

# SPARTAC Handbook

Written and Composed by the SPARTAC Admin Team

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## **Important Information;**

This handbook contains the rules and expectations that apply to all members of SPARTAC. You are expected to follow the rules at all times and to use this as a general guide on how to conduct yourself inside of a SPARTAC operation. Its intention is to support the enjoyment and playability of the game.

Note - All subjects and topics are subject to change at any given point

# Core Principles of SPARTAC

## Aims

### What SPARTAC Believes In

We want people to have a good time in all the operations that we host and as a semi-serious group, we try to achieve that by giving you more freedom in some areas of the game than most other groups would give you. All we ask in return is that while we want you to have fun, that you don't ruin the experience of other people in the group.

### Milsim or Game?

Well the answer for us lies somewhere in-between. At the end of the day we are playing a MilSim game, there are certain things we can adopt and try and instil as a best practice that will improve the experience and gameplay whilst keeping a relaxed and enjoyable atmosphere. We are never going to call each other sir, we still take the piss out of each other.

## Goals

The goals of SPARTAC are to provide the best experience to the players and to grow to a size that is not only manageable but allows SPARTAC to conduct large, grand operations for all members to enjoy.

## Rules and Punishments

### Punishments

Breaking any of the rules listed below will result in a strike. Strikes stay on record for two weeks, then they will be removed. It is a three strike system where the first strike results in a verbal warning from the Command team. The second strike will result in a demotion of one rank along with another verbal warning from the Admin team. Lastly, the third and final strike will result in your removal from SPARTAC permanently.

## Rules

These rules of SPARTAC should be followed at all times during operations and if you're caught breaking rules then the strike(s) will be issued after the operation and debriefing have concluded but while in the room with the Admin(s). The rules of SPARTAC are as follows:

1. Do not intentionally going out on your own to try to single-handedly complete objectives or take on enemy forces, this is also known as soloing or 'ramboing'.
2. Commands decision is final.
3. Do not try to intentionally ruin the experience of others.
4. Always follow the equipment regulations unless you have been instructed differently by the Admin team or Squad Lead.
5. Do not share any documents or sheets located in the #ARMA-Speak section on discord.
6. **The most important rule**, don't be a douche. It is a broad term however we believe it conveys a multitude of sins. Most of the points below go on to highlight behaviours which are "douche" like.
7. Remember the founding principles of the unit. Any action or behaviour that detracts from these is breaking rule 6. As a unit, we exist for two reasons,
  - a. To play co-operative ARMA operations as a group
  - b. To have fun
8. During operations, training and events, respect your teammates who have all turned up and sacrificed their time to play a game and contribute to a good time. Be that the poor Squad Lead or Fireteam Lead trying to control the chaos, the Medic who has just spent 5 minutes running, getting shot at, to come and give you a stitch. The new player who got lost or doesn't know how the radio works. Therefore respect your fellow players, they have all come here to have fun and enjoy the time not to feel like this is a second job, stress or just to be insulted for not knowing some cryptic key-binding in the game of cryptic key-bindings.
9. It's tough organising you horrible lot! Therefore to help please try and follow these simple yet helpful guidelines:
  - a. During briefings and debriefs, sit down/crouch, mags out, don't all talk at once.
  - b. Don't shoot each other, throw stun grenades, generally piss about, insult each other, have your voice set to shout and then jibba-jabba junk. It just makes everything take so much longer and we are here to have fun and do missions, not help you work out new material for your stand up routine.

10. **RESPECT THE STREAMERS.** This should be fairly obvious as most of you are aware that some members stream. Therefore respect that.
- a. Excessive bad language, playing music which infringes CopyRights all mean that members need to either heavily edit the content, cut it out or it is just unusable.
  - b. Remember we are a relaxed milsim group but we still want that immersion. If what you're about to do would ruin that content, that would mean the content will become nonviable, guess what don't do it, don't be a Douche.
11. Take it offline. If someone is annoying or stressing you out or breaking one of the rules don't escalate the situation in the game to a slagging match. Be respectful, be supportive and we can take it offline and discuss it in a different channel in TeamSpeak or Discord later.

## SPARTAC Structure

### Command

Command are the heads of SPARTAC and consist of the people who manage all things to do with setting up and running operations. Command also are going to be first to assume command if the command structure breaks down during an op due to people leaving or casualties.

### Coordinators

Coordinators are the people who have been put in positions of power and are there to lead. Coordinators assume the positions of Squad or Team leaders and will be the ones organizing operations on the ground.

### Specialist

Specialists are Team Leaders, they have shown a high level of aptitude and can take the Squad Leaders orders and translate it into a battle plan for 3 members on the field.

## Senior Contractor

Senior Contractors start to become more specialised taking up the roles of Autoriflemen, Engineers and Medics. While they aren't the bulk of SPARTAC, contractors provide most of the support within the teams.

## Contractor

Contractors are the bulk of SPARTAC consisting of mostly riflemen and will be providing the manpower and firepower to complete any and all operations that SPARTAC takes part in.

## Role as BLUFOR High Command

As Zeus, you also serve in the role as high command for SPARTAC and other BLUFOR in the mission. You are responsible for providing the briefing prior to the start of the mission which includes a detailed description of the objectives that will be required to be carried out. How the mission will be executed (i.e. the battle plan) however should be determined by the most senior person on the ground.

Your briefing should consist of the following points:

**Who:** Clearly identify factions, units or any groups of individuals that may be encountered in the AO whether they be friendly, hostile, neutral, civilian or otherwise.

**What:** Clearly identify the mission objectives and what will need to occur to a successful mission.

**Where:** You will need to locate where the objectives are or the general AO. It is common practice to place markers or draw on the in-game map of what is happening.

**When:** State if certain objectives need to be completed in a particular order or if there is a time that objectives need to be completed by. If clarification of time of day is needed, present this as well.

**Why:** Define the purpose of this mission. What are the consequences of not completing the objectives? What are the benefits if the mission is a success?

**How:** Define what tools are available to complete objectives. Stating whether suppressors will be needed, the vehicles that can be used to insert/exfil or anything else that may help the ground define the mission.

As BLUFOR high command, you will also be the individual who will provide intelligence to SPARTAC forces operating in the mission. It is vital that you do not intentionally mislead friendly forces. Take for example the presence of enemy armour in an AO. If during the briefing you state there is no enemy armour, the forces may not bring the necessary weapons to counter the armour threat. You are however able to say "we are not sure" or "armour is confirmed". Additional intelligence may be provided during the mission to help progress the operation or to clarify objectives to forces in the AO.

You will be expected to be on long-range communications as much as possible. A LR radio should be equipped and set to 33 to communicate with ground, air or any other friendly assets in the AO. As high command, you will need to be within the range of friendly forces to answer questions, coordinate assets and direct mission flow as much as possible.

## Basic Responsibilities of an Operator

### Introduction

The key aspect of our unit is a Fireteam - an Operator by himself is not nearly as useful as a group of players working as one cohesive unit. Fireteams look out for their own members as well as those of their fellow fireteams. Fireteams are the tip of the infantry spear.

Note that now we are trying a new process of "set" fireteams in SPARTAC, however, if you do not have one in the Order of Battle, ORBAT, you will be assigned at the start of an operation. Understanding these basics will you slot into any Fireteam and act as a cohesive and combat-effective group.

As a fireteam member, you must...

**Know your squad and fireteam:** As we operate typically no larger than this the Fireteam is named whatever. Remember what team you are in, as this allows you to pick out, confirm, and act upon instructions relevant to you.

**Listen to your fire team leader and follow their directions:** Fireteam and Squad Leaders are typically the more experienced players. Their role is to try to keep you

alive and in the fight while accomplishing whatever mission the squad may be tasked with. Listen to them and stick with your team.

**Practice fire discipline and know the Rules Of Engagement:** Do not be the one to give away a stealthy approach by accidentally firing your rifle or firing at a target without having been given clearance. Once things heat up, and the element of surprise is lost, you're usually free to shoot at anything that poses a threat. Until then, maintain good fire discipline, in accordance with the instructions of your element leader.

**Maintain an appropriate interval. Bunching up gets people killed:** Always keep several meters of distance between yourself and other players. If not, a grenade, rocket, or machine gun is going to have a fun time with you and those you have clustered with. You will hear your fire team lead repeat "spacing" like a mantra. The tendency is to bunch up to talk or see what is going on, try to resist the urge.

**Stay Alert:** Maintain situational awareness and know where friendly forces are and your squad. This all helps to prevent being surprised by enemy contacts, friendly-fire incidents and gives you an idea of what areas may need more observation based upon how the squad is positioned.

**Cover your sector:** 360° security is always needed. This means that with a fireteam every person should be observing or covering a different area. Your Fireteam Lead will normally designate this for you at the beginning. Good security means that your team is that much less likely to be surprised by the enemy and thus is going to survive longer in combat. When halted, ensure that somebody is paying attention to rear security as well. If nobody else is, take it upon yourself to do so - your team will thank you later. It's really hard to not have a look at an incoming air strike or want to see what is going on at the front. Again, resist that urge, have a quick peek but always cover your sector.

**Be observant and call out enemy contacts:** Do it concisely via voice so that everyone can hear you. When giving the direction of contacts, relative directions (front, left, rear, right) can be used when friendly forces are moving in a known direction and front, rear, right, left are known to everyone. Otherwise, compass directions and degree bearings should be used.

**Know your enemy:** Don't wildly shoot at everything that moves, as that tends to cause friendly fire casualties. If in doubt, don't shoot. Ask someone else in your fireteam to check out the questionable contact. Check the map to see if friendly forces are where you're looking. If you're still unsure, ask the element leader and he can take it up the chain of command if necessary. Once you pull the trigger, there's nothing you can do to bring that round back. Don't be the one to shoot a friendly through carelessness!

**Be concise on comms:** Learn how to speak with brevity on voice channels to avoid cluttering them up when they're most needed. No one is expecting you to be perfect or take on a second job as a professional Arma player. Just consider your teammates and your squad leader who is trying to make sense of 4 people talking at once.

**Avoid crossing firing lines or lanes of fire:** If you need to move past a person, always try to pass behind them. If you ever do need to move in front of someone in a combat situation, ensure that you call them by name and tell them that you're about to cross their line of fire. Obviously, common sense will dictate when this is necessary. Crossing in front of someone during general movement towards an objective is not a huge deal and does not merit a call, whereas running in front of the Automatic Rifleman engaged is suppressing a target can get you killed.

## Communication Standard Operating Procedures

### Comms Protocol

Communicating effectively is a vital battlefield skill to enable command and control, improved situational awareness, facilitate the timely passage of information and maintain an all-informed net. To aid in clear and concise communications we have some very simple communication guidelines we would request people do their best to adopt when in game.

Messages are to be structured, clear and precise as possible by everyone on the communications network (Net) when in combat or an AO (Area of Operations.) All messages should start with naming the recipient and then the sender; "Command, Bravo, Over." This is a message for Command from fireteam Bravo. The message should then finish with either "Over" or "Out".

The message should then ideally be acknowledged before continuing. "Bravo this is Command, send over." This also allows other people on the communications network to know not to speak and wait until after the message.

The message should then be clear and concise. If giving information on contact or position always try to give clear descriptions. "Contact Infantry Squad NW of our position, over"

[Receiver], [Sender], concise message, [over/out]

## Standard Radio Prowords

Prowords are standardised calls used to ensure understanding of common terms and tasks and help keep comms clear and succinct. Every proword has a specific and unique meaning and some of them will by implication trigger a certain set of activities. For example "CONTACT" explicitly means the call sign is engaged with the enemy and the chain of command will react accordingly. Care should, therefore, be taken to use the correct proword to avoid unintended consequences.

Term	Definition
<b>Break</b>	Asking all people on the Net to pause to allow others to break into the current conversation.
<b>Break Break Break</b>	This is called when vital information needs to be conveyed immediately. i.e. sudden contact, IED, air strike inbound etc.
<b>Cancel</b>	Cancel a previous message, as in "reference move to obj1, CANCEL. Hold firm."
<b>Contact</b>	I am coming under effective enemy fire and have engaged the enemy, as in "Contact, Wait Out"

<b>Hard Contact</b>	The enemy sees friendlies and is engaging or about to.
<b>Message</b>	A message that requires recording is about to follow or is a long message you need to listen to. Reply with "SEND".
<b>Negative</b>	Can't confirm or respond normally followed by the reason.
<b>Out</b>	You have finished your message and do not need a response, the conversation is over.
<b>Over</b>	You have finished your message but are waiting for a response.
<b>Radio Check</b>	Used to confirm comms are working.
<b>Read Back</b>	Repeat back the information you have received.
<b>Roger</b>	Understood / Ready to act
<b>Say Again</b>	Repeat the last message
<b>Send</b>	I am ready to record/listen to your message. Response to "MESSAGE".
<b>Soft Contact</b>	Visual/audible enemy, they do not see friendlies
<b>Status</b>	This is normally a request from command to a fireteam to understand their combat effectiveness.
<b>Wait One</b>	Asking the sender to wait a short time, normally whilst you deal with the immediate threat or consider the response.

<b>Wait Out</b>	The wait time will be considerable so you will call back the sender.
<b>Lima Charlie</b>	Slang for Loud and Clear, normally the response to a radio check.

## Example

### Radio Check

A Radio Check is slightly different as normally it is a net wide radio check rather than to a specific person. There is a quick way most people do this at the beginning of an Op and a more official way when you think you may have lost comms.

### Quick Way

“Radio Check XX over” Where XX is your channel e.g. 50.1

“Lima Charlie”

### More Official Way

“Command, Alpha Requesting Radio Check on 50.1, Over”

“Alpha, this is Command, we read you Loud/Good/Weak/Very Weak. Over”

Again normally as we are lazy we would say, Lima Charlie, unless something was particularly bad.

## Status / ACE Reports

If asked to give a status report by your Squad or Fireteam leader a simple RAG status will suffice in most situations.

**Green** – Ok

**Yellow** – Wounded/Low on ammo but can soldier on

**Red** – Wounded need urgent attention, low on ammo

However, in an ideal world or after a more prolonged operation or contact, a more detail ACE report may be asked. You may wish to get into the habit of always reporting in such a way, but it is not compulsory. In an ACE status report, you would give three answers again all by RAG. ACE is the acronym for Ammunition, Casualty, Equipment and the report is given in that order.

**Ammunition** - Amount of ammunition left. When you collect this from your fireteam, they should send it up to you as a colour. Green means that you have plenty of ammunition remaining, Yellow means that they have expended roughly half of their initial load, but are still capable of a continuing mission, and Red means that they are dangerously close to running out of ammunition (less than 2-3 magazines) and are unable to continue the mission effectively.

**Casualty** - Casualties sustained. Green means that your soldiers have sustained no injuries, Yellow means that they have sustained an injury that will not impede their ability to fight, Red signifies a critical injury that needs immediate attention or an injury that prevents mobility. Black means that you have a number of soldier KIA, and you are awaiting inserts to be combat effective. Normally this means you have lost over half your team.

**Equipment** - Any equipment expended/lost. If there is no change, report up as green. If any equipment was expended, report up the type and number of equipment that was expended, eg. 1 AT fired. You would report red if you had lost (not expended)

mission-critical equipment, such as a laser designator or satchel charges. This is also used to provide the status of any vehicles in your care.

### Example:

Command: "Bravo, Command Send ACE Status Over"

Bravo FL: "Command this is Bravo, ACE Status, Green, Green, Yellow, 1AT used 1AT remaining. Over"

Command: Roger Bravo, Command Out

## Operator Roles

### Rifleman (DM)

DM stands for designated marksman, the role will have the operator take up a 7.62 rifle and provide accurate fire at medium to long distances that a normal 5.56 rifle cannot punch out to.

### Rifleman (AA/AT)

AA/AT has the rifleman either carry Anti-Tank (Mk 153 SMAW) or Anti-Air (FIM-92F Stinger) capabilities that allow their team to take on armoured or airborne threats.

### Auto-Rifleman

The Auto-Rifleman's responsibilities are to support their team by providing suppressing fire on enemy positions, allowing the rest of the team to either move or provide more accurate fire.

### Assistant Auto-Rifleman

The Assistant Auto-Rifleman carries ammo for the AR and knows how to effectively use the ARs weapon system if the AR is to go down.

### Logistics Operator

Logistics Operators have 2 jobs. Firstly they are the pilots of the unit so they are to provide the unit with air infil and exfil options as well as CAS/CAP if it is requested and there is CAS/CAP-capable aircraft available. The second job of the Logistics Operator is to move ammo, fortifications or just to provide ground transport to units.

## Engineer/EOD

Engineer/EOD works to fix vehicles, rearm/ re-equip heavy assets such as helis, jets or any IFVs or Tanks. Secondly, they work to detect and disarm any hostile explosives and to rig-up explosives to disable/destroy any static armour or to destroy an objective.

## Medic

Medics provide the majority of the support to downed units, they are there to use defibs and provide help to any CLS on the ground which is also attempting to aid downed units.

## Team Leader

The first priority of the Team Leader is always to manage their team. The team they are assigned to is their main responsibility and in combat, the TL should be sorting their team out and making sure they are working at maximum efficiency before the TL attempts to engage the enemy.

## Squad Leader

The Squad Leader is much like the TL but instead of managing 3 people, they manage 4 fireteams. The SLs main goal is to have the 4 teams all working together and as efficiently as possible, they come up with the strategies that the TLs have to apply in the field by issuing the order to their teams.

# Tactical Formations

In this section, we cover the typical standard formations used by SPARTAC. As always these formations tend to last until the first contact when they become fluid affairs. People should not become overly concerned about maintaining 100% discipline to the formation all of the time.

In each of these formations typically the squad lead element referred to often as the command, is at the rear, pushing and directing the troops. Within the Fireteam element the Fireteam Leader, FTL, may decide to either lead from the front and pull

the team along or be more at the rear pushing the team onwards. Either is acceptable and basically comes down to what works for the players involved.

## Line

The line is the most basic of assault formations as it allows maximum firepower to the front. It is typically used when advancing on a well-known enemy position or suspected contact. Typically the FTL will place themselves in the middle of the line with a buddy pair either side.

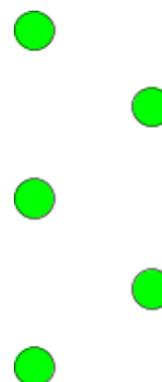
Line formation is vulnerable to fire from the flanks and has poor 360 awareness.



## Staggered Column

This is the most often deployed travel formation within the unit as it is simple to set up and to follow. It allows great firepower to the flanks and to adapt to a line if contact is met at the front. It is, of course, vulnerable to fire from the front or rear.

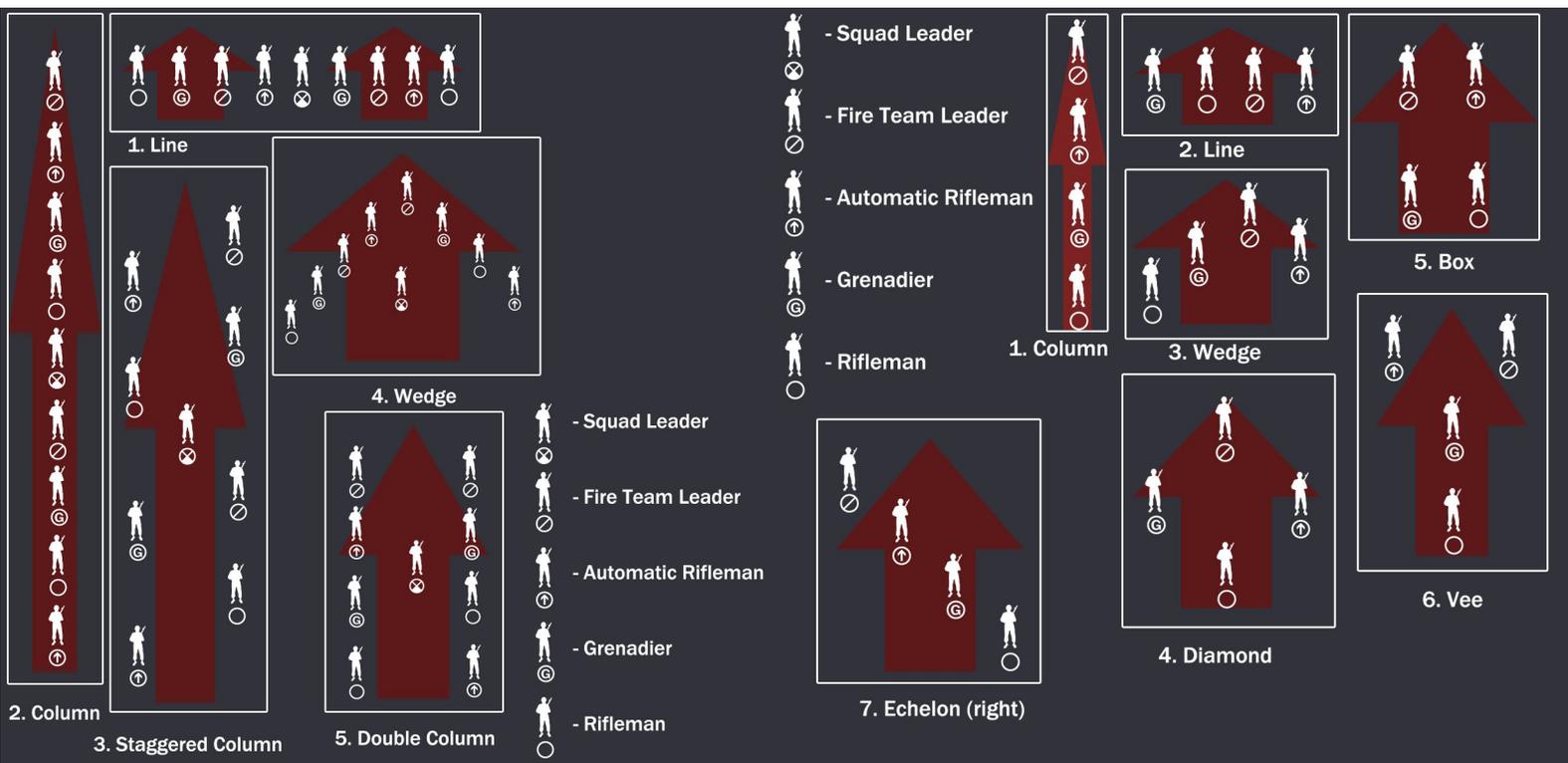
The formation is best when wanting to travel quickly and contact is not expected. It is not a simple line of people following each other, instead, no one should be directly in line with another.



## Bounding

Bounding is the standard form of movement for any infantry. It is the most basic and fundamental movement skills that should be constantly deployed. It is also the most simple to grasp.

At its most basic one group moves whilst the other remains stationary covering the other. It can be used by a buddy pair, a fireteam, fireteams or squad. There are two main types Successive and Alternate.



## ACE Medical System

Here is a brief overview of how the ACE Medical system works and what you should do if you or another player is injured in battle or in general. There are different parts to this system and we will explain them to you part by part. We'll skip the parts that we don't usually carry.

## Bandages

These are used to treat specific wounds that are typically caused by gunshots, this may include avulsions, cut wounds, lacerations, velocity and puncture wounds. Anything that has caused a break in the skin required one of these. bandages should always be used in whenever you are bleeding and concious.

## Morphine Auto-injector

These are used to reduce pain after being wounded and to decrease the heart-rate of a casualty. Only use these when in extreme pain.

## Epinephrine Auto-Injector

These are used to increase the heart-rate and should be used straight after morphine has been injected to counter the decreased heart-rate it brings. This is also useful when trying to revive a casualty as it helps the heart start up when returning from having no pulse.

## Blood/Saline IV's

These are used to replace lost blood as a result of bleeding. Both have the same effect but Blood stops the screen from fading black. Don't use with a tourniquet still attached. Loss of blood may also be a reason a stable casualty isn't recovering.

## Notes

- If a casualty is stable ensure that you check for loss of blood if an IV isn't required then try Morphine -> Epinephrine to bring the casualty back.
- If a medic isn't around then use suitable amounts of Epinephrine and keep performing CPR on the casualty to bring them back.

# Convoy Tactics

## Convoy Movement

The Squad Lead needs to set the convoy speed and distance based on the situation and terrain. If expecting IED's slower speed and greater distance between vehicles. If on hills or sharp turns you want to set a lower speed to avoid crashes

It is important that the drivers give calls so that the vehicle behind knows what to expect this can typically be given by the front Vehicle, typical commands are.

- Convoy turning left/right
- Convoy hold
- Convoy move out

## Convoy Composition, Order and Orientation

Armed Vehicles should be front and rear, with any armed remaining vehicles being spread through the convoy.

The front vehicle always covers the front with the following vehicles each covering a flank, left / right in an alternating pattern, the rear vehicle always covers the rear.

## Convoy Holding

When a convoy holds the front and rear vehicle should always stop at a 45 or 90-degree angle to the centre of the road. All other vehicles must park left and right of the road at no more than 45-degree angle. This is so these vehicles can provide hard cover for troop dismounts. The distance between the vehicles should create a corridor wide enough for another vehicle to travel down the full length of the convoy.

## Vehicle Dismount

Once a convoy is halted a number of dismount orders can be given.

**Soft Dismount:** Gunner and Driver Remain

**Hard Dismount:** Only Gunner Remains

**Full Dismount:** Everyone gets out

**Bail Bail Bail:** Everyone needs to get out and move to hardcover away from the vehicle. This is normally given in an emergency.

## Dealing with Contact whilst in a convoy

## Contact - Push Through

If ambushed, our standard procedure is to fight through it while mounted and not stop until we have exited the kill zone. If the enemy begins firing on a convoy, all gunners should immediately bring their weapons to bear and put out a heavy volume of return fire. Once an ambush is initiated, the lead vehicle driver needs to be particularly vigilant in his scanning of the road for an IED or other explosive. When an ambush occurs, "push through" is always the standard approach otherwise stated by the Convoy lead.

## Contact - Dismount & Assault Through

The alternate method of dealing with contact as a convoy is to assault into the contact. This is done with the verbal command of "Assault through!". When this order is given, troops dismount while vehicle gunners lay heavy fire onto the enemy positions. The dismounts and vehicles then proceed to manoeuvre towards the enemy and engage. When the enemy has been destroyed, troops remount and continue on with the mission. For this reason, vehicles and troops should not get pulled too far away from the convoy route.

## Disabled Vehicle

Most types of damage that will disable a vehicle cannot be quickly repaired and will require time and additional equipment. For this reason, the standard approach for a disabled vehicle should be:

When a vehicle is disabled, anyone who sees it states "Vehicle down!" on comms to indicate it.

Other vehicles drive around the disabled vehicle, halt in a safe area (out of the kill zone, if it's an ambush), and recover the vehicle crew if they're still alive.

It is up to the crew of the disabled vehicle to get out of their vehicle and fight their way to friendly forces. Stopping more vehicles within an ambush kill zone would only result in casualties and more disabled vehicles.

In the event that tow ropes are available, disabled vehicles can be dragged out of a kill zone. This should only be attempted once an area is secure. Only in extreme circumstances should this be conducted under-fire.

## Roadblock or Poor Terrain

Vehicles need good terrain to manoeuvre and not to become caught up in restricted movement which makes them vulnerable. SPARTAC typically are using light armoured vehicles which makes this even more relevant.

When this sort of terrain is encountered, infantry is dismounted to move ahead and sweep the area before the convoy is committed to moving through it. It is important to keep the dismounted infantry within range of the supporting fires of the convoy vehicles whilst conducting this sweep.

## Fireteams and Vehicle Role

When a fireteam are mounted as the crew element of a vehicle there is a preference to their positions.

4 man car with pintle mounted weapon these are the roles each member of the fireteam should take:

**Driver** - Assistant Auto-Rifleman

**Front Passenger** - Fireteam Leader

**Gunner** - Rifleman

**Rear Passenger** - Auto-Rifleman

The reason for this order is that. In any soft or hard dismount situation you want to ensure your vehicle weapon can continue to provide covering fire without interruption whilst allowing the maximum firepower from the team.

You always want the AR to be able to dismount first to add additional weight of fire. The FTL is next as they need to observe the situation, issue appropriate commands whilst also being able to utilise their grenade launcher.

In a hard dismount where the Driver also gets out this will be your AAR as you may well need medical capabilities.

The rifleman can continue to provide covering fire from the mounted weapon in each situation.

If you are in a vehicle and require AA or AT from your Rifleman as the vehicle weaponry is not suitable then you would want to be getting into cover, full dismount and deal with the armour or air threat before moving on.

Remember to consider this process if you need to assign roles in a one or multiple vehicles or the crew size differs.

Rifleman is also first choice as Driver followed by Asst. A-R. Auto-Rifleman is always first choice for passenger.

