

1st Platoon Operations Jacket



ANNALS OF 1ST PLATOON

Phalanx 1-6 Established on May 7th, 2016.

Phalanx 1-1 Established on May 8th, 2016.

Phalanx 1-2 Established on July 8th, 2016.

Phalanx 1-3 Established on August 18th, 2017.

Phalanx 1-3 Deactivated on August 23rd, 2019.

Phalanx 1-4 Established on April 5th, 2020.

Phalanx 1-3 Reactivated on June 2nd, 2020.

Phalanx 1-3 Deactivated on November 18th, 2020.

Phalanx 1-4 Deactivated on November 18th, 2020.

Phalanx 1st Platoon Re-organized and reactivated on January
10th, 2023.

Motto "Second To None"! adopted in November 2019.

Platoon Officers

1LT A. Pinnear (May 2016 - June 2016)
1LT C. Leeb (June 2016 - May 2017)
CPT B. Boom (May 2017 - August 2017)
MAJ M. Hagar (August 2017 - December 2017)
1LT C. Lintner (December 2017 - May 2018)
1LT J. Rosiene (May 2018 - May 2019)
CPT A. Hidden (May 2019 - November 2019)
1LT J. Busby (November 2019 - July 2020)
1LT M. Brandone (July 2020 - January 2021)
1LT D. Tahoe (January 2021 - August 2021)
2LT S. Myers (January 2023 - March 2023)
1LT G. Schmidt (March 2023 - XXX)

PLATOON CHARTER

<p>Phalanx 1-6</p>	<p><u>Squad type:</u> Headquarters <u>Squad mission:</u> Formulate and disseminate orders and intents for the platoon to execute while acting as the primary liaison between ground forces and air assets. <u>Squad makeup:</u> Platoon Officer Platoon Sergeant Platoon Medic Platoon JTAC</p>
<p>Phalanx 1-1 / Phalanx 1-2 / Phalanx 1-3 /</p>	<p><u>Squad type:</u> Rifle Squad <u>Squad mission:</u> To locate, close with, and destroy the enemy by fire and maneuver. <u>Squad makeup:</u> Squad Leader Squad Medic Squad JFO/RTO Alpha Team Leader / Grenadier Combat Engineer Rifleman (Assault) Automatic Rifleman Bravo Team Leader / AT Designated Marksman Machine Gunner Anti-Tank Specialist</p>

KIT SOP

Authorized Weapons Systems & Ranks for weapons

RIFLEMAN

- M4A1 (All Variants) - PVT+
- Block II M4 - PVT+
- MK 18 MOD I - SPC+
- MK 18 URGI/W HAND GUARD - PFC+
- MK 17 (CQB) - SPC+

AUTOMATIC RIFLEMAN

- M249 SAW (ALL VARIANTS) - PVT+
- MK46 MOD 0 (ALL VARIANTS) - SPC+

MACHINE GUNNER

- M240B - PVT+
- MK48 MOD 0 (ALL VARIANTS) - SPC+

DESIGNATED MARKSMAN

- MK11 MOD 0/M110/SR-25 (ALL VARIANTS) - PFC+
- MK14 EBR - PVT+

SIDEARMS

- GLOCK 17/19 VARIANTS - PVT+
- BERETTA M9 VARIANTS - PVT+
- SIG M17/P320 VARIANTS - PVT+

ANTI-TANK SYSTEMS

- M3 MAAWS
- FGM-148 JAVELIN (Platoon Discretion)
- M72A7 LAW*
- M1136 AT4*
 - *LIGHT AT SYSTEMS WILL BE CARRIED BY RIFLEMEN AND/OR LEADERSHIP BILLETS AT SL'S DISCRETION

GRENADE LAUNCHERS - LEADERSHIP, RTO, COMBAT ENGINEER

- M203
- M203S
- M320*
- M32 MGL (SL+)
- EGLM
 - SECONDARY SLOT M320 MAY BE USED IN LIEU OF UNDERBARREL AND PISTOL

WEAPON ATTACHMENTS

- Optics - "*" DENOTES DMR ONLY
 - AIMPOINT T-1/T-2/COMP/M68 CCO VARIANTS
 - ELCAN SPECTER DR/SU-230 VARIANTS
 - EOTECH/EXPS3 (ALL VARIANTS)
 - M150 RCO/TA-31 VARIANTS
 - SCHMIDT & BENDER SHORTDOT 1.1-4X/1-8X PM
 - TRIJICON ACOG TA648-308
 - VORTEX RAZOR HD GENII / GENIII VARIANTS
 - M8541 VARIANTS* (includes night vision variant)
 - LEUPOLD MARK 4 VARIANTS*
 - LEUPOLD M3A VARIANTS*
 - NIGHTFORCE ATACR 1-8 VARIANTS*
 - AN/PAS 13C1 TWS* (ONE PER SQUAD)

- RAIL ATTACHMENTS
 - ANY COMBINATION OF: (ENSURE COMPATIBILITY)
 - PEQ-15
 - LA-5B
 - NGAL
 - SUREFIRE M600
 - SUREFIRE M300

- UNDERBARREL ATTACHMENTS - AUTHORIZED EXCEPT FOR:
 - TAC SAC
 - RK-* SERIES
 - VANILLA ARMA ASSETS

- SUPPRESSORS
 - QDSS NT4 SERIES
 - AAC 762-SDN 6
 - DEAD AIR SANDMAN-S
 - KAC 5.56/7.62 QDC
 - SOCOM 556/762
 - AAC 762-SDN / AAC 762-SDN 6
 - SR-25 RIFLE SUPPRESSOR
 - SUREFIRE SOCOM 762
 - KAC 7.62 QDC

UNIFORM AND GEAR SOP

- UNIFORM/GEAR ALLOWANCE WILL BE CONSISTENT FOR ALL BILLETS:
 - UNIFORM
 - [TCG] BRAVO G3 Uniform (Variants 1-3)
 - HELMETS
 - [TCG] Opscore (ANY VARIANT)
 - [TFL] Opscore/Crye Airframe (MC)
 - PLATE CARRIER
 - [TCG] CRYE/ Mc Assaulter (BILLET APPROPRIATE) (MC)
 - BACKPACK
 - [TCG] PACKS (MC)
 - [TFL] JPC BACK PANEL (MC)
 - [TFL] AVS CRYE PACK (MC)

THIS IS A MINIMUM; ADDITIONAL ITEMS MAY BE REQUIRED AT LEADERSHIP DISCRETION

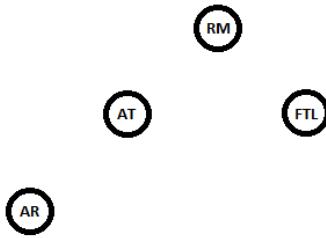
- 2x EAR PLUGS
- 1x BODY BAG
- 1x FULTON MX-991 OR MAGLIGHT
- 3x IR STROBES
- 1x ENTRENCHING TOOL
- 1x Map Tools
- 2x 1000ML SALINE BAG (BLOOD AND PLASMA AUTHORIZED)
- 1x 500ML SALINE BAG
- 4x TOURNIQUET CAT
- 20x ELASTIC BANDAGES
- 20X PACKING BANDAGES
- 1x AN/PRC-152
- 1x ALTIMETER WATCH
- 3x EPINEPHRINE
- 3x MORPHINE
- 1x PAINKILLERS
- 3x GUEDEL TUBE
- 1x KINGLT
- 2x 16G IV
- 1x MAP
- 1x COMPASS
- 1x HELMET CAM*
- 1x MICRODAGR GPS*
- 1x GALAXY S20 (CTAB)*
- [NVGS] AN/PVS-31A WILL BE THE ONLY AUTHORIZED NVD
- AMMUNITION
 - PRIMARY WEAPON

- 10x MAGAZINES 5.56 (30RNDs)
- 10x MAGAZINES 7.62 (20RNDs)
- 6x BOXES/POUCHES 7.62 (100RNDs) (MG PLATFORM)
- 6x BOXES/POUCHES 5.56 (200RNDs) (AR PLATFORM)
- 2x PISTOL MAGAZINE
- ALL TRACERS MUST BE RED
- 2x M83 WHITE SMOKE GRENADES
- 2X M67 Fragmentation Grenade
- 2x M84 Stun Grenade (White Band)
- 2x M18 Smoke Grenade Blue (SL+)
- 2x M18 Smoke Grenade Red (SL+)

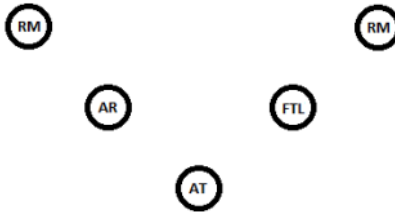
FORMATIONS

Fireteam Formations

Wedge

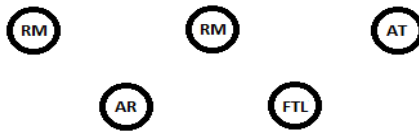


VEE



Fireteam Formations (Cont)

SKIRMISHER



COLUMN



LINE



Squad Formations

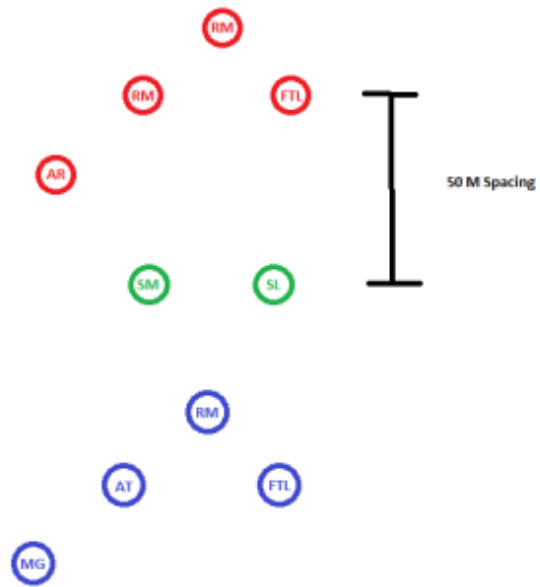
Squad Wedge



Squad Wedge - Line



Squad Wedge - Column



Squad Skirmisher



Squad Formations (Cont)

Squad Column



Squad Staggered Column



PLATOON RADIO MANUAL

Short Wave Operating Frequencies

All of 1st Platoon's short wave frequencies follow a simple structure utilizing each element's designation. The first digit represents the company, the second represents the platoon, and the last represents the squad. TAC's are designated via decimal.

Phalanx 1-1	111 111.1 111.2
Phalanx 1-2	112 112.1 112.2
Phalanx 1-6	116 116.1 116.2

Long Wave Operating Frequencies

All of 1st Platoon's inner long wave communication will occur on 81. During platoon convoy operations, both the driver (referred to as "Delta") and gunner (referred to as "Gulf") will be tuned to 81 for convoy communication. During company convoy operations, 70 will be used instead.

Platoon Specific Lines

CONTACT REPORT

- TYPE OF FIRE (DIRECT, INDIRECT, AUTOMATIC, EXPLOSIVE)
 - "WE'RE TAKING DIRECT AUTOMATIC FIRE..."
- DIRECTION OF CONTACT
 - "NORTH BEARING 032 OF MY POSITION..."
- DISTANCE OF CONTACT
 - "APPROXIMATELY 200 METERS OUT..."

CASUALTY REPORT

- NUMBER OF UNIFORM
 - "2 UNIFORM..."
- NUMBER OF KILO
 - "0 KILO..."
- DURATION OF CASUALTY
 - "INCAP FOR 5 MIKES..."
- TCCC SITREP
 - "MEDIC IS WORKING ON CASUALTIES..."
- GRIDREF OF CCP
 - "AT GRID REF 143 BREAK 432 KEYPAD 9..."

ACE Report

- AMMO (MAGS OVER PAXS)
 - "30 MIKE OVER 8 PAPA..."
- CASUALTIES
 - 1 UNIFORM, 0 KILO..."
- EQUIPMENT
 - VEHICLE IS GREEN, MEDICAL IS GREEN..."

Platoon Lines (Cont)

SITREP

- TIME REPORT CREATED
 - "TANGO-DELTA AT 0300 LOCAL..."
- YOUR POSITION
 - "FRIENDLY POSITION IS 321 BY 123 SOUTH OF THE JUNCTION..."
- ACTIVITIES CONDUCTED SINCE LAST REPORT
 - "CLEARED THROUGH OBJECTIVE CHARLIE"
- ACTIVITIES CURRENTLY BEING CONDUCTED
 - "CURRENTLY PULLING SECURITY TOWARDS THE NORTH..."
- MAGS OVER PAXS
 - "32 MIKES OVER 8 PAPA..."
- CASUALTIES TAKEN
 - "1 UNIFORM, 2 KILO..."
- REMARKS
 - "CURRENTLY NEEDING NEW TASKING"

SALUTE REPORT

- SIZE
 - "PLATOON SIZED, ROUGHLY 30 PAX..."
- ACTIVITY
 - "PATROLLING NORTH TO SOUTH"
- LOCATION
 - "AT GRID 321 BREAK 123..."
- UNIFORM
 - "RED AND WHITE T-SHIRTS, SOME COMBAT FATIGUES..."
- TIME
 - "MAINTAINING POSITIVE VISUAL"
- EQUIPMENT
 - "RPGs, AKs, AND 1 LIGHT TECHNICAL..."

BATTLE DRILLS BOOK

The following battle drills will enable line leaders to effectively execute and react to common battle situations that 1st Platoon encounters. This ranges from bounding maneuvers, to reaction to contact.

Battle Drill 1: REACT TO CONTACT

Troops will call out the direction of enemy contact, and will employ the acronym DEAD at the command "dress to contact".

- D. The element "DRESSES to contact" by forming a skirmish-like formation against the enemy contact to deliver maximum firepower.
- E. The element then ENGAGES the enemy, establishing fire superiority through sustained accurate fire and smoke.
- A. The line leader formulates and delivers an adequate contact report, while ASSESSING the battlefield.
- D. The element then moves to a more effective fighting position to DESTROY the enemy.

Battle Drill 2: BREAK CONTACT

The Troop Leader calls for a withdrawal from contact, and will employ the acronym STAB at the command "fall back".

- S. The element will maintain contact and SUPPRESS the enemy.
- T. Operators then THROW SMOKE towards enemy contact
- A. The line leader will ASSESS the terrain and find land which will separate his element from the enemy
- B. The element then BOUNDS away from the line of sight of the enemy.

Battle Drills (Cont)

Battle Drill 3: SUPPRESSION

Troops will provide overwhelming firepower to the enemy, by employing the acronym DORA at the command "suppressive fire".

- D. The element "DRESSES to contact" by forming a skirmish-like formation against the enemy contact to deliver maximum firepower.
- O. The element then OPPRESSES the enemy through a high volume of accurate fire and in-direct fire.
- R. The element REPOSTITIONS between different pieces of cover.
- A. The line leader formulates and delivers an adequate situation report, while ASSESSING the battlefield.

Battle Drill 4: ENTER AND CLEAR A ROOM

Troops will employ speed, surprise, and violence of action in clearing structures using the acronym FARTS.

- F. FIRST man decides how to make entry through the funnel.
- A. Operators utilize AGGRESSIVE action with tactical equipment (frag or flash grenades) and overwhelming fire.
- R. Operators REDUCE DEAD-SPACE using dynamic entry or pieing the corner.
- T. Operators maintain security on near and far THREATS.
- S. Operators STICK close to walls to avoid friendly-fire and maximize angles.

Battle Drills (Cont)

Battle Drill 5: BOUNDING

Troops will utilize 3 different levels of bounding when maneuvering around/to the enemy.

Two Man Bounding

1. First man posts up and pulls security.
2. Second man crosses, pulls security, and calls "set!"
3. First man bounds, regroups, and calls "set!"

File Bounding

1. First and second man posts up and pulls 180 security.
2. Subsequent operators cross, pull security, and call "set."
3. Last man says "last man" to the first and second man, then crosses.
4. Second man crosses, calls "set!"
5. First man finally crosses, and calls "last man!"

Element Bounding

1. Support element pulls 180 security.
2. Assault element bounds, pulls 180, then calls "set!"
3. Support element bounds and regroup, then calls "set!"

PLATOON TCCC PROCEDURES
(Tactical Combat Casualty Care)

Medics will have authority over the FTL during TCCC.

All phases of TCCC must be followed in order.

PHASE ONE (CARE UNDER FIRE)

1. Declare who is hit/is down.
2. Immediately displace casualty from the X.
3. Support element will maintain fire superiority.
4. Apply bandage or tourniquet and provide stitching.
 - a. If only one wound on a limb, bandage.
 - b. If more than one wound on a limb, tourniquet.

PHASE TWO (TACTICAL FIELD CARE)

1. Moved to a CCP.
 - a. Mark on side channel and pop smoke
2. Light security will be established around the CCP.
 - a. NOTE: The entire fireteam WILL NOT move to the CCP

PHASE THREE (TACTICAL EVALUATION)

1. Determine if casualty needs Dustoff or assistance of another support element.
2. Determine if the CCP needs to be relocated.

CLOSE ORDER DRILL AND CEREMONY

Whenever practical, 1st platoon will fall into formation to gather accountability, pass word, and review troops. While limited in capabilities and possibilities, the ability for NCO's and CO's to take charge and exercise their command presence in close order drill is imperative. Additionally, an element that drills together works together.

Commands:

Fall In

This order is issued to fall the troops into formation. All talking should be ceased and the soldiers inside the formation should standby for word or more commands.

Fall Out

This order desloves the formation and allows personnel to carry on the plan of the day as prescribed by proper authority.

Dismissed

This order dissolves the formation and allows personnel to disconnect from the server.

Dress Right

A preparatory command issued so that troops are ready to snap their heads to the right and dress the formation. At this point, personnel inside the formation should be holding the left alt key ready to look to the right.

Dress Left

A preparatory command issued so that troops are ready to snap their heads to the right and dress the formation. At this point, personnel inside the formation should be holding the left alt key ready to look to the left.

Dress

Command of execution given. As soon as the command of execution is given troops will look either left or right.

Ready Front

Command issued to have troops shift their heads to the front after having dressed left or right.

Present Arms

Command issued to have troops render a hand salute. Rifle salutes are not an authorized movement.

Order Arms

Command issued to have troops lower their hand salute.

Post

Command given to rotate personnel.

Report

Command given to squad leaders to report the number of personnel they have attending the operation.

Report to _____

Command given to fall out an individual soldier and have them report to said individual.

