

Unit Formation Info

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Â Desert Hawks Formation Info Â The Desert Hawks team uses a pseudo military model for its unit formation as well as the roles and responsibilities for the individual fighters and their positions within those units. Â Read on to learn more about the Desert Hawks unit formation and player roles.

1 FORMATIONS

INFANTRY SQUAD

1-1. The Infantry squad is a model for all tactical task organizations. It is comprised of two fire teams and a squad leader. It is capable of establishing a base of fire, providing security for another element, or conducting fire and movement with one team providing a base of fire, while the other team moves to the next position of advantage or onto an objective. The squad leader has two subordinate fire team leaders to lead the two fire teams that compose the squad, freeing him to control the high level actions of the entire squad. Â The current Desert Hawks Squad is designated Bravo Squad.

INFANTRY FIRE TEAM

1-2. The Infantry fire team is designed to fight as a team and is the fighting element within the Infantry squad. Infantry squads succeed or fail based on the actions of their fire teams. Â The Infantry fire team is designed as a self-contained team. The automatic rifleman (AR) provides an internal base of fire with the ability to deliver sustained suppressive small arms fire on area targets. The rifleman provides accurate lethal direct fire for point targets. The grenadier provides high explosive (HE) indirect fires for both point and area targets. A team leader (TL) who provides command and control (C2) through leadership by example (â€œDo as I doâ€•) leads this team. Â The current Desert Hawks fire teams are Bravo One Zero (B10) and Bravo Two Zero (B20).

Â SNIPER TEAM

1-3. Sniper teams avoid sustained battles. They typically operate in teams, with at least one sniper and one observer, normally cross-trained. The observer carries an automatic rifle; the sniper carries the sniper weapon system; and each member carries a side arm. Team members help each other with range estimation, round adjustment, and security. Sniper activity should be planned and controlled by the Squad Leader or the fire team leader of the fire team they are directly attached. Â The current Desert Hawks Sniper team is Sierra One (S1).

2 POSITIONS

SQUAD LEADER (SL)

2-1. This position is only available to Desert Hawks team members who have achieved the Officer rank of Captain or above. Â The squad leader (SL) directs his team leaders and leads by personal example. The SL has authority over his subordinates and overall responsibility for those subordinates' actions. Centralized authority enables the SL to act decisively while maintaining troop discipline and unity. Under the fluid conditions of close combat, even in the course of carefully-planned actions, the SL must accomplish assigned missions on his own initiative without constant guidance from above.

* The squad leader is the senior Infantryman in the squad and is responsible for all the squad does or fails to do. The squad leader is responsible for the care of his squad's men, weapons, and equipment. He leads his squad through two team leaders. During operations, the squad leader is

* Is the subject matter expert (SME) on all battle drills and individual drills.

* Is the subject matter expert (SME) in the squad's organic weapons employment and the employment of supporting assets.

* Knows weapon effects, surface danger zone(s) (SDZ), and risk estimate distance(s) (RED) for all munitions.

* Effectively uses control measures for direct fire, indirect fire, and tactical movement.

* Controls the movement of his squad and its rate and distribution of fire (including call for and adjust fire).

* Fights the close fight by fire and movement with two fire teams and available supporting weapons.

* Selects the fire team's general location and sector in the defense.

* Communicates timely and accurate spot reports (SPOTREPs) and status reports, including

- * Size, activity, location, unit, time, and equipment (SALUTE) SPOTREPs.
- * Status of ammunition, casualties, and equipment.
- * Employs digital command and control (C2) systems available to the squad and platoon.
- * Operates in any environment to include the urban environment.
- * Conducts troop-leading procedures (TLP).

TEAM LEADER (TL)

2-2. This position is only available to Desert Hawks team members who have achieved the Enlisted ranks of Sergeant or above or any Officer rank. The team leader leads his team members by personal example. He has authority over his subordinates and overall responsibility for their actions. Centralized authority enables the TL to maintain troop discipline and unity and to act decisively. Under the fluid conditions of close combat, the team leader must accomplish assigned missions using initiative without needing constant guidance from above.

- * The team leader's position on the battlefield requires immediacy and accuracy in all of his actions. He is a fighting leader who leads his team by example. The team leader is responsible for all his fire team does or fails to do. He is responsible for the care of his team's men, weapons, and equipment. During operations, the team leader
- * Is the SME on all of the team's weapons and duty positions and all squad battle drills.
- * Leads his team in fire and movement.
- * Controls the movement of his team and its rate and distribution of fire.
- * Employs digital command and control (C2) systems available to the squad and platoon.
- * Ensures security of his team's sector.
- * Assists the squad leader as required.
- * Is prepared to assume the duties of the squad leader and platoon sergeant.
- * Enforces field discipline and preventive medical issues.
- * Determines his team's combat load and manages its available classes of supply as required.
- * Understands the mission two levels up (squad and platoon).
- * When maneuvering the team, the team fights using one of three techniques:
 - (1) Individual movement techniques (IMT, the lowest level of movement).
 - (2) Buddy team fire and movement.
 - (3) Fire team fire and movement (maneuver).
- * Determining a suitable technique is based on the effectiveness of the enemy's fire and available cover and concealment. The more effective the enemy's fire, the lower the level of movement. Because the team leader leads his team, he is able to make this assessment firsthand. Other leaders must be sensitive to the team leader's decision on movement.

RIFLEMAN (RFLM)

2-3. The rifleman provides the baseline standard for all Infantrymen and is an integral part of the fire team. He must be an expert in handling and employing his weapon. Placing well-aimed, effective fire on the enemy is his primary capability. Additionally, the rifleman must

- * Be an expert on his weapon system—his rifle, its optics, and its laser aiming device. He must be effective with his weapon system day or night. He must be capable of engaging all targets with well-aimed shots.
- * Be able to employ all weapons of the squad, as well as common munitions.
- * Be able to construct and occupy a hasty firing position and know how to fire from it. He must know how to quickly occupy covered and concealed positions in all environments and what protection they will provide for him from direct fire weapons.
- * Be able to fight as part of his unit, which includes being proficient in his individual tasks and drills, being able to fight alongside any member of the unit, and knowing the duties of his teammates and be prepared to fill in with their weapons if needed.
- * Be able to inform his team leader of everything he hears and sees when in a tactical situation.
- * Be able to manage his food, water, and ammunition during operations.
- * Be prepared to assume the duties of the automatic rifleman and team leader.
- * Understand the mission two levels up (squad and platoon).

SQUAD DESIGNATED MARKSMAN

2-4. Squad designated marksmen are not squad snipers. They are fully integrated members of the rifle squad who provide an improved capability for the rifle squad. They do not operate as semi-autonomous elements on the battlefield as snipers, nor do they routinely engage targets at the extreme ranges common to snipers. The designated marksman employs an optically-enhanced general-purpose weapon or pair of binoculars.

- * The SDM is chosen for his demonstrated shooting ability, maturity, reliability, good judgment, and experience. The SDM must be able to execute the entire range of individual and collective rifleman tasks within the squad
- * The designated marksman employs an optically-enhanced, general-purpose weapon to improve the squad's precision engagement capabilities at short and medium ranges. In contrast, snipers use specialized rifles and match ammunition, and are specially selected and trained to provide precision fire at medium and long ranges (normally from stationary

positions).

- * The squad marksman engages visible point targets with target priorities of enemy leaders, personnel with radios, automatic weapons crews, enemy soldiers with rocket launchers or sniper rifles, or others as directed by his team leaders. He is particularly effective against targets that are only partially exposed or exposed for only brief periods of time. A designated marksman delivers effective fire against very small targets such as loopholes or firing slits, bunker apertures, partially obscured and prone enemy snipers, crew-served weapons teams at close to medium ranges, and rapidly moving targets. He must be able to detect and engage targets rapidly from awkward or nonstandard firing positions while he, the target, or both are moving.

- * One designated marksman per fire team creates two highly flexible balanced teams with a squad automatic weapon, grenade launcher, and precision-fire rifleman in each. This combines increased situational awareness and target acquisition with precision point and area suppression. Integration of a designated marksman within each fire team allows the squad to suppress enemy individuals, support weapons, or small units while maneuvering to a position of advantage.

Equipment

- * The designated marksman requires additional training on his new role and on the operation and maintenance of the optical sights. Additional training includesâ€”

- * Zeroing techniques.
- * Target detection.
- * Range, wind, and moving target estimation.
- * Hold-off determination.
- * Alternate and nonstandard shooting positions.
- * Known distance field fire to 200 meters.
- * Close combat firing techniques.
- * Transition fire engagements.
- * Rapid target identification and engagement.
- * Shooting while moving forward, sideways, and back.

GRENADIER (GRN)

2-5. The grenadier is currently equipped with any rifle and an attached grenade launcher. The grenadier provides the fire team with a high trajectory, wide spread capability. His fire enables the fire team to achieve complementary effects with high trajectory, mass amount of simultaneous munitions, and the flat trajectory ball ammunition of the teamâ€™s other weapons. The grenade launcher system allows the grenadier to perform functions: suppress and destroy enemy Infantry and lightly-armored vehicles with high count wide spread shoots. The grenadier mustâ€”

- * Be able to accomplish all of the tasks of the rifleman.
- * Be able to engage targets with appropriate type of rounds both day and night.
- * He must know how to employ each type of grenade round and know its minimum safety constraints.
- * Know the maximum ranges for each type of target for the grenade launcher.
- * Know how to make an adjustment from the first round fired so he can attain a second-round hit.
- * Load the grenade launcher quickly in all firing positions and while running.
- * Be prepared to assume the duties of the automatic weapons gunner and the team leader.
- * Understand the mission two levels up (squad and platoon).

AUTOMATIC RIFLEMAN (AR)

2-6. The ARâ€™s primary weapon is currently any box magazine support gun. The support gun provides the unit with a high volume of sustained suppressive and lethal fires for area targets. The automatic rifleman employs the support gun to suppress enemy Infantry and bunkers, destroy enemy automatic rifle and antitank teams, and enable the movement of other teams and squads. He is normally the senior Soldier of the fire team. The AR mustâ€”

- * Be able to accomplish all of the tasks of the rifleman and the grenadier.
 - * Be prepared to assume the duties of the team leader and squad leader.
 - * Be able to engage groups of enemy personnel, thin-skinned vehicles, bunker doors or apertures, and suspected enemy locations with automatic fire. He provides suppressive fire on these targets so his teammates can close with and destroy the enemy.
 - * Be familiar with field expedient firing aids to enhance the effectiveness of his weapon (for example, aiming stakes).
 - * Be able to engage targets from the prone, kneeling, and standing positions with and without night observation devices.
- Also understands the mission two levels up (the squad and platoon).

HEAVY WEAPONS SPECIALIST (HVYSPC)

2-7. This member provides the squad with an extremely lethal fire-and-forget, man-portable, direct- and top-attack capability to defeat enemy armored vehicles and destroy fortified positions at ranges up to 200 meters.. During operations, the HvYSPCâ€”

- * Is responsible for all the guns equipment.
- * Is responsible for putting the gun in and out of action.
- * When attached to a rifle squad, is the SME on employment of the weapon system. He advises the team leaders of the

best way to employ the weapon system.

- * Enforces field discipline while the gun team is employed tactically.
- * Knows the ballistic effects of the weapon on all types of targets.
- * Understand the mission two levels up (the squad and platoon).
- * Be an expert on his weapon system—his rifle, its optics, and its laser aiming device. He must be effective with his weapon system day or night. He must be capable of engaging all targets with well-aimed shots.
- * Be able to construct and occupy a hasty firing position and know how to fire from it. He must know how to quickly occupy covered and concealed positions in all environments and what protection they will provide for him from direct fire weapons..
- * Be able to fight as part of his unit, which includes being proficient in his individual tasks and drills, being able to fight alongside any member of the unit, and knowing the duties of his teammates and be prepared to fill in with their weapons if needed.
- * Be able to contribute as a member of special teams to include wire/mine breach teams, EPW search, aid/litter, and demolitions.
- * Be able to inform his team leader of everything he hears and sees when in a tactical situation.
- * Be able to manage his food, water, and ammunition during operations.
- * Be prepared to assume the duties of the automatic rifleman and team leader.
- * Understand the mission two levels up (squad and platoon).

SNIPER (SNP) / RECON (RCN)

OFFENSIVE EMPLOYMENT

2-8. Offensive operations carry the fight to the enemy to destroy his capability and will to fight. The sniper plays a major role in offensive operations by killing enemy targets that threaten the success of the attack, or by providing timely intelligence in support of offensive operations. During offensive operations, snipers are

- * Conduct countersniper operations
- * Conduct offensively oriented reconnaissance operations.
- * Overwatch movement of friendly forces and suppress enemy targets that threaten the moving forces.
- * Place precision fire on enemy crew-served weapons teams and into exposed apertures of bunkers
- * Place precision fire on enemy leaders, armored-vehicle drivers or commanders, FOs, and other designated personnel
- * Place precision fire on targets threatening a counterattack or fleeing
- * Assist in screening a flank using supplemental fires.

MOVEMENT TO CONTACT

- * During a movement to contact, snipers move with the lead element, or they can be before the unit's movement
- * To choose positions.
- * To gather information about the enemy.
- * To deny enemy access to key terrain through controlled precision fires, preventing enemy surprise attacks.

DEFENSIVE TASKS

- * The sniper team can perform the following tasks during defensive operations. Cover obstacles, minefields, roadblocks, and demolitions. Perform counter reconnaissance, that is, identify or destroy enemy reconnaissance elements
- * Engage enemy OPs, armored vehicle commanders exposed in turrets, and ATGM teams.
- * Damage enemy vehicles' optics to degrade their movement.
- * Suppress enemy crew-served weapons.
- * Disrupt follow-on units with long-range small-arms fire.

3. Additional Duty

MEDIC (MED)

2-9. The medic is assigned to the Desert Hawks team as an additional duty and is attached upon order. His primary function is team respawning during medic games. As such, he is the unit's SME on respawn rules and evacuation of casualties during Medic games. He works directly for the Master sergeant. However, he also interacts heavily with the DH senior Team Leaders. During operations the medic is

- * Respawn casualties and assists the aid and litter teams with their evacuation when required.
- * Advises the team leaders and master sergeant on all force health protection matters, and personally Checks the health and physical condition of team members.
- * Reports all medical situations and his actions taken to the master sergeant.
- * Requests all medical supplies for the team through proper channels\
- * Provides training and guidance to all team members on how to properly obtain Medical help in order to respawn

WEAPON MAINTENANCE TECHNICIAN (WMT)

2-10. The weapons maintenance technician is assigned to the Desert Hawks team as an additional duty and is attached

upon order. Â This role provides the baseline standard for gun repair and upgrade and is an integral part of the Desert Hawks. He must be an expert in handling, repairing, and upgrading Air soft weapons. Placing well-educated, effective advice to team members on upgrading capabilities of there weapons. Additionally, the WMT mustâ€

- * Be an expert on most weapon systemsâ€ AEGs, pistols, electric, gas, and Springerâ€™s. He must be effective with repairs and diagnosis of these weapon systems.

- * Be able to repair weapons of the squad, as well as other common Air soft weapons.

- * Be able to make on field repairs when necessary and quick field diagnoses of problems in order to continue fighting capabilities for all members of the team.

RECRUITER (REC)

2-11. The Recruiter is assigned to the Desert Hawks team as an additional duty and is attached upon order. Â This role acts as the team talent scout. His primary goal out side of field operations is to look into and find possible recruits for the Desert Hawks. Recruiters commonly display some of the followingâ€

- * Be a good judge of character.

- * Be able to find players who will be willing to follow the Desert Hawks code of conduct and good sportsmanship.

- * Understand and follow all aspects of the Desert Hawks Code of Conduct.

- * Be able to clearly explain to possible members what our rules and expectations within the team are, and what is expect of them as members

- * Understand the difference between a bad player, an uneducated players, and a good player are and make determinations of that players status there of.

- * Be willing to explain in detail to the rest of the team why they think there selection will be a good member of our team.

TRAINING MANAGER (TRNMGR)

2-11. Training managers are assigned to the Desert Hawks team as an additional duty and is attached upon order. Â This role acts as the team training manager. His primary goal out side of field operations is to research Military tactics and up coming game game scenarios. After having reviewed both Tranaing managers are required to devolope and impliment training operations. Recruiters commonly display some of the followingâ€

- * Be a good judge of your surroundings and situational awareness.

- * Be able to spend the time to research and devolope training plans.

- * Understand and follow all aspects of the Desert Hawks Code of Conduct.

- * Be able to clearly explain to all members you accrued knowledge of the training material developed.

- * Understand the difference between a bad plan, a bad decission, and a bad game scenario.

- * Be able to review previos games and determin what went well and what went bad and how to fix this issues as a whole.