

Infantry Handbook

This handbook is a guide for the standard infantryman of CJTF, covering the basic information a player will need to know to operate effectively and overcome obstacles as part of a team. Other than a quick overview, it will not cover in depth any more specialised roles and equipment, which will be addressed in other documents.

PLAYER EXPECTATIONS

As a member of a squad of infantry, you are one of the most important assets available to the commander of an operation. You don't drop bombs or blanket the enemy in 30mm rounds, but the vast majority of objectives presented to CJTF can't be completed through sheer firepower; you are the boots on the ground, the primary presence in the theatre, capable of assault and occupation, interaction and problem-solving.

On the other hand, the unit is only as strong as its weakest link - as such, you must be proficient and familiar with your role and the equipment available to you. Even specialist roles - including those that might not see as much front-line combat - will occasionally need to rely on this basic set of skills. In the end, all assets in a theatre are there to support the infantry.

GAMEPLAY SETTINGS

Some of the specifics of our unit and server configuration are as follows:

- View is restricted to first-person, including in vehicles.
- ACE Advanced Medical is used, with an Advanced CPR mod.
- Gear is handled via a restricted arsenal, available in-mission at deployment zones.
- Respawns and join-in-progress is generally allowed, and handled by Zeus.
- Earplugs are disabled and unnecessary.
- In addition to the server mod list, some client-side modifications are allowed.
 - Vana (loadout management) and Athena (multi-screen maps) see frequent use.
 - Personal Arsenal is not allowed under any circumstances. Players found with it will be banned.

ADDON CONFIGURATION

Grenade Safety Keybind

`Esc` → Configure → Controls → (Drop Down) Weapons → Throw → Rebind to 2x `G` (double tap to set), then delete single `G`.

Advanced Movement Keybind

`Esc` → Configure → Controls → (Drop Down) Custom Controls → Use Action 1 → Bind to `Spacebar`.

ACE Medical Menu & Keybinds

`Esc` → Configure → Addon Options → (Tab) Client → (Drop Down) ACE Medical → Use Medical Menu (3rd from bottom) → Set to **Enabled**.

`Esc` → Configure → Addon Options → (Tab) Client → (Drop Down) ACE Medical → Re-open Medical Menu (2nd from the bottom) → Set to **Enabled**.

`Esc` → Configure → Controls → Configure Addons → (Drop Down) ACE Common → Open Medical Menu → Bind to `H`.

Voice & Radio Keybinds

Speaking in proximity is based on your TeamSpeak voice activation. If you use PTT, use your TeamSpeak keybind to talk in proximity. If you use voice activation, you will speak in proximity automatically.

`Esc` → Configure → Controls → Addon Options → (Drop Down) TFAR → SR Transmit / SR Transmit Additional → Rebind to your preferred radio keys.

By default, these are bound to `Capslock` and `Ctrl` + `Capslock`, which are perfectly usable. If you rebind these keys, remember to also bind the `Alt`, `Shift`, and `Alt+Shift` variants of whichever key you choose, so that you can transmit while sprinting or free-looking without problems.

Avoid Lightning Strikes

`Esc` → Configure → Controls → (Drop Down) Zeus → Zeus → Unbind, or move away from regular keybinds.

For those with fat fingers who don't want to be struck by lightning for annoying the Zeus.

INFANTRY ELEMENTS

The Buddy Team

Regardless of the element you're attached to, as an infantryman you will always be expected to look after your battle buddy. Buddy teams are pairs of infantry who effectively act as one - covering each other's back, breaching and clearing buildings together, and making sure the other doesn't become a casualty in a firefight (or gets medical attention if they do). If you don't know who your battle buddy is, ask your commanding officer - usually a fire team leader - or simply take the initiative and stick to one of your fire team mates.

The Fire Team

The smallest autonomous element of infantry, consisting of two or three buddy teams - four to six members, including the fire team leader. Usually at least one member should carry an automatic rifle, and another might fill the role of light anti-tank or marksman depending on the situation. Fire teams operate on a small scale, usually never more than a few hundred metres from another fire team.

The Section

Consisting of two or more fire teams under a section commander, a section should be able to operate mostly independently of nearby friendly forces and should have all equipment and roles required to pursue an objective to completion. Sections might operate up to a scale of kilometres, fielding the right assets and the gamut of infantry roles.

The Platoon

When multiple sections are fielded, if they require coordination, they may be overseen by a platoon commander to provide the majority of strategic decisions. A full PLATCOM usually takes the form of an individual squad with an attached medic, JTAC, platoon sergeant, and one or more riflemen to provide security. Platoons can operate up to the scale of the entire area of operations.

INFANTRY ROLES

Rifleman

The basic yet most versatile role - capable of assault, occupation, security, and close- to mid-range fire fights. A rifleman carries a 5.56 NATO standard rifle with appropriate optics for close range breaches and engagements up to 500 metres. They should also be able to assist their team mates by packing extra ammunition or supplies as required, or bringing other mission specific equipment when requested. Riflemen should bulk out the majority of a platoon's fighting force.

Rifleman may opt to carry a rifle with a fixed grenade launcher attachment. These grenadiers are capable of doing everything a rifleman does, but utilize their under-barrel 40mm grenade launchers to sling explosive firepower in engagements up to 400 metres.

Automatic Rifleman

An automatic rifleman carries a 5.56 squad support weapon such as the M249, FN Minimi, or KAC LAMG, capable of loading up to 200rnd belts or boxes, and should be prepared to set up in an advantageous position and provide volume of fire to suppress a target or fix it in place for an assault. Under some circumstances, a superior officer might allow an automatic rifleman to take a 7.62mm machine gun instead. Each section should field at least one automatic rifleman.

Anti-Tank Rifleman

The anti-tank rifleman role carries a reusable launcher system in order to combat enemy air, structures or armour from the ground. This role is combined with a standard rifleman loadout, meaning you are to operate first and foremost as a rifleman and an anti-tank specialist second. Each section should operate with one to two anti-tank riflemen. This role can be supremely effective at utilizing their limited ammo to engage and destroy anything from massed infantry to heavy armour at very long ranges.

Marksman

An optional supporting role, a marksman carries a long-barrelled 7.62 or .300WM rifle. Higher magnification optics go hand in hand, and the marksman should be familiar with windage and bullet drop mechanics to dial in their scope for engagements from 500-800 metres. Marksmen are in turn less effective in very close range engagements or breaching, so they shouldn't be employed in an assault fire team unless their weapon is capable of fully-automatic fire and they have good backup sights. A section should usually have at least one marksman.

Combat Medic/Combat Life Saver

A combat life-saver carries a large amount of extra medical supplies, such as bandages and auto-injectors, to enable them to assist with any casualties during an ongoing mission. While a combat life-saver might simply bring more supplies than usual, as well as a surgical (stitch) kit, a medic should also carry a good supply of IV saline bags and a defibrillator. A section should have at least two medically trained and equipped personnel, at least one of whom is a Combat Medic.

Specialist

Specialists cover a large swathe of capabilities not provided by other common, standard roles. A specialist might be necessary to operate 81mm mortars, static medium and heavy machine guns, man portable drones, and other uncommon equipment. They might be tasked with fielding special weapons, or bringing tools like a breaching shotgun or mine detectors. Specialists must be widely knowledgeable and skilled, but they should be commensurately willing to accept less exciting jobs in order to support their team mates. Many missions will not require specialists at all.

Leader

Whether leading a fire team or commanding a section or a platoon, leaders make tactical decisions and provide critical direction to their subordinates. A leader's most important skill is communication, and one of their primary tasks is gathering the information required to make the right decisions - and then ensuring that their subordinates have the right information at the right time in order to do a good job. All leaders should be capable Combat Life Savers in addition to their regular duties. Leaders of a section-sized or larger element will carry radio backpacks in order to communicate between themselves and unit command.

INFANTRY GEAR

As an infantryman it is essential to make sure you have all the required equipment for a given mission. With the variety of different roles, mission types, and equipment rules, setting up a kit that is just right for you and your role is a must. To help with this, keep in mind the three following headers when making a kit.

Stop Holes

The most important gear you carry is the gear that stops you from being riddled with holes. You can't do your job if you're dead, and you're taking up someone's valuable time if you're a casualty. With that in mind, the first pieces of gear you'll need to worry about are:

- **Helmet**

Getting shot in the head is a great way to get yourself killed. A ballistic helmet protects your head. Skip this if you've got a death wish or you want to waste your section's time recovering your body. You can wear a hat in this gear slot as well, but this should never be seriously entertained outside of safe zones, for example, pre- or post-mission briefings. Which style of helmet you pick is less important than the camo pattern.

- **Vest**

A protective vest serves as both protection for your torso as well as extra space to carry more kit. Generally speaking, you'll want to select a vest that suits your role; a number of medical-personnel-only vests have the medical cross on them, gunnery vests have lots of extra space you can use for ammunition, etc.. Ensure your pick of vest comes in the

appropriate camo pattern.

- **Uniform**

Your uniform has a small amount of space compared to your vest or backpack, but importantly it's the largest surface area of camouflage you will be wearing. There are limited styles, so pick any that suits you in the appropriate camo pattern.

- **Backpack**

There are a wide variety of backpacks for a number of purposes. Depending on the role, you may even choose to forgo a backpack, but this is generally inadvisable. As it will generally be the largest amount of storage you carry, it might be used for munitions, specialty equipment, or just more rifle ammo. As always, matching camouflage is important here, and make sure you're not taking a role-specific pack (for example, only medics should take medical backpacks).

- **Plate**

While a vest can provide basic protection, if you are looking to stop bigger rounds, you are going to want to insert a plate inside your vest. Plates come in all shapes and sizes, some are heavy and can stop large-calibre rounds while some are lighter and can only stop intermediate-calibre rounds. Some plates can even be put over your helmet to provide extra head protection. The recommended plate to carry is the **NIJ-3 AR500 L**. More information can be found in the [Armor Plates and Materials](#) document.

Plug Holes

This is the gear you're going to use if you or your battle buddy gets themselves shot. See the **MEDICAL TREATMENT** section below for information on how and when they should be used. You may wish to carry more than the amounts listed; these are a good minimum.

- **15+ Bandages**

- Elastic is the most efficient bandage
- QuickClot bandages last the longest before re-opening
- Field dressings (standard bandages) are a poor somewhat-middle-ground
- Packing bandages should never be used (worse than elastic in every way)

- **5+ Auto-injectors**

- Morphine counters pain, which makes fighting more difficult
- Epinephrine raises heart rate, which goes down when using morphine

- **4+ Tourniquets**

- One for each limb
- Reusable

Make Holes

At the core of every firefight, a question is asked and answered: which force can neutralize the other, usually by killing them. This will be your job most of the time, and you'll need a few tools to

help you get it done.

- **Primary weapon**

Your first choice should be the weapon you will spend the most time using. A rifleman should consider first and foremost carrying a 5.56 NATO platform rifle, and some good choices for this include the M4, Mk18 Mod 1, M16, HK416, and SCAR-L. There are some other options available, and other roles will generally take other classes of weaponry; see the [Equipment Rules & Standards](#) page of the wiki for more details and examples.

- **Optics**

Attaching an optic to your weapon is generally going to serve much better than using built-in iron sights. Riflemen may not carry optics greater than 4x in magnification - more than that exceeds the effective engagement range at which you'll be fighting.

- **Suppressor**

You should assume by default that you'll be deploying with a suppressor attached to your weapon for every mission. Suppressors do slightly reduce the effectiveness of the weapon, so if the circumstances allow it, a commander will order suppressors to be removed. Until then, keep yours on.

- **Bipod**

Many rifles can take bipod attachments. These help steady your weapon when you deploy it on a stable platform, such as the ground when prone, or a low wall. You can still use weapon resting without one, though.

- **Laser/Light**

Combined with night-vision goggles, lasers can be useful tools for infantry to indicate what they're pointing their rifle at. They should remain off by default unless needed, however - an enemy force with night-vision goggles will be able to see them just as well. Alternately, or perhaps additionally, a flashlight can be attached - with the obvious implications and usage thereof.

- **Sidearm**

A fallback weapon for use when the primary weapon is unavailable or infeasible. Most pistols will serve well.

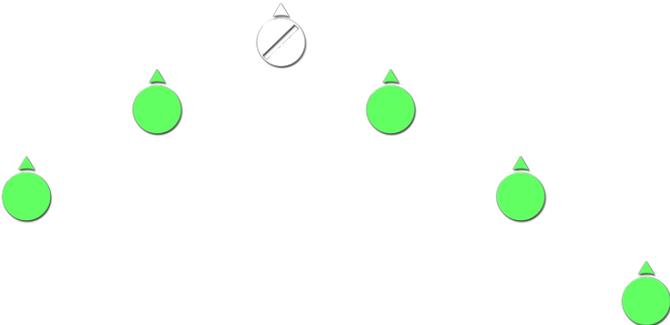
- **Ammunition**

You should carry 8-12 magazines of ammunition for your primary weapon and 2-4 magazines for your secondary. There is some variation in available ammunition types, and some may be better at certain circumstances than others. In almost all circumstances, M855A1 is a good standard for 5.56mm, and M80A1 is a good standard for 7.62mm. For a detailed run-down of ammunition types, see the [5.56 NATO](#) or the [7.62 NATO](#) pages of the wiki.

- **Extra useful gear**

- 4+ Smoke grenades
 - Blue smoke to mark friendly positions
 - White smoke to obscure vision
- 2+ Stun grenades for breaching and clearing
- 1+ IR Strobe for night ops (especially with air support)
- Entrenching tool to build trenches for cover
- Maglite XL50 to view your map in darkness
- Cable ties to subdue surrendering combatants or civilians
- Rangefinder binoculars
- Altimeter watch
- GPS/rugged tablet
- Night-vision goggles

INFANTRY FORMATIONS

	<p>Wedge</p> <p>A point man leads in a forward position, with the rest of the element trailing off the wings in a reverse V, giving a good angle of awareness from left to right. When one side is engaged, the other wing can wheel forward to face contact and fire, or start manoeuvring into a position to flank while the forward wing holds a base of fire to fix the target.</p>
	<p>Staggered Column</p> <p>Two columns moving forward with an offset such that each rank is diagonal from the last. Used primarily in CQB or while straddling roads or paths, but useful generally while traveling when a wedge isn't appropriate, so that each side can provide directional coverage.</p>
	<p>Base Line</p> <p>A straight line from left to right, facing the direction called. Useful in straight cover (such as low walls etc), when assaulting through a wide area, and when contact is known to be in a specific direction. This formation has every gun in the line brought to bear on forward contact, giving maximum volume of fire.</p>

	<h3>Half Diamond</h3> <p>Much like a wedge, but with a centre position assumed by a commander or VIP. It can be used in the same situations as a wedge, but gives the central element good protection from forward contact and a good position to issue orders from when reacting to contact.</p>
	<h3>Single File/Column</h3> <p>The entire element moves in single file. Rarely useful outside of long marches or patrols where contact is not expected - especially at night - or when IEDs are known to be a threat. A major disadvantage is the inability for rear elements to effectively react quickly to forward contact - to safely engage without shooting past friendlies, the rearmost rifleman must move up and to the left or right.</p>
	<h3>360 Security</h3> <p>Used by default after a helicopter dismount. Usually each element is assigned a direction to cover (e.g. "Blue team take 180 degrees north, red team take 180 degrees south"), but the important concept is that there's a gun on every sector ready to react to contact. On a hill or in an open field, trenches should be dug facing the major directions so that the element can bunker down safely.</p>

RADIOS & COMMUNICATION

Communication is one of the core elements of game play in a milsim, and its absence can dictate hard limitations on the effectiveness of an infantry element. Before you ever touch your radio key, you should be familiar with the basic expectations for radio communications.

Don't

- Use the radio for shit talk, ever.
- Use the radio to talk to your fire team. That's what proximity voice is for - if you're not close enough to yell at your fire team, you're not close enough to your fire team.
- Respond on behalf of your team leader or squad leader. If the squad leader is telling blue team to do something, and you're in blue team, but you're not the team leader, the squad leader isn't talking to you (unless you're specifically named). Wait for your team leader to acknowledge and then issue orders to you.

Do

- Keep radio messages clear and concise.
- Think about what you want to convey before you start talking.
- Key the mic, wait a second, speak your message, wait a second, release the key.
- Report contacts straight away - your team leader shouldn't have to ask what you're shooting at.

Contact Reports

When a contact is sighted, it should always be reported as soon as possible over the squad radio in a clear and succinct manner. Remember: **Direction, Distance, Detail**. *When not in immediate danger, take your time to follow the three D's.*

"Contact!"

1. Direction: "*North!*", or "*350 degrees!*", or "*Ahead, 12-o'clock!*", or "*Front left!*"
2. Distance: "*300 metres!*", or "*Close!*"
If you're in immediate danger, **start firing back immediately**.
3. Details: "*Out in the open, near the wooden shack - 12 men, heading west to east.*"

When in a hurry, a description is not entirely necessary - but once fire has been returned, try to provide more information to give your teammates the best chance of getting on target.

Useful Phraseology / Pro Words

PHRASE	MEANING
Roger	Your message was received and understood.
Say Again	Please repeat your previous radio transmission.

Wilco	I will comply with your previous order.
Break Break Break	Interrupt another conversation with urgent information in an emergency.
Nothing Heard	An entire transmission was missed or not received.
Over	My transmission is complete and your response is expected.
Out	Our radio conversation is complete and no response is expected.
Wait	A several-second pause will follow, and I will continue after.
Wait Out	A significant pause will follow, so I will hail you again later to follow up.

Common Frequencies

FREQUENCY	USAGE
41	For communication between ground command elements.
41.x	Communications within the fire team; "x" is your section in order, starting with Alpha (e.g. Alpha net is 41.1, Bravo net is 41.2, etc.).
40	Platoon command to HQ communications, for coordination between disparate ground elements and high command.
45	Air asset communications, such as between aircraft pilots and JTAC.

Task Force Arrowhead Radio

CONTROL	USAGE
Ctrl + P	Brings up the short range radio interface allowing frequency changes.
Alt + P	Brings up the long range radio interface allowing frequency changes.
Capslock	Holding caps lock transmits voice on short range.
Ctrl + Capslock	Holding Control + caps lock transmits voice on Long range.
Ctrl + Tab	Changes between Whispering, Normal and Yelling speech modes.
Num[1-8]	Changes channels on short range radio allowing you to rapidly switch to different frequencies.

For further information for usage of this addon have a look on the TFAR mod website:

<http://radio.task-force.ru/en/>

RULES OF ENGAGEMENT

The ROE of an operation is the guideline to how you will be expected to react to contact with enemy forces. There is a default, general “Universal ROE” that should be assumed to be in effect unless told otherwise, and three explicit states that your superior officer will instruct you to use in certain situations.

Universal ROE

The default state is governed by understanding the **Proximity, Awareness, and Danger** of an enemy threat, and the resulting assessment is used to determine whether or not to shoot.

- **Proximity** is the distance from you to the enemy. An enemy that is about to walk into your team mate is an immediate threat. A nearby enemy might be an immediate threat, unless they're not aware of you.
- **Awareness** relates to how much information the enemy has about your presence. An enemy that is aware of your exact location is a high priority threat as they will be able to prosecute you and your team mates, but low proximity and danger might still render an aware enemy as a no-shoot situation.
- **Danger** is how effectively the target can engage your forces. In good cover, a close proximity and highly aware target might not be dangerous if they don't have weapons that can penetrate. On the other hand, enemy infantry with anti-tank capabilities in range of friendly armour are very dangerous.

Once these elements are assessed, you can follow these guidelines:

- **You may always act in defense of yourself or teammates.** If an enemy poses an immediate threat, you don't need permission to fire - take the initiative to save your life or the life of a teammate, then call a contact report.
- **You may always return fire when fired upon.** Make sure to identify the shooter if possible, but don't hesitate to neutralize a current threat.
- **If time permits, always ask for permission before engaging.** When your force holds the initiative, you can spoil that by engaging an enemy before you're ready. Give your superior officers the best opportunity to control the situation by calling in contact reports and asking for clearance before firing.

Weapons Hold

Under this ROE, you may only fire your weapon to save your life or the life of a teammate. You may not prosecute an enemy force once they are no longer an immediate threat. If the enemy is unable to accurately engage or is unlikely to injure a friendly, you may not return fire. This ROE is useful when stealth is paramount.

Weapons Tight

You may not engage a target without identifying them to a superior officer and requesting permission to fire. You may return fire if fired upon or to save your life or the life of a teammate. You must be able to **positively identify** your target before firing - that means that rather than just being sure they aren't BLUFOR, you have to be absolutely sure that your target belongs to an enemy force you are specifically authorized to engage. This ROE is useful when civilians or non-hostile independent parties are expected to be in the area of operations.

Weapons Free

You may engage anything that you have a reasonable certainty of hostility. Generally this allows for a heated engagement to take place in an environment where only known enemies are expected and constant contact reports and approval are not required, such as strong-pointing a defensive position in enemy territory. An officer might indicate weapons free in a certain sector, such as in establishing a kill box or an avenue of advancing enemy forces, but weapons tight in all other sectors.

BOUNDING OVERWATCH

In a bounding movement, one element remains static while the other maneuvers. The static element provides cover for the maneuver element, ensuring that they do not come under effective fire while getting into position. Once the maneuver element goes static, the static element becomes the maneuver element, which repeats until the force has completed its action. Bounding should be used whenever contact is likely or imminent, so that an entire element can be scanning for threats at any given time.

Successive Bound

In a high-threat situation, a successive bound should be used. The static element sets up a base of fire and provides cover for the maneuver element to move forward. Once the maneuver element is firm, the base of fire is packed up and moved to the position that the maneuver element is occupying and goes static once more. The maneuver element then proceeds to the next location, trailing their base of fire each step of the way.



Successive Bounding Overwatch



Alternating Bound

In a low-threat or high-speed situation, an alternating bound allows for more area to be covered. The static element provides cover until the maneuver element goes static. The back element then maneuvers past the new static element, under cover, to a new forward location.



Alternating Bounding Overwatch



BREACHING & CLEARING

A common activity, especially in urban combat, is the methodical breaching and clearing of buildings to make sure they are not occupied by enemy combatants. It's very important that breaches are conducted in an effective and safe manner, because an infantryman can find themselves in a firefight at knife range from an enemy combatant with no warning. It's a high risk situation, and it's all too easy to be on the losing end of this kind of engagement. Following these basic guidelines is your key to surviving the experience.

Don't Breach Alone

Should be self-explanatory. Don't clear a building without someone to back you up. Murphy's Law dictates that you will find an enemy, they will shoot you, and you will bleed out on the floor with none of your teammates the wiser. You should be in your buddy team - grab your buddy and watch each other's backs.

Diminishing Returns

As a counterpoint, the more people you throw at a building, the quicker you reach diminishing returns. A single residential dwelling can be effectively cleared by a single buddy team - having four or more people rush their way in is just likely to crowd the inside and give a shooter a larger target to spray at. This changes if the building has multiple levels or a large number of rooms - have one buddy team per level, or start at the middle and work their way out in different directions.

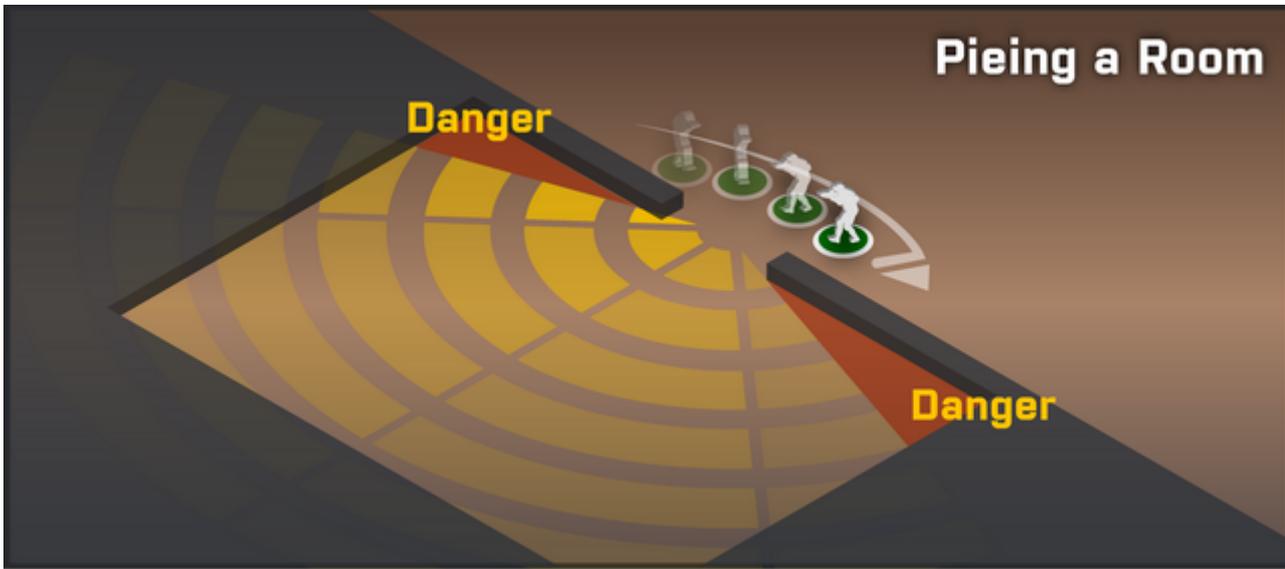
Step-By-Step

1. Stack the entrance and call your position in line (e.g. "One, set!", "Two, set!").
 - Don't cross an open doorway *just* to get a neat line! You can stack on opposite sides.
 - You can cross an open doorway if you're pieing the room; see **THEORY & TACTICS**.
2. Prepare a flash grenade if you suspect enemies are on the other side.
 - If you throw a grenade, wait for detonations *before* you start moving.
 - Use a frag if you know enemies are present and collateral damage is not a concern.
3. Open the entrance (door/gate/etc), and move into the room.
 - As you move in, call out the direction you intend to take (e.g. "Moving left!").
 - Each person alternates sides, calling out their direction and sweeping to centre.
 - If somebody goes down, move past; win the fight first, then go back for them.
4. Mark the map when the building is clear; a black dot with no text will usually suffice.
 - This prevents people from clearing the same building multiple times.

THEORY & TACTICS

Pieing Off

The act of "pieing off" is simply using smart, deliberate movement to turn a narrow opening - such as a doorway into a building or enclosed area, but also gaps in fences or walls - into a tool to see as much of the area as possible safely before passing through the "fatal funnel". This is very useful, especially in urban environments. When you pie a room, you can focus on the danger areas first when breaching.



Spacing

Outside of CQB or breaches, infantry should be at minimum 3 metres away from any other nearby infantry. The ShackTac HUD at the bottom of your screen will flash your indicator orange if you are within 3 metres of a friendly in your group. 5 metres of spacing is a good standard, but sometimes an officer will dictate specific spacing. Clumping up is a great way to have an entire element taken out by an explosion or a burst of enemy fire.



Suppression

The act of using fire to deter enemy fire or maneuvers. This can be used to “fix” an enemy in one place. Suppression is only effective if the enemy believes they will be shot or killed if they don’t take cover.

Base of Fire

A collection of infantry, typically with one or more automatic rifles, tasked with providing a high volume of fire to suppress a target and

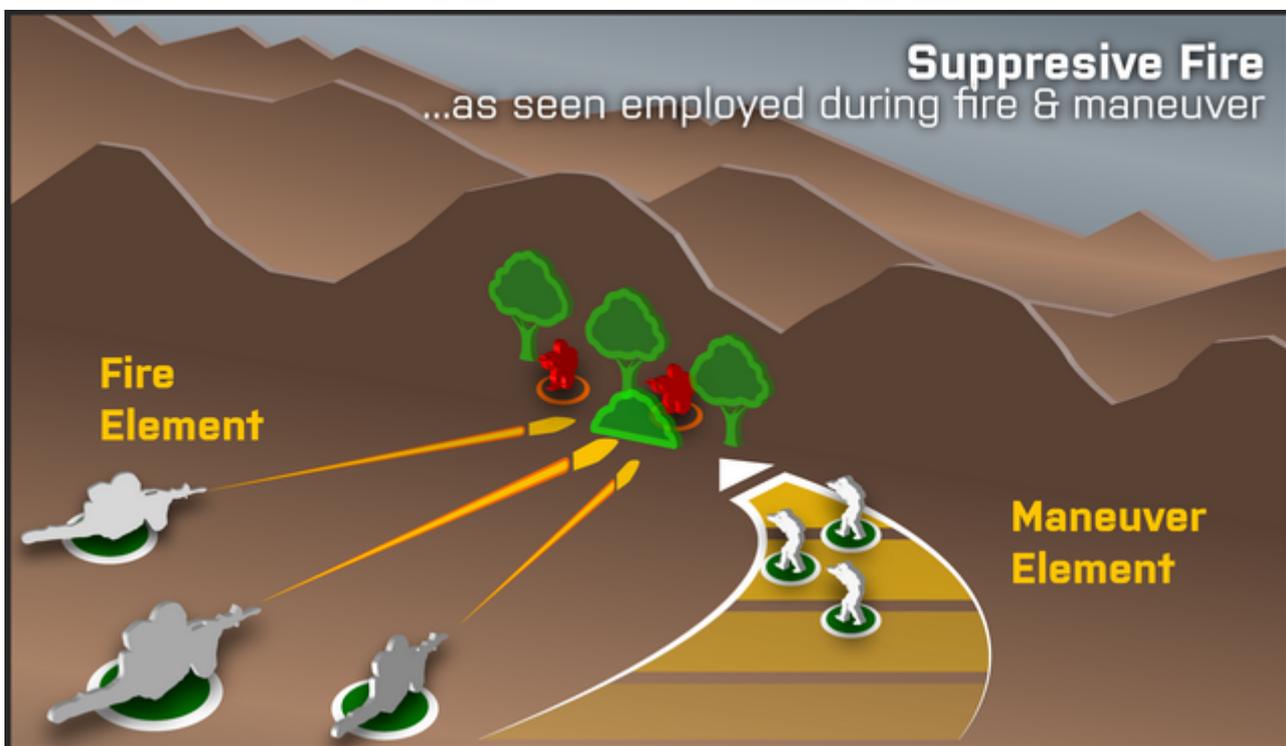
“fix” them in place while another element maneuvers into place to assault. Also referred to as a support or overwatch element.

Maneuver Team

A maneuver element, also referred to as an assault team, is the element tasked with flanking or breaching an enemy position under the cover of a base of fire element. They utilize fire and movement to close with and destroy an enemy force.

Fire & Maneuver

The duopoly that dictates a successful infantry engagement, this tactic is the first step in overcoming an enemy force. A portion of available infantry is designated as a base of fire and placed in a position with good observation of the enemy. Their job is to kill or suppress the target with a volume of fire, allowing the second group, the maneuver element, to get close and destroy the enemy.



Generally, Fire & Maneuver concentrates automatic rifles in the base of fire element so that maximum suppression and lethality can be achieved. Crew-served or mounted weaponry can also be employed to great effect here. Note that more than one base of fire can be established to make it even harder for the enemy to respond effectively.

Fire & Move

Though it sounds similar to Fire & Maneuver, this is the second stage of a successful firefight and very different. Fire & Move is fundamentally a team-oriented combat principle, describing the methodology of going in and getting the job done in an assault scenario.

It happens when a maneuver element is no longer able to advance under cover from a base of fire, for example when the compound has been breached and the support element must hold off to avoid friendly fire. Typically this happens inside of the last hundred metres to an objective.

When transitioning from maneuver to Fire & Move, players advance with measured aggression, covering each other as best they can with buddy bounding or individual rushes between hard cover. This technique generally occurs naturally, rather than being called for by an officer. If you could engage a foe with a hand grenade, you can assume that Fire & Move is in play.

Going Firm

This tactic is used to keep control of friendly advancement, gather information and contact reports, and give a commander a better idea of the situation to issue effective orders with. When the command comes down to “go firm” or establish a patrol harbour, the squad leader will halt the advance, direct fire teams to hard cover (or create hard cover), and defend their position until further orders are given.

Security

Usually immediately after going firm, a squad or team leader will begin directing security. This means making sure each threatening sector is covered by an appropriate amount of infantry, and ensuring that an enemy is unable to surprise any friendlies.

MEDICAL TREATMENT

Casualties are just a part of the job - lots of circumstances can lead to one or more of your teammates being injured. CJTF uses the Advanced Medical configuration of ACE3 - if you're interested, you can read up on the nuances of that system [on their wiki](#). In any casualty situation, your priority is always as follows:

Win the Fight

First and foremost, if you're in a firefight, your job is to finish it. Don't forget that you're in danger, too - you can't help your teammate if you're also a casualty, and the quickest way to ensure your safety and the safety of the casualty is to kill the enemy, so focus on achieving that.

Call for Help

Somebody will need to provide security while somebody treats the casualty. You can't do both, and if the patient is unconscious, it's probably serious enough for the CLS or medic to attend them. Contact your superior officer over the radio to request assistance with the casualty if you aren't

already being supported.

Secure the Casualty

Once you're safe enough, you'll need to make sure the casualty isn't still in the line of fire. Deploy smoke to obscure the casualty from potential enemy locations, then move them to hard cover so they can be treated. You can drag them a short distance, but if hard cover isn't nearby, carrying them might be more efficient.

Stabilize the Patient

Treat wounds in the following order:

1. Tourniquet any bleeding limbs
2. Bandage any chest and head wounds
3. Bandage wounded limbs
4. Take your tourniquets back
5. Have the CLS or medic finish up

If You're Wounded

Assuming you're still ambulant, you can treat yourself if you're safe. Follow the same procedure as above and call for a CLS or medic to stitch you - bandages alone won't hold up to combat and will eventually break. You might find yourself in pain, which can brighten and flash at the edges of your vision and induce severe weapon shake. In this case, you can use a morphine auto-injector to block the pain, and you'll generally want to pair it with an epinephrine auto-injector to ensure your heart rate doesn't drop too far. Remember that you can't apply auto-injectors to a limb with a tourniquet!

IN CLOSING

This has been an overview of the skills and knowledge expected of a member of CJTF infantry, establishing the baseline for minimum player competence. For further study, a much more in-depth guide to ARMA 3 - covering much of the above in greater detail and many more topics - Dslyecxi's [Tactics, Techniques, and Procedures for Arma 3 \(TTP3\)](#) guide comes very highly recommended.

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