

The Socom Rifle Squad

for: Socom Confrontation : Cold Front

Modeled After The USMC Rifle Squad



Composed by USMC_SF_SNIPER

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Terms and Abbreviations

FT = fireteam

R = Rifleman

TL= Team Leader

MG = Machine gunner

SN = Sniper

SP = Spotter

ST = Support team

SL = Squad Leader

CL = Clan Leader

AO = Area of Operations

COC = Chain of Command

Sitrep = Situation Report

Hide = position which sniper team conducts operations

Chapter 1 Organization and Armament

1.1 General

The mission of the rifle squad is to locate, close with, and destroy the enemy by fire and maneuver, or repel the enemy's assault by fire and close combat.

1.2 Organization of the Rifle Squad

Depending on number of soldiers the break-up of the squad is as follows:

4 men: 1 **fireteam** consists of 2 riflemen, 1 TL, 1 MG
breaking up into Alpha (R, R) and Bravo (TL, MG)

5 men: One **fireteam** consisting of 3x riflemen, 1 TL, 1 MG breaking up into Alpha (R,R) and Bravo (TL,R, MG)

6 men: One **fireteam** consisting of 2x riflemen, 1 TL, 1 MG (see 4 men layout)
and One **Sniper Team/Support Team** consisting of 1 SN 1 SP

7 men: One **fireteam** (see 5 men layout) and one **Sniper Team/Support Team**
consisting of 1 SN, 1 SP

8 men:

(single sniper team) – One **fireteam** (see 5 men layout) and one **Sniper Team/Support Team** consisting of 1 R, 1 SN, 1 SP

(dual sniper teams) – One **fireteam** (see 4 men layout) and two (2) **Sniper Team/Support Teams** each consisting of 1 SN, 1 SP

(dual fireteams) Two 4-men **fireteams**

****SEE APPENDIX A ****

1.3 Composition of the Squad

The squad is composed of 4 – 8 soldiers with designated officers as the team and squad leaders. COC is as follows (top – down)

CL or designated SL > TL > Sniper *see note*, squad members

Sniper Team COC

* Sniper teams should only be ordered AO in which to cover, not the exact location of the hide*

1.4 Weapons and Equipment

Rifleman

Main – Alice, 417, m4, ak 47, 552 w front grip and Reflex scope

Sidearm - Gladys, mark 23, DE, or model 18
Equipment – Flash bangs and Fragmentation grenades

Machine gunner

Main – Gloria, m249, mk 48, or RPK
Sidearm - See rifleman sidearm
Equipment – Smoke and Fragmentation grenades

Squad/Team Leader

Main – Alice, 417, m4, ak47, 552 with front grip and low scope
Sidearm – See rifleman sidearm
Equipment – Smoke and Flash Bangs

Sniper

Main - Tilly with medium, 12x, or high scopes and one additional item

Sidearm – See rifleman sidearm
Equipment – Smoke and Fragmentation grenades

Spotter

Main – M14, M16a4, Alice
Sidearm – See rifleman sidearm
Equipment – Claymores and fragmentation grenades

1.5 Duties of Individuals

- a. General - Every man of a fire team must know the duties of the other team members, and if needed fill in open positions.
- b. Rifleman - The rifleman is to execute the orders of the fireteam leader in movement and use of his weapon. The rifleman is also to act as a scout and report all enemy activity.
- c. Machine Gunner - The machine gunner is to provide a high volume of suppression fire at the team leader's direction and provide cover for the fireteam to displace or maneuver against the enemy.
- d. Team Leader – The purpose of the team leader is to follow the Squad Leader's orders to accomplish the specified objectives. The team leader is to command his fireteam instructing in methods of movement and fire to eliminate the enemy and accomplish the objective. In carrying out the orders of the squad leader, he takes a position to best observe and control the fire team. Normally, he is close enough to the machine gunner to exercise effective control of his fires.
- e. Squad Leader – The squad leader is in charge of guiding the squad to the objective and eliminating the enemy. For purposes of the game, the squad leader has almost identical duties as the fireteam leader aside from the COC.
- f. Sniper – The Sniper is probably the most valuable asset at a team leader's disposal. The sniper is to provide accurate long range fire to cover the mother unit (team attached to) in their advance, retreat, and completion of the objective or if absolutely necessary emplaced to defend a key area or objective. The sniper receives orders from the team leader of the mother unit when coverage is needed. The sniper

takes charge of the sniper team in deployment and engagement strategies.

- g. Spotter – The purpose of the spotter is to escort the sniper, locate and announce target locations, provide sitreps to the sniper, and provide hide security. The spotter solely reports to the sniper and is never more than 10 feet from the sniper unless lack of concealment/cover is present. The success to a great sniper team and ultimately the squad, is the spotter.

Appendixes

Appendix A

