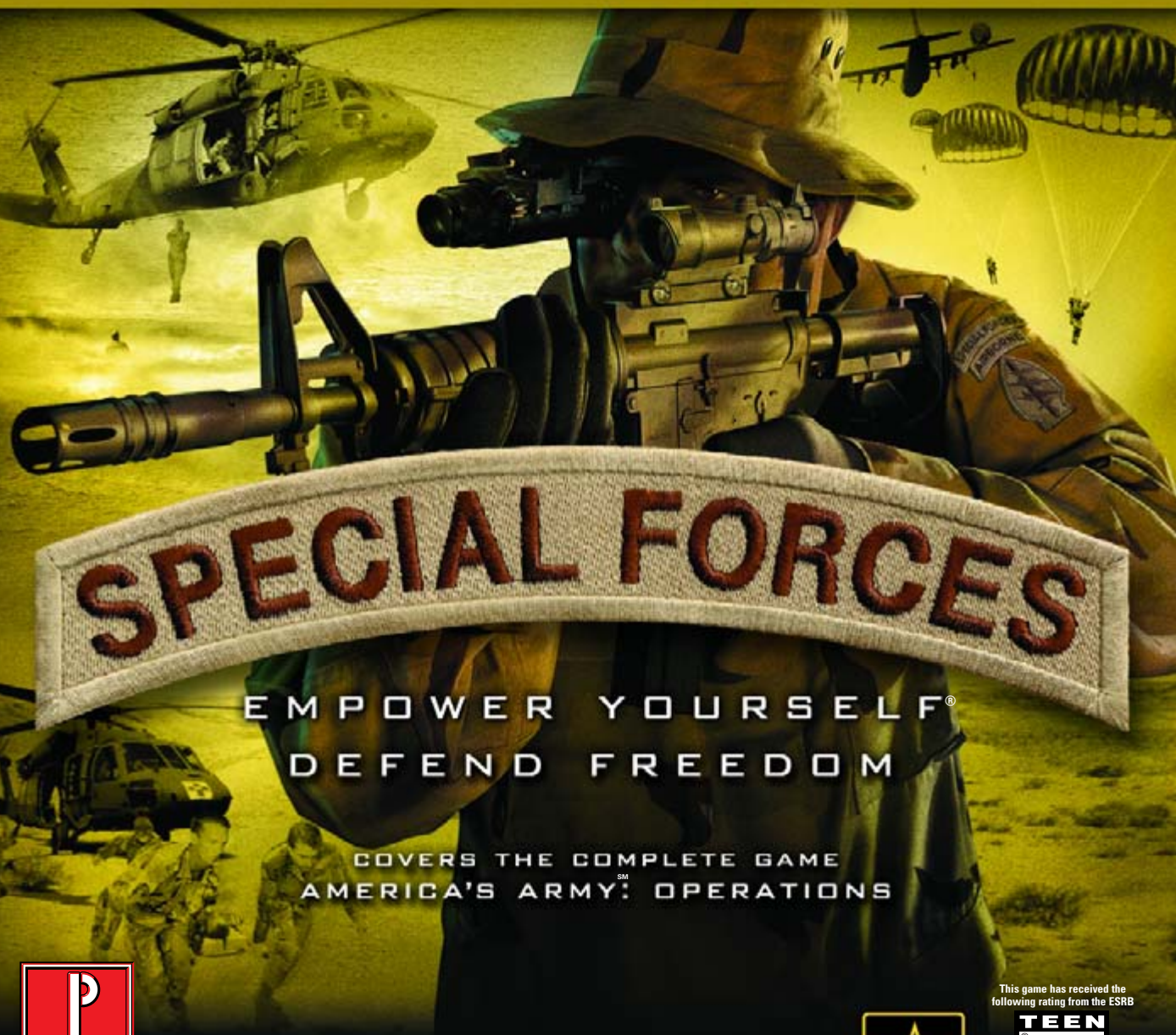


PRIMA'S OFFICIAL STRATEGY GUIDE

THE OFFICIAL U.S. ARMY GAME

AMERICA'S ARMYSM



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Prima's Official Strategy Guide

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A Division of Random House, Inc.

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www.primagames.com

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ISBN: 0-7615-4371-6



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Introduction

On July 4, 2002, a new type of game was made available online. Unlike other downloads, this was not a demo of an upcoming game with a couple of levels available for play. Instead, this was an entire game using one of the latest engines available. If an entire game for free did not surprise a lot of gamers, the developer and producer did—the United States Army.

While military action games have been extremely popular with the gaming community—especially for online multi-player games—one produced by the Army itself brought a lot of expectations. Needless to say, gamers were not disappointed. Shortly after the release of *America's Army: Operations*, I had the opportunity to talk to and even personally meet with several of the people instrumental in bringing this game to life. The one thing stressed to me above all else was the realism of this game. From the sound of an M16A2 rifle firing, to the way a Soldier crawls, and even the effects of bullets whizzing past your head, the goal was to make *America's Army* as realistic as possible while still providing an entertaining experience. Needless to say, I was very impressed. After writing dozens of game strategy guides, and playing even more games, it takes a lot to impress me. Since its release, *America's Army* has been continuously updated, offering new missions and opportunities to explore the world of a Soldier in today's U.S. Army. Now the new release of *America's Army: Special Forces* gives players the chance to train for and then perform missions behind enemy lines.

Foreword from the U.S. Army

In the March 2004 issue, *Computer Gaming World* magazine said that *America's Army: Special Forces* is “one of the best, if not the best tactical sim to grace a computer.” Two years ago, no one could have imagined that the U.S. Army would produce a game that would receive such praise or climb to the top of the play charts with over 3 million registered users.

The game has had an incredible impact in placing Soldiering front and center within popular culture and showcasing the high tech and exciting nature of the Army. More than 450 million missions have been played, making it one of the most popular online games and one of the most successful game launches. Gamers have downloaded several million copies of *America's Army* and its upgrades, and *America's Army* has met with overwhelmingly positive coverage by the media from the front-page of the Los Angeles Times to the homepage of America Online. Moreover, magazines such as *PC Gamer*, *Computer Gaming World*, and *Computer Games* have distributed hundreds of thousands of copies of the game CD as magazine cover discs. Foreign interest has been equally impressive. Fan sites from Turkey to Japan have also distributed the game via download and CD.

The amount of continued interest and excitement in the *America's Army* game has been unprecedented. But what really makes this game a success is its ability to convey information about our Army in an exciting and engaging way. Consistently ranked among the top four PC action games played online, *America's Army* has far exceeded our expectations and proven the value of this technology as a medium for informing popular culture about Soldiering and the Army.

It is our goal that the *America's Army* game represents a current view of the Army and its missions. We've achieved this in the latest version of the game, *America's Army: Special Forces*, which focuses on the critical and specialized role of the Special Forces within the U.S. Army. Due to recent actions in the Global War on Terrorism, there is great public interest in the role of Special Forces. By allowing players to virtually assume the role of Special Forces Soldiers, the game provides a unique inside perspective on the world of these elite Green Berets. Now, players can gain insights into the ways Soldiers—with a wide range of expertise—combine to make the Army the world's premier land force.

America's Army is an ongoing effort that has just scratched the surface with regard to providing realistic virtual insights into the Army. In the coming months and years ahead, the Army will continue to expand the careers covered in the game while adding technological enhancements to deepen the immersive Soldier experience the game affords. As the game matures, the experience it provides will grow in richness and detail in terms of the number of resources players can bring to bear in virtual training and operational missions. Just as the Army is a dynamic organization, the game will continue to be a dynamic platform for learning about the Army and Soldiering.

On behalf of the U.S. Army, the members of the Army Game Project staff look forward to sharing new virtual Soldier experiences with you over the coming years.



America's Army: Special Forces—The Game

Overview

This is an extremely unique type of game. While the market is flooded with first person tactical action games, only one is created by the United States Army. Intended as a communication tool, this game provides players with a taste of what it is like to be a Soldier in the world's most powerful military force. Its realism is unmatched. Weapons in the game are modeled after those used by Soldiers in the U.S. Army. Shooting accuracy and combat effectiveness all play a role and affect whether or not a player hits a target. Some wounds are fatal while others reduce a Soldier's abilities. There are even Medics who can stabilize a wounded Soldier and prevent his effectiveness from decreasing further.

Each mission allows a player to join one of the two sides. However, no matter which side the player selects or is assigned, he or she will be playing as the U.S. Army. However, the Soldiers from the opposing team appear as enemy combatants. As a result, everyone gets to play as a U.S. Soldier and no one has to shoot at a U.S. Soldier. With the addition of the Special Forces missions, players can now assume the role of indigenous Soldiers where they have the opportunity to start off with weapons such as the AK47. As you may have observed, *America's Army: Special Forces* focuses on four main areas of focus for the game—Basic Combat Training, Advanced Individual Training, Military Schools, and Deployment. This mirrors the organization in the actual U.S. Army and this guide had been written according to those same guidelines.

The first section of this guide, which you are currently reading, is the Overview. Here you will find the information to help you understand the basics of the game. It starts off with a brief preview of the guide which provides a glimpse of the material you will find here. This includes a summary of the various military occupational specialties which you can assume during the game. Currently there are three. Next, you will find the scoop on the organization of the squads and how they are divided into fire teams. Following that, take a look at the various roles you can play during a mission—from

squad leader to Medic to rifleman. Since it is important to understand some of the behind the scenes workings of the game, this section also explains how the Combat Effectiveness Meter works and provides an in-depth briefing on the Honor System.

Just like a new recruit, the first place you head to as a Soldier is Basic Combat Training (BCT). It is during these training missions that you will become familiar with the controls of the game as well as how to use the various weapons available to you during a mission. This section of the guide walks you through the Rifle Marksmanship course with tips on how to achieve an expert rating. Next, you will find step-by-step instructions on the Obstacle Course, U.S. Weapons Training, and Urban Tactical Training.

Once you have successfully completed the four sessions of training, it is time to head for Advanced Individual Training (AIT) where you receive further instruction in the skills you will need for combat operations. The first part of this section of the guide focuses on your first multiplayer experience in the game where you must take part in a training mission at the McKenna MOUT Site. Here you will find a map of the training area, information on the mission and tips for each squad to help give you an edge over your opposition. You will also find a great deal of information on how to play *America's Army: Special Forces* successfully. This is written specifically for new players to help give you the knowledge and skills to function competently on the battlefield. After you qualify as an infantryman, you can deploy with either the 172nd Infantry Brigade or 10th Mountain Division. Or you may decide to receive further training to become a combat lifesaver. Information and tips for Medical training can also be found in the AIT section of this guide. With this training, you can assume the role of a Medic during missions.

The next section covers the four different Military Schools. If you qualified as an Expert at the Rifle Marksmanship training, you will have the opportunity to attend Advanced Marksman School. The guide provides

tips and suggestions to help you qualify on both the M24 and M82A1 rifles. If you want to eventually deploy with the 82nd Airborne Division, you will need to attend Airborne School. The guide provides detailed walk-throughs of both the 250-foot Tower exercise as well as the Live Jump at night. For those who want to take their airborne skills a bit farther, head for Ranger School. Here you will find the guide provides vital information on the two Ranger training missions—Mountain Ambush and Swamp Raid—along with maps, tactics, and tips for completing each successfully against the Opposing Force (OPFOR). With Ranger School under your belt, you then are eligible to attend Special Forces Training. This part of the Military Schools section takes you through the Aircraft, Vehicle, and Weapon Identification training (AVWID) as well as the challenging Escape and Evasion (E&E) qualification mission.

At anytime after you have completed Infantry Training, you can deploy with an operational unit. Completion of the various schools opens up additional deployments. Since you will spend most of your time playing the deployment missions, the information found in this section will guide you with maps, briefings, tactics, and tips to help you emerge from each mission victorious over the OPFOR. This guide covers each and every mission in the five deployed units found in *America's Army: Special Forces*—the 172nd Infantry Brigade, the 10th Mountain Division, the 82nd Airborne Divisions, the 75th Ranger Regiment, and the U.S. Special Forces.

In addition to covering the four main parts of an Army career, this strategy guide offers an in-depth and detailed look at *America's Army: Special Forces*. In this section you will find information on all weapons and equipment found in the game—both the U.S. Army weapons and those used by the OPFOR. Rounding out this section are areas on the making of *America's Army: Special Forces*, a brief history of the U.S. Army, and a listing of the over 200 ways to be a Soldier—the various Military Occupational Specialties which make up the modern Army.

Organization

The primary organizational unit in game is the fire team. For most missions, this consists of a fire team leader, a rifleman, an automatic rifleman, and a grenadier. Some missions may not include automatic riflemen or grenadiers and instead replace them with riflemen. However, the standard team usually contains four Soldiers. For those missions allowing advanced marksmen, Soldiers of this class are teamed up with a fire team leader and work in two-man teams.

Two or more teams comprise a squad and are led by a squad leader. While there can be several teams each with a team leader, there is only one squad leader per side in a mission. There are no deathmatch missions. All missions are team-based. The squad that works well together will almost always come out on top. Stick with your team and support one another.

Many online ladders also use a four-person team concept. One example is TWL (TeamWarfare League), one of the largest and most popular *America's Army* ladders in existence today. To learn more about TeamWarfare, visit <http://www.teamwarfare.com>.

Special Forces is organized differently. For example, while the primary organization unit for SF is referred to as “teams”, SF teams consists of 12 personnel, as opposed to six. For more on the composition of the SF team (or ODA), see page 68.

Military Occupational Specialties (MOS)

While there are over 200 different MOS's in the U.S. Army, this game allows players to try out three main specialties. The main MOS is Eleven Bravo (11B) which is an infantryman. This is the heart of the U.S. Army and the main specialty found in the game. During a mission, you also have a chance to take on the role of a Medic which is classified as a ninety-one whiskey (91W). In order to serve in this role, you must complete Medical Training. The last specialty is the 18 series which are the Special Forces. After completing Special Forces training, you can take part in high-risk conventional and unconventional missions.



Roles

There are several different roles. What is available to each player depends on the mission and the types of training the player has completed. Let's take a quick look at each of the roles:

Rifleman

The rifleman is the basic role in the game. Riflemen can be armed with either the M16A2 rifle or the M4A1 carbine. Riflemen are the most versatile role as they can provide support firepower and are often the maneuvering element of a team. Most beginning players should start off as riflemen as they learn the basics of the game and how to work as a part of a team.

Automatic Rifleman

Automatic riflemen are the main firepower of a fire team. Armed with the M249 SAW (Squad Automatic Weapon), the automatic rifleman provides supporting fire for the rest of the team. Not only can these Soldiers neutralize any enemies who wander out in the open, the automatic fire capability of this role can seriously decrease the combat effectiveness of enemy Soldiers just by shooting in their direction—even if they are behind cover. Essentially, the automatic rifleman forces the enemy to keep their heads down while riflemen and other team members maneuver into flanking or enfilading positions.

Grenadier

The grenadier offers a little bit of artillery support for a fire team. With an M203 grenade launcher attached to an M16A2 or M4A1, the grenadier can fire a grenade farther and with greater accuracy than a grenade thrown by hand. The best use of the grenadier is not for pinpoint targeting of individual enemy Soldiers but rather for suppression. Similar to the automatic rifleman, a grenadier can be very useful in keeping the enemies' heads down and preventing accurate return fire.

Fire Team Leader

The fire team leader is armed like a rifleman. However, this role has the improved ability to give orders to the fire team and offers a combat effectiveness boost to those

members of the team nearby. Fire team leaders must maintain a situational awareness of not only the enemy but also each member of the team while ensuring that the team follows the orders given by the squad leader.

Advanced Marksman

After having completed the advanced marksman school, players have the opportunity to take on this role. Advanced marksmen can be armed with the M24 SWS or M82A1 SAMR. This is another support role and advanced marksmen should act as the eyes of the squad informing teammates of enemy movements and deployment before engaging targets at long range.

Combat Medic

Combat Medics are some of the most revered and respected members of any squad. Armed with the same weapons as a rifleman, combat Medics have the added responsibility of attending to wounded members of the squad. Their skills can prevent a wounded Soldier from dying and prevent his combat effectiveness from decreasing by stabilizing the Soldier. While combat Medics can add their firepower to the squad, they must also stay aware of the health of each member of the squad and be ready to offer aid where needed. While not the most glamorous job, being a Medic is a good way to increase one's Honor level. In order to play as a combat Medic, players must complete the Medical training.

Squad Leader

The squad leader is the overall commander of a side during a mission. Armed like a rifleman, the squad leader role requires a player to keep track of each of the fire teams and coordinate their actions so they support one another in the overall objective of the mission. A good squad leader leads first and fights second.

Insurgent Forces

During some of the missions which allow a mixed team, players can assume the role of indigenous Soldiers. Many operations involve working with the local Soldiers. Insurgent forces are armed with OPFOR weapons such as the AK47 and RPK. Since these roles appear similar to the enemy, players must use caution and be careful to identify targets during missions with mixed teams. Players who have not completed the training can play missions only in this role."

Missions

During play, you will have the opportunity to take part in a number of different missions. Each of these missions can be organized into four main categories:

- Training, No Weapons
- Training, With Weapons
- Training, MILES
- Combat

Let's take a look at each of these four types of missions.

Training, No Weapons

These types of missions are all single player. They either involve maneuver only, such as the Obstacle Course, or classroom training like Medic Training. Airborne School is another example of such a mission. Completion of these training missions allows players to take on new roles during a mission or can even allow them to deploy with new units such as the 82nd Airborne Division.

Training, With Weapons

This type of training mission can be either for single player or multiplayer missions. Single player training missions with weapons include the Rifle Marksmanship, Advanced Marksmanship School, and other such missions. Here Soldiers use real weapons against targets.

Training, MILES

Multiplayer training missions with weapons involve using the MILES training system. This allows players to go up against one another for training missions where safe lasers are used instead of real bullets. The Infantry Training Mission as well as the Ranger School missions fit into this category.

The MILES Training System

The Multiple Integrated Laser Engagement System (MILES) provides the U.S. Army with the ability to simulate combat without using lethal bullets. In MILES training, coded laser beams are fired rather than bullets. MILES can be used with infantry, and armor. The system uses eye-safe lasers to engage targets. When a player is being wounded, he will hear intermittent beeps from his MILES harness. If he is "killed", the MILES system will report by sounding a long beep. MILES casualties will respond by sitting down and removing their Kevlar helmets.

Combat

This type of mission is the meat of the game. Most of the missions where you deploy with a unit allow the player to use real weapons against the OPFOR. As a result, when Soldiers are hit by enemy fire, they become wounded and even killed. These missions give players a taste of what actual combat is like.

Honor

Ask any Soldier what the Army values are and they will proudly recite the following: **L**oyalty, **D**uty, **R**espect, **S**elfless-Service, **H**onor, **I**ntegrity and **P**ersonal Courage (LeaDeRSHIP). These values form the basis for everything that our Army and its Soldiers stand for. As it does in the Army, Honor plays a special role in the *America's Army* game. As you'll soon see, Honor is the standard by which all Soldiers, both real and virtual, are measured.

The Honor System

Forget what you know about earning "points" in a game. In *America's Army*, it's not about the number of frags. Instead, it's all about your Honor score. Honor forms the basis of a unique scoring system. This scale, ranging from 0–100, measures a player's experience and in-game standing. Each new player begins with an Honor of 10. As players progress, their Honor rises (a good thing) and falls (not good). This scale is graduated, making it more difficult to rise to the next Honor level as you progress. For example, for those players with an Honor between 11 and 20, you need 1000 experience points to raise your Honor by 1 point. But once you get up to 20 Honor, each additional point will cost you 2500 experience points (see chart). Your Honor score accumulates over the course of a match (normally, seven rounds). At the end of each match, your accumulated experience points are applied to your current Honor. When the new match begins, your Honor is updated and the scoreboard is reset. How do you earn (or lose) Honor? Let's take a look:

Winning a Mission

The main way to earn points is through winning missions. For each mission your squad wins, you earn a number of experience points depending on the map and which side you play as. This is the highest award available, and it rewards successful tactics and teamwork.

Kills

For each kill you make, you earn 10 experience points. This reward is for contributing to the success of the mission. However, you also lose 10 experience points each time you die. This is only deducted from the points you earned through kills during the course of a match. You can never have a negative number of points for kills. For example, if you are killed an -10.

Goals

Each mission has certain objectives or goals. Each time you achieve an objective for your team, you receive a certain number of points depending on the map and the side on which you are playing. This reward is to encourage you to contribute to the success of the team by displaying initiative. In addition, Medics earn points for healing injured Soldiers in their squad. The quicker the Medic can get to the injured Soldier and apply aid, the more points the Medic will earn. Therefore, if you are a new player and want to gain experience, try being a Medic.

Leadership

Leadership plays an important role in the real Army as well as in this game. Each leader (squad or fire team leaders) receives points for each surviving member of his team, including him-or herself. This applies to whoever is leader at the end of the mission, because if your initial leader is killed, you may receive a battle-field promotion. This encourages leaders to watch out for their team members and not squander their lives needlessly. In addition, leaders also receive points when their squad wins a round for leading their team to victory. However, these points are only given to those players who are leaders at the beginning of a mission, not those promoted due to casualties.

Rules of Engagement (ROE)

One of the reasons for the Honor System is to discourage deliberate team killing as well as friendly fire. Each time you fire at a member of your team, the number of damage points are subtracted from your experience points. That number is doubled if it takes place during the first 45 seconds of a mission or if the

target is in ID range where his or her name appears on the HUD when you target the Soldier. These are cumulative. If your attack kills the Soldier, you are penalized an additional set number of points. Once a player accumulates the server limit for ROE (usually -400 to -500 points), the player is booted from the server! ROE violations are the only way you actually lose experience points enough that you drop a level.

It is also important to note that if you ever reach an Honor Level of zero, your character is permanently booted from the game and all servers. Losing a character means you will have to start over from scratch and go through all the training missions again before you can play the multiplayer squad missions.



If you get booted from a server for ROE violations, you get sent to Ft. Leavenworth.

Following is a table which shows the cumulative number of Experience points you will need to advance to each of these levels

The Honor Scale

Level	Experience Points
10	5000
15*	10,000
20	15,000
30	40,000
40	80,000
50	140,000
60	230,000

70	360,000
80	590,000
90	1,020,000
100	1,850,000

* SF Slots become available

The next table shows how many points you need to advance to the next level per level. For every 10 levels, the amount per level increases.

Level Range	Experience Points for Next Level
01-10	500
11-20	1,000
21-30	2,500
31-40	4,000
41-50	6,000
51-60	9,000
61-70	13,000
71-80	23,000
81-90	43,000
91-99	83,000

Earning Honor during a Mission



During a mission, you can take a look at how you are doing during the current match. Press **(F2)** at any time during a mission (preferably while you are not being shot at) to see your standings. Click on the "Score" button in the top right corner of the screen to bring up the scores. This lists all of the players in the current mission you are playing. The number to the left of each name is the current honor level of each player. Next to this number is the role the player has in the current round. To the right of the

player names are seven numbers. The first is the total score for the match. The second number is the number of points each player has been awarded for completing objectives of the mission. The third number represents the points earned by players who have assumed leadership roles during the match. These include squad leaders, fire team leaders, and detachment leaders. The next number is the points awarded for killing the OPFOR followed by the number of points deducted from the total score for each time a player is killed during the current match. The next to last number is the deduction for ROE violations. Every time you kill or injure one of your own team, you lose points. The final number, "Ping" tells you the speed of the connection you have with all of the other players in the mission.

Tip: Unlike other multiplayer games, this does not have an IFF feature on the HUD. Therefore, you cannot tell if a distant Soldier is a friend or foe. Up close, the players name will appear at the bottom of the screen. But then you can usually see if they are on your side or not at that distance. Therefore, if you do not want to lose a lot of points due to ROE violations, look before you shoot and make sure you are not targeting one of your squad.

Note: Some game servers require a minimum or maximum Honor level to join. For example, U.S Army Official Training servers, intended for new users who need more training to boost their Honor level, require a maximum Honor of 15 to join. Additionally, U.S. Army Official Elite servers, intended for more seasoned and experienced players, require a minimum 25 Honor to join.

The Combat Effectiveness Meter

This new meter is located next to the health icon and depicts a player's Combat Effectiveness. This gauges the player's ability to hit a target in different situations. The higher the meter level, the more effective the player is. Combat Effectiveness is affected by various factors—the players' speed, posture, native weapon class, proximity to leaders, health condition, whether they are under fire, and a range of other conditions.

The Combat Effectiveness Meter greatly increases player feedback and provides a better understanding of



how their actions affect their abilities. As development progresses, this feature will tie in to many new features. One of the great things about Combat Effectiveness is that it encourages players to remain together in fire teams so they get the leadership bonus and also makes firing for suppression realistic. In the latter case, an M249 can have a bigger effect on the enemy by just putting lead near them rather than having to kill them. The high volume of fire has a substantial effect on the accuracy of the enemy, allowing maneuver elements to close and engage them. Let's take a look at some of the specifics which affect the Combat Effectiveness Meter (CEM). Remember that your total CEM reflects the cumulative sum of the following factors.

Posture

Much of CEM is based on how secure a Soldier is and feels. While standing, you provide the enemy with the biggest target possible and therefore are less secure—both physically and psychologically. Therefore, standing reduces your CEM. Crouching provides a good CEM with mobility. As a result, crouching is the ideal posture for moving about a mission. Lying prone provides the best CEM. When under fire, drop prone unless you have to move to better cover. Not only does this make you a much smaller target for the enemy to hit, your CEM will increase providing you better weapons accuracy.

Movement

Movement plays a similar role in CEM as does posture. The key factor here is control. Your best CEM is obtained while you are stationary. A slow walk provides a good CEM while a fast walk decreases your CEM further. Sprinting provides the worst CEM. Don't even think about shooting while running if you want to hit something. Instead, run to some cover and then stop before firing.

Health

Your health status also affects your CEM. The best CEM can be found while your health is in the green. As you receive some injuries and your health changes to yellow, your CEM is decreased. If you are very injured and your health is in the red, this will greatly reduce your CEM.

Weapon Use

As you have probably learned during the Rifle Marksmanship training, the crosshairs which appears on the screen does not provide much accuracy. While in this view, your CEM is decreased. However, if you switch to iron sights or scope, your CEM is significantly increased. For those weapons offering a bipod, using the bipod will further increase your CEM.

Leadership Proximity

As in the real Army, leadership plays an important role in combat. Not only does it help bind a fire team together and concentrate their efforts, it also affects each Soldier's CEM. Because a Soldier near his leader feels more secure and is within the leader's command and control, CEM increases and decreases as proximity to a fire team leader or squad leader changes respectively.

Under Cover

The last factor which determines CEM is protection from enemy fire. There is nothing like a solid object between you and then enemy which will stop a bullet. CEM stays at its current level when no one is shooting at you or there is something blocking the bullets from approaching you. However, if there are bullet whips and cracks passing by, you will experience a temporary CEM loss due to the exposed position in which you find yourself. It is this last factor which you can use against the enemy. If the OPFOR is behind cover and you are providing supporting fire, don't necessarily wait for the enemy to pop out from behind cover and shoot. Maintaining a volume of fire towards the enemy will decrease their CEM and lower their accuracy when they do return fire.

The Heads Up Display (HUD)



While playing a mission, the HUD provides a great deal of important information to help you complete your objectives. Let's take a look at each of the aspects of the HUD. Each of the following in the numbered list corresponds to the screenshot above.

1. Chat Icon: This icon shows what chat mode you are in. More will be covered in the communications section of this chapter.

2. Text Box: This is where you will see any text messages you send or receive. Additionally, this is also where your console will appear after you press tilde (~)

3. Compass: The compass at the top of your screen provides you with your heading and displays other vital information such as: 1) leader location, 2) objectives, and 3) wounded teammates. What appears on the compass will vary between class. If you are a squad leader, you will only see the fireteam leaders in your squad. If you are a fireteam leader, you will only see members of your fireteam, and your squad leader. As a Soldier, you will only see the locations of your fireteam leader, and squad leader. Objectives will also show on the compass as icon, designated by the order of their priority on your objectives screen (ie: A, B, etc). Finally in the event that you are a Medic, and a teammate is wounded, you will see a "red blood drop" symbol on the screen designated the heading of where the injured player is. This only appears when the injured player has pressed the call Medic key (default is M).

4. Mission Objectives: This screen shows your mission objectives. They will disappear as objectives are completed (or if the OPFOR has completed the objective).

5. Mission Information: This screen appears in the upper right corner of your HUD. It provides you your current rank, which fireteam you are on, the mission time Version number of AA:SF you are playing, and your location. The location shown here will be reported when you press the "Report In" key (default is U).

6. Additional Gear: Sometimes you may receive additional gear based on your training, rank, or mission. Gear such as nightvision goggles, binoculars, and Medical packs.

7. Stamina and CEM Bar: The left meter shows your stamina, and the right bar is your combat effectiveness meter (CEM). Each meter will have a blue bar which

designates the maximum amount possible. These two meters graphically portray your combat ability, based on fatigue, injuries, and position.

8. Health and Position Indicator: Next to your stamina and combat effectiveness meters is the health and position indicator. The color represents your health, where green is healthy, yellow is injured, and red is critically injured. Additionally when you are bleeding, a red blood drop will flash above this indicator. This indicator also shows your speed (walk, run, sprint), and position (prone, crouched, and standing).

9. Grenade Inventory: Your grenades are shown in your grenade inventory. Each icon represents a type of grenade. From left to right respectively, they are fragmentation grenades, smoke grenades, and stun grenades. The numbers next to each icon shows how many you have of each grenade.

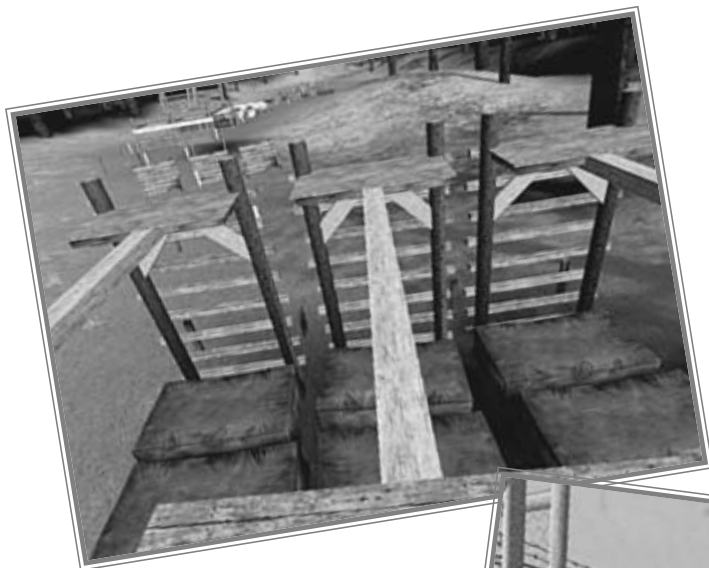
10. Target Information: When you have your crosshairs over a player, and are within a certain distance (a few feet), the target information will appear. Green names are friendly players, while Red are OPFOR players. When you are close enough to identify their names, but not close enough to determine friend or foe, the name will appear as yellow. Finally, if you are a Medic, when you are close enough to identify friend or foe, you can also see the player's health and the severity of any injuries.

11. Weapons Icons: The weapons icon screen shows the current status of your weapons. The current weapon you are using will be displayed as a large icon, when shouldering a weapon, it will be displayed as a smaller icon. The firing mode of your weapon, if applicable will be displayed above the weapon icon. Finally, the ammunition of your weapon will be displayed to the right, showing how many rounds per magazine. For example: If you have 30 rounds loaded in your gun, and 6 extra magazines, it would appear as 30/6.

12. Crosshair: Your crosshair defines a general area where your bullets will hit. Additionally this crosshair is the focal point of your identification purposes and use commands. Identifying a player for example requires you to place this crosshair over the player. When using things such as picking up weapons, you can place this crosshair over the weapon and pressed the action key (default is E).



Basic Combat Training





Basic Combat Training

Basic Combat Training, or BCT, is where every Soldier begins his or her career in the Army. In *America's Army: Special Forces*, each player must complete the four BCT sessions in order to participate in the various missions and additional training opportunities. This chapter will help you get through BCT and prepare you for some actual playing. The first section covers the Rifle Marksmanship Training. This is one of the most important and difficult exercises because you must qualify on the M16A2 rifle in order to continue your career in the Army. The second section covers the Obstacle course. Here you will learn how to control your Soldier from sprinting to crouching to crawling. The U.S. Weapons Training is contained in the third section. This is where you have the opportunity to try out different types of weapons available to you during the missions. Finally, before you can begin multiplayer missions, you must complete the Urban Tactical Training which is covered in the final section. Here you will have to apply the skills you learned for movement and firing in a tactical shooting gallery.

Basic Combat Training is the first step toward a very challenging yet rewarding experience serving our country. It transforms young American volunteers into disciplined, motivated, physically fit Soldiers who believe in teamwork and espouse the seven Army Core Values: Loyalty, Duty, Respect, Selfless Service, Honor, Integrity, and Personal Courage. This is accomplished through extensive training and successful testing to meet Army standards in rifle marksmanship, physical fitness, and basic Soldier skills. Soldiers also learn about the values, principles, and spirit that make Soldiers proud to wear the uniform of the United States of America. Having chosen infantry as Military Occupational Specialty (MOS) you undergo all of your training at Fort Benning, Georgia—"The Home of Infantry."

In red phase, weeks 1–2, recruits begin the process of becoming a Soldier. They learn the Army values and work on their physical fitness. They study communications, basic first aid, map reading, and the military justice system. New recruits also practice drill and ceremony and negotiate the obstacle and confidence courses. Before moving to the next phase, Soldiers must successfully complete a knowledge and skills test.

During weeks 3–5, the white phase, Soldiers continue Army values and physical fitness. Much of this phase is spent learning, practicing, and qualifying on the M16A2 rifle. Recruits also learn about other U.S. military weapons, chemical warfare, and bayonet training. Soldiers participate in the obstacle course, gas chamber (Soldiers enter a tear gas-filled chamber in protective clothing and mask to gain confidence that the protective gear works), and bayonet assault course and pass another knowledge and skills test.

During the blue phase, weeks 6–9, in addition to Army Values and physical fitness, Soldiers undergo individual tactical training, foot marches, confidence course, and obstacle course. The culmination of basic training is a three-day field training exercise combining all previously taught basic combat skills. Soldiers march 10 kilometers to their designated training site on day one, occupy the position, and establish a defense perimeter. On days two and three, Soldiers complete a teamwork reaction course, tactical exercise lanes, and a night tactical exercise. The last night includes the night infiltration course, a return march to the unit, and a ceremony recognizing the successful completion of this challenging exercise. See recruits go through the Army's real Basic Training at www.goarmy.com/basic.

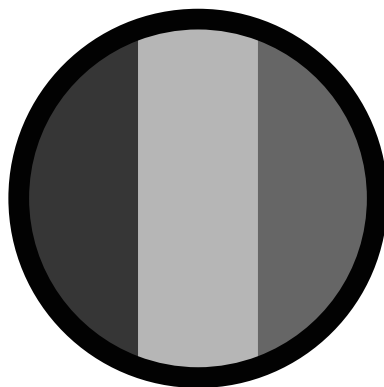
Ft. Benning

Fort Benning is known as the “Home of the Infantry.” The famed United States Army Infantry School was established here, and through the years it gradually emerged as the most influential infantry center in the modern world. Fort Benning and the Infantry School are so intertwined that it is virtually impossible to trace the history of Fort Benning without recording the evolution of the school.

From 1918 until the present, the development of Fort Benning has been directly proportional to the progress of the school. Throughout the years, the mission of Fort Benning and the Infantry School has been: “to produce the world’s finest combat infantrymen.” Today, Fort Benning hosts a number of specialized schools, such as Airborne, Pathfinder, Ranger, and Sniper Schools. By choosing to be an infantryman, you train at Fort Benning to acquire the skills necessary to be a lethal member of an infantry squad.

The Infantry School of Arms, with all personnel, property, and equipment, moved to Columbus, Georgia, on October 1, 1918. The first troops from Fort Sill arrived on October 6, 1918, and occupied a temporary camp three miles east of town on Macon Road. The next day the camp was officially opened. At the request of the Columbus Rotary Club, the camp was named in honor of Confederate General Henry Lewis Benning, a Columbus native thought by many to be the area’s most outstanding Civil War officer.

As the post proved its significance locally, it also began to make its mark nationally in the quality of the leaders it produced. The Infantry School has either trained in its officer courses or honed in its command structure some of the nation’s most prominent military figures. Leaders such as five-star generals Omar Bradley, Dwight Eisenhower, and George Marshall, and others such as George Patton and Colin Powell, learned their craft at Fort Benning.



Unit patch for Training and Doctrine Command or TRADOC—the organization responsible for recruiting, training and educating our Army’s Soldiers

Rifle Marksmanship (Training, With Weapons)



You begin the game at the Rifle Range.

Congratulations, Soldier! You have made it to week five, the end of the white phase of Basic Combat Training.

You've spent the last two weeks in basic rifle marksmanship training, learning how to maintain a tight grouping (hitting all rounds in a small target area) in both simulation and live fire training. You've zeroed and certified your weapon, and now it's time to prove your skills on the firing range and earn your rifle qualification badge.

Successfully qualifying with the M16A2 rifle makes you the most feared combat system on the planet: a U.S. Army Infantryman. Qualifying "Expert" lets you attend Sniper School. Failure lets you enjoy weeks three and four of Basic Combat Training one more time.

This section of the BCT chapter will help you get through the Rifle Marksmanship Training. Since weapons proficiency is essential to *America's Army: Special Forces*, you need to learn the basics of firing the M16A2 rifle and prove your ability to use it effectively. First you will be provided with information on where this training fits into the actual BCT cycle for new Soldiers. Then you will be walked through the training. *America's Army: Special Forces* is a very realistic game and a number of factors affect weapons accuracy—including breathing. At the end of this section you will find a number of tips to help you qualify as Expert, thus allowing you to attend Advanced Marksmanship School. In order to qualify at this level, you must hit 36 out of the 40 targets! This is actually a lot tougher than it sounds.

Qualifying with the M16A2 Rifle

Qualification occurs under combat conditions with unlimited visibility. Forty pop-up silhouette targets are presented randomly at ranges from 50m to 300m, and you have 40 rounds of ammunition. You engage these targets from both a fighting position and the prone position. You can practice in both of these positions before qualification begins.

You are presented with 40 targets, and must hit 36 targets to qualify as Expert, 30 for Sharpshooter, or a minimum of 23 to qualify as Marksman. You must qualify as a Marksman to continue.



Expert Marksman



Sharpshooter



Marksman



Head over and pick up your weapon.

Your first qualification is on the standard weapon of the infantryman—the M16A2. The drill instructor is ready to see how you do. Once he has finished talking, turn right and head over to the armament table to pick up your rifle and four magazines of ammunition. Continue on firing position nine. Hop down into the position, then press R to load the first magazine of 20 rounds.



Make your way to firing position nine and hop down into it.

Before actually qualifying, you're given 40 rounds for practice inside the position and 40 rounds for outside of the position. While you can try firing with the rifle set for burst fire mode, you should practice on single shot, as that is what you do during qualification. The standing unsupported stance in the firing position is one of the least accurate stances you can take. Therefore use your first two magazines wisely. Practice shooting at all of the targets, one at a time, going from right to left, and then back again.



Wait until the drill instructor gives the all clear and orders you to fire. If you shoot early, you will fail the exercise and have to start over.



The closer targets are the easiest to hit.

It is very difficult to hit the more distant targets. Therefore, bring up your sights by pressing Z. This gives you the view looking through the rifle's sights. While this doesn't make the targets much bigger, it does increase your accuracy. Work your way through the targets as you did before. Learn about the progression of Army Soldiers through initial entry Basic Rifle Marksmanship training at www.goarmy.com/basic/week04/smedia/sm3frm.htm.



When you bring up the sights, concentrate on your breathing.

When you are using the sights, you hear yourself breathing. The breathing cycle begins with an inhale, a pause, an exhale, and ends with another pause before the next inhale. Fire during one of the pauses to increase your accuracy. Even if your sight moves over the target while you're inhaling or exhaling, you may miss due to the decrease in accuracy. Don't use the breathing to bring the targets into your sights.

Tip: The breathing cycle plays a vital role in shooting accuracy. Turn up your sound volume so you can easily hear the inhale, exhale, and the all-important pause.

Once you have fired off two magazines in the firing position, climb out and try firing in three different stances outside of the position—standing, crouched, and prone. You quickly find that prone is the most accurate stance for firing. Try firing a few rounds in each stance, but spend most of your time practicing in the prone stance.

After shooting off another two magazines, it's time to start the qualification. You return to the firing position and have one magazine to use. Load your weapon and then wait for the targets to start popping up. Zoom in to your view with the sight. The targets pop up, remain for a time, then go back down. You have 20 targets in the

standing unsupported stance while in the firing position, and then 20 more while prone (and outside of the position). That means you have exactly one round for each target. If you miss a target, don't try for a second shot. You will often miss it as well.

The key to qualifying is keep your sight view up, lowering your aim just a bit after firing so you can see the next target appear. Aim and wait for the pause in the breathing cycle. While you don't have infinite time to aim, don't rush your shot. While inhaling or exhaling, aim. During the pause, correct your aim as necessary and fire. Repeat the process for each target. Because the target cycle is similar to your breathing cycle, it is easy to get into a rhythm. The second magazine fired from the prone stance is easier because you are much more accurate.

Your goal the first time through is to qualify as a Marksman by hitting 23 of the 40 targets. You need that rating to continue through the training. If you fail the first time, try it again. You can always come back to this training mission whenever you need to. If you want to go to Sniper School, you must hit 36 out of 40 targets. This is much tougher, but can be done with some practice.

Note: At the end of each qualification, you are asked if you would like to upload the results to the Army server. You must do this to advance to the next training mission. For the rifle range, upload as soon as you qualify as a Marksman. You can always come back later and qualify for Sharpshooter or Expert and then upload the new results.

See real Army Soldiers in Basic Training undergo Basic Rifle Marksmanship instruction at www.goarmy.com/basic/week04/week04.htm. See them qualify on their M16A2 Rifle at www.goarmy.com/basic/video/week05/01wk05ql.htm.

Tip: Tips for Scoring 36/40 on the Rifle Marksmanship Test

1. Mouse Sensitivity: Turn down the mouse sensitivity. This can be done in the Options screen. The default sensitivity is 3. If you decrease it to 2, minor mouse movements will not affect your aim as much.

2. Patience: It is important to not rush through this test. You will have about 5 seconds for each target. That is actually plenty of time to take careful aim and watch your breathing. Just be patient!

3. Breathing: Turn up the sound volume so you can hear yourself breathing. Wait for the pause in-between breaths and then shoot. Remember, you have 5 seconds so don't rush. If you fire while breathing, you will receive a CEM penalty which will affect your accuracy.

4. Iron Sights: Use your zoomed in iron sights view. This not only makes the target appear bigger and thus easier to aim at, but also increases your CEM. Instead of switching back and forth between views, just lower your sights after each target so you have a wider view of the area and can spot the next target as it rises.

5. Aim: In order to increase your chances of a hit, aim for the center of mass or the body of the target. Don't worry about going for head shots. You just want to hit the target. The ideal aim is for the sight to cover the body with the head in complete view.

6. Firing: When you fire your weapon using the mouse button, you actually move the mouse a bit. Therefore, to keep your sights lined up, use **[Ctrl]** to fire. This also works well during missions when taking long range shots—especially while sniping.

7. One Shot: Use only one shot per target. You have only 40 rounds to hit 40 targets. If you miss a target, just wait for the next one. Your chances of missing a target the second time are much greater since you have less time to aim and wait for breathing.

8. Optical Mouse: If you have a choice, use an optical mouse since they are more accurate than the ball mouse. This goes for any shooting in the game.

9. Hit the Targets: The first twenty targets are fired at while prone. This is much more accurate than while firing standing unsupported. Therefore, it is vital that you hit all 20 of the targets while prone. This allows you to miss four targets while standing and 16 out of 20 for standing is not too difficult to score.

Obstacle Course (Training, Without Weapons)



The obstacle course helps you build confidence in your abilities and teaches you how to move your character.

Obstacle courses are used in physical fitness training to teach physical skills, to improve conditioning, and to instill a spirit of daring and confidence. Success in combat may depend on Soldiers' ability to perform these basic skills.

There are two types of obstacle courses: the conditioning obstacle course and the confidence obstacle course.

The confidence obstacle course has higher, more difficult obstacles than those of the conditioning course. The confidence course gives Soldiers confidence in their mental and physical ability and cultivates their spirit of daring.

The conditioning obstacle course features low obstacles and is run against time. Several fast runs of this course provide a vigorous workout, training recruits into top condition. You will learn the obstacles and how to overcome them rapidly. You first negotiate the course at a controlled pace so you understand how to properly negotiate each obstacle. The second time you compete with your fellow Soldiers.

As you negotiate the various obstacles found on the conditioning obstacle course, maintain a positive attitude and prepare yourself to overcome your own physical limits with the goal of completing the obstacle course within standards, fulfilling the value of personal courage. Show respect to fellow Soldiers by avoiding

mention of another Soldier's physical attributes. Encourage others to complete the physical training exercise to the best of their abilities, demonstrating your own selfless service. Encourage your fellow Soldiers to push themselves during physical training with the goal of meeting course standards and improving your score at each attempt, also fulfilling the obligations of selfless service. Upon completion of the obstacle course, you will have demonstrated the value of personal courage by mentally overcoming the rigors of physical training, keeping the goals of improved conditioning and increased confidence foremost in your mind. Now is your chance to learn all of the ways you can move about the battlefield as a Soldier. This section will take you through the Obstacle Course. The skills and abilities you learn here will make you a more effective Soldier during the missions and may even help prevent you from getting killed. During this exercise, you will learn to move forward and back, turn, sidestep, crouch, crawl, and climb ladders.

Qualifying on the Obstacle Course

This training exercise is pretty easy—especially after completing the rifle range. You have two opportunities to go through the course. The first time is for practice and orientation. The second time you are on the clock.



You practice strafing at the first obstacle.

Your drill instructor teaches you what to do at each obstacle. Just remember that you are in the white center lane of the course. You begin by practicing sidestepping, also referred to as strafing. Move forward to the first obstacle and get through the rails by sidestepping first left, then right while facing forward. See real Army Soldiers negotiate an Obstacle Course in Basic Training at www.goarmy.com/basic/week05/week05.htm and www.goarmy.com/basic/week05/smedia/sm3frm.htm.



Crawl under the first and third logs, and jump over the second.

The next obstacle is a series of three logs. Crawl under the first by pressing **[X]** and moving forward. Stand back up by pressing **[X]** again, then jump over the second log by pressing **[Spacebar]**. Finally crawl under the third log and stand back up.



At this obstacle, you practice climbing and descending ladders, and walking across a narrow beam.

The third obstacle is an elevated beam you must cross. Climb up the ladder, center yourself using the strafe keys, then walk across—don't fall off! When you get to the other side, turn around and move backward down the other ladder.

The fourth obstacle is a low wall to scale. Move forward and you go up and over it. The following obstacle is similar. Climb up the short ladder, move across the beams to another ladder, then turn around and back down the cargo net to the pad below.



Crouch down to get through these pipes.

For the sixth obstacle, crouch and go through some large pipes. Run up to them, press C to crouch down, and get moving. Once you are out the other side, press C again to stand up. The seventh obstacle is another beam to cross. This is much lower and narrower than the previous beam. Get centered and then walk straight ahead to the other side.

Note: Hit the dirt! Press **X** while sprinting to drop prone immediately. This will have a negative effect on your Combat Effectiveness.



Crawl under the barbed wire to complete the course.

The final obstacle is a crawl under barbed wire. Press X to drop prone and then crawl under the wire to the opposite end of the obstacle. Once you are out, the course is complete. Now that you have a feel for the course, it's time to qualify. You have a minute and a half to complete the course. If you fail, try it again until you can beat the clock.

U.S. Weapons Training (Training, With Weapons)



You get to try out some heavier firepower during this exercise.

All Soldiers must, in addition to their individual weapon, be able to employ other weapons effectively. During this block of instruction, you are taught how to properly employ the M249 machine gun, the M203, and the fragmentary and smoke grenades. Undergo each station and thoroughly familiarize yourself with each weapon.

A Soldier fulfills his obligations of duty by being able to employ various weapons. The Army Core Value of duty is fulfilled when a Soldier correctly loads, unloads, and fires both the M249 machine gun and the M203 grenade launcher. In addition, it is a Soldier's duty to prepare for firing and engaging targets with the M67 fragmentary grenade. A Soldier exhibits personal courage when a malfunction is corrected on the M249 machine gun in the face of fear, danger, or physical adversity. You have already qualified with the M16A2. Now it is time to see what else is in the *America's Army: Special Forces* arsenal. This section covers training on the M249 Squad Automatic Rifle, the M203 Grenade Launcher, as well as the M67 Fragmentary and M83 Smoke Grenades. Even after you have qualified on each of these weapons, return as needed for practice. This is a great place to perfect your skills at throwing grenades as well as using the M203 so you can put grenades on target on a regular basis.

Familiarization on the M249 Squad Automatic Weapon (SAW)



You get to try out the M249 SAW.

While you need to qualify on the M249, it is more like just trying it out. Walk up to the first firing position and pick up the squad automatic weapon by pressing E. Walk to the edge of the position and aim at the targets. The M249 has only one fire mode—full automatic. Therefore, when you press the fire button, it keeps firing until you release the button or run out of ammo.



Fire on the targets.

See real Army Soldiers in Basic Training learn to use U.S. Weapons at
www.goarmy.com/basic/video/week06/03wk06ql.htm.



Using the weapon sights increases your accuracy.

Try hitting the various targets at different ranges. Press Z to bring up the sight view. This makes it a bit more accurate. As you fire, the gun rises up and to the right. Therefore, to keep your aim on target, fire in bursts rather than long streams.



Reloading the M249 takes much longer than an M16A2.

Though you cannot lie prone for this exercise, in a real mission, you can pull down the bipod while prone to increase the stability and accuracy. Once you have fired off a magazine, reload and try another. It takes some time to reload the M249. Therefore, avoid having to reload when enemies are near. They might take you out before you can reload and return fire.

Familiarization on the M203 Grenade Launcher

Once you have gone through all of the ammo for the M249, head over to the next firing position. Here you get to try the M203 grenade launcher. It is mounted beneath the barrel of an M16A2 rifle. Pick it up off the table and take all the grenades. To change to the M203 instead of the rifle, click the right mouse button twice. Load a grenade and get ready.



Pick up the M16A2 with the M203 attached. Don't forget to grab the grenades as well.



Aim high so the grenade drops down on the target.



You must reload the launcher after every shot.



The M203 grenades detonate on impact after traveling 15–40 meters. If they hit something any closer, they do not detonate.

The grenades travel much slower than a bullet, so you have to fire them in an arc. Aim above the target where you want the grenade to land. Practice by trying to place a grenade onto the targets out on the range. Get a feel of how high to aim so you can hit targets at different distances. After each shot, reload the M203 with another grenade. The grenades are meant for long-range use. For the safety of the user, they arm and detonate only after traveling 15–40 meters. Therefore, don't use them during a mission to fire into the next room or they may not have enough time or distance to arm.

Familiarization on the M67 Fragmentary Grenade and M83 Smoke Grenade



Now you get to try throwing grenades.

After expending all of the M203 grenades, it's time to become acquainted with hand grenades. Walk over to the next firing position and pick up all the grenades on the table. There are four fragmentary grenades and three smoke grenades.



Press the left mouse button to pull the pin, then release to throw.

See real Army Soldiers in Basic Training learn to throw live hand grenades at www.goarmy.com/basic/video/week07/01wk07ql.htm.



If you press the right mouse button while holding down the left mouse button, you will release the spoon and start to "cook off" the grenade.

Start off by pressing 2 to select an M67 fragmentary grenade. To pull the pin, click the mouse button. When you release the button, you throw it. Experiment with the angle of your throw to see how far the grenade will go. The fragmentary grenade has a five-second fuse. Therefore, an enemy could pick it up and throw it back, especially at close range. If you right-click the mouse while holding down the left button, you release the spoon and begin "cooking off" the grenade. Just be careful not

to hold it too long. Count two or three seconds and then send it on its way. Depending on how far it travels, and how long you cooked it off, the grenade should detonate as it arrives at the targeted destination, preventing the enemy from picking it up or even getting away from it. Try cooking off some grenades before you throw them—just be careful not to blow yourself up.



Try out the smoke grenades.



Smoke grenades can block enemies' view of an area, allowing you to maneuver under cover.

After trying out the fragmentary grenades, press 3 to pull out an M83 smoke grenade. You don't have to cook these off. Just click the mouse to throw. Smoke grenades create an artificial, temporary barrier to sight, allowing Soldiers to move behind the smoke without being seen. Throw the grenades in the little valley below and see how they work outdoors. They can also be used indoors, filling an entire room with smoke.

When you are out of grenades, head up the stairs to complete the training.

Note: Save yourselves! You can dive onto a grenade by pressing **[X]** when you are over it. The blast will get you, but you'll save your nearby teammates.

Urban Tactical Training (Training, With Weapons)

Great job, Soldier! This is the last task you must complete before we assign you to a squad.

You've spent the last 12 weeks learning infantry skills. Now you will put them to use and learn a few more skills. Here at Fort Benning's McKenna MOUT (Military Operations in Urban Terrain) site you learn how to use the flashbang diversionary device, the AN/PVS-7D night vision goggles, and your compass. You now have your opportunity to test what you have learned in a mission type environment. This section will walk you through the Urban Tactical Training exercise. For this you are given three objectives which you must complete. In order to complete this training and qualify for further training and missions, you must combine careful movement with accurate firing. There are a number of targets throughout the course. However, not all of them represent the OPFOR. Some are civilians, so check your fire and be sure to hit only the enemy.

RULES OF ENGAGEMENT

All U.S. Soldiers must abide by internationally recognized rules of land warfare. To implement these laws, your commanders provide rules of engagement (ROE) to serve as a guide when you come in contact with combatants and noncombatants. Often these ROE restrict the use of deadly force except in the case of self-defense. In this mission you encounter noncombatants.

Due to the presence of noncombatants you must positively identify unknown personnel as hostile forces before employing deadly force. This is a training mission, so failure to implement ROE can result in mission failure and an orientation visit to the stockade.

It is imperative that you learn these skills and complete the course without error before you are assigned to an infantry squad. The Soldiers in the squad expect you to be up to speed in basic infantry skills. Once you complete this mission individually, you, and other trainees, are assigned to a squad. Together, as a team, you will engage another squad in the MOUT site using MILES (Multiple Integrated Laser Engagement System).

Qualifying at the MOUT Site

Now it's time to put together what you have learned in the previous exercises. Many of your missions may take place in or around buildings. Therefore, you need to become familiar with working in an urban environment as well as in low-light situations. During this exercise, you learn to use the compass at the top of your screen to show you which direction you are facing, and also in which direction your objectives are located.



There are three enemy targets in the first room you flashbanged.

Start off by heading down the hallway to the door on the left. Stand to one side and open it by pressing **[E]**. Never open a door while you are standing in front of it—an enemy may be waiting on the other side. After opening the door, press **[4]** to select a flashbang grenade and throw it in the other room.

Quickly switch back to your rifle by pressing **1**. Once the grenade detonates, rush in and take out the three enemy targets. If they had been real enemies, the flashbang would have stunned them so they could not see or hear anything for several seconds. That lets you enter and neutralize them before they can return fire.



Climb down this ladder to the tunnels.



Be careful not to shoot the civilian targets.

With the objective A completed, head on to the next. Head to the ladder leading down to the sewer tunnels. To see in the dark, activate your night vision goggles by pressing **V**. As you move through the tunnels, you come across more targets. Shoot at the enemy targets but not the civilians. All of the targets are at the ends of branches of the tunnels, behind grates.



Watch out for more targets as you emerge from the tunnels.



Unlock the padlock to complete objective B.

After moving through the tunnels, you emerge into some rooms. The targets in this area are both enemy and civilian so watch your shots. Move to a gate with a padlock. Move up next to the lock and press E to begin unlocking it. Once it is open, you have completed objective B.



Clear out some more targets when you get back up to the top level.



Head for the finish line to complete the exercise.

After going through the gate, proceed to the ladder leading back up to the ground level. At the top of the ladder, you have to deal with some more targets. Watch your fire and continue around to a door with "exit" spray painted near it. This is the way out. Open the door and walk on out to the finish line to complete the exercise. You've proven yourself ready to be assigned to a squad.



Advanced Individual Training (AIT)



Advanced Individual Training (AIT)

After completing BCT, each new private is assigned to attend Advanced Individual Training or AIT. It is during this training that Soldiers begin to specialize in their Military Occupational Specialty (MOS). Since all of the MOS's in *America's Army: Special Forces* are based on the Infantryman MOS 11-B (Eleven-Bravo), all players must take part in Infantry training. Once this has been completed, players may being missions with deployed units or seek additional training. This chapter will cover the two types of AIT currently available in *America's Army: Special Forces*. The first, Infantry Training, is mandatory for all Soldiers. However, Medic Training is voluntary and provides players with the abilities and skills to take on the role of a Combat Lifesaver during missions and earn extra points for Honor. As a bonus for new players, a series of tips is included following the section on Infantry Training. This will help bring you up to speed and prepare you for the multiplayer missions.

Weapon Selection

The F2 Weapons selection that occurs at the end of each match is based on your last match score and your Honor rating. The player on your team who scored the most points last match gets 100 points and adds that to his Honor rating. All other players on your team gets a percentage of that 100 points (based on his last match score relative to the high teammate's score), and then they add that to their Honor score. So if top teammate got 500 points last match and you got 250 points last match you get 50 points to add to your Honor score.

The players are then listed by that "last match + Honor formula" with the highest number first. That list is shown on the right side of the F2 Weapons Selection menu. The player at the top of the list gets first pick, man at bottom get last choice. There is a timer next to the names. The person above you gets to pick before you but if he waits too long you can pick any unselected weapon.

To put that into math terms, selection is ranked according to: Honor + $100 * (\text{Score} / \text{High_Score_on_Team})$, where "Score" and "High_Score_on_Team" are for the previous (just completed) match.

If you arrive on a server mid-match, you can select any available slot as soon as you arrive; there's no "ranking".

Infantry Training



Unit patch for the U.S. Army Infantry School at Fort Benning, Georgia

Learn more about Army Infantry enlisted Military Occupational Specialties at www.goarmy.com/jobs/mos/subcat08.asp.

Welcome to the Infantry!

Welcome to the Infantry and the Infantry Training Brigade!

There is no greater or more honorable profession than that of the professional Soldier—you are about to join the greatest of all the Army's branches of service: the Queen of Battle!

I am the Infantry—Queen of Battle! For two centuries I have kept our Nation safe, purchasing freedom with my blood. To tyrants, I am the day of reckoning; to the oppressed, the hope for the future. Where the fighting is thick, there am I...I am the Infantry! FOLLOW ME!

An infantry Soldier is special: he must be able to shoot better, perform better under physical duress, and move about the battlefield better than any other Army Soldier and certainly better than any enemy we face. Preparation for infantry service is nonstop action designed to prepare Soldiers for the close, brutal, personal aspects of combat. Through the ages and the history of our nation, America's infantrymen have always answered the call for selfless service. The infantryman is always there with an unbreakable will to win, to succeed when others do not. This will make you ready.

Infantry Training is your first opportunity to log on to a server and play on a team with other players against an opposing squad. Here you will practice your military operations in urban terrain (MOUT) skills as you fight it out in a simulated town. There are three objectives which each squad must attempt to control. With open streets and several buildings, fighting can be fast and furious since this map is relatively small and the two opposing squads begin close to one another. This section provides you with a map of the McKenna MOUT site, as well as briefings and tactics for each squad.

As you join us here on Sand Hill at Fort Benning, prepare yourself for the experience of a lifetime. Our job is to prepare you for success in your new life as a U.S. Army infantryman. Good luck!

Becoming an Infantry Soldier

Today's infantry Soldiers are smart and very well trained. They use handheld computers to collect and relay data about their positions and that of enemy units to commanders miles away, all in near real-time.

Training is what turns an ordinary man into a Soldier. Training helps Soldiers develop the skills and confidence they'll need later on.

Every day for 14 weeks, Army Infantry Training will demand the best from you. And every evening you will know the deep satisfaction of having given your all.



Schedule of Training

Weeks 1–3: The first two weeks consist mainly of PT (physical training). You perform hundreds of sit-ups, push-ups, and wind-sprints and discover muscles you never knew you had. You learn military skills such as drill and ceremony, wear of the uniform, and guard duty. You're taught the basic tools necessary to survive on the battlefield, such as survival and hand-to-hand combat, and given a firm grounding in the Army Values.

Weeks 4–6: This phase concentrates on the M16 rifle. You learn sight-adjustment, assembly, and disassembly. After having spent days on the rifle ranges, you have a chance to qualify for badges as marksman, sharpshooter, or expert.

Weeks 7–9: You learn to identify the kind of terrain just by the way it looks on a map. You receive training in hand-to-hand combat, hand grenades, grenade launchers, antitank missiles, and pugil sticks, as well as nuclear, biological, and chemical (NBC) training, which includes entering a gas chamber. You demonstrate the skills learned in a phase test and undergo the confidence and obstacle courses.

Weeks 10–12: These two weeks teach you advanced weapons and operating as part of a squad. The focus is on numerous live-fire exercises and the employment of machine guns and other squad automatic weapons.

Weeks 13–14: The Capstone Field Training Exercises let you demonstrate the skills you have learned during these arduous 14 weeks. To graduate you must be able to:

- Successfully qualify with the M16A2 rifle.
- Pass the APFT with a minimum of 60 points in each event (push-ups, sit-ups, two mile run)
- Complete the five-mile "Eagle Run" in less than 45 minutes
- Complete all tactical foot marches (4km, 8km, 10km, 12km, 16km, 20km, and 25km foot marches)
- Pass hand grenade qualification course and successfully throw two live grenades
- Negotiate both the confidence and obstacle courses
- Complete combative training to include rifle bayonet, pugil, and hand-to-hand combat training
- Demonstrate knowledge of the seven Army values
 1. Loyalty
 2. Duty
 3. Respect
 4. Selfless Service
 5. Honor
 6. Integrity
 7. Personal Courage
- Complete the Field Training Exercise (FTX)
- Receive training to standard in all mandatory subjects

"We Build Infantrymen"

The mission of the Infantry Training Brigade (ITB) is to transform civilians into infantrymen that possess the commitment, character, confidence, physical fitness, fundamental Soldier skills, and warrior spirit to successfully serve in the infantry.

During the Vietnam War, the 3rd Army Training Center was located at Sand Hill. Their mission was to conduct basic training. In 1976 Sand Hill became active again when Advanced Individual Training was centralized at Fort Benning.

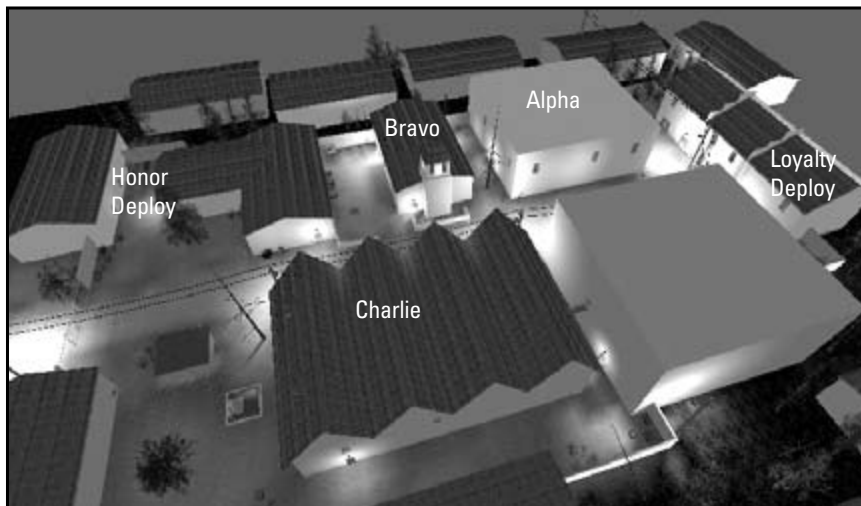
In July 1978, the one station unit training (OSUT) concept was adopted. By 1981, the demands of both basic and advanced individual training required another brigade and subsequent creation of the U.S. Army Training Center in 1982.

The U.S. Army Training Center was established on July 20, 1982. The old brigade headquarters building once served as General George S. Patton's 2nd Armored Division's Headquarters prior to U.S. entry into World War II. The new brigade headquarters is located in Building 3410. These buildings, as well as those housing the Infantry Training Brigade's battalions are in the Sand Hill Area.

The two brigade headquarters were inactivated in 1989. This brought the eight infantry training battalions under the direct control of the Infantry Training Center Headquarters, along with the reception battalion and the headquarters and service company.

In June 1992, the U.S. Army Infantry Training Center was redesignated as the Infantry Training Brigade, U.S. Army Infantry School and based at Fort Benning, Georgia.

McKenna MOUT Site (Training, MILES)



The McKenna MOUT Site mission is your first mission as a squad member. Here, you take your knowledge of urban tactical training and use it in military operations in an urban terrain (MOUT). This map has two teams—Honor and Loyalty.

Weapons: M16A2, M249, MILES grenades, smoke grenades

Mission Type: MILES

Teams: Loyalty, Honor

Honor

Situation: Training evaluation at McKenna MOUT (Military Operations in Urban Terrain) site using MILES (Multiple Integrated Laser Engagement System).

Mission: Squad “Honor” will secure three objectives located in the church and blue-and-white buildings. Your team must successfully achieve the mission objective to graduate from infantry training and proceed to your unit of assignment.

Enemy: Enemy consists of a small infantry unit.

Troops: One infantry squad from 1st Battalion, 19th Infantry Brigade.

Terrain: Complex urban terrain consisting of six multi-level buildings and an extensive tunnel system.

***Maximum number of players:** 18

Tactics



Honor's deployment area.



Objective Bravo is inside this church.

Honor squad begins the mission outside of the buildings, near the gate. If you move out fast, you can take two of the objectives before Loyalty squad does. Divide up by

fire teams. While one moves out through the building near where you start to secure the church and Objective Bravo, the other fire team rushes across the street to the building containing Objective Charlie. Once in control of these two objectives, defend them against the OPFOR.



Objective Charlie is in this blue building on the second floor.

Objective Charlie is on the second floor of the building. It can be accessed only from two ladders leading down to the ground floor as well as a plank connecting the second floor of the building with the adjacent building. Leave two Soldiers to guard this objective if you have enough in your squad.



This Soldier is covering Objective Bravo from the steeple.

The church is a bit tougher to defend. However, the steeple offers a great vantage point overlooking most of the map. A Soldier crouched down in the steeple can almost single-handedly prevent the enemy from gaining control of Objective Bravo. Just aim down through the trap door and keep the objective covered with rifle fire or with grenades.



Because you are using MILES gear, when you become a casualty, you must sit down and remove your Kevlar helmet.

With the first two objectives taken and defended, the rest of the squad must go after Objective Alpha. It is in the building next to the church. The OPFOR will almost certainly take this objective early in the mission. However, if they have not, the team securing the church should continue cautiously toward it. You can access this final objective through the tunnel system. However, you are a sitting duck as you climb up the ladder to the ground level right next to the objective because you cannot fire your weapon while climbing. OPFOR can defend Objective Alpha not only by covering the entrances into the building, but also from the rafters above. It is not uncommon for a Soldier to be hit by an enemy hiding up in the shadows, crouched down on a rafter beam.

Tip: The alleyway between the church and the building with Objective Alpha is a great place to make a stand to prevent the OPFOR from advancing down the map. Position an automatic rifleman prone in the corner with the vegetation as concealment, and neutralize any enemies that come out of the building toward the church.

Loyalty

Situation: Training evaluation at McKenna MOUT (Military Operations in Urban Terrain) site using MILES (Multiple Integrated Laser Engagement System).

Mission: Squad “Loyalty” will secure three objectives located in the church and blue-and-white buildings. Your team must successfully achieve the mission objective to graduate from infantry training and proceed to your unit of assignment.

Enemy: Enemy consists of a small infantry unit.

Troops: One infantry squad from 1st Battalion, 50th Infantry Brigade.

Terrain: Complex urban terrain consisting of six multi-level buildings and an extensive tunnel system.

***Maximum number of players: 18**

Tactics



Throw some grenades down the street to stir things up at the start. It might buy you enough time to grab an additional objective at the start.

Loyalty begins in a building at the opposite end of the street from Honor. Objective Alpha is in the adjacent building; seize it right at the mission’s start. This objective is quite easy to defend with a couple Soldiers in the rafters on the second floor. From there, they can cover the objective as well as the tunnel entrance next to it, while remaining in the dark where it is hard for the OPFOR to spot them.



Objective Alpha can be defended easily by a Soldier hiding up in the rafters.



Cross into the blue building by walking across this plank.

Tip: Stay out of the street. Don’t even try to set up a kill zone along it because you will be extremely exposed. Throw some fragmentation grenades down the street—you may take out an automatic rifleman set up at the far end.

While one team goes after Objective Alpha, a second team should go through the building across the street toward the blue building containing Objective Charlie. The best route in is using the plank connecting the two upstairs floors. However, throw a fragmentation grenade into the other building before entering. Quickly enter after it detonates to take advantage of the confusion. Once it is captured, defend Objective Charlie by covering the ladders leading down to the ground floor.



Try setting up a good fire position for the M249 at right angles to the main street.



Then when the OPFOR comes into your sights, open fire.

Objective Bravo in the church can be a tougher nut to crack. The OPFOR should have the alleyway between the church and the building with Objective Alpha covered.

Note: Be aware of your honor. The Honor System tracks your experience points.

However, peek out the doorway to check. Then throw a smoke grenade and rush through the smoke toward the church. Throw a couple of fragmentation grenades into the church to clear out the pews, and then enter as a team. Cover all three entrances as a single Soldier heads to the objective. Watch for an OPFOR in the steeple. Throwing smoke around the objective can give you a chance to sneak in and claim the objective, then move back to cover it from a corner of the church.

Tips for the New Player

Maintain Situational Awareness

In other words, look around as you are moving through an area. Combat is kind of like crossing a street. If you just look straight ahead, you are likely to cross very few before that big truck takes you out. The same goes for playing in *America's Army: Special Forces*. As you are advancing on an objective, don't just fixate on the compass heading and look nowhere else. A good OPFOR will try to attack you from the flanks or even your rear. Therefore, you should be constantly looking back and forth. With a little practice, you can actually maintain your march to the objective while scanning around 360 degrees. You just move forward, strafe, walk backwards, strafe in the opposite direction and then continue forward again. Another good tactic is to assign each member of your fireteam a quadrant to cover. The lead faces forward while two Soldiers cover one flank each and the Soldier in the rear covers behind your team.

Communicate with your Squad and Team

If there are two equally capable squads facing off in a battle, the winner will almost always be the squad that communicates the best. Not only does good communication help you avoid firing on your own squad, but allows you to coordinate actions. It is important that you watch the chat box and learn how to communicate. There are several hot keys for messages such as "enemy spotted" and "area secure" as well as calling for a Medic or responding to such a call. As a general rule, it is a good idea to inform your team of any enemy contact before firing. This will give them time to get into position to support you because once you start shooting, you may not have time to send off a message. Advanced Marksmen are often more effective by telling team mates where the enemy is located from a distance than trying to engage the enemy single handedly. If you are on a team that doesn't talk a lot, be the first one. Often once one player starts sending messages, the rest will respond and before you know it, you are acting like a team.

Medics

You can play as a Medic while any class. However, there can only be one Medic per fire team. If you have the chance, try to be a Medic. It is a great way to earn some extra points for Honor and make friends. As a Medic, your first responsibility is to your fireteam. If a Soldier in another fireteam is wounded, don't just run off and leave your team just so you can earn some quick points. Either stay with your team or inform your leader that you will be assisting a wounded Soldier in another team if they are not too far away. You don't want to abandon your fireteam during an engagement—especially if you supposed to be providing covering or supporting fire for other members of the team. You should also be careful when going after a wounded Soldier. If you run out into danger and get killed, you won't be able to give anyone first aid.

For those players who are not Medics but get wounded, don't be a baby and just wait for a Medic to come to you. Instead, after informing your team of your intentions, try to move towards a Medic and get yourself behind some cover so the Medic can administer first aid without getting killed in the process. Once you are in cover, be sure to give the Medic directions to your location if possible and offer information on nearby threats.

Learn the Maps

It is important to learn the maps. This guide provides maps for each mission, so use them. Study them ahead of time and keep them out during a mission for easy reference. Then, if you receive an order from the squad leader to move your team to the northwestern hill, you have an idea of where it is located and how to get there. The better you know a map, the easier it is to predict and identify possible axis of movement for the enemy. You can then set up defenses accordingly. You can also look for ways to attack the enemy from directions they would not expect and find avenues which you can use for an unnoticed approach.

Be Cautious

Unlike action heroes in the movies, real Soldiers do not go blitzing around every corner with guns blazing. Instead, they exercise caution. You should too—especially if you suspect the OPFOR to be in the area. Move slowly, peak around corners, and keep your eyes open

for an ambush or surprise attack. Shooting aimlessly or lobbing grenades around corners without looking first will only alert the enemy to your presence. Don't let them know you are there until you have them in your sights and a bullet is on the way.

Improvise, Improvise, Improvise

Don't be afraid to try something different. Many of the most successful military operations and tactics worked because they were not expected by the enemy. Some of the craziest things in the game work because the OPFOR think no one in their right mind would try them. U.S. Soldiers have often succeeded because they were encouraged to take the initiative during an engagement and not rely on standard doctrine. Just be sure to communicate your intentions to your teammates so they will follow along. If your plan does not work, don't be discouraged, just try something else.

Don't 'Noob' Bash

Out of common courtesy to all those inexperienced players, it's just not polite to call someone a noob. At one point, we were all noobs, all inexperienced. Calling someone a noob when you want them to hand over the sniper slot isn't very persuading. When someone does something stupid, don't call them a noob. It's just discouraging, and retracts from the enjoyment of the game. Instead, spend your time communicating encouragement and advice. Remember, this is a community of gamers and everyone is playing for a good time.

Learn Your Weapons

America's Army: Special Forces is not like a standard first person action game. It models weapons accuracy on real life factors. You are not going to be able to take out an OPFOR at long range while running and firing on full automatic. Instead, concentrate on your CEM and use the tactics you learned during BCT to increase your accuracy. Also, use your weapons in the way they were designed. The M2490 SAW is a support weapon. Use it to cover your team's movement and keep the enemies head down instead of blitzing a position on your own. Make use of sights and bipods since they only improve your accuracy.

Honor and Experience

While Honor is an important factor in the game, allowing you to select positions within a squad or opening up training such as Special Forces, don't focus on getting as much points as possible. If you do this, you will more than often become frustrated and not be a very good team player. Instead, your first priority is to have fun. Play along with your squad and learn from them. The key to increasing your Honor is just to play. The more you play, the better you will become and the more points you will earn.

CQB Tactics and Taking Objectives

These two things are some of the most frustrating things in the game—especially for new players (and some experienced players). Here are some tips to help you get through each.

The trick is to avoid those blind corner killings. One way to do that is to work in a small group, such as with one or two other players. With these numbers, you can leapfrog down passages and corridors. For instance, once you determine a room is clear, one stops at the far end of the room, watching the next door. The other two advance, one of which stops at the door and peaks both ways. When all seems clear, the third goes through the door, and the man in the far end of the room moves in for the next corner, and the man on the corner moves through the next door and so on and so forth. When with only two, eliminate the room sentry, and just move from door to room to door to room. Move slowly. Sprinting is usually not a good idea. Keep your gun up and ready at all times. Peak around corners and check all corners of dark rooms for OPFOR. It's always frustrating to nearly clear the room, and get wasted by that OPFOR you passed near the entrance of the room. Don't forget to use grenades to clear a room if you know the enemy occupies it.

Taking objectives works in a similar fashion. Most objectives are in enclosed spaces, making them difficult to approach. The best way to safely take an objective is to have cover while taking it. If someone has a clear line of sight on any attackers while you take that last objective, you will most likely be safe. Now, keep in mind, most objectives make noise, if only slightly. If a smart OPFOR is nearby, he will be watching one of the entrances to that

objective while at the same time listening for that noise. When he hears it, he'll burst in, guns blazing. At times, you may be able to lure enemies out by only partially securing the objective and making a lot of noise. If any are listening, they will burst through right into your waiting sights (and, if you do it right, your buddies sights).

Going Solo

It's happened once and it'll happen many more times. You happen to hit F1 and notice no one else is still breathing on your team. What do you do? Particularly since all your teammates are now watching you and counting on you to complete the mission successfully? Or you may be on a team where as soon as the mission begins, everyone scatters on the quest for personal glory. In either case, here are some quick tips for going solo.

The first wrong thing you can do is run off to a corner and hope the OPFOR pass by. This is how objectives are lost and it wastes time. The second wrong thing you can do is panic. Panicking, whether you realize it or not, will prove detrimental to your playing ability. Your eyes dart about so often that you don't notice the guy waiting for you in that shadow because you were looking in the other shadow. As with the CQB tactics, take it slow. Keep your weapons up and ready, and observe your surroundings. Stay calm and collected, and stay cautious. If you get surprised by an approaching OPFOR, and are not killed, backpedal out of there the way you came, or to the nearest exit. Try to find a location where you can surprise the OPFOR rather than trying to shoot it out when they already have the drop on you. Remember that a grenade can discourage pursuit.

Use your Ears

Sound plays a major factor in *America's Army: Special Forces*. The game includes and uses stereo sound. If you don't have good quality speakers or it is hard for you to tell if the sound is coming from the right or left, try using a pair of headphones. This will usually allow you to hear the faint noise of an OPFOR sneaking up on your flank or let you determine from which direction you are being shot at.

Medic Training (Training, Without Weapons)



Your training takes place in this hospital.

One of the bravest Soldiers in any army is the Medic. They must brave enemy fire and go into harm's way to save the lives of their fellow Soldiers. As such, Medics play an important role in *America's Army: Special Forces*. They can help keep a wounded Soldier in the battle by stabilizing their wounds. This section covers the Medic Training in the game. In order to become qualified to act as a Medic during a mission, you must complete three classes. These cover the basics of combat lifesaving—airway management, bleeding control, and treating shock. The classes are not very difficult and if you are a new player or just looking to increase your honor, try playing as a Medic and you will receive additional points for honor each time you apply first aid to a wounded Soldier in your squad.

Mission: Provide the Army with highly motivated, disciplined, warrior spirit Health Care Specialists, 91W, who are National Registry EMT-B certified, possessing the additional necessary Medical skills to sustain the force, survive the battlefield and accomplish the mission.

Job training for a 91W consists of nine weeks of Basic Training, where you'll learn basic Soldiering skills, and 16 weeks of Advanced Individual Training, including practice in patient care. Part of this time is spent in the classroom and part in the field.

When Army physicians aren't available, the 91W is authorized to step in to provide basic and emergency Medical treatment to injured or wounded Soldiers in need of immediate treatment.



The Expert Field Medical Badge or EFMB

The 91W is primarily responsible for providing emergency Medical treatment, limited primary care and health protection and evacuation from a point of injury or illness. Some of your duties are; administering emergency Medical treatment to battlefield casualties, assisting with outpatient and inpatient care and treatment, preparing blood samples for laboratory analysis, and preparing patients, operating rooms, equipment and supplies for surgery. Learn more about real Army 91W Health Care Specialists at www.goarmy.com/jobs/mos/mos91W.asp.

The History of Army Medical Training

The Army Medical Department and the Medical Corps trace their origins to 27 July 1775, when the Continental Congress established the Army hospital headed by a 'Director General and Chief Physician.' Congress provided a Medical Organization of the Army only in time of war or emergency until 1818, which marked the inception of a permanent and continuous Medical Department. The Army Nurse Corps dates from 1901, the Dental Corps from 1911, the Veterinary Corps from 1916, the Medical Service Corps from 1917, and the Army Medical Specialist Corps from 1947. The Army Organization Act of 1950 renamed the Medical Department as the Army Medical Service. On 4 June 1968, the Army Medical Service was redesignated the Army Medical Department.

Brooke Army Medical Center (BAMC) has a proud and venerable history which dates back to 1879 when the first Post Hospital endured as a small Medical dispensary located in a single story wooden building. During the early years the Post hospital was in temporary structures and it was not until 1886 that the first permanent hospital was built. In 1907 an 84-bed Station hospital was constructed on the west side of post. This made the hospital among the nation's most modern. In 1929, BG Roger Brooke assumed command of the Station Hospital, a position he held until 1933. Three years later the cornerstone was laid for the construction of a replacement Station Hospital. The new hospital was the first in a series of moves which changed Ft Sam Houston from an Infantry Post to a Medical Post. During WWII the BAMC prepared for an overwhelming flow of casualties. The Station Hospital was renamed Brooke General Hospital in BG Brooke's honor in 1942. Fort Sam Houston in 1946 was chosen as the new site for the U.S. Army Medical Field Service School. The decision to centralize the Army's Medical research and training at one location resulted in the re-naming of Brooke General Hospital to Brooke Army Medical Center. In September 1987, the official groundbreaking took place for the construction of the Brooke Army Medical Center replacement hospital. On March 14, 1996, the New Brooke Army Medical Center was officially dedicated. Find out more about Army Health Care professions at healthcare.goarmy.com.

Saving the lives of your teammates brings honor to you and to the U.S. Army. Being a combat lifesaver allows you to do such a thing. *America's Army: Operations* version 1.9.0 debuted the Medic class. This character is NOT a real Medic, since Medics are not allowed to participate in operations depicted in *AA:SF*. The class in *AA:SF* is technically a "combat lifesaver". To become a lifesaver, you must complete three classroom courses, and one field training exercise. The tests will challenge your mind, and therefore shouldn't be taken lightly.

The three classroom courses are as follows:

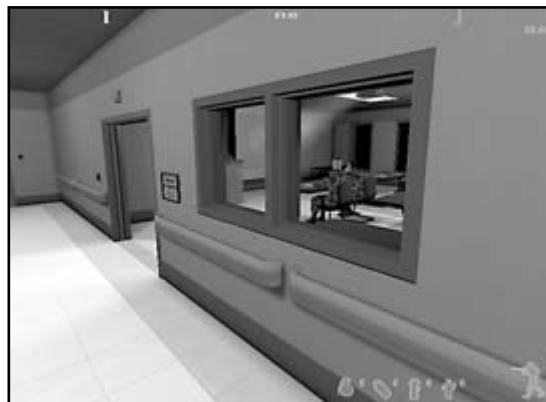
- 1. Airway Management: Learn how to clear airway obstructions, and give rescue breaths to a non-breathing victim.**
- 2. Bleeding Control: Learn how to stop bleeding.**
- 3. Treating Shock: How to treat for shock.**

After each classroom lecture, you will be required to take an example. To pass, you must have 70% or more correct, otherwise you will be required to sit through the whole lecture again in order to retake the exam. When you have completed all three courses, you will be required to take the field training portion of the Medic course. Here you will be tasked to locate, triage, and treat casualties. By triaging patients, you will identify the most critical casualties. Since your Medical supplies are limited, the most seriously injured Soldiers must be treated first.

Medics during a Mission

To locate a casualty, a casualty must call for a "Medic". Upon doing so, the red blood drop symbol will appear on your compass. Go in that direction and look for the casualty. Once you have found the casualty, triage them by going up to them, and placing your crosshair on them. Their username, health status, and severity will appear. Health status shows their current health state. What you should look at is the severity, which is shown below the health. If it says Urgent, they are first priority. To treat a casualty, place your crosshair over them once again and press the action key. Hold down the key until treatment is completed. If you have to abort the treatment, release the key. You can continue from where you left off at any time.

Airway Management



Head to room C-1 for your first class.

Your first training class is on Airway Management. It is located in room C-1. From where you begin, take a right at the nurses' station and continue on down the hallway. The classroom is located on your right.



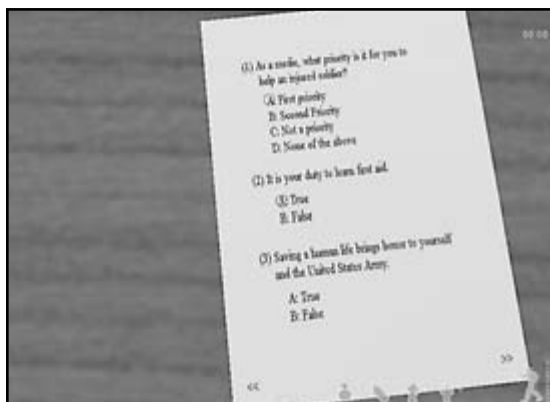
Pay attention to the lecture

Learn more about service as an Army Medical Specialist at www.goarmy.com/sp/sp16/index.htm.

Walk inside, locate the empty seat and make you way to it. Press the action button to sit down and then listen to the lecture. Be sure to pay attention since there will be a test at the end.

During this lesson, four main points will be covered. They are:

1. **Shake and Shout**
2. **Open the Airway**
3. **Check the Breathing—Look, Listen, and Feel**
4. **Rescue Breaths**



Take the test.

After the lecture, you will have the opportunity to take the written test. You will use your targeting reticule and fire button to change pages by clicking on the arrows at the bottom of the pages and then clicking on the correct answers. When you have completed the test, press [[Space]] to close the test and then again to stand up. Walk to the instructor and press the action key to turn in your test. You will receive your grade instantaneously. If you score at least 70 percent of the questions correct, you have passed the class. Any lower and you will have to listen to the lecture again and then retake the test.

Bleeding Control



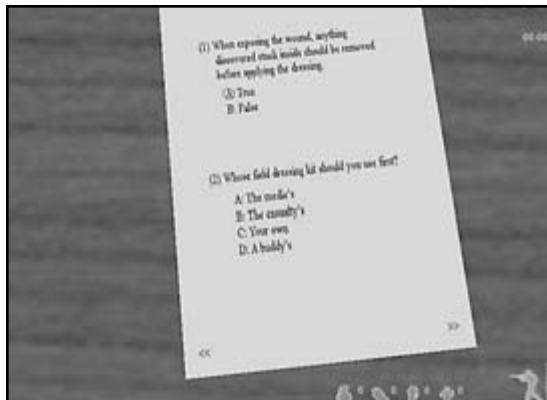
The next class is on controlling bleeding.

After completing the first class, you are ready for the second. You begin in the first classroom. Exit and then head left down the hall past the nurses' station. The classroom, C-2, is directly in front of you. Enter and take a seat to begin.

This class is on Bleeding Control. Listen carefully to the lecture. The main steps are as follows:

1. **Expose Wound**
2. **Grasp Dressing**
3. **Pull Open**
4. **Dress Wound—white side of dressing down**
5. **Hold and Wrap, Tie off the ends**
6. **Maintain Pressure if bleeding continues**
7. **Elevate limb**
8. **Apply Pressure Dressing if necessary—tie knot over wound**
9. **Use Pressure Points to slow down bleeding**
10. **Tourniquet is the last resort**

Learn more about Army Practical Nurse training at www.goarmy.com/sp/sp07/index.htm.



Take another test.

Once the lecture is complete, take another test and then turn it in to the lecturer to receive your grade.

Treating Shock



Here is your next class.

The final class is on Treating Shock. As you exit the second classroom, take a left and head down the hallway. The classroom is near the end and on your right. Take a seat and listen to the lecture. The points covered are:

1. Signs and Symptoms of Shock
2. Elevate the feet
3. Loosen clothing
4. Seek Medical Aid
5. Get professional help



Shock can be just as deadly as bleeding.

Once the lecture is complete, take the third and final test for Medical training. Turn it in to the lecturer for your grade.

Field Training



Get your briefing.

The next and final step in your training as a Medic is the field exercise. It is important that you treat injuries in the order in which they may cause death. During this lesson you will learn how to evaluate and decide in which order to give first aid measures. This lesson will not attempt to teach you how to apply these first aid measures, but will only give you the signs and symptoms for evaluating a casualty according to the priorities needed to prevent death or further injuries. If you successfully complete this exercise you will be qualified as a 91W Combat Medic!



There has been an automobile accident. You need to get there quickly.

Right after the briefing, you will hear an explosion. Red indicators will appear on your HUD compass. Quickly head down the road to locate the scene of the wounded Soldiers.



The Soldier lying face down is severely injured.

There are three Soldiers who are wounded—each with different degrees of injury. You want to help the worst case first. Their position and posture can give you clues as to their condition. The most wounded Soldier is lying face down and looks unconscious. Walk over to him and aim the reticle at him. Information will appear showing that his injuries require urgent attention. Press the action key to apply first aid.



The Soldier on his side is moderately wounded.

Next head over to the Soldier who is lying down on his side, yet still conscious. You will see as you are next to him that he is moderately wounded. Apply first aid and then head over to the third Soldier who is sitting up next to a tree. His wounds are minor, so treat him last. Once all three casualties have been treated, you have completed your Medical training and can now play as a Medic during missions.



The sitting Soldier has only minor wounds.



Military Schools



Military Schools

For those Soldiers wishing to expand their careers in the Army and become a member of more challenging units, the Army offers a variety of schools. Currently *America's Army: Special Forces* offers four different schools. This chapter takes a look at each schools and provides the information to help you graduate. As you graduate from a school, you open up either new choices in weapons during a mission or new units with which you can deploy. Once you have completed Advanced Marksmanship School, you have the training to use both the M24 and M82A1 sniper rifles. Completion of the Airborne School allows you to deploy with the 82nd Airborne Division. With Airborne qualification, you can then attend Ranger School which allows you to deploy with the 75th Ranger Regiment. Finally, Special Forces training gives you the qualifications to operate and take part in Special Forces missions.

Advanced Marksman School



Welcome to Advanced Marksman School.

Mission: "Train selected joint forces to engage point targets with long-range fire and be proficient in critical field craft skills; provide joint forces with doctrine and subject matter expertise in employment."

Advanced Marksman School was not officially formalized in the U.S. Army until 1987, at which time a formal Additional Skill Identifier was awarded to graduates of the course, identifying sniper-qualified Soldiers. The U.S. Army Advanced Marksman School (USASS) is one of three accredited military marksman schools in the Department of Defense (DOD).



Special Operations Command is responsible for a Advanced Marksman course called the Special Operations Target Interdiction Course, which is mainly shooting and is designed for Advanced Marksman teams. The Advanced Marksman School is responsible for training Advanced Marksman skills to individual Soldiers, not to teams.

Advanced Marksman School at Fort Benning is organized under Company C, 2nd Battalion, 29th Infantry Regiment. There are eight classes per year with a maximum of 32 students per class. This ensures a maximum of a 4:1 student to instructor ratio. The current graduation rate is approximately 50 percent, with stalking being the subject area that students fail the most.

Not everyone will make it to Advanced Marksmanship School. In order to even attend this special school, a Soldier must qualify as Expert during the Rifle Marksmanship test by hitting at least 36 out of 40 targets. Then, once in the school, in order to graduate, you must qualify on two different weapons systems. Each

test gives you one shot to hit a target at long range. However, once you complete this school, you can play as an Advanced Marksman during missions. This section will provide you with the tips you need to complete each course of this school and graduate with new opportunities during the missions.

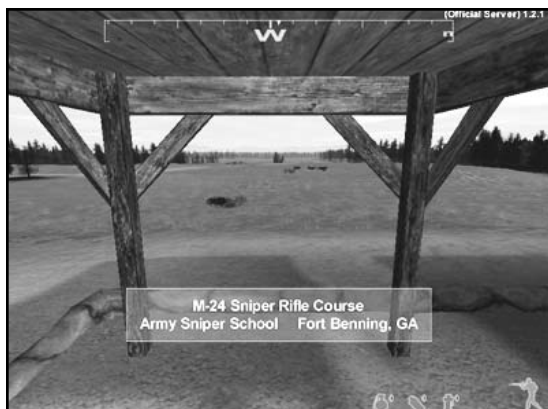
Mission of the U.S. Army Advanced Marksman School

Mission: "Train joint forces to engage point targets with long-range fire and be proficient in critical field craft skills; provide joint forces with doctrine and subject matter expertise in Advanced Marksman employment."

The school is five weeks long and extremely challenging. You learn to use two weapon systems: the M24 weapon system (a modified Remington 700 firing 7.62mm rounds) and the M82A1M semi-automatic anti-materiel rifle (which fires all versions of .50 caliber ammunition), used to destroy equipment and light vehicles at long ranges.

Long-range fire requires the mastery of many different skills besides marksmanship. To graduate you have to successfully pass a variety of tasks, including: unknown distance shooting for time (up to 800m), firing at moving targets during the day (400m–700m) and night (300m–600m), stalking over various terrain against two sniper instructor observers (requiring two shots at the same target undetected), range estimation (10 targets using naked eye, Army-issued binoculars, and scope), target detection (finding 7 out of 10 concealed military items in 40 minutes), .50 caliber rifle familiarization, stress fire (shooting for accuracy under duress), urban hide sites, countersniper missions, urban live fire, and a field training exercise—a culmination of the skills learned in the previous four weeks.

M24 Range (Training, With Weapons)



This is Advanced Marksman School.

Congratulations, Soldier! By qualifying Expert with the M16 you are eligible to attend Advanced Marksman School.

You've spent the last three weeks learning the capabilities, employment, and use of Marksman School in combat. During this time you were trained and tested on target identification and selection, how to construct and wear a Ghillie suit, and how to construct and use a hide position.

Now it is time to become familiar and qualify with one of the basic tools of the marksman, the M24 marksman weapon system.

Task: Familiarize and qualify with the M24 weapon system.

Conditions: In unlimited visibility, detect and engage targets at extreme distances (300m–800m). You have 20 rounds to familiarize yourself with the weapon, but only one shot for qualification.

Standard: Given one 7.62mm round, detect and engage one man-size silhouette at an extreme distance.

Qualifying on the M24



Deploy the bipod supports while lying prone. This increases your accuracy.

This exercise is easier than qualifying as an Expert with the M16. The M24 is a bolt action rifle that holds five rounds in an interior magazine. You can reload five rounds at once if it is empty or reload enough to fill up the magazine. Each round is loaded individually, so reloading can take some time. The key to sniping is lying prone and using the bipod support by pressing **[H]**. Right-click or press **[Z]** to bring up the scope view. The M24 has a 10x scope that allows you observe and aim at distant targets. When the scope view is open, concentrate on your breathing just as you did when using the iron sights of the M16.



Let the crosshairs rock up and down, positioning it over your target at either the top or bottom of the motion.



A spotter lets you know if you hit the target.

You have 20 rounds for practice. Use them all to get a feel for the way the scope works. Take your time. A successful marksman is patient. When you breathe, the crosshairs usually go straight up and down. On occasion, they may go to one side. The best tactic is to line up the crosshairs so at the top or bottom of the movement, the crosshairs are right on target. Wait until the sight moves into position and fire.



Work the bolt to recharge a round so you are ready to fire. Reloading also takes more time because each round is loaded individually.

The M24 is not a rapid-fire weapon. After every shot, you must work the bolt action to recharge a round. You can maintain your scope view, but it moves

off target a bit. Try shooting at each of the targets on the range. Once you have expended all your practice rounds, you are ready for the test.

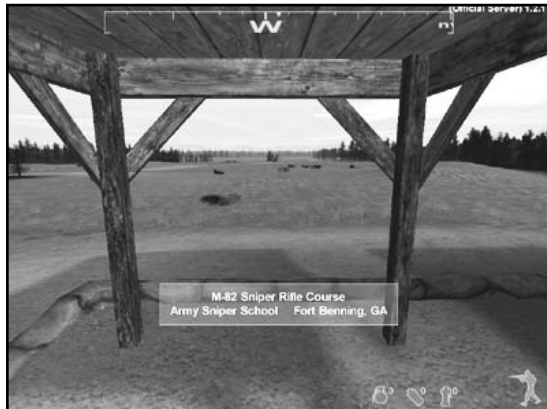


You have only one shot to hit the white target. Make it count.

For the qualification, you have one shot. You must hit a single white target out on the range with your first shot. Take your time. There is no rush. Start off by lying prone and then pulling out the bipod supports. Locate the white target through the scope and then get into the breathing rhythm. When you are at a pause in the breathing and the crosshairs are centered, pull the trigger. If you hit, you have passed. If you miss, you have to try again.

CAUTION: When you are assigned as a marksman during a mission, you receive a large penalty to your accuracy when firing the rifle without using the scope.

M82A1 Range (Training, With Weapons)



You are now ready to qualify on some heavy, long-range firepower.

Congratulations, Soldier! You qualified with the M24 weapon system, now you must do the same with the M82A1M semi-automatic anti-materiel rifle.

Task: Familiarize and qualify with the M82A1M semi-automatic anti-materiel rifle.

Conditions: In unlimited visibility, detect and engage targets at extreme distances (300m to 800m). You have up to 10 rounds in order to familiarize yourself with the weapon, but only one shot for qualification.

Standard: Given one .50 caliber round, detect, engage, and destroy one piece of unexploded ordnance at an extreme distance.

Qualifying on the M82A1



Get ready for some powerful recoil when you fire this weapon.

The M82A1 is a very large weapon. It fires a .50 caliber round and its magazine holds 10 rounds. It is used for targeting not only enemy Soldiers, but also vehicles and other material targets. Its rounds can penetrate an engine block.



Vehicles are valid targets for the M82A1. Try shooting at a couple.

The qualification process is very similar to that for the M24. You have a magazine for practice, but only 10 rounds, so make them count. Try targeting the vehicles as well as the orange targets. Even though the M82A1 is a semiautomatic rifle, it has such a powerful recoil that it is impossible to keep the scope centered on a target after a shot. You must reacquire the target after each shot. However, with a .50 caliber round, if you hit, you don't need to reacquire.



Shoot at the other targets as well. You may find the M82A1 a bit easier to use than the M24.

As before, lie prone and deploy the bipod for supported fire. Bring up the scope view and wait through the rocking for the correct time to fire. Once you have expended all 10 rounds in the magazine, it is time for your test.



You have a single shot to destroy the unexploded mortar round and qualify on the M82A1.

To qualify on this powerful weapon, you have one .50 caliber round and must destroy an unexploded mortar round with a single shot. Get into the prone supported position and locate the mortar round through the scope. Line up the crosshairs so it is over the middle of the round, and wait for the pause in the breathing cycle when the sights are centered. Pull the trigger and qualify with a hit. If you miss, you can practice some more and then try the test again.

Tip: During a mission, use caution when firing the M82A1 rifle. Make sure you have a very good shot because when you fire, the rifle gives off a puff of smoke that can reveal your position to the enemy, especially during daylight missions.

Airborne School



Welcome to the Airborne, Soldier!

History of the Airborne

Do you think those maroon berets look mighty fine? In order to earn the right to wear this headwear, all you have to do is complete Airborne School. This section takes you through the two training exercises—the 250-Foot Tower and the Live Jump. There is more to Airborne than just jumping out of a perfectly good airplane and then hanging from a parachute as it carries you to the ground. Pay attention to the instruction and tips provided

here and you will be able to land without becoming a casualty before you even get close to the enemy.

Perhaps no military development has been as revolutionary as the employment of paratroopers. Certainly, none has been so spectacular!

Shortly after World War I, General Billy Mitchell proposed that parachuting troops from aircraft into combat could be effective. During the demonstration of his concept at Kelly Field at San Antonio, Texas, six Soldiers parachuted from a Martin Bomber, safely landed, and in less than three minutes after exiting the aircraft had their weapons assembled and were ready for action.

Although the U.S. observers dismissed the concept, not all of the observers arrived at the same conclusion. The Soviets and Germans were impressed with the demonstration. In the USSR, static line parachuting was introduced as a national sport and the population was encouraged to join the Russian Airborne Corps. The German observers eagerly grasped the idea and planners worked quickly to develop an effective military parachute organization.

For the first time, in August 1930 at Veronezh, Russia, Soviet paratroopers participated in military maneuvers. But, it was the Germans who first employed airborne forces at the start of World War II in their spearhead assaults.

The U.S. military, spurred by the successful employment of airborne troops by the Germans in their invasion of the Low Countries, began to develop this new form of warfare. In April 1940, a test platoon of Airborne Infantry was formed. Training took place at the Safe Parachute Company at Hightstown, New Jersey, for training on the parachute drop towers used during the New York World's Fair.

The training was particularly effective. When a drop from the tower was compared to a drop from an airplane, it was found that the added realism of jumping was otherwise impossible to duplicate. The drop also proved to the troopers that their parachutes would function safely. The Army was so impressed with the tower drops that two towers were purchased and erected at Fort Benning on what is now Eubanks Field. Later, two more were added. Three of the original four towers still are used for training paratroopers at Fort Benning. Parachute Landing Fall (PLF) training was often conducted by jumping from platforms and from the back of moving trucks to allow the trainees to experience the shock of landing.

The first parachute combat unit to be organized was the 501st Parachute Battalion. The traditional paratrooper cry "Geronimo" was originated in the 501st by Private Aubrey Eberhart to prove to a friend that he had full control of his faculties when he jumped. That cry was adopted by the 501st and has

been often used by paratroopers since then.

Airborne experimentation of another type was initiated on October 10, 1941, when the Army's first Glider Infantry battalion was activated. As more airborne units were activated, it became apparent that a centralized training facility should be established. Consequently, the facility was organized at Fort Benning on May 15, 1942.

In December, 1943, the African-American "555th Parachute Infantry Company," later redesignated Company A, 555th Parachute Infantry Battalion (and remembered by many as the "Triple Nickel"), arrived at Fort Benning for airborne training. This training event marked a significant milestone for African-Americans in the combat arms. The battalion was deployed to the western United States for "Operation Firefly," dropping in to fight forest fires set by Japanese incendiary balloons in the Pacific Northwest. During this mission, the 555th earned the nickname the "Smoke Jumpers." In 1948, after full integration of the Armed Forces was finally effected, African-Americans were finally given their full rights as American combat paratroopers and made their first combat jump while attached to the 187th Regimental Combat Team during the Korean War.

On Dec. 14, 1973, another milestone in Airborne history was established when Privates Joyce Kutsch and Rita Johnson became the first women to graduate from the Basic Airborne Course.

Airborne unit combat records tell stories of extreme valor. From the first combat jump during World War II in North Africa, paratroopers have fought with a spirit, determination, and tenacity that captured the respect of the world. Future events will continue to find the American paratrooper in the forefront of hostilities. Find out more about Army Basic Airborne Training at www.goarmy.com/airborne.



Earn your jump wings by completing Airborne school

Airborne School—Ft. Benning



All Airborne troops come through Ft. Benning.

The 1st Battalion (Airborne), 507th Infantry Regiment conducts the U.S. Army Airborne School at Fort Benning, Georgia. The Airborne School instructors are the world renowned "Black Hats" and are from the U.S. Army, USMC, USN, and USAF. They train students to use static line deployed parachutes. Students are trained by the same platoon sergeants, section sergeants, and squad leaders for all three phases of

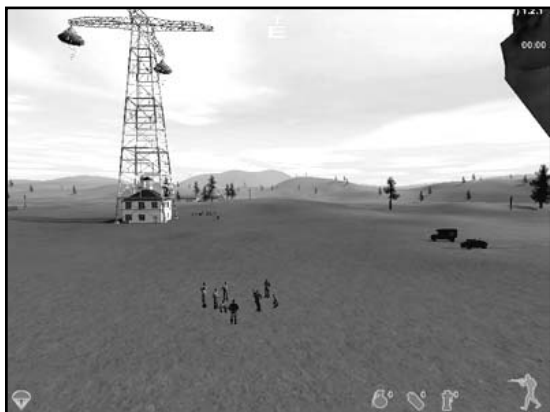
training (Ground, Tower, and Jump). This teaching philosophy strengthens unit cohesion, discipline, and supervision while providing quality paratroopers throughout the force.

During Ground Week, you begin an intensive program of instruction to build individual airborne skills, which prepare you to make a parachute jump and land safely. You train on the mock door, the 34-foot tower, and the lateral drift apparatus (LDA). To move on to Tower Training Week, you must individually qualify on the 34-foot tower and the LDA, and pass all PT requirements.

The individual skills learned during Ground Week are refined during Tower Week, and team effort or "mass exit" concept is added to the training. The apparatuses used this week are the 34-foot towers, the swing landing trainer (SLT), the mock door for mass exit training, the suspended harness, and the 250-foot free tower. Tower Week completes your individual skill training and builds team effort skills. To move on to Jump Training Week you must qualify on the SLT, master the mass exit procedures from the 34-foot tower, and pass all PT requirements.

The previous weeks of training prepare you for Jump Week. During this you conduct five jumps. The first is an individual exit jump without combat equipment and the remaining four are mass exit with combat equipment, the last being at night.

250-Foot Tower (Training, Without Weapons)



The towers let you try your PLF (parachute landing fall) while in an actual descent with a parachute—without having to jump out of a perfectly good airplane.

Task: Execute a drop from the 250-foot free tower, using the T-10C or MC1-1C canopy.

Conditions: Students are given a modified, improved harness, a T-10C or MC1-1C canopy, a 250-foot free tower, a parachute landing fall platform, instructions, and commands.

Standards: Students receive familiarization training on the T-10C or MC1-1C canopy in preparation for jumping during the jump phase of airborne training.

Each jumper is critiqued on the following actions:

1. Reaction to commands while being hauled aloft and at the six-foot automatic stop.
2. Reaction to command and canopy control during descent after being “jogged” free of the tower.
3. Execution of a parachute landing fall (PLF).

An unsatisfactory grade in any of these three areas constitutes an overall unsatisfactory grade. Learn more about Tower Week (week 2) at the U.S. Army Airborne School at www.goarmy.com/airborne.



Take a quick look up to check your canopy.

Qualifying on the Tower

This exercise is rather simple. For the first part of it, listen and look around. Pay attention to the instructions you receive. When it is time, you get hoisted aloft on the tower. Your parachute is held open, so all you have to do is practice your PLF. At the six-foot stop, you have a chance to look around and get ready before you are released. It does not take long to drop the 250 feet. Because there is little sideways motion, you do not have to worry about turning. Look down at the ground coming up to meet you.



Keep your eyes on the ground so you can see when to flare.

About one second before you reach the ground, flare by pressing **[E]**. This releases some of the air from your parachute and slows your descent a bit so you don't hit so hard. However, if you flare too soon and for too long, you will deflate your parachute and drop a lot faster—and harder. You'll probably pass this exercise on the first or second try. They key is the flare.



You made it down, safe and sound.

Live Jump (Training, Without Weapons)



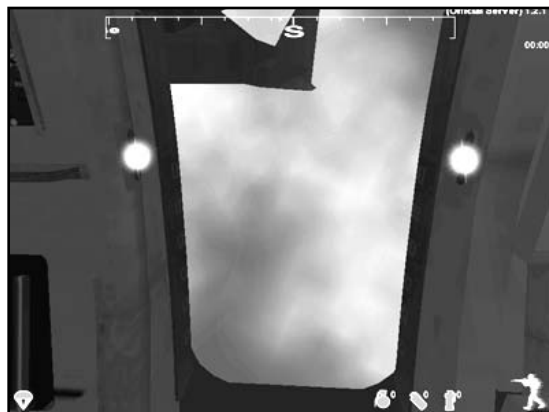
Now you get to try jumping out of an aircraft—at night.

Task: Conduct a Night Tactical Jump

Conditions: Students are given a C-17 USAF Globemaster 3 aircraft flying at night at 1,250 feet AGL, an individual jumper using a mass exit technique rigged with a T-10D parachute, a MIRPS reserve (Modified Improved Reserve Parachute System), individual combat equipment consisting of ballistic helmet, 35-lb. ALICE (All-purpose Lightweight Individual Carrying Equipment) pack rigged for airborne operations with HSPR (Harness Single Point Release), and an M1950 weapons case with individual weapon, rigged as a tandem load.

Standards: Jumper will execute the five-point performance in accordance with FM 57-220, avoid other jumpers in the air and obstacles on the ground, conduct good PLF (Parachute Landing Fall) and move tactically to the AA (Assembly Area) while maintaining noise and light discipline in the air and on the drop zone.

Qualifying on the Live Jump



Yellow lights—get ready!

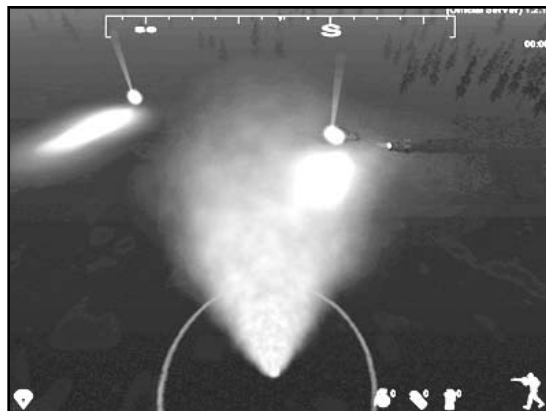
While the tower jump was fairly easy, the live jump is tougher. You not only have to make a correct PLF, you also have to land within a marked drop zone. You begin about 30 seconds out from the drop zone. Take a quick look around the interior of the aircraft and you'll see the jump master to your right and a line of other airborne infantry ready to jump out behind you.



Look down right after you exit the plane and try to find the drop zone.

Notice the two lights next to the door. The red lights are lit at the start. When you are a few seconds away, the yellow lights come on. That is your “Get Set.” When you see the green lights, it is time to go. Don’t worry about getting cold feet in the doorway—you automatically leave the aircraft. Once you are out, you regain control of your character.

The first thing to do is look down. Though the dark you must locate your designated drop zone. It’s lit up by search lights and there is a green smoke grenade in the center of a white ring. Use **W**, **S**, **A** and **D** to maneuver your parachute toward the center of the ring. Usually you only need to move forward a bit and possibly to one side. Once you line up with the drop zone, press either **A** or **D** to rotate 90 degrees away from the direction of motion. This way you’ll roll to one side rather than face first into the ground when you land. By this time, you should be getting ready to flare. Press **E** about one second from the ground and slow your descent. Learn more about Jump Week (week 3) at the U.S. Army Airborne School at www.goarmy.com/airborne.



Aim for the green smoke.

Check your health display on your HUD. If it turns orange, you hit too hard and were injured, and so probably won’t pass. Other reasons for failure include not performing a PLF or failing to land within the white circle. If you don’t succeed the first time, try again—and again—until you get it right.



Land as close to the green smoke grenade as possible to ensure that you are within the white ring.

Ranger School

The 5th Ranger Training Battalion

Once you are Airborne qualified, you have the opportunity to attend Ranger School. The Rangers are an elite unit trained to operate behind enemy lines and to capture enemy airfields and defend them until reinforcements can be flown in. Unlike most of the previous training you have received, Ranger School consists of two missions where squads will face off against each other using MILES equipped weapons. This section will take you through each mission—Mountain Ambush and Swamp Raid. To help you emerge victorious, maps, briefings, and tactics are provided for each squad.

Camp Frank D. Merrill is the home of the 5th Ranger Training Battalion and the mountain phase of the U.S. Army Ranger School, where small unit leaders are instructed in combat techniques and procedures used to move swiftly over all types of terrain, including mountains. One-eighth of the earth's surface is covered by mountains

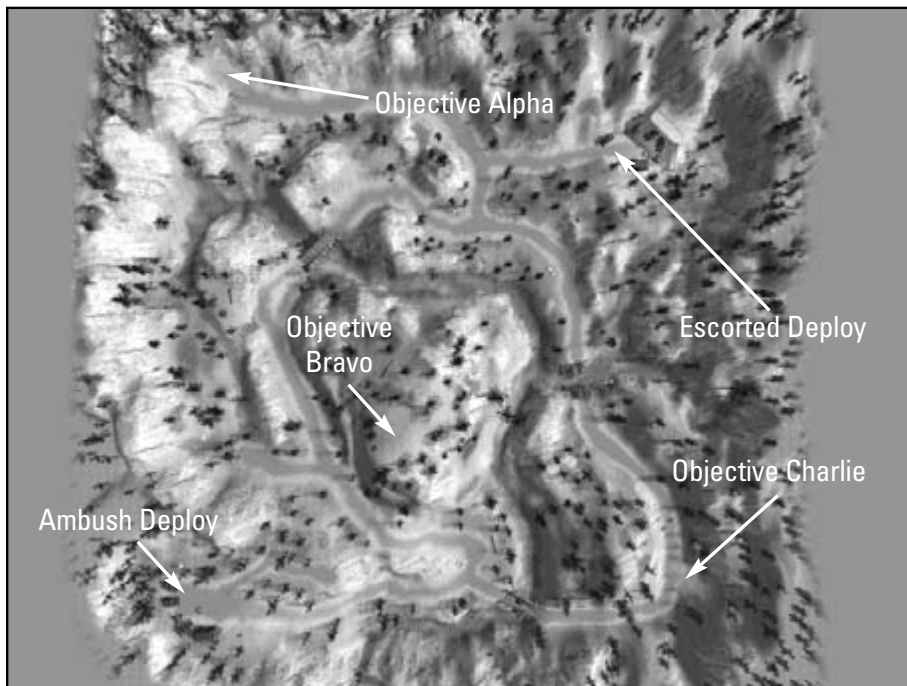
and almost every war fought since the start of recorded history has included some type of mountain operations.

In the pre-dawn hours of D-Day as Omaha Beach quietly awaited the fury of the Allied invasion, the 2nd Ranger Battalion assaulted the cliffs of Normandy at Point Du Hoc to clear the way for the invasion force. Battling rain-soaked rocks, rough seas, and intense German fire, the American Rangers scaled 100-foot cliffs, secured their objective and stood on European soil before the amphibious assault began.

Future conflicts involving American Soldiers could very well be conducted in mountainous terrain. Whether in Europe or Latin America they will see rough terrain. The training that Ranger students receive at Camp Merrill and the surrounding North Georgia Mountains enables them to successfully operate in any mountainous environment.

The Mountain Ranger Camp was officially designated Camp Frank D. Merrill in honor of Major General Frank D. Merrill, Commander of Merrill's Marauders during Burma operations of World War II. On October 1, 1988, the 2nd Ranger Company was officially reorganized and redesignated the 5th Ranger Training Battalion.

Mountain Ambush (Training, MILES)



Complete Ranger School and earn the coveted Ranger Tab

During the mountain phase of training to become a U.S. Army Ranger, you will use MILES gear to conduct operations in mountainous woodland terrain. In this phase Ranger candidates execute light patrol missions and conduct field training exercises in a low intensity environment.

Escort



The Escort squad looks over the sand table map of the area.

Situation: United Nations has requested inspection of three critical zones in operations area. Insurgent forces may attempt to seize these sites to prevent discovery of multiple war crime violations.

ROE: Positively identify targets since civilians may be in area.

Mission: Squad will reconnoiter points Alpha (grid WC951165), Bravo (grid WC940158), and Charlie (grid WC937150).

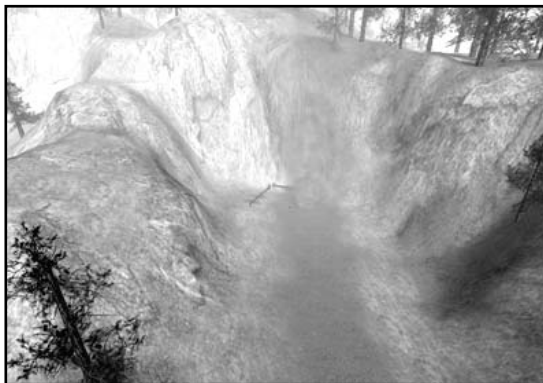
Enemy: Enemy force consists of insurgent forces with intelligence concerning local terrain and the intentions of the UN concerning the three sites. Enemy ambushes are likely.

Troops: One infantry squad of the 4th/75th.

Terrain: Mountainous terrain with sparse vegetation. Dry riverbeds and hills provide compartmentalized terrain and multiple danger zones. Inspection sites offer little concealment.

***Maximum number of players:** 26

Tactics



Objective Alpha is in a dead end.



Objective Bravo is on a hilltop.

Find out more about U.S. Army Ranger Training at www.goarmy.com/ranger.



Objective Charlie is along a path.

This mission requires teamwork. Failure to work with your squad will only result in defeat. In this mission, the Squad Leader is considered a VIP. He is the only one in the squad who can take control of the three objectives. If he dies, the mission is a failure. You can have two fire teams provided you have enough Soldiers in your squad. If so, one team should guard the squad leader while the other team scouts ahead, making sure the area is clear.



One of the bridges is out.



You can cross over on this downed tree.

If you are the squad leader, you must take care to communicate with both teams. Let them know where you are going and how you will get there. Your job is not to attack the enemies. Instead, you must stay alive. You score points by taking control of the objectives. At the beginning of the game, head for an objective, but let your lead fire team go out in front. While they are scouting, the escort team should crouch down and surround the squad leader while he lies prone and out of sight.



Use smoke to help mask your movement.

Once the lead team has located the enemy, they should engage the enemy and try to clear them away from the objective. You must try to eliminate the enemies in order to make the area safe for your squad leader. When it is all clear around the objective, call for the squad leader to come forward and take control of it. Then head out for the next objective. Once you have taken control of an objective, try to get out of the area quickly, but carefully. Taking the objective will let the enemy know where your squad leader is located.

Tip: Don't always take the shortest route from objective to objective. The enemy may lay in ambush along the routes between objectives.

Ambush



The Ambush squad

Situation: Intelligence reports small insurgent units will perform reconnaissance patrols of sites Alpha (grid WC951165), Bravo (grid WC940158), and Charlie (grid WC937150).

ROE: Positively identify targets since civilians may be in area.

Mission: Conduct ambushes of insurgent forces in vicinity of sites Alpha, Bravo, and Charlie.

Enemy: Squad sized insurgent forces, expected to have solid information on the terrain and disposition of U.S. forces.

Troops: One infantry squad of the 4th/75th.

Terrain: Mountainous terrain with sparse vegetation. Dry riverbeds and hills provide compartmentalized terrain which affords squad with multiple ambush positions with overwatch.

***Maximum number of players:** 26



Find good spots to hide and lie in wait.

Tactics

As the Ambush squad, you have three main options for this mission. You can either set up small ambushes at each of the objectives, concentrate all of your squad at one objective, or patrol the map for the squad leader. Your entire objective is to kill the enemy squad leader. Therefore, when setting up an ambush near an objective, don't start shooting at the first enemy you see. Instead, wait until they think it is all clear and bring the squad leader out in the open. Don't forget to use grenades. They are an effective way to take out two or more Soldiers at once.



The hilltops offer good vantage points for trying to locate the enemy. Just remember to stay low so you are not silhouetted and easy to spot.

You only need two or three Soldiers to set up an effective ambush. Not only should you choose a spot with good cover and/or concealment, but also a position with a good field of fire and from which you can observe anyone approaching you. As soon as you see the enemy, let the other members of your squad know. They can begin working toward your location to add their firepower to your own.



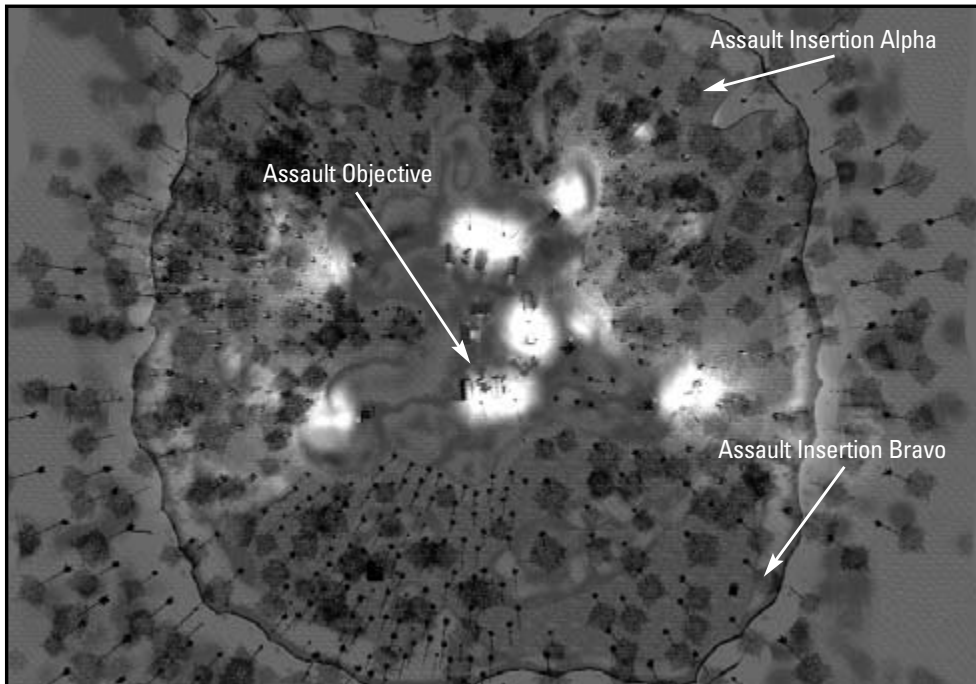
The dead end at Objective Alpha makes for a great ambush point. Have a spotter watch for the Escort squad.



Have another Soldier, out of sight up on the rocks above, lob down fragmentation grenades as fast as he can.

If you decide to go on patrol, move with caution. Watch for the enemy and try to see them before they see you. When the enemy squad leader takes an objective, you will be notified. Use this information to direct your search. Once the enemy has been located, try to pin them down with suppressing fire while the rest of your squad maneuvers around to cut off their escape.

Swamp Raid (Training, MILES)



In the Florida phase of Ranger training, you will conduct operations in swamps. Swamp Raid was made to reflect this. This is a night time MILES map, consisting of an island surrounded by swamp. Defense on this map does not have night vision goggles. However assaulting forces do.

Weapons: M16A2, M249, MILES grenades, and smoke grenades

Mission Type: MILES training

Teams: Assault and Defense

Assault

Situation: Insurgent forces have established a command post at grid WD120564.

ROE: Positively identify targets since civilians may be in area. Minimize damage to structures in order to preserve intelligence information.

Mission: First squad move to island by zodiac raft, raid the command post and retrieve plans and documents.

Enemy: Post is estimated at one infantry squad in strength. OPFOR is anticipating this assault, and will defend this site tenaciously.

Troops: One infantry squad of the 6/75, without advanced marksmanship team or grenadier support.

Terrain: Post rests on a small island within a swamp. Post perimeter consists of multiple guard towers and a fenced perimeter. Perimeter interior holds numerous tents. The command tent is centrally located within the camp.

***Maximum number of players:** 18

Tactics



The Assault team arrives in the swamps via a Zodiac.



Get in and clear the camp.

The Assault squad begins in the northeast corner, inserted by a Zodiac boat. The documents which you must obtain are in a tent on the western side of the enemy camp. Not only is the camp fairly well lit, there are four guard towers surrounding it, each with its own searchlight. As long as you stay in the swamps, you will have the cover of darkness. However, you will have to head for the camp. The best route so as to avoid the lights is to head west at the beginning. Then when the objective is nearly due south, turn and head southwest to move between the camp and the northwest tower.



Throw grenades into the tent with the documents just in case an enemy is inside waiting for you.

The camp is surrounded by a fence which you cannot jump over. There are four openings which you will have to use to gain access to the camp. With two fire teams, send one to the southwest opening while the second team stays at the northwest opening. When both are in position, head into the camp. Both teams should advance east, clearing out the camp while a couple Soldiers throw a fragmentation grenade into the tent where the documents are located. After it detonates, they should rush in. While one covers, the other grabs the documents to complete the mission. You do not really need to clear out the camp, but by doing so, you will divert attention away from the document tent and suppress any enemies in the camp.



Get the documents.

As your squad is moving about the map, watch for enemies in the guard towers as well as in the swamps. Some enemy Soldiers may have left the camp and gone out to hide in the dark swamps, hoping to attack you from behind as you head into the camp.

Defense

Situation: Your squad is defending a command post at grid WD120564. Covert enemy operations and force movements are anticipated in the area.

ROE: Positively identify targets since civilians may be in area. Minimize damage to structures in order to preserve intelligence information.

Mission: Defend command post against possible assault. Do not let any vital plans and documents become compromised

Enemy: Likely enemy force is a single infantry squad.

Troops: One infantry squad of the 6/75, without advanced marksmanship team or grenadier support.

Terrain: Post rests on a small island within a swamp. Post perimeter consists of multiple guard towers and a fenced perimeter. Centrally located tent is the command post with documents and plans.

***Maximum number of players:** 18

Tactics



Hide in the tents and wait to ambush the assault squad.

The Defense squad starts out in the camp. However, since the camp is well lit, at least one team should leave and head to the dark swamps where they will be more difficult for the enemy to find. Concentrate your defenses, both inside and outside, around the western section of the camp. Not only is that where the documents are located, it also has more dark areas near it. Don't think the guard towers are dangerous. Your Soldiers can lie prone in them and fire out all four sides. A prone Soldier in a tower is difficult to hit with either rifle fire or grenades.



Get out of the camp where the lights will give you away and head for the darkness.

The team inside the camp should hide in the tents and other locations where the lights are not so bright. Try to find positions where you can cover the tent with the documents and lob grenades in if necessary.



The guard towers can be great positions for prone Soldiers.



You can also use the low walls at the base of the towers for cover.

The team outside the camp should head for the swamp to the northwest and just lie down and wait to ambush the enemy. If you are quiet, you will probably hear them coming. Wait until they get in close before opening fire so your initial bursts should be on target and effective.

Special Forces Training—Fort Bragg

Special Forces is the elite of the elite in the U.S. Army. These units have the highest OpTempo in the Army and are deployed around the world on a regular basis. From training foreign troops to leading them into battle, Special Forces troops operate behind the scenes and provide support to other U.S. and allied forces. They are often the first on the scene and remain after other units have returned home to help foreign armies protect their native countries. While other training you have taken involves the use of weapons, Special Forces Soldiers use their brains to avoid trouble. Since they are often outnumbered, these troops only get into a fight if they have to. This section will help you get through the two training exercises so you can qualify for Special Forces missions. The first course, Aircraft, Vehicle, and Weapons Identification (AVWID) is a classroom course where you learn about the various MOS's in the Special Forces as well as how to identify different types of combat systems. The second course, Escape and Evasion (E&E) is one of the toughest training missions in the game. Here you must pass through three objective checkpoints without being detected by the OPFOR in the area. You will have to use your eyes and ears to locate the enemy and then get past them. Use the tips and tactics contained in the walkthroughs to make your way to the end of the course.

Tip: You will need to complete the Special Forces training courses in order to play the Special Forces missions as a Special Forces Soldier. However, you do not need the training in order to play as an indigenous Soldier.



The Special Forces Tab

Course 1: Aircraft, Vehicle, and Weapon Identification (AVWID) (Training, without weapons)



Talk to the various members of the A Team.

Your first training mission for Special Forces is merely educational and consists of two main parts. At the beginning, you have the opportunity to talk to various members of a Special Forces Operational Detachment Alpha (ODA), also known as an A Team. The commander introduces you to the team. You are then required to talk to seven other members of the team. You do not have to memorize their MOS or which languages they speak. This is just an introduction to the types of training and experience these Soldiers have. Here is a run down of the various designations and assignments.

MOS	Duty	Rank (May vary)	Usual Number in Team
18 Alpha	Detachment Commander	Captain (CPT)	1
180 Alpha	Deputy Detachment Commander	Warrant Officer	1
18 Zulu	Team/Operations Sergeant	NCO	1
18 Bravo	Weapons Specialist	NCO	2*
18 Charlie	Engineering Specialist	NCO	2*
18 Delta	Medical Specialist	NCO	2*
18 Echo	Communications Specialist	NCO	2*
18 Foxtrot	Intelligence Specialist	NCO	1

* The second specialist is usually the assistant to the first.

Note: Normally, ODA Detachment Commanders are commissioned officers, in the grade of Captain. However, there are some cases where ODA's are led by senior non-commissioned officers (NCOs). In *America's Army*, Detachment Commanders are Master Sergeants (MSGs).



Here is the classroom.



Listen to the briefing on identifying various weapon systems.

After you have talked to all of the Soldiers, you will be ordered to report to classroom T-3164 to receive a briefing and then take a test. To get to this building. Head southwest to the road and then south. You will find the classroom on your right. Enter and take a seat. The instructor will teach you how to identify different types of aircraft, vehicles, and weapons. After the lesson, stand up and take some time to walk around the room and read all of the posters on the wall. Each has important information you will need to know for the test. After a few minutes, you will be instructed to take your seat and the test will begin. You will be shown five different slides. After each slide, you will have to answer 3 questions for a total of 15. When the test is complete, take your answer sheet up to the instructor for your grade. If you pass, you will go on to the second course in your Special Forces training.



Answer three questions on each of the slides for the test.

Learn more about Army Special Forces training at sf.goarmy.com.

Course 2: Escape and Evasion (E & E) (Training, without weapons)



You are now ready for the next phase of your training.



The Black Hawk will drop you off out in the middle of nowhere.

Immediately after completing the first training course for Special Forces, you will taken to a Black Hawk for a ride to your next course—Escape and Evasion. The helicopter will drop you off by yourself with orders to get to objectives Alpha, Bravo, and Charlie. However, to successfully complete this course, you cannot be seen by the OPFOR units in the area.



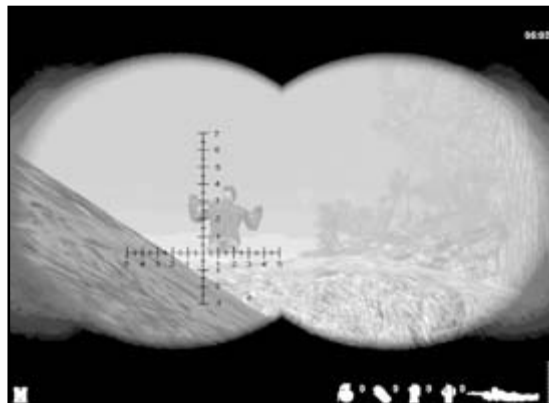
Crouch down and move out.



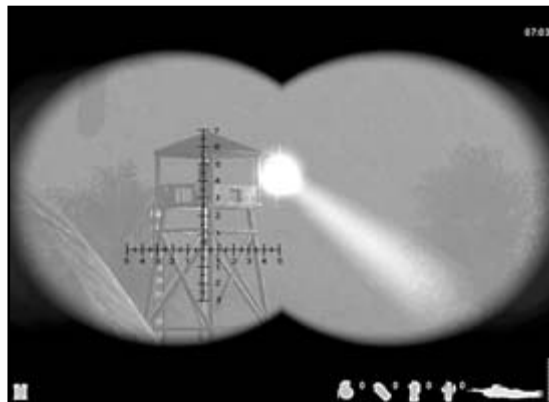
Avoid camps like this or you risk being detected.

After being dropped off, you will need to head towards Objective Alpha. Crouch down by pressing [C]. You can adjust the speed of your movement by pressing either [Shift] or [Insert]. It is best to move around in a crouch to begin with. As you get close to the opposition,

drop prone by pressing [X]. Also, if an OPFOR calls out, drop prone and do not move. If they see you the course must be repeated from the last objective you reached. However, if you are still, the OPFOR will make some comment that they must have been mistaken. Though the comments are in a foreign language, you can tell what is being said by the tone of voice. Once they dismiss hearing or seeing you, continue moving prone and carefully.



Use the binoculars to located OPFOR Soldiers up on the hills and ridges.



The spotlights on guard towers can be trouble for you. Stay away.

Since this is not a timed mission, take it slow and stay low. The key is to stay down in the depressions and valleys between the hills and ridges. Rather than crossing a bridge, move down below or underneath it. Also, the best route to the objectives are not straight lines. Instead, you will often have to take a round about path to the objectives. Stay away from OPFOR camps and guard towers. Not only are there Soldiers who can see you, but the lights illuminate the area around them. Most guard towers also have spot lights which illuminate areas in a cyclic movement. If you have to get past a guard tower, observe it to learn the pattern of the search light.



Objective Alpha is located near this bridge.

While you do not have a weapon for this training, you do have a pair of binoculars. Take them out and look ahead and to your sides. In addition to the structures, there are also OPFOR Soldiers out and about. They are usually at the tops of the hills and ridges so look for them. Once spotted, you can then find a way past them. Use cover such as rocks or concealment such as bushes and trees to hide your movement. When you finally reach Objective C, approach the vehicle and flash the lights to complete the course.



Keep rocks and plants between you and the OPFOR.

This is one of the toughest missions in the game and will take you some time to get through. Don't worry if you fail. Just try again. One nice feature is that if you are seen, the view changes to that of the OPFOR Soldier who detected you. Take note of his location so you can better avoid him next time. Once you have completed this course, you are eligible to play as a Special Forces Soldier in missions which allow them.



The Army Way

Special Forces Assessment and Selection Course (SFAS)

By Sergeant First Class Dave Hansen

The Special Forces Assessment and Selection course (SFAS) is a 24-day course run by the USAJFKSWCS at Fort Bragg, North Carolina. The purpose of the course is to identify a Soldier's trainability and suitability for service in Special Forces. The program assesses physical fitness, motivation, and ability to cope with stress. During the course Soldiers participate in several batteries of testing to determine their psychological health, physical fitness and ability to swim. Candidates also participate in numerous events intended to challenge them physically, forcing Soldiers to walk more than a hundred miles during the 24 days, carrying sixty or more pounds of equipment. At the end of the course, the records of Soldiers who have not quit or been removed from the course are evaluated by a selection board to determine those Soldiers who are most suitable for attendance at the Special Forces Qualification Course (SFQC).

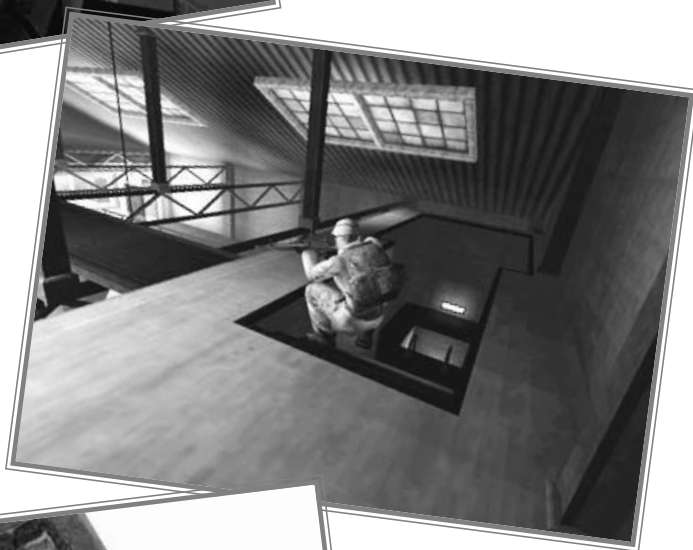
During my assessment and selection course, five hundred Soldiers began training, less than a quarter of that number remained standing in the ranks at end of the course. While the physical demands of the course were intense, most Soldiers faced a greater challenge in completing daily operations without any feedback from the cadre. For most Soldiers, the lack of detailed guidance, no evaluator input, and continuous testing focused on the mental endurance of the candidate, proved to be much more stressful than the daily physical events. The continuous psychological stress of training coupled with the daily parade of withdrawing candidates headed back to their home station places even greater stress on the remaining Soldiers to improve personal performance. My greatest challenge came two days before the end of training when other candidates participating in a team event dropped a jeep trailer, breaking my foot. In order to complete training I had to complete two team events and a rucksack march, covering nearly forty

miles, carrying over sixty pounds of equipment on a broken foot. Having such an injury greatly decreased my ability to compete with other candidates and increased the psychological stress of those last two days. In the end, all but ten of the hundred plus candidates who completed training continued on to the Special Forces Qualification Course. Completing selection continues to be one of my greatest personal accomplishments and a source of great pride. No other course, before or since, has so thoroughly tested my personal character as it was tested in those few days.

Sergeant First Class Dave Hansen is an 18F (Special Forces Assistant Operations and Intelligence Sergeant). He has served as a Special Forces Engineer, Assistant Operations Sergeant and Team Sergeant in the 10th Special Forces Group and the 96th Civil Affairs Battalion, working in Europe and Africa. He is currently assigned to the Army Special Warfare Center as an Training Evaluations NCO.



Deployment





Deployment

The heart of *America's Army: Special Forces* consists of virtual tours of duty with various units in the U.S. Army. There are currently five different units in the game. Once you have completed Infantry Training, you can begin operating with both the 172nd Infantry Brigade and the 10th Mountain Division. You can try the 82nd Airborne Division once you have graduated from Airborne School. The 75th Ranger Regiment and the Special Forces are opened up once you complete Ranger School and Special Forces training respectively.

Each deployment features from two to five different missions providing a taste of the types of operations in which the units might be involved. In this chapter, you will find maps for every mission along with briefings, tactics, and tips for each of the opposing squads. Since the game does not feature a map view, the maps contained in this guide can be extremely useful for keeping your bearings during a mission as well as for planning your squad's strategy and tactics prior to a mission.

172nd Infantry Brigade

History of the 172nd Infantry Brigade

The 172nd Infantry Brigade was constituted Aug. 5, 1917, as part of the 86th Division. It arrived at Bordeaux, France, for combat duty in September 1918. In January 1919, the brigade disbanded.

Reconstituted in June 1921 in the reserves, the unit was ordered to active duty and mechanized in August 1943. The unit shipped for France on Feb. 19, 1945. The unit participated in amphibious assaults across the Danube, Bigge, Altmuhl, Isar, Inn, Mittel-Isar, and Salzach Rivers in Germany and Austria.

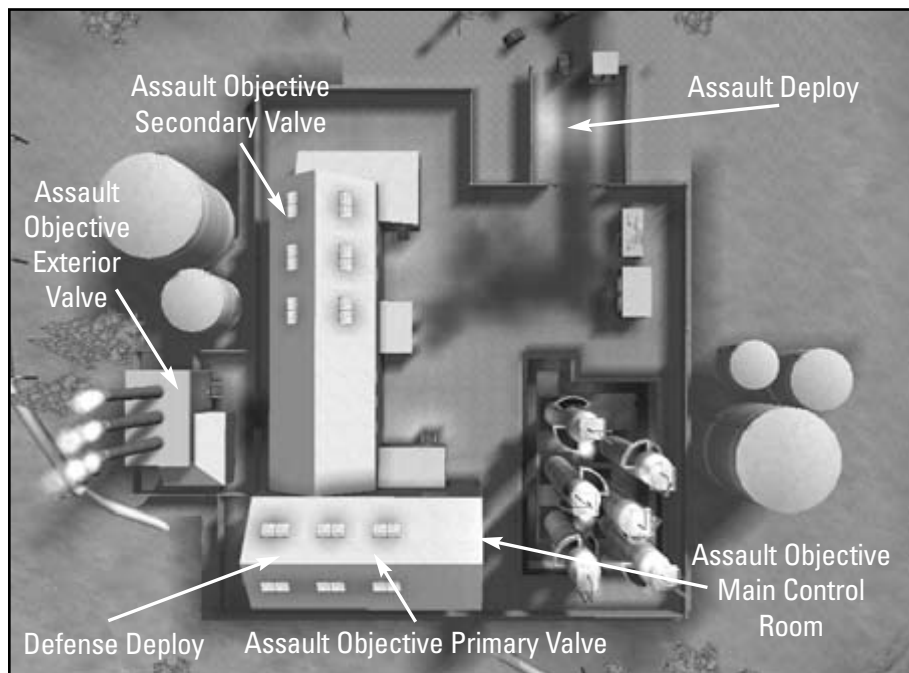
The unit was assigned to occupation duty in September 1945 at Leyte until its inactivation in December 1946. Reactivated on July 1, 1963, the 172nd Infantry Brigade (Alaska) serves at Fort Richardson as part of the U.S. Army, Alaska. The 1st Brigade 6th Infantry Division (Light) was redesignated the 172nd Infantry Brigade (Separate) April 17, 1998.

Also known as the "Snow Hawks," the 172nd is the most unique infantry brigade in the U.S. Army. With 3,809 authorized Soldiers, this is the Army's largest infantry brigade and the only arctic infantry brigade. It is the only infantry brigade assigned to two installations (Fort Richardson and Fort Wainwright) in Alaska. The 172nd is airborne capable, allowing it to rapidly deploy anywhere in the world. Currently, the brigade is undergoing Force XXI transformation in order to fight on the digital battlefield. Additionally, certain elements of the 172nd Sep. Infantry Brigade are receiving the new Stryker armored vehicle. Since the 172nd Separate Brigade's specialty is arctic warfare, the mission portrayed in *America's Army: Operations* takes place in arctic terrain. Therefore, your camouflage is white, rather than the standard woodland camouflage.



Unit Patch for the 172d Separate Infantry Brigade

Pipeline (Combat)



Here on the pipeline map, you conduct operations in Alaska, along the Alaskan pipeline. This map is primarily close-quarters battle and is live fire. You have access to night vision goggles.

Weapons: M16A2, M203, M249, frag grenades, smoke grenades, and stun grenades

Mission Type: Live fire

Teams: Assault and Defense



The Pipeline map is tough for both the assault and defense teams. It combines outdoors in daylight with dark interiors, lots of small passages, and multistory rooms.

Assault

Situation: Terrorist forces have captured Alaskan Pipeline pump station at grid WA542679, with the intent of creating an environmental disaster.

Mission: Squad will seize Alaskan Pipeline station at grid WA542679 and accomplish one of the following: secure the main control panel; stop the flow of oil into the pumps at the three valve controls.

ROE: Minimize damage to oil storage containers and pipes.

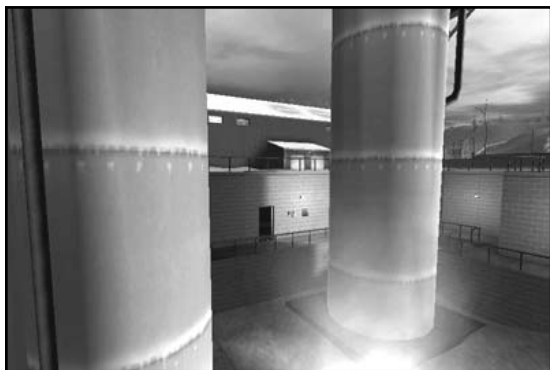
Enemy: Enemy consists of a squad-sized terrorist force inside the main pump station.

Troops: One infantry squad from 2nd Battalion, 1st Infantry Regiment, 172nd Sep. Infantry Brigade.

Terrain: Alaskan Pipeline Pump Station consisting of three structures: the pump station, the exterior oil tanks, and a one-story outbuilding housing the emergency shut-off valve.

***Maximum number of players:** 26

Tactics



This is a good place to enter the basement level of the main building.

The key to this mission is understanding the objectives. You must either secure the main control panel *or* manipulate the three control valves. Therefore, have your entire squad pursue one objective or the other. If you split the squad to go after the two objectives, you are just dividing yourself for the enemy.

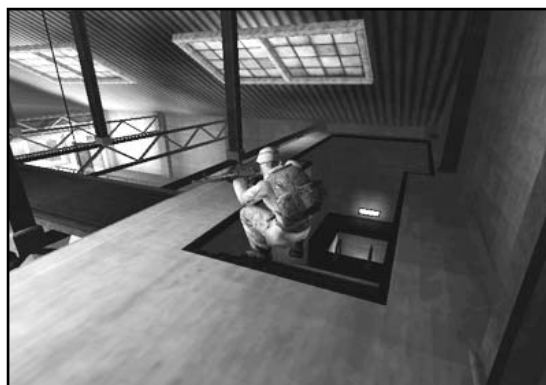


Climb up this ladder and enter the air ducts.



The air ducts provide access to the pipes leading to the main control room as well as to the lower control room.

The easier of the two objectives is to go after the main control panel. Though it is usually the most defended, there are many ways to assault it. There are two main access points: the stairs from the lower control room, or the walkway from outside of the control room and the stairs leading down to the pump rooms. However, there are two additional access routes. Soldiers can walk along a pipe of the air duct exiting the pump room, and get to the control room by shooting out the glass and jumping in. A catwalk above the pump room leads to the false ceiling directly over the control room. There is a missing panel through which an attacker can shoot or drop down into the control room below. The best assaults use a combination of the ducts, catwalk, and access from the lower control room.



Access the catwalks from a ladder in the basement.



Shoot through the missing ceiling panel.

Tip: The Pipeline map can be very confusing at first. To get your bearings, start up a LAN server on your own, then enter the game and just explore.

The attack on the main control room can be tough. However the alternate objective requires you to manipulate three different valves. One is located at ground level in the small green building while the other two are in the basement level of the large green building. If you decide to go for the valves, start with the exterior building. Once you secure this valve, take the stairs in this building down into the tunnels of the basement level, which will lead you to the other two valves. The interior valves are in exposed positions, where you can be fired upon by defenders up above. Throw a couple smoke grenades nearby to block their view or use covering fire to keep their heads down while someone takes care of the valves.

When playing a match, alternate which objectives you go for. If you go for the main control room every time, the defenders will be sure to defend it heavily. Keep them guessing and divided. You may even send a small group to go after one valve as a distraction while the rest of your squad gets into position to assault the main control room. However, if you have enough people for two complete fire teams, send one after each objective.

Defense

Situation: Terrorist forces are expected to seize the Alaskan Pipeline pump station at grid WA542679.

Mission: Squad will defend Alaskan Pipeline Pump Station at grid WA542679 to prevent terrorists from accomplishing either of the following: taking control of the main control panel; opening the flow of oil into the pumps at the three valve controls.

ROE: Minimize damage to oil storage containers and pipes.

Enemy: Enemy consists of a squad-sized force armed with assault rifles and grenades.

Troops: One infantry squad from 2nd Battalion, 1st Infantry Regiment, 172nd Sep. Infantry Brigade.

Terrain: Alaskan Pipeline Pump Station consisting of three structures: the pump station, the exterior oil tanks, and a one-story outbuilding housing the emergency shut-off valve.

***Maximum number of players:** 26

Tactic



Defend this control console.



From this little alcove, a Soldier can cover access to the control room without exposing himself.

The defense seems to have it a bit tougher for this mission. They must defend several different areas, all of which can be accessed by more than one route. Make the main control room your priority, because the assault will often concentrate on it. To help solve the problem of enemies in the air duct, shoot out the glass and get in the ducts before they do. The catwalk is a bit tougher to defend against because the only access is in the basement. A common mistake is to defend the main control room by keeping Soldiers inside—they'll be sitting ducks. Instead, position them in the lower control room or in the alcove near the stairs leading down to the pump room below. A couple of prone Soldiers there can cover the air duct, catwalk, and even the inside of the control room.



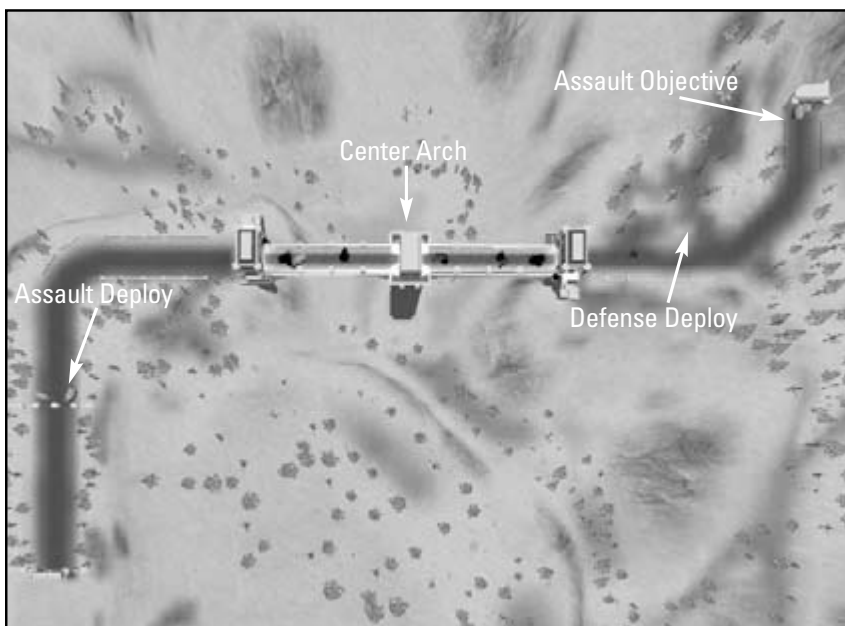
Don't forget to protect the valves.

You also need some defenders around the valves. The exterior valve in the small building is a good place to start. Position a Soldier in the stairway leading down to the basement tunnels rather than near the valve. There he is perpendicular to the door and has a great shot at any enemies entering. He can also retreat down the stairs if a grenade is thrown into the room. Keep another Soldier down in the tunnel below watching for enemies who might try to sneak up from behind. Cover each interior valve from a position up above. Position Soldiers to cover at least one of these. Throw grenades down at the attackers if they try to secure the valves, especially if they use smoke to screen their movements.



Don't stand near the valves to defend them.

A good defender finds different places from which to defend. Don't use the same positions over and over again or the assault squad will learn your pattern and devise ways to thwart your plans. Also be proactive rather than reactive. Take the fight to the enemy. Instead of defending the objectives, set up defenses at places where the assault squad must enter the buildings or gain access to the objectives.



Bridge Crossing (Combat)

On this map, elements of the 172nd Sep. Brigade find themselves on a bridge. Hostile forces are in the area. The bridge is the only route; therefore, you must fight in confined spaces. Be careful of blindly throwing hand grenades, as you may injure your teammates. Additionally, on either side of the bridge are catwalks. These are accessible; however, take care since it is a long drop to the bottom, and you are not equipped with a parachute.

Weapons: M16A2, M203, M249, M24, M82, frag grenades, smoke grenades, and stun grenades

Mission Type: Live fire

Teams: Assault and Defense

Assault

Situation: Enemy forces posing as refugees have attacked the U.S. forces defending bridge at grid WS663429. Your squad, returning from patrol, is now on the hostile side of the bridge and must link up with company HQ to pass along time-sensitive information.

ROE: Positive ID of hostile forces required due to refugees in area. Minimize damage to bridge.

Mission: Your squad must pass vital intel to company HQ located at grid WS763529 on east side of bridge.

Enemy: Enemy consists of a squad-sized element with advanced marksmanship team.

Troops: One infantry squad of the 1st Battalion, 32nd Infantry Regiment with advanced marksmanship team.

Terrain: High-altitude stone bridge provides the only passable route to the east. Adverse weather conditions prevent close air support. Bridge towers constitute key terrain.

***Maximum number of players:** 26

Tactics



The assault squad must cross this bridge.



This wooden walkway on the tower's right leads to the ledge.

The assault squad must move across the bridge while under enemy fire, making this a tougher objective. However, they also have the initiative because assault determines where and when the fight will occur. However, it is still difficult to get across the bridge without getting killed—especially if the defense is competent.



Move carefully along the ledge.

The snipers, grenadiers, and automatic rifleman play an important role in this mission—a support role. Their entire purpose is to help get the riflemen across the bridge. As such, they should concentrate on finding positions from where they can fire on the defenders and at least keep their heads down. The tower on the assault side of the bridge is too far away because the defender usually makes a stand at his side of the bridge. Therefore, your support units have to work toward the center tower of the bridge, using cars and other objects as cover. Once they have a good, prone position, the snipers and automatic riflemen should use their supports. Meanwhile, the grenadier should be lobbing grenades toward the enemy's tower.

While the support Soldiers are doing their part, the riflemen should begin advancing down the bridge's outside. These ledges offer cover as long as you stay prone. If you advance down the right side, watch for enemies on the stairs of the defender's tower. However, you are prone and they have to stand or crouch, giving you the advantage in accuracy. You are also pretty safe from grenades. The tough part is the approach to the central tower. You must climb a ladder and run along the wall to the ledge on the other side of the support. Then drop prone again and continue crawling forward. The snipers will take care of approaching enemies or at least warn you.



Get to the trucks to complete the mission.

As the riflemen approach the enemy tower, they are extremely vulnerable to enemy attack. The support Soldiers need to really lay on the fire and let the riflemen know where it is clear. If the riflemen are on the right side of the bridge, they have to hop over the wall and onto the road; from the left side, just follow the wooden platform around. The final step is to get to the trucks at the end of the road. Only one Soldier needs to access the trucks, so work as a team, supporting one another.

Defense

Situation: Ongoing operations have your platoon occupying bridge at grid WS663429 vital to UNHCR relief operations. Recent attacks by the enemy have forced the platoon to begin movement to more defensible positions east of the bridge. Your squad was ordered to delay the enemy until reaction force arrives.

ROE: Minimize damage to bridge.

Mission: Squad must prevent enemy forces from crossing bridge at grid WS663429 for as long as possible.

Enemy: Squad-sized force armed with advanced marksmanship team.

Troops: One infantry squad of the 2nd Battalion, 14th Infantry Regiment with advanced marksmanship team.

Terrain: High-altitude stone bridge spanning a mountain chasm. Adverse weather conditions prevent air support. Bridge towers constitute key terrain.

***Maximum number of players:** 26

Tactics



A sniper on the stairway covers one of the ledges.

The defense squad's job is a bit easier because you can stay put and wait for the enemy to come to you. The key to a successful defense is position. Your support units are very important, especially your snipers, because they can engage the enemy at long-range—and deal with the enemy snipers.



The tower windows offer a good vantage point for covering the bridge—however, they are usually good targets for enemy automatic rifleman and snipers.

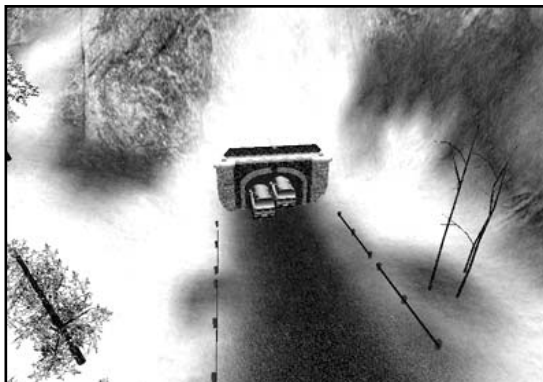
You must cover four main areas to prevent the enemy from crossing the bridge: the street, the central tower, and the ledges on either side of the bridge. The stairway leading up to the tower offers a good vantage point from which to engage enemy sneaking up the ledge on that side. The tower itself is great for covering the street and the central tower. The other ledge is a bit trickier. Cover it by a sniper or other Soldier from a hill to the side and behind the defense tower. This allows you to attack the enemies from the flank.



Try lying prone on the boxes. You still can shoot through the windows, you're more accurate, and you're harder for the enemy to hit.

Snipers should communicate what they see to the rest of the team. Their primary role is scout. They need to inform the various fire teams about the enemy's advances across the bridge. After they have passed along the information, then they can start shooting. Snipers should also try to locate, identify, and then neutralize enemy snipers and grenadiers.

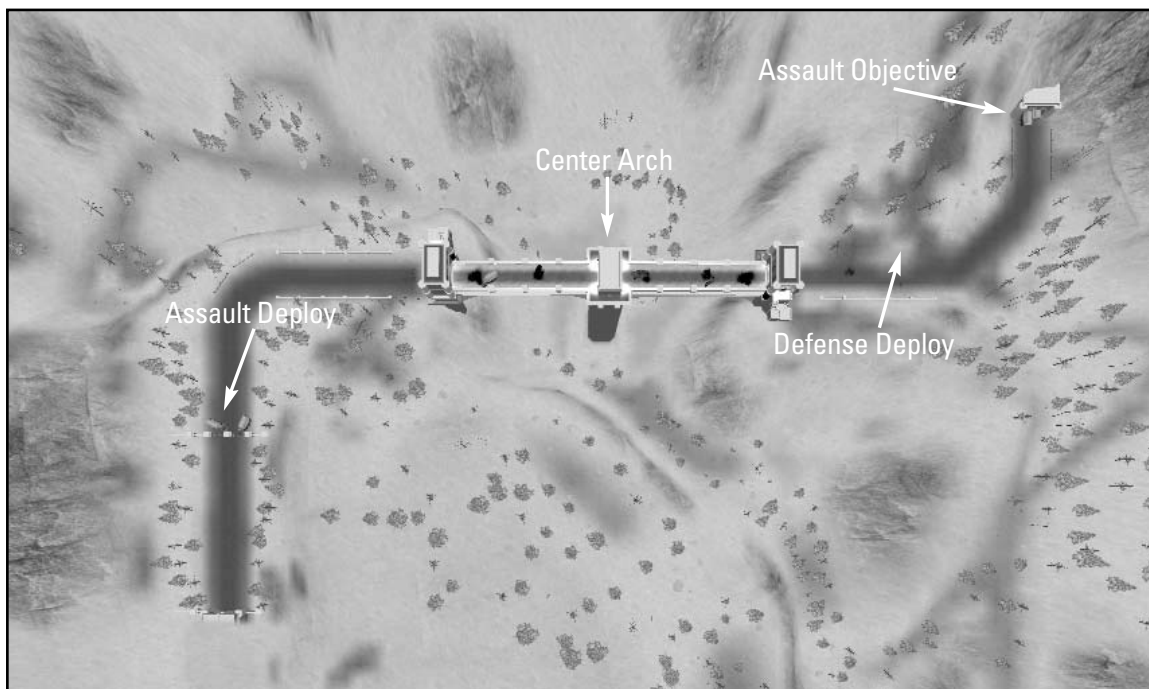
A major mistake is rushing toward the central tower to get into the fight. This jeopardizes your defense and makes it easier for the enemy to kill you. Be patient and wait for the enemy. They have a time limit to get to the trucks. They have to come sometime, while you can stay put.



Keep the enemy away from these trucks.

Tip: Keep a rifleman back by the trucks. Therefore, if the enemy somehow makes it past the defense tower and thinks he has a clean path to the objective, you have one last line of defense that he's probably not expecting. It's a lonely job, but someone has to do it.

Bridge Crossing Special Edition (SE) (Combat)



Bridge Crossing SE provides you with a larger Bridge Crossing map, allowing you access to areas that were not available in the first build. You can now go around and under the bridge in addition to going across. Also, the fog has been reduced, allowing you to see targets at longer ranges than before. Therefore, take care when exposing yourself since enemy advanced marksman may be around.

Weapons: M16A2, M203, M249, M24, M82, frag grenades, smoke grenades, and stun grenades

Mission Type: Live fire

Teams: Assault and Defense

Assault

Situation: Enemy forces posing as refugees have attacked the U.S. forces defending the bridge at grid WS663429. Your squad, returning from patrol, is now on the hostile side of the bridge and must link up with company HQ to pass along time-sensitive information.

ROE: Positive ID of hostile forces is required due to refugees in the area. Minimize damage to the bridge.

Mission: Your squad must pass vital intel to company HQ, located grid WS763529 on the east side of the bridge.

Enemy: Enemy consists of a squad-sized element with an advanced marksmanship team.

Troops: One infantry squad of the 1st Battalion, 32nd Infantry Regiment with advanced marksmanship team.

Terrain: Adverse weather conditions prevent close air support. High-altitude stone bridge with towers constitutes key terrain.

***Maximum number of players:** 26

Tactics



Head down this path to the valley, which leads under the bridge.

For this version of the Bridge Crossing mission, you are no longer limited to merely crossing the bridge to reach your objective. Instead, from your start point, you can head northwest and then down into the valley that runs below the bridge.

A good strategy here is to divide your squad into two teams. While one takes the normal route across the bridge, the other heads into the valley. Your bridge team should not worry about advancing across the bridge. Instead, it is the holding team—keeping the defenders occupied while the maneuver team moves under the bridge to try and flank the enemy.



Move quickly until you get to the bridge.

Assign your snipers, as well as a grenadier, to the holding team. The holding team needs the firepower to keep the defenders covering the bridge. In fact, if you have enough players on your team, send a small group to attempt to advance across the bridge. This forces the defenders to pull Soldiers away from covering the valley approaches.



The path leading north takes you right to the objective area.

While the holding team lays out the firepower along the bridge, the maneuver team should run into the valley. The key is to get as far as possible as quickly as possible. The more slowly you move, the more time you give the enemy to set up a defense. In fact, your main threat until you reach the bridge and pass under it is sniper fire from above. If you keep moving quickly, careful to zigzag back and forth a bit to make it harder for your enemies to lead you in their sights, you should make it fine. Once you pass under the bridge, start worrying about cover. Not only do you face fire from the bridge area above and behind you, but also from along the ridgeline to the east. To get to the objective, you must keep moving up the path to the east, then take a switchback to the north. Expect the enemy to defend along this path to the objective since it leads you around behind the defender's side of the bridge and gives you a clear shot toward the objective.

In fact, once you have the objective in sight, some of the maneuver team should set up covering fields of fire toward the bridge, as well as the objective, while other members of the team head for the objective. Meanwhile, the holding team should also move out to cross the bridge to force the defenders to divide their attention at this vital moment.

Defense

Situation: Ongoing operations have your platoon occupying the bridge at grid WS663429, vital to UNHCR relief operations. Recent attacks by the enemy have forced the platoon to begin movement to more defensible positions east of the bridge. Your squad is ordered to delay the enemy until the reaction force arrives.

ROE: Minimize damage to the bridge.

Mission: Squad must prevent enemy forces from crossing the bridge at grid WS663429 for as long as possible.

Enemy: Squad-sized force armed with advanced marksmanship team.

Troops: One infantry squad of the 2nd Battalion, 14th Infantry Regiment with advanced marksmanship team.

Terrain: Adverse weather conditions prevent close air support. High-altitude stone bridge with towers constitutes key terrain.

***Maximum number of players:** 26

Tactics



An automatic rifleman covers the pathway leading from the valley to the objective area.

For the defender, the strategy stays pretty much the same as for the normal version of Bridge Crossing. The key is holding the bridge. The attackers try to get you to divide your force between two avenues of approach. However, the bridge is the more important since it is a straight shot for the objective and provides cover for the attackers as they advance.

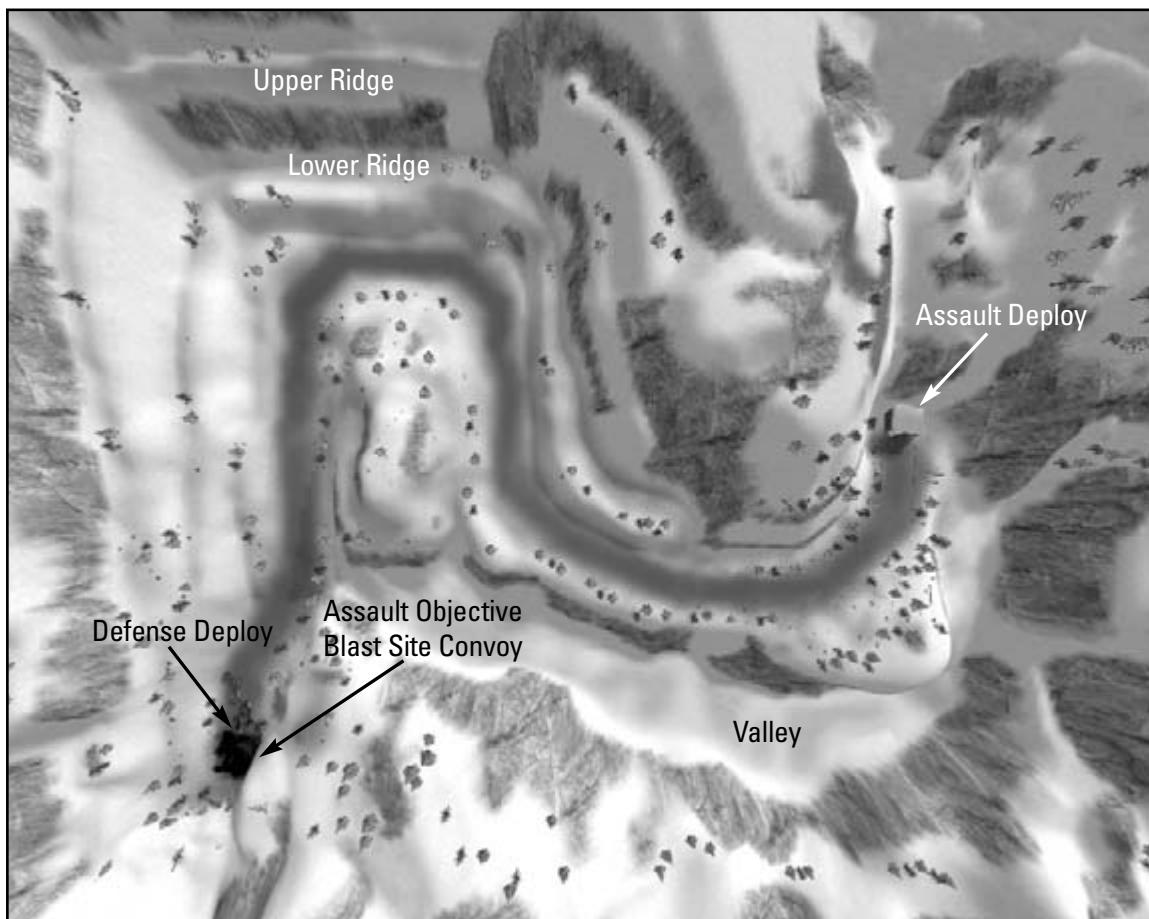
You still have to be concerned about the valley route to the objective. Don't waste your time covering the attacker's approach to the bridge. While you could put a sniper on the ridgeline to the north of the bridge, there is not a lot of cover, and an enemy marksman on the bridge could easily take him out. Instead, concentrate on the area south of the bridge. A single sniper positioned on the first landing of the stairs of the defender's tower has a great view of the valley below. He is covered from the enemy on the bridge by the brick wall and can engage enemies in the valley as they move away from the bridge—hitting them in the rear. If necessary, you can bring an automatic rifleman or even a grenadier to this spot for additional firepower.

Once the enemy passes under the bridge, it is time to send a small force to cover the path leading from the south to the objective. An automatic rifleman with a rifleman or two can probably take care of the enemy coming up out of the valley, and the sniper on the bridge landing can call out the locations of the enemies, as well as take shots at them.



A sniper on the steps of the bridge at the tower on the defender's side covers the valley.

Mountain Pass (Combat)



Mountain Pass takes place after either of the Bridge Crossing maps. The terrain here is alpine, with large mountains, chasms, and pine trees. Be careful where you move since you can fall into the chasms and injure or kill yourself. Defense on this map has an advantage; therefore, Assault must make coordinated attacks in order to succeed.

Weapons: M16A2, M203, M249, M24, M82, frag grenades, smoke grenades, and stun grenades

Mission Type: Live fire

Teams: Assault and Defense

Assault

Situation: After securing the bridge, your squad is ordered to recover supplies lost during an ambush of a U.S. Convoy at grid WS663433.

ROE: Minimize damage to the supplies. Friendly convoy security elements may still be in the area.

Mission: First squad, secure U.S. convoy at grid WS663433, and patrol surrounding area for remaining enemy forces.

Enemy: Squad-sized force with advanced marksmanship team. Enemy reaction forces are less than 10 minutes away.

Troops: Infantry squad of the 2nd Battalion, 22nd Infantry Regiment with advanced marksmanship team.

Terrain: High-altitude mountain road twisting around a mountain chasm. Adverse weather conditions (high winds and fog) prevent air support. Sparse vegetation and rocky cliffs with snow-covered ledges.

***Maximum number of players:** 26

Tactics



The route along the roadway is the easiest to advanced along—and also the most likely to be heavily defended.

The assault squad must get to the trucks in the convoy at the other side of the map. There are two main routes. The first is along the ledge that runs along the side of the canyon to your right. This path offers cover and is the safer of the two paths because of it. You can expect enemy resistance from along the ledge as well as from across the canyon. Position snipers and automatic riflemen in prone, supported positions. As one fire team covers and provides supporting fire, have the other fire team(s) advance to along the ledge and then take up a covering position. Now the first supporting fire team advances past the other team(s) to another position and takes up the cover role. This tactic is known as bounding overwatch. Part of the squad advances while the rest covers their movement.

Tip: Snipers are important not only for engaging enemies at a long range, but also for locating the enemy and informing the rest of the squad.



The valley offers a second route to the objective but lacks cover.

Another path to the objective is down in the canyon. From the deployment area, head down the glacier to the canyon floor. This path offers no cover in the way of trees or vegetation. However, the tall walls of the canyon offer some cover from the ledges above. Have fire teams in the canyon stay close to the left wall, opposite the path up on the ledge. Attempt this route only with support from a team on the ledge to provide

covering fire and hinder the enemy's attempts to engage the team below.

For matches where you have enough Soldiers for two or more teams, try taking both paths. However, with any fewer Soldiers, stick to the ledge. Teamwork is extremely important for this mission. If you try to get through it as individuals, the defense squad will pick you off one by one.

Defense

Situation: The U.S. Convoy at grid WS663433 has been ambushed by enemy forces. Your squad, as an immediate reaction force, is sent to defend the Convoy until the rest of the company arrives.

ROE: Minimize damage to the supplies since they are sorely needed at the refugee camp.

Mission: Defend the U.S. convoy at grid WS663433 until reinforcements arrive. Use the surrounding vegetation for cover and snow-covered ledges for height advantage.

Enemy: Squad-sized force with advanced marksmanship team.

Troops: One infantry squad of the 2nd Battalion, 14th Infantry Regiment with advanced marksmanship team.

Terrain: High-altitude mountain road twisting around a mountain chasm. Adverse weather conditions (high winds and fog) prevent air support. Sparse vegetation and rocky cliffs with snow-covered ledges.

***Maximum number of players:** 26

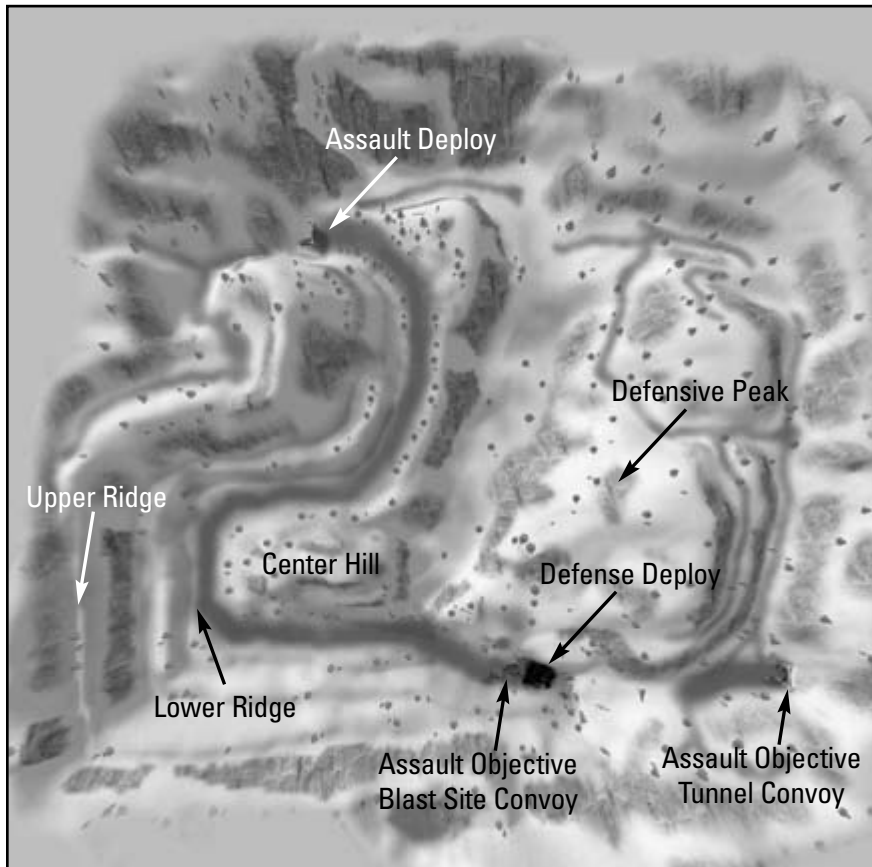
Tactics

The defense squad definitely has the advantage. Their initial task is to find defensible positions from which to engage the enemy squad as it advances toward the objective. There are several good spots for this. Have one team take up position across the canyon from the ledge leading to the assault squad's deployment area. Another team should find a spot where they can fire down the length of the canyon, preventing the enemy from using the steep walls for cover.

Get your fire teams into position as quickly as possible, setting up an ambush. Use trees and bushes for concealment. Patience is very important. Don't fire, especially at long range, unless you have a good shot. Shooting prematurely often reveals your position and allows the enemy grenadier or sniper to engage you. Because the snipers have the best views at long range, have them scout, letting the fire teams know where the enemy is.

When in a match with at least three fire teams, try sending one team as a spoiler. While the other teams cover the canyon and the ledge, have the spoiler team carefully advance along the ledge and set up an ambush right along the ledge. This can surprise the assault squad because they usually concentrate on the fire from the teams on the canyon's other side. This tactic requires some coordination within the spoiler team as well as with the other teams so as to avoid blue-on-blue fire.

Mountain Pass Special Edition (SE) (Combat)



This is the special edition version of the original Mountain Pass map. This map is larger, providing an additional objective and new routes. Fog has been reduced on this map; therefore, beware of advanced marksman.

Weapons: M16A2, M203, M249, M24, M82, frag grenades, smoke grenades, and stun grenades

Mission Type: Live fire

Teams: Assault and Defense

Assault

Situation: After securing the bridge, your squad is ordered to recover supplies lost during an ambush of a U.S. Convoy at grid WS663433.

ROE: Minimize damage to the supplies. Friendly convoy security elements may still be in the area.

Mission: First squad, secure U.S. Convoy at grid WS663433 and patrol surrounding area for remaining enemy forces.

Enemy: Squad-sized force with advanced marksmanship team. Enemy reaction forces are less than 10 minutes away.

Troops: Infantry squad of the 2nd Battalion, 22nd Infantry Regiment with advanced marksmanship team.

Terrain: High-altitude mountain road twisting around a chasm. Adverse weather conditions (high winds and fog) prevent air support. Sparse vegetation and rocky cliffs with snow-covered ledges.

***Maximum number of players:** 26

Tactics



Head up this path to the left of the tunnel near your start point to take an elevated path to the objective.

This version of Mountain Pass offers two new routes to the objective area, as well as a second objective slightly south of the first. The first route is a narrow, elevated pathway that runs above the road. To get to this path, head up a trail located to the left of the tunnel near where your squad begins the mission. This path is quite exposed to enemy fire from below. However, it also offers a great position for snipers to help clear out enemy resistance below. Following this path around leads to the first objective and places your Soldiers in a vantage point overlooking the objective.



While the elevated path is somewhat exposed, it leads to a point overlooking the first objective.

The second new pathway is located to the south of the valley. Following this around takes you right to the second objective. This is actually a good route to take since it brings you in behind the main focus of the defenders. While the path is somewhat exposed, if you send a good-sized force, you can get to the second objective rather easily.



Another route available in this mission is to the south of the valley. It takes you right to the second objective.

In this mission, there is no need to go into the main valley. It is too exposed and does not put your squad where it really needs to be. Therefore, the decision you must make is whether to take two or three routes to the objectives. The two new routes are definite choices since one offers a height advantage and the other is an end run around the main defenses. The variable is the road. If you choose to send a team down the road, have a support team of snipers and automatic rifleman on the elevated pathway to provide cover fire, as well as to locate the enemy defenders. A good-sized team should head for the second objective first. Take it, then all of your teams can converge on the first objective from opposite sides. This usually overwhelms the enemy and results in a victory.

Defense

Situation: The U.S. Convoy at grid WS663433 has been ambushed by enemy forces. Your squad, as an immediate reaction force, is sent to defend the Convoy until the rest of the company arrives.

ROE: Minimize damage to the supplies since they are sorely needed at the refugee camp.

Mission: Defend the U.S. Convoy at grid WS663433 until reinforcements arrive.

Enemy: Squad-sized force with advanced marksman-ship team.

Troops: Infantry squad of the 2nd Battalion, 14th Infantry Regiment with advanced marksmanship team.

Terrain: High-altitude mountain road twisting around a chasm. Adverse weather conditions (high winds and fog) prevent air support. Sparse vegetation and rocky cliffs with snow-covered ledges.

***Maximum number of players:** 26

Tactics



One of your teams must cover the path leading to the second objective.

While the attacker has four possible paths to the objectives, the defender can cover all of these routes from two main areas. Divide your squad into two teams. The smaller team covers the second objective. A good spot to take up position is the ridge to the west of this objective. While it is behind the objective, it provides an elevated position from which a sniper and riflemen can cover the pathway leading to this objective. If you have enough players, consider sending a small group down this path a bit. Don't advance past the covering range of the group on the ridge. As the enemy approaches, the forward group can fire and then withdraw to the objective.



A sniper northwest of the first objective can cover three routes to that objective, including the valley below.

The second defensive position is to the northwest of the first objective. From here, a team can cover the valley to the north, as well as the road and elevated path. While the center hill is a possible spot for a defensive position, it is too far away from the objectives and does not allow this team to support the team at the second objective if needed.



Make use of fallen trees for cover.

The position to the northwest of the first objective offers a lot of cover in the form of trees—both standing and fallen. You may also consider sending a small detachment of this team along the elevated pathway to the south and then to the west. From here, it can cover not only this pathway but also the road below.

10th Mountain Division



History of the 10th Mountain Division

In 1939, Finnish ski Soldiers annihilated two Soviet tank divisions. This demonstrated the need for U.S. Army troops trained in mountain and winter warfare. On Dec. 8, 1941, the Army activated its first mountain unit, and in 1943 the 10th Light Division (Alpine) was formed. The 10th Division was redesignated the 10th Mountain Division on Nov. 6, 1944. The division entered combat on Jan. 28, 1945 in the North Apennine Mountains of Italy. One of the many famed tactical operations the division undertook was doing what the

Germans thought impossible: a night assault up a 1,500-foot vertical ascent. In 114 days of combat, the 10th completely destroyed five elite German divisions.

Because the 10th Mountain Division was one of the last to enter combat, it was to be used in the projected invasion of Japan. These plans ended with the surrender of Japan in August 1945.

After 1945 the division deactivated and reactivated several times until Feb. 13, 1985 when the division was officially reactivated at Fort Drum, New York, as the 10th Mountain Division (Light Infantry). The 10th Mountain Division (LI) was designed to meet a wide range of worldwide infantry-intensive contingency missions. Equipment design was oriented toward reduced size and weight for reasons of both strategic and tactical mobility.

About 1,200 Soldiers from the 10th Mountain supported Desert Shield/Storm in 1990–1991. On Sept. 27, 1992, the 10th Mountain Division assumed responsibility for Hurricane Andrew disaster relief as Task Force Mountain. In 1992–94 the division participated in Operation Restore Hope in Somalia. On Oct. 3, 1993, one of the division's battalions, 2-14th Infantry, was the quick reaction force (QRF) dispatched to secure the ground evacuation route for the Special Operations Task Force Ranger (TFR). The 2nd-14th succeeded in linking up with the Rangers and assisted their withdrawal under fire along a route secured by Pakistani forces. The six-and-a-half hours of continuous fighting was the longest sustained firefight by regular U.S. forces since the Vietnam War.

The division formed the nucleus of the Multinational Force Haiti (MNF Haiti) and Joint Task Force 190 (JTF 190) in Haiti during Operation Uphold Democracy, 1994–95.

On Sept. 19, 1994, the division's 1st Brigade conducted the Army's first air assault from an aircraft carrier. This force consisted of 54 helicopters and almost 2,000 Soldiers. They occupied the Port-au-Prince International Airport. This was the largest Army air operation conducted from a carrier since the Doolittle Raid in World War II, where Army Air Force bombers were launched off of a carrier to attack Tokyo.

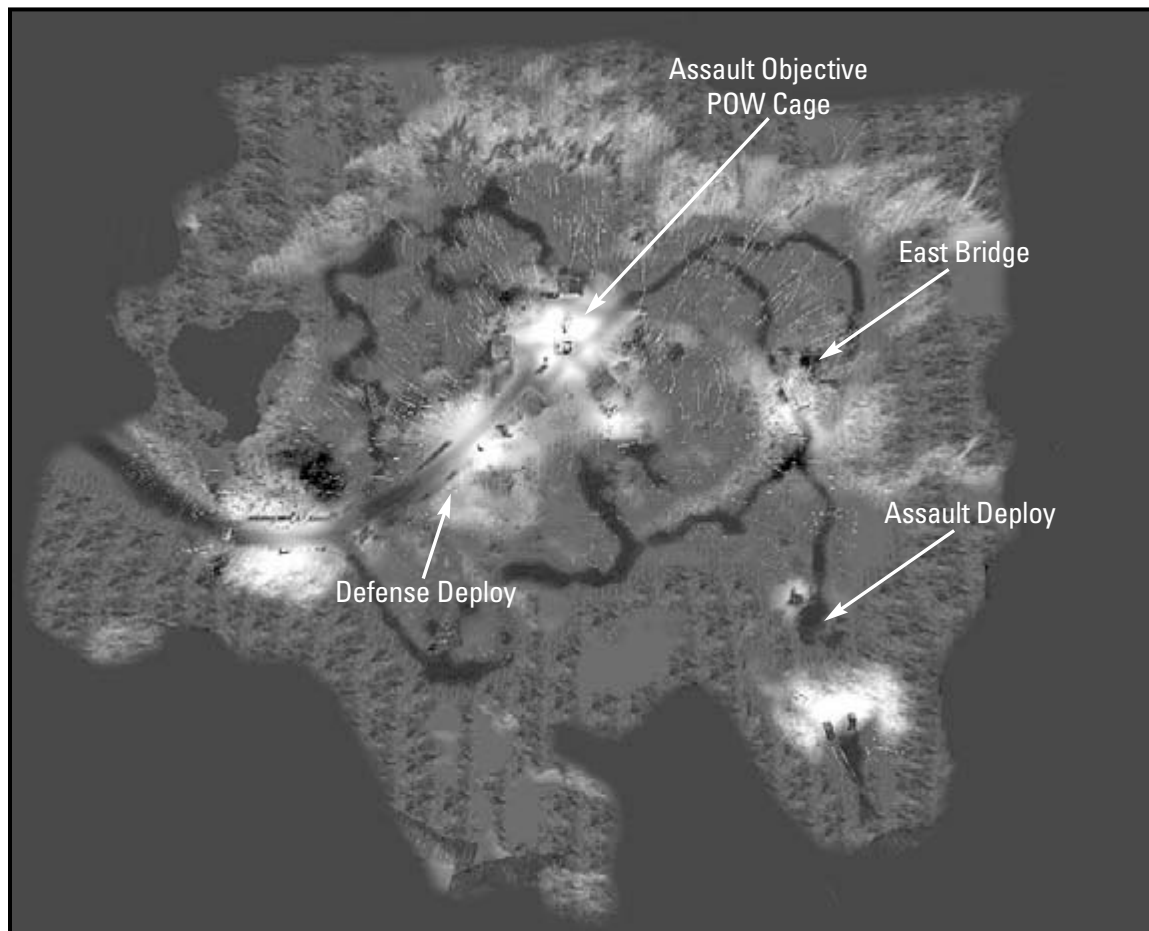
The division served as senior headquarters of Task Force Eagle, 1998–2000, providing a peacekeeping force to support the ongoing operation within the Multinational Division-North area of responsibility in Bosnia and Herzegovina.

After adding humanitarian, training, and operational deployments together, the 10th Mountain Division (LI) earned the distinction of being the most deployed Army division during the 1990s, a period which had seen the greatest number of missions for United States military forces—reserve and active—since the end of World War II.



Unit patch for the
10th Mountain Infantry Division

HQ Raid (Training, MILES)



This is a night training map in a woodland setting. MILES weapons are used, and only the assaulting team is equipped with night vision goggles. The defensive team must rely on the existing light available around the headquarters. There are existing structures that may provide cover; therefore, both teams should take full advantage of the natural and manmade cover, as well as the cover of darkness.

Weapons: M16A2, M249, MILES grenades, and smoke grenades

Mission Type: MILES training

Teams: Assault and Defense

Assault

Situation: While performing contingency operations, local population has informed your unit of a U.S. Soldier being held by insurgent forces at grid WN172773.

ROE: Positively identify all targets in compound due to presence of U.S. prisoner.

Mission: First squad extract POW at enemy field HQ, grid WN172773.

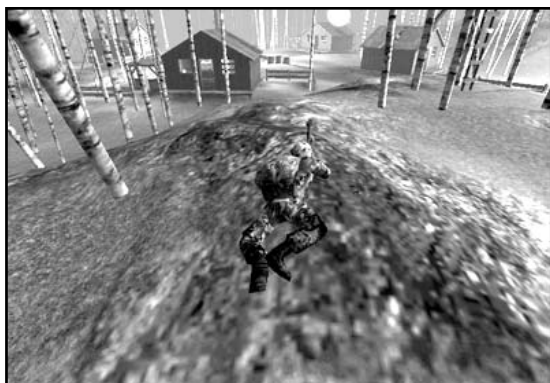
Enemy: One squad-sized element of insurgent forces with light weapons but no night vision devices.

Troops: One infantry squad of the 4th Battalion, 31st Infantry Regiment, without advanced marksmanship team or grenadier support.

Terrain: HQ is located in a lightly forested valley. HQ is well-lit area consisting of 2–4 frame-constructed one-story wooden buildings. Prisoner is expected to be held in the center of the compound.

***Maximum number of players:** 18

Tactics



Sneak up on the enemy camp, using the terrain as well as the darkness for cover.

This mission can be tough. However, you have one advantage over the enemy: you have night vision goggles and they do not. As the assault squad, you have the initiative. While the enemy camp is well-lit, you own the darkness surrounding the camp. This allows

you to maneuver around the camp and get ready before beginning the attack.

Stay together in fire teams, and have each fire team attack the camp from a different direction—either 90 or 180 degrees from each other. The squad leader coordinates the actions of each fire team so that both teams are in position and can attack simultaneously.



A smoke grenade can give you some concealment and may buy you enough time to free the prisoner.



Get to the cage and release the prisoner by working the lock.

The prisoner is being held in a cage in the northern part of the camp. In advance, designate one fire team as the rescue team while the other fire team supports it with covering fire. If the rescue team is neutralized, the support team must take over its role and complete the mission. Don't forget to use smoke grenades to mask your movements—or to fool the enemy.



The prisoner is secure.

Tip: You are extremely exposed when releasing the prisoner. Try using a smoke grenade for concealment. Just make sure you know where the lock is in the smoke.

Defense

Situation: While performing contingency operations, your unit captured an officer who will be transported to higher headquarters.

ROE: Positively identify targets in compound due to the presence of the EPW.

Mission: Secure EPW holding area at grid WN172773 until transport arrives. Remember, under the laws of land warfare you are responsible for safeguarding the EPW. The EPW is secured in a holding cell in the center of the compound.

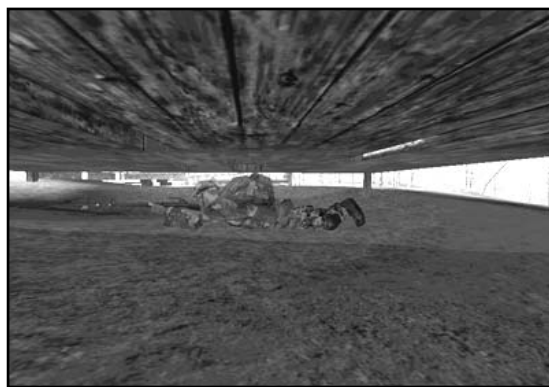
Enemy: Infantry team without advanced marksmanship team or grenadier support. The hostile force can be expected to attempt to recover the EPW at any cost.

Troops: One infantry squad of the 2nd Battalion, 22nd Infantry Regiment, without advanced marksmanship team or grenadier support.

Terrain: Field HQ is in a lightly forested valley.

***Maximum number of players:** 18

Tactics



You can hide under the buildings and cover the POW cage.

The defender is at an initial disadvantage. Without night vision goggles, they cannot see the enemy in the dark surrounding the well-lit camp. Therefore, you usually don't know from which direction the attack will come until the shooting starts.



The insides of the buildings are also good places to hide. However, watch out for enemies approaching from behind.

To protect the EPW, take up positions from which you can cover the cage and the camp perimeter without exposing yourself. Hiding inside the huts and/or take up positions under the huts.



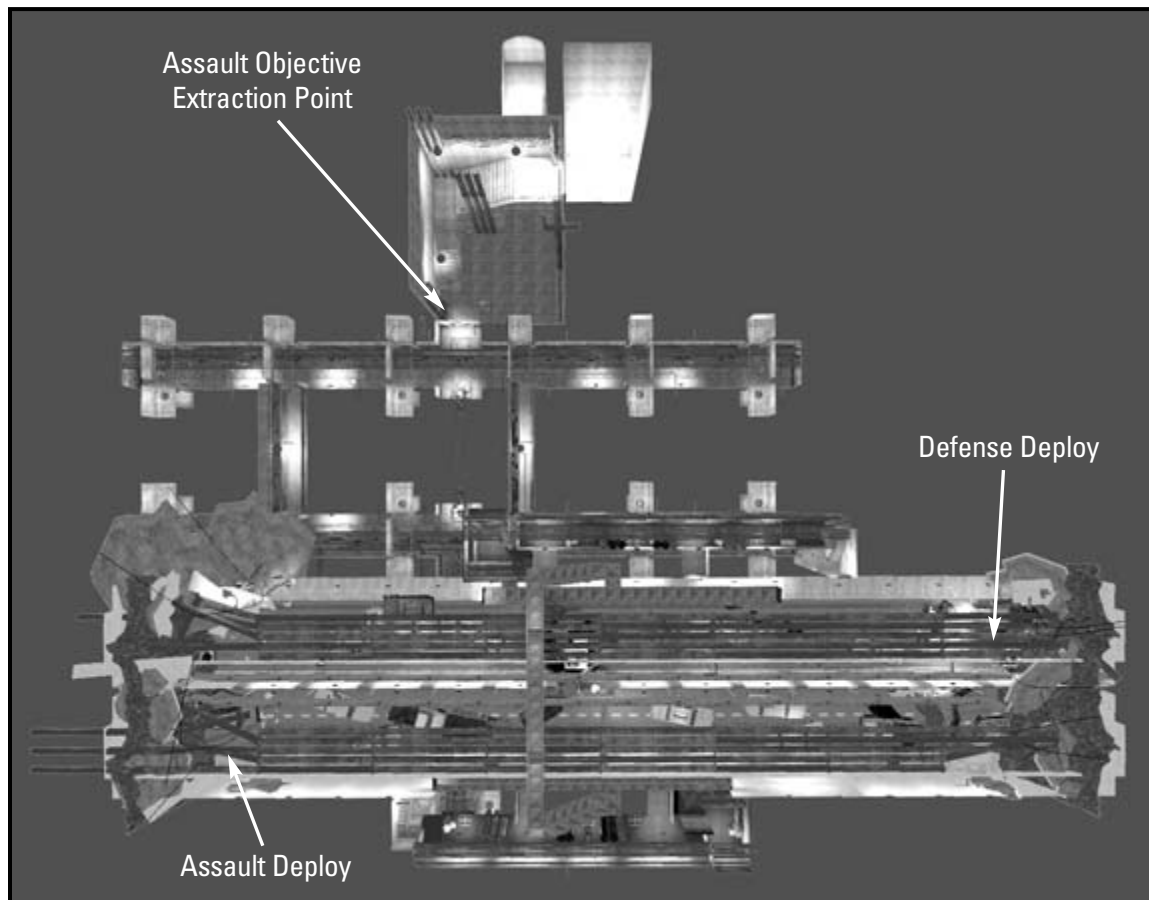
You can also leave the camp and take up a position at a distance, concealing yourself in the dark. Also, the enemy will probably not be looking for you away from the camp.

Fire discipline is important for the defender. You must not shoot the EPW, even after he has been liberated by the enemy. Also, a smart enemy may randomly fire at the camp from the dark perimeter, trying to get your squad to return fire and thus expose their positions. Instead, hold your fire until the enemy enters the lit area.

The main focus is to cover the area around the cage. Have one fire team concentrate on this objective while the other team covers the first team.

Tip: Do not throw fragmentation grenades near the cage or the EPW. If he is harmed, your mission is a failure.

Collapsed Tunnel (Training, MILES)



The two squads begin in opposite auto tunnels.

The Collapsed Tunnel map is another training map that allows you to experience close-quarters battle in a whole new dimension. MILES weapons are used, and you are equipped with night vision goggles and the standard MILES weapons.

Weapons: M16A2, M249, MILES grenades, and smoke grenades

Mission Type: MILES training

Team: Assault and Defense

Assault

Situation: Training exercise using MILES. In the coming month your unit will deploy to an area where enemy forces are known to hide in tunnels. To prepare, your unit conducts a training exercise in the National Response Training Center tunnel facility using MILES.

Mission: Isolate and defeat enemy force within the tunnel complex.

Enemy: Light infantry squad operating as OPFOR for this exercise.

Troops: One infantry squad from 1st Battalion, 87th Infantry Regiment.

Terrain: Tunnel consists of two two-lane tunnels that are collapsed at each end, with a network of maintenance access tunnels creating a labyrinth below.

***Maximum number of players: 16**

Tactics



Head for the maintenance tunnels so you can quickly get down to the lower level.

This mission requires some quick thinking and even quicker action. Your squad operates in a complete enclosed environment. You begin in the northern part of the southern tunnel. Your objective is down in the maintenance tunnels below and at the southern-northern end of the map. Because your objective is down below, you need to get a team down in to the maintenance tunnels. To access them, head through one of the doors to the north-south, then continue east-west down the hallway to stairs, which descend to the lower level.



Advance cautiously down the maintenance tunnels, stopping at each intersection.

The lower level consists of one long north-south tunnel with two smaller tunnels running parallel. Two long east-west tunnels intersect the tunnels, and a short one connects two of the north-south tunnels. You must advance down the long north-south tunnel. You can expect enemy resistance at the intersections as they fire at you down the east-west tunnels. Stay to the east-west because the defenders enter the lower level from the west-east. Head east-west at the first intersection, then south-north all the way to the last east-west tunnel. Then go west-east. Unlock a door to get to the room beyond and complete the objective.



Throw grenades around the corners at each intersection before rushing across.

Everyone in this mission is armed as a rifleman. You do not have to worry about an automatic rifleman opening up on you down the hallway. However, still be concerned about grenades, which are quite effective in the confined tunnels. Whenever you come to an intersection with the long east-west tunnels, throw a fragmentation grenade down the tunnel in each direction, then rush across after they detonate. Do this with a teammate so you can get the grenades to go off at the same time.



Get to the objective and unlock the door to complete the mission.

Speed is usually the best defense for the assault squad. Get down into the tunnels and as far south north as you can as soon as you can. However, it does not hurt to have a rear guard. Position them to cover the stairs leading down into the tunnel so that the defenders cannot sneak up behind your squad down in the tunnels. Another good tactic is to split up your squad when you have two complete fire teams. Send one down into the tunnels immediately while the second fire team cautiously heads south north into the other large auto tunnel. Go to the doors in the south- north and then head west-east down the maintenance tunnel to the stairs. This lets you sneak up behind the defense squad and possibly catch them in a crossfire between your two fire teams.

Tip: Remember that this is a team mission. Only one Soldier has to get to the objective. Therefore, if someone is ahead of you, don't race him. Instead, provide covering and suppressing fire to keep the enemies' heads down so your team can win.

Defense

Situation: Training exercise using MILES. In the coming month your unit will deploy to an area where enemy forces are known to hide in tunnels. To prepare, your unit conducts a training exercise in the National Response Training Center tunnel facility using MILES.

Mission: Link up with friendly forces near exit of tunnel complex.

Enemy: Light infantry squad operating as OPFOR for this exercise.

Troops: One infantry squad from 2nd Battalion, 87th Infantry Regiment.

Terrain: Tunnel consists of two two-lane tunnels that are collapsed at each end, with a network of maintenance access tunnels creating a labyrinth below.

***Maximum number of players:** 16

Tactics



Cover the tunnel area to the south to make sure the enemy does not try to rush in to your tunnel.

This is a quick mission for the defense squad. At least one team should rush for the doors to the south north and head into the maintenance tunnels. Move west-east and then down the stairs to the lower level. The enemy probably is racing for the lower level as well, so get their fast. Set up an ambush position in the east-west tunnel with a couple Soldiers to catch the enemy as northhead-ing south. Meanwhile, have the rest of the team head east-west, and then south-north to the next east-west tunnel and set up an ambush covering the objective. Expect the enemy to come from the east-west.



Take up positions in the east-west tunnels and fire at the enemy as they head north.



Hide in alcoves off to the sides of the tunnels and wait for the enemy to run past you. Then step out and engage them from behind.

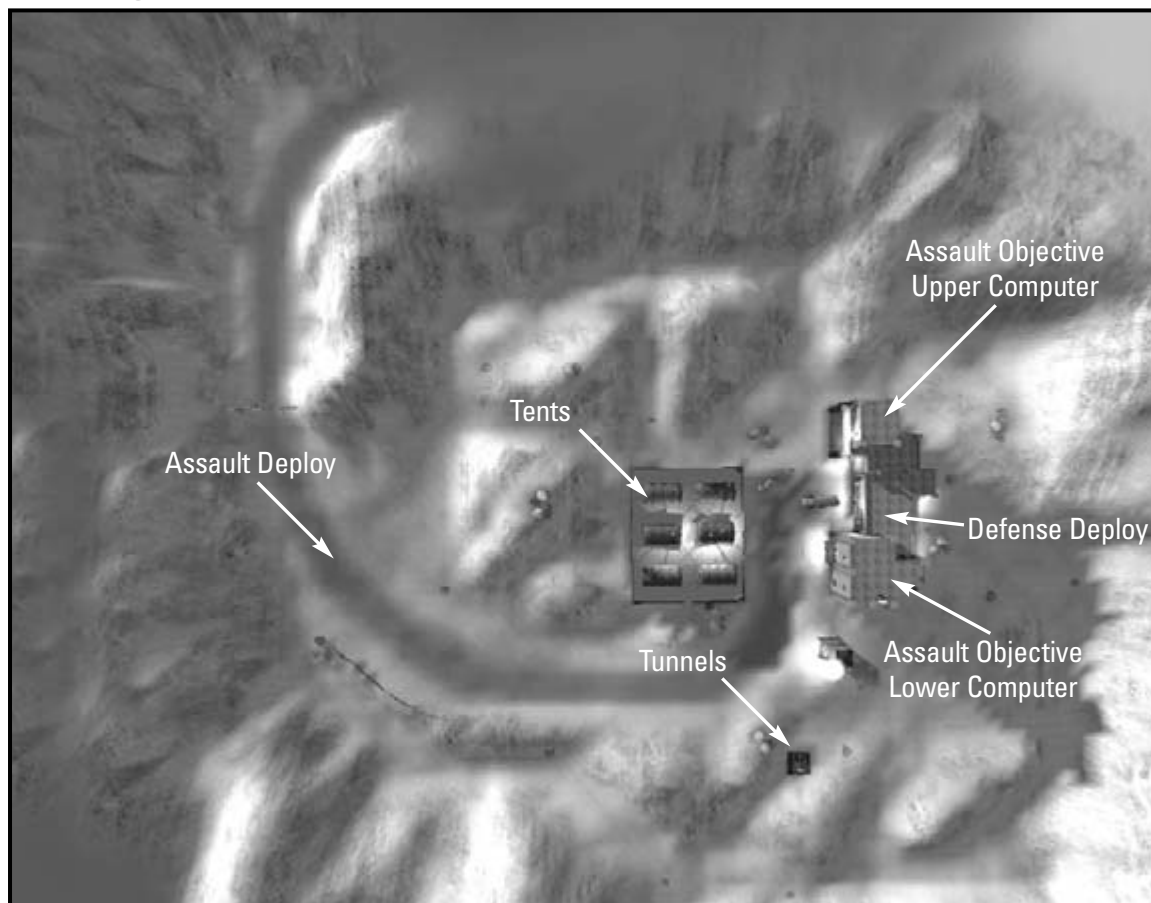
If you send your entire squad down to the lower level, leave a rear guard near the stairs to prevent the enemy from sneaking up and attacking you from behind. However, you can also send your second fire team into the northern-southern auto tunnel and then through the doors to the north-south maintenance tunnels so you can come up from behind the enemy. This strategy requires you to move quickly so you can be effective. However, watch out for an enemy rear guard as well.



Smoke grenades in the stairwells can be disorienting. Place one at the bottom and the smoke will rise.

Tip: The squad leader must maintain contact with each team and know its status. Set up some command for all squad members to fall back to a specific location to cover the objective. The squad leader can either give this command or the Soldiers covering the objective can give it if they start to get overwhelmed. It is also important for these Soldiers to let the rest of the squad know when they are engaging the enemy so all will know the enemy is near the objective.

Insurgent Camp (Combat)



Combat is both outdoors and indoors; therefore, you should be efficient in your CQB and open combat skills. Here you can use the Colt M4 Carbine if you choose to be a rifleman class. The M4 Carbine is a smaller assault rifle that has 80 percent commonality with its older brother, the M16A2. Mountainous terrain and darkness provide cover for both sides. Therefore, your players must be careful where they throw grenades.

Weapons: M4, M203, M249, M24, M82, frag grenades, smoke grenades, stun grenades

Mission Type: Live fire

Teams: Assault and Defense

Assault

Situation: Intelligence reports that a terrorist planning cell and training camp is active at grid WQ038333.

Mission: First squad secure computer terminal at grid US123456, to gather intelligence information about future terrorist action.

Enemy: Squad-sized force with advanced marksmanship team support. Enemy reaction forces are less than 10 minutes away.

Troops: Infantry squad of the 2nd Battalion, 22nd Infantry Regiment with advanced marksmanship team.

Terrain: Enemy camp located in high desert with rolling sand dunes and wadis. Camp consists of ruined multi-story building serving as headquarters, with training camp on western flank. Tunnel system enables both rapid reinforcement and alternate entrance to building. Intel indicates that this entrance is south of the compound.

***Maximum number of players:** 26

Tactics



A sniper hidden in the brush covers the building and scouts for enemies.

The assault squad begins behind some small hills in the map's western part. Your objective is to access one of the two computers in the enemy-held building. One is in the underground tunnels while the other is in the northern room on the second floor. A camp lies in the middle of the map between the hills and the building.



A grenadier puts a grenade right into the upstairs room where the computer is located.

First set up support fire. The hills and surrounding area offer some great areas where the snipers and automatic riflemen can cover all of the windows of the building as well as the camp below. With this cover, the fire teams with the riflemen can begin advancing on the building. Either come around from the north,

using the small hills for cover, or head around to the south. While the camp is a third option, enemy defenders in the camp may be waiting to ambush you and it only leads to the front of the building. The southern route, though lacking in cover, leads to the outside entrance to the underground tunnel.



Access the tunnels through this opening.

Once in the tunnel system through these stairs to the south of the building, you have a path to one of the computers. However, expect this route to be defended. Use caution at every bend. Flashbangs can be really handy down here—throw a flashbang around each corner as you head for the computer. After it detonates, rush down the tunnel to the next corner and repeat the tactic. When you get to the computer room, rush in and clear it. Position Soldiers to cover the door as well as the tunnel. Take an entire fire team down into the tunnel. Keep one Soldier covering the rear in case the enemy tries to sneak up behind you.



The computer in the tunnel.

The other option, or an objective for the second fire team, is to go for the upstairs computer. Have this team head around to the north side of the building. Engage enemies in the computer room through the window and then through the ground floor windows on the building's east side. Enter through the eastern door and then proceed north to the stairs. Keep one Soldier outside by the window to cover the room while the team enters. You have to go through another large room and then up the stairs. Throw a flashbang up the stairs to stun any enemies waiting to ambush you. Then rush up to the computer room. Watch for enemy fire coming through the southern window as well as enemies hiding behind objects in the room. Also cover the stairs in case the defenders follow you. Have one Soldier crouch down and move over to access the computer and complete the mission.

Defense

Situation: Having captured a terrorist planning cell and training camp, your unit is awaiting a technical team to process intelligence. A tunnel system is suspected to be present under the complex. Enemy attack is likely to take place by local reaction forces emerging from tunnels.

Mission: Defend the compound to deny terrorist access at grid WQ038333 until reinforcements arrive.

Enemy: Enemy elements expected to be of squad size, with no reinforcements likely.

Troops: One infantry squad of the 2nd Battalion, 14th Infantry Regiment with advanced marksmanship team.

Terrain: Enemy camp located in high desert with rolling sand dunes and wadis. Camp consists of ruined multi-story building serving as headquarters, with training camp located on the western flank. Alternate access to the building basement is via a south tunnel entrance near the guard tower.

***Maximum number of players: 26**

Tactics



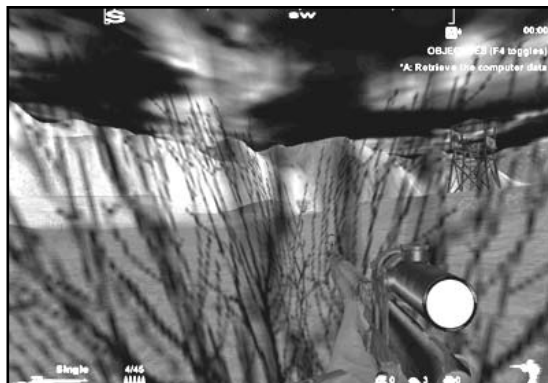
Cover the tunnels to prevent the enemy from infiltrating the building.

While the attacker must only access one computer, the defense squad must protect two computers. At least two Soldiers should cover the tunnel. This is fairly easy to defend. Have other Soldiers protect the upstairs computer. Don't try protecting it from inside the computer room. Instead, set up a fire position from the upstairs room in the south and fire through the window. Also defend the rooms at the foot of the stairs. Don't forget to position someone to cover the top of the stairs leading down to the tunnels from inside the building. Four to six Soldiers can usually take care of the objectives.



The shelf with the tires in the garage is a great place to hide behind. From there you can cover the back door as well as the garage itself. To get up here, jump up onto the crates to the side, lie prone, and then crawl onto the shelf.

Meanwhile, the rest of the squad should prepare to engage the attackers. Send a sniper and some support out the eastern door and then south along the hillside. Find a position from where you can cover the entrance to the tunnel. Enemies have to move across open terrain to get to the tunnel entrance, making them easy targets. Have another group go north to ambush any attackers coming around that direction. Finally, if you have any extra Soldiers, send them out into the camp to act as spoilers and ambush any enemy coming from that direction. The tents and other objects provide good cover.

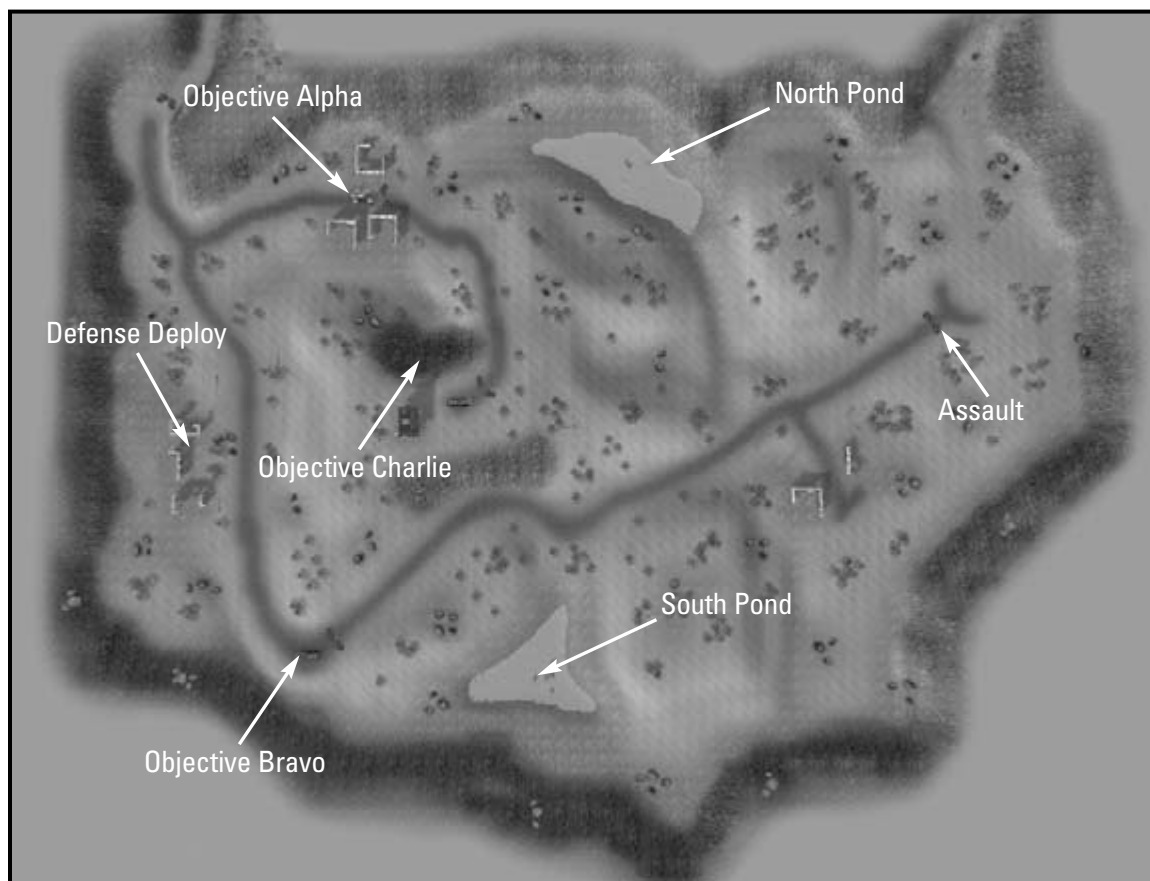


As a sniper, sneak out the back door and hide in the bushes to the southeast of the building. From there you can cover the exterior stairs down into the tunnel.

Communication is important for the defender. The teams in the tunnels and at the foot of the stairs should let the rest of the squad know when they are under attack. This gives warning that the enemy is approaching the objectives and reinforcements may be needed.

Tip: Don't try to defend the building by shooting out of the windows. A good enemy will wait for you to stick your head up and then take it off with a sniper round or automatic burst.

River Basin (Combat)



River Basin is a MILES training map. It is set in very open and hilly terrain. MILES weapons are used. It must be noted that this map is very large and contains very few landmarks. Therefore, good use of the compass is very helpful in navigating around this map.

Weapons: M16A2, M249, MILES grenades, smoke grenades

Mission Type: MILES training

Teams: Assault and Defense

Assault

Situation: Intelligence reports that a terrorist force has taken control of a logistical supply point at grid KD914347.

Mission: First squad, plant demo charges under the HEMTTs (Heavy Expanded Mobile Tactical Trucks) to the north, south, and west of grid KD914347.

Enemy: Squad-sized force. Enemy reaction forces are less than 10 minutes away.

Troops: Infantry squad of the 2nd Battalion, 22nd Infantry Regiment without advanced marksmanship team or grenadier support.

Terrain: Heavily rutted/eroded forest lowlands offer cover and concealment.

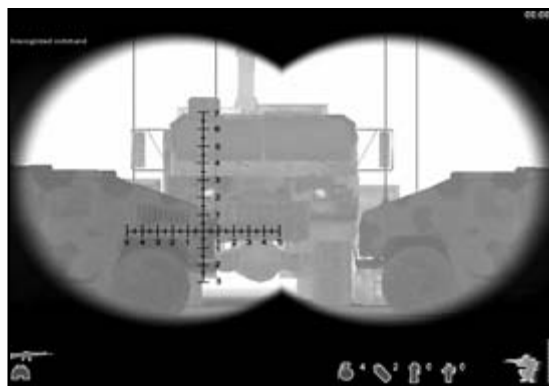
***Maximum number of players:** 26

Tactics



Objective Bravo is out in the open.

As with other multiple-objective missions, the question is whether to keep your squad together and go after each objective in turn or to split up and go for the objectives simultaneously. This map has a lot of open terrain with minimal cover. There are some structures near objectives Alpha and Charlie and a few trees and rocks scattered about the map—but that is it.



Scout out an objective from a distance before attacking.

While splitting up the squad may seem like a good idea, there is really no reason to do so. Instead, keep your squad together. Since objective Bravo in the south is the most wide open, go for it first. Send your squad south around the south pond and attack the objective from the east. The only cover around this objective are the vehicles themselves, so clear out any defenders, then move in to plant the explosives on the HEMTT. Just be careful about silhouetting yourself on the tops of hills. Instead, move through the low ground.



The eastern team provides cover fire at objective Alpha.

Once Bravo has been completed, divide your squad and head for Charlie. Send one team to attack from the south and the other from the west. One of your teams should be able to catch the defenders with flanking fire. Don't forget to throw a MILES grenade or two into the old house near the objective to make sure it is clear before closing in.



Throw a couple smoke grenades to provide cover for the Soldier moving in to place the explosives.

The final objective, Alpha, offers the defenders the most cover and opportunity to hold out. Depending on the number of Soldiers in your squad, you should attack from the south, the west, and even the east if you have enough. Coordinate your attack so that all three teams engage at about the same time. This three-pronged attack helps negate the southern structures as cover for the defenders. Then, while the western and eastern teams cover, the southern team moves in to plant the explosives. Just be careful to inform your flanking teams where you are, so as to avoid blue-on-blue fire.

Defense

Situation: As part of a Field Training Exercise (FTX), your squad acts as OPFOR defending a logistical supply point at grid KD914347.

Mission: Defend the logistical supply point, specifically the three HEMTTs (Heavy Expanded Mobile Tactical Trucks) located to the north, south, and west of grid KD914347.

Enemy: Enemy elements are expected to be of squad size, with no reinforcements likely.

Troops: One infantry squad of the 2nd Battalion, 14th Infantry Regiment without advanced marksmanship team or grenadier support.

Terrain: Heavily rutted/eroded forest lowlands offer cover and concealment.

***Maximum number of players: 26**

Tactics



Take cover behind walls and crates.

Since the Assault squad must plant explosives at three different locations in order to successfully complete its objectives, all the Defense squad has to do is prevent Assault from completing just one of the three objectives. Therefore, instead of dividing your team to cover all three objectives, just concentrate your force on one objective. Alpha is a good choice since it offers the most cover.



Soldiers can even climb into the back of the HEMTT at Alpha to defend this objective.

Position your squad around the objective to cover it from the east, west, and south since these are the main directions from which the enemy is advancing. Use the structures, as well as the terrain, for cover from enemy fire. While most of your squad should sit tight and circle the wagons, you should also send out a scout team to locate and harass the enemy. Position the team members so they can observe the Assault squad and also provide some firepower toward objectives Bravo and Charlie from a distance. For example, as the enemy moves in to plant the explosives on one of the HEMTTs, try to take out a Soldier or two and then withdraw. The scout team should not get caught up in an engagement. Instead, they are to let the rest of your squad know where enemies are located and where they are heading. Taking out a couple enemies along the way just makes it easier for the main defense.



The scout team acts as the eyes and ears of the squad. They help prevent the Defense squad from being caught in a surprise attack.

At objective Alpha, keep most of your team hidden prone behind cover. Try to lure the attackers in closer, where your cover will be an advantage while the enemy is out in the open. Have a couple Soldiers keep a lookout for the attackers. The scout team should also provide you with a warning of what to expect.

The Army Way

by Major Joe Clark

The keys to success at Insurgent Camp are good communication, good teamwork, and proper room-clearing procedures. Infantry Soldiers of the 10th Mountain Division practice these vital tasks at their home station, Fort Drum, New York, and the Joint Readiness Training Center (JRTC) at Fort Polk, Louisiana. This training prepared them to be successful in these types of operations during Operations Restore Hope and Continue Hope in Somalia. Often these low-intensity operations present unique challenges to the Soldier. Rules of Engagement (ROE) are strict—usually not allowing a Soldier to clear a room by spraying the entire room with weapon fire.

When clearing rooms, most engagements with the enemy occur at distances less than 25 feet away. The assault happens very quickly, making communication and battle drill essential to success. The door is the point of maximum vulnerability, because this is where the enemy expects you to enter. The key is to move through the doorway quickly while using pinpoint firing accuracy. Don't use fragmentation grenades unless you meet heavy resistance—the lessened visibility increases the potential for fratricide. Stun grenades are much more effective, but don't use them every time you enter a room—establishing a pattern tips the enemy to your next move.

Ideally you would have four people on your team to provide maximum flexibility when entering a room. Three men are probably the minimum to still have a decisive advantage. Your chances of success decrease greatly with fewer. Stack the team members outside the room, one behind the other, close enough to make physical contact. Communication is important so that each person understands his role. Each person should understand the job of every stack position so they know their teammate's role—a role they may have to fill at the next room if the teammate becomes a casualty. The first person has his/her weapon up at the ready while the trail team members have their weapon pointing down.

The last person in line installs explosives on the door if necessary, then takes up his position in line. As the team moves through the door, maintain physical contact. The lead Soldier moves through the door, often forcing the door out of the way after a door charge. The lead Soldier focuses on a sector of fire on the right half of the room, firing two rounds into each enemy Soldier. The second Soldier moves his weapon to the ready as he moves through the door, and he focuses on a sector of fire to the room's left half—once again firing two shots into each enemy Soldier. The key is that each lead Soldier focuses on his sector of fire—narrowing the area of responsibility. Often the lead Soldier moves upright through the door and



the second Soldier crouches while entering so they don't interfere with each other while engaging targets in their sectors. The lead Soldier hugs the wall to the right and secures the far right corner on the opposite side of the room. The second Soldier hugs the wall to the left and secures the left corner on the near side of the room. The third Soldier (if you have one) secures the near right corner. The last person pulls security at the door while observing down the hallway. You now occupy the key points inside the room and have good security. Repeat this process as necessary for the next room, and continue until you have cleared the entire building.

The final key is to have an overall team strategy for the larger force. For example, a building might be cleared from one end to the other from top to bottom (or vice versa). Multiple teams must maintain close communication about their locations to eliminate fratricide.

Major Joe Clark served as Company Fire Support Officer for C Company, 1-87 Infantry in the 10th Mountain Division from February 1992 to June 1993. His additional assignments in the 10th Mountain Division included Battery Executive Officer and Battalion Assistant Operations Officer during Operations Restore/Uphold Democracy (Haiti). Major Clark is a U.S. Army Jumpmaster and Master Parachutist.

82nd Airborne Division



As an Airborne Soldier, you will be jumping into combat.

History of the 82nd Airborne Division

The largest parachute force in the free world, the 82nd Airborne Division is trained to deploy anywhere, at any time, to fight upon arrival and to win. From cook to computer operator, from infantryman or engineer, every Soldier in the 82nd is airborne qualified. Almost every piece of divisional combat equipment can be dropped by parachute onto the field of battle.

Formed on Aug. 25, 1917, at Camp Gordon, Georgia, with members from all 48 states, the unit was given the nickname "All-Americans," hence its famed "AA" shoulder patch.

In 1918, the division deployed to France. In nearly five months of combat, the 82nd fought in three major campaigns and helped to break the fighting spirit of the German Imperial Army. After World War I the 82nd Infantry

Division demobilized until 1942, when it became the first airborne division in the U.S. Army. The Division set sail for North Africa in April 1943 to participate in the campaign to puncture the soft underbelly of the Third Reich. The division's first two combat operations were parachute and glider assaults into Sicily and Salerno, Italy.



Unit patch for the
82nd Airborne Division



The division participated in the most ambitious airborne operation of the war, Operation Neptune—the airborne invasion of Normandy on June 5–6, 1944. The operation was part of Operation Overlord, the amphibious assault on the northern coast of Nazi-occupied France. After 33 days of bloody combat and suffering—5,245 paratroopers killed, wounded, or missing—the unit returned to England. The division's post battle report read, "... 33 days of action without relief, without replacements. Every mission accomplished. No ground gained was ever relinquished." During Operation Market-Garden in Holland on Sept. 17, 1944, the 82nd captured its objectives between Grave and Nijmegen. The planned gateway to Germany would not open and the 82nd was ordered back to France. When the Battle of the Bulge ensued, the 82nd joined the fighting and blunted General Von Runstedt's northern penetration in the American lines. Following Germany's surrender, the 82nd was ordered to Berlin for occupation duty. In Berlin, General George Patton was so impressed with the 82nd's honor guard he said, "In all my years in the Army and all the honor guards I have ever seen, the 82nd's honor guard is undoubtedly the best." Hence the "All-Americans" became known as "America's Guard of Honor." Upon returning to the United States in 1946, the 82nd made its permanent home at Fort Bragg, North Carolina.

Alerted for action in April 1965, the "All-Americans" responded to the civil war raging in the Dominican Republic. Peace and stability was restored by June 17, when the rebel guns were silenced. Three years later, the 82nd Airborne Division was again called to action, this time to Vietnam. During the 1970s, division units deployed to the Republic of Korea, Turkey, and Greece for exercises in potential future battlegrounds.

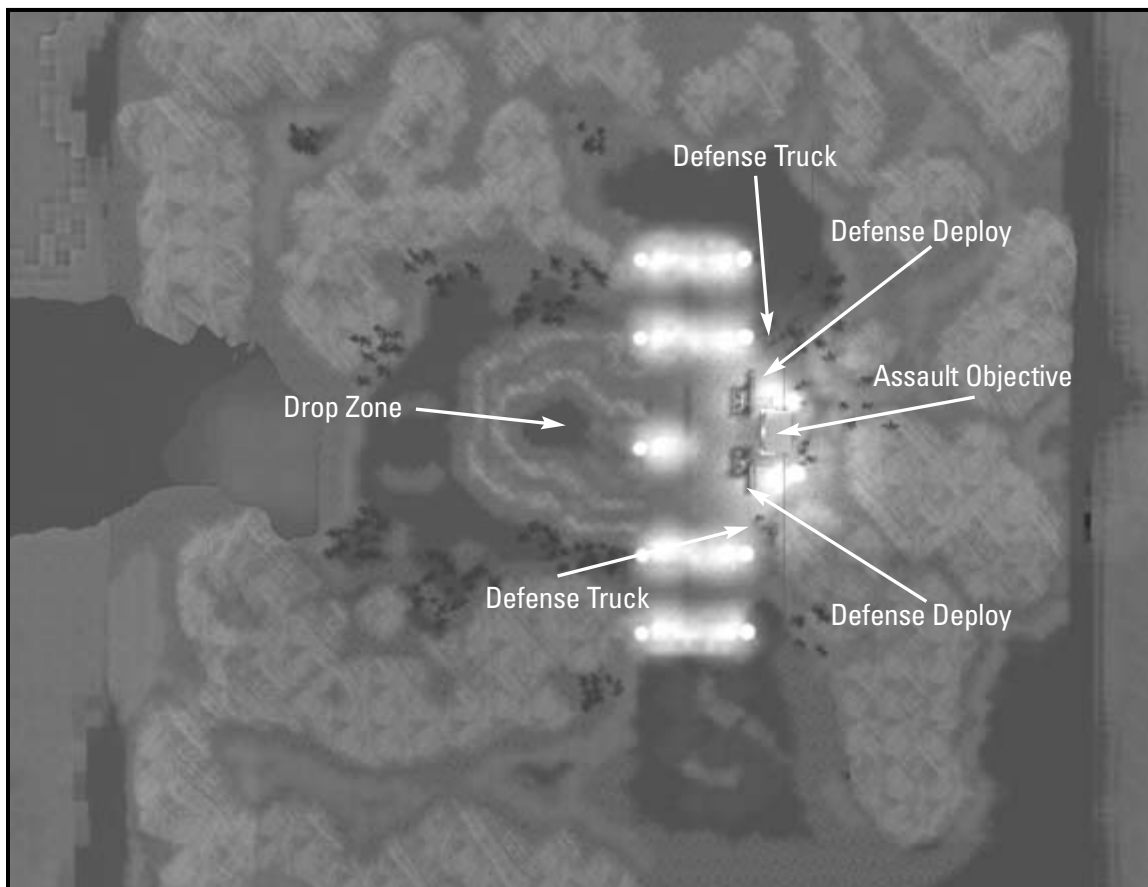
On Oct. 25, 1983 elements of the 82nd were called back to the Caribbean to the tiny island of Grenada—Operation Urgent Fury. In March 1988, during Operation Golden Pheasant, a brigade task force conducted a parachute insertion and air/land operation into Honduras. On Dec. 20, 1989, the "All-Americans," as part of Operation Just Cause, conducted their first combat jump since World War II onto Torrijos International Airport, Panama. After the night combat jump and seizure of the airport, the 82nd conducted follow-on combat air assault missions in

Panama City and the surrounding areas. Victoriously, the paratroopers returned to Fort Bragg in January 1990.

The 82nd became the vanguard of the largest deployment of American troops since Vietnam on Aug. 2, 1990, to Saudi Arabia. In 1991, Operation Desert Storm began when an armada of Allied warplanes pounded Iraqi targets. Vehicle-mounted 82nd Airborne Division paratroopers protected the XVIII Airborne Corps flank as fast-moving armor and mechanized units moved deep inside Iraq. Following the division's return and subsequent victory parades, a task force deployed to the hurricane-ravaged area of South Florida to provide humanitarian assistance following Hurricane Andrew in August 1992.

82nd Airborne Division paratroopers were among the first ground troops sent into the war-torn Kosovo region of the Balkans in summer 1999, as part of regular peacekeeping operation rotations. Today, as they have for 60 years, the troopers who wear the red, white, and blue patch of the 82nd Airborne Division continue to form the cutting edge of the United States' strategic combat force.

FLS Assault (Combat)



FLS stands for Field Landing Strip. This mission takes place at an airstrip in the middle of the night. The only light comes from the FLS's runway lights. Assault must parachute out of a C-17 Globemaster while Defense defends the airstrip.

Weapons: Assault gets M16A2, Defense gets M249 and frag grenades

Mission Type: Live fire

Teams: Assault and Defense

Assault

Situation: As part of a larger attack your squad will seize the FLS by gaining control of the hangar facility at grid IN193999, east of the DZ (drop zone).

ROE: Minimize damage to airfield and structure—intent is to use facility as resupply point.

Mission: First squad seize the FLS by gaining control of the hangar facility at grid IN193999.

Enemy: One squad-sized element of regular forces with light weapons and machine guns.

Troops: One infantry squad of the 1st Battalion, 504th Parachute Infantry Regiment, without advanced marksmanship team or grenadier support.

Terrain: Field Landing Strip (FLS) located in slightly forested area. The FLS is well-lit area consisting of one small hangar protected by two trench systems on either side supported by bunkers. Surrounding the FLS is a fenced minefield.

***Maximum number of players: 20**

Tactics



The jump can injure you before you even see the enemy. Therefore, be careful and flare at the right time.

This mission is pretty straightforward. You begin in a C-17 and must jump down into battle. The jump can be risky in itself. As soon as you leave the aircraft, look down. You see some lights below you. That is where the enemy is, so steer away from the lights. Also watch for the ground and get ready to flare about one second before you hit.



Head north or south from the drop zone to avoid the lit area.

Once your squad is on the ground, regroup and get into fire teams. The hangar you must reach is to the east. Heading directly toward the hangar would force you to walk across the wide open, well-lit area. Instead, send one team north and the other south. Once they have flanked the lights, have each team head east until they come to a fence. Then follow the fence to the back toward the hangar. Staying near the fence allows you to close on the enemy while minimizing the amount of lit ground you must cover.



Throw smoke grenades to limit the enemies' ability to see and shoot at you.

The enemy consists of a maximum of four automatic gunners. They usually occupy the trenches. If your enemy attacks from the flanks, they must stand to shoot at you. However, you can lie prone and fire much more accurately. Use vehicles and other objects for cover. Neutralize the enemy with medium-range fire before you head toward the objective. If you have two teams, attack from opposite directions at the same time. Only one Soldier has to get to the hangar door to complete the mission.



Get a Soldier to the hangar to complete the mission.

Tip: Try throwing smoke grenades as close to the enemy as possible. This increases the arc covered by the smoke and reduces their visibility even more.

Defense

Situation: Your team is defending an FLS by preventing capture of the hangar facility at grid IN193999.

ROE: Minimize damage to airfield and structure—intent is to use facility as a resupply point.

Mission: Alpha Team defends the FLS from defensive trench and bunker positions at grid IN193999.

Enemy: One squad-sized element of regular forces without advanced marksmanship team or grenadier support.

Troops: One infantry fire team of the 3rd Battalion, 504th Parachute Infantry Regiment, without advanced marksmanship team or grenadier support.

Terrain: Field Landing Strip (FLS) located in slightly forested area. The FLS is well-lit area consisting of one small hangar protected by two trench systems on either side supported by bunkers. Surrounding the FLS is a fenced minefield.

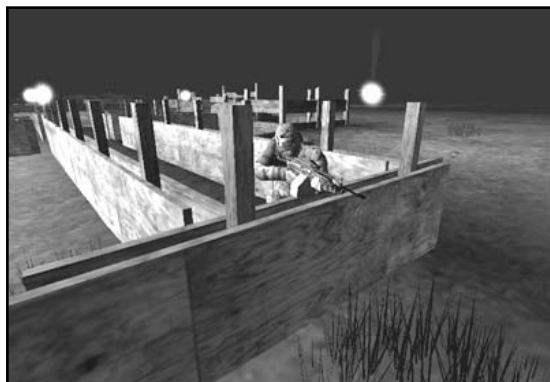
***Maximum number of players: 20**

Tactics



You can cover the open lit area while prone. Wait until you see the enemy before deploying the bipod for support because it limits your ability to aim side to side.

The defense squad is limited to a single fire team. Each Soldier is given a M249 SAW. This gives your team a lot of firepower. In addition, each Soldier also has three fragmentation grenades. You begin in the trenches and once you are out, you cannot get back in. Position one Soldier to cover toward the west. He can lie prone and supported while watching the open lit area. Have other Soldiers cover the flanks. However, you have to stand up to fire over the walls of the trenches.



You have to stand to defend the flanks.

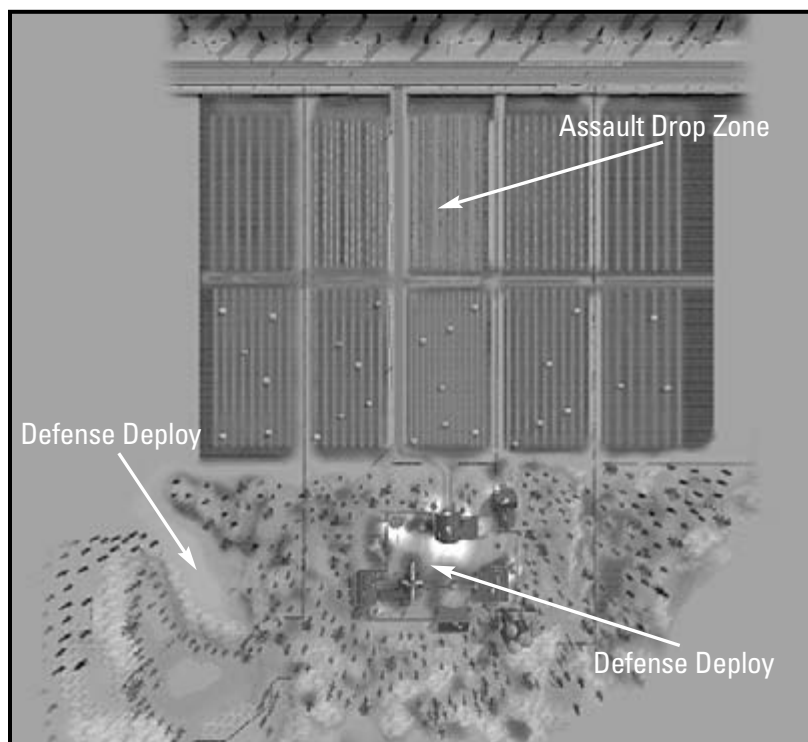
You are usually outnumbered. It is important to communicate with your teammates. Let them know when you see an enemy before opening fire. Don't forget

about your fragmentation grenades. Luckily the enemy has only smoke grenades. Coordinate your defensive actions and always be ready for the enemy to make a quick rush to the hangar.



Use the fragmentation grenades to keep the enemy away from the hangar.

FARP Raid JRTC Farm (Training, MILES)



The FARP—or Forward Air Refueling Point—Raid takes place at the Joint Readiness Training Center (JRTC). This facility is the state-of-the-art U.S. Army warfare training center, allowing Soldiers to conduct combat simulations in all types of terrain including MOUT. FARP Raid is set in a farm environment, at night, and in high fog. Therefore, care must be taken with grenades, even though you are using MILES weapons.

Weapons: M16A2, M249, MILES grenades, and smoke grenades

Mission Type: MILES training

Teams: Assault and Defense

Assault

Situation: As part of a larger attack, your squad will seize a Forward Area Rearm and Refuel Point (FARP) and destroy enemy helicopter at grid IP201887, south of the DZ (drop zone).

ROE: Engage only confirmed enemy targets—local farmers may be in area.

Mission: Third squad seize the Forward Area Rearm and Refuel Point (FARP) and destroy enemy helicopter at grid IP201887.

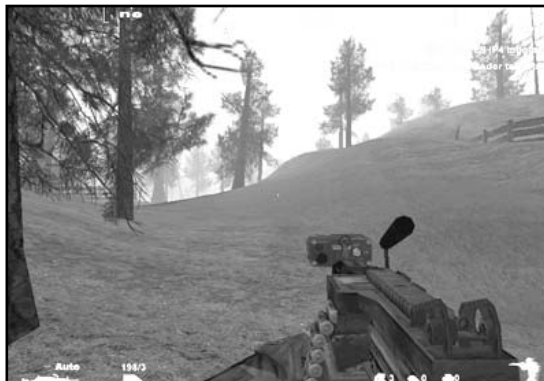
Enemy: One squad-sized element of irregular forces with light weapons and machine guns without any night vision devices.

Troops: One infantry squad of the 1st Battalion, 325th Airborne Infantry Regiment, advanced marksmanship team sniper or grenadier support.

Terrain: Flat cultivated fields surround a farmhouse, barn, and four other smaller structures, which store supplies for rearming and refueling rotary wing aircraft.

***Maximum number of players:** 26

Tactics



Head out for the farm at the mission's start.

The assault squad begins in the fields north of the objective. Start by heading southwest or southeast, staying low in the fields. The enemy expects you to attack from the north, so flank the farm to one side as soon as possible so you can advance from either the west or the east. Expect the enemy to be using the buildings and other objects around the farm for defensive positions. The helicopter is your main objective.



The helicopter is your main objective.

Take out as many defenders as you can before entering the farm area itself. They can be hard to see until they shoot. Have one team fire to see if they can get the enemy to shoot back. Then the other team can look for muzzle flashes and locate the enemy.



Get a Soldier into the circle and plant the explosive to complete the mission.

Tip: Try throwing a smoke grenade at the helicopter, but don't run in after it. Hopefully the enemy will think you are trying to sneak up to the helicopter under the cover of smoke and start shooting blindly into the smoke. The muzzle flashes will reveal their positions so your teams can begin attacking them.

As you move into the farm, find positions with protection from which you can cover the helicopter. Clear out the farm as much as possible, then send in a Soldier to plant the explosives under the tail to complete the mission.

Defense

Situation: As part of a Field Training Exercise (FTX) your squad acts as OPFOR defending a Forward Area Rearm and Refuel Point (FARP) and damaged helicopter at grid IP201887.

ROE: Engage only confirmed enemy targets—local farmers may be in area.

Mission: Second squad defend the Forward Area Rearm and Refuel Point (FARP) and helicopter at grid IP201887.

Enemy: One squad-sized element of regular forces with light weapons and machine guns.

Troops: One infantry squad of the 2nd Battalion, 325th Airborne Infantry Regiment, without advanced marksmanship team or grenadier support or night vision devices.

Terrain: Flat cultivated fields surround a farmhouse, barn, and four other smaller structures, which store supplies for rearming/fueling rotary wing aircraft.

***Maximum number of players:** 26

Tactics



Use the farm buildings as your fighting positions.

The defense squad begins to the southwest of the farm yard. The first thing it needs to do is get to the objective area. One there, the squad has lots of places in which to hide and cover the objective. However, a smart enemy will come at you from different directions and try to surprise you. You must coordinate your defenses. Divide the areas of responsibility among the fire teams. Depending on how many teams you have, assign each to a different direction around the farm. Each team then assigns three Soldiers to watching the perimeter with the fourth covering the objective.



The barn has some holes in the roof through which you can fire.

It is important for the teams to communicate. When one sees an enemy, report the direction from the farm. This lets the other teams know where the enemy is positioned so they can be ready or send reinforcements to help the team under fire.



Send out a team to ambush the assault squad before they can surround the farm.

A proactive defense is to send out a team or two to the west and east of the farm to cover the fences bordering the field. The enemy is not expecting resistance away from the farm and is vulnerable in the open fields. A couple of fragmentation grenades thrown into a group of enemies spoils their plans. After causing some initial casualties, the teams should withdraw into the farm.

The defenders at the farm must watch their fire. Because it is dark, it is difficult for the enemy to see

your Soldiers. However, when they fire, the muzzle flashes give away their position. Fire only if you have a good shot and a chance to cause some damage.

The Army Way

by CPT Patrick D. Buckley

Airborne operations are inherently chaotic. It is impossible to drop a “chalk” of 128 paratroopers out of a C-141 Starlifter across a six-kilometer drop zone with surgical precision. That’s why the Army will send six, nine, or even twelve chalks to seize an enemy airfield.

A Soldier’s “to do list” during such operations include executing a successful jump, getting out of his parachute harness, putting his weapon into operation, linking up with the other Soldiers in his unit, and then fighting on to accomplish the assigned mission. Lots of things can go wrong in the meantime, because it is extremely difficult to find one’s buddies in the middle of a fire fight at night. The key to success is that each Soldier must understand his unit’s assigned task, the purpose of that task, and how that plays into the overall scheme of the maneuver.

The 82nd Airborne Division’s mission is to conduct airfield seizures, because these airfields can serve as an initial point of entry into a hostile country and a base for future operations. The division trains to seize airfields with either battalion- or brigade-sized units. One element is assigned the main task of securing the flight operations center for the airfield. This area may include the hangar facility and the flight tower—the areas most heavily defended by the enemy. Another element has to prepare



the flight landing strip (FLS) for use by follow-on forces.

Approximately four hours after the first paratrooper hits the ground, C-130s and C-17s land on the FLS to bring in tanks, other armored vehicles, and supplies. The remaining units have the missions of destroying other enemy elements and establishing blocking positions around the FLS to prevent enemy reinforcements or counterattacks from interrupting the mission.

Depending upon the overall operation, the drop zone may also serve as a helicopter pick-up zone for units with air assault missions in the area. There is always a flurry of activity on the drop zone—lots of Soldiers are running around, each one fully understanding what needs to be done and working hard to accomplish the mission.

From a Soldier's initial parachute training to an actual airborne operation, *America's Army* does a great job of replicating the intensity of being an airborne Soldier. The game begins with a training "jump" from the 250-foot tower and a night tactical jump at Ft. Benning both of which accurately depict the difficulty of "surviving" a parachute jump. This difficulty emphasizes how critical quality training is, not only for preventing personal injury but for accomplishing one's mission. I actually flinched the first time I watched a buddy "burn-in" on his training jump—a testament to the game's realism!

When the mission is added to the scenario, the jump is no longer the key task at hand; it's only the means of arrival. The scenario is realistic—seize an airfield to facilitate the arrival of follow-on forces. After the initial disorienting impact with the ground, you must execute the difficult task of assembling with your fellow paratroopers, and then fight on to your objective: the enemy defenses around the hangar. Given your superior training, dedication to the accomplishment of the mission, and complete trust in your comrades, as a paratrooper, you'll find a way to make it happen and win.

There is nothing like the sight of hundreds of green canopies masking the moonlight as paratroopers descend from above. It evokes a haunting sense of the enemy's impending doom. Our Army's ability to conduct airborne operations and to seize an enemy airfield with an airborne force remains extremely relevant, even as the nature of tomorrow's battles becomes more uncertain. Modern airborne operations in Panama and Grenada, and as recently as Afghanistan, demonstrate our Army's continuous need for this extremely vital skill and special breed of Soldier.

CPT Patrick D. Buckley served as a Rifle Platoon Leader, Mortar Platoon Leader, Company Executive Officer, and Battalion Logistics Officer in the 82nd Airborne Division. CPT Buckley is a U.S. Army Jumpmaster and is a Master Parachutist.

75th Ranger Regiment

History of the 75th Ranger Regiment

In January 1974, the first battalion-sized Ranger units since World War II were activated in response to the outbreak of the 1973 Middle East War. The modern Ranger Battalions were first called upon in 1980 as elements of 1st Battalion, 75th Infantry (Ranger), to participate in the Iranian hostage rescue attempts. The groundwork of Special Operations capability of today was laid during training and preparation for this operation. Rangers and other Special Operations Forces from throughout the Department of Defense developed tactics, techniques, and equipment from scratch, as no doctrine existed anywhere in the world. The 2nd Battalion, 75th Infantry (Ranger), soon followed with activation on Oct. 1, 1974. These elite units eventually established headquarters at Hunter Army Airfield, Georgia, and Fort Lewis, Washington, respectively.

On Oct. 25, 1983, as part of Operation Urgent Fury, the 1st and 2nd Ranger Battalions conducted a daring low-level parachute assault (500 feet), seized the airfield at Point Salines, rescued American citizens at the True Blue Medical Campus, and conducted air assault operations to eliminate pockets of resistance.

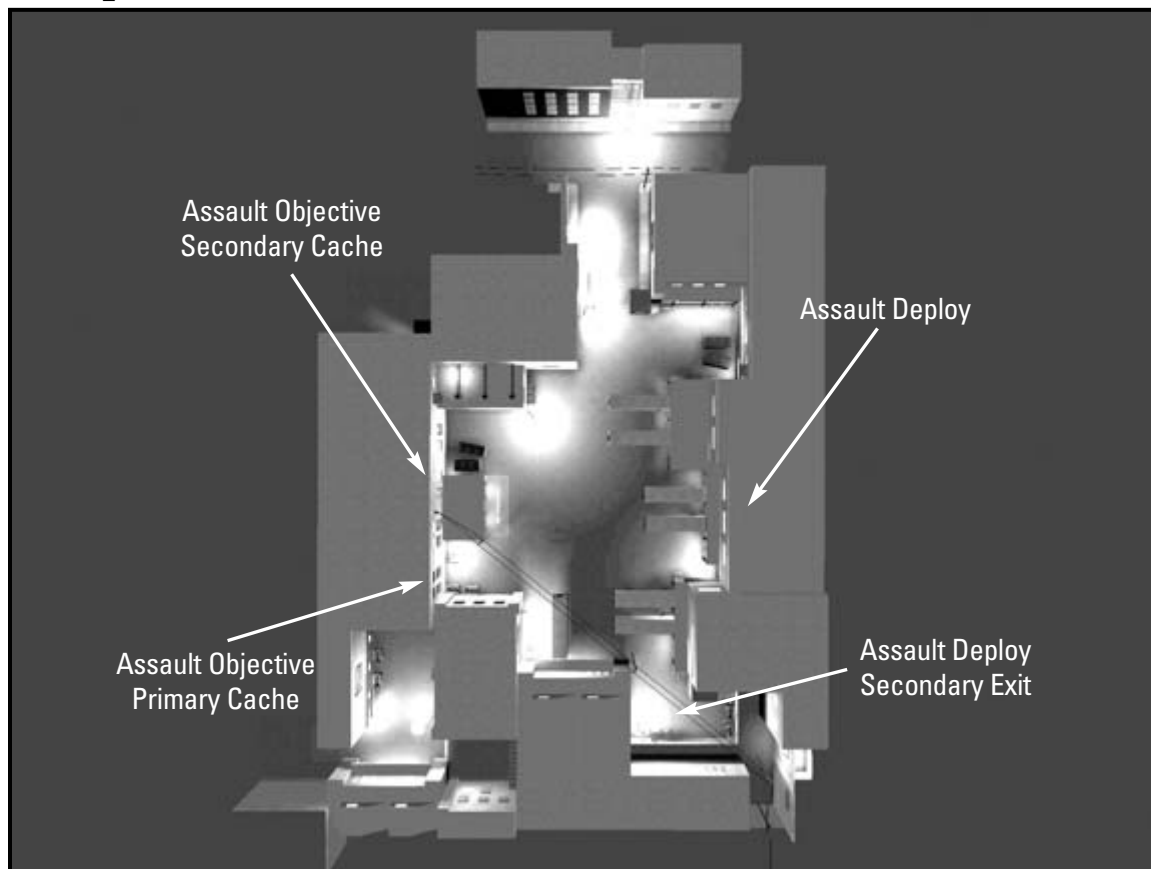
The entire Ranger Regiment in 1989 participated in Operation Just Cause in which U.S. forces restored democracy to Panama. Rangers spearheaded the action by conducting two important operations: securing three airfields and seizing General Manuel Noriega's beach house. During the operation, the Rangers captured 1,014 Enemy Prisoners of War, and more than 18,000 arms of various types while sustaining 5 killed and 42 wounded. In support of Operation Desert Storm, in early 1991, the Rangers conducted raids and provided a quick reaction force in cooperation with Allied forces; there were no Ranger casualties. The performance of these Rangers significantly contributed to the overall success of the operation and upheld the proud Ranger traditions of the past.

In 1993, Company B and a Command and Control Element of 3rd Battalion, 75th Ranger Regiment, deployed to Somalia to assist United Nations forces in bringing order to a desperately chaotic and starving nation. Their mission was to capture key leaders to end clan fighting in and around Mogadishu. On Oct. 3, 1993, the Rangers conducted a daring daylight raid in which several Special Operations helicopters were shot down. For nearly 18 hours, the Rangers delivered devastating firepower, killing an estimated 300 Somalis in what many have called the fiercest ground combat since Vietnam. Six Rangers paid the supreme sacrifice in accomplishing their mission. Their courage and selfless service epitomized the values espoused in the Ranger Creed and are indicative of the Ranger spirit of yesterday, today, and tomorrow.



The 75th Ranger Regiment Scroll. The Ranger tab is normally worn on top of the scroll.

Weapons Cache (Combat)



The weapons cache is the first live fire Ranger map. This map takes place in a shipping receiving center and storage facility that is holding man portable air-defense systems (MANPADS). This mission will also provide you with the M4A1 Carbine with the 2x reflex scope attachment. Since this map will be primarily close quarters combat, no advanced rifles are available. Vents for the airducts are good hiding spots for veteran players of this map.

Weapons: M4A1, M203, M249, frag grenades, smoke grenades, stun grenades

Mission Type: Live Fire

Teams: Assault and Defense

Assault

Situation: Intelligence reports that an illegal arms dealer is planning to transfer anti-aircraft weaponry to an agent of a known terrorist organization. Equipment is stored in a warehouse at grid WJ801165.

ROE: Minimize damage to structures in order to preserve intelligence information.

Mission: Squad will secure and identify weapons caches first and third floor at grid WJ801165, and NLT 230430LJUN03 to disrupt future terrorist action.

Troops: One infantry squad of the 2/75.

Terrain: Squad will enter the complex via undefended warehouse buildings. The warehouse is reachable by crossing courtyard, which is vulnerable to enemy sniper fire. Most buildings are either no longer in use or unoccupied due to celebration of local holiday. Weapons are suspected on first and third floors.

***Maximum number of players:** 26

Tactics



Cross the parking lot at the south side.

The assault squad begins in the warehouse on the map's east side. Two main doors exit this warehouse—one to the north and one to the south. Head to the south door and exit the warehouse as quickly as possible. Head west across the parking lot to the other warehouse and enter the door to the receiving office under the large billboard-type sign.

Tip: Before crossing the parking lot, check for a sniper to the north. Enemy snipers like to use an upstairs window on that side to cover the parking lot.



Be careful when ascending the stairs. A defender may be at the top, ready to throw a grenade down at you.



The first objective is just ahead. Watch out for enemies waiting to ambush you.

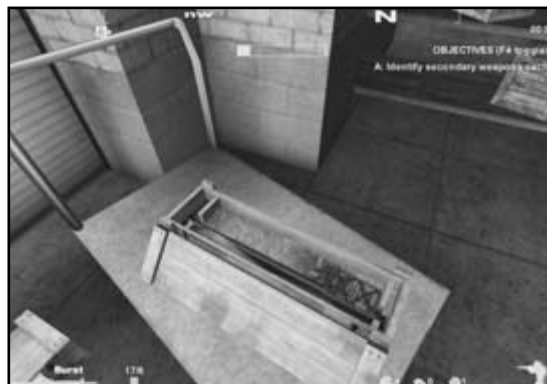
Get your fire team together before you enter the door to the western warehouse. There is just the office on the other side as well as a short hall leading to a stairway to the second floor. Take the stairs up, then head north through the first office before turning west and continuing to another stairway. From here you can go back down to the first floor where Objective Alpha is located, or up to the third floor where Objective Bravo is located. For now, head down the stairs. At the bottom, head north to the first objective. Watch out for an enemy who might be hiding to your left (west) behind some crates. Hug the western wall and proceed to the opened crate. Photograph the weapons by pressing [E]. While one Soldier does this, the rest of the team should cover.



This hallway can be a death zone—especially if the enemy is hiding behind that grate at the other end.

Now head up to the third floor. Return to the stairway and climb to the third floor. Then go down the corridor to a large north-south hallway. Beware of an enemy at the north end of the hall, hiding in the air duct. Throw a smoke grenade or two into the hall north of you. This conceals your movement across the hall to a door on the other side. Send two Soldiers to the door, one at a time, and when they are both ready, enter quickly and clear the room. Now get the rest of the team across and then head through the north door into an area containing lots of crates. Stay low and throw some fragmentation grenades ahead of you to take care of enemies who

might be hiding behind crates. Then cautiously proceed north to the other end of the area and take a photo of Objective Bravo to complete the mission.



Take a photo of the weapons to complete an objective.

If you have two full fire teams, you can attack the halls where the weapons are located from both ends. At the office on the second floor where the stairway is, send a second fire team north and then down the stairs there. Then, when both fire teams are ready, they can assault the first-floor hall from both the north and south. Once the first objective is complete, send both up their respective stairways and repeat the process on the third floor.

Defense

Situation: Having secured anti-aircraft weaponry and disrupted illegal arms sale to known terrorist organization, your unit was awaiting extraction. Weapons provide proof that a foreign power is involved in acts of terrorism. Reactionary forces have arrived to recover the weapons or destroy the proof.

ROE: Minimize damage to structures in order to preserve intelligence information.

Mission: Squad will deny terrorists access to main structure and protect weapons systems at grid WJ801165, until arrival of reinforcements at 230545LJUN03.

Enemy: Reactionary force consists of mercenaries possibly assisted by Special Forces of a foreign power.

Troops: One infantry squad of the 2/75.

Terrain: Squad holds the warehouse, with weapons on the first and third floors. Enemy approach from across courtyard. Most buildings are either no longer in use or unoccupied due to celebration of local holiday.

***Maximum number of players:** 26

Tactics



Stairways are the checkpoints and good places to defend. If you hear someone coming up, drop a fragmentation grenade.

As the defense squad, you have a number of options. You must defend two objectives. Depending on the number of Soldiers in your squad and the number of fire teams, you may be able to effectively defend only one of the objectives. Have a complete fire team at one objective, and if you have to choose, defend Objective Bravo on the third floor.

The assault squad begins in the warehouse across the parking lot from your warehouse. If you have a sniper team, send it upstairs and to the north. An open window allows the snipers to dominate the parking lot and cause some casualties to the enemy as they advance.



Find the elevator shaft and then drop down into it.



Climb up the ladder to the air ducts.



An automatic gunner firing out of the air duct can command this entire hallway and is hard to hit from the south end. Lie prone for greater accuracy.

Always send one fire team to the third floor. At the north end of the large hallway, adjacent to Objective Bravo's area, is an air duct. Access it from the elevator shaft. Just climb the ladder to the top, and it is the first grate on the left. This is a great place to put an automatic rifleman, who can lie prone if he opens the grate. Position another Soldier near the north end of the hallway to help support him and protect him from flank attacks. Station the team's other pair of Soldiers in the storage area with the weapons, but at the south end to cover the door leading from the office. As an alternate plan, position your pair in the storage area across from the weapons and in a position so you can lob grenades into the eastern storage area and cover the access points so the enemy cannot get near the weapons.

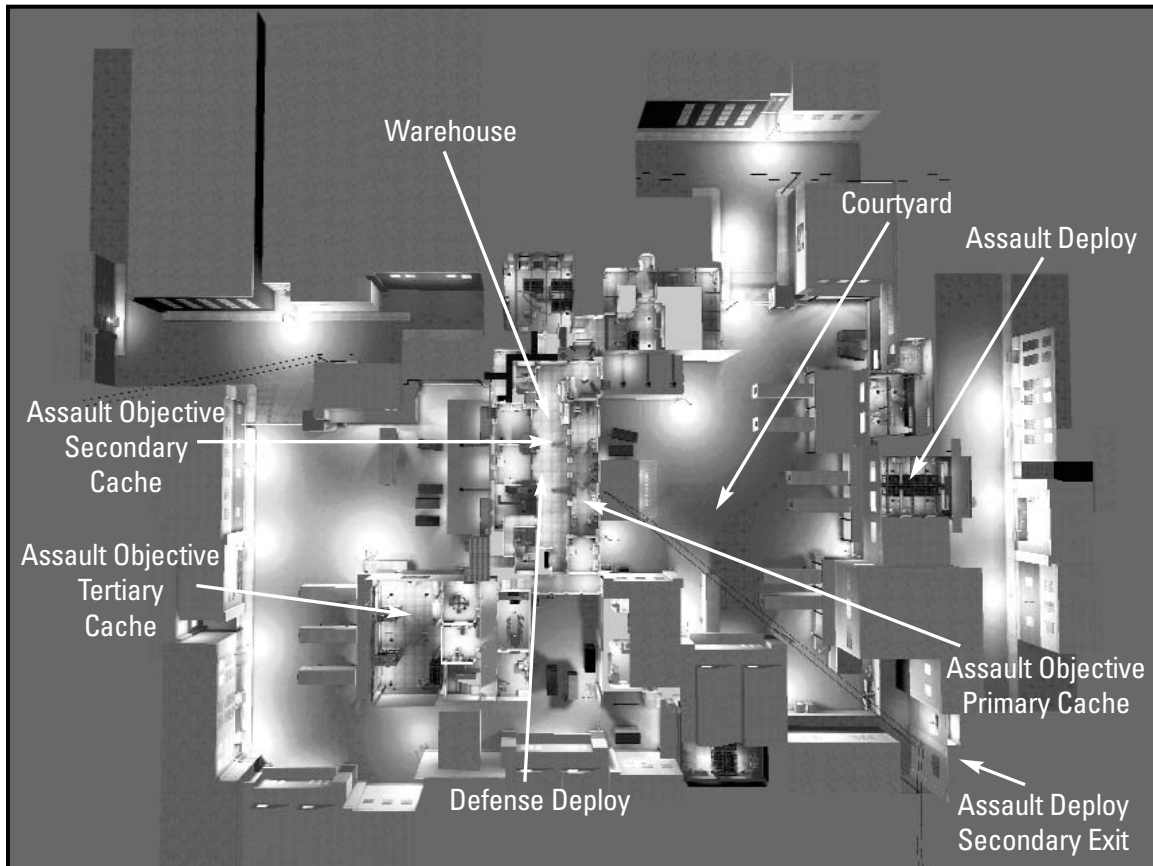


Soldiers hiding among the crates to the east can defend the objective on the first floor. You can even climb out onto one of the shelves if you shoot out a window in the office.

Have the team defending Objective Alpha hide among the crates to the east of the weapons or in positions where you can cover the doors to the stairways. Or engage the enemy and take the initiative. Send your second fire team out into the parking lot to attack the assault squad as they cross. This can unnerve an enemy who is not expecting you outside and may cause some early casualties.

Tip: The key to defense is to never do the same thing twice. Always vary your ambushes and tactics because once you try something, in the next mission in the match, the enemy will try to find a way to foil it.

Weapons Cache Special Edition (SE) (Combat)



Deployment

This is the SE version of Weapons Cache. Here there is a third location where the MANPADS are stored. Additionally the map is much larger, allowing more access to different areas of the storage facility.

Weapons: M4A1, M203, M249, frag grenades, smoke grenades, and stun grenades

Mission Type: Live Fire

Teams: Assault and Defense

Assault

Situation: Intelligence reports an illegal arms sale of anti-aircraft weapons to a known terrorist organization. Equipment stored in warehouses vicinity at grid WJ801165.

ROE: Minimize damage to structures in order to preserve intelligence information.

Mission: Squad will secure and identify weapons caches vicinity at grid WJ801165 NLT 230430LJUL03 in order to disrupt future terrorist action. Weapons suspected in main and southwest warehouses.

Enemy: Small well-trained heavily-armed mercenary force with a 5 minute response reactionary force.

Troops: One infantry squad of the 2/75.

Terrain: Warehouses are reachable by crossing an open courtyard, which is vulnerable to enemy fire. Most buildings are either no longer in use or unoccupied due to celebration of local holiday.

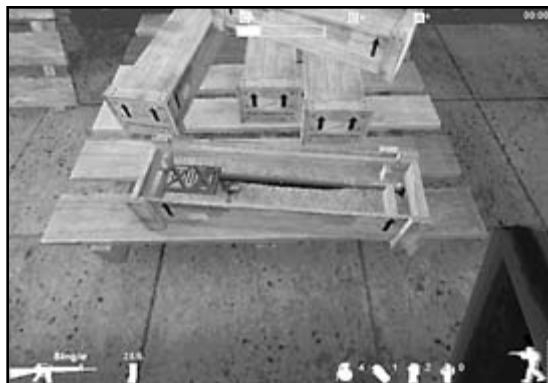
***Maximum number of players:** 26

Tactics



Getting into the central building is the assault's first task.

The tactics for this mission are pretty much the same as for original Weapons Cache mission. However, this time you must locate a third stockpile of weapons which can be found in the southeastern most room of the map. While there is an open exterior area to the east of the Assault deployment area, this rarely comes into play since the Defense begins in the building to the west. However the larger map does offer the Assault squad the opportunity to try and outflank the enemy by quickly moving through the southern most rooms on the map with part of your squad to take care of the new objective first. Then the two teams of the squad can converge on the other two objectives from both the north and south. While the map is larger, the new exterior areas along the western and eastern sides are not always used since the objectives are inside the central building. However, the western area can be used to infiltrate the building from this direction forcing the Defense to cover multiple access points.



You now have a third weapons pile to locate.

Entry into the central building is one of the most dangerous parts of this mission. A good defender will have these doors covered. Therefore, always throw in a grenade before entering. Then when you go in, have weapons ready.

Defense

Situation: Having secured anti-aircraft weaponry and disrupted illegal arms sale to known terrorist organization, your unit was awaiting extraction. Weapons provide proof that a foreign power is involved in acts of terrorism. Reactionary forces have arrived to recover the weapons or destroy the proof.

ROE: Minimize damage to structures in order to preserve intelligence information.

Mission: Squad will deny terrorists access to and protect weapons systems vicinity at grid WJ801165, main and southwest warehouses, until arrival of reinforcements at 230545LJUL03.

Enemy: Reactionary force consists of mercenaries possibly assisted by special forces of a foreign power.

Troops: One infantry squad of the 2/75.

Terrain: Warehouses with multiple entry points and offices. Buildings are unoccupied due to local holiday.

***Maximum number of players:** 26

Tactics



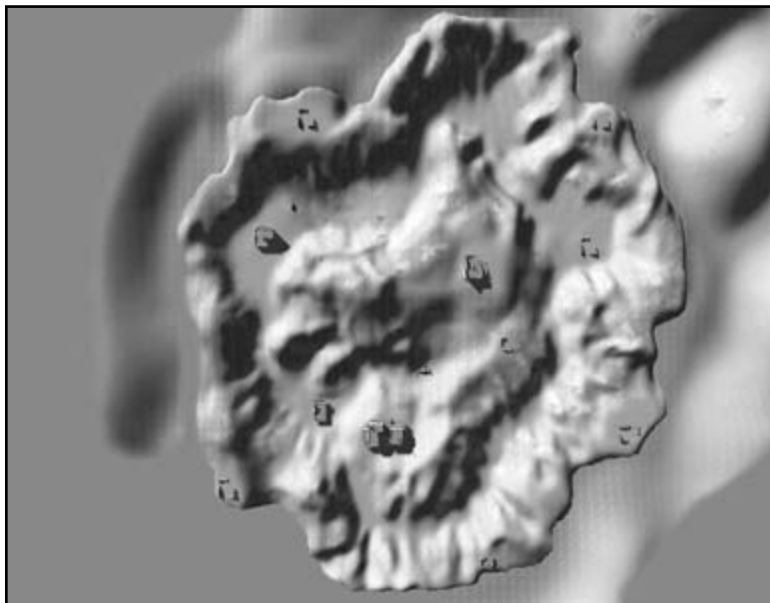
There is not a lot of cover in some of the larger warehouse rooms.

The Defense squad is in danger of being surrounded if they do not move out quickly. The Assault squad must cross an open area between their deployment area and the building with the objectives. While they may offer good targets out in the open, Defense should actually remain inside the central building and try to cover all

entrances into this building. Every entrance can be covered by a pair of Soldiers in an adjacent room. Take aim the doorway to the outside while using an interior doorway for cover and an opportunity to withdraw further into the building. In fact, Defense should choose a tactic of engaging the enemy and then withdrawing to a secondary line of defense. In other words, take down a couple enemies and then move away before they start throwing in grenades. Don't neglect the use of your own grenades since the assault will not expect one to be coming out the door as they open it.

One mistake rookie squads often make is trying to cover all three objectives. As long as you can keep Assault from getting to all three, Defense is doing good. Therefore, pick only two objectives that you really want to cover and defend those. For example, you may decide to defend the original two objectives so you can concentrate your power in a single building. On the other hand, you may decide to defend the objectives on the first floor and concede the upper levels to the Assault squad. Experiment to see which is easier for your squad to accomplish for your tactics and style of play.

Radio Tower (Combat)



"Rangers Lead the Way" is their motto. Radio Tower is set in the mountains, and during the day time. There are tunnel networks, as well as buildings, ruins, and mountains. Visibility is better compared to other maps, therefore care must be taken when moving around on the surface, since advanced marksmen are available to both sides.

Weapons: M4A1, M203, M249, M24, M82, frag grenades, smoke grenades, stun grenades

Mission Type: Live Fire

Teams: Assault and Defense

Assault

Situation: Intelligence reports that a terrorist cell is broadcasting via radio tower at grid WQ038333 and holding two teams of international aid workers as hostage.

ROE: Engage only confirmed enemy targets—do not injure international aid workers.

Mission: First squad, rescue the international aid workers in the buildings to the west (WQ018353) and south-west (WQ038333) and disable the antenna on the roof of the southwest building preventing its further use.

Enemy: Squad-sized force with advanced marksman support. Enemy reaction forces are less than ten minutes away.

Troops: Infantry squad of the 1st Battalion, 325th Airborne Infantry Regiment with an advanced marksmanship team.

Terrain: Multi-level buildings with basements located in high desert. Rough terrain affords cover and concealment with multiple avenues of approach to objectives.

***Maximum number of players:** 26

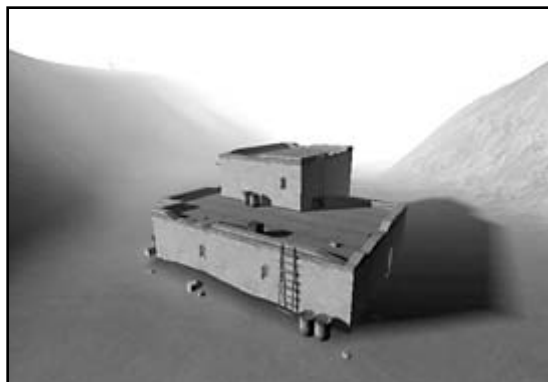
Tactics



Assault drops in from above.



Objectives A and B are located here.



Objective C is in the tunnels under this building.

The Assault squad will deploy via airborne insertion to locations in the northeastern corner of the map. While objective alpha is located in the large building located in the southwest. While the orders would seem to indicate the objective is on the roof, it is actually a piece of equipment on the first floor of this building which must be accessed in order to complete this objective. Objective bravo can be found in the tunnel system below this large building while objective charlie is in the tunnel system below the building in the northwest quadrant of the map.



Plant an explosive on this to complete objective alpha.

In addition to access in each of these buildings, there are three other entrances to the tunnel system on the map. Two are located on the central hill between the two objectives while the third is in a ruined structure to the west of objective alpha. The building entrances to the tunnels consist of stairs while the rest are ladders.

At the beginning of the mission, it is vital to head up the hill to the ruined building to the southwest of the drop zones. The main reason is to deny this vantage point to the enemy. From there, your squad should move west along the hill line towards the two tunnel entrances. It is best to move along the high ground, clearing as you go, than be stuck down in the valleys with the enemy shooting at you from above. Position your snipers on the hills overlooking the objective buildings below.

Tip: Use smoke grenades to cover your advances and frags and flashbangs to make your entries less dangerous. It is a good idea to drop a frag before climbing down a ladder into the tunnels.

How you go after the objectives is up to your squad. You may want to go after all at once or pick them up one at a time. Because of the timer, send a team to go after Charlie while the rest of the squad concentrates on the first two objectives. In both cases, try to advance on the objectives both from the tunnel system as well as the buildings. This forces the Defense to divide their Soldiers or increases your chances of finding an avenue of advance not covered. Coordinate your Soldiers so that they attack a specific objective at the same time and overwhelm the defense. When going for the first two objectives, one part of this team can secure Alpha and then get into position to work with the rest of the team in taking care of Bravo.

Defense

Situation: Having destroyed a makeshift terrorist radio tower and rescuing two teams of international aid workers, your unit is awaiting extraction. Enemy counterattack is likely to take place by local reactionary forces.

Mission: Until reinforcements arrive; protect the international aid workers in the buildings to the west (WQ018353) and southwest (WQ038333) and do not allow access to the antenna on the roof of the southwest building which would allow the enemy to send for additional forces.

Enemy: Squad-sized force with advanced marksman support.

Troops: One infantry squad of the 2nd Battalion, 325th Airborne Infantry Regiment with an advanced marksmanship team.

Terrain: Multi-level buildings with basements located in high desert. Rough terrain affords cover and concealment with multiple avenues of approach to both objectives.

***Maximum number of players:** 26

Tactics



Keep the Assault squad away from these captives.

There are two main strategies for defending the objectives in this mission. The first is to be proactive and go on the offense. Get a group of Soldiers to the ruined building overlooking the Assault drop zones as quickly as possible. A sniper and some support and really hurt the Assault squad early in the mission from this position. Try to force the enemy to take the valleys which gives you a better opportunity for attacking and neutralize as many as you can before they can get to the objective buildings or tunnel entrances. The main plan with this strategy is to keep the enemy out in the open where they are easier to kill.



Ladders make great kill zones for the defense.

Another strategy is to sit and wait. Objective C is somewhat isolated, so either forget about it or send a small team to defend it from inside the tunnel system. The majority of your squad should be covering the other two objectives. Alpha can be somewhat difficult to defend with this strategy since it is best covered from the hill tops. Therefore, only but a small defense around it and concentrate your defenses on bravo. Use the corners in the tunnels as cover and stay back from the ladders since the enemy will probably be dropping grenades down to take you out. Instead, throw grenades of your own as the enemy is climbing down and engage them while they are vulnerable. If you see smoke grenades, respond with a frag since an enemy is probably using the smoke for cover.

The Army Way

by Capt. Jason Dempsey

Mountain Ambush.

Mountain Ambush/Escort: In this scenario there are obvious ambush points and there are obvious routes for the reconnaissance team. The key for either side is to out-think and outmaneuver the opposing team. Try to out-think the opponent by considering what you would do if you had the mission of the opposing force. Identify areas that are particularly susceptible to ambush and areas that might allow a squad to move through undetected. If you are the ambusher, map out the most likely routes you would use if you were the escort team. If you are the escort team, identify the areas where you would hope to ambush an opposing escort team.

Once you have identified the most likely enemy courses of action, brief your squad on what you expect and ensure that everyone knows how you think the enemy is going to act. If you have time, solicit ideas from the squad, or better yet, assign someone to come up with an enemy plan before you brief them on your proposed course of action. Discuss with the squad how your plan would have fared against this hypothetical enemy and adapt the plan as necessary.

Because we never underestimate the enemy, you have to assume that the enemy has put some thought into this operation and will not do exactly what you want him to. Victory will come down to the team that is more disciplined and can either anticipate events (through detailed planning) or react to unexpected events (through the disciplined use of the appropriate movement techniques and fire control).

Ambush Team: If you split your squad up for this operation (and remember: you should never divide up into anything smaller than a fire team) you are going to conduct point ambushes. This means that your intent is to disable as many of the opposing force as possible and then immediately fall back to another position. Do not give the enemy time to pin you down and outmaneuver your team. If you keep your squad together for one decisive kill be sure you pick the right spot, and that it is not a spot that would be obvious to the enemy. If the enemy makes it out of your ambush make every attempt to stay in contact and destroy his forces before they can reach all three objectives. In both cases (split teams or one big ambush) make sure your squadmembers are well camouflaged and know when, and at what, they are supposed to fire. It won't do you any good if everyone aims for the same enemy or if someone blows the ambush by shooting the first enemy to cross his sights.

Recon/Escort Team: The enemy would like nothing better than to surprise your entire squad in one spot, so do not travel with your entire element huddled together. When traveling, maintain 360-degree security around the acting SSG. Push a few men out to each side and the rear of your main element (about 50 meters where possible, but maintain eye contact) and an entire team out front at least 100 meters (farther if terrain allows). The forward team is the most important to your success and should be made up of the men who know the route and are able to react quickly to enemy contact. The mission of this forward team is to scout out the way ahead and provide warning to following elements. Stay close enough that you can regroup quickly, but far enough away that if either element is caught in enemy fire, the other team will be able to maneuver around and come to the other team's assistance. Lastly, adjust your movement to account for suspected ambush sites. Give the forward team time to scout out the area. If you see the enemy first, you have the option of bypassing or sneaking up and getting them before they even know you are there.

Swamp Raid

Rangers consider raids one of their specialties. A good raid will combine careful planning, stealth, surprise, speed, a healthy dose of overwhelming firepower at the appropriate time (healthy being relative to what side of the battle you are on), and a quick exit before the enemy even knows what happened. Done right, the planning for this mission should take longer than the raid itself.

On your way in try to avoid compromise at all costs. For the raid to work properly you want to be the first to shoot and that means the enemy should not even know you are there until you decide to open fire.

Plan the attack after careful analysis of the terrain and the enemy camp. Try to find places where the terrain prevents the enemy from massing firepower on an attacker. Think about where the enemy is likely to place his main defenses and have plans to take out the defenders in the towers. You should also consider a diversion. If you have enough Rangers with you, task out a team to divert attention from the main attack. For this to work though, the diversion has to be more than a few pot-shots at the camp. A successful diversion will convince the defender that the main attack is coming from that direction.

Next, divide your squad up into suppression and assault elements. Set your SAWs up in a position where they can put fire on the main defensive positions. This will allow the assault team to get past the most formidable outside defenses and gain a foothold inside the camp. Do not try to race your entire element towards the objective tent all at once. Instead move from shelter to shelter to reduce the amount of time spent in the open. In this way you can leapfrog your assault and suppression teams so that nobody ever has to move without firepower keeping down the heads of the enemy. Even if you don't leapfrog through the camp, be sure to clear the enemy out of every tent and shelter as you go past. You do not want an enemy Soldier to survive and get a free shot at your back.

Once on the objective, keep up your security and immediately establish a strong perimeter with the forces you have left while the search team goes through the objective tent. Gather what you need and exit before the enemy can regroup and launch a counterattack.

Defender: You will never have enough Rangers to fully cover every possible direction of attack. Maintain 360-degree observation around the camp with special emphasis on likely directions of attack. Maintain teams of Rangers in positions from which they can reinforce other positions. Communication is key. Observers must relay to the squad leader exactly what they see so that he can deploy his teams accordingly. Teams should also be well-rehearsed in exactly where they are supposed to go when sent to different defensive positions. Otherwise reaction time will be slow and individual Rangers will not get to where they can best bring their weapon systems to bear on the attacker.

If you have a large number of Rangers in the defense you might also consider placing one or more buddy-teams outside the main perimeter. These teams should stay hidden until the attacking force reveals itself. Because raiding forces are generally focused on the objective, you will be surprised how much a counterattack into the flanks or rear of the attacking force from *outside* the objective can disrupt the attack.

Captain Jason Dempsey served with the 3rd Infantry Division (S-3 Air and Company Commander), 75th Ranger Regiment (Company Executive Officer), and 82d Airborne Division (Platoon Leader and Company Executive Officer). Captain Dempsey is a U.S. Army Ranger and Senior Parachutist.

U.S. Special Forces (Airborne)

History of the Special Forces

On November 8, 1942, construction began on the Hoffman Airborne Camp on 56,002.91 acres obtained from the Department of Interior and purchased from local landowners. There were over 1,750 buildings erected mostly of the Theater of Operations (T/O) type. The one-story T/O buildings were the most temporary construction with rough plank siding covered with tarpaper. A heavier grade tarpaper served as roofing material. Construction included seven service clubs, two guest-houses, three libraries, 16 post exchanges, 12 chapels, a hospital, 65 miles of roads and three 5,000' runways in a triangle. Those buildings included headquarters for the U.S. Army Airborne Command, the garrison command and the division headquarters. There were also numerous service buildings.

The camp's containment area was constructed with a north and south area separated by about a mile with the Station Hospital in between closer to the north area. The south barracks area was for troops in training and contained all the services necessary to sustain them. Those troops began arriving in January 1943. They were to receive basic training there in addition to perfecting their parachuting and glider skills.

On February 8, 1943, General Order Number 6 renamed the facility Camp Mackall in honor of Private John Thomas (Tommy) Mackall. He was born May 17, 1920 in Ohio and grew up in Wellsville, Ohio. He served in the 2nd Battalion, 503rd Parachute Infantry Regiment. During the Allied invasion of North Africa in the airborne segment called Operation Torch, he was mortally wounded in an attack by French Vichy aircraft on his aircraft as it landed near Oran. Seven paratroopers died at the scene and several were wounded, including Mackall. He was evacuated by air to a British hospital at Gibraltar where he died on November 12, 1942.

The U.S. Army Airborne Command was moved to Camp Mackall in early 1943 from Fort Bragg. While the 82nd and 101st Airborne Divisions remained garrisoned at Fort Bragg, they were trained under the Command at Camp Mackall before leaving for assignments elsewhere that year. The first airborne division headquartered at Camp Mackall was the 11th Airborne Division reporting on February 25, 1943. The 17th Airborne Division was activated there on April 25, 1943. The 13th Airborne Division was activated on August 13, 1943, and moved from Fort Bragg to Camp Mackall in January 1944.

In coordination with the 1st Troop Carrier Command stationed at Maxton-Laurinburg Army Air Base in Scotland County, paratroopers and glider troops stationed at Camp Mackall jumped into fields at Camp Mackall and loaded, flew in and unloaded gliders. Such troops were also air-landed during maneuvers in transport planes.

With the end of World War II, Camp Mackall was used mostly for outdoor recreation for military personnel. In 1952, the newly established U.S. Army Special Forces began training at the camp. During the 1970s, anti-terrorism teams trained there. Since then, the camp has developed what is known as the Colonel James "Nick" Rowe facility. Rowe, a Special Forces officer, was a POW for five years in Vietnam. He was murdered by terrorists in the Philippines in April 1989. Camp Mackall also houses the 19-day course in Survival, Evasion, Resistance and Escape (SERE) established around 1967.

Deploying with the Special Forces

Special Forces (SF) commonly referred to as "Green Berets" are strategic, multipurpose forces capable of rapid response to various contingencies throughout the world. Their mission is to organize, train, equip, and direct indigenous forces in unconventional warfare and foreign internal defense. For this reason, they possess foreign language and orientation skills. Most SF Soldiers work on a 12-man Operational Detachment "A" (SFODA), sometimes called an A Team.

Special Forces Soldiers are either on a real-world mission or training for one. Their missions are conducted worldwide and usually classified. These missions include Direct Action (DA), Special Reconnaissance (SR), Foreign Internal Defense (FID), Combat Search and Rescue (CSAR), and Counterproliferation (CP). Because Special Forces teams can be the first point of contact in negotiations with foreign or guerilla parties, they must keep the highest level of Professionalism at all times.

How to Equip Mods on the SOPMOD M4:

This process begins before you enter a Special Forces mission. First you will need to go to "Personnel Jacket", then at the top of this screen you will see two tabs, "Soldier Login" and "Weapons Mods". Click "weapons mods". A new screen will appear. From here you can add and remove your weapon mods. You can also have several pre-set mods.

To do this go to the weapon mod tab at the "Personnel Jacket", then add the mods you want to the weapon from the drop down lists. After you have your first modded M4, go to "set", then from the drop down list click "set2" and a new M4 with no mods will appear. From there you can add the mods you like for a particular kind of map (close quarter combat mods, long distance mods, etc. To make more, follow the same procedure to create "set 3" and so forth.

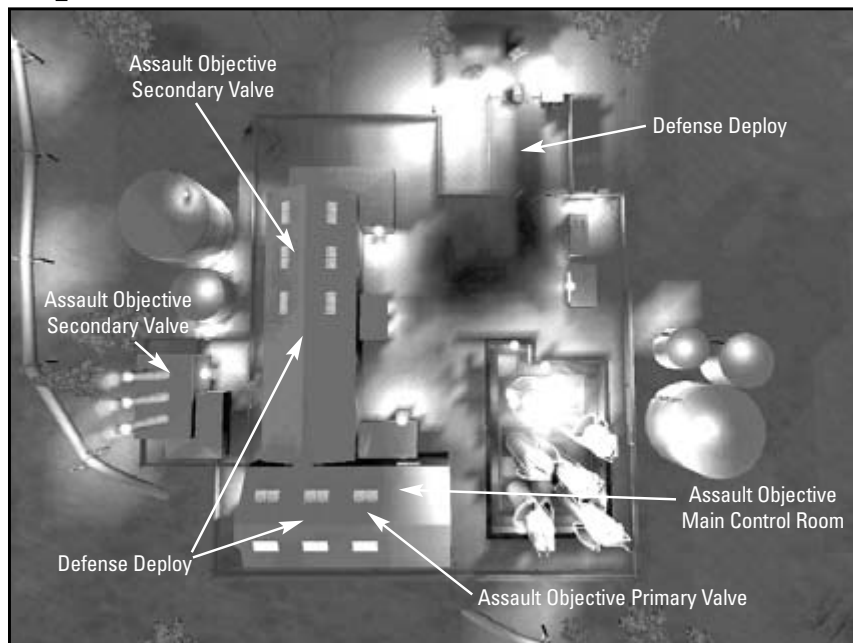
Now when you join a game online most of the mods will be on the weapon when you first start a map. Other mods like the suppressor need to be "put on" the weapon. To do this, press **[S]** which is the default key for the suppressor. In future additions to the game, mods may be included for the Left and Right Rails. **[J]** and **[K]** will allow you to add mods in game for these locations respectfully.

To be eligible to play as a Special Forces Soldier, you must complete both the Weapons Identification training, and Escape & Evasion training maps. Otherwise you will be only allowed to play as an Indigenous Forces (IF) Soldier. As stated above, SF specifically train and fight with Indigenous Forces, therefore either as an SF or IF Soldier you will experience what it is to be in the world of U.S. Army Special Forces. Find out more about U.S. Army Special Forces at sf.goarmy.com.



Unit patch for the United States Special Forces. The Special Forces tab (and Ranger tab, if earned) is worn above the Airborne tab by qualified personnel.

Pipeline SF (Direct Action) (Combat)



This map is a remake of the original Pipeline. Changes consist of different time, environment, and the use of Special Forces. The objectives remain the same, where assault must either access the computer, or turn off all three valves.

Weapons: M4A1 SOPMOD, Fragmentation, Smoke, Flashbang, and Incendiary Grenades

Mission Type: Live Fire

Teams: Assault and Defense

Tip: During Special Forces missions, you must be careful to identify a target as either friend or foe before firing. With the inclusion of Indigenous Forces, you cannot judge by looking only at the weapons they have since the Indigenous Forces on your side will be carrying AK 47s just like the enemy.



Assault

Infiltrate the building and get to the objectives.

Situation: Terrorist forces have captured Alaskan Pipeline pump station at grid WA542679, with the intent of creating an environmental disaster.

Mission: Team will seize Alaskan Pipeline station at grid WA542679 and accomplish one of the following: secure the main control panel; stop the flow of oil into the pumps at the three valve controls.

ROE: Minimize damage to oil storage containers and pipes.

Enemy: Enemy consists of a squad-sized terrorist force inside the main pump station.

Troops: One Special Forces A Team.

Terrain: Alaskan Pipeline Pump Station consisting of three structures; the pump station, the exterior oil tanks and a one story out-building housing the emergency shut off valve.

***Maximum number of players:** 26

Tactics



If you choose to shut down the oil flow manually, locate and use three of these valves.

This map is very similar to the original Pipeline with the 172nd Sep. Inf. Brigade. However, the fact that most Soldiers will be carrying the SOPMOD M4 rifle means that there will be a lot more firepower. The main attachment you will want is the M203A1 grenade launcher. The long hallways and large rooms make this a useful weapon. Try firing a grenade through a glass window to clear out an office or control room. Don't forget about the ductwork and other oft missed passages that allow you to infiltrate to the objectives.

Defense

Situation: Indigenous Forces are expected to seize the Alaskan Pipeline pump station at grid WA542679.

Mission: ODA 202 will defend Alaskan Pipeline Pump Station at grid WA542679 to prevent terrorists from accomplishing either of the following: taking control of the main control panel; opening the flow of oil into the pumps at the three valve controls.

ROE: Minimize damage to oil storage containers and pipes.

Enemy: Enemy consists of a squad-sized force armed with assault rifles and grenades.

Troops: One Special Forces A Team.

Terrain: Alaskan Pipeline Pump Station consisting of three structures; the pump station, the exterior oil tanks and a one story out-building housing the emergency shut off valve.

***Maximum number of players: 26**

Tactics



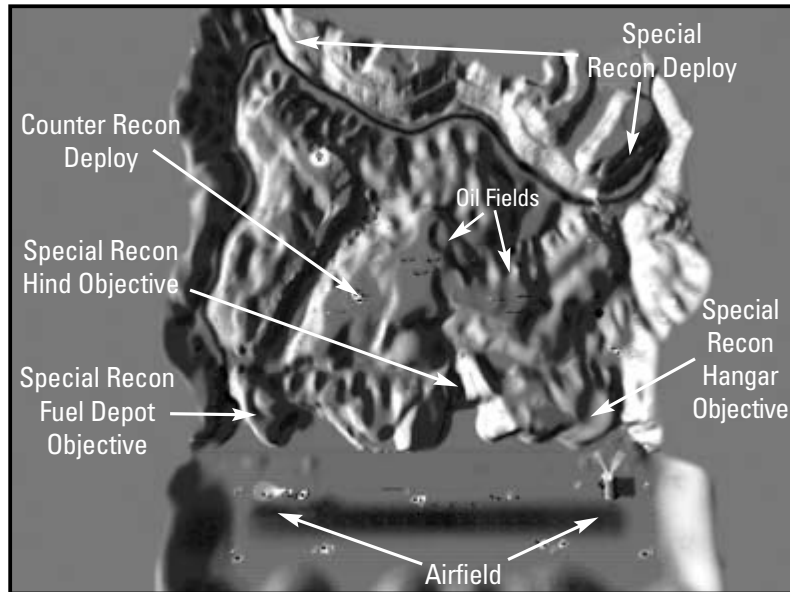
If you are covering the control room from inside, hide in a corner so you are somewhat protected from grenade attacks and cannot be seen from the outside.



Use the grenade launcher in the halls where the tight corridors and long distances allow you to dish out a lot of hurt without much risk to yourself.

For this mission, use the same tactics as found in the 172nd Sep. Inf. Brigade tactics for this map. Make sure all of your troops have the grenade launcher attached to their rifle. This will give your defenders a lot more firepower and allow them to cover long hallways from one end and deliver a lot of damage to the assault squad. You can also use the grenade launcher to cover the objectives from a distance.

SF Recon (Special Reconnaissance) (Combat)



The SF Reconnaissance map is located in a desert environment. It is primarily a long range battle and is live fire. The counter recon team must practice good communication skills. For the Special recon team stealth can be the key to winning this battle. Identification Friend or Foe is vital on this map due to your team is mixed with US and Indigenous forces. Special Forces will be equipped with SOP mod M4 's, SPR 's, frag grenades, stun grenades, incendiary grenades and smoke grenades. Indigenous forces will be equipped with RPK's, AK74su 's and RPG 's SF will also have access to night vision goggles, Indigenous Forces will not.

Weapons: SOP mod M4's, SPR's, RPK's, AK74su's frag grenades, smoke grenades, incendiary grenades and stun grenades

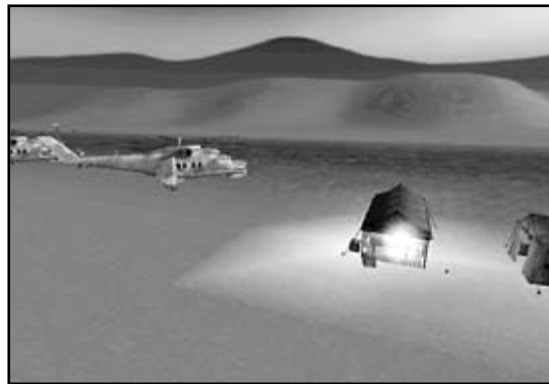
Mission Type: Live Fire

Teams: Special Reconnaissance, and Counter Reconnaissance

Special Reconnaissance



The Special Reconnaissance squad must photograph this hangar.



The second objective is the Hind gunships.



Finally, photograph this fuel depot.

Situation: Resistance forces in Unconventional Warfare Area of Operations (UWAO) TURTLE report that enemy forces have stationed rotary aviation assets at an airstrip, vicinity grid ZY073180. Repeated attempts by Resistance fighters to assess enemy forces at this location have failed.

ROE: Standard ROE is in effect. Minimize harm to local population.

Mission: ODA 211 and Resistance forces recon Objective FORBES at grid ZY 073180 NLT 31 0300 JUL 04 to identify enemy aviation assets in order to assess Resistance air defense requirements in UWAO TURTLE.

Enemy: Counter reconnaissance elements are composed of enemy Soldiers supported by foreign advisors. Enemy airstrip is surrounded by a minefield and barbed wire.

Friendly: Split Team "Alpha" 211 and Resistance Fire Team

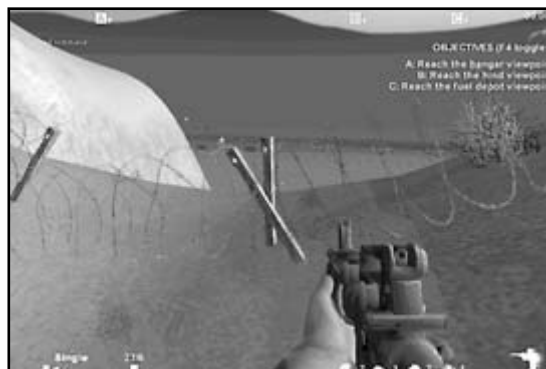
Terrain: The airstrip is located in a valley, surrounded by an extensive minefield and barbed wire.

***Maximum number of players:** 26

Tactics

This mission is a bit different from the rest and can be tough for the Special Reconnaissance team. You begin at two deployment areas in the northwest and northeast corners of the map. From there you must move south, infiltrating through the enemy's defenses to positions from where you can photograph your objectives. There is no way for you to actually get to the objectives. Instead, you must remain behind barbed wire and fences and use either binoculars or a scope with magnification such as the ACOG 4x. Then hold down the Action key to take the photo. For each of the three objectives, there is a gap in the ridgeline separating the airfield below from

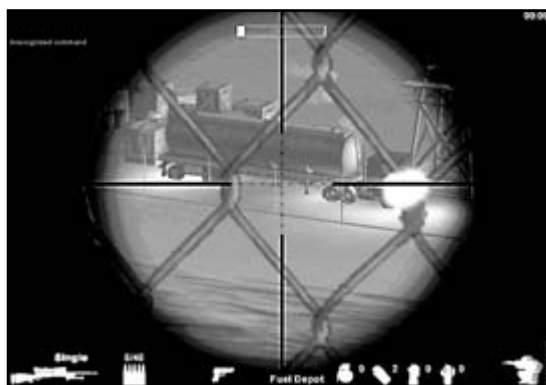
the rest of the map. You must get at least one of your team to these locations to take the photos. However, since the enemy knows you have to visit each of these sites, expect an ambush or some type of resistance.



Barbwire and mines prevent your squad from reaching the objectives. However, all you have to do is take the photo.

Since the central area of the map is well covered by guard towers and the enemy base, it is best to advance towards the objectives down the ravines to the east and west. Stay low since walking on top of the ridgelines will silhouette your team against the skyline and make it easier for you to be detected. The best strategy is stealth. Try to stay as quiet as possible and avoid the enemy the best you can. If you get into a firefight, resolve it quickly and then get away since enemy reinforcements will often come to the sound of the guns.

Tip: This mission require stealth, so don't do anything that will compromise your location.



Use a magnified scope or binoculars to get a close up view of the objectives and take the photos.

If you have enough Soldiers in your squad, consider creating a diversionary attack team. Their purpose is to make a lot of noise and engage the enemy. The M203A1 grenade launcher is a must for this team. While this is taking place, your stealthy infiltration teams can sneak in and get the photos. While one member of the team takes the photo, the rest of the team should set up a defensive perimeter around the area to defend against enemy attacks.

Counter Reconnaissance

Situation: Resistance forces in Unconventional Warfare Area of Operations (UWAO) TURTLE have established a HIND-D aviation detachment at a clandestine airfield, vicinity ZY073180. Enemy forces have dispatched reconnaissance teams to gather intelligence at this location.

ROE: Standard ROE is in effect. Minimize harm to local population.

Mission: ODA 212 and Resistance forces secure Objective FORBES commencing 31 0100 JUL 04 to protect Resistance aviation assets in order to prevent enemy intelligence collection.

Enemy: Reconnaissance elements are composed of enemy Soldiers supported by foreign advisors attempting to photograph the airfield from outside its extensive minefields and barbed wire perimeter.

Friendly: Split Team "Alpha" 212 and Resistance Fire Team

Terrain: The airstrip is located in a valley, surrounded by an extensive minefield and barbed wire.

***Maximum number of players:** 26

Tactics

Since this is a night mission, be sure to attach the M583A1 flare launcher to your SOPMOD M4 rifles. You can use the flares to illuminate areas for a brief period of time. For example, once the enemy has been detected, fire a flare to light up the area for the rest of your squad so they can engage more effectively.



The Counter Reconnaissance squad begins at the centrally located base camp.

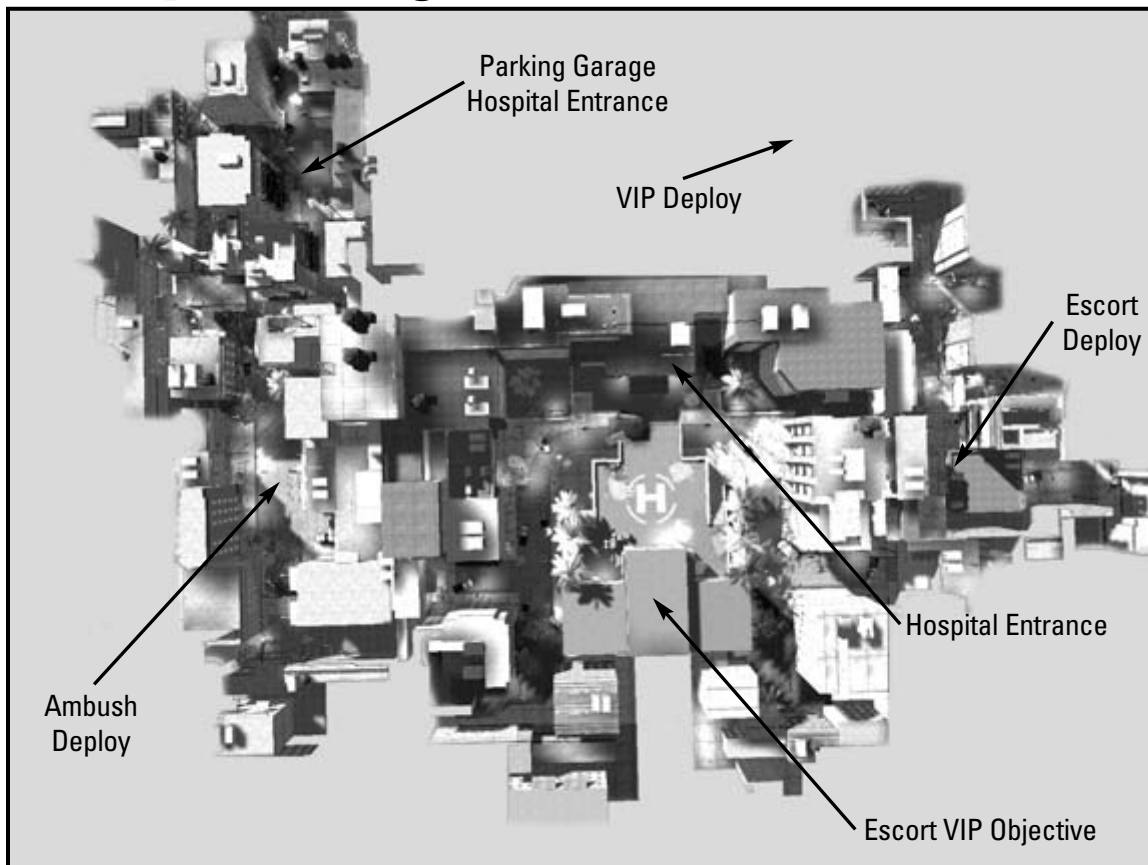
The Counter Reconnaissance team has an advantage in that they know the exact three spots the enemy must reach to complete their objectives. Therefore, efforts should be made to set up an ambush for at least one of the sites. A good location to set up is either between objectives A and B or B and C. This way, as the enemy advances south to the objective, your Soldiers can hit them with fire from either the east or west—perpendicular to their line of advance.



Stay away from the guard towers and camps since that is where they enemy will expect resistance.

There are other areas where you can set up defensive positions. The ravines along the eastern and western sides of the map are often routes for the enemy to move along. Cover these as well as the central oil fields in case they try that route. Stay out of the guard towers. They are lures for enemy fire and the first place the enemy will check for you. Also, if the enemy is able to take one or two photos, get your entire squad to cover the remaining objective.

SF Hospital (Foreign Internal Defense) (Combat)



This Special Forces map provides a MOUT environment where civilians are around, therefore fire discipline must be exercised. The area consists of a two-story hospital, and several surrounding buildings and complexes. There are three entrance points into the hospital, and three entrance points for the escort team to escort the VIP to the extraction point. This mission places a Special Forces A-Team combined with Indigenous Forces to conduct MOUT and CQB operations. It must be emphasized that civilians are in the area, and rules of engagement strictly prohibit any civilian casualties. Last but not least, access points in the game such as doorways may not be accessible. These will depend on how many people are on the server. The more people the more access.



Be careful of civilians in the hospital.

Weapons: M4A1 SOPMOD, AKS-74U (IF), RPK (IF), Special Purpose Rifle, Fragmentation, Flashbang, and Smoke grenades.

Mission Type: Live Fire

Teams: Escort and Assault

Escort

Situation: Following an ambush by enemy forces, a wounded Resistance leader escaped to a neutral hospital for treatment of his wounds. The leader is a critical member of the Resistance government within Unconventional Warfare Area of Operations (UWAO) JAZZ.

ROE: Standard ROE is in effect. Minimize harm to local population. Be especially careful to protect the hospital workers and hospital facilities during this operation.

Mission: ODA 212 assaults Objective KUHIO, vicinity ZZ 031441, commencing 14 0700 MAR 04, to exfiltrate the friendly Resistance leader in order to maintain continuity of Resistance leadership in UWAO JAZZ.

Enemy: Enemy forces, supported by foreign advisors, are believed to have launched a snatch-team to seize the Resistance leader and any documents in his possession.

Friendly: Split Team "Alpha" 212 and Resistance Fire Team

Terrain: The hospital is located in a no-man's land between friendly and enemy forces operating within the city. Many civilians are operating in the hospital and scattered throughout the area.

***Maximum number of players:** 26

Tactics

Tip: For this mission, you should alter your strategy frequently. While some routes may be better than others, if you use the same route each time, the enemy will focus their efforts on this route and set up ambushes. The best thing to do is keep the enemy guessing.



Escort needs to move out right at the start of the building.



The roof of this building east of the helipad provides a good position to cover the team tasked with securing the helipad building.

This section actually contains tactics for the Escort squad as well as the VIP[EM] since they are on the same team. Let's start with the Escort squad first. There are two main tasks this squad must do and if you have enough Soldiers, divide into two teams. The first team, which should include a medic, is to meet up with the VIP who is in the hospital. From the deployment area, head north and then into the hospital. Communicate with the VIP to see where he is and where he is headed to speed up the link up. Once in contact, surround the VIP and begin heading to the helipad. You can either head through the hospital or down the street to the east. Don't forget to use flashbangs if necessary in the hospital. Frag grenades might kill civilians, and a stun in close

quarters is nearly as good as a kill. When moving to the helipad, use smoke grenades to conceal your movement across the open area.



This doorway leads to the helipad.

While the escort team is heading for the VIP, the security team should be heading for the helipad building. Take cover in the building itself and set up defensive positions covering the hospital, the staircases, and the surrounding outside area. The idea is to provide a safe area for the escort team to advance towards. You do not want to get the VIP and then have to fight your way into the helipad building. By taking it before the enemy, you have the advantage.



Once inside the helipad building, watch for snipers or RPGs on the hospital rooftop or in its windows.

If you have a full server of Soldiers, you can actually divide your force into four teams. In addition to the above teams, send one team to cover the streets near the entrance to the hospital. They can use the vehicles for cover and watch for enemies on the rooftops or headed to the helipad. The fourth team is basically the Soldier with the RPG and possibly another for support. Keep this team outside and use the RPG to engage enemies on the rooftops, in windows, or out in the open. Do not send them inside. An RPG indoors is just trouble.



While the walkway from the hospital straight to the helipad may be the quickest way to win, it is also totally exposed and will get your VIP killed.

If you are the VIP, your first task is to get to your escort. Let them know where you are and your intentions. With a little practice and planning ahead, the VIP can tell the escort where to meet him and time it just right. Picking up weapons along the way will give you more ammo. Because the VIP is wounded, he cannot move as fast as normal, so do not waste any time. Be sure to close doors behind you. This will make it more difficult for the assault force to locate you. A series of open doors will lead them right to you. When you reach the escort force, let them lead you. They are essentially expendable during this mission. If the VIP dies, the mission is a failure. Don't waste timing having the medic heal you initially. He cannot do any good to begin with. However, if you take hits during the mission, the medic can stabilize your condition.

Assault

Situation: A wounded enemy courier has been abandoned at a neutral hospital following the hasty retreat of enemy forces. The courier is believed to be in possession of military plans for future offensive operations in Unconventional Warfare Area of Operations (UWAO)JAZZ.

ROE: Standard ROE is in effect. Minimize harm to the local population. Be especially careful to protect the hospital workers and hospital facilities during this operation.

Mission: ODA 211 assaults Objective KUHIO, vicinity ZZ 031441, commencing 14 0700 MAR 04, to seize military documents in order to analyze and counter future enemy offensive operations.

Enemy: Enemy forces, supported by foreign advisors, are believed to have launched a small team to rescue the wounded courier.

Friendly: Split Team "Alpha" 211 and Resistance Fire Team

Terrain: The hospital is located in a no-man's land between friendly and enemy forces operating within the city. Many civilians are operating in the hospital and scattered throughout the area.

***Maximum number of players:** 26

Tactics



One team needs to rush into the hospital to find the VIP before the Escort squad does.

The Assault tactics are fairly straightforward. Locate and neutralize the VIP. Since he is alone in the hospital at the beginning of the mission, you should rush to get to him before the VIP can link up with the Escort squad. By moving north, you can enter the hospital through the parking garage. Then head east as quickly as you can to locate the VIP. Split up to cover each of the floors since you do not know where the VIP may be heading. Be careful of the civilians in the hospital and do not use frag grenades inside here. However, a flashbang will take the fight out of the VIP and keep him from moving away.



A second team heads for the helipad building.



Cover all routes to the helipad. You can use the vehicles in the street for cover as you watch the main entrance.



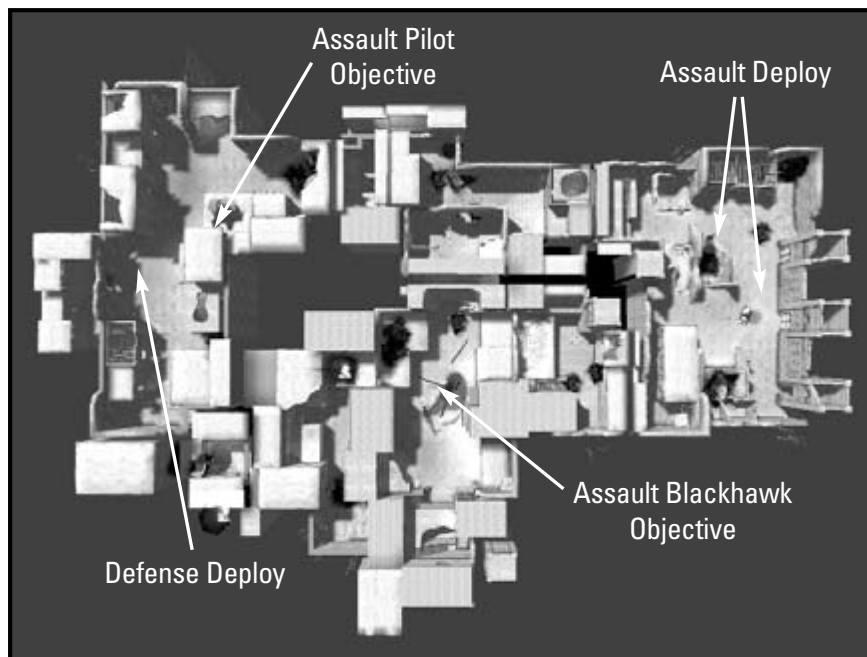
Use caution while heading up the stairwell to the second floor of the helipad building. This is a perfect spot for an ambush. Have someone cover the door at the top while the rest head up the stairs.

While you should send a team into the hospital, you should also keep some of your squad back to cover the helipad building in case the VIP slips past the hospital team. Send this team east from the deployment area as

quickly as possible to try and take control of the helipad building. As long as you can maintain control of this building, the enemy cannot complete their objective. However, the helipad building will also be a major focus for the escorting team, so plan on them rushing for it as well. Instead of actually controlling the building, you can position your Soldiers on the rooftops and in windows covering all access to the building. If you can put snipers or even a Soldier with an RPG covering the streets to the west and east of the helipad from the hospital to the north, you can cover both side doors as well as the helipad itself. These elevated vantage points will often allow you to engage enemies inside the building as well. If you choose to use the M203A1 grenade launcher to clear out the upstairs level, be sure to shoot out the glass in the windows first so the grenade will not detonate at the glass, but inside the building.

Remember that the VIP is your target. If you see him moving in a group of escorting Soldiers, engage the VIP first. Once he is down, the mission is complete.

SF Combat Search and Rescue (CSAR) (Combat)



As a Special Forces Soldier, you are tasked to do many types of operations. One such mission is combat search and rescue, or CSAR (also referred to as a Personal Recovery or PR Mission). An American UH-60 Black Hawk helicopter has crashed, therefore friendly forces must conduct a combat search and rescue mission. This is another MOUT/CQB style map, but without any civilians in the area. Special Forces will be reinforced by indigenous Soldiers. It must be noted that both OPFOR and IF are armed with the RPG-7, therefore appropri-



ate precautions must be taken. Additionally, as with all maps with IF, proper target identification is important.

Weapons: M4A1 SOPMOD, RPK (IF), AKS-74U (IF), RPG-7(IF), fragmentation, flashbang, smoke, and incendiary grenades

Mission Type: Live Fire

Teams: Assault and Defend

Assault

Situation: U.S.Black Hawk helicopter shot down vic WR 98777.UAV confirms one crewman alive.

ROE: Engage only confirmed enemy targets -possible civilian refugees in area.

Mission: ODA 202, conduct Combat Search And Rescue (CSAR), secure crash site point Alpha (vic WR990780) and wait for arrival of friendly reinforcements.

Enemy: Squad-sized force heavily armed.

Troops: One Special Forces A Team.

Terrain: Partially destroyed mudbrick compound in high desert offering numerous covered and concealed positions.

***Maximum number of players:** 26

Tactics

Defend

Situation: U.S. Black Hawk helicopter shot down vic WR 98777.UAV confirms one crewman alive.

ROE: Engage only confirmed enemy targets -possible civilian refugees in area.

Mission: ODA 20-2, conduct Combat Search And Rescue (CSAR), destroy Black Hawk, secure location and wait for friendly reinforcements at extraction point Alpha (vic WR990779).

Enemy: Squad-sized force heavily armed.

Troops: One Special Forces A Team.

Terrain: Partially destroyed mudbrick compound in high desert offering numerous covered and concealed positions.

***Maximum number of players:** 26

Tactics

This mission requires your squad to divide into two teams. One team goes for the pilot while the other deals with the Black Hawk. The pilot team should head north and then west along the northern edge of the map. This way offers good cover through it is a maze of interconnected rooms and buildings. Watch for defenders not only in front of and to the sides of you, but also above and below. Many of the buildings have holes blown in the floors and ceilings through which enemies on a different level might fire. Continue all the way to the pilot who is located on the second floor of a building in the west. You can access the upstairs via a stairway or a ladder. Watch out for enemies covering these two points from a distance. To make your approach safer, throw some smoke grenades to conceal your movement. Once you reach the pilot, press the Action key to complete the objective.

The team headed for the Black Hawk has a bit tougher time. While they can get to the Black Hawk area without trouble if they hurry, once there, they have to deal with enemies firing from across the courtyard. Set up covering fire positions from the rooftops and upper story windows to the east of the courtyard and lay down suppressing fire at any enemies who try to fire at you. The key is to at least keep their heads down if not neutralize them outright.

In order to complete the Black Hawk objective, you must get a Soldier down to the chopper and prep it. To do this, they just have to stand next to it and hold down the Action key. Once prepped, the Black Hawk must be destroyed. While clear of the chopper, throw an incendiary grenade into it to complete its destruction. Before sending a Soldier to take care of the Black Hawk, throw several smoke grenades to the west of the chopper to create a wall of smoke which provides concealment while the Black Hawk is prepped.

After either team has completed their objective, they can just stay put or try to make their way towards the other objective and help their teammates complete the mission. If your team has an RPG, send it with the Black Hawk team and use it to take out enemies across the courtyard. Just be careful with the back blast so you don't kill your own team members.

Defend

Situation: U.S. Black Hawk helicopter shot down vic WR 98777. UAV confirms one crewman alive.

ROE: Engage only confirmed enemy targets -possible civilian refugees in area.

Mission: ODA 202,conduct Combat Search And Rescue (CSAR), destroy Black Hawk, secure location and wait for friendly reinforcements at extraction point Alpha (vic WR990779).

Enemy: Squad-sized force heavily armed.

Troops: One Special Forces A Team.

Terrain: Partially destroyed mudbrick compound in high desert offering numerous covered and concealed positions.

***Maximum number of players:** 26

Tactics

While the Assault team has the same two objectives, Defend must prevent them from achieving those objectives. Since there are two objectives, it is a good idea to divide your squad into two elements—each assigned to one of the objectives.

The team tasked with protecting the pilot should take up positions to the northwest and southwest of the pilot's building. In order to get to the pilot, the enemy must use either a stairway or ladder leading to the second floor. By covering those two access points, Defend can deny the enemy from reaching its objective. Don't neglect grenades, especially if the enemy pops smoke. Just throw a frag grenade right into the smoke and you have a chance of hitting something. Just keep the grenades on the ground level. You don't want to risk hitting the pilot upstairs. You can expect

the enemy to advance on your position from either the northeast or southeast.

The Black Hawk team has to hurry right at the start of the mission. Their objective is out in an open courtyard which is about the same distance from both opposing squads' deployment areas. Defend does not need to get to the Black Hawk, only to a position from which they can fire on the chopper. The enemy will be approaching from either the north or south or even from the rooftops directly east of the objective. Use your heavy weapons including your RPG to take out enemies providing cover fire for the Soldiers advancing on the Black Hawk. Since you want to keep the chopper in one piece, be careful not to hit it with an RPG round. If the enemy is able to prep the Black Hawk, be very careful about firing near it. You do not want to set off an explosive set there. Instead, use small arms fire to keep the enemies away since all they now have to do is throw a incendiary grenade into the chopper to finish the job and complete the objective. However, until the prep the Black Hawk, use frag grenades and the grenade launchers to take out anyone who gets too close—especially if they start throwing smoke out for concealment.



The Army Way

Combat Search and Rescue Missions

By Major Eric A. Patterson

That others may return with honor...

Special Forces (SF) and their predecessor special operations organizations have a long history of providing support to Personnel Recovery (PR) operations. During World War II, the Office of Strategic Services (OSS), to include the Jedburghs in Europe and Detachment 101 in Burma, recovered and returned thousands of isolated personnel to friendly control. Likewise, during the Korean War, the United Nations Partisan Infantry, Korea (UNPIK) performed personnel recovery missions, especially along the western coastline of North Korea, contributing to the return of around 1,000 evaders. More recently, SF played a role in personnel recovery operations in Afghanistan and Iraq, most notable of which was the rescue of Jessica Lynch.

SF can perform a Personnel Recovery mission unilaterally (e.g., CSAR) or with indigenous or surrogate forces (Unconventional Assisted Recovery, or UAR) to recover isolated personnel. Special Operations units such as SF possess the skills, capabilities, and modes of employment to perform PR missions in high-risk areas, a function not found anywhere else in the armed forces.

Under the CSAR mission profile, an SF Operational Detachment Alpha (SFODA), consisting of 12 SF Soldiers, or some portion of an SFODA (i.e. a "split team," or 6 SF Soldiers), will move by foot, ground vehicle, or air platform to the known or approximate location of an evader in order to locate, contact, authenticate, support, move, and, ultimately, exfiltrate the evader back to friendly control. Specifically in the case of a joint CSAR (JCSAR), an SF unit may be inserted into hostile territory and travel overland to a predetermined rendezvous point to make contact with an evader. Once contact has been made, the recovery force may move the evader to a location that is within range of friendly air assets for extraction.

Getting onto a helicopter or ground vehicle to go after an isolated person may be one of the most daunting tasks performed by any Soldier...you first have to come to terms with the fact that you are deliberately heading into an area where an American or an ally has already either been shot down or ambushed. The enemy is likely waiting for the arrival of the recovery force, and the clock is ticking. You would like more time to prepare, but every minute spent planning and coordinating means one minute that the evader is running, or fighting, for his life. Intelligence is probably sketchy, and you may not have an exact fix on the evader's location. You are putting your own life, and the lives of your Soldiers, on the line to potentially save just

one man—but that is what you would want if you were evading, so you strap on your gear, assemble and brief your team, and move out. You’ve likely rehearsed this mission before, so now it’s a matter of rapidly digesting the details and coming up with a hasty, but coordinated, plan. When you get to the evader’s location, you take nothing for granted...he may not be physically located where he was last reported, and he may not follow the proper contact procedures. It takes extreme discipline and self-control to react properly to the situational chaos of a CSAR. When someone steps into view, you may have less than a second to determine if he is the evader or the enemy. Once you have made contact, you must authenticate the evader, using mutually understood procedures, to ensure that he is exactly who he says he is, while simultaneously assessing his physical and mental condition and his ability to assist with his own movement and recovery. Next, you must support and move the evader to an exfiltration point, all while remaining aware of the enemy threat and maintaining accountability and control of your SF recovery force. All the while, there has been a complex aerial ballet going on overhead, with the recovery platforms, such as MH-60’s or MH-47’s, loitering a safe distance away, rescue escort (RESCORT) aircraft, such as A-10’s, providing air to ground support, and rescue combat air patrol (RESCAP) aircraft, such as F-16’s, keeping enemy aircraft at a distance. All of these aircraft operate with limited time on station before they have to move away to refuel, and they can’t wait forever while you locate or move the evader.

The value and implications of a successful CSAR are often not fully understood. Besides protecting and rescuing one or more individuals, successful CSAR maintains the morale of the entire fighting force, and possibly the entire nation. They also deny the enemy a potential source of intelligence and propaganda, thus eliminating the use of captured personnel being used as leverage against the United States. Once you get the evader back to a friendly location, both he and you feel an overwhelming sense of relief and accomplishment...and you’ve probably made a friend for life.

Major Eric A. Patterson is a Special Forces officer and is the Personnel Recovery Branch Chief at the US Army John F. Kennedy Special Warfare Center and School. He has served as a Special Forces Detachment Commander and a Special Forces Battalion Plans Officer. He is a combat veteran of Mogadishu, where he participated in several Personnel Recovery operations.

SF Sandstorm (Counterproliferation) (Combat)



With the ever growing threat of weapons of mass destruction and the use of the Special Forces in the War on Terror, these elite troops are at the forefront of locating and such weapons and securing them before they can be used by terrorists or rogue nations.

Weapons: M4A1 SOPMOD, RPK (IF), AKS-74U (IF), RPG-7(IF), fragmentation, flash-bang, smoke, and incendiary grenades

Mission Type: Live Fire

Teams: Assault East and Assault West

Assault East

Situation: Heavy fighting has caused enemy forces to abandon a cache of biological components. A sandstorm has delayed friendly motorized forces from reaching the site to secure and evacuate them for analysis by US Forces. Your mission is to seize and hold containers Alpha, Bravo and Charlie at Objective Jersey to secure biological research components in order to facilitate evacuation of enemy technology by friendly motorized forces.

ROE: Use of explosives of any kind is prohibited due to risk of damaging the precious cargo. Minimize harm to local population.

Mission: ODA 211 and Resistance forces seize and hold containers Alpha, Bravo and Charlie at Objective Jersey vicinity grid JA062867 NLT 06 1115 JUN 03 to secure biological research components in order to facilitate evacuation of enemy technology by friendly motorized forces.

Enemy: Government forces are composed of enemy Soldiers supported by foreign advisors.

Friendly: Split Team "Alpha" 211 and Resistance Fire Team

Terrain: The site is composed of ruined buildings and adobe walls. Visibility is highly restricted due to the sand storm.



Due to a sandstorm in the area, visibility is severely limited. This makes long range engagement next to impossible.

Tactics

The Assault East team begins in the northeastern part of the map. They are closest to Objective C and equidistant with the OPFOR from Objective B. The first task is to take control of Objective C with a single fireteam since they can secure the container before the OPFOR can get there. With the rest of the team, race for Objective B. While they will probably not get there in time to secure it before the OPFOR, they can at least deny them from securing it for the time being.



Get to Objective C and secure the container quickly.

Meanwhile, bring your team that secured Objective C to advance on Objective B from the northwest. This may allow you to attack the OPFOR in the flank while your other teams hold them with suppressing fire. Be sure to watch for OPFOR advancing between your two groups towards Objective C.



Objective B is usually the most contested.

The main strategy is to hit the OPFOR from two sides and force them away from Objective B so that one of your teams can get in and secure the container. Then continue pushing south towards the third container at Objective A.

Assault West

Situation: Heavy fighting has caused enemy forces to abandon a cache of biological components. A sandstorm has delayed friendly motorized forces from reaching the site to secure and evacuate them for analysis by US Forces. Your mission is to seize and hold containers Alpha, Bravo and Charlie at Objective Jersey to secure biological research components in order to facilitate evacuation of enemy technology by friendly motorized forces.

ROE: Use of explosives of any kind is prohibited due to risk of damaging the precious cargo. Minimize harm to local population.

Mission: ODA 212 and Resistance forces seize and hold containers Alpha, Bravo and Charlie at Objective Jersey vicinity grid JA062867 NLT 06 1115 JUN 03 to secure biological research components in order to facilitate evacuation of enemy technology by friendly motorized forces.

Enemy: Government forces are composed of enemy Soldiers supported by foreign advisors.

Friendly: Split Team "Alpha" 211 and Resistance Fire Team

Terrain: The site is composed of ruined buildings and adobe walls. Visibility is highly restricted due to the sand storm.

Tactics



Don't expect to do much sniping since you cannot see too far and scopes can limit your peripheral vision allowing OPFOR to sneak up on you from out of the haze.

The Assault West team begins in the southwestern part of the map. You can follow a similar strategy as that presented for Assault East except head for Objectives A and B instead. However, the limited visibility caused by the sandstorm allows for a lot more covert movement than would be allowed if visibility were much better.



Assault West should grab Objective A right from the start.

While this strategy is a bit more risky, it may catch the OPFOR by surprise and have them wondering exactly where your forces are. Divide up your team into two groups and send them to towards Objectives A and C respectively. The team headed for C will have to sprint with the goal of not beating the enemy to the container, but putting out a lot of fire to prevent them from securing it. Since the OPFOR may expect this to be a free objective, a full fire team could even fight their way to the container and secure it. With the two outer objectives secure, the two groups can now converge on the center objective and hit the enemy from both sides at once.



Use the rubble around the objectives for cover.

If you want to really keep the enemy guessing, divide up the group headed for Objective A and send part of it to Objective B. Their job is to deny the OPFOR the ability to easily secure the central container. Put the biggest group on the farthest objective and pick up the closest quickly.

The Arsenal

America's Army features several different types of weapons and equipment used by the U.S. Army as well as the forces opposing them. Each weapon in the game is modeled to be as realistic as possible. The regular U.S. Army has an arsenal of various weapons, from small arms to anti-tank weapons. Every Soldier in the U.S. Army is proficient with his/her standard rifle, the M16A2. However as you have learned in U.S. Weapons training, every Soldier experiences other weapons in addition to the M16A2. As a Soldier advances in their career, new opportunities become available allowing them to use new weapons, and modify their weapons for specific missions.

With the addition of *America's Army: Special Forces*, new weapons and modifications have become available. Although some of these weapons are only accessible if you have completed certain training requirements, nevertheless, there are still many new and exciting things to try out. The addition of the M9 pistol for all advanced marksmen will provide this class of Soldier a self-defense capability. Additionally, use of OPFOR weapons when playing as an Indigenous Forces Soldier will allow you to use the RPG-7 anti-tank weapon, and AKS-74 assault carbine. Last but certainly not least, once you have completed Special Forces training, you will be able to use the M4A1 SOPMOD, which allows you to modify it to your needs. Additionally, as a Special Forces advanced marksman, you will have access to the Special Purpose Rifle (SPR).

TIP: You can pick up a weapon on the ground by pressing **E**. When you do, you sling your original weapon over your shoulder. Switch between weapons by pressing **1**. When you throw a grenade, you sling your weapon to pull out your grenade. However, if you have two weapons—one in hand and the other slung—you cannot use grenades until you drop one of the weapons by pressing **[Backspace]**.

U.S. Weapons and Equipment

No matter which side you choose to play as, you always begin with a U.S. weapon. It is important to become familiar with the abilities and limitations of each weapon because you never know when you may be assigned one and required to use it to complete your squad's objectives during a mission.

M16A2



Weapon Stats

Effective Range	550 meters
Fire Mode	Single, Burst
Rate of Fire	7.1 rounds/second
Rounds per Magazine	30
Number of Magazines at Start	7
Reload Time	4.9 seconds
Jam Rate	1/350
Clear Jam Time	4.7 seconds
Recoil	Very Low
Sights	Iron Sights
Supported	No

The M16A2 is the standard issue rifle for the United States Army. Lightweight, durable, and always dependable, the M16A2 can fire in either semiautomatic (single-shot) mode or three-round bursts. The basic weapon has been the standard infantry rifle in the U.S. Army since 1959 (M16, M16A1 variants). It is issued to all rifleman. Additionally it can be modified into an effective sniper weapon.

Become proficient with the M16A2. It is your most versatile weapon, able to engage targets at range and in close-quarters battle. As a general rule, select single-shot mode when attacking at range. However, when you are going to be up close and personal, such as in urban operations, switch to burst mode.

M4A1



Weapon Stats

Effective Range	550 meters
Fire Mode	Single, Burst, Automatic
Rate of Fire	8.9 rounds/second
Rounds per Magazine	30
Number of Magazines at Start	7
Reload Time	4.9 seconds
Jam Rate	1/350
Clear Jam Time	4.7 seconds
Recoil	Low
Sights	Reflex Sights
Supported	No

The M4A1 Carbine is the next model in the M4-series. It replaces the burst mode with a full automatic capability. These weapons also come with the Rail Interface System (RIS), and retains the removable carrying handle from the original M4. The RIS, replaces the standard heat shield with a series of rails. The Special Operations Peculiar Modification kit provides: Optics, lasers, flashlights, grenade launchers that can be attached to these rails. This weapon is a favorite of special forces units such as the U.S. Army Rangers. In *America's Army*, the M4A1 comes with the 2x reflex sight. The reflex site provides 2x magnification, an red aim point, and still allows you to retain peripheral vision due to its design.

M4A1 Modified (Auto)



Weapon Stats

Effective Range	550 meters
Fire Mode	Single, Automatic
Rate of Fire	8.9 rounds/second
Rounds per Magazine	30
Number of Magazines at Start	7
Reload Time	4.9 seconds
Jam Rate	1/350
Clear Jam Time	4.7 seconds
Recoil	Low
Sights	Reflex Sights
Supported	No

The Rangers use this modified version of the M4A1. The main differences are the reflex sights and the full automatic mode that replaces the burst fire mode. Even though you can fire off an entire magazine with one pull of the trigger, professionals usually limit their fire to short bursts.

M249 SAW



Weapon Stats

Effective Range	1,000 meters
Fire Mode	Automatic
Rate of Fire	14.2 rounds/second
Rounds per Magazine	200
Number of Magazines at Start	4
Reload Time	9.9 seconds
Jam Rate	Never
Clear Jam Time	2.4 seconds
Recoil	Moderate
Sights	Iron Sights
Supported	Yes

The M249 squad automatic weapon forms the basis of firepower for the fire team and is the weapon of choice for the automatic rifleman. The M249 is an accurate and durable battlefield weapon.

The M249 SAW is a support weapon. It is extremely inaccurate when fired from a standing unsupported stance. It is meant to be used while prone and with the bipod support. Use the SAW to provide cover fire for your fire team as they advance toward the objective. With its volume of fire, the M249 helps keep the enemy's heads down, allowing your rifleman to get in closer before engaging. For close-quarters battle situations, a SAW gunner should crouch for increased accuracy while advancing and continue to support the riflemen in the fire team. The M249 is meant to be fired in long bursts.

M203 Grenade Launcher



Weapon Stats

Effective Range	350 meters
Fire Mode	Single
Rounds per Magazine	1
Number of Magazines at Start	7
Reload Time	3.3 seconds
Jam Rate	Never
Recoil	Very Low
Supported	No

The M203 is the weapon of choice for the fire team. Mounted under the M16A2 or M4A1, the single-shot M203 fires 40mm grenades with a devastating blast radius. Because the grenades activate only mid-flight, the M203 is most effective at engaging medium- to long-range targets.

The M203 grenade must travel 15–40 meters before it arms and can explode. Because a fire team's grenadier carries only seven grenades, don't try to use them like a sniper rifle, picking off individual enemies at long range. Instead, use the grenades to suppress the enemy and keep their heads down while the rest of the team advances or performs its mission. On the defense, the M203 can also be used to break up the attackers before they get in close. Bring up Grenade Launcher on M203 with **H**.

M24 SWS



Weapon Stats

Effective Range	800 meters
Fire Mode	Single
Rate of Fire	0.4 rounds/second
Rounds per Magazine	1
Number of Magazines at Start	45
Reload Time	10.4 seconds *
Jam Rate	Never
Recoil	High
Sights	10x Scope
Supported	Yes

* Time for loading all five rounds into an empty magazine.

The M24 is the standard issue sniper rifle of the U.S. Army. The venerable M24 is a bolt action sniper rifle firing 7.62mm rounds. The M24 is lightweight, reliable, and extremely accurate. Simple in design, it is renowned as the best sniper rifle in the world.

As with the M249 SAW, advanced marksmen play a supporting role during a mission. While they are extremely accurate when prone, supported with the bipod, and using the scope, they are quite inaccurate when not using the scope. Advanced marksmen should stay at a distance and use the scope both for targeting enemies and for seeing where the enemy is located and informing the rest of the squad. As a advanced marksmen, don't try to hit a moving target. You'll usually miss and reveal your position. Instead, wait for the target to stop before you fire. Also, don't go on an assault in close quarters with the sniper rifle. Its bolt action, single shot means that if you don't kill the enemy with the first shot,

he definitely will kill you while you are reloading. Instead, pick up another weapon from a dead enemy or ally before rushing in for the fight.

Barrett M82A1 SAMR



Weapon Stats

Effective Range	1,800 meters
Fire Mode	Single
Rate of Fire	1.6 rounds/second
Rounds per Magazine	10
Number of Magazines at Start	5
Reload Time	5.5 seconds
Jam Rate	1/20
Clear Jam Time	3.1 seconds
Recoil	Very High
Sights	10x Scope
Supported	Yes

The M82A1 is an anti-material weapon. It comes standard with a Unertl 10 power scope, allowing you to engage targets at very long ranges.

It fires a .50cal bullet, the same bullet fired from the M2 heavy barrel machine gun. Due to the high recoil, you will not be able to maintain your sights on a target after each trigger pull. Another draw back to this weapon is its weight. It is heavier than a fully loaded SAW, when empty. The M82A1 also comes with a bipod, allowing you to keep the rifle steady. This weapon is only available to advanced marksman, and can only be used when there are enough people on a server. The M24 is the first available rifle, eventually followed by the M82 when more people join.

Special Purpose Rifle



Caliber: 5.56x45mm

Weight: 7.19 lbs. (loaded)

Length: approx. 3 feet or .91 meters

Magazine: 20 round magazine

Muzzle Velocity: 948 meters/sec

Range: 500 m

The Special Purpose Rifle or SPR is a Special Forces derived weapon. It is basically an M16A3 equipped with extended Picatinny rails, and fitted with a matched grade barrel for improved accuracy. The rails accommodate various sights. In *America's Army*, the SPR comes standard with a 10x scope, a Harris bipod, and a threaded barrel. This threaded barrel allows one to attach the suppressor.

M9 Beretta



Caliber: 9x19mm

Weight: 950g

Length: 217mm

Magazine: 15-round magazine

The M9 Beretta is the standard issue

sidearm for the U.S. military. It replaces the Colt M1911 .45cal pistol. The M9 uses the standard 9mm round used by various other NATO countries. Having a smaller diameter than the .45 ACP, the M9 is capable of holding 12 rounds of ammunition in its magazine. This weapon is primarily used as a backup to one's main weapon, since the M9 is much more effective at close range. In *America's Army*, all advanced marksmen are equipped with the Beretta. It is holstered, cannot be dropped, and cannot be picked up by the OPFOR.



M67 Fragmentation Grenade

Body: Steel sphere

Filler: 6.5 oz of Composition B

Fuze Length: ~4-5 seconds

Weight: 14 oz

Capabilities: Casualty radius (kill or wound) of 15 meters, and a

killing radius of 5 meters. However fragments may fly as far as 230 meters away.

The M67 is the U.S. Army's standard-issue grenade. Weighing 14 oz, the M67 can be thrown up to 40 meters by most Soldiers, with a blast radius of up to 15 meters. It is effective against area targets outdoors as well as for clearing rooms.

Grenades are great for engaging targets in an adjacent room or on the other side of an obstacle. The M67 can be cooked off to reduce the time it takes to detonate after arriving at its destination. Remember that it has a five-second fuse, so don't hold on to it for too long. The best defense against a fragmentation grenade is to either drop prone, preferably with your feet toward the grenade, or get out of the area.

The MILES version of the grenade is painted blue rather than olive drab. Instead of an explosive filler, it is equipped with a small non-lethal pyrotechnic device that simulates the explosion and noise of a real grenade. This grenade uses emitters to register a "hit" or "kill" on the MILES system.



M83 HC WhiteSmoke Grenade

Body: Cylinder of thin sheet metal

Filler: 11 oz of terphthalic acid

Fuze Length: ~4-5 seconds

Weight: 16 oz

Capabilities: Creates a cloud of

white smoke

The M83 smoke grenade is a key ingredient for concealing the movement of friendly forces. Weighing 19 oz, the M83 can be thrown up to 30 meters, producing a thick volume of dense white smoke lasting up to a minute. It's most effective outdoors and should not be used in close quarters without protective masks.

You can also use smoke grenades to fool the enemy. Try throwing it where you are not going to be, so the enemy thinks you are using the smoke for cover. Then attack from a different direction. Defenders can also try throwing one in a room with an objective and then hide in the smoke to wait for the attackers to arrive. You usually still can see a person's silhouette in the smoke, especially if he's moving.

AN-M14 TH3 Incendiary Hand Grenade



Body: Cylinder of thin sheet metal
 Filler: 26.5oz thermate (TH3)mixture
 Fuze Length: ~4-5 seconds
 Weight: 32 oz
 Capabilities: Provides incendiary effects

The AN-M14 replaces the older thermite hand grenades with a new and more effective mixture called thermate (TH3).When detonated, the chemical reaction creates enormous amounts of heat, and iron as a byproduct. This heat reaches 4,000 degrees Fahrenheit, causing the iron biproduct to melt. The molten iron gives this grenade the ability to fuse metal parts together or melt its way through things like engine blocks.

M84 Stun Grenade



Body: Steel Hexagno Tube with holes on the sides
 Filler: 4.5 grams of magnesium mixture
 Fuze Length: ~1-2 seconds
 Weight: 13.2 oz
 Capabilities: Creates a blinding flash of light and loud noise

The stun grenade, also referred to as a flashbang, is intended to temporarily stun and disorient opposing forces by producing a blinding flash and a deafening bang. Use caution when using this indoors or in close

quarters—they have a very short fuse, and you may suffer the effects of your own grenade if you are too close to the blast.

Many players wonder why use a flashbang to stun when a fragmentation grenade will wound or kill. The short fuse can be a bonus for indoor operations. When you throw one into a room, it detonates right away, not giving the enemy any time to duck or run away. Also, the effects last several seconds, allowing you time to get into the room and neutralize any enemies before they have time to recover. If you are hit with a flashbang, crouch down and start shooting toward where you think the enemy will be coming from. You cannot see or hear, but it's better to try hitting something instead of doing nothing. Additionally, despite its low-lethal nature, it is possible to be killed by a flashbang grenade if you are critically injured (red health).

OPFOR Weapons and Equipment

For each U.S. weapon and equipment, there is an opposite used by the OPFOR. No one ever begins a game with these weapons. You take them from dead enemies. The number of magazines with the weapon is whatever the enemy had remaining at the time of his demise. Your base accuracy is decreased if you use a weapon of a different class. For example, if you are a rifleman and pick up an enemy sniper rifle, you receive a penalty to your accuracy because you are not trained in that type of weapon. Your class is determined by the weapon you begin a mission with, not by whether you have qualified as a sniper. The same goes for picking up an ally's weapon.

AK-47



Weapon Stats

Effective Range	300 meters
Fire Mode	Single, Automatic
Rate of Fire	8.9 rounds/second
Rounds per Magazine	30
Reload Time	4.4 seconds
Jam Rate	1/2,000
Clear Jam Time	4 seconds
Recoil	Moderate
Sights	Iron Sights
Supported	No

The "original AK" or "Kalashnikov" has been the OPFOR's weapon of choice dating back to 1947. What it lacks in muzzle velocity and accuracy, it gains in high volumes of fire. The AK-47 can sustain a cyclic rate of fire up to 600 rounds per minute in automatic mode.

In terms of gameplay, the AK-47 is the equivalent of the M16A2. While the M16A2 is better at ranged combat, the AK-47 has an edge in close quarters. The automatic fire mode allows a Soldier to sweep a room with lead when accuracy is not as important as volume of fire.

AKS-74U SpetsNaz Modification



Weapon Stats

Effective Range	300 meters
Fire Mode	Single, Automatic
Rate of Fire	8.9 rounds/second
Rounds per Magazine	30
Reload Time	4 seconds
Jam Rate	1/2,000
Clear Jam Time	4 seconds
Recoil	Low
Sights	Iron Sights
Supported	No

The AKS-74U is the OPFOR's carbine. Some are modified to accommodate special weapons, such as scopes, sights, suppressors, and grenade launchers. It is entirely possible that these weapons may be encountered on the battlefield. The modifications found in the game consist of various scopes, the BS-1 30mm silenced grenade launcher, and suppressor. The OPFOR equivalent of the U.S. Special Forces character will carry this weapon from the perspective of the U.S. Special Forces player. Indigenous Forces will drop the standard AKS-74U.

RPK



Weapon Stats

Effective Range	800 meters
Fire Mode	Automatic
Rate of Fire	14.1 rounds/second
Rounds per Magazine	100
Reload Time	4.4 seconds
Jam Rate	1/26,000
Clear Jam Time	4 seconds
Recoil	Moderate
Sights	Iron Sights
Supported	Yes

A variant of the AKM assault rifle, the RPK light machine gun fires the 7.62mm round at a cyclic rate of 660 rounds per minute.

Comparable to the M249 SAW, the RPK has a smaller magazine, shorter effective range, and less recoil. While it should still be used in the supporting role, its lighter weight makes it more ideal for firing unsupported than the M249. If you are an automatic rifleman, consider picking up a RPK if you are doing close-quarters fighting.

GP-30



Weapon Stats

Effective Range	350 meters
Fire Mode	Single
Rounds per Magazine	1
Reload Time	2.8 seconds
Jam Rate	Never
Recoil	Moderate
Supported	No

The OPFOR equivalent to the M203, the GP-30 is a muzzle-loaded, single-shot grenade launcher that can be mounted underneath any AK-series assault rifle. The GP-30 fires 40mm grenades, similar to the U.S. Army M203.

As a grenadier, pick this up only if you are out of M203 grenades and want to continue bombarding the enemy.

Mosin=Nagant



Weapon Stats

Effective Range	1,000 meters
Fire Mode	Single
Rate of Fire	0.4 rounds/second
Rounds per Magazine	1
Reload Time	10.4 seconds *
Jam Rate	Never
Recoil	High
Sights	4x Scope
Supported	No

* Time for reloading all five rounds into an empty magazine.

The Mosin=Nagant dates back to World War II when it was used effectively by Russian snipers. This bolt action rifle is reliable and comparable to the M24 SWS. It does not have a bipod so it cannot be fired supported, making it less accurate than its U.S. counterpart.

Dragunov SVD



Weapon Stats

Effective Range	1,300 meters
Fire Mode	Single
Rate of Fire	1.8 rounds/second
Rounds per Magazine	1
Reload Time	4.4 seconds
Jam Rate	1/20
Clear Jam Time	4 seconds
Recoil	Very High
Sights	4x Scope
Supported	No

As the primary sniper rifle for the former Warsaw Pact countries, the Dragunov fires 7.62mm rounds in single and semiautomatic modes. It uses a 4x magnification sight, plus iron sights.

While it is the OPFOR counterpart to the M82A1, they are nowhere near comparable. The Dragunov fires a smaller caliber round with a shorter range. It also lacks a bipod for supported fire.

VSS Vintorez



Caliber: 9x39mm subsonic
 Weight: empty 2.6kg
 Length: 894mm
 Magazine: 10-round box
 Rate of fire: semiautomatic
 Muzzle Velocity: 290-300 m/s

VSS stands for Vinovka Sniperskaja Spetsialnaya or Special Sniper Rifle. This weapon is the OPFOR counterpart to the U.S.SPR. It features an integrated suppressor, and subsonic bullets. This allows it to emit a very low sound signature.

Makarov



Caliber: 9x18mm
 Weight: 730g
 Length: 93.5mm
 Magazine: 8 round magazine
 Rate of fire: semiautomatic

This pistol is based on the German Walther PPK. During the early days of the Cold War, this pistol served as the standard sidearm for the Soviet Army.

RPG-7



Caliber: 85mm
 Weight: 10.15kg
 Length: 953mm
 Magazine: Single-round
 Muzzle Velocity: UNK
 Range: maximum effective 500m

The RPG-7 is a Soviet-era rocket-propelled grenade launcher. The weapon uses either an 85mm anti-tank (shaped charge) or 85mm anti-personnel round. This weapon is used throughout the world by former Soviet-sponsored states or various third-world countries. It is an effective weapon against light armored vehicles such as HMMWV's. Unlike the U.S. M136 AT4 which is a single shot, disposable weapon, the RPG-7 can be reloaded. However, the reloading process is quite slow, requiring at least 14 seconds. In its anti-tank role using the RPG-7 grenade, the RPG-7 can penetrate up to 330mm of standard armor.

Note: The area behind the RPG-7 can be deadly, making it important to check behind you before firing. You are responsible for what happens to whoever is behind you. Do not use indoors or with your back to a wall since the black blast will be directed back towards you, ending the mission for you. The RPG rockets will malfunction about 20 percent of the time. The result is that their flight path will alter and fly out of control. Half of these malfunctioning rockets will explode—possibly killing one of your squad or a civilian, so be careful. There is no way of predicting which rounds are the duds.



RDG-5 Fragmentation Grenade

Body: Steel Ovoid Shell
 Filler: 4oz of TNT
 Fuse Length: ~4-5 seconds
 Weight: 11 oz
 Capabilities: Casualty radius (kill or wound) of 15 meters, and a

killing radius of 5 meters. However, fragments may fly as far as 230 meters away.

This is the OPFOR fragmentation grenade and functions like the M67 for game purposes.



RDG-2 Smoke Grenade

Body: Cardboard Cylinder Shell
 Fuse Length: ~4-5 seconds
 Weight: 17.6 oz
 Capabilities: Creates a cloud of smoke for concealment

The RDG-2 has the same capabilities as the US M83 smoke grenade. Its fusing system is quite different, where it uses a string type fuse rather than a percussion type fuse.



Zarya Stun Grenade

Body: Stick-ball configuration
Filler: Potassium Perchlorate and Aluminum powder
Fuse Length: ~1-2 seconds
Weight: 6.25oz
Capabilities: Produces 60,000,000

candle flash and 170dB report Zarya stands for "dawn" or "twilight." It is the OPFOR equivalent to the US M84 stun grenade, and retains all the same characteristics.

U.S. Equipment

U.S. Equipment In addition to all the weapons employed by the U.S. Army, U.S. Soldiers are also equipped with many other types of gear and equipment. Some of these items are standard issue, others are issued on a mission by mission basis. Since the OPFOR will vary from region to region, so will their equipment.

MOLLE System

MOLLE standards for "MODular Lightweight Loadbearing Equipment." It is the current standard issue loadbearing system in use by the regular U.S. Army. It allows a Soldier to customize their loadout according to their needs. The heart of the MOLLE system is the MOLLE vest. It is worn by all members of the squad, but each Soldier class will have a different configuration. Rifleman, for example, only have magazine pouches, while automatic riflemen have large pouches to hold the 200-round ammo boxes for their SAW. Grenadiers have 40mm grenade pouches on their chest, in addition to their magazine pouches for their M16. The MOLLE vest also accommodates the attachment of a backpack, and 2 canteens.

Interceptor Body Armor

The new Interceptor Armor is now the standard issue Kevlar vest worn by all frontline U.S. Army troops. It replaces the older PASGT vest, which did not provide adequate protection from gunfire. The new armor in its stan-

dard configuration is resistant to 9mm rounds. If upgraded with ceramic plates, the vest is resistant to multiple hits from 7.62mm NATO ammunition (same as the rounds from the M24). In *America's Army*, body armor is accounted for.

PASGT-Helmet

The PASGT (Personal Armor System Ground Troop) helmet is the standard issue helmet. It is designed primarily to protect a Soldier's head from injury due to fragments. However, it does provide some protection from gunfire. The PASGT helmet can also mount night vision goggles when equipped with a mounting bracket.

AN/PVS-7D Night Vision Goggles

The AN/PVS-7D night vision goggles (NVG) is a single tube, generation 3+ night vision system with simulated stereoscopic vision. It is mounted on the PASGT helmet via a bracket. It is used during low light conditions, and operates by amplifying existing light (starlight, moonlight) thousands of times.

Binoculars

The binoculars are issued to squad and team leaders. These will be handed down through the chain of command if any of the leaders are eliminated. They provide 7x magnification, and come equipped with laser protection.

T-10C Parachute

The T-10C parachute is the standard parachute used by the U.S. Army today. It is manufactured out of 1.1 oz rip-stop MIL-C-7020 G type I nylon fabric. Additionally a T-10R reserve parachute is used as a backup to the T-10C.

MILES Training System

The Multiple Integrated Laser Engagement System (MILES) provides the U.S. Army with the ability to simulate combat without using lethal bullets. In MILES training, coded laser beams are fired rather than bullets. MILES can be used with infantry, and armor. The coded laser beams assure that an M16 does not kill an M1 tank. The system uses eye-safe lasers to engage targets. When a player is being wounded, he will hear intermittent beeps from his MILES harness. If he is "killed", the MILES system will report by sounding a long beep.

M4A1 SOPMOD Kit

The Special Operations Peculiar MODification (SOPMOD) kit provides U.S. Special Forces with the ability to customize their M4A1. The heart of the system is the Rail Interface System (RIS). The RIS allows aiming devices (lasers, optical sights, and iron sights), M203A1 grenade launcher, flashlights, and foregrips to be attached.

The current SOPMOD Kit in *America's Army* includes:

- Aimpoint M68 Reflex Scope
- Trijicon ACOG Reflex Sight
- Trijicon 4x ACOG Sight
- M203A1
- Suppressor
- Harris Bipod
- M583A1 Parachute Illumination Rounds

Let's take a look at each of these attachments.

Aimpoint M68 Reflex Scope

The M68 Reflex Scope is a larger version of the Trijicon Reflex sight. This sight has reduced peripheral vision, but a larger field of view. It is mounted on the top rail of the M4A1 and replaces the carrying handle. The sight uses red dot configuration. The M68 has only 1X magnification, therefore it is primarily intended for short or medium ranged combat. Long range engagement will require a scope with greater magnification.

Trijicon ACOG Reflex

The Trijicon ACOG Reflex Sight is intended for short range engagements. It is mounted on the top heatshield rail, forward of the carrying handle. The uses a radioactive element known as tritium as an illumination source for the sight. A red triangle or dot is projected onto the advanced true-color lens, allowing for clear and precise shooting at short ranges. Additionally, a fluorescent fiber light gathering system built into the sight automatically adjusts the brightness of the dot depending on ambient light available. Since this is a reflex sight both eyes can be used when aiming, allowing most of one's peripheral vision to be retained.

Trijicon 4X ACOG

The Trijicon 4X Advanced Combat Optical Gunsight (ACOG) provides the M4A1 the ability to accurately

engage targets at long ranges. This sight is essential in large open areas. This scope attaches to the main rail of the M4A1, replacing the carrying handle. The scope uses crosshairs as an aiming device, and also has back-up iron sights built into the top of the gun in case of damage to the optics. These crosshairs are also illuminated by tritium, for low light visibility.

M203A1

The M4A1 is capable of using the M203 series grenade launcher. This modification replaces the bottom heatshield rail forward of the magazine. The M203A1 is a short version of the standard M203 mounted on the M16A2. This addition also adds the M203 leaf sight, which attaches to the upper heatshield located forward of the carrying handle. Therefore it must be noted, that when using an M4A1 with an M203A1, you will not be able to use the Trijicon ACOG Reflex Sight since its attachment point is occupied by the leaf sight. The M203A1 is capable of firing all 40mm rounds used in the M203.

QD Suppressor

The QD Suppressor for the M4A1 allows for quick attach/detachment of a suppressor that does not require any barrel modifications. The suppressor allows room for the exhaust gasses from each round fired to expand slowly, rather than in one burst, thereby minimizing the muzzle flash, and altering the sound of the gun. The bullets are not slowed down by the suppressor, therefore they continue to go at supersonic speeds. The "cracking" noise of bullets remains. In order to eliminate the "cracking" sound, use subsonic bullets.

Harris Bipod

The Harris Bipod provides the M4A1 SOPMOD with additional stability. It is very effective, and is ideal for long range maps. This bipod is also used on the Special Purpose Rifle.

This round is white impact or bar alloy aluminum with black markings. It is used for illumination and signals and is lighter and more accurate than comparable hand-held signal rounds. The parachute attached to the round deploys upon ejection to lower the candle at 7 feet per second. The candle burns for about 40 seconds. This mod is currently only available on the SF Recon map.

The Making of *America's Army*



The Army Game Project

Ranging from the game's genesis to how it's organized, *America's Army* is unlike any other game. Discover the origins of the game, what makes it so great, and what the future may hold for it in the pages that follow.

1997: The Beginning

The project began in 1997 with a report by the National Research Council calling for collaboration between the defense and entertainment for modeling and simulation. The report states that games and interactive entertainment have become the main driving force for networked virtual environments rather than defense research—a joint effort might be desirable.

In the fall of 1999, Colonel Casey Wardynski—the Director of the Office of Economic and Manpower Analysis (OEMA) at West Point—proposed using an



instrumented online game to from which young Americans could explore Soldiering in a virtual and interactive way. Concerned about falling recruitment, the Army was looking at a way to attract computer-literate recruits for today's high-tech Army. The Army's use of the popular entertainment media goes back to the 1930's when they would piggyback advertisements on the newsreels in movie theaters. Now the question was: Could the Army use PC games for the same purpose? The goal was to provide a way to educate people about a career in the Army. However, because it had never been tried, the only way to see if it would work was to build a game.

By the summer of 2000, the Army chose the Research & Development team (the MOVES Institute at the Naval Postgraduate School in Monterey, California) and the game engine (the Epic's next-generation Unreal game engine). For the next two years, the game was built secretly, to be debuted at the Electronic Entertainment Expo in May 2002.



COL Wardynski

Project Originator and Project Director of *America's Army*

Prima Games had the opportunity to interview Colonel Casey Wardynski, the originator of the game concept and the director of the game project. He provided an interesting insight into the birth of the project.

“ The project began in August of 1999 with a concept briefing I presented to the Deputy Chief of Staff of the Army for Personnel (DCSPER). At that time, the Secretary of the Army had established a working group to identify initiatives that could position the Army for success in communicating with and attracting high-potential young Americans to the Army. Based upon my briefing, the DCSPER lent his strong support to the concept.

As my briefing explained, young Americans face an economic problem when it comes to thinking about service in the Army. Specifically, they face considerable information search costs with regard to acquiring information about Army career opportunities and these costs have been growing over time. These costs arise from a number of sources. First, the Army is located on remote installations or overseas and thus is not a feature of most Americans' day-to-day experience. Next, the Army uses terminology that is foreign to most Americans in terms of its operating practices, its rank structure, and its technology. Complicating this situation is the prospect that much of what Americans know about the Army may be defined by movies, television, and other elements of the pop culture.

While kids obviously know the Army exists, they may not know what Army training looks like, what challenges Soldiers confront, what opportunities the Army presents, and how the Army can prepare them for the challenges they will face in life. Moreover, since the end of the draft in the 1970s and the reduction in the size of the Army beginning in 1992, the pool of Americans who have recently served in the Army has decreased dramatically. Therefore, young Americans may not have an uncle, brother, or father from whom they can gain vicarious insights on the Army and Soldiering.

Changes in technology have opened new channels through which young Americans find information and entertainment. For example, young Americans now turn to the Internet as a primary source for information and communications. Additionally, with the growth of electronic games, computers have become an entertainment platform, offering entirely new sources of virtual adventures and experiences. Since many games take form within the context of Army operations, past, present, or future, it was clear that there is considerable interest in the Army.

Therefore, I reasoned that by coupling these two technologies, electronic games and the Internet, the Army could provide young Americans with virtual Army experiences to offset the dwindling availability of vicarious experiences from friends and family members. At the same time, since young Americans turn to the Internet for information, research, and entertainment, the Army could leverage the Internet to move away from advertising, or one-way communications from the Army to the public, to tailored, two-way communications in which a gamer could use the game as a portal through which they could gain insights into those parts of the Army they find interesting. ”



Making the Game

To build the game, the Army Game Project (AGP) began forming the team required to lead the project, build the game, and host it. First, let's begin with a look at the team that manages the Army Game Project: the Office of Economic & Manpower Analysis (OEMA).



The crest of the Army Game Project Management team.

Project Management

Two years ago, no one would have guessed that one of the most popular PC computer games would come from the United States Army, much less from an esteemed institution as the United States Military Academy at West Point. But less than two years after its launch, *America's Army* has taken the gaming world by storm. If there's any question about America's Army being "The Official U.S. Army Game", a visit to the headquarters of AA will remove all doubt. The Army Game isn't led by a battalion of recruiters, but 3 officers from the Army's premier policy analysis group.



One of the many surprises of this game is the project management team. Believe it or not, the intellectual firepower behind the game isn't fueled by a hierarchy of senior level Army executives and their respective staffs. Instead, it's led by three Army officers in the Office of Economic and Manpower Analysis (OEMA). Here are the key players that make this thing tick: Colonel Casey Wardynski is the Project Originator, Director and Director of OEMA. He's also the Army's chief economist. When not directing the Army Game project, Colonel Wardynski can be found preparing policy studies for senior Army leaders. Major (Retired) Chris Chambers, a former infantry officer with combat experience, is the Deputy Director of the Army Game Project. Lastly, Major Bret "Bacchus" Wilson rounds-off the America's Army triumvirate, the OEMA Deputy Director and Operations Officer of the Game Project. This team of three manages the entire breadth of development and operational phases of *America's Army*. This brings new meaning to the famous phrase "The U.S. Army does more before 8 am than most do all day..."

When not working on the hit game, OEMA delivers policy analysis and advice to senior Army leaders including the Assistant Secretary of the Army for Manpower and Reserve Affairs, the Army G1 and G3, and Commanders of Major Subordinate Commands of the Army. By applying economic and statistical analysis to time-sensitive policy problems, the OEMA team provides senior leaders with definitive policy guidance on

issues ranging from Soldier compensation structure to recapitalization of the Army tank fleet.

While the overall vision and direction of America's Army comes from West Point, this vision comes to life in California.



Research & Development:

To research and develop the game, the Army chose the Naval Postgraduate School in Monterey, California.

Research

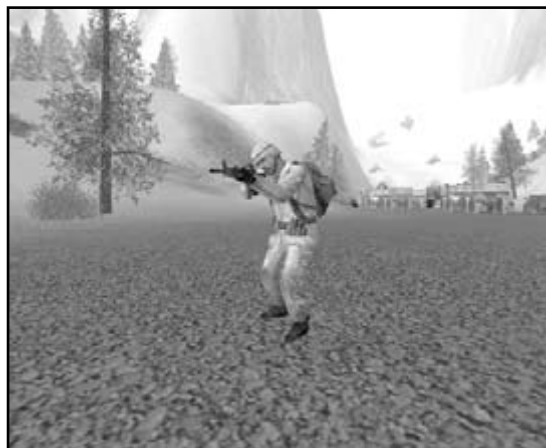
Game researchers and developers visited some 19 Army posts, videotaping, photographing, and recording audio of everything that moved—and didn't. The team digitized video of Soldiers in training, equipment, and weapons, texture details such as chipping paint, and realistic minutiae such as the appearance of sand at Fort Benning, Georgia. The team learned to shoot M-16s and sniper rifles, hurl hand grenades, and fire mortars. They went on night parachute jumps with the troops and fed themselves to the K-9 corps (wearing padded suits). The post visits created an ever-more motivated and informed group of level designers, artists, and game programmers, eager to attain higher levels both literally and figuratively.



The art team works with a Soldier to capture the motion for game's characters.

The Artists

During a visit to the developers studio, Prima Games had the opportunity to talk to Phillip Bossant, the project's art director. His goal was to create high quality symmetry between the characters, weapons, and terrain so that they all blended together well for a realistic look. However, more important than realism was immersion in the game. Phillip stressed that they wanted the player to really feel like he or she was in the game. To help accomplish this, they worked to make the weapons effects look real, such as the muzzle flash of the M16A2, as well as making sure the lighting was just right. To help make the game truly compelling, animation played a key role. Scott Dossett, the game's lead animator, said they started out with the weapons. During a visit to Ft. Lewis in Washington, the team learned about the weapons from the Special Forces. They also took video footage of the soldiers using the weapons—loading, changing fire mode, and clearing a jam. This footage was then key framed and converted to computer animations that each step takes the same amount of time as it would for a professional Soldier to complete. You may notice that the M249 takes a while to reload. That is the way it is in real life. However the really incredible animation is the Soldiers' movement in the game.



For this, the art team traveled to the University of New Orleans to use their motion capture studio. Soldiers from Ft. Polk in Louisiana were brought in as the actors to demonstrate the movements such as walking, crawling, lying prone, the combat roll, and so forth. However the real challenge was the death animations. After trying several different methods, the best way to get the effect was to have another Soldier push or shove the acting Soldier from different directions to create 21 different death animations. The data from the motion capture was then attached to a computer skeleton. A model and texture were added to the skeleton to complete the process.

The Sound

Based on MOVES' research indicating that complex, multilayered sound magnifies the sense of immersion in a simulation, the opulent sound created for *America's Army* by audio designer Russ Shilling pulls one inexorably into the game. In filmmaking, the rule is "see a sound, hear a sound;" this dictum was scrupulously observed in the game. Sound effects, weapons, and ambiances were custom recorded or obtained from professional libraries. Weapons animations, for example, are accompanied by detailed and accurate audio representations that focus the player's attention on the weapons and heighten the emotional impact. For added realism, footsteps, bullet impacts, particle effects, grenades, and shell casings are accorded texture-specific impact noises. A flying shell casing clinks different-

ly on concrete, wood, or metal, for instance, and the distinction is clearly heard in the game. Likewise, footsteps on dirt, mud, wood, concrete, grass, metal are accurately represented.

In a typical *America's Army* firefight, bullets whiz and crack by the player's ear, slam into the wall behind, and tinkle concrete and glass fragments at his feet. The player hears his own shell casings drop to the wooden door-frame behind him and ping the concrete floor. Meanwhile, amid the clatter of a nearby reload, the enemy creaks across a steel catwalk overhead. The player hears a flashbang grenade scud off the floor behind him just before being incapacitated by the roar and ringing in his ears. Acoustical effects are simulated using OpenAL with EAX 3.0 extensions from Creative Labs.

America's Army benefited from the advice of many talented people in the entertainment industry, including Gary Rydstrom at Skywalker Sound, who provided helpful insights into the design of weapons' audio and proper use of ambiances. Game audio also benefited greatly from interactions with Dolby Laboratories and received Dolby Digital 5.1 Surround Certification, one of the first PC-based videogames to be released with this designation.

Lieutenant Commander Shilling, who holds a Ph.D. in Experimental Psychology, stated that one of the biggest challenges was putting emotion into the game. For movies and other games, music is used to create tension and build up excitement. However, music was not appropriate for *America's Army* because it was to realistically depict actual types of missions. Instead, the sound effects had to do the job. For an example of their success, get into a firefight and see if your heart does not beat a bit quicker when you hear the bullets cracking past your head or the tink of a grenade's spoon being dropped nearby.

The Programmers

All of the programming for *America's Army* was done at the Naval Postgraduate School. During interviews with Steve Superville, a gameplay programmer, and Christian Buhl, a programmer who also worked on the net code, I



realized the detail that went into this game. While the look and sound of the game are realistic, the gameplay ties everything together. Superville told me about how the gameplay reflects actual actions taken by a Soldier. For example, when going through airborne school and learning how to make a PLF (parachute landing fall), you must do the same things as a Soldier—look down at the ground, turn 90 degrees from direction of movement, and flare right before hitting the ground. These actual requirements are programmed right into the game. The fire accuracy model is incredible, taking into account breathing, movement, posture, and even health. In fact, during most of the interview, Superville gave tips and tactics necessary to be successful in the game that are included in the previous chapters.

Buhl went over the organization of the game. His briefing on how squads are outfitted at the beginning of a mission, dividing the players into fire teams and such, really illustrated how realistic *America's Army* is compared to other games out there.



Hosting & Support:

Once the game was developed, the next step was to find the right team to host the game servers. The Army chose Super Computer Incorporated, (SCI), based in Atlanta, Georgia.

The online computer gaming industry has experienced such explosive growth that it has been difficult—in some notable cases, impossible—to nurture the very communities that are crucial to continued business success. It is no longer enough to provide a rudimentary infrastructure and hope for the best.

The Army elected to have Super Computer International (SCI) host various components of the backend for the Army game. Among the more visible services, SCI power the U.S. Army Official (Honor) game servers and leased game servers (goamericasarmy.com) using a Super Computer 'grid technology', providing an optimum playing environment by load balancing. The master server recognizes a particular server being filled up with end users and feeds more CPU/RAM resources from another game instance. What this means is that at all times the end user has the best gaming experience without noticing any lag or hesitation.

SCI's Jupiter Clusters™ rank as one of the 50 fastest super computers on earth, delivering a minimum of 1.15 teraflops of computing power and up to 3000 gaming instances simultaneously. Jupiter ONE™, housed in the Equinix mega-hub in Ashburn, VA., is one of the fastest data centers in the world. This is the first of 4 central nodes to be deployed worldwide by SCI. Jupiter Two™ sits at the Equinix mega hub in San Jose, Ca. Peered directly into the SCI Super Computer clusters are the world's top bandwidth providers.

SCI's provides services for publishers such as: Electronic Arts, Atari, Epic, Novalogic, and Ubisoft, among others.



Major Bret "Bacchus" Wilson on What Makes America's Army Different

Prima Games spoke with Major Bret "Bacchus" Wilson, Deputy Director of OEMA and America's Army Operations Officer.

There are a number of things which distinguish America's Army (AA) from similar games.

First, the game mirrors our Army in a number of ways—and it does so in ways which are as much fun as they are informative. For example, just as new Soldiers are required to complete Basic Combat Training (BCT) and Advanced Individual Training (AIT) before joining Army units, *America's Army* players must also complete BCT before joining game servers and participating in multiplayer missions. Similarly, *America's Army* players realize—just as our Soldiers do—the important role that training plays. Whereas other games offer an "optional" training component, often at the very beginning of the game—and usually limited to familiarization with keyboard commands—our game makes training a requirement to progress in the game and have success on the battlefield. For example, *America's Army* players understand that before they can participate in tours which require an airborne insertion, like Radio Tower, they must first be Airborne-qualified. *America's Army* players understand that three stripes on your shoulder means you're a sergeant, and a fire team leader responsible for the welfare of three other players. The methodology that players see in our game is similar to that of our Army: "Train Before you Fight". *America's Army* also mirrors the equipment our Army uses (e.g., MILES or Multiple Integrated Laser Engagement Systems) and the scenarios as well (yes, the 250-foot tower that you see the virtual Airborne School is the very same tower you'll see at Fort Benning, Georgia). We even model the likelihood of your weapon malfunctioning or jamming during a firefight.

The second factor which makes our game different is its unique *rewards or scoring system*. In some games, players sprint around the virtual battlefield in desperate search for the greatest mass-casualty producing weapon. Why? For these types of games, success is measured by the player with the greatest number of "kills". Hence, we find a rewards system that promotes Rambo-esque behavior and encourages firing at almost everything that moves. *America's Army* has created a different standard for measuring success through an innovative scoring system which we call "Honor". Players increase their Honor in a variety of ways: choosing to serve in a leadership position as a squad or team leader, successfully accomplishing your team's objectives, and providing medical support to your teammates, to name but a few. Similar to our real Army, the Army Game establishes Rules of Engagement (ROE). ROE violations, such as the unintentional (or intentional) firing upon fellow Soldiers or non-combatants, will result in a reduction of your Honor. Players who persistently violate these rules are removed from the game and sent to a virtual U.S. Army prison (and yes, it's modeled after our real U.S. Disciplinary Barracks at Fort Leavenworth, Kansas). Thus, our game rewards you for playing as a member of a team, helping to meet your team's objectives, and following the rules. Success, on the actual or virtual battlefield, doesn't occur by accident. It's a direct result of teamwork, training, and the embodiment of Values. Now that's the right message for all of us, not just gamers.

The History of the United States Army

For 226 years, the United States Army has served the American people in peace and in war. Unified by a dedication to individual freedom, citizens from all walks of life formed the Continental Army in 1775. Wanting for every resource of warfare, the Continentals drew strength from strong leadership and selfless patriotism. Battles at Lexington, Concord, and Long Island, and the crucible of Valley Forge molded the heritage of service and sacrifice that won our nation's freedom and sustains the Army's unique relationship with the nation today. Citizen-Soldiers have been the centerpiece to Army formations ever since.

In 1781, with the support of our French allies, the Continental Army defeated the British at Yorktown and secured for the nation the liberties so eloquently stated in the Declaration of Independence:

"We hold these truths to be self-evident, that all men are created equal, that they are endowed by their Creator with certain unalienable Rights, that among these are Life, Liberty and the pursuit of Happiness."

Oct. 14, 1781 Yorktown, Virginia

As the siege lines of the combined French and American forces closed in on the trapped forces of General Charles Cornwallis, General George Washington ordered a night assault to seize two vital British strongholds. While the French attacked Redoubt No. 9, American Light Infantry under Lieutenant Colonel Alexander Hamilton attacked Redoubt No. 10. As covering fire arched overhead, the Americans and French moved forward. The Americans, with unloaded muskets and fixed bayonets, did not wait for sappers to clear away the abatis but climbed over and through the sharp obstructions. Within 10 minutes, the garrison of Redoubt No. 10 was overwhelmed. Combined with the French success, this attack sealed the fate of the British garrison and ultimately led to American independence.





Today, this same Army stands guard over those freedoms, still sustained by the selfless service of patriots. The traditions of commitment, dedication, determination, and character continue in today's all-volunteer force. Americans volunteer to serve their country in the profession of arms. They are neither forced nor compelled to serve except by commitment to their fellow citizens and their nation. With this in mind, perhaps the most meaningful lines of the Declaration of Independence with respect to the Army are not the first lines, but the last:

"And for the support of this Declaration, with a firm Reliance on the Protection of divine Providence, we mutually pledge to each other our Lives, our Fortunes, and our sacred Honor."

This timeless sentence reflects the ideals of civil society and the Army's professional ethos. For more than two and one-quarter centuries, the Army has constantly served the American people with vigilance, dedication, and selflessness. The Army is a learning organization that has evolved together with the nation through societal changes, technological advancements, and ever-changing international relations.

Though constituted largely from militia forces at the beginning of the revolution, the Continental Army that ended the Revolutionary War was a professional force by the standards of its day. Without the citizen-Soldiers of the Continental Army, America would not have gained its independence. Reduced to 80 Soldiers in a single garrison immediately after the Revolutionary War, the Army reconstituted time and again in response to emergencies, usually to protect the frontier. It expanded significantly to fight the British in the War of 1812, a conflict that solidified the need for a standing army in the minds of the American people.

The Army was essential to America's growth. As the nation expanded westward, the Army provided explorers to map new territory and find paths to extend the frontier. Army engineers built roads and canals and improved navigation on waterways. The Army kept watch over the frontier—to protect the settlers. The Army expanded again to fight the Mexican War, its first foreign deployment.

In the 1860s, the Army and the nation experienced their most trying period together, when both were torn apart by the Civil War. The Army grew dramatically—in size, professional ability, and technological sophistication—during four long years of war to preserve our Union. After the Civil War, the Army was the executive agent for reconstructing the South.

Changes in military thought and technology accelerated through the 19th century, even as the Army oversaw the Reconstruction and continued its mission in the West. Drawing on the hard-won lessons of the Civil War, the Army established a school at Fort Leavenworth to integrate those changes. The School of Application for Infantry and Cavalry became the foundation of the Army's professional education system. The Spanish-American War in 1898 exposed organizational, logistic, and training deficiencies in the Army. In the early 20th century, the Army began to reform itself. It struggled to assimilate a host of technological changes, even as it took on new responsibilities as an expeditionary force for a burgeoning world power. The Army was responsible for governing several new possessions and for intermittently protecting the border with Mexico.

July 1, 1898
San Juan Hill, Santiago de Cuba,

The going was tough up the hill, because the Spaniards were well entrenched. Lieutenant John Parker commanded the Gatling Gun Detachment, composed of men from four different infantry regiments. Parker believed that his guns, which normally played only a defensive role in battle, could be decisive in the attack by giving fire superiority to the infantry when most needed. Receiving permission to advance the guns, Parker brought his detachment abreast of, and sometimes in front of, the infantry, and opened fire. This was the United States Army's first use of close support machine guns in the attack and the tactic was decisive in the capture of San Juan Hill. Lieutenant Parker's initiative demonstrated that it takes adaptive leaders to exploit the promise of technology.



Suddenly, the nation and the Army were involved in the first of two world wars, wars that transformed them both. A greatly expanded United States Army provided the land combat power necessary for the Allies to win World War I. The American Expeditionary Force, with

many Leavenworth graduates among its leadership, won an important victory at Cantigny, won again in savage fighting in the Meuse-Argonne, and added the necessary energy to turn the tide on the Western Front.

Sept. 26 to Oct. 1, 1918
Meuse-Argonne

The 369th Infantry fought valiantly in the Meuse-Argonne as part of the French 161st Division. Attacking behind a fiery barrage, the 369th Infantry assaulted successive German trench lines and captured the town of Ripont. On September 29, the regiment stormed powerful enemy positions and took the town of Sechault. Despite heavy casualties, the 369th, called "Hell Fighters" by the French and Germans, relentlessly continued the attack at



dawn. Raked by enemy machine guns, they assaulted into the woods northeast of Sechault, flanking and overwhelming enemy machine gun positions. The "Let's Go!" élan and indomitable fighting spirit of the 369th Infantry was illustrated throughout the battle. Their initiative, leadership, and gallantry won for their entire regiment the French Croix de Guerre.

The advent of World War II likewise challenged the Army. The Army drew down precipitously in the interwar years, starved for money, equipment, and Soldiers. But as war began in Europe, the Army used its professional education system to mobilize, train, and equip a force that expanded to 89 divisions by the end of the war. A

brilliant generation of Army leaders—Marshall, MacArthur, Eisenhower, Bradley, and Patton—deployed those formations to North Africa, Europe, Asia, and the Pacific to defeat the Axis Powers.



General Dwight D. Eisenhower gives the Order of the Day, "Full victory—nothing else!" to 101st Airborne Division paratroopers, just before they board their airplanes to execute the airborne assault of Normandy.

Twice in the span of 30 years the Army provided decisive land power without which the forces of freedom and democracy throughout the world would likely have suffered defeat. The common experiences of millions of American Soldiers of two generations helped establish our nation as a superpower.

By the end of World War II, the United States was a global power and the Army was spread across the globe governing occupied countries, assisting in reconstruction programs, and guarding new borders against new foes. An historic anomaly ensued: 45 years of Cold War against an implacable foe during which the nation and the Army

remained alert for imminent war. The strategic environment was dangerous but stable; a conflict between two roughly equal superpowers would result in mutually assured destruction. As a result, the major wars of this period, in Korea and Vietnam, were limited in terms of American objectives and scope.

The 20th century ended with the dissolution of the Warsaw Pact and the collapse of the Soviet Union. Our nation and the Army began yet another transition—one that is still underway. In the midst of this change, the Army responded to an unexpected crisis in the Persian Gulf, ejecting the Iraqi army from Kuwait in an unprecedented 100-hour ground offensive. The Army remained engaged in critical regions to reassure allies and deter aggression, to shape the international environment, and to prevent disorder from possibly leading to war. All the while, the Army prepared for an uncertain future in a far-less-stable world.



Throughout our history, the Army has demonstrated enduring principles and characteristics in its service to the nation—subordination to civilian authority; ability to rapidly mobilize to support the nation's interests; respect for human rights; integration of technology; and rapidly adapting to and learning to win in changing environments. Through every period, it continued to develop a professional Army made up of citizen-Soldiers.

The Army's Purpose

The Army's nonnegotiable contract with the American people is to fight and win the nation's wars. Its unique contribution to national security is prompt, sustained land dominance across the range of military operations and spectrum of conflict. The Army provides the land force dominance essential to shaping the international security environment.

The Army's strategic responsiveness, overseas stationing, force projection capability, and unique role as America's decisive force are powerful deterrents to would-be challengers. The Army achieves its deterrent effect through the demonstrated capabilities that make it the world's premier land force.

Should deterrence fail, the Army provides the ability to be dominant on land in war and military operations other than war. The Army's goal is sustained land dominance, whether closing with and destroying an enemy or keeping the peace.

Primary Functions

The primary functions of the Army, as outlined in Department of Defense Directive 5100.1, are to organize, equip, and train forces for the conduct of prompt and sustained combat operations on land. Accordingly, the Army must have the ability to defeat enemy land forces and to seize, occupy, and defend land areas.

Additionally, it must be capable of conducting air and missile defense, space and space-control operations, and joint amphibious and airborne operations. These capabilities require the support of special operations forces, the operation of land lines of communication, and civil programs prescribed by law. These primary functions and the diverse, full spectrum set of missions assigned by the National Command Authorities and combatant commanders link the Army's enduring roles with the Army core competencies.

The Army's purpose is to serve the American people, protect enduring national interests, and fulfill national military responsibilities. The Army, with the other services, deters conflict, reassures allies, defeats enemies, and supports civil authorities. Find out more about service in the U.S. Army at www.goarmy.com.

There are More Than 200 Ways to be a Soldier—Military Occupational Specialties

The U.S. Army offers many different and exciting military occupational specialties, each known as an MOS. For example, at the start of *America's Army*, you are trained as an Eleven Bravo, which is an infantryman. Let's take a look at some of the other specialties offered by the U.S. Army. For more in-depth information on each of MOS, visit www.goarmy.com/jobs.

Infantry II

Infantryman (Closed to Women)

MOS-11B (eleven-bravo)

Infantrymen are the heart of the U.S. Army. Whether serving in offensive or defensive combat situations, you can be sure of living one of the most exciting careers in the Army today. Your various duties will include using night vision and mines.

Indirect Fire Infantryman (Closed to Women)

MOS-11C (eleven-charlie)

You and your team will be on the ground, in the battlefield, right in the center of the action, carrying out defensive and offensive operations. Your various duties will include camouflaging a mortar firing position and computing indirect fire.

Heavy Anti-armor Weapons Infantryman (Closed to Women)

MOS-11H (eleven-hotel) This MOS offers all of the offensive/defensive excitement of being an infantryman with the added heft of working on a team to employ heavy anti-armor weapons. It's your team against their tanks.

Mechanized Infantryman (Closed to Women)

MOS-11M (eleven-mike)

You'll be on the battlefield, serving as a key member of a fighting vehicle unit. Whether advancing toward an enemy or holding your ground defensively, your team and your vehicle need you.

Combat Engineer I2

Combat Engineer (Closed to Women)

MOS-12B (twelve-bravo)

If the combat forces need a bridge, you and your team will design and build one. No river is too wide, no mountain too high. You're also in charge of laying and locating mines and booby traps. This is a good MOS if you like to blow stuff up.

Bridge Crewmember

MOS-12C (twelve-charlie)

In this MOS, building a bridge to your future will involve building actual bridges! You'll provide assistance during bridge construction, whether by raft or by truck, and it's your job to make sure your bridges remain in good shape—which means defending them from the enemy.

Field Artillery I3

Cannon Crewmember (Closed to Women)

MOS-13B (thirteen-bravo)

As a member of a cannon crew, you're in the field artillery on the front lines, firing the big guns. You maintain radio and wire communications with your command center, and prepare/load ammunition for firing. This job will put a bang in your life.

Tactical Automated Fire Control Specialist (Closed to Women)

MOS-13C (thirteen-charlie)

Here's where the latest computer technology meets the big guns. You serve as a member of a team operating tactical firing equipment on the battlefield. Maintain your communication lines and your computer center. Artillery is useless if it's not aimed right.



Field Artillery Automated Tactical Data Systems Specialist (Closed to Women)

MOS-13D (thirteen-delta)

Here's another case where the latest computer technology meets the big guns. You serve as a member of a team operating the data systems of a multiple launch rocket system. The rockets are useless if they're aimed wrong.

Cannon Fire Direction Specialist (Closed to Women)

MOS-13E (thirteen-echo)

Yet again the latest computer technology meets the big guns. You'll serve as a member of a team operating tactical firing equipment on the battlefield. The canons are useless if they're being fed incorrect data.

Multiple Launch Rocket System Crewmember (Closed to Women)

MOS-13M (thirteen-mike)

As part of a rocket crew, you'll maintain and load the rocket launcher and take care of the ammunition re-supply vehicle. You'll also be in charge of the system's communication equipment. Rockets away!

Fire Support Specialist (Closed to Women)

MOS-13F (thirteen-foxtrot)

Your job is to be one of the minds behind the firing. You'll send coded messages, work with maps and charts, use laser range finders, and prepare firing plans.

Multiple Launch Rocket System Automated Tactical Data Systems Specialist (Closed to Women)

MOS-13P (thirteen-papa)

It's your job to be one of the minds behind the multiple launch rocket system. You'll collect intelligence data, operate fire direction systems, send coded messages, work with maps and charts, and draft mission reports. Learn more about U.S. Army Special Forces specialties at sf.goarmy.com.

Field Artillery Firefinder Radar Operator (Closed to Women)

MOS-13R (thirteen-romeo)

You're the eyes and ears of your field artillery team. It's up to you to operate radio and wire communications, as well as operate firefinder radars. And if the radio system breaks down, it's your job to fix it.

Field Artillery Surveyor

MOS-82C (eighty-two-charlie)

If you're good at math and enjoy being the first person on the scene to scope the place out, this is the MOS for you. You'll prepare schematic sketches of the area and measure target angles so that artillery operators are completely informed.

Air Defense Artillery 14

PATRIOT Missile System Enhanced Operator/Maintainer (Reserve Component)

MOS-14E (fourteen-echo)

You'll serve in an air defense unit and work on operations or intelligence functions with your team. It's your job to make sure the PATRIOT Missile System is combat-ready, so you'll need to use diagnostic tools as well as your own keen senses to detect any problems.

Early Warning System Operator (Closed to Women)

(Reserve Component)

MOS-14J (fourteen-juliet)

To succeed in this MOS, keep your eyes and ears open. It's your job to detect, track, and identify aircraft fast so that you can broadcast what you see back to the command center.

Bradley Linebacker Crewmember (Closed to Women)

MOS-14R (fourteen-romeo)

As a member of this MOS, you'll be in charge of operating and maintaining the Line of Sight-Forward-Heavy vehicle. You'll need to operate communications equipment and also identify

friendly and enemy aircraft and armored vehicles, as well as operate the turret and weapons systems.

PATRIOT Launching Station Enhanced Operator/Maintainer

MOS-14T (fourteen-tango)

As a member of a PATRIOT Air Defense weapons system, you perform maintenance checks, engage hostile targets, load and reload missiles, and note enemy movement on military maps.

Special Forces 18

Special Operations Weapons Sergeant (Closed to Women)

MOS-18B (eighteen-bravo)

For the daredevils out there, this position requires a variety of skills, including good leadership—you'll employ high-risk conventional and unconventional warfare tactics, using all kinds of weapons. In this job, you've got to know your stuff, and you've got to be able to teach what you know to others.

Special Operations Engineer (Closed to Women)

MOS-18C (eighteen-charlie)

This MOS is for engineers looking for extra excitement. You'll interpret maps and photos, perform sabotage operations, conduct briefings, perform and teach demolition, and run reconnaissance projects. In this job, you've got to know your stuff, and you've got to be able to teach what you know to others.

Special Operations Medical Sergeant (Closed to Women)

MOS-18D (eighteen-delta)

You're responsible for the health of your Special Ops team. Your working conditions won't be ideal—you'll be out in the field and in a rush and still expected to provide emergency medical care.

Special Operations Communications Sergeant (Closed to Women)

MOS-18E (eighteen-echo)

You'll be the eyes and ears of your Special Ops unit, and you need to pass on that knowledge to your subordinates. You'll also supervise operation of radio equipment and wire communications, even when your Soldiers are in scattered locations.

Armor 19

Cavalry Scout (Closed to Women)

MOS-19D (nineteen-delta)

As a member of a scout crew, it's your job to help with reconnaissance, security, and combat operations. Make sure your vehicles are maintained, serve at observation and listening posts, report on terrain features and enemy strength, and all of that is done behind enemy lines—under their noses.

Armor Crewman (Closed to Women)

MOS-19K (nineteen-kilo)

You'll serve as part of an armor unit in combat operations. It's your job to detect and identify targets, operate the turret and gun controls, operate tracked and wheeled vehicles, select tank routes, and refuel/maintain vehicles.

Signal Operations 31

Radio Operator-Maintainer

MOS-31C (thirty-one-charlie)

Keep those radios up and running! You'll maintain and install radios, position locating systems, and classified communication systems.

Network Switching Systems Operator-Maintainer

MOS-31F (thirty-one-foxtrot)

In this MOS, you'll be in charge of installing and maintaining large and small electronic switches, short range radio systems, and communications security devices.



Cable Systems Installer-Maintainer

MOS-31L (thirty-one-lima)

Your job is to install, operate, and maintain cable and wire communications systems and security devices.

Microwave Systems Operator-Maintainer

MOS-31P (thirty-one-papa)

In this MOS, you'll install, operate, and maintain microwave communications systems and security equipment.

Multichannel Transmission Systems Operator-Maintainer

MOS-31R (thirty-one-romeo)

Your job here is to install, operate, and maintain multichannel transmission systems such as scatter communications systems.

Satellite Communication Systems Operator-Maintainer

MOS-31S (thirty-one-sierra)

In this MOS, you'll be important to the Army's global communications network as you install, operate, and maintain satellite communications.

Satellite/Microwave Systems Chief

MOS-31T (thirty-one-tango)

This job comes with a lot of responsibility: you direct the specialists underneath you and advise commanders on the integration of their telecommunications systems and networks.

Signal Support Systems Specialist

MOS-31U (thirty-one-uniform)

Soldiers in the field are counting on you! It's your job to install, operate, and repair battle-field signal support systems. You also need to share your knowledge with other Soldiers.

Electronic Maintenance And Calibration 35

Land Combat Electronic

Missile System Repairer

MOS-27E (twenty-seven-echo)

It's your job to keep the electronic missile systems up and ready for combat. If something breaks, it's your job to fix it—other Soldiers are depending on you.

CHAPARRAL and REDEYE Repairer

MOS-27G (twenty-seven-golf)

It's your job to keep these missile systems up and ready for combat. If something breaks, it's your job to fix it—other Soldiers are depending on you.

Multiple Launch Rocket System Repairer

MOS-27M (twenty-seven-mike)

It's your job to keep these missile systems up and ready for combat. If something breaks, it's your job to fix it—other Soldiers are depending on you. Rockets away!

PATRIOT System Repairer

MOS-27X (twenty-seven-x-ray)

It's your job to keep the PATRIOT missile system up and ready for combat. These "smart bombs" don't just repair themselves. If something breaks, it's your job to fix it—other Soldiers are depending on you.

Land Combat Support System Test Specialist

MOS-35B (thirty-five-bravo)

It's your job to keep the Land Combat Support System up and ready for combat. If something breaks, it's your job to fix it—other Soldiers are depending on you.

Traffic Control Equipment Repairer

MOS-35D (thirty-five-delta)

In this MOS you'll repair the Air Traffic Control systems. This is an important job—the lives of hundreds of Army pilots are in your hands.

Radio/Communications Security Repairer

MOS-35E (thirty-five-echo)

It's your job to make sure communications lines are clear. If troops lose radio contact with commanders, missions can be jeopardized and lives lost, so don't let them down!

Special Electronic Devices Repairer

MOS-35F (thirty-five-foxtrot)

You'll be repairing special devices such as night vision equipment and mine detectors.

Test, Measurement, and Diagnostic Equipment Support Specialist

MOS-35H (thirty-five-hotel)

It's your job to make sure diagnostic equipment is in working order. Army mechanics and repair specialists will rely on you to make sure their tools are accurate.

Telecommunications

Terminal Device Repairer

MOS-35J (thirty-five-juliet)

In this MOS you'll repair the telecommunications equipment used everywhere from Army offices to the battlefield.

Avionic Communications

Equipment Repairer

MOS-35L (thirty-five-lima)

Pilots are counting on you to maintain their communications equipment. Don't leave those helicopter pilots stranded with no way to call for help.

Radar Repairer

MOS-35M (thirty-five-mike)

You'll become a radar expert. It's your job to maintain and repair land-based radar systems.

Wire Systems Equipment Repairer

MOS-35N (thirty-five-november)

It's your job to repair and maintain Army telephones, switchboards, and other wire equipment.

Avionic Radar Repairer

MOS-35R (thirty-five-romeo)

In this MOS, you'll be in charge of maintaining and repairing avionic radar systems—in helicopters, for example.

Integrated Family of Test Equipment

Operator/Maintainer

MOS-35Y (thirty-five-yankee)

You'll work at the Base Shop Test Facility, performing electronic maintenance, tests, and repairs.

Automatic Test Equipment Operator/Maintainer

MOS-39B (thirty-nine-bravo)

You'll work at the Electronic Equipment Test Facility, maintaining and repairing Apache attack helicopters.

General Engineering 51

Diver

MOS-00B (zero-zero-bravo)

This is one of the coolest jobs in the Army, but you've got to be tough. You'll perform underwater reconnaissance, demolition, and salvage operations.

Carpentry and Masonry Specialist

MOS-51B (fifty-one-bravo)

In this MOS, you're a highly trained construction worker, outfitted with the latest equipment to build everything from small sheds to multistory buildings.

Plumber

MOS-51K (fifty-one-kilo)

As a plumber in the U.S. Army, it's up to you to keep pipes clear and faucets flowing.

Firefighter

MOS-51M (fifty-one-mike)

All the glory of civilian firefighting, with the added excitement of a military career. Perform firefighting rescue, and salvage operations.

Interior Electrician

MOS-51R (fifty-one-romeo)

As an electrician in the U.S. Army, it's your job to install and maintain electrical systems and equipment in Army buildings.



Technical Engineering Specialist

MOS-51T (fifty-one-tango)

A cool sounding name for an even cooler job—you'll help out on construction sites with surveying, planning, drafting, and inspections.

Utilities Equipment Repairer

MOS-52C (fifty-two-charlie)

As a member of this support team, you'll be repairing utilities equipment.

Power Generation Equipment Repairer

MOS-52D (fifty-two-delta)

When the power goes out, it's up to you get things up and running again.

Prime Power Production Specialist

MOS-52E (fifty-two-echo)

If the lights go out, it's your job to get the electricity up and running again.

Turbine Engine Drive/Generator Repairer

MOS-52F (fifty-two-foxtrot)

In this MOS you'll learn a lot about turbine engines.

Special Purpose Equipment Repairer

MOS-52X (fifty-two-x-ray)

As a special purpose equipment repairer, you'll be a maintenance person of many hats, supervising equipment repair of many kinds.

Construction Equipment Repairer

MOS-62B (sixty-two-bravo)

Rock crushing and asphalt—in this MOS you'll repair all kinds of big construction equipment including tractors, rock crushers, and power bridging.

Heavy Construction Equipment Operator

MOS-62E (sixty-two-echo)

You'll be in charge of operating the really heavy construction equipment, including big tractors, bulldozers, and crawlers.

Crane Operator

MOS-62F (sixty-two-foxtrot)

In this MOS, you'll get to drive cranes and control crawlers and cranes on trucks.

Specialist

MOS-62G (sixty-two-golf)

If rocks are your things, be a quarrying specialist. You'll supervise all the drilling, crushing, cleaning and explosions (blow up mountains).

Concrete and Asphalt Equipment Operator

MOS-62H (sixty-two-hotel)

In this MOS, you'll supervise and set concrete and asphalt paving.

General Construction Equipment Operator

MOS-62J (sixty-two-juliet)

In this MOS, you'll operate all kinds of construction equipment.

Chemical 54

Chemical Operations Specialist

MOS-54B (fifty-four-bravo)

In this MOS, you'll supervise the use of nuclear, biological, and chemical (NBC) decontamination equipment and train other Soldiers to use NBC defense measures.

Ordnance 55

Small Arms/Artillery Repairer

MOS-45B (forty-five-bravo)

Keep the guns in working order. In this MOS, you'll repair small arms and other infantry weapons.

Self-propelled Field Artillery Turret Mechanic (Closed to Women)

MOS-45D (forty-five-delta)

Soldiers in the field depend on you to keep their equipment up and running. Troubleshoot and maintain self-propelled field artillery weapon systems.

Fire Control System Repairer

MOS-45G (forty-five-golf)

The infantry is depending on you! Repair combat vehicles and infantry and artillery fire control systems.

Armament Repairer

MOS-45K (forty-five-kilo)

Without you, the guys in the tanks won't get very far. Repair tank turrets, other fighting vehicles, and even small arms and other infantry weapons.

Ammunition Specialist

MOS-55B (fifty-five-bravo)

As an ammunition specialist, you'll receive, store, repair, and issue conventional ammunition, missiles, and rockets.

Explosive Ordnance Disposal (EOD) Specialist

MOS-55D (fifty-five-delta)

You get to blow stuff up—hopefully not yourself, though. This is a dangerous job—one where you locate and dispose of foreign and domestic conventional, chemical, and nuclear explosive devices.

Mechanical Maintenance 63

M1 ABRAMS Systems Maintainer

(Closed to Women)

MOS-63A (sixty-three-alpha)

As a mechanic in this MOS, you'll perform major assembly replacements on M1 tanks, including the turret and fire control.

Light-Wheel Vehicle Mechanic

MOS-63B (sixty-three-bravo)

Keep the Army's wheels rolling. You'll perform maintenance on Army trucks and jeeps, gaining good work experience for civilian mechanic jobs after the service.

Self-propelled Field Artillery Repairer

(Closed to Women)

MOS-63D (sixty-three-delta)

In this MOS, you'll repair and recover self-propelled field artillery canons.

Fuel and Electrical Systems Repairer

MOS-63G (sixty-three-golf)

You'll maintain fuel, electrical, and brake systems of the Army's wheel and track vehicles.

Track Vehicle Repairer

MOS-63H (sixty-three-hotel)

Don't let the tanks get stuck in the mud! In this MOS, it's your job to repair track vehicles such as tanks, as well as some wheeled vehicles.

Quartermaster and Chemical Equipment Repairer

MOS-63J (sixty-three-juliet)

It's your job to repair heater systems, water purification systems, and fuel systems.

M2/3 Bradley Fighting Vehicle System Maintainer (Closed to Women)

MOS-63M (sixty-three-mike)

Help keep the Bradley team in good shape! In this MOS, you'll repair Bradley fighting vehicles.

Heavy-Wheel Vehicle Mechanic

MOS-63S (sixty-three-sierra)

If you like big trucks, this is the MOS for you. You'll be repairing all systems in the Army's heavy-wheel vehicles.

Wheel Vehicle Repairer

MOS-63W (sixty-three-whisky)

In this MOS, you're in charge of repairing wheel vehicles. This is a great MOS if you have experience as a mechanic or if you're looking to gain skills for civilian employment after the Army.

Track Vehicle Mechanic

MOS-63Y (sixty-three-yankee)

It's your job to repair the Army's track vehicles.

Administration 71

Legal Specialist

MOS-71D (seventy-one-delta)

Watching all of those JAG episodes will finally pay off! In this MOS, you assist judge advocates/attorneys in providing legal services of all kinds. You'll also process courts-martial and other military justice matters.



Administrative Specialist

MOS-71L (seventy-one–lima)

If you have an eye for detail and a knack for the written word, this may be the MOS for you. Lots of typing and filing, but someone's got to do it.

Chaplain Assistant

MOS-71M (seventy-one–mike)

You'll provide religious support during combat operations and training. Put your own feelings and fears aside to help the Soldiers depending on you. You'll also be in charge of arranging memorial ceremonies.

Finance Specialist

MOS-73C (seventy-three–charlie)

You're in the money ... except it's not yours. It's the Army's money, but it's your job to disburse funds for travel, military pay, and civilian pay operations.

Accounting Specialist

MOS-73D (seventy-three–delta)

You'll be involved with accounting, disbursing, and budget management. In an organization this big, you'll have a lot to manage.

Personnel Administration Specialist

MOS-75B (seventy-five–bravo)

As a member of this MOS, you'll process the recommendations for awards and decorations and arrange the awards ceremonies. You'll also handle Soldier promotions and leave requests. General administrative skills, such as record-keeping and typing, will be important.

Personnel Information System Management Specialist

MOS-75F (seventy-five–foxtrot)

You'll be in charge of maintaining personnel files in the personnel computersystem, and you'll need to be able to pass along your organizational skills to your subordinates.

Personnel Services Specialist

MOS-75H (seventy-five–hotel)

Your job is to keep track of all the jobs. In this MOS, you'll report on strength levels and status of personnel. Which MOSs are short on members? It's your job to find out.

Petroleum and Water 77

Petroleum Supply Specialist

MOS-77F (seventy-seven–foxtrot)

In this MOS, you'll receive, store, and dispense petroleum.

Petroleum Laboratory Specialist

MOS-77L (seventy-seven–lima)

It's your job to make sure the Army's petroleum supply is cared for properly and uncontaminated.

Water Treatment Specialist

MOS-77W (seventy-seven–whisky)

Thirsty Soldiers need clean water to drink! As a water treatment specialist, you'll be responsible for making sure there's enough clean water to go around.

Medical 91

Medical Equipment Repairer

MOS-91A (ninety-one–alpha)

Scalpel! In this MOS, you'll make sure all the medical equipment that doctors need is in supply and in good condition.

Medical Specialist

MOS-91B (ninety-one–bravo)

As an Army emergency medical technician (or EMT), you'll provide emergency and routine medical care for Soldiers, including treatment of battle casualties.

Practical Nurse

MOS-91C (ninety-one–charlie)

As an Army licensed practical nurse, you'll be working with Army doctors to perform emergency and routine medical care for Soldiers.

Operating Room Specialist

MOS-91D (ninety-one-delta)

In this MOS, you'll be working in the operating room alongside Army doctors and nurses during surgery procedures.

Dental Specialist

MOS-91E (ninety-one-echo)

As an Army dental assistant, it's your job to keep those Soldiers' smiles bright!

Patient Administration Specialist

MOS-91G (ninety-one-golf)

In this MOS, you'll train to perform administrative duties related to hospital or medical activity.

Optical Laboratory Specialist

MOS-91H (ninety-one-hotel)

Optician for the Army! You'll assemble spectacles and make sure Soldiers' glasses are clean, clear, and keeping everything in focus.

Medical Supply Specialist

MOS-91J (ninety-one-juliet)

In this MOS, you'll keep track of medical supplies, noting storage, issue, inspection, etc.

Medical Laboratory Specialist

MOS-91K (ninety-one-kilo)

If you faint at the sight of blood, this is not the MOS for you! As a medical lab specialist, you'll be handling blood specimens for diagnosis as you help treat Soldiers.

Hospital Food Service Specialist

MOS-91M (ninety-one-mike)

Is hospital food all that bad? Hopefully not, under you. You'll plan, prepare, and cook food in field and fixed hospitals and make sure that patients are getting the proper nutritional balance.

Radiology Specialist

MOS-91P (ninety-one-papa)

If you don't mind seeing legs and arms bent in strange ways, then this is for you. You'll also need to stand for long periods of time as you operate x-ray machines.

Pharmacy Specialist

MOS-91Q (ninety-one-quebec)

As a pharmacy specialist, you'll need finger dexterity in both hands as you prepare and issue pharmaceutical products.

Veterinary Food Inspection Specialist

MOS-91R (ninety-one-romeo)

Yes, you'll be in charge of dog food, cat food, and horse food, but someone's got to do it. Not only that, but you make sure that Soldiers are not getting poisoned field rations. Make sure the animals aren't getting tainted food.

Preventive Medicine Specialist

MOS-91S (ninety-one-sierra)

You'll conduct preventive medicine inspections and laboratory procedures. Preventive medicine is often the best medicine...

Animal Care Specialist

MOS-91T (ninety-one-tango)

If you like animals, this is the job for you. You'll care for Army animals, making sure they receive attentive treatment and sanitary living conditions.

Respiratory Specialist

MOS-91V (ninety-one-victor)

You'll work under a physician or nurse, assisting with respiratory therapy.

Health Care Specialist

MOS-91W (ninety-one-whisky)

The health care specialist has many different duties: everything from providing emergency care to helping with evacuations from field hospitals.

Mental Health Specialist

MOS-91X (ninety-one-x-ray)

In this MOS, you'll assist with the treatment of patients with mental health problems.



Supply and Services

Automated Logistical Specialist

MOS-92A (ninety-two-alpha)

It's your job to manage the receipt, storage, inspection, and distribution of equipment and parts. You'll also need to maintain detailed records of this management.

Food Service Operations

MOS-92G (ninety-two-golf)

A starving Army won't get very far! It's up to you to keep your team fed. Plus, you'll learn the Army's own secret recipes ...

Mortuary Affairs Specialist

MOS-92M (ninety-two-mike)

A solemn and serious job, but a very honorable one as well. You'll locate, recover, identify, and evacuate deceased personnel, and also make arrangements for military funeral honors.

Parachute Rigger

MOS-92R (ninety-two-romeo)

No room for mistakes here—dozens of lives are in your hands. This is a high-pressure job that requires nothing less than perfection. And remember, you'll periodically be required to jump with a chute you packed yourself ...

Unit Supply Specialist

MOS-92Y (ninety-two-yankee)

If they need it, it's your job to get it. In this MOS, you'll deal with the request, storage, issue, and preservation of all kinds of supplies and equipment, including small arms. You'll also need to maintain detailed records of who has how much of what.

Military Police 95

Military Police

MOS-95B (ninety-five-bravo)

You'll be involved with prisoner of war operations and law and order operations on the bat-

tlefield. Plus, you'll secure critical Army resources and prevent crime on Army bases. (And you get to work with Army dogs.)

Corrections Specialist

MOS-95C (ninety-five-charlie)

In this MOS, you'll be working in Army prisons counseling military prisoners and managing confinement operations.

Criminal Investigations Special Agent

MOS-95D (ninety-five-delta)

If you grew up reading detective stories, this is the MOS for you. You'll be an Army Special Agent investigating incidents and offenses involving Army or Department of Defense personnel or property.

Military Intelligence 96

Intelligence Analyst

MOS-96B (ninety-six-bravo)

Do you have the intelligence to be an Intelligence Analyst? If you do, you'll support combat commanders by establishing and maintaining intelligence files. You'll have to decide how reliable and important incoming data is.

Imagery Analyst

MOS-96D (ninety-six-delta)

You'll be looking at aerial and ground photos of targets, and you'll use that information as you make recommendations for surveillance missions.

Common Ground Station (CGS)

Operator (CGS Operator)

MOS-96H (ninety-six-hotel)

You'll be receiving data from various sources, and then you have to make recommendations for battle management, targeting information, and imagery intelligence to the commander.

Ground Surveillance Systems Operator (Closed to Women)

MOS-96R (ninety-six-romeo)

You'll operate ground surveillance systems and collect the intelligence data that commanders base battle decisions on.

Tactical Unmanned Aerial Vehicle (TUAV) Operator

MOS-96U (ninety-six-uniform)

You'll plan missions and operate an unmanned, remote-controlled aerial vehicle to gather intelligence information.

Counterintelligence Agent (CI Agent)

MOS-97B (ninety-seven-bravo)

Here's where the excitement is. As a CI Agent, you'll investigate individuals and organizations as you work to detect and neutralize national security threats. If promoted from entry level, you'll conduct sabotage and espionage missions.

Human Intelligence Collector (HUMINT Collector)

MOS-97E (ninety-seven-echo)

In this MOS, you'll conduct interrogations, debriefings, and other counterintelligence activities. Foreign language skills will help you here, as you'll also translate and exploit captured enemy documents.

Translator/Interpreter (Tltr/Intpr) (Reserve Components)

MOS-97L (ninety-seven-lima)

Foreign language skills are key here, as you'll be translating and interpreting documents and conversations.

Signals Intelligence Analyst (SIGINT Analyst)

MOS-98C (ninety-eight-charlie)

You'll analyze intercepted foreign communications and, from that information, produce combat, strategic, and intelligence reports.

Cryptologic Linguist (Crypto-Ling)

MOS-98G (ninety-eight-golf)

A cool name for a cool job. In this MOS, you'll detect, identify, and exploit foreign communications. Foreign language skills are essential here, as you'll be doing lots of translating. It's your job to recognize changes in enemy transmissions and report those to intercept stations.

Communications Locator/Interceptor (Comms Lctr/Intcp)

MOS-98H (ninety-eight-hotel)

In this MOS, you'll detect, identify, and exploit foreign communications using Morse code and other electronic warfare equipment. This MOS also involves the operation, camouflage, and maintenance of ground surveillance systems.

Electronic Intelligence Interceptor/Analyst (ELINT Intcpr/Analyst)

MOS-98J (ninety-eight-juliet)

In this MOS, you'll detect, identify, and exploit foreign electronic intelligence. This job involves operating communications equipment and maintaining technical databases.

Signals Collection/Identification Analyst (Signal Coll/ID Analyst)

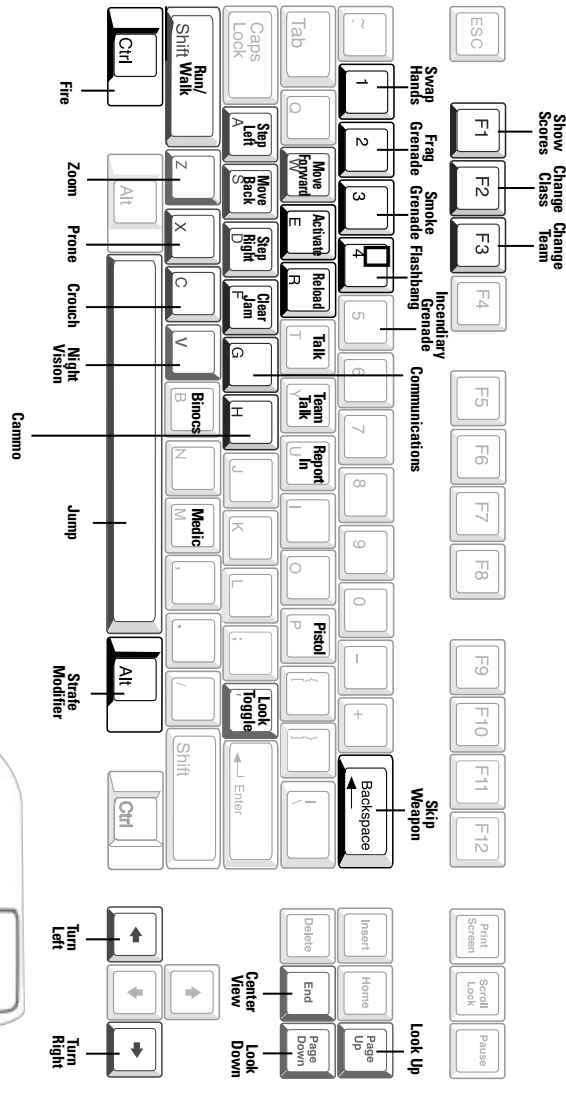
MOS-98K (ninety-eight-kilo) You'll collect, identify, and exploit foreign radio, facsimile, and data communications.

Military Intelligence Systems Maintainer/Integrator

MOS-33W (thirty-three-whisky)

It's your job to repair and maintain the intelligence and electronic warfare systems. You'll be repairing all kinds of stuff, but especially computers. And when you leave the Army, your training in this MOS will prepare you for jobs in the computer industry. For more information on all Army enlisted Military Occupational Specialties go to www.goarmy.com/jobs.

Basic Keyboard Controls



Appendix A — Commands

Useful Console Commands

agphud 0/1: Hides/shows HUD

exit: Exit to desktop

quit: Exit to desktop

flush: Clears out graphics memory

dumpcache: Clears out the cache(not sure which one)

getres: Tells screen resolution and color depth

memstat: Memory statistics

netspeed xxxx: Sets netspeed to different setting

lanspeed xxxx: Sets lanspeed to different setting (default is 20000, you shouldn't change this)

open xx.xx.xx.xx: Join a server directly through IP

open xx.xx.xx.xx?password=xxxxx: Join a sever directly through IP where the xxxxx is the password
playerlist: Useful to start a votekick on someone with weird characters in their name, you would then votekick ## #" (## = the number beside the playername)(third # = reason for vote kick) to initiate a votekick

open xx.xx.xx.xx?password=xxxxx: Join a server as an admin if you put in the admin password instead of the server password if any

reasonlist: Gives the 4 reasons for votekicking

reconnect: Rejoin the server

disconnect: Leave the server

togglefullscreen: Toggle windowed/full-screen mode

preferences: allows you to see various settings. It should let you use them but it doesn't work for some reason.

stat fps: Provides frames per second

stat net: Provides connection info

stat game: Provides performance timings in milliseconds

stat render: Provides rendering information

stat hardware: Provides in-depth modeling info

stat all: Provides large (HUGE) amounts of game info

stat none: Shuts stat info off

Other Useful Single Player Console Commands

behindview 1/0: For 3rd person on/off

freecamera 1/0: For 3rd person, independently rotating view on/off

fly: To fly

ghost: To fly through objects

fov X (FOV 90 is default): To change field of view

playersonly: Toggles freezing effects(ex: muzzle flash)

slomo X = (SLOMO 1 is default): To change timerate

setspeed X = (1 is default): To change player speed

setjumpz X = (325 is default): To change player jump



suicide: To kill yourself

walk: puts you back on the ground, counters fly/ghost

deathstalker: Toggle unlimited ammo on/off

entropy: Toggle invincibility on/off

wpnrecoil: Toggle recoil on/off

changewpnfov X (FOV 90 is default): To change field of view

judas: Toggle perfect accuracy

wpnaccuracy: Toggle perfect accuracy

rend perbone: Adds wireframe to the characters body kinda, not sure exactly, see it with behind-view or freecamera

teleport: Teleports your player to the place on the map you are looking. Doesn't go through the fog and don't look up high unless you have god on(or want to die).

("show x" to turn any on again where x is the second part of the command used)

show fog: To turn off fog

show coronas: To turn off lights

show particles: To turn off particles (i.e. smoke)

show projectors: To turn off damage skins, shadows, etc.

show radii: To show hit radii for grenades?

show sky: To turn off sky

show staticmeshes: To turn off objects

show terrain: To turn off terrain.

Appendix B — *America's Army* Server Setup

A server is a computer that allows other computers to connect to it for the purpose of sharing files or games. If you're on the Internet, you use servers every day. When you receive e-mail, open a website, or play a game online, you are connecting to a server.

The purpose of this section is to show you how to set up *America's Army* on your computer, whether it be on a Windows or a Linux computer, for the purpose of hosting the game over a local-area network (LAN) or over the Internet. Hosting your own game is easy. This section is divided into two parts. The first covers setting up a server on a Windows computer, while the second shows you how to do the same on a Linux computer.

Setting Up an *America's Army* Windows Server

If you are one of the many people running Windows, follow the directions here for installing the game, setting up the *server.ini* file, making a Punk Buster file, starting the server, and, registering your server with *America's Army*.

To start off, you will need to obtain a copy of the game by downloading the file from one of the many sources listed at <http://www.americasarmy.com/downloads>.

Installation of *America's Army* is simple. Double-click the installation file you downloaded. This starts the installation process. The first box you come to will be the self-extractor. This unzips the file and starts the Install Wizard. After the files are unzipped, you will come to an *America's Army* box. Click the button on the bottom of the box that says "Next." The following box is the license agreement. After reading the

license agreement, you must choose "I Accept" on this page, and click "Next." The next box you come to will be the Punk Buster license agreement. Choose "I Accept" after reading the license agreement, then click the "Next" button. A customer information box appears. Fill in the fields on this box and click the "Next" button on the bottom of the box. Decide if you want to do a complete installation or a custom installation. For this guide, we will choose the "Complete" circle and then click "Next." Now, you should be at a box that tells you it's ready to install. Click the "Install" button on the bottom of the box and *America's Army* will begin installing on your computer. Near the end of the installation, you will be prompted to install Game Spy and Direct X. You should install both of these files to your computer. When the installation is complete, a box will appear that states that the Install Wizard is complete. Make sure there is not a check in the "Launch *America's Army*" checkbox, and click on the "Finish" button. You have now successfully installed the game on your computer.

To get your server up and running, create a *server.ini* file. By default, the game installs to *c:\program files\America's Army*. Navigate to this directory and you will see a folder called "System." Open this folder and locate the file *Default.ini*. Click on the file and it will open up in a text editor. Changing some of the settings in this file can adversely affect the operation of your server. Therefore, let's take a look at some of the settings you can safely change.

ServerName: How your server will show up in GameSpy or Andromeda.

ShortName: A short name for your system.

AdminName: Your in-game username.

AdminEmail: Your e-mail address.

AdminPassword: Gives you control of your server through the game. You will need this password if you log into your server as an administrator while in the game. Logging in as an administrator gives you the power to change maps, kick out players who are not playing by your rules (after all, it is your server), and spectate any player in the server, in addition to other advantages. Set this up before you start hosting any games.

GamePassword: Lets you lock your server so only you and people you give your password to are allowed to play there.

The next section of the *Default.ini* file we are going to look at is well documented. Each line has an explanation as to what that line does. Set up each line how you see fit. Remember, this is your server. The section starts with *[AGP_Gameplay.AGP_GameTeamObjective]*.

Next, if you want your server to be recognized over the Internet, you need to change the settings in *[IpDrv.GameSpyQR]* and *[IpDrv.SCIQR]*. Remember to remove the comment mark or semicolon from the line you are inserting your IP address into. If you don't know your IP address, you may need to contact your Internet Service Provider (ISP) to get the information you need for these lines.

This will be all the information you need to change in the *Default.ini* file. Click on "File" and then "Save As." Make sure you are saving the file in *c:\program files\America's Army\System* in the "Save In" box. Then change the filename to *server.ini*, change the type to "All Files," and click "Save."

Let's now set up Punk Buster, which is quite easy. Open up your Punk Buster folder located in *c:\program files\America's Army\System\pb*. Now, open up your text editor. Type in this line: *sv_punkbuster 1*. Click on "File" and then "Save As." Make sure you are saving the file in *c:\program files\America's Army\System\pb* in

the "Save In" box. Then change the filename to *pbsvgame.cfg*, change the type to "All Files," and click "Save." Your server will now start Punk Buster when it begins running. If you want to turn Punk Buster off, change the 1 to a 0.

The *RunServer.bat* gives you most of the information you need to start your server. At the bottom of the file, you will see a line that starts off with *server.exe LAN*. For example, let's use the Special Forces Sandstorm map. To open your server to anyone on the Internet, replace the line at the bottom with this command: *server.exe global SFsandstorm.aa log=server.log ini=server.ini*.

The line, when broken apart, is easy to understand. "Server.exe" tells the computer to start the server. "LAN" or "global" is used to set up either a local game or an Internet game. LAN stands for local-area network, a network between two or more computers in your house or office. The game will not be available outside of that LAN. "Global" is exactly how it sounds: This setting makes your server available to people around the world. "SFsandstorm.aa" is the map you choose to have your server run. Make sure it is typed with the exact spelling and capitalization used in the Maps folder *c:\program files\America's Army\maps*. "Log" is the location where your log files will be kept. You can open this file and go back through your logs to look up problems or player information. "Ini" is the *server.ini* file that uses the setting we changed earlier. Basically, it controls the number of players, passwords, and automatic map switching, among other things. After you are done editing the *RunServer.bat* file, make sure you save it by clicking "File" and then "Save."

To register your server, you must go to <http://login.americasarmy.com> and log in to your account. After logging in, go to Register Server. Enter the name, the IP address, and the connection speed of your server. Click "OK" on the bottom of the page. Your server is now registered. If you are running a LAN game, you do not need to do this step.

There are two ways to start your server. First, from the System folder, double-click on *RunServer.bat* to bring up the Command Prompt window showing your server starting up. Second, if you're not in the System folder, click "Start," then click "Run" and type in *C:\Program Files\America's Army\System\RunServer.bat*, then click "OK." Again, this will bring up a Command Prompt window showing your server starting up. Now you are ready to play.

Setting Up an America's Army Linux Server

Many people are using Linux as their operating system of choice, and a Linux version of *America's Army* is now available. Like the Windows version, it can be set up as a server. Let's take a look at how to do this for Linux.

There are many different text editors for Linux. Use any text editor with which you are comfortable. If you are an experienced Linux user, feel free to substitute any commands you are more comfortable with for the command in the following instructions.

You should already have the *America's Army* installation file on your system. Begin by installing the game on your system. The first part of any installation is deciding where to put it. To make this easy, choose your home directory. If you are more comfortable installing it somewhere else, substitute this directory with the one you have chosen. Let's use an example directory of */home/joey*.

To start the installation, enter the */home/joey* directory through a terminal window. Type *sh ./armyops200a-lnx.bin* and press "Enter." This command begins the installation process. You should see the file being uncompressed. After the file finishes uncompressing, you should come to a screen that tells you which version of Linux you are running. Click the "OK" button or press "Enter" to get to the next page. The next page is a PunkBuster license agreement. After reading the agreement, press "Enter" or click "Exit."

You should be presented with a box that asks if you agree with the license. Choose "Yes" and continue to the next step. The next screen will ask if you would like to read the "read me" file. Choose either, and continue to the next step. This screen is going to ask you for the installation path. For our example, change the installation path to */home/joey/armyops*, and either click "OK" or press "Enter." Now you should see a box asking about symbolic links. Click "Yes" and press "Enter." Change the symlink path box to */home/joey* and click "OK" or press "Enter." You should then be presented with a box that asks you what type of install you want to do. "Base install" should already be chosen. Click "OK" or press "Enter." This will be followed by a box that asks if you want to install Startup Menu entries. If you plan to use this installation as a client game as well as a server, choose "Yes." If this installation is going onto a dedicated server and you will not be using it to play the game, choose "No." The next screen shows the game installing on your system. When it finishes, you should see a box that tells you the installation is complete, and it will ask you if you would like to start now. Choose "No": It will tell you that it's completed the process, and you should be back at your command line. You have just installed your *America's Army* game onto your server.

The next step in setting up our server is to create the *server.ini* file. To do this, you need to change directories to */home/joey/armyops/System*. Modifying some lines in here can cause severe problems. For this reason, only modify some of the settings that are needed for your server to function. In */home/joey/armyops/System*, you will see a file called *Default.ini*. Use your favorite editor to open this file, and begin modifying it to suit your needs. Locate the line titled *ServerName=* and change it. You can name your server almost anything. The next line to modify is *ShortName=*. This is just a short description for your server. *AdminEmail=* is the next line to modify. This is your e-mail address.

Next, change *AdminPassword=*. This is important: The password allows you to log in to your server through the console commands in the game. If you do not enter a password here, you will not be able to log in to your server as an administrator. Logging in as an administrator gives you the power to change the map that's being played, spectate any player in your server, and kick people out that are not playing by your rules. The next line you can edit is *GamePassword=*. This line will secure your server so that only people you have given the password to can join in on your game. If you would rather keep your game open to anyone that would like to join, you can leave it blank. Next, find the line *MaxPlayers=* and edit it to reflect how many people are allowed in your server at one time. The last items to edit in this file are *IpDrv.GameSpyQR* and *IpDrv.SCIQR*. These two lines should contain the external IP of your system so that it can be found by other computers around the world. Edit both lines starting with "IP=" removing the semicolon at the beginning and adding your external IP address so it looks something like this: *111.222.333.444*. Now save this file as *server.ini*. This is important for two reasons. One, you want to leave your *Default.ini* file intact, just in case you need to start from scratch, and two, you need a *server.ini* file for the server to start. When you exit from your editor, it asks you for the file name to "Save As"—edit this line so it says *server.ini*.

Now, you will want your server to log events so that you can look back and see who was in your server, and get a feel for what goes on behind the scenes. Make a directory where all logs can be saved by using the command *mkdir* to make a log directory. Simply type *mkdir logs* and press "Enter." That's it, you're done. When you start your server, you will see that it's creating a log directory and what it's being named.

Your next step is to make Punk Buster available. Punk Buster is a powerful tool to keep people that cheat out of your server. You will need to change your location to */home/joey/armyops/System/pb*. In this directory, locate a file called *pbsvgame.cfg*. Open this file with your text editor and modify the only line in it from ending with a 0 to ending with a 1 so it looks like this: *sv_punkbuster 1*. Exit your editor and save your changes. Your Punk Buster is now enabled.

Your second to last step is actually starting the server. To do this, make sure you are in the System directory. Then, use this command: *./server-bin global <mapname> -nohomedir -INI=server.ini* and press "Enter." You will see your server begin starting whichever map you have chosen. Remember to specify global for your server to be available to anyone on the Internet, and spell the map name exactly as it appears in */home/joey/armyops/maps*.

The final step is to log into <http://login.americasarmy.com> and log in with your username and password. Click on "Register Server" and fill out the form. When you've completed that, your server will be available to people around the world.

AMERICA'S ARMY

AmericasArmy.com is the virtual hub for the America's Army community. Forums, internet relay chat (IRC), interviews, you'll find everything here at the Official website of America's Army. For more information, visit <http://www.americasarmy.com>.



GOARMY.COM

GoArmy.com is a public website provided by the United States Army Recruiting Command (USAREC). It's your quintessential source for information about the many opportunities in the U.S. Army. For more information, visit <http://www.goarmy.com>



TEAMWARFARE

TeamWarfare maintains the largest online competitive arena for America's Army players, with over 20 different ways to compete across three major continents. TeamWarfare designed the original rules of competitive play for America's Army and manages leagues, ladders, and tournaments that enable individuals and teams to compete over the internet and LAN tournament gameplay. For more information, visit <http://www.teamwarfare.com>.



TEAM SPORTSCAST NETWORK (TsN)

The Team Sportscast Network (TsN) is a professional broadcast organization devoted to the development, culture, and sport of online gaming. TsN delivers play-by-play commentary for the world's most popular game titles, community based talk show programs, and broadcasts live on location at tournaments around the globe. For more information, visit <http://www.tsncentral.com>.

