

Drop Pod Qualification Guide



Department of the UNSC

1st Marine Expeditionary Unit

5th Regiment, 1st Battalion

S-4 Training Department

Opening statement

This Document is to train members of the 1st MEU on the skills and knowledge needed to effectively organize an insert via HEVs while operating as ODSs or when authorized to do so. We will also be covering unique features and types of drops related to drop pods.

Introduction

HEVs (Human Entry Vehicle), also known as drop pods, are the primary method used to insert ODSs into an AO. This qualification will teach you the necessary skills to effectively execute a drop, from picking a drop zone to what to do once your squad is on the ground.

There are two drop bays, each bay contains 12 HEVs and is separately controlled by their own drop control console. Once you complete this qualification, you will be able to lead drops when operating as ODSs or when the mission allows for HEV use when inserting. **Note that non-Praetorian members may only use drop pods when zeus specifies that it is allowed at FunOps or when your platoon staff authorizes it for platoon operations.**

Rules

Any breach in these behavior guidelines will result in qualification strip and/or ban with a DA issued to you.

- Every member of the 1st is to uphold the rules and regulations but also to keep a steady mind both in and out of the game.
- Usage of HEVs without permission to do so from a zeus in a FunOp or platoon staff in a platoon operation will result in disciplinary action.
- Using pods to insert into the area of operations with less than 3 members without waiting the 5 mins minimum for more members will result in disciplinary action.
- A platoon can't use drop pods for insertion without the majority of his or her platoon being qualified in use of drop pods.

Drop Control Module

The drop control module is easy to use, but there are several things that you need to keep in mind when setting up a drop.

a. Drop pod drift

- i. Drop pods, when dropping, naturally drift *northeast* as they fall; depending on the amount of people dropping, this can shift the DZ 50-100 meters *northeast* of where you initially set the DZ on the control module. You can correct for this by setting the modules' drop zone 50 meters *southwest* of the planned DZ. This can be the difference between landing in cover or in an open field.
- ii. Drop pod drift is completely randomized, so it is imperative that you understand how to use your thrusters to properly adjust to your DZ.

b. Timing a drop

- i. All the drop down menu settings affect is the time it takes for you to hit the ground once the drop pods depart the corvette. By default, it takes approximately *1m45s* from clicking "Launch HEVs" to hitting the ground. The timing can be broken down into:

1. Drop Initiated - 30 seconds

- a. The moment you click "Launch HEVs", you have 30 seconds to enter your drop pod before it teleports those pods to a corvette above the chosen DZ.

2. Drop countdown - 30 seconds

- a. This starts once the pods have been teleported to the corvette above the DZ. Long range communications with elements on the ground are restored at this point.

3. Re-entry - 45 seconds

- a. The time it takes for the pod to reach the ground after being launched. *Drop module settings effect this time.*
- b. *Drop height, chute open, and chute detach*

c. will affect the time it takes to hit the ground.

ii. Synchronizing a drop

1. Synchronized drops (coordinated drops using two or more squads) use default drop settings to avoid confusion and ensure that both teams hit the ground at the same time. Do not change drop settings unless it is planned during the brief.
2. When multiple corvettes spawn over a DZ, they can clip together if the two DZs are too close to each other, resulting in pods getting arma'd and scattering the drop over a large area. When 2 or more teams are dropping in close proximity, the DZs need to be spaced a minimum distance of 100 meters East-to-west or 150 meters north-to-south.

Deployment Procedure

Like all other methods of inserting/reinserting, drop pods are to be handled professionally and therefore have a standard operating procedure that must be followed.

A. Planning: During briefing, several markings are necessary to be communicated and planned with other platoon(s) present.

a. Pick a Drop Zone

- i. Pick a relatively flat area clear of major obstacles. If at all possible, avoid dense urban areas, hilltops, or steep slopes. Drop pods are very susceptible to "getting Arma'd" which can scatter pods across a very large area.

b. Seize the initiative

- i. Have a solid plan on the map that compliments the type of drop you are performing. Sector out the drop zone and set up an RP for the squad to move towards. Ensure that the entire squad understands your plan and their role in that plan, as they will all be scattered and acting independent of their

squads/teams for the first couple of minutes following the drop.

c. Establish a solid chain of command

- i. It is very likely that you will take casualties immediately after dropping. Establish a solid chain of command so that in the event that you go down, the rest of the squad can maintain momentum, regroup, and secure the drop zone.

d. If using thrusters

- i. Ensure the entire squad knows which way they will be adjusting towards prior to deploying. If a squad is splitting up into teams, ensure each team knows which DZ they are moving towards and their initial plan of action after boots on ground.

B. Initial Insert: Unless stated by Zues or platoon staff, ODS members will line up alongside other company elements. After briefing, ODS's will file out and enter their pods and await the Lead member to set the destination.

a. Getting the call to drop

- i. Comms with elements on the ground may not be possible due to distance between them and the corvettes. It's highly recommended to use C-Tab's text message system to coordinate drop requests with ground elements.

C. Landing: Upon landing in the designated DZ the ODS will secure their immediate surroundings, radio to platoon that they have landed with an ACE report and proceed to follow their phase line predetermined by leadership.

a. Clear, streamlined short range frequencies

- i. Standard, 'Centurion' style squad/team frequencies aren't particularly suited to the fast paced environment involved in a hot drop. Consider running the entire squad on one frequency and stress disciplined comms; that way, casualties can be dealt

with quicker, ACE reports delivered faster, and the squad can rally and push through the objective aggressively.

b. Drop comms

- i. While dropping, short range usage must be kept locked in order for squad members to call out high priority targets that may jeopardize DZ security.
- ii. Once on the ground, short range comms must be limited to relaying orders, requesting corpsmen, and callouts for important targets. All other information should be communicated via yelling.

c. Finding cover

- i. Once on the ground, before exiting your pod, survey the area and look for cover; exit your pod and proceed to the nearest cover while rallying with nearby squad mates, and engage with the enemy. Do not stay at your pod as it offers little cover and will be the focal point of enemy attention.

D. Reinsert: In order to keep the use of the HEVs professional and regulated, **ODST** members can only reinsert via HEVs if they have a minimum of 3 members. They will drop on the "Reinsert" DZ. Any less members and they will have to redeploy via pelican or wait for more reinserts as to make the pods more tactical and organized. Leadership are tasked with updating the reinsert DZ.

E. Redeployments: If a redeploy is called the **ODST** will RTB via Pegasus and reorganize a new DZ coordinating with company elements.

a. Securing the LZ and boarding

- i. Once an LZ has been set, proceed with securing the immediate area and hold security.

b. Redeployment

- i. Once back on the **corvette**, reload your kit and proceed back to your assigned drop bay ASAP; a call for redeployment could come at any time.

Drop types

Stated below are the main drops that **ODST** elements will utilize in the field.

- A. **Standard Drop:** This drop is used to insert into an area of operations in a relatively safe manner without dropping directly into combat. This is the most common drop that will be used by ODSTs to properly reconnoiter and execute their mission.
- B. **Envelopment Drop:** This drop is used to flank and kill the enemy forces while adjacent forces attack head on.
- C. **Support Drop:** This drop is used to build momentum and support adjacent units' main push onto the objective.
- D. **Pincer Drop:** This drop is used to aggressively drop into a hostile controlled town or compound. Using thrusters the squad splits up into two or three teams and lands in different areas of the objective.

Thrusters

Thrusters can be used to correct a drop or adjust your drop vector. The thruster system follows Newton law, thus if you go left twice to stabilize and fall straight down you need to thrust right twice. Your squad leader or team leader, when splitting the squad for a pincer drop, will give the commands for his or her team. It is highly suggested to use the frigate instead of the corvette in the drop pod control menu due to it spreading the pods thus avoiding pods colliding into each other by using thrusters. To utilize thrusters simply use WASD keys but keep in mind they are inverted controls. To go left instead of using the "A" key you use the "D" key. The keys activate a thruster on that side of the pod that pushes away from that direction.

Rotating HEVs' can be done with the "Q" and "E" button. **Do not not to utilize this function till your chute is popped otherwise you will slow down significantly.** It is important to keep in mind what you are landing into by looking below you and

adjusting the direction the front of your pod is facing so that you can exit your pod and not have for example a lag turret facing your exit. This provides a somewhat okay cover so you can move to a better position faster and exit your drop pod right away.

After landing you have approximately four thrusts to push your pod off of a position that will result in you being Arma'd (ie; Hung up on top of a tree). **It is ONLY to be utilized in this instance.** This process has been nicknamed as "jellybeaning" your pod. To utilize this feature, simply scroll wheel and choose the direction you want.

Conclusion

It is very important to remember that an effective drop requires good planning, good communication, and good awareness of the objective from the entire squad. Without any one of these, drops can rapidly deteriorate to the point where the squad is no longer effective. You have about 10 to 15 seconds where the A.I. is confused, ride the chaos.