

# **Charlie Foxtrot Standard Operating Procedures**



## **Advanced Infantry**

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# 1. Advanced Infantry

This section will give further information on formations, immediate action drills, and buddy team bounding Overwatch. Note that this training is more practical and requires multiple people to complete.

## A. Formations and Sectors

During advanced infantry you will start off by practicing movement in a formation. If you need a refresher on the different formations, see Basic Infantry.

Also pay attention to the Shacketac HUD, a very useful add on that allows you to see where your team members are, their names and also where north, east, south and west is.



The inner circle is 10 meters, the next one 25 and the last one 50. Remember to try and keep the spacing between you and your team mates at 5 meters to prevent multiple casualties due to explosives.

## B. Immediate Action Drills

### Contact Drill (Immediate Assault Drill)

When to use the contact drill:

Enemies are nearby and pose an immediate threat to you or friendlies. This drill is also used when your team comes under fire.

How to do the contact drill:

When you spot the immediate threat you start with the key word: '**Contact**' followed by a **direction**: 'front, left, right, etc.' The team will then face in that direction and start suppressing that area, whether they can see a target or not. If possible the person who called the contact will provide the team lead with more information. Once the threat is dealt with, all team members should cover their sectors again.

## **Freeze Drill (Immediate Halt Drill)**

### When to use the freeze drill:

You have spotted a (possible) threat that does not pose an *immediate* threat to you or friendlies and requires further investigation.

### How to do the freeze drill:

When you spot the threat, call out '**Freeze**' followed by the **type of the threat**, the **direction** and the **range**. The entire team will hold and face their sectors. Except for the team leader who will then try to find the threat and determine what to do from there.

## **C. Bounding Overwatch**

Bounding overwatch is a movement technique that allows a team to move through enemy fire while continuously suppressing enemies. It can be used to both advance towards an enemy position and to fall back. It can also be used to cross open areas that are potentially dangerous.

Bounding is done in buddy teams (Red, Blue and Gold; see Basic Infantry for more info about the buddy teams). If a full Special Forces team is using bounding overwatch, red and blue will by default be grouped together for the duration of the maneuver and be called red.

Bounding overwatch is called in the following manner. The team lead will announce '**Bounding overwatch**', '**Destination or direction**' '**Team that moves first**'. For example: 'Bounding Overwatch, to the large hangar to the north, Gold move'.

The first team (here Gold) will then move up 15 meters and hold (if possible in cover), start suppressing the enemy and call over direct chat '**Set**' the other team (Red) will then move up and pass the first team, they will then hold 15 meters past the first team, start suppressing and announce '**Set**'. Gold team will then move again, etc. until the target is reached. The team lead will then announce '**Regroup**' to end the Bounding Overwatch.

**Note** that it is important to not move further than 15 metres past the buddy team that's covering you. If you take too long they might run out of ammo.

