

The Blue Book

Guide for Initial Entry Training and Operational Goals

-10th Company-



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-Foreword-

"Strength and Honor"
-Roman Saying

Throughout mankind's history, there are those who have exhibited times of unwavering courage, self-discipline, and unbreakable honor. Such individuals rise above their peers, becoming a beacon for their fellow brothers-in-arms, and setting the example of what it means to be a warrior.

You have shown to both your peers and yourself that you are ready to step into the next level of commitment, as you begin your journey in joining the ranks of the Company. As you enter your initial training, much will become required of you. You will demonstrate your aptitude for adaptability, flexibility, and innate capability to overcome any obstacles that come your way.

The contents of this book will provide you with the accumulated wisdom of those who have stood before you and prepare you to face the challenges that are to come. This book contains carefully selected advanced tactics and training; that when executed with speed and precision can turn the tide of any engagement - on or off the battlefield.

~ Roh Atmora
Fleet Admiral, 10th CO.

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Phase One - Chapter 1



-Transformation-

-Definition of a Warrior-

“Out of every one hundred men, ten shouldn't even be there. Eighty are just targets. Nine are real fighters and we are lucky to have them - for they make the battle. Ah, but the one. One is a warrior, and he will bring the others back.”

- Heraclitus

What Am I?

An ancient Greek philosopher, named Heraclitus, around 500 B.C. is attributed to saying:

“Out of every one hundred men, ten shouldn't even be there. Eighty are just targets. Nine are real fighters and we are lucky to have them for they make the battle. Ah, but the one. One is a warrior, and he will bring the others back.”

Even in today's modern conflicts, he was right.

In terms of the Organization, this means for every one hundred people joining the fray, there are roughly ten people who are not fit to fight with anyone. This can be due to their trollish attitude or simply the lack of moral decorum; these people are generally swiftly removed, lest they commit any more ruin to the situation.

After that you have roughly eighty people, who, while making for the bulk of the allied forces, have little to no common sense - the greatest power a man can possess. While this does not make them useless, they are often used best by pointing them into the direction of the conflict, and letting the herd simply trample into the fray.

Then you have nine people, the real fighters. They possess the mighty power of common sense, a quickly fading trait, and as such are able to think for themselves. While they might not be the most strategically sound, they understand tactics and force of action. As has been said, we are lucky to have them, as they are able to quickly adapt to the ever changing situation, and overcome obstacles that would otherwise stagger the lesser man. These people often make up team leads, fill critical support roles, and can take the initiative when they have to improvise at a moment's notice. They keep the battle going.

Last, one remaining is a true leader, a warrior. They are able to see the battlefield as a whole. To see the big picture, as well as the small details, without getting lost in them. They are able to forecast tactics that the enemy will use, and create counters on the fly. They are able to form complex strategies, while also consolidating them to their most basic form, disseminating them to squad leads and allied troops, all while in the throngs of battle. A warrior will lead by example, project the Warrior Ethos, and cultivate *esprit de corps* that wins the day.

We hold these ideals at our core. Whether you are seeking your first organization, or may already be part of another group but seek more of a challenge - We sift through the sands of common people to find those who are fit to wear our title.

One thing is true; by taking this first step you have already moved away from the eighty, and joined the nine. Now we'll take care of the rest.

-History of the 10th Company-

The origins of the 10th Company date back to 2012, when its predecessor org took part in the Auraxian wars in 'Planetside 2'. Over the next few years the first ancestor group, *Wardogs*, was founded. Over the next decade, they cemented their place as the top tier special forces unit of the Connery Sector. However, with the war on Auraxis drawn out into a perpetual stalemate, the group began to set its sights on a new theater of conflict.

With the emergence of Star Citizen, and the promise of never before seen expansion, exploration, and conquest, the group once again evolved to become the *10th Company*. Over the next few years, they would once again propel themselves into new conflicts, and continue to produce some of the best fighters and Officers the systems had ever seen.

General Timeline

- *Sons of Odin* [ODIN] was founded in 2012
- Due to its unmatched precision in combat, radical changes are made to Planetside 2 by the Devs
- *Wardog:Special Forces* [WDSF] was founded in 2015
- [WDSF] becomes the #1 Top Tier Infantry Outfit in the Connery Server, despite small size
- Changes are once again made to the game due to the Outfit's unique combat ability and discipline
- The Outfit joined Star Citizen in 2015, becoming an Organization in "The Verse"
- The Organization becomes the *10th Company* in late 2019, carrying on the proud tradition of its founding orgs.

-The First and Last Line of Defense-

As the Organization participates in various battles, in multiple theaters of war, our members are tasked with carrying on our proud tradition of excellence. From being Frontline Fighters in planetary conflicts, to being the Defenders of the Fleet, the mission goal of the company has always been; "Always Ready." In order to maintain that excellence, new recruits are put through Initial Entry Training (IET) that introduces "Boots" to what will be expected of them as company members.

Starting with the history and heraldry of the Company, recruits learn aspects of teamwork and esprit de corps. As these lessons develop with practical application, recruits begin to understand how the Company is able to project force through discipline and unit cohesion, at any time, anywhere. At the same time that these sessions are being conducted, recruits are put through a vigorous series of events known as Basic Combat Training (BCT) to teach and test them until they become proficient and highly skilled warfighters.

The Forge

Upon acceptance of your Recruitment Contract Application, you'll be issued this copy of the Blue Book, and join fellow recruits in the training cadre as you enter "The Forge". This four week "Boot Camp" is designed to help you learn the basics, and what it means to become a member of the Tenth. You will learn the history of the Company, and why its members take pride in its heraldry. You will learn about what makes up the bulk of our force, and what it means to be part of the corps. You will learn about the Chain of Command, and where your hard work helps drive the success of the organization.

The Forge is broken down into 3 Phases:

- Phase One: Learning the history and values of the Corps, and what it means to be a member of the Tenth
- Phase Two: Initial Entry Training (IET) and the meaning of Teamwork
- Phase Three: Basic Combat Training (BCT), Tactics, and Operational Warfare Concepts

You are able to learn and train at your own pace, with assistance from trained NCOs and Officers to guide you along the way.

As you finish each phase, you will complete a phase evaluation that will test your general knowledge and see how your training has progressed. Upon completion, you will have to wait one week before taking the next phase evaluation.

You, as well as other recruits, will have three months to complete basic training before you are dropped from the program.

Once you have completed all three Phases, you will stand before a review board of Officers for a final evaluation to test your general knowledge and level of training; after which you will be granted an Enlisted ranking, and both permission and the honor of wearing the tags and emblem of the Tenth Company.

Initial Entry Training

The goal of Initial Entry Training (IET) is to learn the history of the Company, and why its members take pride in its heraldry. You will learn about what makes up the bulk of our force, and what it means to be part of the corps. You will learn about the Chain of Command, and where your hard work helps drive the success of the organization.

By the end of IET you will:

- Understand our Corps Values and Warrior Ethos
- Uphold our customs, traditions, and fundamental skills and responsibilities
- Be able to operate effectively and flourish under high stress conditions
- Possess self-discipline, be adaptable and flexible to overcome any challenge

Basic Combat Training

The goal of Basic Combat Training (BCT) is to build both confidence and discipline in the individual, so they can begin to understand the effective combat prowess each person possesses when they focus on the task. Learning various weapons platforms and survival skills, each person will be challenged to overcome conditions they will experience on the battlefield. From basic movements to standard Battle Drills, the various skills and techniques learned will instill the confidence and capability to take on any hostile force that presents itself to challenge you.

By the end of BCT you will:

- Complete obstacle and confidence courses
- Qualify with individual weapons
- Be proficient in unit tactics and skills
- Be proficient in battle drills and tasks

-Why do we Train?-

Going into future conflicts, such as those starting to rise in 'the Verse', the 10th Company is poised to be one of the most effective and feared organizations due to our focus on cohesion. In order to hold onto that prestige and confidence of those who contract us, we must stand in constant vigil and keep our edge sharp.

We train to hone our skills

We train to keep our competitive edge sharp

And we train to forge the next generation of warriors

-IET and Basic Combat Training Schedule-

You will start IET and learn about the history of the Company, the organizational structure and where your stand within the ranks.

You will begin movement drills, learn about basic kit loadouts, form your first 'Fireteam', and qualify as trained Riflemen.

You will begin learning battle drills, hand-to-hand combat, heavy weapons and crew-served weapons platforms.

You will begin learning basic vehicle handling and maintenance, vehicle deployment and battle tactics, Military Operations on Urbanized Terrain (MOUT).

In order to graduate and receive your tags, you will be tested on all that you have learned (taken at your discretion). Upon completion and passing the exam, you will graduate and be assigned to a division that best fits your proficiency, and be granted the right to wear our companies identification tags. [10co].

Phase One - Chapter 2



-Pillars of the Corps-

-The Three Pillars of the Corps-

It is often said the foundation of a good team is teamwork; and that is true. We build upon that foundation with the pillars that lead to success in the face of overwhelming adversity.

- ❖ Be the Challenge
 - Do not settle for minimal effort, there is no 'good enough'; you can always become more
- ❖ Set the Example
 - Do not say the expectations, simply become them; lead by example and others will follow
- ❖ Take Responsibility
 - Do not blame others for what you can control, step up and make it happen; the word is "Can Do!"

-Warrior Ethos-

"Virtutis Gloria Merces" - Glory is the reward of Valor

The Warrior's Ethos captures the essence of what it means to be a warfighter and defines who we are.

- ❖ To place the mission first, above personal glory
- ❖ To accept any challenge, despite the odds
- ❖ To never accept defeat, regardless how dire
- ❖ To never quit, because one's honor will not allow it

-Warrior's Rules-

*"War does not determine who is right — only who is left."
— Anonymous*

As a member, you will represent the company in both character and conduct. As such, Laws of War were created to guide those in the toils of war, to conduct themselves in the responsibilities and manner befitting the title of "Warrior".

- ❖ Only fight enemy combatants
- ❖ Do not harm those who surrender
- ❖ Destroy no more than the mission requires
- ❖ Treat your opponent with respect deserving

-Principles and Virtues-

"Respect is earned, not given" - Unknown

Members of the Company follow basic principles and ideals that lay the foundation of what it means to be a member of the 10th. The bases of this foundation are the **9 Noble Virtues**:

- ★ **Courage**
 - The ability to stand firm in the face of danger, and do what needs to be done
- ★ **Truth**
 - The commitment to speak truth always, so that all will know your determination
- ★ **Loyalty**
 - The binding force that binds brothers-in-arms, and the pride in their glorious history
- ★ **Valor**
 - The strength of mind, spirit, and determination in the face of overwhelming odds
- ★ **Discipline**
 - The training of the mind and one's character, habit, and self-control
- ★ **Industriousness**
 - The act of hard work, diligence, and skillful progression in all one's fields
- ★ **Self Reliance**
 - The drive to achieve with one's own hands, be independent, and get things done
- ★ **Perseverance**
 - The continued effort to do, achieve and overcome despite failure or opposition
- ★ **Honor**
 - The combination of all other virtues before it, that uniquely defines one's character

It is by these principles that members of the company are not only able to dominate the battlespace, but are able to excel in both development of one's community and in one's character.

Phase Two - Chapter 3

-Initial Entry Training (IET)-



-Respect-

"He who conquers himself is the mightiest warrior."

- Confucius

What is respect?

Respect is earned, not given. It is a unifying force as well as a calling card of superior men. The ability to acknowledge a foe's strength or grit, even when that foe is woefully outnumbered or outgunned, shows respect. Respect is also a cornerstone of a professional fighting force. This means respect for the officers in charge who give orders, and for your fellow soldiers who follow them.

Actions such as firing when you do not need to do so, whether out of boredom, accident, or ignorance, belies a lack of respect for those around you - particularly if someone, such as your commander, is speaking. In mixed company, others around you may not always show this same respect - do not join them at their level. Set the example.

Remain disciplined and respectful, and you will be responding to them in a manner befitting the Company and your inherent dignity: that is, by destroying your enemies, in larger numbers and with greater ferocity than they could possibly imagine, a feat they could only match in their wildest imagination.

Overview of Proper Etiquette

What does it mean to be an ambassador of the Company? As a member of the Company, the eyes of the public will be upon you in all that you do. Wearing a tag associated with the 10th Company marks you as representative of the Company's culture and membership at all times. Whether you're in a public squad or engaged in high-level, organized point-hold tactics with another outfit's squads, the Company will be judged on how you present yourself.

-Rank and File-

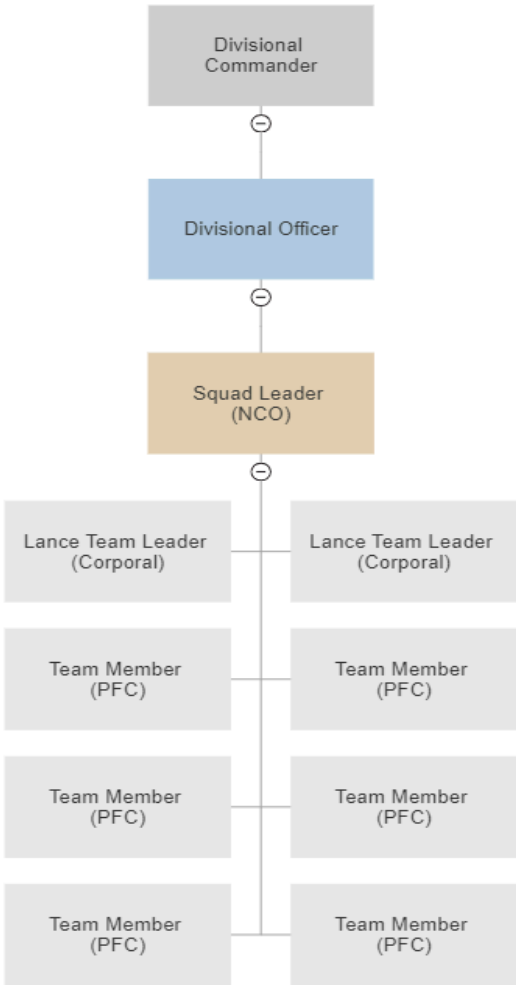
Within the Company, members adhere to a structured chain of command, based on discipline and respect. Those within the chain of command of higher rank earned their place through hard work, dedication, and taking heart in the meaning of the Warriors' Ethos. As such, it is required of members to show due respect to those who have put in the time and effort to earn the rank of Officer.

The Current ranking structure of the Organization is based on a system that not only favors, but forces members to learn to push themselves to become better. Ranks are not awarded based on good behavior or favoritism, but instead on hard work and dedication - all self imposed. After completing IET, recruits will be granted the rank of Private First Class (PFC) and be granted their identification tags [10co] to wear with pride.

Why does the Chain of Command exist?

The Company is split into several divisions that handle the various duties of the Organization. Each division consists of several officers, each in charge of various squads. During combat, a single order from a Platoon Lead must be disseminated downward to dozens. Having a clear chain of command allows each individual level to interpret and apply the intent of those orders to their specific capabilities and mission-structure.

The Chain of Command allows all of this to happen in mere moments from the time the Platoon Leader arrives at a plan to the time vehicles are moving to the target. Each link in the chain interprets orders and conveys clear, concise instructions that are easy to follow and which are manageable by the soldier.



**Other ranks and levels of organization may exist at the Company level, but are outside the scope of this document.*

-Following Orders-

What is there to gain by following orders?

Understanding the orders at a personal level is not relevant to following them. You may not know why an order has been given; It may seem counterintuitive to you, or it may seem incomplete or misguided. Your orders have been distilled from a complex series of decisions and interactions between your superiors and the situation at hand, and they represent the combined training, knowledge and intuition of those above you.

By understanding and following your orders, you gain clarity of purpose, removal of uncertainty in your actions, and the confidence and ease that training brings.

How does following orders affect the battlefield?

There are many principles of war, each of which are affected directly at the most basic level by the ground-level soldier following their orders. Among many others, these principles include: Concentration of Mass, Unity of Command, and Economy of Force.

Unity of Command

That which ensures that all units deployed on the battlefield are under a single commander - requires that all units under that commander follow the intent of his or her orders and do not inject their own agendas.

Concentration of Mass

Brings the overwhelming effects of massed combat power at the decisive time and place. A broken order within the chain can destroy the advantage of combined arms and ruin a massive strike.

Economy of Force

Dictates that minimum essential power is given to secondary objectives, and this ensures that adequate and ample combat power is available for decisive encounters.

These are but three of ten principles of war by which your officers abide. Even in this small sample, the importance of following orders can be readily seen.

-Conduct becoming a professional-

The 10th Company and the Organization do not participate in “Guild Dramas.” Members are judged upon their conduct both within and outside the bounds of the Outfit’s ops and trainings. Members, and more importantly, Officers, do not engage in petty gossip, retribution, retaliation or bullying. Membership in the organization is a privilege to be earned and maintained, and it is at-will for both parties. If you do not meet the standard set for all members, or if you do not wish to maintain your membership, the Company holds no ill will.

Should you choose to leave the Company, appropriate officers will be happy to refer you to any Organization and give an honest recommendation to the receiving leadership. Likewise, recruits coming to the order from other outfits are to be judged on their conduct and character from the initial day of their training, and not necessarily upon gossip or reputation from their previous lives. The day you join the Company you begin a new life, learning new skills and a way of seeing yourself and the world. The Company judges you on who you show us you are, not who you are rumored to be.

A practical example from Hafford the Auraxian:

I was running an off-hours combat patrol with four or five 10co soldiers and a couple of blueberries. We had a member of another well-known outfit join the group and he ran with us for a good while. During a lull in combat, he remarked positively upon the characteristic organization that 10co displays during Ops and the reputation our soldiers are earning. Conversation shifted to light discussion of his outfit’s culture and leadership and he decided to share a warning in open squad vox.

“If you see [soldier identity redacted], he’s on our blacklist, you should avoid him because he got in a fight with our leader...”

I quickly cut him off and informed him that 10co doesn’t have an alliance nor an exclusivity agreement with his organization. Gossip or personal squabbles between previous outfit-mates does not inherently disqualify membership. We judge our brothers and sisters on their conduct while in our envoy, and we do not participate in ‘Guild Drama’ between outfits. We would take his warning with a grain of salt but we will not de-facto blackball someone on hearsay and rumor.

He acquiesced, saying that I had a good point, and we returned to combat while discussion turned to other topics.

Of course it is easier to say something, and harder to do it. We respect those who *do*, more than those who *might*. We can easily say that we treat others with respect, but how do we *do* it?

- We show it in our professional bearing in the staging areas, before and during ops and trainings.
- We show it on the battlefield when we work together with other units on the field of battle.
- We show it to the public when we respect their capabilities but give them a nudge to act; when we support their pushes and drive their stalemates forward.
- We show it when we ignore trollish behavior, and don’t return that behavior in kind.
- We show it to other organizations when we work together with their leadership to achieve common goals.

How others will judge you by those actions

It's easy to say we have the best-organized fighting force on any world, but how do others believe it when it is said?

- When we are able to mobilize multiple platoon-sized elements faster than any other.
- When we demonstrate cohesion to our allies by employing formations, and inspire fear in our foes when they see and recognize our formations joining the battlespace.
- When we show our competence by routing superior enemy numbers and securing enemy territories for our faction.
- We show it by influencing policies, raising the bar of unit cohesion and outfit organization across the server by setting a positive example.
- We show it to our faction when we capture territory upon territory or stand as the last bastion of resistance to enemy movement.

The Company instills in its recruits *discipline*, above all else. The ability of a soldier to remain cool under pressure is based not only on nerves, but their ability to remain disciplined and follow the orders given through their effective chain of command. This applies to all levels within the Company, and the training gained during one's first weeks of initiation informs their stay in the Company.

Holding fire when instructed, even in the face of imminent danger; moving according to given orders to further the Commander's Intent; and learning to communicate with efficiency and brevity are some examples of this trait.

Phase Two - Chapter 4

A-Basic Combat Training-



-Role of the Training Instructor-

Training instructors are individuals who have committed themselves not only to the pillars that make up our corps, but also to help forge the next generation to come. These individuals are highly educated, qualified personnel that take on the responsibility of guiding recruits from novices to full members of the Company.

Professionals

Proven on the battlefield, Training instructors demand the best. They not only demonstrate the skills you will learn, they seek to inspire you to reach your peak performance in every level of training. As such, they will evaluate the skills you learn and acquire, providing feedback on how and where to improve. Training Instructors also act as your role models, providing an example to aspire to, as well as setting the challenges to push yourself to become greater.

Skilled

Through work and dedication, Training Instructors teach you the critical skills needed to become stronger. These individuals have put in the time and effort to hone the techniques they have learned over the years, in order to provide that knowledge to you in its simplest form. To become a Training Instructor means they have not only studied, and trained for the role; but have put every skill you learned into practice on the battlefield and perfected it. Trust in them, and they will help you to forge your abilities to a razor's edge to take on any challenge.

-Brothers and Sisters in Arms-

Part of what makes the 10th Company the best is the ability to project direct, concentrated, and disciplined force at any time - anywhere. This is only possible through coordination and teamwork with your peers, to accomplish goals and pave the way for success.

In order to stay at the apex of proficiency, members rely on one another to stay motivated; setting the highest standards for themselves to motivate others. Be it your 'Battle Brothers' or 'Sisters of Battle', it is the esprit de corps of teamwork that wins the day. Encouraging others, working together, instilling trust and responsibility; all drive the hunt for the challenge and will to win.

Remember:

- **Encourage them to train harder and do better**
Always challenge your teammates to improve, there is no limit
- **Work together to solve problems**
Different people have different perspectives and ideas, work together to overcome any obstacle
- **Never leave a Brother (or Sister) behind**
Never fight alone, always have someone's back; and they will have yours

-The Fireteam-

Created from the need for tactical flexibility in infantry operations, the Fireteam is capable of autonomous operations while being part of a larger unit. Successful employment of a fireteam relies on the quality of small unit training, experienced team members operating together, a sufficient communications infrastructure, and a quality non-commissioned-officer cadre to provide tactical leadership for the team.

These requirements have led to successful use of the Fireteam concept by the Company when fielding squad strength units in combat. This is less useful for armies that employ massed infantry formations, or with significant conscription. Conscription makes Fireteam development difficult, as team members are more effective as they build experience over time, working together to build personal bonds and strong unit cohesion.

The creation of the Fireteam is seen as an essential core function of an effective, professional fighting force. Serving as the Company's primary unit, its members display a willingness to fight that is heavily influenced by the desire to avoid failing the other members of the team. Historically, armies with effective fireteam organization have had significantly better performance from their infantry units in combat than those limited to operations by larger units.

In combat, while attacking or maneuvering, a Fireteam generally spreads over a distance of roughly 40 meters (130 ft), or 10 meters per person. While in defensive positions the team can cover up to the range of its weapons or the limits of visibility, whichever is less. In open terrain, up to 500 meters (1,600 ft) can be covered by an effective team, although detection range limits effectiveness beyond 100 meters (330 ft) or so without special equipment. A Fireteam is effective so long as its primary weapons remain operational, and even then, they pose a credible threat to the enemy by unconventional means.

The most general Fireteam type is the **Infantry / Strike Team** consisting of:

Rifleman: Acts as a scout/point man for the team; tasked with being able to navigate terrain rapidly, and well as track the enemy and spot hidden dangers.

Team Leader (Grenadier): Is the team leader (TL) for the Fireteam, tasked with carrying out orders from the Squad Lead (SL) or HQ Command. They are also the team's Grenadier, equipped with an underslung grenade launcher to engage "dead space" or mark targets.

Automatic Rifleman: Acts as the direct fire support for the team, and also serves as second in command for the team if required.

Combat Medic or Ammo Bearer: Acts as the unit's support unit, keeping the team in action during and after engagements. Roles can also be supplemented by a secondary rifleman/ammo bearer to carry extra ammunition.

Now that you have formed your first Fireteam, it's time to learn the basics required to make the team work.

-Basic Training-

“We do not rise to the level of our expectations, we fall to the level of our training.”

– Archilochus

All successful organizations operate using standardized doctrine that is passed to their members. These doctrines consist of many aspects, including normal standards of behavior, dress (presentation), training competencies, and organizational culture. Uniformity in these and other aspects provides a clear and easy-to-follow method of acting and reacting to the varied situations in which you will find yourself. Having clear expectations and the training to address them reduces anxiety and ensures better outcomes - while at the same time making executing tasks easy. Our doctrine ensures that you will be recognized as a member of the Company, based not on the tag above your head, but by your actions and presence.

Proper Trigger Discipline

“Don’t fire unless fired upon”

Many of the situations in which you will find yourself during the Company’s missions and tasks will require stealth and surprise. This allows us to get closer to our enemy, to gain information about their whereabouts and habits, and secure us the luxury of planning. In the beginning stages of contact, refraining from alerting your enemy until you have determined that you have sufficient advantage goes a long way to putting yourself beyond defeat. The rules that form the foundation of the behavior of the soldier on the ground are the standard **Rules of Engagement**, henceforth abbreviated ROE, and are reflected in the Company’s combat doctrine. This will be covered in greater detail in a later segment of your training.

How to avoid fratricide (teamkilling)

The best way to minimize incidents of friendly fire is to understand the fundamentals of **firing lanes** and **Direction of Contact**. The space of battle will have many areas that are hazardous to traverse, such as long corridors, blind corners, and elevated, protected firing positions. Taking up position at one of these many locations will give you the ability to suppress enemy positions, and will allow you to be reinforced from behind by friendly combatants. But with this advantage comes a deadly and serious side-effect: FRATRICIDE. It is easy in the heat of battle to confuse friend from foe, or to become excited and to over-apply force.

You may find your brothers-in-arms have strayed into your carefully-prepared (or hastily-selected) fire lane or killbox. Key to managing effective and safe firing lanes is to stay behind friendly firing positions, and, when you are in a position to fire, minimizing movement. Simply approach the allied firing line, suppress the enemy position, and retreat from the line in a predictable manner to reload/regroup. Awareness of the **Direction of Contact** is integral to managing a firing lane. As the tide of battle ebbs and flows, so too will firing lanes. As positions are either taken or lost, your position may become part of a new firing lane, and you may begin to take fire from formerly allied positions. To mitigate this, you must be aware not only of your position but that of your teammates. Keeping track of the **direction of contact** relative to the **firing lane** will allow your team to retreat or advance as one, and will prevent soldiers from falling under friendly fire.

What, When, and Where Communications are Needed

In order for **vox** (voice communication) to be effective, all channels voice is carried over must be clear, free of chatter, crosstalk and garble. Depending on the game's type of voice communication, this may take different forms. For instance, using TFAR-Radio in Arma, squad members may be restricted to a few-mile radius by the power of their radios and may not be able to receive direct vox from the rest of their platoon. There may be a single member of the squad who has access to a higher-powered radio to boost range, but even then, there are only so many channels that can be monitored at any one time. Arma is relatively quiet for the squad members, and it is easy to pay attention to the task at hand.

By contrast, in Planetside, vox inside a Platoon is an omnipresent free-for-all that anyone may use. Added to that channel are Squad vox, Proximity vox, Orders chat, Regionsay, Local chat, Tells, COMMAND vox channel, Outfit vox channel and the entire TeamSpeak organization with whisper channels or Discord vox and text. This can make for a maddening cacophony of competing voices, orders from those outside your organization, and text chatter; with music, soundboards and spurious conversation to boot.

Communication goes up to your next in command, whether that be your Team Lead, Squad Lead, Platoon Lead, etc. Orders will come down those same channels. When an order comes from your Lead, let them complete the order before sending up a message. You may hear *"BREAK BREAK BREAK"* or *"CLEAR VOX"* which is your cue to immediately silence chatter on the channel for an important communique.

Platoon channel should be reserved for coordination between squad leaders and the platoon lead. Squad members may use platoon chat but the utmost care must be used to keep statements short, effective and relevant to the entire platoon.

- *"Enemy Dropships incoming on Objective, count 4, ETA 10 seconds"* - A squad member
- *"Enemy armor breached the south gate. Charlie moving to intercept"* - A squad leader
- *"Alpha and Bravo are holding the point, Charlie and Delta Squads will move to their respective waypoints and engage armor."* - Platoon Lead

Squad channels should be used to communicate with your immediate lead, and to those in your unit to coordinate your actions. Your squad leader will best be able to digest your input about the state of the battlefield and how it relates to your current objective - and escalate it to the platoon if it is warranted.

- *"Squad, be advised: Enemy APC, northwest corner of base, behind the big rock at Alpha 3's position."*
- *"The enemy has broken the perimeter."*

Proximity channel (**prox**) is useful when relaying information that is immediately relevant to those in your area. Remember that it is an open channel; keep communication to simple and basic information. One of the biggest advantages of proximity chat is that it is **spatial**. Just by hearing someone yell "BAD FRAG" in proximity you know instinctively which way to dive.

- *"Contact Rear!"*
- *"The target is to the right of the tower northeast of our position"*
- *"FRAG OUT"*

Conveying quick, concise callouts

Sometimes special words and phrases will be used to temporarily disrupt or organize the vox channels. These have varying uses and intents. Use Brevity Codes to your advantage, and remember callouts should be devoid of emotion as much as possible to ensure clarity and composure.

“CONTACT!” - The Three D's

- **Direction** - Where is it
- **Description** - What is it
- **Distance** - How far is it

Examples of the three D's:

“Northwest, Infantry, danger close”

“10 o'clock, enemy armor, 100 meters”

“South low, incoming Enemy aircraft”

“030, Sniper on the ridgeline.”

“Masks On”

When the group goes from on standby to actively receiving and executing orders, it is imperative that all side communication in the squad is suppressed, so that the squad leader can correctly hear incoming orders, and so that those orders can be relayed to the squad. Hearing the phrase **“Masks On”** means that you have passed the entry point of an engagement and it is time to get down to business.

“SLLS” (said: SiLLS)

Stop, Look, Listen, and Sense.

When the heat, weight, and fatigue take your focus off moving in silence and invisibility—**Stop** what you are doing. **Look** around. **Listen** to your surroundings. **Sense** by using your map and electronic detection abilities. Take a moment to recenter yourself in your physical environment and recalibrate your senses for possible dangers and advantages. Often this is used as a rally to the platoon or squad to refocus during problematic chatter.

Regarding Chatter

Non-critical information such as jokes, comments, questions, and idle chatter are best saved for when the squad or platoon is being transported to the next location, or when the squad or platoon is not being actively engaged, and has not been and does not expect to be for a reasonable amount of time. Chatter is an effective tool to build esprit-de-corps, but is detrimental to the combat experience. It is perfectly acceptable to talk and joke, but be aware of the appropriate time and place.

-Coordination and Formations-

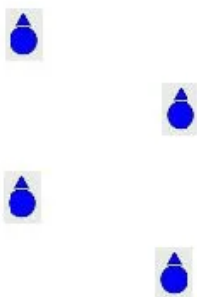
Basic training has existed as long as there have been standing armies. It serves to ensure that a soldier has a proper foundation upon which to build future learning, while giving them the training and muscle-memory to react quickly to combat situations. To that end, formations are one of the first things a group is taught, because it governs how they engage their enemies, and demonstrates their commitment to the Company. Formations have varied depending on time period, function and even culture, but all professional armies have employed them.

The basic squad formations are:

Column



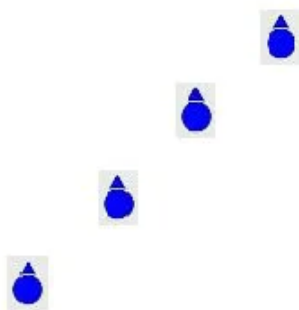
Staggered Column



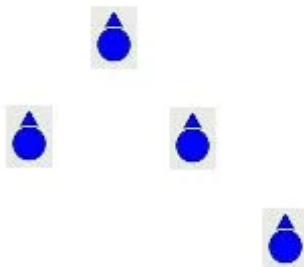
Line



Echelon Left



Wedge



** Refer to 10co Green Book Recruit's Field Guide: Formations*

-The Operational Concept-

*"No plan survives first contact with the enemy."
- Moltke the Elder, Prussian Chief of Staff, 19th Century*

Winning a battle requires more than just a gun and the will to do so. It requires analysis, information, judgment and planning, as circumstances allow. Part of this planning and analysis regards the terrain you will be fighting on. Certainly some basics you will know already, such as elevation providing a better vantage point, but there may be times when taking the elevated position is actually one of the worst places to be. Mastery requires not just knowledge of how terrain can be utilized, but analyzing the situation itself to help determine how best to move and engage.

Once you have gathered the information and done the analysis, and have made a plan to engage the enemy, you wait for the right moment and:

Seize the Initiative:

If the enemy has made a mistake, make him pay for it. Now, thanks to your planning and training, your opposition has folded, and are retreating.

Maintain your momentum:

It may seem obvious, but many are willing to stay near the battlefield, celebrate their victory and not push the advantage they have made. Continue pushing your opponent as far as you are able with your current support infrastructure or as far as your operational command staff has ordered.

Exploit your successes:

A loss to your opponents will reduce morale and foster doubt. It will make the opposition less effective in combat, and they will be more likely to make mistakes and act in a reckless manner to try and secure a victory. Exploit these weaknesses to further your attack and ensure that your goal is achieved with minimal casualties. Your opposition will only be able to think about the things they could have done differently, while you will be busy looking towards your next victory.

-BCT Overview-

With the completion of Week One, all recruits should know the following aspects of soldiering. In the weeks to follow, more skills will be added to your repertoire of knowledge, gaining you that much more of an edge over your adversary.

Basic Combat Training - Week One Overview:

- Communication and Hierarchy
 - What are the modes of Comm.
 - How do we report contact?
 - Brevity vs. Completeness
 - Physical communication

- Defensive Terrain and Stealth
 - Silhouette and Skyline
 - Cover & Concealment
 - Enfilade and Defilade

- Spacing (for effective defense against explosion and enemy fire)
 - Individual Coverage and Control
 - Fireteam Formation Spacing
 - Squad Level Coverage and Control

- Basic Medic Training
 - Medical Loadout
 - How to Approach, Control (stabilize) and Exfil casualties (ACE system)
 - Medevac and Casevac

- Basic Weapons Training
 - Basic Marksmanship Training (Iron Sights)
 - Marking and Sorting Targets
 - Burst Calculation Theory / Rate of Fire
 - M.A.S.E.R. - Move, Aim, Shoot, Evade, Reload

Phase Three - Chapter 5

-Basic Combat Training-



-Advanced Training-

Many will tell you the weapons wielded by soldiers win wars, but those weapons are useless if they are not leveraged at the best place and time. For instance, communication and analysis of the battlefield are required before the first shot is even fired. Maintaining proper communications discipline is vital to the Informational domain of conflict. Without proper discipline, important information will be lost in the clutter of side discussions and chatter, and can jeopardize the mission, or the battle itself.

In order to prepare you, Week 3 is designed to advance your knowledge in both survival skills as well as further developing squad-level tactics and weapons handling.

- Advanced Communication and Control
 - Combined Arms Introduction
 - Joint Terminal Attack Controller (JTAC)

- Advanced Medical Training
 - Combat Triage
 - Strategic and Premeditated resuscitation

- Advanced Weapons Training
 - Burst Calculation theory / Rate of Fire
 - Ammunition / Damage Select Introduction
 - Hierarchy of Targets

- Battle Drills
 - I React to Contact
 - II Break Contact
 - III React to Ambush
 - IV Knock out Bunkers
 - V Enter/Clear a Trench

** Refer to 10co Green Book Recruit's Field Guide: Battle Drills*

-Survival-

The lessons of the past are only effective when paired with the hard work and sweat that comes with practical application. As such, depending on the location of their training, recruits are put through a basic Survival Training that tests their strength, their endurance, their intelligence, and their nerves. From open deserts to frozen tundras, and from the ocean depths to the emptiness of space; soldiers are trained to adapt, overcome, and thrive in any environment.

- Advanced Survival Training
 - Understanding Strategic Terrain and Stealth Tactics
 - Terrain Identification and Map Reading
 - Deployment Training (Atmo / Zero-G)
 - Extreme Environmental Training and LandNav

-Squad Training-

After being assigned to your Fireteam and training with your crew, you will eventually be pulled into a squad-level unit for training. Typically you will only operate within your Fireteam for most actions, however depending on the size of the mission or engagement, a Squad level unit will be required. When this happens, your Fireteam will join with another; under the command of a NCO or Officer.

In order to be effective, your squad will need to be able to move quickly, engage enemies at various ranges, survive multiple engagements in succession, and relay valuable information to command or other squads that may be taking part in the battle. A squad which lacks any of these qualities can leave themselves or their allies in a vulnerable position.

- Squad Level Training
 - Squad Compositions with different Fireteam combinations
 - Squad Level Formations
 - Base of Fire vs Maneuvering Element
 - Traveling, Bounding, Bounding Overwatch
 - Patrol Base

Attacking and Defending

Once you have established your communications, your chain of command, and have completed your analysis, you must decide how to engage. Are you defending, or attacking? What terrain and environment advantages and disadvantages are there? These can affect the sorts of advances and retreats available to both you and the enemy, and will allow you to predict what your enemy is likely to do with any given set of parameters. This analysis will naturally expose a counter to those circumstances.

Are they gathering supplies in a heavily wooded area? Perhaps an ambush is in order. Being attacked by heavy vehicles, with only infantry? A reverse-slope defense of difficult terrain is a good option. Regardless, all the planning and training leads up to the decision of how to engage. Make the enemy fear your preparation, no matter the circumstances, and they will forever be at a disadvantage when you meet.

Types of Attacks

- Frontal Assault
- Envelopment Attack
- Hasty Attack
- Initiative Attack
- Deliberate Attack
- Ambush
- Raid

Types of defense

- Area Defense
- Mobile Defense
- Blocking Defense
- Reverse Slope Defense
- Final Protective Line/Fire
- Retrograde Defense

-Operational Planning Processes-

METT-TC

Each Fireteam in a Squad has a specific function, and each member within that Fireteam has their own role to fill. In this way, no one is ever unsure of what they should be doing. In the case of an absence of orders, or should a disruption of the chain of command occur, the basic functions of each soldier's role can help dictate their decisions. Once you understand the composition of the squad, what do you do to plan for your operation? You do not just pick up your weapon and march off - that is a certain way to die. You must plan, prepare for that plan, and when the time is right, execute and refine the plan on the fly.

There are various methods of analysis for the general engagement, your enemies, and your allies.

METT-TC is one you will hear often with us, and **SALUTE** often accompanies it. Remember that *information* is important in all fights, and these processes, while somewhat time consuming, will provide you greater chances of victory with lower casualties.

As you continue your career with the Company, and choose to challenge yourself to become a Squad Leader, you will learn how to use METT-TC to become a crucial component in the battlespace.

- **METT-TC**
 - **Mission**
 - **Enemy considerations**
 - Understand and analyze the enemy, a SALUTE report.
 - **Size**
 - **Activity**
 - **Location**
 - **Unit**
 - **Time**
 - **Equipment**
 - **Terrain / weather**
 - **Troops available**
 - **Time until/for**
 - **Civil considerations**

Phase Three - Chapter 6

-Basic Combat Training-



-Mobile Infantry-

Part of what makes the 10th both respected and feared is its ability to rapidly deploy forces from seemingly anywhere and nowhere. The speed and coordination required to field large forces is what sets it apart from other PMC organizations. Be it land, sea, air, or space; the members of the 10th are ready to take the fight to the enemy at a moment's notice.

In order to maintain its position as a rapid reaction force, you will be trained to not only handle and maintain the basic vehicles and craft used by your squads, but also how to deploy and fight from them. The base vehicle for any squad or Fireteam is the IFV; the Infantry Fighting Vehicle.



Used to move the squad from the drop zone onto the target, the IFV or LAV (Land Assault Vehicle) is an armored and armed truck that carries between 7-9 troops directly onto the target being assaulted. With a mix of anti infantry and anti armor weapons, it is not designed to go head to head directly with the mechanized detachments of the enemy forces, but rather to fight in tandem with the dismounted infantry team.

Mounted Operations

Before the operation can begin, a series of plans are considered and created that meet the requirements of both the Mission, and Commander's Intent. Successful execution is based on careful analysis of METT-TC and detailed planning. The planning is done in reverse sequence, as to make sure the core of the mission is understood, and each plan following is what it will take to see the job done.

They are:

- 1) The Ground Tactical Plan
- 2) The Landing / Disembarkation Plan
- 3) The Movement Plan
- 4) The Loading Plan
- 5) The Staging Plan

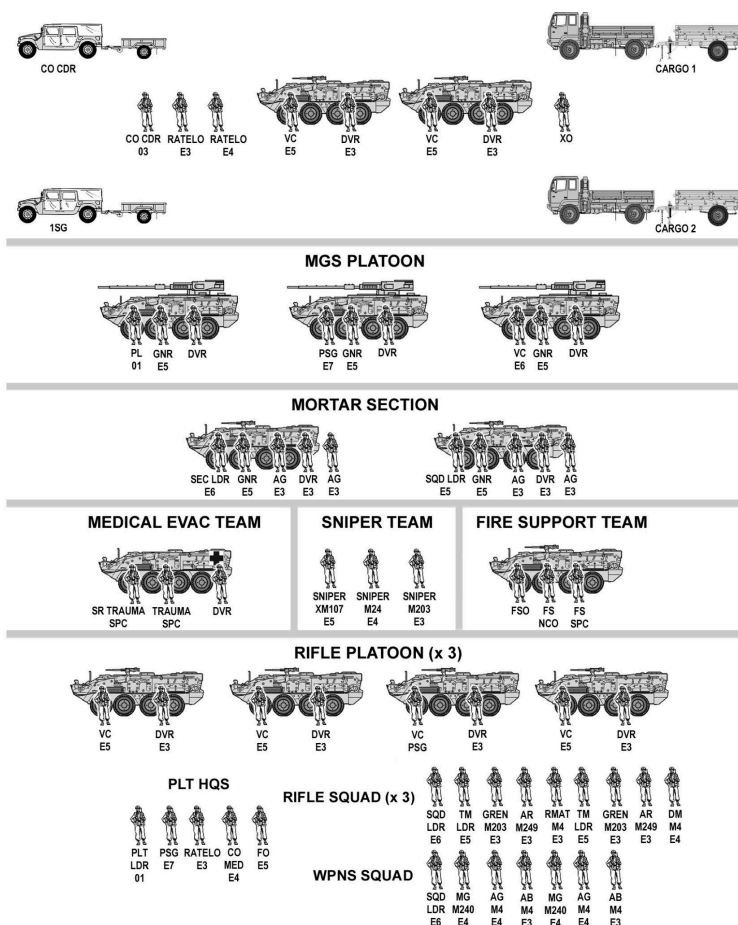
Ground Tactical Plan: The foundation of a successful ground operation is the ground tactical plan. All additional plans must support this plan. It specifies the actions and objectives to the area, the rules of engagement, and ultimately what constitutes as a mission success or mission accomplished.

The Landing / Disembarkation Plan: The landing or disembarkation plan must support the ground tactical plan. It outlines the sequence of events that will allow allied forces or elements to move directly into the area of operations, and ensures that the units arrive safely at the designated locations, at the designated time, ready to execute the ground tactical plan.

The Movement Plan: The movement plan is based on the ground tactical and landing/disembarkation plans. It specifies the time, routes, waypoints, and instructions for any troops, equipment, or supplies that are being moved to or from the LZs.

The Loading Plan: The loading plan is based on the movement plan. Making sure that troops, equipment, and supplies are being loaded into the correct vehicles or crafts. Unit integrity is maintained when vehicles and crafts are loaded as planned. While cross-loading may be necessary in order to maximize unit effectiveness or survivability, all assets heading to the LZ need to be in the proper order so they are ready to fight the moment they arrive.

The Staging Plan: The staging plan is based on the loading plan, and overviews the arrival time of ground units, equipment, and supplies at the mobilization area. Here, vehicles and craft are staged into the order of embarkation to maximize troop, equipment, and supply loading, according to the loading plan.



When considerations are made for all 5 plans of action during the strategic and tactical planning, what would normally take hours is reduced to mere minutes, or even seconds. In warfare, **Speed** is a critical factor in order to secure advantageous positions on the battlefield. Equally important is both **Stealth** and **Surprise**, which is easily achieved when proper planning and drills are executed with discipline and precision. The combination of these three factors will lead to **Success**.

-Military Operations in Urbanized Terrain (MOUT)-

Not all operations will take place in the open fields of old. In today's modern warfare, the battlefield is becoming more urbanized as conflict descends into street to street, close quarter fighting. As such, MOUT training is provided to address this new type of terrain.

Types of Urban Operations

High-Intensity Conditions: High-intensity urban operations can lead to casualty-intensive situations for both sides and non-combatants, as well as greater destruction of local infrastructure. During this time it becomes critical that forces are 100% aware of the current situation and respond accordingly, in order to mitigate accidental damages and destruction. Strict area control is required as "Blue on Blue" situations can become alarmingly possible during high-intensity fights.

Precision Conditions: Units train to defeat an enemy that is mixed in with non-combatants in 'precision' urban combat. Limiting civilian casualties and collateral damage through strict rules of engagement (ROE) and employment of precision weapons and munitions are key.

Surgical Conditions: Operations under surgical conditions normally include raid and small precision strikes. Included in this is recovery or rescue operations in urban environments (example: hostage rescue). During this time, close quarter combat deployment is similar to SWAT tactics, as the mission may require tight control in close quarters with a high encounter of non-combatants.

Urban terrain is one of the most significant future areas of operations. Expanding urban development affects military operations as the terrain is altered, making it harder and harder to predict and plan accordingly. The increasing focus on stability and support operations, urban conflict, and civil disorder emphasizes that combat in urbanized areas is often unavoidable. Urban areas are the power centers, the centers of gravity of, and thus the future of, the battlefield.

Principles of MOUT

Leaders, both Team Leaders and Squad Leaders, must always be prepared to transition rapidly from one type of urban combat to another and back. Urban operations can rapidly deteriorate with little or no warning, and forces in contact can find themselves suddenly in a high-intensity combat situation; often highly outnumbered.

To maintain situational control, leaders need to remember the basic principles of MOUT.

- **Surprise:** Strike the enemy at a time or place or manner for which he is unprepared.
- **Security:** Never permit the enemy to acquire unexpected advantage.
 - Maintain 360 security at ALL times
 - Four-dimensional battlefield (height, depth, width, subterranean)
 - Mission is never complete as long as you remain in the urban environment
- **Simplicity:** Prepare clear, uncomplicated plans, and provide subordinates clear, concise orders.
 - Keep plans simple
 - Ensure everyone understands the Mission and Commander's Intent
 - Hope for the best, but Plan and Prepare for the Worst
- **Speed:** Rate of military action
 - Acts as security
 - Move in a careful hurry
 - Smooth is fast
 - NEVER move faster than you can confidently and accurately engage targets
- **Violence of Action:** Eliminate the enemy with sudden, explosive force
 - Combined with speed gives surprise
 - Prevents enemy reaction
 - Effects both physical and mental

-The Next Challenge-

So what is next? That answer depends completely on you. You choose if you wish to challenge yourself and learn what it takes to become a Team Leader of a Fireteam, or to become a NCO for the chance to lead your own Squad. Maybe you choose to rise through the ranks, becoming an Officer in charge of diplomatic and Joint Force operations.

The only thing holding you back is you.

For those of you who seek the challenge, the 10th is ready to set you on the right path.

“Honor and Steel”
Welcome to the 10th Company

PHASE FOUR

Evaluation - Contact an officer.