

216th Handbook

This handbook is a guide for the standard operator of the 216th, covering the basic information a player will need to know to operate effectively.



ABOUT THE 216TH

'216th Marine Infantry' of His Imperial Majesty's Army, known as the "*Emperor's Own*".

The 216th Marine Infantry or just "216th" for short, was founded in late 2020 by the Iron Door of Comrade's Gate. The primary focus of the unit is infantry combat in ArmA utilizing real to life tactics, techniques, protocol, and communication. The goal of the unit is to always balance the realism with fun. We have a unique culture and simple ranking system for ease of access.

Ranking Structure

- Officer - Dedicated server managers, gamemaster creators, and squad leaders.
- NCO - Veteran operators with squad leading abilities and reliability in battle.
- Operator - Infantryman with dedicated role in the fireteam team.
- Recruit - A new operator that hasn't been assigned a fireteam role.

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 216th can be completed through sheer firepower; you are the boots on the ground, the primary presence in the theater, 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.

ARMA REFORGER SERVER

Search "**216th Operations**" in the Multiplayer server browser on ARMA Reforger.

Gear is handled via a restricted arsenal, available in-mission at deployment zones.

ALL members are required to listen to HQ or Squad Leader regarding what you may have or be permitted to use during Operations.

Respawns and join-in-progress is generally allowed, and handled by Officers.

INFANTRY ROLES

Rifleman

The basic yet most versatile role - capable of assault, occupation, security, and close- to mid-range fire fights. They should also be able to assist their teammates 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.

Automatic Rifleman

An automatic rifleman carries a squad support weapon capable of loading up 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. 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 armor 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 armor at very long ranges.

Marksman

An optional supporting role, a marksman carries a long-barrelled 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 meters. 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.

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. 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.

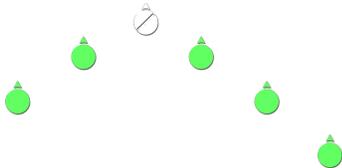
Squad Leader

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 FORMATIONS

Wedge

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 maneuvering into a position to flank while the forward wing holds a base of fire to fix the target.



Staggered Column

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.



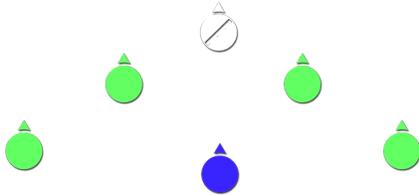
Base Line

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.



Half Diamond

Much like a wedge, but with a center 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.



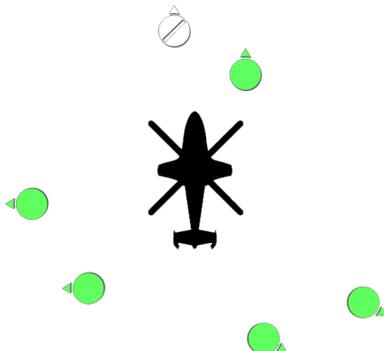
Single File/Column

The entire element moves in a 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.



360 Security

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.



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 teammate 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 teammates, 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 a range of friendly armor 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.

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!"

Direction: "North!", or "350 degrees!", or "Ahead, 12-o'clock!", or "Front left!"

Distance: "300 meters!", or "Close!" If you're in immediate danger, start firing back immediately.

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.

BOUNDING

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.



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.

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.

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.

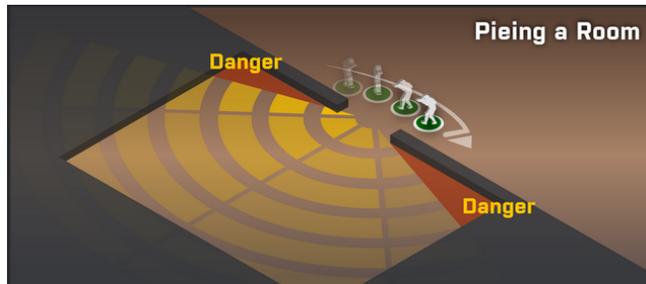
4: Mark the map when the building is clear; a black dot with no text will usually suffice.

- 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 meters away from any other nearby infantry. 5 meters 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.

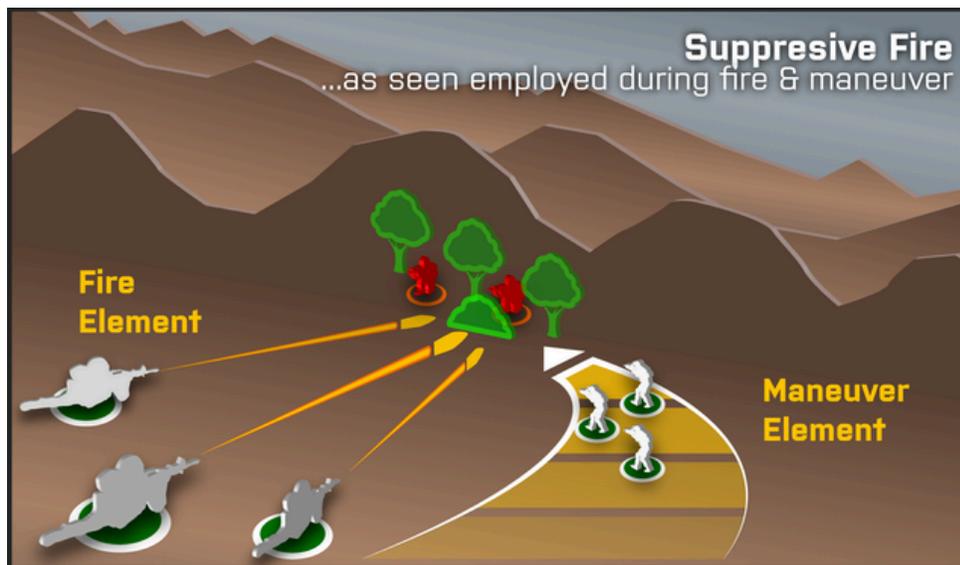
Maneuver Team

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 meters 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 harbor, 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. 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 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:
- Tourniquet any bleeding limbs
- Bandage any chest and head wounds
- Bandage wounded limbs
- Take your tourniquets back

- Have the CLS or medic finish up

Assuming you're still ambulant, you can treat yourself if you're safe. Follow the same procedure as above and call for a 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!