

Jump Pack Qualification Guide



Department of the UNSC

1st Marine Expeditionary Unit
5th Regiment, 1st Battalion
S-4 Training Department

1. Opening Statement

The objective of this manual is to familiarise members of the 1st MEU with the standard operating procedures (SOPs) by which they must abide whilst using the Jump Pack Qualification.

2. Jump Pack Rules

Any breach in these behaviour guidelines will result in qualification to be removed and depending on the severity a possible DA.

- Every member of the 1st MEU is to uphold the **rules and regulations** but also to keep a steady mind both in and out of the game.
- Usage of the Jump Pack **not in line with its taught purpose will result in an immediate revocation** of the Jump Pack Qualification and possible **blacklist** of the qualification, this is **non-negotiable**.
- Usage of the **Jump Pack when not authorised by your Platoon CO or NCOIC** during Main Operations or FTX will result in an immediate revocation of the Jump Pack Qualification and possible blacklist of the qualification, this is non-negotiable.
- Usage of Jump Packs during **Fun Operations** is authorised so long as **the Zeus/Co-Zeus jointly come to a decision that they can be used**, if you do not receive permission from the Zeus/Co-Zeus and continue to use it, it will result in an immediate revocation of the Jump Pack Qualification and possible blacklist of the qualification, this is non-negotiable.
- Usage of any other jumppack that is not officially part of the MEU (mark **red** in arsenal) will result of a **DA**, and possible **blacklist**. (only people with this exception is mod dev's for testing)

3. Jump Colors

This color's will be utilised to coordinate movement while in the field as a squad. I.E: Squad Lead: jumppack use is RED

Red:

The call of red will represent, no use of jumpPacks, purely ground movement. the only time Red will be broken is for **Emergencies** is if the User **life is being threaten** and there is no possible way to **escape by foot** (i.e., being strafe by red air or mortars be popped while running through a open area with no cover). Again to stress this **Emergencies only**

Yellow:

The call of yellow represents jumppack is being used in coordination as squad and the user should be prepared to be ready to jump from TL/SL. this is used when getting to a RP/OW. Essentially getting to point A to point B

Green:

The call green is the free use of jumppack of each user to get a specific OBJ/job done (e.g." you are green for jumpack to clear this sector") another example is ("you are green to get up that hill")

4. Jump Pack Skills

This will explain the basics of which you will learn how to use your Jump pack to the best of your ability.

➤ Keybinds

- To begin, you must inform the trainees of the use of the Jump Pack requires a keybind not already set to either their mobility keys (i.e WASD, Ctrl WASD or Crouch keys) and to set it to keys relatively close to their movement keys as to efficiently support their movement with the Jump Pack. These keybinds will activate the Jump Pack by turning it off and on. They are located in:

- **Controls > Configure Addons > NSM Jumpack Mod**

- **Preset Keybinds**

- Cycle Left - Ctrl-Y
- Cycle Right - Ctrl-G
- Jump - Ctrl-space

- When cycled to short jumped its used for shorter distance jumped with greater mobility this should be used when clearing a town/a small confined OBJ. Keep in mind roofs are death traps

- When using forward jumped its used for longe distance movement it has less mobility.

- Ask your group of trainees to shift between options using the Cycle Left and Cycle Right keybinds once they have set it, it will begin to show the options on the top right.

5. Jump Pack Skills

- Using a jump anytime when falling in the air will result in the player to land without death.
- When jumping from building to building if you feel you have undershot your jump. You can enhance movement onto the roof you are aiming for.

Jump Pack Practical

This is the final test to test for competency.

➤ Test

- Ask trainees what each jumppack color represent
- Have trainees hot drop from a pelican into a town with garrison buildings and have them clear and save a HVT
- After town is clear have them long jump to you with HVT (should be 200-300 meters away)

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-Sgt. Skipper