

VOLUNTEER
COMMANDO

Karrimor

THE VOLUNTEER COMMANDO BATTALION

'Realism without the Bollocks'



About VOLCBAT

VOLCBAT is a British based co-op squad using British kit and British tactics. Our leadership team are serving or ex-forces members. This means that we not only keep current on contemporary drills and procedures but also that we clearly understand the difference between reality and playing milsim in a computer game.

Our motto is "realism without the bollocks." We try to take military simulation as far as it will go without compromising the entertainment factor. We do not salute, address members by rank, require 100% attendance or march up and down the square. While we do use real drills, they have been adapted to suit the game. Anything deemed irrelevant or unnecessary is discarded.

About This Pack

This pack has been written for people who are interested in joining VOLCBAT and provides a flavour of what we are about. As well as details about the squad's structure, the weapons and vehicles we use and the sort of missions we play, it also covers the selection and training process.

We are aware that for some, joining a milsim squad for the first time can be quite daunting, especially one as well-established as VCB. We want to be confident that you are a good fit for VCB, and equally VCB is what you are looking for in a milsim group.



Our Mission

To emulate the Tactics, Techniques and Procedures of a British Light Infantry Platoon as closely as possible within the limitations of the game.

Comms

If you have any questions that are not covered here, check out our website and forum at www.volcbat.com



www.VOLCBAT.com



Organisation



3 (Morton) Platoon A Company 1st Battalion The Volunteer Commandos



Structure

VCB is modelled on a single sub-unit in a light infantry battalion attached to 3 Commando Brigade. The group is run and structured as 3 (Morton) Platoon of A Company, 1st Battalion The Volunteer Commandos. We use the appropriate ranks and organisational structure of a regular British Army light infantry platoon.

The platoon comprises 3 rifle sections and a headquarters element. The purpose of the rifle sections is to close with and destroy the enemy. Each section consists of 2 NCOs and 6 riflemen, split into two four-man fire teams referred to as Charlie and Delta. The former is led by the section commander and the latter is led by his second-in-command or 2IC.

HQ's role is command, control and coordination of the platoon as a whole. It consists of a junior officer (a Lieutenant or Captain), a Platoon Sergeant and a team medic. As well as being in overall command, HQ is responsible for organising casualty evacuation (casevac), logistics tasks such as ammunition replenishment and coordinating offensive support assets such as artillery and Close Air Support.

VCB maintains an operational strength of no more than a platoon, focusing on quality and cohesion rather than weight of numbers. We do not operate any permanent Combat Support or Manoeuvre Support elements.

British Army Ranks



The lieutenant (pronounced "leftenant") is in command of the platoon. His job is to plan and coordinate missions and to make tactical decisions based on the situation on the ground. Other responsibilities include assuring training standards are maintained, new recruits are properly managed, general admin and delegating tasks to NCOs as required. There is a single lieutenant in VOLCBAT.



The Sergeant is the platoon 2IC and assists the PI Comd with all coord functions. This entails everything from placing sections in defence to organising casevac. He will normally control the reserve section and be prepared to take over in the event the PI Comd is killed. Other responsibilities include organising training for the platoon, dealing with applicants, and general admin. There is usually one Sergeant.



Corporals are the Section Commanders and lead the Charlie fire team. They are responsible for the section as a whole and make the low level tactical decisions. In complex missions they preparing orders for their sections and plan their own routes. Other responsibilities include organising training for their sections and posting Senior Riflemen. There are usually three corporals in VOLCBAT.



Lance Corporals are the Section 2ICs and must be prepared to act as section commanders if a corporal becomes combat ineffective. Their role is to lead the Delta fire team and deal with section admin, maintain proper formation and carry out ammunition and casualty checks during a re-org. Other responsibilities include assisting with training and other platoon admin. There are usually four Lance Corporals in VOLCBAT, including the Platoon Medic.



Private is the entry-level rank and by far the most numerous. Privates have few responsibilities other than showing up on time and making sure they know what they're doing. If their section commander and/or 2IC is killed, a Senior Riflemen may step up to assume the command role.



Operations & Training

Our style of play is co-operative against the AI. We almost exclusively play in-house campaigns on our dedicated server, which we tackle in as realistic a manner as is practical within the limitations set by the game engine. We use our own addon pack consisting of high quality modifications covering AI skills, weapons, vehicles and maps carefully selected to enhance game play and immersion.

Op Times

We hold two official op nights a week on our private dedicated servers at 2000 Hrs (8PM) UK Time on Wednesdays and Sundays. Attendance at every op is not mandatory though we do require a reasonable level of participation (about 4 ops a month). Various unofficial ops take place regularly on other nights of the week, which all members are welcome to join.

Training

We have a comprehensive training program including optional Ad Quals. Regular training takes place at platoon and section level to enhance teamwork, cohesion and personal drills & skills so we can tackle more challenging and fun missions. Training is typically run by those members of the Platoon with real life experience in the armed forces.

Operational Deployments

All our campaigns have a detailed background narrative and operational orders to build a realistic and immersive scenario. Campaigns typically run over 4 to 6 persistent missions, where the outcome of each will affect the overall success of the campaign. Typical tasks range from fighting patrols, close target recce, ambushes, counter insurgency ops and deliberate attacks on enemy positions.

Over the next few pages is a flavour of a typical mission scenario.



Main Op Times

- ❖ Wednesday 8pm UK Time
- ❖ Sunday 8pm UK Time

Training

- ❖ Platoon training takes place between campaign deployments, approx every 4 to 6 weeks.
- ❖ Basic and specialist training takes place on an ad hoc basis as required.



As part of 3 Commando Brigade, VOLCBAT are required to work with a wide variety of platforms, equipment and supporting arms.



Operational Deployments



OP valiant

OP01/01 – 3 MORTON PL A COY 1VCB

DTG 042000ZJun13

GR 102114, Fwd HQ, S Podagorsk

SITUATION

Ground

The Area of Operations is heavily wooded rolling hills, interspersed with small built up areas and farming land intersected by stone walls, metalled roads and farm tracks. The towns of ZIRNITRA and KOVROV both have well defended port facilities, making them vital for logistics purposes.

Enemy

En airborne forces have occupied the towns of ZIRNITRA and KOVROV. They have established a platoon level position around a Vehicle Check Point on the MSR at approx GR 104122. This is defended by a dug in defensive position at GR 103122 and a depth position approx 300m to the rear covering arcs with HMG and Mortars. An AP minefield to the front of the MDA channels the approaches towards a killing area. VDV forces are armed with HMG, Mortars and soviet small arms. Int indicates they have at least 2 light armoured vehicles (BRDM or BMP2) per platoon.

1 Motor Rifle Coy VDV
3 MR PI (BRDM or BMP2)
Mnvr Spt Section (HMG, Mor)
Assault Pioneer Section

Air Threat: N/A

Friendly Forces

Having disembarked at PROTVINO, 1VCB have been tasked with clearing the South of the AO and securing the logistics routes to the North.

ACoy, 1VCB

Recce PI, 3 Lt Inf PI, Mor PI, Coy HQ

TACON ACoy:

1 x Typhoon CAS
1 x Merlin (SH)
1 x Bty 29 Cdo RA (L119)

BG Comd's Intent: CLEAR South of AO in order to secure key logistics PODs and MSR prior to advancing North.

Coy Comd's Intent & SoM: A Coy will advance to contact 2 platoons up on axis towards KOVROV, neutralise the en position dominating the MSR and be prepared to assault KOVROV. Recce PI (R10, R20) initially to identify en positions then provide flank security after first contact. M10 be prepared to provide OS and Screening on call. Main effort is destruction of en VCP and lies with T30.



OP VALIANT: Mission Planning

MISSION

3 (Morton) Pl are to advance to contact to KOVROV, neutralising all enemy positions and clearing MSR in order to secure the Bde logistics route.

EXECUTION

Concept of Ops

Intent: Advance to contact using MSR as axis. Identify en MDA and conduct a deliberate attack on en strongpoints to neutralise the position. Thereafter continue the advance South to KOVROV.

SoM: Initially advancing with one section up and remainder in reserve. At first contact issue QBO's and assault position according to situation, making maximum use of OS and CAS. Once clear, continue South and establish in FUP for subsequent assault on KOVROV.

Main Effort: Clearance of MSR and lies with lead section.

COORD INSTR

Locns: Pl HQ initially at GR102115 and will advance on axis behind lead section. Coy HQ & CAP coloc at GR108100.

Timings:

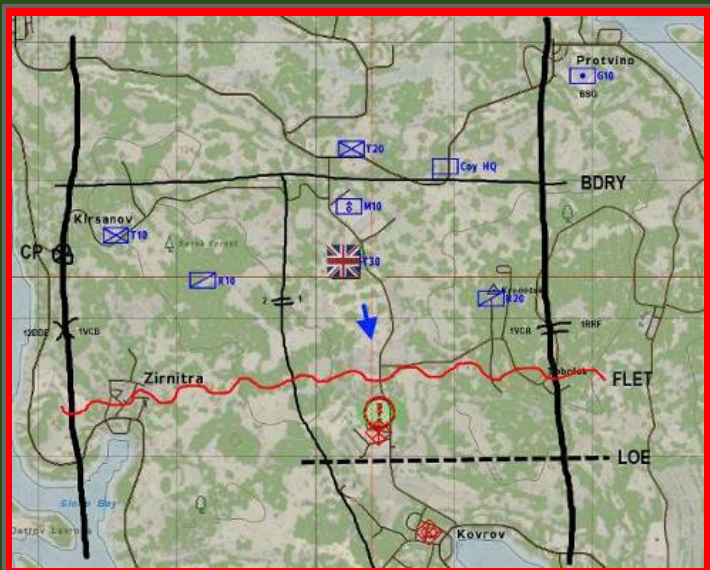
2000 Pl Muster
2005 O Group
2030 Deploy
2230 End

Boundaries: see Map Trace

CSS: Dress & Eqpt: As per SOP

CSups: OB to liaise with CQMS for resupply prior to Pl Muster

Comd & Sig: No Change



After receiving his orders, 3 Platoon Commander conducts a planning phase including a ground appreciation and combat estimate. He produces a marked up map ready for the Platoon Orders Group (O Grp) which will be copied by all Section Commanders.

The map shows critical information such as the location of friendly forces, boundaries, Forward Line of Enemy Troops (FLET) and suspected enemy positions based on intel provided. It also shows the Forming Up Position (FUP) and possible Fire Support locations for the deliberate attack, and finally the Limit of Exploitation (LOE).



OP VALIANT: Execution

Orders Group

The platoon gathers for orders from the Platoon Commander before doing final kit checks and patrolling out towards the enemy positions in the advance to contact.



Advance to Contact

As they near the enemy, the platoon spots and an enemy Observation Post (OP) forward of the main defensive area (MDA). Snapping into well-rehearsed section battle drills, 1 Section quickly deals with the position so the advance can continue.

Approach

The platoon enters the FUP to the flank of the enemy strong point and the Platoon Commander takes the opportunity to move forward and get eyes on before giving a final set of confirmatory Quick Battle Orders (QBO). 1 Section will assault right flanking, with 3 Section in Fire Support and 2 Section in reserve ready to assault depth positions. Mortars will drop HE and Smoke on H Hr to help suppress the enemy positions.



Assault

The initial assault goes well and the first enemy position is successfully neutralised. However as they fight through, an enemy depth position opens up from the South, pinning 1 Section down and they take casualties. The Platoon Commander calls for immediate Offensive Support from the Company's Mortar Platoon whilst the Pl Sgt moves the reserve section into position to assault.



Fight Through

2 Section aggressively assault the depth position before re-orging in preparation for their next task. Meanwhile 1 Section have moved up to provide all round defence, guarding against possible enemy counter attacks.

Re-Org

The Platoon Commander reports to Coy HQ that the enemy strong point has been successfully neutralised, with 15 enemy dead and only 2 minor casualties taken by Morton Platoon. The Platoon Sergeant requests CASEVAC for the wounded and 3 Section are tasked with securing an HLS. Meanwhile the rest of the platoon completes the re-org and prepares for subsequent tasks.





Recruitment

VCB is a group of friends who enjoy a high quality milsim experience and our priority is to make sure that nobody we take in will change that. We understand that although we're serious about milsim, this is still a computer game that we play for fun. You'll be on first name (or nickname) terms with everyone and we don't call anyone by rank.

Selection

We are looking for mature, enthusiastic people who are serious about milsim but have a strong sense of humour and are willing to have a laugh. We do not require any previous military experience, nor do we expect a high level of competency with your drills when you first join. We do expect you know how to play Arma, be ready to learn the basics and to try your hardest regardless of whether you are new to milsim or an old hand.

Attendance

Unlike many other squads, we do not have strict attendance rules although we encourage everyone to participate in at least 50% of our main operations.

Application

The recruitment process is simple. Your application form is arguably the most important part: first impressions count for a lot and the quality and effort you put in will have a big impact on whether you are accepted. See below for some top tips. Further details including the application form template are available on our website and forum.

Probation & Basic Training

Once your app is accepted, you will enter a probationary period during which you will receive basic training and can join our ops on a trial basis. Our Senior Riflemen will mentor you through and ensure you are properly looked after. Phase 1 Basic Training will cover everything you need to know to operate as a rifleman in VCB. Probation typically lasts until you have completed two missions.



Application Requirements

We dislike having too many rules but some are unavoidably necessary. Before submitting an application, you must ensure that you:

- ❖ Own a legitimate working copy of the game
- ❖ Are at least 18 years old
- ❖ Own a working microphone
- ❖ Can speak and understand English
- ❖ Will be able to attend 50% or more mission nights in a month (i.e. at least 4)



Applying to VOLCBAT



Things to Include

We get a high volume of applications and we will only accept those who we think are going to be committed to VCB. We want people who we feel are going to fit in and enjoy playing with us and not leave after playing only 2 missions. You should therefore make an effort to convince us that you will be a valuable, enthusiastic member of the group!

Some key things that will help your application to be successful are:

- ❖ Demonstrate that you have read this info pack
- ❖ Give a good reason why you are applying: what is it you are looking for in the game and what attracted you to VCB?
- ❖ Tell us a little bit about the sort of person you are, your background and experience. For example, what kind of games or hobbies do you enjoy.
- ❖ Above all, ensure your spelling and grammar is correct. If your app looks like it's written by a 7 year old with ADD, we're likely to reject it out of hand. However, if English is not your first language we will of course cut you some slack.

Things to Avoid

There are a few things we frown on in applications and are liable to get it rejected. In no particular order these are:

- ❖ Skipped questions: it just looks like you're not putting any real effort in.
- ❖ Dishonesty: we value integrity very highly and will bin people very quickly if we discover they have not been straight with us.
- ❖ Cockiness: by all means tell us about your strengths but bear in mind we have a quite a few serving and ex-military with a vast amount of collective experience, so boasting that you know everything military because you play airsoft is unlikely to go down well.
- ❖ Text Speak: iv u type liek dis well fink ur a fkin nob n tell u 2 go awy nuff sed (phrases including "snip0rz", "clan", "l33t" and "I'm a really good pilot" are the quickest way to sabotage your application).
- ❖ Finally, don't be gobby. We do this in our spare time too so be patient. If you have any questions, feel free to PM an NCO.



3 Platoon Equipment Schedule

The platoon uses a variety of kit and equipment to achieve our mission. Every Rifleman and NCO will carry an Individual Weapon, fulfilling a unique role in the Fire Team but together forming a potent manoeuvre unit with a combined capability that is wielded by the Platoon Commander to achieve the desired effect on the enemy. The platoon is also issued a limited number of Support Weapons and can call for Offensive Support from Company or Battalion level assets as the tactical situation dictates.



Designation: L85A2
Weapon Type: Assault Rifle
Calibre: 5.56x45mm NATO
Feed: 30rnd box magazine
Sights: Iron Sights, LDS, CWS
Used By: Everyone

The L85A2 is a gas-operated, air-cooled bullpup assault rifle effective to approx 300m as an Individual Weapon or 600m when employed as Section Weapon. It is the standard weapon within VOLCBAT so every member of the squad is expected to be competent with it. More often than not it is used with the LDS optic and can also be fitted with a 40mm UGL for extra firepower.



Designation: L123A2
Weapon Type: Underslung Grenade Launcher
Calibre: 40x43mm NATO
Feed: Breech Loading
Sights: Flip-up Ladder or Holosight
Used By: Pointmen

The UGL is a single-shot grenade launcher that fires a low-velocity 40mm round out to around 350m. It is primarily used with the M433 HEDP round which is effective against infantry but can also be used with some success against light armoured vehicles.



Designation: L110A1
Weapon Type: Machine Gun
Calibre: 5.56x45mm NATO
Feed: 200rnd disintegrating link belt
Sights: Iron Sights, LDS or CWS
Used By: Rifle Section LMG Gunners

The LMG is a gas-operated, belt-fed machine gun. A rifle section typically carries two (one per fire team). Thanks to its high rate of fire and relative accuracy, it is very effective at suppressing the enemy.



Designation: 7.62 Minimi
Weapon Type: Machine Gun
Calibre: 7.62x51mm NATO
Feed: 100rnd disintegrating link belt
Sights: Iron Sights, LDS or CWS
Used By: Rifle Section Machine Gunners

Like the General Purpose Machine Gun, the 7.62 Minimi is a gas-operated, belt-fed machine gun that can be carried by infantry in the light role, mounted on a tripod with a C2 sight in the sustained fire (SF) role, or mounted on vehicles such as the Jackal EWMK. In the light role, it is effective out to around 800m and is excellent for pinning the enemy down at long ranges. It is currently issued in small numbers as an interim to the GPMG.



Designation: L129A1
Weapon Type: Sharpshooter Rifle
Calibre: 7.62x51mm NATO
Feed: 20rnd box magazine
Sights: x6 ACOG and Red-Dot CQB Sight
Used By: Section 2IC, PI Sgt

The L129 Rifle is a magazine fed 7.62mm semi-automatic sharpshooter rifle designed to replace the aging L96A1 and bridge the capability gap between the L85 Rifle and the L115 Long Range Rifle. Effective out to 800m, it fulfils an important role in the section level armoury.



Designation: L1A1
Weapon Type: Machine Gun
Calibre: 12.7x99mm BMG
Feed: 100rnd disintegrating link belt
Sights: Iron sights or SUSAT
Used By: Section Vehicle Mounts

The Heavy Machine Gun, also known as the Browning or the fifty, is a gas-operated, belt-fed machine gun with a maximum range of around 3800m. It is usually seen mounted on vehicles, but it can also be mounted on a tripod as a crew-served weapon. In this configuration, it requires a crew of three to carry the tripod, ammunition and the weapon itself. It is effective against infantry and everything up to and including light armoured vehicles such as the BRDM-2 or BMD-1.



Designation: L34A1
Weapon Type: Automatic Grenade Launcher
Calibre: 40x43mm NATO
Feed: 32rnd disintegrating closed-link belt
Sights: ACOG
Used By: Section Vehicle Mounts

The Grenade Machine Gun is, as the name suggests, a machine gun that fires grenades. Mounted on the EWMK (Enhanced Weapons Mount Installation Kit), it is accurate out to 1500m and can saturate an area with explosives and shrapnel in a matter of seconds.



Designation: RB57 MBT-LAW
Weapon Type: Main Battle Tank and Light Anti-Tank Weapon
Sights: ACOG-style Optic
Used By: Rifle Sections

The Next Generation Anti-Tank weapon is derived from the AT4 CS and replaces the Interim Light Anti-Armour Weapon (AT4 ILAW). It is a single shot, disposable weapon that fires a 150mm subsonic, top attack warhead. It is effective against armoured vehicles up to a range of 600m and can also be used against structures.



Designation: FGM-148 Javelin
Weapon Type: Anti-Tank Guided Missile Launcher
Used By: Rifle Sections

Javelin is an infra-red homing, fire-and-forget anti-tank missile system, effective against MBTs thanks to its top-attack capability. It can also be fired in direct attack mode. Although a highly sophisticated weapon, it is also very heavy with combined weight of around 20kg, meaning that the weapon system has to be split between two or more men if multiple missiles are required.



Vehicles & Support



3 Commando Brigade Assets

As a highly flexible light infantry battalion, VCB may be called upon to use a variety of vehicles during the course of a campaign either directly or supported by Armoured Support Group Royal Marines. These range from light utility vehicles such as the ubiquitous Landrover Defender to Protected Patrol Vehicles such as the Foxhound and Ridgback.

The Platoon regularly makes use of Support Helicopters from the Commando Helicopter Force for transport, logistics and top cover during counterinsurgency operations. It is rare that the Battalion will deploy without several Merlin, Lynx and Chinook under operational command.

29 Commando Regiment Royal Artillery is an Army Unit which provides specialist fire support for 3 Cdo Bde. It controls huge firepower ranging from mortars, artillery and naval gunfire to fast jets and Apache helicopters. 3 Platoon has several trained Forward Observers who can call for support from these assets as the tactical situation demands.

Other 3 Bde assets include the Logistics Support Squadron and 30 Commando Information Exploitation Group who all have important parts to play in any deployment.



3 Commando Brigade Major Units

- ❖ 40 Commando
- ❖ 42 Commando
- ❖ 45 Commando
- ❖ 1 Volunteer Commando Battalion

Combat & Combat Service Support Units

- ❖ 29 Commando Regiment Royal Artillery
- ❖ 24 Commando Regiment Royal Engineers
- ❖ Armoured Support Group RM
- ❖ Commando Helicopter Force
- ❖ Commando Logistics Regiment RM
- ❖ 30 Commando Information Exploitation Group