

ARMCO Standard Operating Procedures

Effective as of July 1st, 2019

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The following document outlines the standard ARMCO operating procedures for all units operating in areas where there is a real threat to the safety and security of ARMCO personal, equipment, and/or property. These procedures are designed to streamline the unit's operations and improve ARMCO's public image while adhering to international law. Most of the SOP's listed here apply in all circumstances, but some may change depending on whether ARMCO is operating in a combat or non-combat zone. Any SOP's that change depending on the circumstance will either have an (*C) in their title if it applies to a combat zone, or an (*N) if it applies to a non-combat zone. It will be the duty of the High Commander to tell their unit whether they are in a combat or non-combat zone, to remind their unit of the SOP's as questions emerge, and finally to tell their unit if there are any mission-specific deviations from normal SOP's. If the High Commander does not say anything about the SOP's, assume to be operating in a non-combat zone with no deviations until stated otherwise. It is expected that all active ARMCO personnel are familiar with these SOP's and if they have any questions, pass it up the chain of command ASAP, whether in-mission or not.

Terminology:

The following list is composed of words and phrases that are crucial to understanding the SOP's as intended, but may be confusing or unfamiliar to some people. If you encounter a word or phrase that is unfamiliar to you and an internet search cannot provide a good answer, please ask someone for clarification.

- **Combat Zone:** A geographic region where ARMCO forces are actively-engaged, expecting to be engaged, or planning to engage known hostile forces. Generally the size of the AO for an operation.
- **Non-Combat Zone:** A geographic region where ARMCO forces are not actively-engaged nor expecting to be engaged by hostile forces. Can also refer to regions where ARMCO is expecting to be engaged by guerrilla forces that cannot be easily discerned from civilians. Can be the size of the entire area ARMCO is operating in, although generally is just the AO for an operation.
- **Engagement:** Any sort of firefight, no matter how large or small, between ARMCO and hostile and/or guerrilla forces. Note, the presence of an

engagement does NOT transition a zone from non-combat to combat. Likewise, the lack of a recent engagement does not transition a zone from combat to non-combat.

- **Heavy Ordnance:** Any sort of weapon system capable of causing secondary damage around the primary target. Usually unguided munitions, but sometimes can refer to guided munitions.
- **Dedicated Minefield:** 8 or more mines placed within close proximity of each other designed to damage and delay Hostile Forces. Can be anti-personnel, anti-tank, or mixed (AP and AT).
- **Hostile Forces:** A standing force of regular soldiers that are engaging ARMCO or allies of ARMCO in the geographic region ARMCO is operating in. Have standardized equipment and uniforms that make them relatively easy to identify. Could be any form or size, but usually either local warlords, another PMC, or a country's standing military.
- **Guerrilla Forces:** A non-standard force of irregular soldiers that are engaging ARMCO or allies of ARMCO in the geographic region ARMCO is operating in. Often do not have standardized equipment or uniforms, and usually attempt to blend in with civilians. Usually poorly-organized and/or equipped, but can engage ARMCO when least-expected.
- **Combatant:** A person or persons that is actively taking part in an engagement.
- **Collaborator:** A person or persons that is actively assisting hostile and/or guerrilla forces, but is not actively taking part in engagements. Treated as non-combatants until proven otherwise.
- **Non-Combatant:** A person or persons that is not actively assisting hostile and/or guerilla forces.
- **Non-Lethal Force:** Any amount of force that can disable or disorient a person or persons long enough for them to be safely restrained without serious injuries. Includes but is not limited to tasers, flashbangs, and bean-bag rounds.
- **Incapacitative Force:** Any amount of force that can incapacitate a person or persons long enough for them to be safely restrained but runs the risk of serious injury or death. Includes but is not limited to overdosing and gunshots to the legs or arms.
- **Lethal Intent:** When force is used with the intent to kill the recipient of the force. Lethal Intent is clear when 3 or more rounds have been fired near or at ARMCO personnel within quick succession or a round hits ARMCO personnel with no prior warning.
- **Positive-ID:** A term used to describe when a person or persons has been confirmed to be a member of hostile or guerrilla forces and may be treated as a combatant or supporting personal.

- **Element Leader:** The highest-position ARMCO personal in the immediate area of a situation. The size of the immediate area depends on the type and threat of a situation. Has authority to make any decisions that calls for an element leader's discretion.
- **Arrest/Capture:** The long-term restraintment of a non-combatant or any restraintment of a former combatant or supporting personal. Can be for any reason, but usually due to a high probability that the person or persons may engage ARMCO again if released or if ARMCO was ordered to capture a specific individual(s). Arrested individuals and POW's must be sent to an ARMCO or local-authority controlled facility capable of properly housing them at ARMCO's earliest convenience.
- **Condition 4:** Weapon readiness condition that means the weapon's magazine has been removed and the safety is on.
- **Condition 1:** Weapon readiness condition that means the weapon's magazine is inserted and the safety is on.
- **Condition 0:** Weapon readiness condition that means the weapon's magazine is inserted and the safety is off.

Rules of Engagement:

The following are the specific rules all ARMCO personnel must follow when deciding whether or not it is appropriate to engage a person or persons in the field. Repeated failure to follow these rules can lead to serious consequences, so it is highly recommended that all ARMCO personnel pay close attention to this section.

- **Do not engage unarmed personal:**
 - Under no circumstances may ARMCO personnel use lethal force on any individual who does not have a visible weapon on their person, regardless of allegiance.
 - Sole exception to this is if the individual in question is known to be in possession of a detonator linked to an armed explosive device.
 - Use of non-lethal and incapacitative force is described implicitly in later SOP's.
- **Do not engage incapacitated enemy personal:**
 - ARMCO personnel cannot use lethal force on enemy combatants who are either unconscious or have otherwise been rendered unable to fight due to injuries.

- Exceptions to this rule is if the combatant is further than 100 meters away from ARMCO personnel or ARMCO personnel cannot immediately and/or safely move to restrain them.
- Due to the above conditions, this SOP primarily applies to CQC environments.
- See “Rules for Wounded Enemy Personnel” for further details.
- **Do not engage surrendering enemy personal:**
 - Under no circumstances may ARMCO use lethal force on an enemy combatant who is no longer engaging ARMCO personnel and has either positioned their hands above their head and/or verbally announced their intention to surrender.
 - See “Rules for Handling POW’s” for further details.
- **Do not engage armed personal of unknown allegiance:**
 - If ARMCO cannot establish Positive-ID on an armed individual(s), ARMCO cannot engage unless they are engaged first by the unknown individual(s).
 - See “Interacting with Unknown Agents” for further details.
- **Do not engage air-crew in distress:**
 - Pilots and other air crew members that have ejected from their aircraft due to damage and/or mechanical failure cannot be engaged until after they hit the ground.
 - This protection does not apply to paratroopers and other enemy combatants who willingly eject from a still-functional aircraft.
- **Avoid engaging fleeing enemy forces:**
 - ARMCO personnel should avoid engaging enemy personnel attempting to flee an engagement, nor should they attempt to pursue them out of the engagement zone if they are still in an active engagement.
 - The sole exception to this is transport and/or logistical vehicles returning to base after dropping off their cargo.
- **ARMCO may engage once Positive-ID has been established (*C)**
 - Once ARMCO establishes Positive-ID on a target(s), they may engage at their element leader’s discretion, keeping the potential engagement’s significance to the overall mission objectives and the risks of the potential engagement.
- **Do not fire unless fired upon (*N):**
 - In general, ARMCO may only use lethal force if they are being actively engaged by enemy combatants with clear lethal intent.

- Once initial contact is made, ARMCO personnel involved in the engagement may engage targets once Positive-ID is established until the current engagement ends.

Rules for Wounded Enemy Personal:

The following rules seek to ensure that wounded enemy soldiers are treated fairly and humanely as stated in The Geneva Conventions, without compromising ARMCO's safety.

- **Do not engage wounded or incapacitated enemy personal:**
 - See "Rules of Engagement".
- **Ensure immediate area is clear before attempting to assist:**
 - Before attempting to assist a wounded enemy soldier, ensure that the current engagement has ended, the path to the soldier is clear of any mines or booby-traps, and you are not needed to assist with an existing ARMCO mass-casualty incident.
 - Assisting wounded enemy soldiers is always a higher priority task than any other task other than assisting wounded friendly soldiers or Priority-1 and Priority-0 objectives.
- **Restrain the individual, but do not immediately strip equipment:**
 - Immediately restrain the individual with cable ties, but do not begin stripping their equipment while their medical condition is unstable.
 - If you do not have cable ties on your person, radio for someone to bring cable ties to you and move on to the next step.
- **Provide basic medical care and move wounded person to safe location:**
 - Once restrained, tourniquet any and all wounded limbs and bandage their head and chest, if injured. Once complete, move the wounded soldier to a triage center or another safe location.
 - If the location where the soldier lies is not safe for treatment, you are clear to move them a short distance to a safer location before providing treatment.
- **Attempt to stabilize the wounded person:**
 - Once moved, inform the medic or corpsman in command about the patient and follow their instructions. Ideally, they will begin taking steps to fully stabilize the patient, either by doing it themselves or assigning someone to do so.

- Reminder: Treatment of ARMCO personnel, friendly troops, and non-combatants always comes before treatment of enemy soldiers.
- **Strip weapons, ammo, grenades, radios, and navigation equipment from wounded person once in a safe area:**
 - At this time, remove any and all weapons, ammo, grenades, radios, and navigational equipment from the wounded soldier and move them to a secure location.
 - Additional equipment may be removed at the individual's jurisdiction, but the wounded soldier must be allowed to retain their uniform and at least some bandages, if they had any.
 - If the wounded soldier has not been restrained with cable ties yet, do so now.
- **Once a wounded enemy combatant is stabilized, they are to be treated as a POW:**
 - Once the wounded soldier has been declared stable by the medic or corpsman treating them, they are to be treated as a POW.
 - See “Rules for Handling POW’s” for further details.

Rules for Handling POW’s:

The following rules seek to ensure that all enemy POW’s are treated fairly and humanely as stated in The Geneva Conventions, without compromising ARMCO’s safety.

- **Do not engage unarmed, surrendering, or captive enemy soldiers:**
 - See “Rules of Engagement”.
- **Do not torture captured enemy soldiers:**
 - Under no circumstances may ARMCO personnel engage in the physical or mental torture of POW’s for any reason.
 - The only information POW’s are required to give to ARMCO is name and rank. Attempts to force or trick a POW to unwillingly divulge additional information will be considered acts of torture.
 - The exception to the above statement is if a POW voluntarily provides the information, either without prompting or when asked non-threateningly. If the POW does not provide any additional information after being asked once, ARMCO cannot question them further.

- ARMCO has specialists that can get information from POW's without breaking the Geneva Conventions. ARMCO personnel should leave interrogating POW's to them whenever possible.
- **Do not use POW's as human shields:**
 - Under no circumstances may POW's, or any other individual for that matter, be used as a human shield, either to protect ARMCO personnel or ARMCO assets.
 - Doing so will be seen as a form of torture, and will be punished as such.
- **Ensure that the immediate area is clear before attempting to capture:**
 - Before attempting to capture a surrendering enemy soldier, ensure that the current engagement has ended, the path to the individual is clear of any mines or booby-traps, and you are not needed to assist with an existing ARMCO mass-casualty incident.
 - Securing surrendering enemy soldiers is always a higher priority task than any other task other than assisting wounded personnel or Priority-1 and Priority-0 objectives.
- **Restrain the individual and immediately strip weapons, ammo, grenades, radios, and navigational equipment:**
 - Immediately restrain the individual with cable ties, then remove any and all weapons, ammo, grenades, radios, and navigational equipment from the POW and move them to a secure location.
 - Additional equipment may be removed at the individual's jurisdiction, but the POW must be allowed to retain their uniform and at least some bandages, if they had any.
 - If you do not have cable ties, immediately call out over the radio for someone to bring you some. Do not leave the POW unattended or attempt to move them until they can be properly restrained.
- **Move the POW to a safe location while transportation to an ARMCO facility is being arranged:**
 - Once the POW is restrained and stripped of any dangerous equipment, they are to be moved to a relatively safe-location away from the frontline and any ARMCO supplies or vehicles.
 - POW's should be stored together if possible to reduce the number of guards needed to watch them.
- **POW's are never to be left unattended while in the field:**

- POW's either being searched, moved, or stored should never be left unattended, and should always have at least 2 guards watching them at all times.
- **Move the POW to a secure facility at the earliest convenience:**
 - During the time POW's are being collected, ARMCO personnel in the field should be making arrangements to have them transported to a properly-equipped ARMCO or friendly facility for permanent confinement.
 - POW's may be moved with injured personnel if they are going to the same facility.
- **ARMCO may use incapacitative force to attempt to recapture POW's who escaped confinement (*C):**
 - If a POW escapes ARMCO captivity, they should be recaptured if possible using incapacitative or non-lethal force.
 - ARMCO personnel should not pursue fleeing POW's into enemy-held territory or other high-risk areas.
 - If the POW arms themselves at any point, they may be engaged with lethal force.
- **ARMCO may use non-lethal force to attempt to recapture POW's who escaped confinement (*N):**
 - If a POW escapes ARMCO captivity, they should be recaptured if possible using non-lethal force.
 - ARMCO personnel should not pursue fleeing POW's into enemy-held territory or other high-risk areas.
 - If the POW arms themselves at any point, they may be engaged with incapacitative force. If the POW begins engaging ARMCO personnel, they may be engaged with lethal force.

Collateral Damage:

The following rules seek to limit the amount of civilian casualties and damage done to civilian and military infrastructure in an area without placing ARMCO personnel in unnecessary risk. Any ARMCO personnel wishing to be in a fire-support role should pay close attention to this section.

- **Do not fire on unoccupied positions:**
 - If it is confirmed that there are no enemy combatants in a position, it may not be engaged with heavy ordnance.
 - The sole exception to this rule is if the position's destruction has been authorized by ARMCO High Command.

- **Do not fire on unconfirmed targets:**

- If ARMCO cannot confirm the presence of hostile forces at a position, they cannot not engage it with heavy ordnance.
- Similarly, if ARMCO cannot confirm there are no friendly troops, civilians, and/or hostages at the positions, they cannot engage it with heavy ordnance.

- **Minimize damage to civilian property:**

- ARMCO forces should avoid the use of heavy ordnance on civilian property and inside civilian areas as much as possible. This includes, but is not limited to:
 - Cities, towns, and villages
 - Sites of historic and/or cultural significance
 - Industrial sites
 - Key infrastructure such as bridges, roads, and administrative buildings
 - Any site that is confirmed to have a regular civilian presence
- If attempting to clear a civilian zone or building without heavy ordnance would result in unacceptable loss of life and equipment, ARMCO may use heavy ordnance on high-priority targets with ARMCO High Command's explicit authorization.
- Civilian buildings and zones that are confirmed by ARMCO High Command to be abandoned with minimal chance of civilians returning are not bound by these restrictions.

- **Minimize damage to strategic locations:**

- ARMCO should avoid the use of heavy ordnance on strategically-important positions as much as possible. This includes, but is not limited to:
 - Command and Control facilities
 - Airfields and Heliports
 - Naval bases and Shipyards
 - Military installations
 - Communications facilities
 - Locations suspected to contain high-value assets
 - Any location designated as strategically-important by ARMCO High Command
- If attempting to clear a strategic location without heavy ordnance would result in unacceptable loss of life and equipment, ARMCO may use heavy

ordnance on high-priority targets with ARMCO High Command's explicit authorization.

- Strategic locations confirmed to be held by hostile forces are not bound by these restrictions unless ARMCO High Command states otherwise.
- Locations whose destruction has been ordered by ARMCO High Command or that lose their strategic importance for whatever reason are not bound by these restrictions.

- **Heavy ordnance classifications:**

- Restricted ordnance refers to any form of heavy ordnance that cannot be used when any of the above restrictions apply. These include, but are not limited to:
 - Unguided HE rounds from mortars and artillery guns
 - Any form of cluster or mine-dispensing munitions
 - HE rounds from cannons or autocannons
 - HEAT and MPT rounds from cannons or autocannons (*N)
 - Demolition blocks and satchel charges (*N)
 - Fragmentation grenades, grenade launchers, and GMG's (*N)
 - Unguided bombs and rockets from any aircraft or ground vehicle
 - Gunfire from any fixed-wing aircraft
 - Gunfire from any helicopter without a RCWS (*N)
 - Cannon and autocannon fire from the V-44X or similar aircraft
 - Gunfire from the V-44X or similar aircraft (*N)
 - Guided missiles launched from any aircraft (*N)
- Limited ordnance refers to any form of heavy ordnance that can be used, but should only be used carefully, sparingly, and observed closely. These include, but are not limited to:
 - Smoke rounds from mortars and artillery guns
 - Laser-Guided munitions from artillery guns (*C)
 - AP rounds from any cannon or autocannon
 - HEAT and MPT rounds from cannons or autocannons (*C)
 - Guided missiles launched by any ground vehicle
 - Demolition blocks and satchel charges (*C)
 - Fragmentation grenades, grenade launchers, and GMG's (*C)
 - Medium and Heavy Anti-Tank launchers (*N)
 - Gunfire from any helicopter without a RCWS (*C)
 - Gunfire from any helicopter with a RCWS
 - Gunfire from the V-44X or similar aircraft (*C)
 - Guided missiles launched from any aircraft (*C)

- Although HMG's, MMG's, and Sniper Rifles are not restricted, ARMCO should be mindful of over-penetration hitting things behind the main target.
- **Aircraft hovering over areas where heavy ordnance is restricted should not be engaged:**
 - If an aircraft is currently hovering over or near an area where heavy ordnance is restricted, ARMCO should avoid shooting it down due to risk of collateral damage from the initial crash and cookoff.
 - Once landed, ARMCO may engage the aircraft if risk of damage from cookoff is minimal.
 - The exception to this rule is if the aircraft is actively engaging ARMCO personnel.
 - If an aircraft in-motion that were not attempting to land or hover is shot down by ARMCO crashes in an area where heavy ordnance is restricted, ARMCO is not liable for any and all damage to occurs.
- **Avoid using explosives to asset-deny equipment in civilian areas:**
 - ARMCO personnel should avoid using explosives in order to asset-deny any equipment in or near a civilian area, or another location where ARMCO is ordered to minimize collateral damage.
 - ARMCO personnel should try and use non-explosive ways to deny the assets, such as damaging/removing critical components, or move it away from the civilian area before detonating it.
 - The exception to this rule is if ARMCO personnel are unable to disable it through any means except explosives and they are unable to move it away from the civilian area, either because they lack the means to do so and/or there is an immediate risk of the asset falling into enemy hands.
- **All other targets may be engaged with heavy ordnance at the element leader's discretion:**
 - If a target does not violate any of the above conditions, heavy ordnance may be used against it at the element leader's discretion.

Use of mines and minefields:

The following rules seek to streamline the use of mines and minefields as well as decreasing the time needed to remove them while minimizing the risk to civilians and non-combatants. Use of cluster munitions is also mentioned here.

- **Use of proximity-detonated anti-personnel mines is forbidden without approval from ARMCO High Command:**
 - Under no circumstances may ARMCO personnel deploy any proximity-detonation anti-personnel mines without approval from ARMCO High Command.
 - Use of proximity detonated anti-tank mines is allowed to deal with hostile armor if needed.
- **Use of timed explosive devices is allowed for asset-denial and for booby-traps inside military installations only:**
 - ARMCO may use timed explosive devices for the purposes of asset-denial or deploying booby-traps, but only within dedicated military installations, unless ARMCO High Command states otherwise.
 - An exception to the above rule is if ARMCO personnel need to asset-deny critical equipment in the field, but lack a detonator or cannot get safely away for remote-detonation.
 - Under no circumstances may timed explosive devices be used within civilian areas.
 - The maximum length of time a timer may be set for is 5 minutes.
- **Any proximity-detonated mines or explosives placed by ARMCO must be marked:**
 - Whenever ARMCO deploys a mine or explosive device in any number with a proximity detonation trigger, their locations and types must be clearly marked so ARMCO High Command can properly warn the appropriate parties.
 - Timed explosives generally are exempt from this rule, but it is still required to warn friendly elements of timed explosive charges being used, and marking their positions is still strongly recommended if the timer is particularly long.
 - Remote-detonated explosives are generally exempt from this rule unless the explosives are being used to aid in the defense of an ARMCO position and/or supplement an existing ARMCO minefield.
- **Any mines or explosives placed by ARMCO must be disposed of before they leave the area:**
 - Any mines or explosive devices placed by ARMCO not part of a dedicated minefield must be safely disposed of before they leave the area.
 - The method of disposal will be left to the discretion of the element-leader, bearing in mind SOP's regarding Collateral Damage.

- **ARMCO personnel must get approval from ARMCO High Command before deploying minefields:**
 - ARMCO personnel cannot under any circumstance deploy a dedicated minefield without explicit approval from ARMCO High Command.
 - If approval is granted, ARMCO personnel must follow ARMCO High Command's guidelines regarding the type and size of the minefield, as well as any restrictions, to the letter.
- **Minefields cannot be deployed within 100 meters of a civilian area:**
 - Minefields cannot be deployed within 100 meters of a civilian area without explicit approval from ARMCO High Command.
- **Use of cluster munitions and/or mine-dispensing munitions is forbidden without approval from ARMCO High Command:**
 - The use of any cluster munitions and/or mine-dispensing munitions is forbidden without explicit approval from ARMCO High Command.
 - If cluster munitions are used, their point of impact must be marked due to risk of UXO's.
 - The sole exception to this is point-blank usage by artillery crews in emergency situations for self-defense purposes. Even still, ARMCO High Command must still be made aware of this development ASAP and the area marked on the map.

Treatment of Civilians:

The following rules seek to streamline how ARMCO interacts with civilians and other non-combatants encountered in the field.

- **Civilians are always to be treated as non-combatants until proven otherwise:**
 - See "Rules of Engagement".
- **ARMCO personnel should avoid interfering with civilian affairs when not necessary:**
 - Unless it is necessary for them to do so, ARMCO personnel should avoid interfering into civilian lives and affairs.
 - ARMCO should only really interfere when their mission objective requires them to, there are known or suspected threats in the area, or someone is breaking international law. Depending on the nature of ARMCO's

deployment in the region, enforcing local laws and ordinances may or may be a valid reason for interfering in civilian affairs.

- **Civilians and civilian vehicles should be allowed to pass ARMCO personnel unless there is a security risk:**

- If civilians and/or civilian vehicles need to pass by, ARMCO personnel must be allowed to pass, unless there is a risk to the safety of ARMCO personnel and/or the civilian(s).
- Examples of such security risks include, but are not limited to:
 - The civilian(s) are heading towards an active engagement
 - The civilian(s) are heading towards a known enemy encampment ARMCO and/or friendly forces are planning to engage
 - The civilian(s) are attempting to pass an ARMCO facility (See “Security of ARMCO facilities)
 - The civilian(s) has just stolen something
 - The civilian(s) are attempting to pass an ARMCO convoy in-motion (*C, See “Moving in Convoy”)
 - The civilian(s) are attempting to pass an ARMCO convoy in-motion while ARMCO is a FPCON Charlie or higher (*N, See “Moving in Convoy”)
 - Interaction with the civilian(s) give ARMCO personnel reasonable suspicion that they may be a threat (*C)
 - Interaction with the civilian(s) give ARMCO personnel extreme suspicion that they may be a threat (*N)

- **ARMCO should assist civilians in distress if possible:**

- If ARMCO personnel come across civilians in distress while in the field, they must provide assistance if possible, as long as it is not at the expense of their mission objectives.
- Examples of emergencies that warrant ARMCO’s assistance include, but are not limited to:
 - Civilians in need of medical assistance and/or medical evacuation
 - Civilians in need of transportation away from an active engagement
 - Civilians in need of essential supplies and/or mechanical support for items necessary for their survival and/or escape
 - Civilians being engaged by hostile, neutral, friendly, and/or unknown combatants

- **Civilians impeding ARMCO’s ability to complete their objectives may be detained:**

- If a civilian(s) is either intentionally or unintentionally impeding ARMCO's ability to complete their objectives, they may be detained if that will assist in removing the impediment.
- Civilians must be given at least two verbal warnings to cease their actions and/or inactions before ARMCO can attempt detainment.
- Examples of impeding behavior that could warrant detainment include, but are not limited to:
 - Blocking a road or other accessway with their bodies and/or vehicles
 - Moving non-hazardous equipment around, but not out of, an area where they are needed by ARMCO personnel
 - Distracting ARMCO personnel from completing their assigned duties
 - Using open radio frequencies to attempt to contact ARMCO for assistance with trivial matters
- **Civilians performing suspicious behavior may be detained at the element leader's discretion:**
 - If civilians begin performing suspicious behavior in the presence of ARMCO personnel, they may be detained using non-lethal force at the discretion of the element leader.
 - Civilians must be given at least one warning to cease their behavior before detaining them, unless the element leader believes there is an immediate risk of harm to ARMCO or friendly personnel.
 - Examples of suspicious behavior includes, but is not limited to:
 - Drawing a previously-equipped weapon without reason or provocation
 - Refusing to holster a currently-drawn weapon at ARMCO's request
 - Refusing to surrender unauthorized weapons while on ARMCO property
 - Being near a suspected explosive device
 - Attempting to enter an active engagement zone against ARMCO's will
 - Attempting to breach or circumvent an ARMCO facility
 - Loitering near ARMCO vehicles, supplies, and other equipment
- **Incapacitative force may not be used against civilians except in select circumstances:**

- Incapacitative force may not be used against civilians, unless they are performing an action which poses a real and immediate threat to the safety of ARMCO or friendly personnel.
- Examples of such actions include, but are not limited to:
 - Arming themselves without reason or provocation
 - Being near a known explosive device
 - Breaching or circumventing an ARMCO facility
 - Attempting to steal ARMCO vehicles, supplies, or other equipment

Moving in Convoy:

The following rules seek to streamline the formation and movement of ARMCO convoys to minimize accidents and ensure the safety of both ARMCO personnel and civilian drivers.

- **At least one member of the each vehicle crew must be on frequency 60:**
 - All vehicles, regardless of vehicle type or whether the vehicle is intended to be crewed permanently or temporarily, must have at least one member of its crew on frequency 60 at all times.
 - It is strongly encouraged that all members of the vehicle crew be on 60 if possible, although it is not required for them to do so.
 - The sole exception to this is if all vehicles in the convoy are on another frequency, such as a squad frequency or the mechanized frequency. However, at least one of the vehicles in that group must still have someone on 60 in case they come across another friendly convoy.
- **Before departing, convoy speed and spacing MUST be declared by the lead vehicle and acknowledged by all vehicles in convoy:**
 - Before an ARMCO convoy departs from base, the lead vehicle must declare the initial speed and spacing of the convoy and have all vehicles acknowledge this transmission.
 - The convoy CANNOT depart until all vehicles acknowledge this transmission over frequency 60.
- **If a speed or spacing change occurs while the convoy is in-motion, all vehicle drivers must acknowledge the change before it takes effect:**

- If, for whatever reason, the convoy needs to change its speed and/or spacing while in-motion, all vehicle drivers must acknowledge the change before it can take effect.
- The lead vehicle should make another transmission once it adjusts its speed and/or spacing to match the change.
- The sole exception to this is if the convoy breaks formation.
- **Ensure that 360 security is observed at all times:**
 - All vehicle crew members and passengers should be ensuring that proper 360 security is observed at all times.
 - The lead vehicle(s) should be watching forward, the rear vehicle(s) should be watching backwards, and the middle vehicle(s) should be alternating between watching left and right.
- **Default vehicle formation is Staggered Column:**
 - Unless otherwise stated, the default convoy formation is staggered column.
 - If the terrain does not safely allow for staggered columns, the convoy should use a single-column formation and increase spacing to compensate.
 - The first vehicle in the convoy should drive on the right side of the road unless stated otherwise.
- **Vehicles driving at night should have lights on unless attempting to keep stealth:**
 - Any vehicles driving at night or in any low-visibility conditions must have their lights on if they are working, even if they have night-vision capabilities or other means of navigating.
 - The sole exception is if the vehicle(s) are attempting to reach their destination without drawing any unnecessary attention.
- **If the convoy comes under contact, the convoy should push through unless a vehicle gets disabled or the convoy is ordered to clear the contacts:**
 - If the convoy ever comes under contact by enemy forces, the convoy should push through the contact without stopping, with vehicle gunners engaging targets of opportunity as they pass.
 - The exceptions to this are if the convoy has been specifically ordered to clear the contact, the convoy does not believe it can safely pass the enemy combatants, the convoy is escorting an HVT(s) who has not yet entered the danger zone, or a vehicle gets immobilized by enemy forces.

- If IED's are to be expected, the convoy should go off-road if possible when pushing through contact to minimize risk of running into an IED. The same rule applies if the road is blocked by debris, a barricade, or some other obstruction. If this is not possible, do not push past the contacts.
- If the convoy is escorting vehicles or high-value individuals to a position, a secondary convoy should be sent ahead of the main convoy to find and eliminate any enemy contacts encountered. If this is not possible, proceed as normal.
- **If the convoy becomes engaged by indirect fire, the convoy should break formation and make best speed to escape the danger zone:**
 - If the convoy ever comes under contact by indirect fire or another means of attack that the convoy cannot effectively counter, such as aircraft, the convoy should break formation and make best speed to escape the danger zone.
 - Once clear of the danger zone, the convoy should re-group at a designated rally-point and ensure all vehicles, crew members, and passengers are accounted for before reforming and continuing on.
 - If a vehicle gets immobilized in the danger area, the crew and any passengers should disembark and either request pickup by another vehicle, if safely possible, or make best speed on-foot out of the danger zone, asset-denying the vehicle if necessary.
- **If the convoy needs to stop for whatever reason, all vehicles should pull off of the road and passengers should disembark:**
 - If an ARMCO convoy needs to stop for any reason, all vehicles should pull off to the side of the road closest to them to allow any other vehicles through.
 - Any vehicle passengers should also disembark and help set-up 360 for the convoy unless specifically told to remain in their vehicles.
- **Emergency vehicles with lights on MUST be allowed to pass ARMCO convoys:**
 - If a clearly-designated emergency vehicle with their emergency lights on approaches an ARMCO convoy, they must be allowed to pass the convoy.
 - If the terrain does not allow the emergency vehicle to safely pass, the convoy should move to a location where the terrain allows the emergency vehicle to safely pass.

- **Civilian vehicles may not pass ARMCO convoys unless ARMCO lets them (*C):**
 - Civilian vehicles cannot attempt to pass an ARMCO convoy in-motion unless the ARMCO convoy pulls off the road to allow them to pass.
 - Civilian vehicles that attempt to pass an ARMCO convoy or are following too closely may be disabled with the smallest-caliber weapon available to the convoy without stopping.
 - ARMCO is encouraged to perform warning shots if possible before attempting to disable the vehicle.
- **Civilian vehicles must be allowed to pass ARMCO convoys unless there is a safety risk or ARMCO is at FPCON Charlie or higher (*N):**
 - ARMCO cannot stop civilian vehicles that attempt to pass their convoy in-motion unless the vehicle attempting to pass creates a safety risk, or ARMCO is operating at FPCON Charlie or FPCON Delta.

On-Base Protocols:

The following rules seek to provide clear rules for how ARMCO personnel should act when on ARMCO property under various situations.

- **Unless otherwise stated, all weapons should be holstered and kept on Condition 4:**
 - Unless stated otherwise by the base commander, all firearms must be holstered and kept on Condition 4 at all times.
 - ARMCO personnel do not have to remove their magazine if removal and storage of the magazine is impossible for a particular weapon.
 - ARMCO base security personnel are exempt from this rule, and may keep their weapons on Condition 1.
 - This rule does not apply if there is an active or expected attack on the position in question.
- **In bases on or near the frontline, weapons may be kept on Condition 1 (*C):**
 - ARMCO personnel may keep firearms on Condition 1 if their base is located on or near an active frontline.
 - ARMCO personnel are still encouraged to have their weapons holstered if possible.

- ARMCO base security personnel are exempt from this rule, and may keep their weapons on Condition 0.
- This rule does not apply if there is an active or expected attack on the position in question.
- **Firearms of any type may not be discharged while on base and not at a designated firing range:**
 - No firearms may be discharged while on-base for any reason, except at a proper firing range.
 - This also includes all forms of explosive devices.
 - ARMCO base security personnel are exempt from this rule.
- **ARMCO personnel may not use any base equipment without authorization:**
 - ARMCO personnel must get permission from the base commander before using any asset on-base.
 - This rule does not apply if there is an active or expected attack on the position in question.
- **Low altitude air passes may not be performed without prior authorization:**
 - No fixed-wing aircraft may fly at an altitude of 100 meters or lower over an ARMCO position and no helicopter may fly at an altitude of 50 meters or lower over an ARMCO position without permission from the base commander or ATC. Failure to comply may result in your aircraft being shot down.
 - This rule does not apply to aircraft attempting to land at the position in question, although they should still inform the base of their intentions before attempting to land.
 - The sole exception to this rule is an emergency situation that prevents the aircraft from increasing altitude and/or changing course.
 - This rule does not apply if there is an active or expected attack on the position in question.
- **ARMCO base security personnel have the authority to detain anyone breaking these protocols:**
 - Any designated ARMCO base security personnel have the authority to detain anyone, regardless of rank or position, for any violation of these protocols, using whatever force they feel is necessary.

The Chain of Command:

The following rules seek to streamline the general chain of command to allow ARMCO units to easily and rapidly adjust to the loss of a high-ranking officer during an operation.

- **The general chain of command is as follows:**
 - High-Commander->Olympus->XO->Highest-Ranking Squad Lead->Highest-Ranking Squad Sergeant->Highest-Ranking Squad Corporal->Highest-Ranking Team Lead-> Highest-Ranking Rifleman.
 - The general chain goes from High Commander to individuals; smaller elements should start at the level that is appropriate for them.
 - ARMCO personnel CANNOT pull rank on any other ARMCO personnel not in the same command bracket, regardless of rank.
 - For this chain of command, "Rifleman" simply refers to any role not already stated, with the exceptions of medical personnel and EOD's.
- **Medical personnel cannot take command of an element unless in extreme circumstances:**
 - Medical personnel should not take command of any element to minimize distractions from their main task.
 - The exceptions are in mass-casualty events (See below) or extreme circumstances where they are the most senior personnel available.
- **EOD's should avoid taking command of an element if possible:**
 - EOD's should avoid taking command of an element if possible to minimize distractions from their main task.
 - The EOD may take command of an element if they are the only senior personnel left in their element, excluding medical personnel, or in an emergency circumstance.
- **If an element leader designates someone to be their second-in-command, this overrides the general chain of command:**
 - Element leader's may decide to designate someone lower on the chain of command to act as their second-in-command. If they do so, this decision overrides the general chain of command.
 - If element leaders designate non-standard seconds, they should communicate this ASAP to all other relevant element leaders.
- **If someone does not wish to take command if they are next-in-command, skip them:**

- If an individual who would be next to take command of an element does not wish to take command, they do not have to. In this case, skip them and move to the next individual in the chain.
- The sole exception to this is in an emergency situation where debate over the chain of command is not safely possible.
- If an element goes through every member in the chain of command and circles back to the person who initially refused, they must either take command of the element or merge it into another element.
- **If members of two equally-sized elements merge together, the highest-ranking of the two element leaders takes command:**
 - If two equally-sized elements must merge together for whatever reason, whether permanent or temporary, the new element leader is the higher-ranking of the two original element leaders.
- **If members of two unequally-sized elements merge together, the leader of the larger element takes command:**
 - If two elements of unequal-size must merge together for whatever reason, whether permanent or temporary, the new element leader is the original leader of the larger of the two original elements, regardless of rank.
- **If a higher-ranking member arrives to take command, they do so ONLY after the immediate situation is resolved:**
 - If a higher-ranking individual arrives or returns to take command of an element, the acting element leader retains command until the immediate situation is resolved, if it has not already been resolved.
 - Once the situation is resolved, the transfer of command should happen as soon as possible.
- **Medical personnel and EOD's have ABSOLUTE command in any medical situation or mined area respectively:**
 - In the event of a mass-casualty event or other medical situation, medical personnel have absolute authority over all other ARMCO personnel, regardless of rank or position, with the exception of higher-ranking medical personnel.
 - Likewise, in any situation revolving around the deployment and/or disposal of explosive devices, EOD's have absolute authority over all other ARMCO personnel, regardless of rank or position, with the exception of higher-ranking EOD's.

- In either case, the first medical personnel or EOD on-sight takes command of the situation and only pass-off command if the situation calms down (See above).

Miscellaneous SOP's:

The following SOP's do not fit into one of the previous sections, but do not contain enough content to warrant a new section be created for them. This does not mean any of these SOP's are any less important than the previous ones.

- **ARMCO personnel that go rogue are to be treated as Unknown Agents and arrested if possible:**
 - Any ARMCO personnel that go rogue are considered to be Unknown Agents, and should be detained using incapacitative force if the opportunity to do so arises.
 - See "Interacting with Unknown Agents" in the Supplementary SOP's for further details.
- **ARMCO personnel that go AFK should be left behind and will be brought back up by the Zeus:**
 - If any ARMCO personnel needs to go AFK for any extended period of time, they should inform their element leader and get out of any vehicles, aircraft, or turrets before doing so.
 - The element leader should inform the Zeus over frequency 55 that an individual has gone AFK so that the Zeus can teleport them to a safe location away from the combat zone.
 - Once the individual returns, the Zeus will teleport them back to their element, or the safest location close to their element.
 - The sole exception to this are ARMCO personnel who have gone AFK inside a vehicle's passenger seats.
 - Do not restrain and/or attempt to move the AFK unless they give explicit permission to do so. If they do, this should be communicated to the Zeus to prevent an unnecessary teleport.
- **No more than 50% of any ARMCO unit may be in dedicated support roles at any one time:**
 - ARMCO field commanders should strive to ensure that the number of ARMCO personnel in dedicated support roles should not exceed the number of ARMCO personnel in non-support roles.

- Ideally, ARMCO field commanders should strive for less than 33% of their personnel in dedicated support roles, but that is often not possible. Examples of dedicated support roles include, but are not limited to:
 - Aircraft pilot and/or permanent crew
 - Crew of any logistical, light, medium, or heavy ground vehicle
 - Crew of any naval support craft
 - Crew of any artillery and/or mortar piece, with the exception of light mortars
 - Permanent base security forces
 - Logistical and/or re-insertion teams
 - Sniper and recon teams
 - HMG, GMG, and other crew-served weapon teams
 - ARMCO ground commander and staff
 - Medical personnel
- ARMCO field commanders should also be aware of non-dedicated support roles. These support roles for which ARMCO personnel are only temporarily taken away from non-support roles and/or can perform the tasks of non-support roles with little difficulty.
- Non-dedicated support roles do not count towards the 50% hard limit, but ARMCO field commanders should be careful as to not have too many non-dedicated support roles active at once. Examples of non-dedicated support roles include, but are not limited to:
 - Drivers of transport vehicles who intend to disembark with the ground troops
 - Drivers of vehicles who are just transferring an asset(s) from one location to another, and are not in a permanent logistical role.
 - Crew of any armed, unarmored vehicle
 - MMG teams, marksman teams, light-mortar teams, and force-recon teams
 - Squad leads and staff
 - EOD's and field engineers
 - Forward air controllers and forward observers