x VECTOR 21 or MX-2A
- 1x Defusal Kit
- 1x Android
- 1x IR Strobe
- 1x DAGR
- 1x NV Goggles
- 3x Radios
- 3x Spray paint of various colors
- 1x Entrenching tools

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- 3x Chemlights of various colors

#### 16.3.7. Mortar Team Gunner Loadout

The Mortar Team Gunner position is an entry level position that requires the successful completion of the 0341 MOS training. They are not authorized to carry any weapons platform other than the M4 Carbine and 81mm Mortar System

- M4 Carbine (not M4A1)
- 1x 81mm Mortar bipod/baseplate
- 6x 30Rnd 5.56x45 mm STANAG
- 8x Smoke Grenades of Various Colors
- 1x Chemlight (green)
- 15x of any combination of bandages (Packing, Elastic, QuickClot)
- 1-2x Tourniquets
- 1x 250mL Saline
- 3x Handcuffs
- 1x Map
- 1x Map tools
- 1x 82mm Rangecard
- 1x Compass
- 1x Watch
- 1x Earplugs
- 1x NV Goggles
- 1x Binoculars
- 3x Spray paint of various colors
- 1x Entrenching tools
- 3x Chemlights of various colors

#### 16.3.8. Mortar Team Squad Leader Loadout

The Mortar Team Squad Leader position is a leadership position and must be filled by an authorized person that has been completed the 0341 MOS Training. They are not authorized to carry any weapons platform other than the M4 Carbine, M4 Carbine w/ M203 Attachment, and the 81mm Mortar System.

- M4 Carbine w/ M203 Attachment
- 81mm Mortar Tube
- 6x 30Rnd 5.56x45 mm STANAG
- 8x Smoke Grenades of Various Colors
- 4x 40mm HE
- 4x 40mm White Smoke
- 2x 40mm Red Smoke
- 1x Chemlight (green)

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- 1x Chemlight (green)
- 15x of any combination of bandages (Packing, Elastic, QuickClot)
- 1-2x Tourniquets
- 1x 250mL Saline
- 3x Handcuffs
- 1x Map
- 1x Map tools
- 1x 82mm Rangecard
- 1x Compass
- 1x Watch
- 1x Earplugs
- 1x Vector IV or MX-2A
- 1x Helmet camera
- 1x Android device
- 1x SMGR (optional)
- 1x IR Strobe
- 3x Spray paint of various colors
- 1x Entrenching tools
- 3x Chemlights of various colors

#### 16.3.9. Weapons Platoon Section Leader Loadout

The Weapons Platoon Section Leader position is a leadership billet and thus will require an authorized person to fill the position. Their loadout is as indicated below. They are not authorized to carry any weapons platforms other than the M4 Carbine, M4 Carbine w/ M203 attachment, and M9 Pistol

- M4 Carbine (Not M4A1) w/ optional TWS sight
- M9 Pistol
- 10x 30 Rnd 5.56x45 mm STANAG
- 4x 15 Rnd 9x19 mm Magazines
- 8x M203 Rounds (w/ 203 Rifle attchm)
- 8x Smoke Grenades of Various Colors
- 15x of any combination of bandages (Packing, Elastic or QuickClot)
- 2x Tourniquets
- 3x Handcuffs
- 1x 250mL Saline
- 1x Rangefinder
- 1x Map
- 1x Map Tools
- 1x Watch
- 1x Compass

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- 1x 82mm Range Card
- 1x Earplugs
- 1x Android Device
- 1x GPS
- 1x IR Strobe
- 1x NV Goggles
- 2x SR Radios
- 1x RT-1523G(SINGCARS) LR Radio w/ VHF/UHF Antenna or VHF Blade Antenna
- 3x Spray paint of various colors
- 1x Entrenching tools
- 3x Chemlights of various colors

#### 16-3.10. Weapons Platoon Commander/ Platoon Sergeant Loadout

The Platoon Commander/ Platoon Sergeant positions are leadership billets, and thus require an authorized person to fill the position. They are not authorized to carry any weapons platforms other than the M4 Carbine and M9 Pistol.

- M4 Carbine (Not M4A1)
- M9 Pistol
- 10x 30 Rnd 5.56x45 mm STANAG
- 8x M203 Rounds (w/ 203 Rifle attchm)
- 8x Smoke Grenades of Various Colors
- 2x M67 Frag Grenade
- 2x M84 Stun Grenade
- 4x 15 Rnd 9x19 mm Magazines
- 15x of any combination of bandages (Packing, Elastic or QuickClot)
- 2x Tourniquets
- 3x Handcuffs
- 1x 250mL Saline
- 1x Vector 21B/ MX-2A (1x per HQ)
- 1x Map
- 1x Map Tools
- 1x Watch
- 1x Compass
- 1x Earplugs
- 1x 82mm Rangecard
- 1x CTAB
- 1x GPS
- 1x Hunt IR Tablet
- 1x NV Goggles
- 1x RT-1523G(SINGCARS) LR Radio w/ VHF/UHF Antenna or VHF Blade Antenna

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- 2x SR Radios
- 1x IR Strobe
- 3x Spray paint of various colors
- 1x Entrenching tools
- 3x Chemlights of various colors

#### 16-3.11. Weapons Platoon Radio Telephone Operator (RTO) Loadout

The RTO position is a platoon that requires approval from the respective platoon commander to hold the billet. The only other requirement is to have completed SOI. They are not authorized to employ any weapons platform other than the M4 Carbine

- M4 Carbine (not the M4A1)
- 10x 30Rnd 5.56x45 mm STANAG
- 8x Smoke Grenades of Various Colors
- 2x M67 Frag Grenade
- 15x of any combination of bandages (Packing, Elastic or QuickClot)
- 2x Tourniquets
- 3x Handcuffs
- 1x 250mL Saline
- 1x Map
- 1x Map Tools
- 1x Watch
- 1x Compass
- 1x Earplugs
- 1x Android
- 1x DAGR
- 1x NV Goggles
- 1x Vector 21B
- 2x Radios
- 1x RT-1523G(SINGCARS) LR Radio w/ VHF Whip Antenna or UAV w/ Terminal

#### 16-4. Company Commander, Company Executive Officer, Company First Sergeant, Company Gunnery Sergeant, MEU Commander, MEU Executive Officer, MEU Sergeant Major Loadouts

These positions are senior leadership positions and are only authorized to be filled by qualified and approved representatives. Their loadout are listed below. They are not authorized to utilize any weapons platforms other than the M4 Carbine, M4 Carbine w/ M203, and M9.

- M4 Carbine (Not M4A1)
- M9 Pistol
- 10x 30 Rnd 5.56x45 mm STANAG
- 4x 15 Rnd 9x19 mm Magazines
- 6x HE M203 Rounds (w/ 203 Rifle attchm)
- 2x Red M203 Rounds (w/ 203 Rifle attchm)

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- 8x Smoke Grenades of Various Colors
- 2x M67 Frag Grenade
- 15x of any combination of bandages (Packing, Elastic or QuickClot)
- 2x Tourniquets
- 1x 250mL Saline
- 1x Rangefinder/ MX-2A/ Laser Designator/ Vector 21B
- 1x Map
- 1x Watch
- 1x Compass
- 1x Earplugs
- 1x NV Goggles
- 1x IR Strobe
- 1x CTAB
- 1x GPS
- 1x RT-1523G(SINGCARS) LR Radio w/ VHF/UHF Antenna or VHF Blade Antenna
- 2-4x SR Radios
- 1x Hunt IR Tablet
- 1x SATCOM (MEU HQ only)
- 3x Spray paint of various colors
- 1x Entrenching tools
- 3x Chemlights of various colors

#### 16-4.1. JTAC Loadout

The JTAC positions are qualifying positions and may only be filled by those accepted into a JTAC billet and completed the JTAC MOS. JTACs operate as communication mediums between ACE and GCE. Their loadout is listed below. They are not authorized to utilize any weapons platforms other than the M4 Carbine.

- M4 Carbine (w/ optional M203 Attachment)
- M9 Pistol
- 8x 30 Rnd 5.56x45 mm STANAG
- 4x 15 Rnd 9x19 mm Magazines
- 1x AR-2 Darter UAV or RT-1523G(SINGCARS) LR Radio w/ Whip Antenna
- 1x SATCOM Ground Deployable Antenna
- 3x SR Radio
- GLTDII Soflam (Laser Designator) w/ battery or Vector 21B w/ battery
- UAV TERMINAL
- CTAB Android or GPS
- 10x Smoke Grenades of Various Colors
- 5x M203 Smoke Rounds of various colors only
- 2x M67 Grenades

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- 15x of any combination of bandages (Packing, Elastic or QuickClot)
- 2x Tourniquets
- 1x 250mL Saline
- 1x Map
- 1x Map tools
- 1x Watch
- 1x Compass
- 3x Handcuffs
- 1x Earplugs
- 1x NV Goggles
- 1x IR Strobe
- 3x Spray paint of various colors
- 1x Entrenching tools
- 3x Chemlights of various colors

#### 16.5. Force Recon Loadout

Force Recon loadouts will be approached differently to accomplish the broad spectrum of roles and duties inherent to the recon platoon and its various missions. Personnel will be authorized to carry 1x Primary, 1x Secondary, and 1x Tertiary weapon from the associated lists below. Uniform selection, additional gear and weapons attachments will be maintained as mission specific and will be authorized without exclusion at the direction of their respective HQ from what is maintained in their respective ammunition crate. All additions to the Force Recon Ammunition Crate require MEU HQ approval prior to being included for use. All personnel loadouts must be approved by Force Recon HQ prior to step off in mission. Force Recon HQ will ensure that the platoon will carry a variety of loadouts to provide all necessary platforms for accomplishing the mission at hand.

- PRIMARY WEAPONS
  - M4A1
  - M4 Carbine
  - M4A1 SOPMOD Block II
- SECONDARY WEAPONS
  - M249 SAW or M27 IAR
  - M240B
  - M32
  - Mk153 SMAW
  - AT-4
  - LAW
  - M1014

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- M32
- SR25
- M40
- M82A1
- Primary Weapon 203 Attachment
- 5+ x C-4 w/ detonator
- 5+ x Mines of various types
- 2x Satchel Charge w/ detonator
- TERTIARY WEAPONS
  - M1911
  - M9
  - M45A1

#### 16-5. Aviation Combat Element Loadout

Aviation Combat Element loadouts apply to all members of the ACE. Uniform specifics within game vary between fixed wing and helo wing aircraft. All of the following are required to be carried by all members of the ACE.

- M4 Carbine (not the M4A1)
- 4x 30 Rnd 5.56x45 mm STANAG
- Optics: Iron Sights | Aimpoint | ACOG
- Attachments: IR Laser | Flashlight
- M9 Pistol
- 3x 15 Rnd 9x19 mm Magazines
- 3x AN/PRC-152
- 2x Green Smoke
- 2x White Smoke
- 2x Green Chemlight
- 10x of any combination of bandages (Packing, Elastic or QuickClot)
- 2x Tourniquets
- 250mL Saline
- Combat Goggles
- NVGs
- Binoculars
- Earplugs
- Map
- Map tools
- Compass
- Watch
- CTAB ANDROID

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#### 16-6. Titan Crewman Loadout

Titan crewman billets can be filled by anyone who has completed the Titan MOS. Their loadout is as indicated below. They are not authorized to carry any weapons platforms other than the M4 Carbine.

- M4 Carbine
- 6x 30 Round 5.56mm STANAG
- 10x of any combination of bandages (Packing, Elastic or QuickClot)
- 2x Tourniquets
- 250mL Saline
- 6x Smoke Grenades of Various Colors
- 1x Map
- 1x Map Tools (Vehicle Commander Only)
- 1x GPS
- 2x AN/PRC-152 (Second radio in Vest)
- 1x Compass
- 1x Watch
- 1x NVGs
- 1x Binoculars
- 1x Android Device (Vehicle Commander Only)

#### 16-7. Gator Crewman Loadout

Gator crewman billets can be filled by anyone who has completed the Gator MOS. Their loadout is as indicated below. They are not authorized to carry any weapons platforms other than the M4 Carbine.

- M4 Carbine
- 10x 30 Round 5.56mm STANAG
- 10x of any combination of bandages (Packing, Elastic or QuickClot)
- 2x Tourniquets
- 250mL Saline
- 6x Smoke Grenades of Various Colors
- 1x Map
- 1x GPS
- 3x AN/PRC-152
- 1x Compass
- 1x Watch
- 1x NVGs
- 1x Binoculars
- **Commander:** Android Device, Map Tools

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- **Driver:** M136 AT4
- **Gunner:** Toolkit & backpack

### 16.8 LED Platoon Loadouts

The following loadouts will specify the specific loadouts assigned to the personnel of the LED Platoon. In addition to all loadouts, personnel are authorized to carry a ruck of the choosing. Uniform, Helmets, and Plate Carrier selections will be theatre specific and will be unified by all members in participation at any training/ operation.

#### 16-8.1. LED Military Policeman (MP), LED MP Team Leader, LED MP Squad Leader Loadout

Military Policeman billets can be filled by anyone following the completion of the MCT. The Military Policeman loadouts mirror that of the rifleman squad (SL, TL, AR, AAR, RM) to include the use of all additional weapons platforms (I.E. M136, LAW, M203, M32, DMR, M1014, etc) with the addition of 1x M9 pistol, 4x15 Rnd 9x19 mm Magazines, and 4x Handcuffs per team member.

#### 16-8.2 LED EOD Technician/ EOD Team Leader

The EOD Technician billet is an entry level billet that may be filled by anyone following the completion of MCT and EOD MOS level Training. The EOD Team Leader is an entry level leadership billet and thus may only be held by an authorized individual. These positions are not authorized to carry any weapons platform other than the standard service M4 Carbine. EOD personnel will be authorized to carry explosives of various types based on mission needs. The type and amount of explosives to be carried must be approved by the LED Platoon Commander Prior to mission step off and may be governed by an established section SOP. This SOP must be approved by the LED Platoon Commander prior to taking effect. Their loadout includes

- M4 Carbine (not the M4A1)
- M9 Pistol
- 4x 15 Rnd 9x19 mm Magazines
- 10x 30Rnd 5.56x45 mm STANAG
- 8x Smoke Grenades of Various Colors
- 2x M67 Frag Grenade
- 2x M84 Stun Grenade
- 15x of any combination of bandages (Packing, Elastic or QuickClot)
- 2x Tourniquets
- 3x Handcuffs
- 1x 250mL Saline
- 1x Map
- 1x Map Tools (Team Leader Only)
- 1x Defusal kit
- 1x Watch

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- 1x Compass
- 1x Earplugs
- 1x NV Goggles
- 1x Binoculars
- 2x SR Radios
- 1x ECM Pack w/ various antennas (1x per team)
- 1x CTAB Tablet
- 1x APOBs Kit (1x per team)
- 1x Bomb Suit (1x per team)
- 1x EOD Bot w/ terminal (1x per team)
- 3x Spray paint of various colors
- 1x Entrenching tools
- 3x Chemlights of various colors

#### 16-8.3. LED EOD Squad Leader Loadout

The EOD Squad leader is a leadership billet and thus will require an authorized person to fill the position. Their loadout is as indicated below. They are not authorized to carry any weapons platforms other than the M4 Carbine, M4 Carbine w/ M203 attachment, and M9 Pistol

- M4 Carbine (Not M4A1)
- M9 Pistol
- 10x 30 Rnd 5.56x45 mm STANAG
- 4x 15 Rnd 9x19 mm Magazines
- 6x HE M203 Rounds (w/ 203 Rifle attchm)
- 6x Smoke M203 Rounds (w/ 203 Rifle attchm)
- 8x Smoke Grenades of Various Colors
- 2x M67 Frag Grenade
- 15x of any combination of bandages (Packing, Elastic or QuickClot)
- 2x Tourniquets
- 1x 250mL Saline
- 1x Rangefinder
- 1x Defusal Kit
- 1x Map
- 1x Map Tools
- 3x Handcuffs
- 1x Watch
- 1x Compass
- 1x Earplugs
- 1x Android Device
- 1x GPS
- 1x NV Goggles

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- 1x IR Strobe
- 1x Binoculars
- 2x SR Radios
- 1x RT-1523G(SINGCARS) LR Radio w/ VHF/UHF Antenna or VHF Blade Antenna
- 3x Spray paint of various colors
- 1x Entrenching tools
- 3x Chemlights of various colors

#### 16.8.4. LED Platoon Commander, LED Platoon Sergeant, LED Platoon RTO Loadouts

The LED Platoon Commander, Platoon Sergeant, and Platoon RTO loadouts will mirror that of their Rifle Platoon counterparts with the addition of 4x handcuffs. These positions will only be filled with authorized personnel. The LED Platoon RTO will also carry a SATCOM Ground Deployable Antenna

#### 16-9. Battalion Aid Station Loadout

Corpsman billets can be filled by anyone who has completed the FMTB. Their loadout is as indicated below. They are not authorized to carry any weapons platforms other than the M4 Carbine or the M9 Pistol. Corpsman medical equipment are listed AT LEAST the following amounts. More medical supplies can be carried at the corpsman's discretion.

- M4 Carbine (M203 Smoke/Flares authorized)
- M9 Pistol (Optional)
- 10x 30 Round 5.56mm STANAG
- 4x 15 Rnd 9x19 mm Magazines (Optional)
- 8x Smoke Grenades of Various Colors
- 6x Smoke M203 Rds.
- 25x Packing Bandages
- 25x Elastic Bandages
- 20x Epinephrine
- 20x Morphine
- 10x Atropine
- 5x 1000mL Fluid IV
- 5x 500mL Fluid IV
- 3x Tourniquet
- 1x PAK
- 1x Surgical Kit
- 1x AN/PRC 152
- 1x NV Goggles
- 1x Map
- 1x Compass
- 1x GPS

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- 1x Watch
- 1x Binoculars/Rangefinder
- 1x Android Devices
- 1x Earplugs
- 3x Spray paint of various colors
- 1x Entrenching tools
- 3x Chemlights of various colors

#### 16-10. CLS Loadout

If authorized to carry the CLS loadout, members are able to carry the following list in addition to their billet loadout listed above.

- Up to 20 of any combination of bandages (Packing, Elastic, QuickClot)
- 1-2 Tourniquets
- 3-5 Epinephrine

#### 16-11. Exception Policy

The following detail the exceptions to the loadout policy and the level of command which may authorize the use of them. This list will be added to as exceptions are identified and approved by Command Staff.

- Company HQ may approve the use of 1 extra M136 per fireteam when weapons section is unable to provide adequate anti-armor capabilities.
- Company HQ may authorize weapons team members to carry extra ammunition for specific weapon to section.
- Company HQ may authorize claymore use for certain weapons platoon members (0351 billet only).

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## **Section 17 - Force on Force Policy**

### **17-1. Overview**

Role Players are a valuable but potentially volatile tool that must be used with care and overseen by higher authority. This SOP is to provide those guidelines for use within the 15th MEU Realism Unit to standardize the methods, actions and training of Role Players across the Unit. The intent is to provide a consistent, high quality, immersive experience to Players in official operations and training events where Role Players are utilized.

This policy defines the following:

- The operations structure necessary to administer and qualify Role Players.
- The five levels of Role Players and their behavior (Entry Level, Beginner, Intermediate, Advanced, and Expert).
- The requirements for obtaining each level.

Regardless of current rank or billet, all members start at Entry Level and work their way up through the qualifications. Each level has minimum rank and event attendance requirements for progression, with the exception of Force Recon members and Zeus Operators.

### **17-2. Levels, Ranks, and Exceptions**

Role Players will be organized into five levels: Entry, Beginner, Intermediate, Advanced, and Expert. Regardless of rank, all members start at Entry Level and work their way up. Unless otherwise Authorized.

Exceptions:

- Any Force Recon or Zeus Operator member is automatically considered starting at Expert Level (once completing the Expert Level course). This status is lost if a member transfers out of Force Recon and only retains the Role Player Level to which their rank allows.
- Role play levels for those whose rank do not qualify them to hold that level. There must be a written recommendation for that Role player by that members CoC or a higher level role player and sent to the S-3 Operations Officer and Chief. If this is a recommendation for a member to hold the Expert Level of role play which he wouldn't otherwise qualify

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for, this must also be sent to Force Reconnaissance HQ. After review, this recommendation would be either be denied or forwarded to MEU HQ for final approval or denial.

#### 17-2.1. Entry Level Role Player

**Rank and training requirement:** Member at PFC or higher in GCE, or SNA or higher in ACE and have completed the Entry Level Role Player course.

##### **Entry Level Role Players MAY:**

Carry weapons in inventory (on person, in a vest or backpack).

Throw rocks, smokes or flares if provided and directed to do so by a higher authority.

Operate civilian land or sea vehicles, if provided, and directed to do so by a higher authority.

##### **Entry Level Role Players MAY NOT:**

Operate AIR VEHICLES – NO EXCEPTIONS.

Equip any weapons, including holstered or slung slots.

Operate any military vehicles.

Advancement to Beginner Level requires attendance of two (2) official operations or trainings as an Entry Level Role Player while under the authority of an Intermediate (or higher) Level Role Player.

#### 17-2.2. Beginner Level Role Player

**Rank requirement:** Member at the rank of PFC or higher in GCE, or SNA or higher in ACE.

##### **Beginner Level Role Players MAY:**

Perform all of the actions allowed for an Entry Level Role Player AND...

Equip weapons into the equip slot and carry them. (Slung, holstered, or in-hand).

Fire weapons, if provided, into the air, at the ground, or at animals as directed by a higher authority.

Operate UNARMED military land or sea vehicles, if provided, and directed by a higher authority.

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**They MAY NOT:**

Use weapons with the intent to kill, injure or harass AI units (Friendly or Enemy). No firing weapons or throwing explosives at them or in their direction.

Use weapons with the intent to kill, injure or harass any Players. NO FIRING AT OR NEAR THEM, NO EXCEPTIONS.

Operate any ARMED land or sea military vehicles.

Operate AIR VEHICLES – NO EXCEPTIONS.

Advancement to Intermediate Level requires attendance of three (3) official operations or trainings as a Beginner Level Role Player while under the authority of an Intermediate (or higher) Level Role Player.

17-2.3. Intermediate Level Role Player

**Rank requirement:** Member at the rank of CPL or higher in GCE, or 2NDLT(T) or higher in ACE.

**Intermediate Level Role Players MAY:**

Perform all of the actions allowed lower level Role Players, AND...

Use weapons, if provided, to harass AI (shoot around or near Friendly or Enemy) without intention to kill or injure, and only as directed by a higher authority.

Operate ARMED military land or sea vehicles, if provided, and directed by a higher authority.

**They MAY NOT:**

Use weapons with the intent to kill or injure AI.

Use weapons with the intent to kill, injure or harass any Players. NO FIRING AT OR NEAR THEM, NO EXCEPTIONS.

NO AIR VEHICLES, NO EXCEPTIONS.

1. Advancement to Advanced Level requires attendance of four (4) official operations or trainings as an Intermediate Level Role Player while under the authority of an Advanced Level Role Player.

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2. Must have written recommendation from Senior CoC of their Element (Company Commander for GCE, Senior Commander for Support Assets, etc) presented to MEU HQ and S-3 for approval.
3. Must have completed the Advanced Level Roleplayer's Course

#### 17-2.4. Advanced Level Role Player

**Rank requirement:** Member at the rank of SGT or higher in GCE, or 1stLt or higher in ACE.

#### **Advanced Level Role Players MAY:**

Perform all of the actions allowed lower level Role Players, AND...

Use weapons, if provided, with the intent to injure or kill AI as directed by a higher authority.

Operate civilian air vehicles, if provided, and directed by higher authority.

Operate and load into ARMED land, sea or air vehicles, if provided, and directed by higher authority.

#### **They MAY NOT:**

Use weapons with intent to kill or injure Players. NO EXCEPTIONS.

Advancement to Expert Level requires:

1. Completion of the Expert Level Role Player Training.
2. Attendance of five (5) official operations or trainings as an Advanced Level Role Player while under the authority of an Expert Level Role Player. At least two (2) official operations or trainings must act as a higher authority to Entry or Beginner Level Role Players.

#### 17-2.5. Expert Level Role Player

**Rank requirement:** Member at the rank of SSGT or higher in GCE, or CAPT or higher in ACE.

Or a member of Force Reconnaissance or a Zeus Operator.\*

Must be approved by Force Reconnaissance HQ and MEU HQ.

\*Note: New Force Reconnaissance members and Zeus Operators are not considered qualified until completing the Expert Level course as provided by Force Reconnaissance HQ. Instead, only being authorized to conduct themselves at the Advanced Rank.

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### Expert Level Role Players MAY:

Perform all of the actions allowed lower level Role Players AND...

Use weapons, if provided, with intent to kill or injure Players.

**Role Players MAY NOT engage in Force on Force unless directed by a higher authority.**

#### 17-2.5.1 Force on Force Usage Rules

- Members are not to brag, taunt, or otherwise antagonize the members of other sections attending force on force training.
- Force on force training should be an **organized event**, not an impromptu exercise.
- All guidelines and Rules of Engagement must be spelled out in an Operations Order or Zeus guide prior to the Force on Force event.
- During a force on force training session utilizing Expert Role Players, the Role Player detachment is subordinate to the leader conducting the training and must follow his orders and guidelines for the training evolution.
- Expert Role Players are not to engage in force on force training events without clearance from the SNCOIC/OIC of the Force Recon Platoon.
- Expert Role Players that do not adhere to these rules will lose the privilege of conducting force on force operations.
- Repeated offenses will be punished by either reduction in Role Player level or expulsion from the Role Player Program.

#### 17-3. Teamspeak Ranks

To easily identify qualified role players in Teamspeak, Teamspeak ranks will be assigned according to the Role Players rank. Leaders may only use qualified Role Players for their official operations or trainings.

##### 17-3.1 Revocation of Teamspeak Rank and Privileges

If at any time a Role Player acts on purpose in a manner against their assignment or their qualified level, their RP Tag may be revoked and they will not be allowed to requalify as a Role Player at any time in the future, unless authorized by MEU HQ. For example, an Entry Level brandishes a weapon or an Intermediate Level shoots an AI or Player on purpose.

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#### 17-4. Reporting/Forum Structure

A new child board, named “Role Playing Program” will be created in the Forums under Command Element > [Training and Operations](#). The child board will be accessible to all members and contain the following information and reports:

- Role Player Roster: list of active Role Players, by level.
- Role Player Training Reports: This is where reports will be posted upon completion of an official training or operation. This report must be submitted by the most senior role player (or higher ranked, if equal level).
- Role Player Training Library (Also in the Library, under Aux Qualifications)
- Role Player Progression Tracker: A spreadsheet with the same function as the Promotion Tracker, but required to be kept up to date by RP members.
- Entry Level Role Player Course Requests: Requests for entry level training to be handled as new posts in the same manner as requests for similar training courses.

#### 17-5. Role Player Training Documents

Links to training documents for the Role Player courses will be stored in the Role Player Program forum and in the Library.

#### 17-6. Summary

Role Playing is a privilege that requires a high degree of maturity, discipline, and selflessness. Their role is solely to enhance the experience and training of other Players by providing a high quality, believable, immersive performance.

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## **Section 18 - Awards and Decorations**

### **18-1. Overview**

The 15th MEU Awards & Decorations Policy is a set of guidelines for the issuance and display of awards and decorations specific to the 15th MEU Realism Unit for Armed Assault 3. Awards will be issued on a case by case basis at the discretion of Command Staff. Anyone can nominate any individual(s) for an award at any time. With that said, it is the responsibility of an individual's chain of command to ensure that they are recognized for their contributions to the unit in accordance with this policy. Both real world and fabricated awards are issued to meet the needs of the unit. Awards are never issued for valor or bravery. Awards are not transferable to or from any gaming other gaming unit.

### **18-2. Display of Awards**

Unit personnel are only authorized to display the awards that they have been issued. Displaying these awards is restricted to their official ribbon rack as issued by S-1 Awards and Decorations Staff. Awards are authorized to be displayed on the Unit Website and Teamspeak only, and will not be displayed anywhere outside the unit in any capacity.

### **18-3. The Ribbon Rack**

S-1 Awards and Decorations Staff will be responsible for assembling and maintaining the official ribbon racks issued to all personnel. The official ribbon rack will be assembled in a standardized order of hierarchy, and will mirror real world guidelines as close as possible.

#### **18-3.1. Badges**

Unit badges will be issued for the completion of the basic requirements associated with each badge. Once issued these badges will be displayed above a receiving member's ribbons as a part of their official ribbon rack. These badges will be displayed in descending order as depicted below

1. USMC Combatant Divers Badge
2. Senior / Basic / Master EOD Qualification Badge
3. Navy and Marine Corps Parachutist Badge / Basic Parachutist Badge
4. Naval Aviator Wings/ Naval Flight Officer Wings
5. Enlisted Fleet Marine Force Badge

#### **18-3.2. Ribbons**

Ribbons will be issued to recognize meritorious performance, specific action, achievements, time in service, unit/ group recognition, and joint/ multi unit service. These awards will be displayed from right to left in descending order. Only three ribbons are authorized per a row in the official ribbon rack, with the fourth ribbon being displayed on the next row and so on. There

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is no limit to the number of rows authorized in a given ribbon rack. The ribbon display hierarchy is listed below in descending order

1. Defense Distinguished Service Medal
2. Navy Distinguished Service Medal
3. Defense Superior Medal
4. Legion of Merit
5. Defense Meritorious Service Medal
6. Meritorious Service Medal
7. Air Medal
8. Joint Service Commendation Medal
9. Joint Service Achievement Medal
10. Navy & Marine Corps Achievement Medal
11. Combat Action Ribbon
12. Joint Meritorious Unit Award
13. Navy Unit Commendation
14. Navy Meritorious Unit Commendation
15. Navy/Marine Corps Good Conduct Medal
16. National Defense Service Medal
17. Navy/Marine Corps Expeditionary Medal
18. Operation Righteous Shield/Blue Reclaim
19. Operation Vigilant Panther Ribbon
20. Altis Service Ribbon
21. Operation Black Brass Ribbon
22. Operation Emerald Beacon Ribbon
23. Takistan Service Ribbon
24. Operation Rapid Justice Ribbon
25. Chernarus Service Ribbon
26. Sahrani Unification Medal
27. Armed Force Service Medal
28. Military Outstanding Volunteer Service Medal
29. Sea Service Deployment Ribbon
30. Overseas Service Ribbon
31. Navy/Marine Corps Recruiting Ribbon
32. Navy/Marine Corps Drill Instructor Ribbon
33. Navy Marksmanship Ribbon

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### 18-3.2.B. Ribbon Devices

Ribbon Devices are specific devices that are applied to individual ribbons to denote multiples of a specific award. Bronze stars are issued for subsequent awards up to four, with a silver star being issued in lieu of a fifth bronze star. Gold stars are issued for personal and meritorious achievement decorations in lieu of a second award up to 4 with a silver star being issued in lieu of a fifth gold star.

### 18-3.3 Unit Devices

Unit devices are issued once the criteria to be issued the badge are met. These devices are displayed below the ribbons and are considered a part of an individual's official ribbon rack. Unit devices are displayed in descending order utilizing the list below

- Rifle Awards

### 18-3.4. Service Stripes

Service Stripes will be issued to all enlisted personnel and denote each year of membership within the unit. This is displayed as a second window and is maintained to the right of the official ribbon rack.

### 18-4. Awards Listings

The following will list each awards issued by the unit. It will establish its real world implementation and how the award is issued by the unit.

#### 18-4.1 Meritorious Performance Awards

These awards are issued for actions above and beyond those of your normal duty, based on varying levels of performance, conduct, and achievement.

##### 18-4.1.A. Defense Distinguished Service Medal

ACTUAL: The Defense Distinguished Service Medal is awarded for exceptionally distinguished performance of duty contributing to national security or defense at the highest levels while assigned to a joint activity. The DDSM may also be awarded to other senior officers whose direct and individual contributions to national security or defense are recognized as being so exceptional in scope and value as to be equivalent to contributions normally associated with positions encompassing broader responsibilities.

**15th MEU: This can be awarded to any commissioned officer, warrant officer, or staff non-commissioned officer who has been responsible for substantial contributions and influences to the policies of the 15th MEU.**

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#### 18-4.1.B. Navy Distinguished Service Medal

ACTUAL: The Navy Distinguished Service Medal is awarded to servicemembers who, while serving in any capacity with the Navy or Marine Corps, distinguish themselves by exceptionally meritorious service to the Government in a duty of great responsibility.

**15th MEU: This can be awarded to any member of the 15th MEU that has distinguished themselves by exceptionally meritorious service to the 15th MEU and have been a member for at least one year.**

#### 18-4.1.C. Defense Superior Service Medal

ACTUAL: The Defense Superior Service Medal (DSSM) shall be awarded only to members of the Armed Forces of the United States who, after February 6, 1976, rendered superior meritorious service in a position of significant responsibility. Only under the most unusual circumstances will DSSM be awarded as an impact award for outstanding TDY achievement. The DSSM is specifically intended to recognize exceptionally superior service, and to honor an individual's accomplishments over a sustained period.

**15th MEU: This can be awarded to any member that renders superior meritorious service to the 15th MEU and have been a member for at least one year.**

#### 18-4.1.D. Legion of Merit

ACTUAL: The degrees of Chief Commander, Commander, Officer, and Legionnaire are awarded only to members of armed forces of foreign nations under the criteria outlined in Army Regulation 672-7 and is based on the relative rank or position of the recipient as follows:

1. Chief Commander - Chief of State or Head of Government.
2. Commander - Equivalent of an U.S. military Chief of Staff or higher position but not to Chief of State.
3. Officer - General of Flag Officer below the equivalent of a U.S. military Chief of Staff; Colonel or equivalent rank for service in assignments equivalent to those normally held by a General or Flag Officer in U.S. military service; or Military Attaches.
4. Legionnaire - All recipients not included above.

The Legion of Merit is awarded to all members of the Armed Forces of the United States without reference to degree for exceptionally meritorious conduct in the performance of outstanding services and achievements. The performance must have been such as to merit recognition of key individuals for service rendered in a clearly exceptional manner. Performance of duties normal to the grade, branch, specialty or assignment, and experience of an individual is not an adequate basis for this award. For service not related to actual war the term "key individual" applies to a narrower range of positions than in time of war and requires evidence of significant achievement. In peacetime, service should be in the nature of a special requirement or of an

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extremely difficult duty performed in an unprecedented and clearly exceptional manner. However, justification of the award may accrue by virtue of exceptionally meritorious service in a succession of important positions.

**15th MEU: This can be awarded to a member for exceptionally meritorious conduct in the performance of outstanding services and achievements and have been a member for at least six months.**

18-4.1.E. Meritorious Service Medal

ACTUAL: Awarded to members of the Armed Forces of the United States who distinguished themselves by outstanding non-combat meritorious achievement or service to the United States subsequent to 16 January 1969. Normally, the acts or services rendered must be comparable to that required for the Legion of Merit but in a duty of lesser though considerable responsibility.

**15th MEU: This can be awarded to a member for exceptional meritorious conduct in the performance of outstanding services and achievements and have been a member for at least three months.**

18-4.1.F. Military Outstanding Volunteer Service Medal

ACTUAL: Awarded to members of the Armed Forces of the United States who, subsequent to 31 December 1992, performed outstanding volunteer community service of a sustained, direct and consequential nature. To be eligible, an individual's service must (1) be to the civilian community, to include the military family community; (2) be significant in nature and produce tangible results; (3) reflect favorably on the Military Service and the Department of Defense; and (4) be of a sustained and direct nature. While there is no specific time threshold to qualify for the Military Outstanding Volunteer Service Medal (MOVSM), approval authorities shall ensure the service to be honored merits the special recognition afforded by this medal. The MOVSM is intended to recognize exceptional community support over time and not a single act or achievement. Further, it is intended to honor direct support of community activities.

**15th MEU: This can be awarded to a member for outstanding sustained volunteer service to the 15th MEU outside of their standard duty assignment duties and responsibilities.**

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#### 18-4.2. Specific Action Awards

These awards are issued for specific meritorious actions above normal expectations as opposed to sustained meritorious service.

##### 18-4.2.A. Navy & Marine Corps Achievement Medal

ACTUAL: Meritorious service or achievement in either combat or noncombat based on sustained performance or specific achievement of a superlative nature, but which does not warrant a Commendation Medal or higher.

**15th MEU: This can be awarded to any member that constantly performs at a level higher than their counterparts or for a specific action or duty.**

##### 18-4.2.B. Air Medal

ACTUAL: The Air Medal is awarded to any person who, while serving in any capacity in or with the armed forces of the United States, shall have distinguished himself by meritorious achievement while participating in aerial flight. Awards may be made to recognize single acts of merit or heroism or for meritorious service. Award of the Air Medal is primarily intended to recognize those personnel who are on current crew member or non-crew member flying status which requires them to participate in aerial flight on a regular and frequent basis in the performance of their primary duties. However, it may also be awarded to certain other individuals whose combat duties require regular and frequent flying in other than a passenger status or individuals who perform a particularly noteworthy act while performing the function of a crew member but who are not on flying status. These individuals must make a discernible contribution to the operational land combat mission or to the mission of the aircraft in flight. Examples of personnel whose combat duties require them to fly include those in the attack elements of units involved in air-land assaults against an armed enemy and those directly involved in airborne command and control of combat operations. Involvement in such activities, normally at the brigade/group level and below, serves only to establish eligibility for award of the Air Medal; the degree of heroism, meritorious achievement or exemplary service determines who should receive the award. Awards will not be made to individuals who use air transportation solely for the purpose of moving from point to point in a combat zone.

**15th MEU: This can be awarded to any member of the 15th MEU filling an aviation slot that performs in an exceptional and outstanding manner during a particular training or an official combat action while crewing an aircraft.**

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### 18-4.3. Achievement Awards

These awards are issued for reaching a certain specified goal, such as recruiting a certain number of people, participating in a certain number of events, ect.

#### 18-4.3.A. Navy Recruiting Service Ribbon/ Marine Corps Recruiting Ribbon

ACTUAL: The Navy Recruiting Service Ribbon was established by order of the Secretary of the Navy in February 1989. The first issuance of the decoration was made on June 1 of that same year with the award retroactive to July 1, 1973. To be awarded the Navy Recruiting Service Ribbon, a service member must be assigned to one of the United States Navy's Major Recruiting Commands and must complete a standard three year tour of duty. Award of the Navy Recruiting Service Ribbon is open to all branches of the Navy, including reservists on active duty special work (ADSW) programs.

The Marine Corps Recruiting Ribbon was authorized by order of the Secretary of the Navy on June 7, 1995 with retroactive presentations to January 1, 1973. The Marine Corps Recruiting Ribbon is awarded to Marine Corps officers and enlisted personnel who complete a standard 36 month tour in a United States Marine Corps Recruiting Command. For enlisted personnel, a military occupational specialty (MOS) of 8411 must be held for the Marine Corps Recruiting Ribbon to be bestowed. Officers must hold a billet as the Commanding Officer, Executive Officer, Operations Officer or Officer Selection Officer of a Marine Corps Recruiting Command. Local command recruiters and recruiting aides are not eligible for the decoration.

**15th MEU: This can be awarded for recruiting five members that complete basic training. This can be awarded multiple times for each five members that join.**

#### 18-4.3.B. Navy Recruit Training Service Ribbon/ Marine Corps Drill Instructor Ribbon

ACTUAL: The Navy Recruit Training Service Ribbon was created in March 1998 by order of the Secretary of the Navy. The decoration is retroactive to October 1995 and recognizes those enlisted members of the U.S. Navy who have served as Recruit Division Commanders and have completed a successful basic training tour under the Navy Bureau of Education and Training.

For the purposes of awarding the Navy Recruit Training Service Ribbon, a successful tour is deemed to be no less than three years of service, in command of no less than five divisions, free of disciplinary action or removal from authority for cause. Personnel assigned in a support capacity (company assistants, echelon supervisors, liaison officers, instructors, or other personnel attached to the Recruit Training Command) are not eligible for this ribbon.

The Marine Corps Drill Instructor Ribbon was created in July 1997 and recognizes those members of the United States Marine Corps who have successfully trained and qualified as Marine Corps Drill Instructors. To qualify, a Marine must hold the Military Occupational Specialty (MOS) of 0911 or must have served a successful tour of duty in one of the following positions:

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- Recruit Training Battalion Commander, Executive Officer, S-3, or Sergeant Major.
- Recruit Training Company Commander, Series Commander, or Assistant Series Commander.
- Marine Corps Officer Candidate Company First Sergeant, Company Gunnery Sergeant, or Platoon Commanders.

Furthermore, the duties of the Marine's billet must be executed satisfactorily for three years before the award is authorized.

**15th MEU: This can be awarded to members for completing 20 hours of instruction of entry level training courses. The following will be how the instructor hours will be calculated:**

**Recruit Training class = 2 hours**

**ITB Day = 2.5 hours**

**MCT Day = 2 hours**

**Entire FORECON Course = 20 hours**

**Completed Flight Instructor Certification = 20 hours**

#### 18-4.3.C. Navy Marksmanship Ribbon

ACTUAL: A Marksmanship Ribbon is an award of the United States Navy, Air Force, and Coast Guard that is issued to service members who pass a weapons qualification course and achieve an above-average score.

The Navy issues the marksmanship ribbon in three levels — that of Marksman, Sharpshooter, and Expert. The basic ribbon is awarded for the Marksman level while the specific Marksmanship Device is awarded for qualification as a Sharpshooter or Expert. Those receiving an Expert qualification receive the Marksmanship Medal, in addition to the Marksmanship Ribbon.

#### **15th MEU:**

**Awarded to navy corpsman in lieu of the Rifle Awards Devices for qualifying as a Rifle Marksman, Rifle Sharpshooter, or a Rifle Expert.**

#### 18-4.3.D. Combat Action Ribbon

ACTUAL: The Combat Action Ribbon is a personal decoration awarded to members of the Navy, Marine Corps, and Coast Guard (when operating under the control of the Navy) in the grade of captain (or colonel in the Marine Corps) and below who have actively participated in ground or surface combat.

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Personnel who earned the Combat Infantryman Badge or Combat Medical Badge while a member of the Army may be authorized to wear the Combat Action Ribbon. The principle criterion is that the recipient must have participated in a bona fide ground or surface combat firefight or in an action during which he was under enemy fire and his performance under fire was satisfactory.

**15th MEU: This can be awarded to any member that participates in at least one official combat action.**

18-4.3.E. National Defense Service Medal

ACTUAL: The National Defense Service Medal was awarded for honorable active service for any period between 27 June 1950 and 27 July 1954; between 1 January 1961 and 14 August 1974; between 2 August 1990 and 30 November 1995; and between 11 September 2001 and a closing date to be determined.

**15th MEU: This can be awarded to any member that completes any ten combinations of combat operations or unit training events.**

18-4.3.F. Navy Expeditionary Medal/ Marine Corps Expeditionary Medal

ACTUAL: Navy: The medal will be awarded to the officers and enlisted men of the Navy who shall have actually landed on foreign territory and engaged in operations against armed opposition, or operated under circumstances which, after full consideration, shall be deemed to merit special recognition and for which service no campaign medal has been awarded.

Marine Corps: To be awarded the Marine Corps Expeditionary Medal, personnel must have engaged in a landing on foreign territory, participated in combat operations against an opposing force, or must have participated in a designated operation for which no other service medal is authorized.

**15th MEU: To be awarded the Navy or Marine Corps Expeditionary Medal, personnel must have engaged in a landing on foreign territory, participated in combat operations against an opposing force, or must have participated in a designated operation or exercise for which no other service medal is authorized at the discretion of the Command Staff.**

18-4.3.G. Operation Black Brass Campaign Ribbon

**15TH MEU: This award was created from scratch for our purposes. This ribbon is awarded for anyone who participated in any deployment operation for Operation Black Brass, April thru September 2012.**

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18-4.3.H. Operation Emerald Beacon Campaign Ribbon

**15TH MEU: This award was created from scratch for our purposes. The three colors represent the flag of Takistan. This medal is awarded for anyone who participated in any deployment operation for Operation Emerald Beacon, MARCH 2011 – SEPTEMBER 2011.**

18-4.3.I. Altis Service Ribbon

**15TH MEU: This award was created from scratch for our purposes. The three colors represent the flag of Altis. This medal is awarded to anyone who was part of the unit during ArMA III service dates between January 27th, 2014 and present.**

18-4.3.J. Takistan Service Ribbon

**15TH MEU: This award was created from scratch for our purposes. The three colors represent the flag of Takistan. This medal is awarded to anyone who was part of the unit during ArMA II: Operation Arrowhead, service dates between September 1, 2010 and January 27th 2014.**

18-4.3.K. Operation Rapid Justice Campaign Ribbon

**15TH MEU: This award was created from scratch for our purposes. The three colors represent the flag of Chernarus. This medal is awarded for anyone who participates in any deployment operations for Operation Rapid Justice, AUGUST 2010 – SEPTEMBER 2010.**

18-4.3.L. Chernarus Service Ribbon

**15TH MEU: This award was created from scratch for our purposes. The three colors represent the flag of Chernarus. This medal is awarded for anyone who was a part of the unit during the days of ArMA 2. Service days between July 19th, 2009 to September 1, 2010.**

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#### 18-4.3.M.Sahrani Unification Medal

**15TH MEU: On July 19th, 2009 the unit was in the middle of its move to Armed Assault II and as a way of honoring all those that had served with the unit in the Armed Assault days a large majority of the members received the Sahrani Unification Medal.**

**This award was created from scratch for our purposes. The flanking blue represents the island status of Sahrani. The tan with a small strip of green between it represents the desert terrain of south Sahrani with the wooded areas. The white and gold are taken from the flag of southern Sahrani. And the eagle, globe and anchor of course from our Marine roots. The medal itself is the silhouette of both northern and southern Sahrani**

**So when you see this ribbon on a member's signature you will know they were here for Armed Assault. They were here for our ups and downs and our growing pains. They saw a Staff Sergeant Tigernan and First Lieutenant's Savage and Schultz. They were here for the opening of tanks, engineers and Corpsmen. They are the old salts and the plank owners in their own rights.**

#### 18-4.3.N. Navy Meritorious Unit Commendation

**ACTUAL: Established by order of the Secretary of the Navy, 17 July 1967, it is awarded by the Secretary to any unit of the Navy or Marine Corps which has distinguished itself under combat or non-combat conditions, by either valorous or meritorious achievement compared to other units performing similar service, but no sufficient enough to justify award of the Navy Unit Commendation.**

**15th MEU: Awarded to any member who participated in at least one SOCEX operation or contributed to the missions.**

#### 18-4.4. Time in Service Awards

**These awards are issued for reaching a specified time in service.**

#### 18-4.4.A. Armed Forces Service Medal

**ACTUAL: The medal will be awarded to personnel assigned to operations in an area designated by the Department of Defense (DOD) for award of the medal.**

**15th MEU: This can be awarded to a member for one year of active service. Awarded only once.**

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#### 18-4.4.B. Good Conduct Medal

ACTUAL: The Good Conduct Medal is awarded to any active-duty enlisted member of the United States military who completes three consecutive years of "honorable and faithful service". Such service implies that a standard enlistment was completed without any non-judicial punishments, disciplinary infractions, or court martial offenses. If a service member commits an offense, the three-year mark "resets" and a service member must perform an additional three years of service without having to be disciplined, before the Good Conduct may be authorized.

Service for the Good Conduct Medal must be performed on active duty and the medal is not awarded to members of the military reserve or National Guard who are not federalized to active service. For those Reserve and Guard members who satisfactorily perform annual training and drill duty, however, a separate series of Reserve Good Conduct Medals may be awarded in lieu.

During times of war, the Good Conduct Medal may be awarded for one year of faithful service. The Good Conduct Medal may also be awarded posthumously, to any service member killed in the line of duty.

**15th MEU: This can be awarded to enlisted members that completed one year of duty without any disciplinary marks against them.**

#### 18-4.4.C. Sea Service Deployment Ribbon

ACTUAL: Awarded to officer and enlisted personnel of the United States Navy and Marine Corps. Each service has distinct criteria that delineates eligibility; Navy personnel assigned to Marine Corps units follow Marine Corps policy, and vice versa.

For Navy and Marine Corps personnel assigned to U.S. (including Hawaii and Alaska) homeported ships/deploying units or Fleet Marine Force (FMF) commands, 12-months accumulated sea duty or duty with FMF which includes at least one 90- consecutive day deployment. A standard 14-day waiver of the 12- month accumulated sea duty/duty with FMF is authorized as long as the 90-consecutive day deployment requirement is met. The 12-month accumulated sea duty requirement is waived for those Navy and Marine personnel who were called to sea duty or deployed for Operations DESERT SHIELD or DESERT STORM (during the period 2 Aug 90 - 31 Dec 91) to qualify for this initial award. This waiver does not affect second and subsequent awards of this ribbon. Second and subsequent awards will be earned for each additional 12-months of qualifying service in which a 90- consecutive day deployment occurs.

**15th MEU: This can be awarded to any member for six months of active service. Awarded only once.**

#### 18-4.4.D. Overseas Service Ribbon (no medal authorized)

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ACTUAL: Awarded to officers and enlisted personnel of the United States Navy, United States Naval Reserve, United States Marine Corps, and United States Marine Corps Reserve. Each service has distinct criteria that delineates eligibility; Naval personnel assigned to Marine Corps units follow Marine Corps policy, and vice versa.

Active Duty Personnel: 12-months consecutive or accumulated duty at overseas shore base duty station.

**15th MEU: This can be awarded to any member for three months of active service. Awarded only once.**

#### 18-4.5. Unit Awards

These awards are issued for meritorious or outstanding service as a group.

##### 18-4.5.A. Navy Unit Commendation

ACTUAL: Established by order of the secretary of the Navy, 18 December 1944, it is awarded by the Secretary to any ship, aircraft, detachment, or other unit of the of the United States Navy or Marine Corps which has, subsequent to 6 December 1941, distinguished itself by outstanding heroism in action against the enemy, but no sufficiently enough to justify award of the Presidential Unit Citation.

**15th MEU: This can be awarded to any member that is part of a functioning team where the team performs in an exceptionally meritorious manner above and beyond their peers.**

#### 18-4.6. Joint Service Awards

These awards are issued for exceptional service in another unit's operations or trainings.

##### 18-4.6.A. Defense Meritorious Service Medal

ACTUAL: The Defense Meritorious Service Medal is awarded to those members of the United States Armed Forces who have distinguished themselves by meritorious service or achievement while assigned to a joint activity. The DMSM is usually awarded to those serving in leadership positions and performing exceptionally outstanding work.

**15th MEU: This can be awarded to any member who performs in an exceptional and outstanding manner while preparing for, during the conduct of, or directly enabling an event hosted by another unit.**

##### 18-4.6.B. Joint Service Commendation Medal

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ACTUAL: The JSCM shall be awarded only to members of the Armed Forces of the United States who, after January 1, 1963, distinguished themselves by meritorious achievement or service.

**15th MEU: This can be awarded to a member for attending at least three events hosted by another unit/clan event and distinguishes themselves by showing professionalism befitting a member of the 15th MEU.**

18-4.6.C. Joint Service Achievement Medal

ACTUAL: The JSAM shall be awarded only to members of the Armed Forces of the United States below the grade of O-6 who, after August 3, 1983, distinguished themselves by outstanding performance of duty and meritorious achievement.

**15th MEU: This can be awarded to members who show professionalism while operating with, or assisting, another Armed Assault clan/unit. Can only be awarded once.**

18-4.6.D. Joint Meritorious Unit Award

ACTUAL: The Joint Meritorious Unit Award is awarded to Joint Activities of the Armed forces of the United States which have, subsequent to January 23, 1979, distinguished themselves by exceptionally meritorious achievement or service in pursuit of joint military missions of great significance.

**15th MEU: This can be awarded to members that operate as a unit while participating in a joint mission with that unit, and who perform in an exceptionally meritorious manner.**

18-4.7. Awards Not Authorized to be issued

The following denotes awards that are never to be issued under any circumstances. They denote individuals in the US Armed Services that have distinguished themselves above and beyond their peers on a level that is not to be deducted from through the implementation of their award in a simulated environment

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#### 18-4.7.A. Medal of Honor

ACTUAL: The Medal of Honor is awarded by the President, in the name of Congress, to a person who, while a member of the Army, distinguishes himself or herself conspicuously by gallantry and intrepidity at the risk of his or her life above and beyond the call of duty while engaged in action against an enemy of the United States; while engaged in military operations involving conflict with an opposing foreign force; or while serving with friendly foreign forces engaged in an armed conflict against an opposing armed force in which the United States is not a belligerent party. The deed performed must have been one of personal bravery or self-sacrifice so conspicuous as to clearly distinguish the individual above his or her comrades and must have involved risk of life. Incontestable proof of the performance of the service will be exacted and each recommendation for the award of this decoration will be considered on the standard of extraordinary merit.

**15th MEU: The 15th MEU will NEVER simulate this award and no person should ever claim to be a recipient of this most prestigious and honorable award. The information is provided here for information purposes only.**

#### 18-4.7.B. Navy Cross

ACUTAL: The Navy Cross may be awarded to any person who, while serving with the Navy or Marine Corps, distinguishes himself in action by extraordinary heroism not justifying an award of the Medal of Honor. The action must take place under one of three circumstances: while engaged in action against an enemy of the United States; while engaged in military operations involving conflict with an opposing foreign force; or, while serving with friendly foreign forces engaged in an armed conflict in which the United States is not a belligerent party. To earn a Navy Cross the act to be commended must be performed in the presence of great danger or at great personal risk and must be performed in such a manner as to render the individual highly conspicuous among others of equal grade, rate, experience, or position of responsibility. An accumulation of minor acts of heroism does not justify an award of the Navy Cross.

**15TH MEU: The 15th MEU will NEVER simulate this award and no member should claim to be a recipient in any fashion. The information is provided here for informational purposes only.**

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#### 18-4.7.C. Distinguished Flying Cross

ACTUAL: The Distinguished Flying Cross is awarded to any person who, while serving in any capacity with the Armed Forces of the United States, distinguishes himself by heroism or extraordinary achievement while participating in aerial flight. The performance of the act of heroism must be evidenced by voluntary action above and beyond the call of duty. The extraordinary achievement must have resulted in an accomplishment so exceptional and outstanding as to clearly set the individual apart from his comrades or from other persons in similar circumstances. Awards will be made only to recognize single acts of heroism or extraordinary achievement and will not be made in recognition of sustained operational activities against an armed enemy.

**15th MEU: The 15th MEU will NEVER simulate this award and no member should claim to be a recipient in any fashion. The information is provided here for informational purposes only.**

#### 18-4.7.D. Silver Star

ACTUAL: The Silver Star is awarded to a person who, while serving in any capacity with the U.S. Army, is cited for gallantry in action against an enemy of the United States while engaged in military operations involving conflict with an opposing foreign force, or while serving with friendly foreign forces engaged in armed conflict against an opposing armed force in which the United States is not a belligerent party. The required gallantry, while of a lesser degree than that required for award of the Distinguished Service Cross, must nevertheless have been performed with marked distinction. Soldiers who received a citation for gallantry in action during World War I may apply to have the citation converted to the Silver Star Medal.

**15th MEU: The 15th MEU will NEVER simulate this award and no member should claim to be a recipient in any fashion. The information is provided here for informational purposes only.**

#### 18-4.7.E. Bronze Star

ACTUAL: The Bronze Star Medal is awarded to any person who, while serving in any capacity in or with the military of the United States after 6 December 1941, distinguished himself or herself by heroic or meritorious achievement or service, not involving participation in aerial flight, while engaged in an action against an enemy of the United States; while engaged in military operations involving conflict with an opposing foreign force; or while serving with friendly foreign forces engaged in an armed conflict against an opposing armed force in which the United States is not a belligerent party.

Awards may be made for acts of heroism, performed under circumstances described above, which are of lesser degree than required for the award of the Silver Star.

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Awards may be made to recognize single acts of merit or meritorious service. The required achievement or service while of lesser degree than that required for the award of the Legion of Merit must nevertheless have been meritorious and accomplished with distinction.

**15th MEU: The 15th MEU will NEVER simulate this award and no member should claim to be a recipient in any fashion. This information is provided here for informational purposes only.**

#### 18-4.7.F. Navy & Marine Corps Medal

ACTUAL: The Navy and Marine Corps Medal may be awarded to servicemembers who, while serving in any capacity with the Navy or Marine Corps, distinguish themselves by heroism not involving actual conflict with an enemy. Typically, it is awarded for actions involving the risk of one's own life.

**15th MEU: The 15th MEU will NEVER simulate this award and no member should claim to be a recipient in any fashion. The information is provided here for informational purposes only.**

#### 18-4.7.G. Navy & Marine Corps Commendation Medal

ACTUAL: The Navy & Marine Corps Commendation Medal is presented for heroic or meritorious achievement or service. To merit this award, the acts or services must be accomplished or performed in a manner above that normally expected, and sufficient to distinguish the individual above those performing similar services.

**15th MEU: The 15th MEU will NEVER simulate this award and no member should claim to be a recipient in any fashion. The information is provided here for informational purposes only.**

#### 18-4.7.H. Presidential Unit Citation

ACTUAL: The Navy Presidential Unit Citation is awarded in the name of the President to units of the Armed Forces of the United States and co-belligerent nations for extraordinary heroism in action against an armed enemy. The unit must have accomplished its mission under such extremely difficult and hazardous conditions to set it apart from and above other units participating in the same campaign. The degree of heroism required is the same as that which would be required for award of a Navy Cross to an individual.

**15th MEU: Since this award is presented in the name of the President of the United States, it will not be awarded by, or for members of the 15th MEU.**

#### 18-4.7.I. Purple Heart

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ACTUAL: a. The Purple Heart is awarded in the name of the President of the United States to any member of an Armed Force who, while serving with the U.S. Armed Services after 5 April 1917, has been wounded or killed, or who has died or may hereafter die after being wounded;

1. In any action against an enemy of the United States;
2. In any action with an opposing armed force of a foreign country in which the Armed Forces of the United States are or have been engaged;
3. While serving with friendly foreign forces engaged in an armed conflict against an opposing armed force in which the United States is not a belligerent party;
4. As a result of an act of any such enemy of opposing armed forces;
5. As the result of an act of any hostile foreign force;
6. After 28 March 1973, as a result of an international terrorist attack against the United States or a foreign nation friendly to the United States, recognized as such an attack by the Secretary of the department concerned, or jointly by the Secretaries of the departments concerned if persons from more than one department are wounded in the attack; or,
7. After 28 March 1973, as a result of military operations, while serving outside the territory of the United States as part of a peacekeeping force.
8. After 7 December 1941, by weapon fire while directly engaged in armed conflict, regardless of the fire causing the wound.
9. While held as a prisoner of war or while being taken captive.
  - a. A wound for which the award is made must have required treatment by a medical officer.

**15th MEU: The 15th MEU will NEVER simulate this award and no member should claim to be a recipient in any fashion. This information is provided here for informational purposes only.**

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#### 18-4.8 Unit Badges

Badges are issued once an individual completes all required qualifying criteria to display the badge. Only two may be displayed at a time based. Personnel are only authorized to display two badges at a time. The following list applies to placement of each badge, with badges placed higher on the list being displayed above badges placed lower on the list.

- USMC Combatant Divers Badge
- Basic/ Senior Explosive Ordnance Disposal Badge
- Navy and Marine Corps/ Basic Parachutist Badge
- Naval Aviator/ Naval Flight Officer Wings

##### 18-4.8.A. USMC Combatant Divers Badge

Diver Billeted Members – All members assigned to the Force Recon Platoon to include the Recon Corpsman, are required to attend the Combatant Divers Course. This training is required before any diving operations are conducted in training or operations. Upon completion of the course the member is authorized to wear the USMC Combatant Divers Badge.

##### 18-4.8.B. Basic Parachutist

Jump Billeted Members – All members assigned to a Recon Team billet, to include the Recon Corpsman, are required to become at least Basic Parachute Qualified. This training must be completed prior to a Recon Team member being authorized to conduct jump training or to be allowed to participate in any operation requiring a combat jump. Once attained, there is no additional requirements to maintain this qualification

Ancillary Billeted Members – All general unit members, excluding Force Recon, must be selected annually to attend the Basic Parachute Qualification Course (Jump School) in order to attend. The number of allowable participants will equate to no more than 10% of the Unit's Total Strength. This percentage will equate to 10% of each Company/ Element (excluding Platoon HQ and up) and 10% of the total leadership billets (Platoon HQ and up) each year. The leadership billeted personnel will be nominated by MEU HQ directly, and all others will be nominated by the respective Company/ Element HQ Personnel. Once attained, there is no additional requirements to maintain this qualification

The requirements to attain Basic Parachute Certification are listed below.

- Basic training jump (no gear), 380m, 240kph (C-130J Only)
- Basic training jump (no gear), 380m, 240kph (C-130J Only)
- Basic training jump (no gear), 380m, 240kph (C-130J Only)
- Tactical training jump (with gear), 380m, 240kph (C-130J Only)
- Tactical training jump (with gear), 380m, 240kph, night (C-130J Only)

##### 18-4.8.C. Navy and Marine Corps Parachutist Badge

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After earning the Basic Parachutist Insignia a member must conduct five additional jumps to include; combat equipment load out jump, night combat load out jump, alternate platform jump (different aircraft type), and a water jump. After completing the five jumps, including the prescribed jumps, a member will be authorized to wear the Navy/Marine Corps Parachutist Insignia (Gold Wings). This qualification must be maintained quarterly

#### 18-4.8.D. Naval Aviator Wings

Only ACE flight qualified First Lieutenants who are in a leadership billet (at least Element Leader), and Captains and above (regardless of leadership), will be authorized to display the Naval Aviator Wings as a part of a ribbon rack. Once issued this badge is authorized to be displayed even if the individual transfers out of ACE. Personnel are only authorized to display one version of flight wings (NA or NFO).

#### 18-4.8.E. Naval Flight Officer Wings

Only ACE flight qualified Student Naval Aviators, flight qualified Second Lieutenants, and flight qualified First Lieutenants will authorized to display this as a part of their ribbon rack . Once issued this badge is authorized to be displayed even if the individual transfers out of ACE. Personnel are only authorized to display one version of flight wings (NA or NFO).

#### 18-4.8.F. Fleet Marine Force (FMF) Enlisted Warfare Specialist Device

An enlisted corpsman will be authorized to wear the FMF Enlisted warfare Specialist Device when they meet the follow requirements:

- Active duty as a corpsman for the past 60 days
- Attend 4 unit-wide operations as a corpsman in addition to 6 fire team/squad/platoon level training as a corpsman
- Complete all Corporal's and Sergeant's courses
- Attend and complete Infantry Training Battalion (ITB)

#### 18-4.8.G. Fleet Marine Force (FMF) Qualified Officer Insignia

A Navy medical officer will be authorized to wear the FMF Qualified Officer Insignia when they meet the follow requirements:

- Active duty as a corpsman for the past 60 days
- Attend 4 unit-wide operations as a corpsman in addition to 6 fire team/squad/platoon level training as a corpsman
- Complete all Corporal's and Sergeant's courses
- Attend and complete Infantry Training Battalion (ITB)

#### 18-4.8.H. Basic EOD Badge

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An enlisted member of Explosive Ordnance Disposal (EOD) Detachment will be authorized to wear the Basic EOD Badge when they meet the following criteria. Members are authorized to wear only the highest level EOD badge qualified for, and are authorized to continue the display of this badge even after transferring out of this section.

- Complete EOD MOS Training
- 3 Months EOD Service

#### 18-4.8.G. Senior EOD Badge

An enlisted member of Explosive Ordnance Disposal (EOD) Detachment will be authorized to wear the Senior EOD Badge when they meet the following criteria. Members are authorized to wear only the highest level EOD badge qualified for, and are authorized to continue the display of this badge even after transferring out of this section.

- Awarded Basic EOD Badge
- Complete all CPLC's and SGTC's
- 6 Months EOD Service
- Attendance of 4x FTX/Operations as EOD

#### 18-4.9. Unit Devices

Devices are issued once an individual completes all required qualifying criteria to display the device. Only one Rifle device and one Pistol device may be displayed at a time, and are displayed side by side. The rifle device will be displayed closer to the midline of the body with the pistol device being to its right.

- Rifle Marksman Device = Score of 39 on the official rifle range
- Rifle Sharpshooter Device = Score of 49 on the official rifle range
- Rifle Expert Device = Score of 57 on the official rifle range
- Pistol Marksman Device = Not issued at this time
- Pistol Sharpshooter Device = Not Issued at this time
- Pistol Expert Device = Not issued at this time

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## **Section 19 - Parachute Qualification Policy**

### **19-1. Overview**

The purpose of the Parachute Qualification and Award Policy is to two fold. First is to provide a realistic training environment and skills necessary for the Recon Team to perform its missions. Second is to provide a system of rewarding members of the unit by allowing them to earn the coveted Navy/Marine Gold Wings.

### **19-2. Basic Parachute Qualification**

Jump Billed Members – All members assigned to a Recon Team, to include the Recon Corpsman, are required to become at least Basic Parachute Qualified. This training must be completed prior to a Recon Team member being authorized to conduct jump training or to be allowed to participate in any operation requiring a combat jump. Once attained, there is no additional requirements to maintain this qualification

Ancillary Billed Members – All general unit members, excluding Force Recon, must be selected annually to attend the Basic Parachute Qualification Course (Jump School) in order to attend. The number of allowable participants will equate to no more than 10% of the Unit's Total Strength. This percentage will equate to 10% of each Company/ Element (excluding Platoon HQ and up) and 10% of the total leadership billets (Platoon HQ and up) each year. The leadership billeted personnel will be nominated by MEU HQ directly, and all others will be nominated by the respective Company/ Element HQ Personnel. Once attained, there is no additional requirements to maintain this qualification

The requirements to attain Basic Parachute Certification are listed below.

- Basic training jump (no gear), 380m, 240kph
- Basic training jump (no gear), 380m, 240kph
- Basic training jump (no gear), 380m, 240kph
- Tactical training jump (with gear), 380m, 240kph
- Tactical training jump (with gear), 380m, 240kph, night

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### 19-3. Navy/Marine Corps Parachutist Qualification

After earning the Basic Parachutist Insignia, members, other than Force Recon, may be nominated to to attain the Navy/Marine Corps Parachutist Qualification. These nominees will be selected annually and will encompass no more than 10% of the total number of basic parachute qualified personnel on record. All Force Recon personnel are able to attain this qualification once they have completed the requirements for basic parachutist. In order to attain this qualification an authorized member must conduct five additional jumps to include; 2x combat equipment load out jump, 2x night combat load out jump, alternate platform jump (different aircraft type). After completing the five jumps, including the prescribed jumps, a member is authorized to wear the Navy/Marine Corps Parachutist Insignia (Gold Wings) as long as they maintain the qualification.

### 19-4. Parachute Qualification School

Parachute qualification and all of its tracking/ duties will be the responsibility of the Parachute Qualification Staff. This staff of instructors will conduct jump trainings once a month at a minimum. These trainings will be pre-arranged, posted, and will be advertised to the appropriately qualified members per the type of jump being performed. In order to attend these trainings a member must be a part of Force Recon, be a Basic Parachutist, be a Navy/ Marine Corps Parachutist Nominee, or a current Navy/ Marine Corps Parachutist that is maintaining qualification. These trainings will be conducted in accordance with all SOP's governing jump procedures. Each training will host no more than three jumps per training.

Additionally, The Parachute Qualification Staff will pre-arrange and post a Basic Parachute Qualification Course annually to allow for newly nominated personnel to attain the qualification. This training will encompass all necessary coursework (all five jumps) to complete certification of these newly nominated personnel on a basic parachutist level.

Only personnel explicitly indicated in this policy are authorized to attend these trainings.

### 19-5. Parachute Qualification Sustainment

The only parachutist qualification that must be maintained is the Navy/ Marine Corps Parachutist Qualification. In order to maintain this qualification a member must conduct one jump per quarter at an authorized training hosted by the Parachute Qualification Staff. If in Force Recon, any jump conducted in an official training or unit event will also fulfill this requirement. In this case, the Force Recon Platoon HQ must submit either their training report, or their operations report to the Parachute Qualification Staff indicating the members in attendance for record keeping purposes.

Any member that fails to maintain their qualification will forfeit their Navy/ Marine Corps Parachutist Gold Wings and lose the associated certification. In this event the member will be

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required to recertify on the coursework from the beginning if they choose to re-attain certification. These members will not need to be nominated a second time to re-attain their certification

#### 19-6. Aviation Support

Aviation support during parachute qualification will be by any aircraft, and its authorized personnel, that is designated as a jump capable platform. These include the CH-53E, MV-22B, and the C-130J only. Requests for aircraft presence during training, with the exception of the C-130J, will be submitted to ACE HQ one week prior to the commencement of the training evolution. Prior to step off during the training, the Jumpmaster, or his designee, will brief the flight crew on the training parameters to include any requirements and restrictions.

##### 19-6.1. C-130J Application

The C-130J's and its authorized flight crew(s) is the only dedicated jump platform for parachute qualification. This means that this is the only aircraft that will not require a request to be in attendance. They are primarily assigned to the support of the parachute qualification staff and its training. The position of C-130J Aircraft Commander/ Co-pilot is a secondary qualification that is maintained by four designated ACE qualified pilots. To qualify for this position, the ACE qualified pilots must be qualified on either the CH-53E or the MV-22B first. Additionally, these individuals must hold the rank of 1st Lieutenant at a minimum. Two members of ACE HQ are authorized to hold this qualification, as well. The ACE HQ representatives must fulfill all other requirements indicated above prior to be authorized to maintain this billet. ACE HQ reps are only authorized to operate the C-130J in a fill-in capacity should the primary four pilots be absent from a training/ event.

The C-130J is authorized to conduct operational missions at the direction of MEU HQ only.

#### 19-7. Summary

Jump training and certification is intended to aid in the realism factor of this unit and as a reward for members selected by the leadership. We hope that it is as fun and enjoyable for those involved. And remember, if at first you don't succeed, maybe parachuting is not for you.

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## **Section 20 - Rifle Range Qualification Policy**

### **20-1. Camp Diamondback**

Camp Diamondback Weapons Complex is facility featuring a known and unknown distance qualification range. It is available on the Operations server for your use. This is the range the 15th MEU Realism Unit will use for each and every range qualification, and it may also be used by members to practice their marksmanship skills if the mission is running on the Drill server. However, all members, regardless of rank, must adhere to the Standard Rules governing the range.

### **20-2. Standard Rules**

No goofing off. Treat the range just like a real one. Practice firing at the targets only, from the appropriate lanes or do not use the range. There will be no automatic fire. The only authorized weapon on the range are the standard service M4 Carbine. Additionally, the M9 Beretta may be used on the pistol qualification range only (one is not implemented at this time). Do not move in front of the firing line at any time. The Range Staff are responsible for all conduct on the range. In their absence, the ranking ground member in attendance is responsible for all conduct on the range. Anyone on the Range must be on TeamSpeak. Reset the range before leaving. In other words: clean up after yourself

There are 20 lanes, numbered 1 through 20, on the known distance range. Each lane has targets stationed at 200, 300 and 500 yards. All targets on the range are controlled from the command tower to the rear of the firing line.

There are 20 lanes, numbered 1 through 20, on the unknown distance range. Each lane has 15 targets scattered randomly between 100 and 400 yards. Control of the unknown distance range is done from the tower to the rear of the firing line.

Every target is coded to add a multiplayer point to your score when hit. Press "i" by default to access that score. Clear score commands are available on the laptops.

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### 20-3. Safety Brief

The safety brief is a reminder of weapon safety and will be read at the beginning of every range. We do not want to see any accidental discharges or deaths on the rifle range. The general safety rules:

1. Treat every weapon as if it is loaded.
2. Do not point the weapon at anything you do not intend to shoot.
3. Keep the weapon on safe until you are ready to fire (in the lowered position).
4. Finger straight and off the trigger until you intend to fire (finger off the mouse button).

### 20-4. Video Settings and Shooting Tips

Shooters should try to keep their weapons pointed down range as much as possible. The use of freelook or the number pad keys will aid in this. Shooters should also try to manage their breathing as much as possible. Do not run, take a moment to steady after reloading or changing stance, and do not hold breath for too long. To prevent holding breath for too long, use the "0" d-pad key (default "bring up sights" key) and then zoom in using the "+" key on the number pad. Pressing the right mouse button can then be used before and during each shot to hold breath and steady the rifle, to be released after each shot, instead of having to be held overly long to zoom in as well. In order to ensure the targets will render from the 300 and 500 yard lines, the screen resolution must be set to anything higher than 800x600. In the Video options from the main game menu, Objects Detail must be set to "Very High".

### 20-5. Qualification Procedures

For every hit, regardless of where you hit on the target, is counted as 1. Follow the instructions of the range staff. A five round limiter is active at all times which will force you to reload after firing 5 rounds. Do not reload at any other time since the counter will not reset when 5 rounds have not been fired. If the range staff see you reload at an inappropriate time all subsequent rounds are not scored. After the initial practice period is over instruct everyone to fire their weapons until the limiter forces a reload and then call a cease fire. Reset the scores using the laptop and begin qualifications. Join in Progress is enabled but it is recommended to lock the server just prior to qualification. Each member may only qualify once a day. Any firing after the initial attempt does not count. You can try to qualify three times during the qualification period (January and February). The highest qualification score is kept. If a member is active duty for at least half of the qualification period and fails to shoot their rifle range, they will be unable to shoot for a qualifying score until the next qualification period. This means that they cannot be promoted until then. It is very important to shoot during the qualification period if you are active duty.

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## 20-6. Course of Fire and Scoring (Rifle)

Out of 65 total shots:

39 = Marksman

49 = Sharpshooter

57 = Expert

### **Round 1**

200 yard line - Slow Fire

5 rounds standing

5 rounds kneeling

No timer

### **Round 2**

200 yard line - Rapid Fire

10 rounds kneeling

50 second timer

### **Round 3**

300 yard line - Slow Fire

10 rounds kneeling

No timer

### **Round 4**

300 yard line - Rapid Fire

10 rounds prone

50 second timer

### **Round 5 (Weapons Sight Authorized)**

500 yard line - Slow Fire

10 rounds prone

No timer

### **Round 6 (Weapons Sight Authorized)**

Unknown distance course (between 100 and 400 yards)

5 rounds kneeling

5 out of 15 targets will present themselves and will stay down when hit

25 second timer

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**Round 7 (Weapons Sight Authorized)**

Unknown distance course (between 100 and 400 yards)

5 rounds kneeling

5 out of 15 targets will present themselves and will stay down when hit

25 second timer

**Round 8 (Weapons Sight Authorized)**

Unknown distance course (between 100 and 400 yards)

5 rounds kneeling

5 out of 15 targets will present themselves and will stay down when hit

25 second timer

**Non-Qualification Period**

During the non-qualification period; members will have three opportunities to raise their score. This includes members who shot during the qualification period, new joins, returning members to the unit, or those who were in reserves during the previous qualification month. Upon a successful qualification that score is submitted by the range staff for record and no further ranges scores will be recorded. Any member that qualified during the previous month is not authorized to fire for official score but are more than welcome to fire for practice at the discretion of the senior range staff present.

**20-7. Range Staff**

**Range Master (1 billet)** - Must have had experience as a Range Instructor. They will be authorized to schedule Qualification Ranges on the calendar by submitting requests through the Command Staff. The Range Master will also be the only Range Staff authorized to run unscheduled ranges to fit the needs of the unit. The Range Master will be responsible for all Range Staff, choosing and training Range Staff personnel with Command Staff approval. The Range Master will be responsible for submitting a monthly report and the dispensation of promotion points to the Range Staff according to staff activity levels and governed by the Collateral Duty SOP for the unit.

**Range Instructor (3 billets)** - Any rank below the Range Master certification, must hold a leadership billet which grants them game server admin rights. Range Instructors will be authorized to schedule range days on the calendar through the Command Staff. They will be authorized to run ranges on their own, or with the assistance of other Range Staff whenever possible, but only on scheduled range days. Range Instructors will also be encouraged to coach members in ways to help improve their accuracy, both during Rifle Range sessions as well as during non-qualification practice and training sessions, as well as to assist the Range Master or other Range Instructor in running a qualification range.

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**Range Coach (2 billets)** - Any rank below the Range Master certification, but may be without a leadership position or game server admin rights. The primary duties of Range Coaches will be to assist the Range Master and the Range Instructors in over-seeing the operations of qualifications ranges by assisting in scoring and conducting a safe and professional range. Range Coaches will also be encouraged to coach members in ways to help improve their accuracy, both during Rifle Range sessions as well as during non-qualification practice and training sessions.

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## **Section 21 - Chain of Command**

### **21-1. Overview**

The following section will set forth and establish the proper procedure for utilizing the Chain of Command (CoC). All matters of official nature must use this method in order to maintain the organization of the 15th MEU. While few exceptions exist (such as the unit proposal policy), it is assumed that anything not explicitly stated in contradiction to this policy is to follow it.

#### **21-1.A. Definition**

The Chain of Command is defined as a hierarchy of authority where those at the top of an organization direct and control the activities of the organizational members below them. To take this further, The Chain of Command is a system where individuals are responsible for their subordinates below them and report to their direct superior above them. All levels of the Chain of Command will not circumvent the established hierarchy except when circumstantially required. In addition to being responsible FOR subordinates, each leader is responsible TO their subordinates, and will provide all required logistics to allow said subordinates to complete their assigned duties.

### **21-2. Utilizing the Chain of Command**

All sections will have a clear and established chain of command based upon billet. When dealing with official business, all things must be sent to the next level from yourself within the chain to be passed on. Any matters of sensitive nature in which the next step in your Chain of Command is either compromised or not attending to in the matter of your liking, may skip that level of the chain in order to ensure the problem is dealt with appropriately. This may continue all the way to the end of the Chain or MEU HQ.

#### **21-2.1 H&S Company**

This section will detail the Chain of Command for the H&S Company. The Chain of Command can become somewhat complicated as certain sections require a direct line of Communications to either MEU HQ or Command Staff. These positions will be identified specifically below

##### **21-2.1.A. S-1 Personell**

The S-1 Chain of Command is illustrated below

**S-1 Entry Level Team Member > S-1 Team Chief > S-1 HQ > MEU HQ**

##### **21-2.1.B. S-2 Intelligence**

The S-2 Chain of Command is illustrated below

**S-2 Entry Level Team Member > S-2 Team Leader/ Chief > S-2 HQ > MEU HQ**

##### **21-2.1.C. S-3 Operations**

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The S-3 Operations Section is broken down into a Training Chain of Command and an Operations Chain of Command . Both are outlined below

#### *Training*

**RECRUIT > RCT/ ITB/ MCT/ FMTB Trainer > RCT/ ITB/ MCT/ FMTB Chief > S-3 Training HQ > S-3 HQ > MEU HQ**

**Range Staff > Range Master > S-3 Training HQ > S-3 HQ > MEU HQ**

#### *Operations*

**Operations Planner > S-3 HQ > MEU HQ**

#### 21-2.1.D. S-4 Logistics

The S-4 Section by nature requires a direct line of communication between each respective section and Command Staff. Because of this they utilize a modified Chain of Command. The S-4 HQ section retains authority over each S-4 Section, but these sections report directly to Command Staff. The Chain of Command is outlined below

**S-4 Entry Level Team Member > S-4 Team Leader/ Chief > Command Staff**

#### 21-2.2. Command Element

This section details the Chain of Command structure of all Command Element supporting assets.

##### 21-2.2.A. Force Recon

The following details the billet progression of the chain of command for the Force Recon platoon within the Command Element.

**Basic Recon Man > Team Leader > Platoon HQ > MEU HQ**

##### 21-2.2.B. Law Enforcement Detachment

The following details the billet progression of the chain of command for the Law Enforcement Detachment within the Command Element.

**Basic LED > Team Leader > Squad Leader > Platoon HQ > MEU HQ**

#### 21-2.3. Ground Combat Element

This section details the Chain of Command structure of all of the Ground Combat Element and its supporting assets.

##### 21-2.3.A. Ground Combat Element - Rifle Company

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The following details the billet progression of the chain of command for the Ground Combat Element's Rifle Company. This also applies to the Law Enforcement Detachment  
**Basic Rifleman > Fire Team Leader > Squad Leader > Platoon HQ > Company HQ > MEU HQ**

#### 21-2.3.B. Ground Combat Element - Rifle Company (Weapons)

The following details the billet progression of the chain of command for the weapons platoon within the Ground Combat Element's Rifle Company.

**Basic Weapons > Team Leader > Squad Leader > Section Leader > Platoon HQ > Company HQ > MEU HQ**

#### 21-2.3.C. Supporting Assets (Gator)

The following details the billet progression of the chain of command for the AAV platoon within the Ground Combat Element's Supporting Assets.

**Basic Crewman > Crew Chief > Section Lead > Platoon HQ > MEU HQ**

#### 21-2.3.D. Supporting Assets (Titan)

The following details the billet progression of the chain of command for the M1A1 platoon within the Ground Combat Element's Supporting Assets.

**Basic Crewman > Tank Commander > Platoon HQ > MEU HQ**

#### 21-2.3.E. Supporting Assets (Corpsman)

The following details the billet progression of the chain of command for the corpsman within the Ground Combat Element's Supporting Assets. The corpsman assets differ when in the field and out of the field in that they are attached to the GCE organically. When in the field, the corpsman will follow the CoC structure of the element they are attached to.

**Squad Corpsman > Platoon Corpsman > Company Corpsman > BAS SNCOIC > MEU HQ**

#### 21-2.4. Aviation Combat Element

This section details the Chain of Command Structure for all members of the Aviation Combat Element.

##### 21-2.4.A. Commissioned Pilots

The following details the chain of command for all commissioned pilots within the Aviation Combat Element.

**CoPilot > Aircraft Commander > Element Leader > Detachment Commander > ACE HQ > MEU HQ**

##### 21-2.4.B. Student Pilots

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The following details the chain of command for all student pilots within the Aviation Combat Element.

**Student Pilot > ACE CFI > ACE HQ > MEU HQ**

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## **Section 22 - Communications and Signal Policy**

### **22-1. Purpose**

The purpose of this policy is to identify the proper means of communication both visually and auditorily. This policy will establish all smoke/ flare brevity and assign all radio frequencies to be used.

### **22-2. Radio Communication Network**

Radio frequencies will be assigned to fulfill all communication needs of the unit. To accomplish this task, channels will be divided into “banks” which are frequency values that encompass a 10 MHz Range. Radio frequencies will be assigned to fulfill each communication need the unit has. The following link outlines the assigned radio frequencies. This chart is subject to change and amendment based on the needs of the unit: [15thMEU\(SOC\) : TFAR Frequency Assignments](#)

### **22-3. Smoke Brevity**

The use of smoke, in the form of 40mm and hand tossed grenades, is to be used to both communicate and obstruct enemy line of sight to ease movement. Each smoke color will have an associated meaning when seen. The following outlines the default meaning of each smoke color. These assigned meanings may be altered per mission, with the exception of red smoke, at the discretion of the Task Force Commander. In this event, these changes MUST be specified in the Task Force’s respective OPORD under the “Command and Signal” section.

- **Green** - Identify a Friendly Position
- **Red** - Identify an Enemy Position
- **Yellow** - Identifies Explosives
- **White** - Concealment
- **Purple** - Used to identify a mass casualty situation. While this does not mean that there are no corpsmen around, it does mean that the corpsmen need help in treating the casualties on their own and are requesting assistance from other corpsmen or CLS infantrymen.
- **Blue** - Used to indicate a breakdown of Command. All the officers, SNCO's and NCO's are dead and no command is in place for the rest.
- **Orange** - Special Duty smoke that’s meaning is assigned during the planning phase at the discretion of the task force commander.

### **22-4. Chemlight Brevity**

Similar to Smoke brevity, Chemlights will have an assigned meaning to their use based on color. As chemlights have a long lasting effect, their use is assigned to identifying situations which require the mark to remain in effect for some time.

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- **Green** - Used to identify cleared buildings/ terrain
- **Red** - Special Duty chemlight assigned at the discretion of the Task Force Commander during the planning phase
- **Blue** - Used to identify friendly positions/ LZ's
- **Yellow** - Used to identify friendly casualties

#### 22.5. Flare Brevity

As with Smoke and Chemlights, Flare Color will have an assigned meaning both for the 40mm and hand tossed variants. Their use is more similar to smoke as their effect is limited to a short time. With their limited color types, though, their meanings are modified slightly from smoke but are very similar none the less. The following outlines the brevity for flares.

- White - General Illumination
- **Green** - Identifies a friendly position
- **Red** - Identifies an enemy position
- **Yellow** - Special Duty, assigned by the task force commander during the planning phase

#### 22.6 Spray Paint Utilization

Spray paint shall be utilized to mark buildings once they have been cleared of enemy presence at the discretion of the Task Force Commander. Once authorized, the building is to be marked near ALL entrances with the appropriate signal. Markings are not to be placed on glass or the door itself as these may become dislodged. In lieu of a solid wall near an entrance, the marking is to be placed on the ground immediately in front of the door. Any use of spray paint other than with the permission of the Task Force Commander is not authorized and is in direct violation of this policy.

##### 22.6.1. Spray Paint Brevity

The following outlines the proper use of spray paint once authorized

- **Green X** - Cleared Building with no hostiles found
- **Green XX** - Cleared Building with hostiles found
- **Red X** - Cleared Building with a Weapons Cache that requires detonation
- **Red XX** - Booby Trapped building
- **Blue X**: CCP
- **Blue XX**: HQ Building/ Building holding secured HVTs, VIPs, POWs
- Black X through any of the above symbols - Is used to denote an error or change that results in the symbol being disregarded

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## **Section 23 - Member of the Quarter Policy**

### **23-1. Purpose**

In the interest of recognizing members of the unit for their dedication to duty, devotion to the unit and esprit de corps above and beyond the day to day standards of the unit, the Member of the Quarter Program is established. The program allows the acknowledgement of those that do more for the unit than just being part of the team.

### **23-2. Nominations**

Nominations may only be submitted during the final month prior to the end of a quarter (March, June, September, and December) and must be submitted no later than the last day of the quarter. Any member of the unit may be nominated and may be nominated by any other member. No member may nominate themselves. The nomination should be submitted to any member of the Command Staff stating the name of the member and paragraph or two on why the nominated member should be selected for the Member of the Quarter.

### **23-3. Selection**

Once nominations are closed, the Command Staff will review the nominations and select the Member of the Quarter. This selection will be based on number of nominations for the member and the reason(s) for their nomination. The Command Staff will be looking for members that conduct themselves in a professional manor, know their primary duties and responsibly, contribute to the total team mentality and have shown to be a valuable asset above and beyond.

### **23-4. Member of the Quarter Rewards**

Other than a post on the forums acknowledging the Member of the Quarter they also receive the following awards and benefits. All members of the quarter will receive half of the TIG and CSE/CSO requirements for their next rank. They will also receive the Military Outstanding Volunteer Service Medal.

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## **Section 24 - Reserve Component Policy**

### **24-1. Maintaining Active Status/Movement to Reserves**

The only requirements the 15th MEU has for maintaining active duty status is the attendance of our unit-wide operations on the first and third or second and fourth Sundays (depending on your section) of every month. In addition, all sections have scheduled training sessions throughout the month/week. These scheduled trainings are mandatory in attendance. Meaning that if you are in TeamSpeak or on a game server you are required to attend your sections scheduled training. Refusal can result in the member being kicked from the server or TeamSpeak until after the training session is over and may include immediate transfer to the Reserve Component for one month. Beyond this basis, individual sections of the unit are free to set their own requirements of official trainings and events based on performance and manpower needs, as long as they maintain an ideal of fairness and balance. The Command Staff reserves the right to overturn individual section reserve policies if they feel they are unfair.

Members can be moved to the Reserves in two ways: personal request and leadership request. Personal request is simply the member themselves requesting a move to reserves due to lack of time to fully commit to the unit at this time. Leadership request is when, due to a member's inactivity and violation of the section's activity policy, a leader within the member's chain of command requests a move to the Reserves. While any leader in the chain of command may request the move, the affected member's direct leader (such as Fire Team Leader) must always be consulted first, so as to not inadvertently move anyone with a prearranged Leave of Absence or other short-term situation already excused by that leader.

### **24-2. Operation Restrictions**

While a member of the Reserves, your direct concerned superior, should you have any problems needing addressed, is the section leader of your MOS (ie. 0311 Riflemen to the platoon leader/sergeant for 1st Platoon, Echo Company).

You may still attend unit-wide operations as you are able, but you must fill a role either within your MOS (reserve tank crewmen can only fill in as tank crewmen, not LAV Crewmen) if they have absences, or a rifleman. In either case, when attending an operation as a member of the Reserves, you will report to the section leader concerned.

In addition, while a member of the Reserves, you lose the right for first priority in operations. In the event that attendance is too high to accommodate everyone within the server for an operation, Active Duty personnel will get first priority. If there is room left after all Active Duty personnel have loaded, Reservists will be allowed to connect next, followed by new recruits and guests.

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Reserve members may also continue to attend section trainings (fire team, squad, detachment, etc.) at the permission of the person running that training, and only within their MOS or infantry training.

#### Administrative Restrictions

While a member of the Reserves The rate at which you increase your CSE/ CSO will be adjusted. Every three days as a member of the Reserves accounts for one full day under Time in Service and Time in Grade. Once returning to Active Duty status, you will return to a One for One pace.

In addition, while you are still able to be promoted while a member of the Reserves, as you are not filling a leadership billet, you will not be able to be promoted past the rank of E-4 (Corporal/Hospital Corpsman 3rd Class), O-1 (Second Lieutenant) for Air personnel.

#### 24-3. Administrative Discharges

While a part of the reserve component, All members must remain active on the forums in order to maintain membership within the unit. In order to be considered “active”, a member must log onto the forums 60 days of their last time. Failure to do so will result in a discharge do to inactivity. This discharge will be issued as an administrative discharge, and no restrictions in the member returning will apply. The only exception to this is individuals that are currently active duty in a branch of the military world wide. These individuals may not have the ability to meet this requirement due to the conduct of their duties and will not be punished as a result.

#### 24-4. Reserve Transfers

When transferring to reserves, a member can only transfer to:

1. Reserves of 0300 (Basic Infantryman) or 5809 (Basic MP)
2. Any MOS the member has previously held

Unit members will not be allowed to transfer to the reserves of any section outside of the above two points.

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## **Section 25 - Merchandising Policy**

### **25-1. Overview**

The following outlines the unit's guidelines governing the creation and distribution of merchandise.

### **25-2. Merchandising Disclaimer**

The 15th MEU is identified as a non-profit gaming organization. In accordance with this established precedent, the unit will not create, sell, or otherwise distribute official unit merchandise as an entity. The unit does, however, condone the member base to create and distribute merchandise through the various unit media venues (I.E. TS3, the Unit Forum, Etc.) as is their right in accordance with the remainder of this policy.

### **25-3. Member Created Merchandising Restrictions**

No unit member will be authorized to be distributed or otherwise advertise merchandise that contains any copyrighted material of any kind. Additionally, no merchandise will be advertised or otherwise distributed that contains any official USMC logos or insignia to include ranking insignia. The only deviation from this established guideline is for prior or current active duty service members who wish to include their current armed forces issued rank on said merchandise. No advertised or otherwise distributed merchandise will defame or bring discredit on the unit, the USMC, or any other established entity. No advertised or otherwise distributed merchandise will contain offensive or illicit media to include but not limited to illegal activities, prejudice, racist, or sexual material.

### **25-4. Member Created Merchandise Advertisement Guidelines**

All member created merchandise will require command staff approval prior to the member be authorized to advertise and/ or distribute merchandise through the use of the unit Teamspeak or Forums. Said member must submit his request to advertise/ distribute his merchandise up the Chain of Command(CoC) to Command Staff in the form of an official proposal. This proposal must include a finalized representation of the merchandise in question. Command Staff will then review and approve or deny the member's request. If approved, the member is then free to advertise and/ or distribute the merchandise as they see fit.

### **25-5. Monetary Considerations**

The unit is not responsible for any monetary losses that may be incurred by an individual through their dealings within the unit. The exchange and/ or transfer of currency or funds will take place through a third party venue and be handled independent from the unit and its media outlets.

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## **Section 26 - Unit Counselor Policy**

### **26-1. Overview**

The purpose of the unit counselors is to provide an alternate avenue for unit members to report problems that require attention. Additionally, the unit counselors are available to provide any unit member with advice or guidance on request. Unit counselors retain the right to attend disciplinary review meetings at the request of the member in question as counsel. All members reserve the right to utilize anyone of the unit counselors at any time. With that said, the use of the counselors should be restricted to only times when utilizing the proper chain of command is not a desirable option.

### **26-2. Counselor Guidelines**

The unit counselors report directly to Command Staff and fall outside of any other formalized chain of command as is required for their functionality. In accordance with this, all dealing had between a counselor and a requesting unit member will be kept confidential with the only exception being reporting to Command Staff when warranted. When providing counsel for an individual during a disciplinary proceeding, unit counselors will make themselves available to the requesting individual to answer questions and ensure that member has a full knowledge of their options in accordance with this policy manual. UNIT COUNSELORS ARE NOT UNIT LAWYERS. They are simply a well respected senior member of the unit that will be available to provide insight for the requesting member so that they are aware of all the ways they may proceed as the disciplinary proceeding progresses.

### **26-3. Unit Counsellor Selection**

Unit counsellors positions will be filled by Command Staff as they are vacated. There will be one counsellor for each element of the unit and two counsellors coming from the GCE supporting assets section (Tanks, AAVs, LED, FORECON) These elements will make a recommendation to command staff nominating one of their personnel to fill the unit counselor position when it is vacant. Command Staff will then approve or deny this nomination. Once accepted, the member will familiarize themselves with this policy and bring any questions they have to a command staff representative. The following denote the five current unit counselor positions as established.

- GCE Echo Company
- GCE Foxtrot Company
- GCE Supporting Assets
- GCE Supporting Assets
- ACE

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## **Section 27 - Unit Proposals Policy**

### **27-1. Definitions and Locations**

Proposals form - Located in Command Announcements

Proposals posts - Located in Headquarters (restricted access forum)

CoC - Chain of Command, see policy

[Denied] - Proposal has been denied

[Accepted] - Proposal has been accepted

[Under Review] - Proposal is currently being discussed by relevant HQ

[Discussion] - Proposal is open for discussion by members with access

### **27-2. Making a Proposal**

Any member who feels they have an idea for change with the goal of bettering the unit may submit a proposal for review. A member wishing to do this must fill out the Proposal form located in Command Announcements. After submitting, the member will receive a reply from the relevant HQ making the decision as to the status of the proposal within 3-5 days. If the member has not heard from anyone on the status of their proposal after 7 days time, they may contact their CoC in order to gain that info.

### **27-3. Access to Proposals Forum**

Proposals subforum access will be given to all members in billets of Platoon HQ and up. All members with access will not disclose information to non-pertinent members so as to keep the work of others private.

### **27-4. Discussions on Proposals**

Only the CoC of which the proposal originated may respond to a proposal. When marked with [Under Review], the reviewing HQ must state the level at which it is currently at. MEU HQ and Command Staff may pull any proposal up to those levels as so desired. Members who are not a part of the relevant HQ or CoC may NOT post in the proposal unless the proposal is marked with [Discussion]. Relevant HQ or CoC may deem it necessary to receive opinions on subject matter and mark the proposal to be discussed through that tag.

### **27-5. Decisions on Proposals**

Once a decision has been made on a proposal, the HQ from which the decision was made will adjust the tag to either [Accepted] or [Denied]. Once this has been done, the HQ will then contact the author of the proposal and given them the decision and the reasons for that decision. The HQ will then reply to the post stating the author has been informed.

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## **Section 28 - Unit Fill-In/ Respawn Policy**

### **28-1. Overview**

In the Interest of providing a large scale combined arms experience, as established in the unit charter, the member base will have the ability to operate in the place of other vacant personnel in an acting capacity when allotted. The purpose of which is to elevate the strength of individual teams and sections to increase mission capability. Additionally, in the interest of realism, this policy will establish the specific criteria governing the ability of personnel to respawn should they become Killed In Action (KIA) during an official training/ operation.

### **28-2. Unit Fill-In Policy Definitions**

***Equivalent Billet*** - Refers to individuals that hold a similar billet in another section of the unit (I.E. Gambler 3 Platoon CO = Haymaker 1 Platoon CO, Titan 2-1 Driver = Gator 101 Driver, Etc)

***Qualified MOS*** - Refers to a member that has completed all training necessary to operate in a billet and then has vacated the position for another (I.E. an 0311 Infantryman that was previously an 1812 Tank Crewman still has 1812 as a *Qualified MOS*)

***Current MOS*** - Refers to an individual with the same MOS designator at the current time (I.E. Haymaker 1-1-A Rifleman = Gambler 2-2-B Rifleman)

***2IC*** - 2nd In Command or the person immediately below any position in the Chain of Command

### **28-3. Unit Fill-In Procedure**

All members of the unit will follow a unified Fill-In policy, which allows for alternate members to fill their vacancies when possible. This policy will vary per section based on the operational needs and capabilities of each section.

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#### 28-3.A. Fill-In Policy (Infantry)

All Non-Leadership positions in the Infantry Company may be filled-in by alternate members with the same Current MOS as the vacant position they are wishing to fill. The only deviation from this involves the positions where the 0311 MOS is the only requirement to fill the position (I.E. Automatic Rifleman, Asst Automatic Rifleman, Rifleman, Asst Gunner, Ammo Bearer, LED Military Policeman). These positions may be filled by any current or reserve member at any time in conjunction with the understanding that "Every Marine is a Rifleman". All Infantry Company Leadership positions (Company Co - FTL) may be filled-in by a member that holds an Equivalent Billet elsewhere in the unit, this excludes LED. In the event that a fill-in is not found for the position prior to step off for the mission or training, Then the "2IC" for each position is authorized to function in this capacity.

#### 28-3.B. Fill-Ins Policy (Recon)

Only Current MOS Reservists will be authorized to fill-in in Force Recon positions not to include the Independent Duty Corpsman (IDC). The IDC is only to be filled-in by Current MOS Corpsman that were once active duty as the IDC in Force Recon. Formal MEU HQ (CO, XO, SgtMaj) is the only section allowed to sit in to observe Force Recon trainings.

#### 28-3.B. Fill-In Policy (Battalion Aid Station)

Only Current MOS Active Duty/ Reserve Corpsman can fill in for Corpsman positions. Senior Platoon Corpsman can be filled by either a Squad Corpsman in the platoon normally, or by another corpsman designated by the Company Senior Corpsman if none of the Squad Corpsmen wish to fill it. Company Corpsman is not required for operation and so can be filled only by another Company Corpsman or the BAS SNCOIC, if so desired. Force Recon IDC cannot be filled by a fill in.

#### 28-3.C. Fill-In Policy (Armor)

The driver positions in the AAV and Tank are deemed to be Equivalent Billets. Thus, all Current MOS Active Duty/ Reservist AAV and Tank crews may fill in as the driver of the other vehicle type (I.E AAV Crewman may drive an M1A1 Abrams, but may not Gun the vehicle). Fill-Ins for any other crew position in either vehicle will be restricted to Current MOS Reservists only.

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#### 28-3.D. Fill-In Policy (ACE)

Only pilots with the appropriate Current MOS of the aircraft may Pilot/ Co-pilot an aircraft during trainings and events. If a pilot was formerly qualified to fly an aircraft, they still may not Pilot/ Co-Pilot that aircraft. Transport aircraft such as the UH-1, MV-22, and CH-53 may have other Current/ Reservist ACE Personnel fill the Co-pilot position, but they are not to fly the aircraft via controls transferring (exception granted to Emergency Situations). Current MOS Reservists may Pilot/ Co-Pilot an aircraft, in a fill-in capacity, as long as they have completed everything necessary to maintain their flight qualification (I.E. training/ flight hour requirements).

#### 28-3.E. Fill-In Policy (H&S Company)

Full-time billeted members of the H&S Company may only operate, in a fill-in capacity, as a basic Rifleman during unit operations. The following H&S Company Positions are exempt from this and may operate in their billeted position as a member of MEU HQ.

- S-3 Operations Officer
- S-3 Operations Chief
- S-3 Training Officer
- S-3 Training Chief
- S-2 Intelligence Officer
- S-2 Intelligence Chief

#### 28.4. Fill-In Application

All members attending an operation are required to check in with their CoC and be ready to play (mods downloaded and installed) by 1930 Central. If you have not checked in by 1930 your slot will be filled by a fill-in. If you arrive after 1930, you may only join the server after everyone else has, and you will be put into an "extra" fireteam, not your billeted fireteam (if available). This means if you are assigned as a fill-in at 1930, you *are* filling in. If you arrive late, you risk losing your slot to server/billeted positions caps, even if it is your day to show up.

#### 28.5. Unit Respawn Policy

If you are killed during a Deployment Operation, you may Respawn 1 time. If you are infantry, you return to the battle as a reinforcement. You still have the same gear as when you started the mission (i.e. a Rifleman is still a Rifleman, and an AR is still an AR) but when you rejoin your team, you are now the lowest in the command structure. If your Rifleman is now in command of the fireteam, he remains in command until the event of his death. This also applies to the squad and platoon HQ level, so if the squad leader is killed, he must rejoin into one of the teams. Whoever command of the squad has fallen to remains in command. This policy changes with Company HQ and up; so the Company CO, XO, 1stSgt, or GySgt would retake their position. Specific positions attached to Squads/HQs (Such as the Corpsman, Messenger, JTAC) are not direct links of the CoC and return to their position once respawned.

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Crewman of vehicles and aircraft that are destroyed may re-enter the battlefield as either a new crew of their aircraft/equipment, or as a basic rifleman to reinforce the infantry. If they wish to return to the battlefield as a fresh vehicle, there must be a vehicle available for them to do so. This does not mean that it is spawned into the game, but rather that the number of vehicles used compared to the fleet's stock of that vehicle allow for additional vehicles to be used. For instance, if the fleet has a max of 6 AH-1Z's available, and last week 2 were lost, and this week there are 4 birds active across the task forces, then you cannot take another aircraft if you get shot down. If that still confuses you, ask your CoC for clarification. If there is no vehicle available from the fleet, then you enter as Rifleman.

In Unit Training Exercises (FTX Cycle) you may respawn without limit. You also do not have limits to the number of vehicles you may utilize. This means that crews will always be able to respawn into their aircraft/vehicle.

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