



Section 7

Spartan 2-3 SOP

Developing the Leaders of Tomorrow

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Rules

1. Don't be a **dick**.
2. Don't be a **bitch**.
3. Don't say the forbidden words or gamer words.

Loadouts

Loadout Restrictions

1. **Do not look Russian**
2. Look reasonable
3. No thermals
4. No vanilla weapons
5. No Russian weapons
6. 5.56mm primary weapons
7. Maximum of 10 magazines
8. Maximum of 5 200 round belts for MG
9. No fortify tool
10. Maximum of 4x scopes
11. No minimi, US-SOC240 and/or snipers

Loadout Requirements

Loadouts will depend on the mission, but, unless otherwise explicitly stated, all 2-3 members should have in their kit at least:

Everyone

Weapons

- **1x** 5.56mm Rifle (*M4, M27, HK416, etc.*)
 - **1x** IR Weapon Laser
- **10x** 5.56 M855A1 Magazines (*RHS*)
- **3x** White Smoke Grenades
- **2x** Fragmentation Grenades

Role Specific

AT Rifleman

- **1x** M136 HEAT (*CUP*)

SAW/AR Gunner

- **1x** M249
- $\leq$ 1000 Rounds

Equipment

- 1x AN/PRC-152 Radio
- 1x Galaxy S20/Rugged Tablet
- 1x Binoculars/Rangefinder
- 1x Helmet Camera
- 1x Maglite XL50
- 1x Entrenching Tool
- 1x Night Vision Goggle
- 2x Sets of Earplugs
- 3x Cable Ties
- 1x Spray Paint

Medical Supplies

- 15-25x Elastic bandages
- 3x Morphine Autoinjectors
- 3x Epinephrine Autoinjectors
- 1x Box of Painkillers
- 1x Box of Ammonium Carbonate
- 4x Tourniquets
- 2x Chest Seals

Optionals

- 2x IR Chemlights
- 2x Blue Chemlights
- 1x 5.56 Silencer (*If mission calls for it*)

Grenadier

- 1x M203/M230 GL
- 10x HE/HEDP/Smoke 40mm Rounds

Combat Life Saver

- +20x Elastic Bandages
- +2x Tourniquets
- +2x Morphine Autoinjectors
- +2x Epinephrine Autoinjectors

Enemy Prisoner of War Handler

- 2x Cable Ties

Breach/Demo Expert

- 1x Defusal Kit
- Breaching Tools
- Explosives

Roles

In order to ensure effective combat performance and versatility in engagements, fireteams should be organized with specialized roles. The integration of various specialties contributes to a more adaptive and competent fireteam.

Fireteam Composition:

1. AT (Anti-Tank) Rifleman:

- Equipped with an **AT-4 (M136 HEAT)**. *Use the CUP one.*
- Familiarizing themselves with the capabilities and limitations of their weapon.
- Being prepared to engage targets when called upon.
- Identifying and communicating engageable targets.
- Reporting battle damage assessment (BDA) to the team leader.
- **ENSURING THE BACKBLAST AREA IS CLEAR BEFORE FIRING.**
- Be proficient with at least hitting vehicle targets up to 400m with a AT4

2. SAW/AR (Squad Automatic Weapon/ Automatic Rifleman) Gunner:

- Equipped with an M249.
- Understanding burst length, rates of fire, and effective grazing fire ranges.
- Engaging all present targets and following the team leader's commands.
- Provides suppressive fire.

3. Grenadier:

- Equipped with a 5.56 rifle with an under barrel 40mm grenade launcher.
- Demonstrating proficiency and confidence in using the M320 or M203 to engage targets up to 400 meters away.
- Understanding the lethal range of the weapon's blast.
- Considering wind direction to anticipate the smoke plume.
- Familiarizing themselves with their assigned sector of fire and identifying dead space within the fireteam's area of responsibility.

4. Rifleman

- Vigilantly observing and reporting all activities to the team leader.
 - i. 3D's (Distance, Direction, Description)
- Proficiently moving in formations and correcting their own movements.
- Understanding and executing appropriate actions upon contact.
- Comprehending the team's tasks and objectives.
- Carry ammunition for the auto-riflemen.

Additional Role Assignments:

1. CLS (Combat Life Saver):

- Provides basic first aid to stabilize team members on the front line.
- Equipped with 20 additional elastic bandages, 2 additional tourniquets, 2 additional morphine autoinjectors, 2 additional epinephrine autoinjectors.
- One member in each fireteam should be assigned this role to form a buddy team.

2. EPW (Enemy Prisoner of War) Handler:

- Responsible for the handling and management of captured enemies and rescued hostages and high value targets (HVTs).
- Equipped with 7 additional cable ties.
- One member in each fireteam should be assigned this role to form a buddy team.

3. Breach/Demo (Breacher/Demolitions) Expert:

- Specializes in breaching enemy fortifications and handling explosives.
- Equipped with breaching tools, explosives and defusal kits.
 - 4x M112, M114, or 4x M114 demo blocks
- One member in each fireteam should be assigned this role to form a buddy team.

Note: Members assigned as Combat Life Savers (CLS) can also be assigned as Enemy Prisoner of War (EPW) Handlers and vice versa, if necessary.

Structure

Spartan 2-3 is a squad composed of 3 4-5 man fireteams (Alpha, Bravo, and Charlie) and one squad leader. 2-3 Coordinates with 2-1 and 2-2 and receives direction from 2nd Platoon Leadership in order to achieve Platoon and Company objectives as tasked by Company HQ.

Chain of Command:

Company HQ

1. **SO1** (Peterson)
2. **DIR** (Torres)

2nd Platoon Leadership

3. 2nd Platoon **PSO** (Canelo)
4. 2nd Platoon **CSO** (Bandit)
5. 2-3 **SOC** (Zesty)

Spartan 2-3 Teams

6. Spartan 2-3A/B/C **SO/TO**
7. Spartan 2-3A/B/C **OP**
8. Spartan 2-3A/B/C **JP**

Communications

Long Range (*RT-1523 ASPI*)

Company: **50**

1st Platoon: **51**
2nd Platoon: **52**

Aviation: **53**
Company Fire: **50.1**

Short Range (*AN/PRC-152*)

2nd Platoon.: **200**

3rd Squad (*Spartan 2-3*): **230**

Spartan 2-3 Alpha: **231**
Spartan 2-3 Bravo: **232**
Spartan 2-3 Charlie: **233**

Useful Acronyms/Vocab

ACE - Ammo Casualties Equipment (Report)
BDA - Battle Damage Assessment (Report)
OPORD - Operation Order
FOB - Forward Operating Base
LDA - Linear Danger Area (road)
TRP - Target Reference Point

RFL - Restrictive Fire Line
LR - Long Range (Radio)
DZ - Drop Zone
VIP - Very Important Person
HVT - High Value Target
OBJ - Objective

3 D's - Distance Direction Description
FARP - Fuel and Ammo Resupply Point
ORP - Objective Rally Point
RP - Rally Point
CCP - Casualty Collection Point
LZ - Landing Zone
CAS - Close Air support

PL - Phase Line
SP - Start Point (Mission)
S - Sector
MEDEVAC - Medical Evacuation
AAR - After Action Report
AO - Area of Operations
AR - Automatic Rifleman

Phaseline: A line drawn on a map used for coordination, timing, and planning. (used for Plt level planning)

Defilade: A Ridge, Hill, etc. that blocks line of sight and makes direct fire ineffective

Ranks

SOC (Senior Operator In Command)

1. Ensure all squad members are organized and mentored.
2. Effectively utilize squad assets to achieve platoon objectives as tasked by PSO/CSO in accordance with S7 Tactics and Procedures.
3. Ensure accuracy of roster.
4. Mentor SOs/TOs.
5. Conduct monthly audits.
6. Go to all reasonable lengths to ensure everyone in the squad is having fun.

SO (Senior Operator)

1. Ensure all fireteam members are organized and mentored.
2. Effectively utilize fireteam assets to execute the SOC's orders using S7 Tactics and Procedures.
3. Ensure accuracy of roster.
4. Mentor TOs/OPs/JPs.
5. Understand and apply the teachings of SOT.
6. Recruit new members.

TO (Technical Operator)

1. Ensure all fireteam members are organized and mentored.
2. Effectively utilize fireteam assets to execute the SOC's orders using S7 Tactics and Procedures.
3. Ensure accuracy of roster.
4. Mentor OPs/JPs.
5. Learn, pass, and bring into practice the teachings of SOT.
6. Recruit new members.

OP (Operator)

1. Obey the orders of your SO/TO to achieve fireteam objectives using S7 Tactics and Procedures.

2. Understand and apply the teachings of IT.
3. Communicate with your SO/TO and SOC about attendance to Operations and training.
4. Mentor JPs.
5. Have fun and obey the Two Rules.
6. Recruit new members.

JP (Jumper)

1. Get through IT (initial training) ASAP.
2. Have fun and obey THE Rules.
3. (If you're reading this as a JP you're on the right track.)

Operations

Currently, Section 7 has one operation/game night a week. The operation occurs Sunday at 7PM EST. When you spawn in the server for an operation, go to the 2nd Platoon hangar and get with an SO/TO. Platoon leadership will be getting briefed from Company HQ while SOC's organize fireteams, succession of command, running drills, and keeps everyone on task. When the time for the platoon briefing arrives, quit working on your kit and move to the tables to get briefed. After the briefing make sure you know who your fireteam leader is, what your fireteam frequency is, and get ready for SP(starting point). Everything after that should come from following team leader and/or squad leader orders and applying the Standard Operating Procedures (SOPs) of Section 7 and Second Platoon.

Final Word

Please keep in mind that we're all here to play video games and have fun. All structure, tactics, ranks, documents, and procedures are designed to create a maximally fun and tactically effective unit. Obey the Three Rules, know when it's time to joke around versus when it's time to pay attention and be serious, strive to improve yourself, strive to improve those around you, and strive to improve Section 7. If you do, this unit will continue to flourish and allow all of us to do really kickass stuff.

So welcome to 2-3, and don't fuck up.



Document Information

Credits

RET TheMagicHobo
RET StrykerXR
RET Sandstorm
RET HighestAlloy
OP Surplus

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