

Altis Forces Rearmed

Mission Maker's Resource: Altis Forces Orbats.

With the initial release of the ALFR Units and Weapons we have compiled a set of ORBATs for mission makers to reference when using these new units in missions should they wish. The ORBATs detail the organisation of forces from battalion down for a light role infantry battalion, mixed tank and armoured infantry battalion, and a pathfinder / SOF company.

With the exception of a few groups, notably the sniper sections, these ORBATs can be built in the Arma 3 mission editor using the premade groups included with the units.



1 Bn. - Deployment Readiness Group

Light role infantry battalion.

Mixed regular and reservist force.

1 x Battalion HQ & Support Weapons Company; 3 x Light Role Infantry Companies, and attached Pathfinder Forward Air Control Teams

Light Role Infantry Company

Company HQ

This can be grouped as below, in 2 groups of a Tactical HQ and a Control HQ or as a whole group.

Tactical HQ

- Company Commander (Major)
- Company Sergeant Major
- 2 x Signaller

Control HQ

- Company 2IC (Captain)
- Signaller
- Company Aid Post/Team (4 medics)

3 x Rifle Platoons:

Platoon HQ

- Platoon Commander (Lieutenant)
- Platoon Marksman Mk 22

Platoon Sergeant's Group

- Platoon Sergeant
- Platoon Medic

3 x Rifle Sections

Assault Group 1

- Section Commander (Sgt/Cpl)
- Lead Scout Mk 25 / Rifleman (UGL)
- Rifleman (CLS)
- LMG Gunner Mk 23

Assault Group 2

- Mk 13 SRAAW Gunner
- Mk13 SRAAW Assistant
- Section 2IC (Cpl / LCpl)
- LMG Gunner Mk 24

Battalion HQ & Support Weapons Company.

The following is a simplified Battalion HQ & support weapons company, components of which are detached as required to support the other companies within a battalion. This also includes the battalion recce troop.

Recce Troop

Platoon HQ	3 x Recce Sections	1 x Sniper Section
Platoon Commander (Lieutenant)	Assault Group 1	Group 1
Platoon Signaller (Optional)	Section Commander (Sgt/Cpl)	Section Commander (Sgt/Cpl)
Platoon Sergeant's Group	Lead Scout Mk 25	Marksman Mk 22
Platoon Sergeant	LMG Gunner Mk 23	Rifleman Mk 25
Platoon Marksman	Assault Group 2	Group 2
Platoon Medic	Section 2IC (Cpl / LCpl)	Section 2IC (Cpl / LCpl)
	Rifleman (CLS)	Marksman Mk 22
	LMG Gunner Mk 24	Rifleman Mk 25

Mortar Battery:

Battery CP

Battery Commander

Battery XO

Signaller/s

4 x Mortar Fire Controller Pairs

(Mortar Fire Controller + Signaler)

3 x Mortar Troop

Mortar Troop

Troop Commander

FDC

Signaller/s

3 x 81mm Mortars:

Gunner

Assistant

Ammo Bearer

Ammo bearer & FDC can be dropped in vanilla ArmA 3

ATGW Platoon:

Platoon Commander

Platoon Sergeant

3 x ATGW Sections

ATGW Section:

Det. 1 Titan Gunner - ATGW and 2 Missiles

Det. 1 Titan Assistant - Additional 2 Missiles

Det. 2 Titan Gunner - ATGW and 2 Missiles

Det. 2 Titan Assistant - Additional 2 Missiles

MG & GMG Platoon:

6 x HMG Detachments

HMG Gunner

HMG Assistant (Extra ammo and tripod)

3 x GMG

GMG Gunner

GMG Assistant (Extra ammo and tripod)

1 Bn. Notes:

Individual weapons may be equipped with RCO optics.

1: The section is issued 2 x M203s UGLs, these can be left with section leadership, or redistributed as desired within the section.

2: The section is issued 2 x Night Capable Weapon Sights, these can be left with section leadership, or redistributed as desired within the section.

3: Those carrying cross loaded 7.62mm belts may also carry an additional 100 round 5.56mm belt depending on weight and space constraints for given mission.

Deployment & Standby Strength:

In the event of deployment away from Altis & Stratis or local large scale mobilisation of the armed forces, 1 Bn. uses the organisation detailed in this document. However, as this is not always the case a number of positions are filled by reservists and will otherwise not be present when the battalion is on standby.

These positions include:

- Rifle section: Lead Scout, Mk 13 SRAAW Assistant.
- Mortar platoon: 1 x 81mm Mortar per troop, 1 x MFC Pair.
- Recce troop: 1 x Recce Section
- ATGW Platoon: 1 x ATGW Section
- MG & GMG Platoon: 1 x HMG detachment, 1 x GMG detachment



2. Bn. - Mechanized Combat Battalion

Armoured infantry and tank battalion.

Mixed regular and reservist force.

1 x Battalion HQ & Support Weapons Company; 2 x Armoured Infantry Companies; 2 x Tank Companies

Armoured Infantry Company

Company HQ

Company Commander (Major)	2 x MCV-10 Warrior
Company 2IC (Captain)	Vehicle Commander / Mounted Company 2IC
Signaller/s (Optional)	Vehicle Gunner
	Vehicle Driver
Company Sergeant Major	1 x MCV-10 Warrior
Company Aid Post/Team	Vehicle Commander
Signaller/s (Optional)	Vehicle Gunner
	Vehicle Driver

3 x Rifle Platoons:

Platoon HQ	Platoon HQ Vehicle
Platoon Commander (Lieutenant)	1 x MCV-10 Warrior
Platoon Signaller (Optional)	Vehicle Commander / Mounted Platoon 2IC (Sgt)
	Vehicle Gunner
	Vehicle Driver
Platoon Sergeant's Group	
Platoon Sergeant	
Platoon Medic	
2 x ATGW Teams	
ATGW Gunner	
ATGW Assistant	
3 x Rifle Sections	Section Vehicle
Section Commander (Sgt/Cpl)	1 x MCV-10 Warrior
Assault Group 1	Vehicle Commander (Sgt/Cpl)
Section 2IC (Cpl/LCpl)	Vehicle Gunner
Rifleman	Vehicle Driver
LMG Gunner Mk 23	
Assault Group 2	
Senior Rifleman (LCpl/Pvt)	
Rifleman (CLS)	
LMG Gunner Mk 23	

Battalion HQ & Support Weapons Company.

The following is a simplified Battalion HQ & support weapons company, components of which are detached as required to support the other companies within a battalion. This also includes the battalion recce troop.

Recce Troop

Platoon HQ	3 x Recce Sections	1 x Sniper Section
Platoon Commander (Lieutenant)	Assault Group 1	Group 1
Platoon Signaller (Optional)	Section Commander (Sgt/Cpl)	Section Commander (Sgt/Cpl)
Platoon Sergeant's Group	Lead Scout Mk 25	Marksman Mk 22
Platoon Sergeant	LMG Gunner Mk 23	Rifleman Mk 25
Platoon Marksman	Assault Group 2	Group 2
Platoon Medic	Section 2IC (Cpl / LCpl)	Section 2IC (Cpl / LCpl)
1 x MCV-12 (Pandur II)	Rifleman (CLS)	Marksman Mk 22
	LMG Gunner Mk 24	Rifleman Mk 25
	1 x MCV-12 (Pandur II)	

Mortar Battery:

Battery CP

Battery Commander
Battery XO
Signaller/s
4 x Mortar Fire Controller Pairs
(Mortar Fire Controller + Signaler)
5 x Fenneks
3 x Mortar Troop

Mortar Troop

Troop Commander
FDC
Signaller/s

3 x 81mm Mortars:

Gunner
Assistant
Ammo Bearer
2 x Kamaz Truck

Ammo bearer & FDC can be dropped in vanilla ArmA 3

ATGW Platoon:

Platoon Commander
(vehicle commander)
Platoon Sergeant
(vehicle commander)
2 x MCV-12 (Pandur II)

ATGW Section:

Det. 1 Titan Gunner - ATGW and 2 Missiles
Det. 1 Titan Assistant - Additional 2 Missiles
Det. 2 Titan Gunner - ATGW and 2 Missiles
Det. 2 Titan Assistant - Additional 2 Missiles
1 x MCV-12 (Pandur II)

3 x ATGW Sections

Tank Company

Company HQ

Company Commander (Major)	1 x Leopard 2ALF
Vehicle Gunner	
Vehicle Driver	
Company 2IC (Captain)	1 x Leopard 2ALF
Vehicle Gunner	
Vehicle Driver	

3 x Tank Platoons

A Section

Vehicle 1	1 x Leopard 2ALF
Troop Commander (Lieutenant)	
Vehicle Gunner	
Vehicle Driver	
Vehicle 2	1 x Leopard 2ALF
Vehicle Commander	
Vehicle Gunner	
Vehicle Driver	

B Section

Vehicle 1	1 x Leopard 2ALF
Troop Sergeant (Sergeant)	
Vehicle Gunner	
Vehicle Driver	
Vehicle 2	1 x Leopard 2ALF
Vehicle Commander	
Vehicle Gunner	
Vehicle Driver	

2 Bn. Notes:

Individual weapons may be equipped with RCO optics.

1: Each section is issued 2 x M203s UGLs, these can be left with section leadership, or redistributed as desired within the section.

2: Each section is issued 2 x Night Capable Weapon Sights, these can be left with section leadership, or redistributed as desired within the section.

Deployment & Standby Strength:

In the event of deployment away from Altis & Stratis or local large scale mobilisation of the armed forces, 2 Bn. uses the organisation detailed in this document. However, as this is not always the case a number of positions are filled by reservists and will otherwise not be present when the battalion is on standby.

These positions include:

- Mortar platoon: 1 x 81mm Mortar per troop, 1 x MFC Pair.
- Recce Troop: 1 x Recce Section (inc. Vehicle)
- ATGW Platoon: 1 x ATGW Section (inc. Vehicle)
- Tank Company: 1 x Tank per Troop



Pathfinder Company

Light Role SOF / Reconnaissance Company

Regular forces

1 x Company: HQ Section, Sniper Section, Forward Air Control Group, 3 Close Combat Troops

Company HQ

Company Commander (Major)
Company 2IC (Captain)
Signaller/s (Optional)

Company Sergeant Major
Company Aid Post/Team
Signaller/s (Optional)

1 x Sniper Section

Team 1

Section Commander (Sgt/Cpl)
Marksman Mk 22
Rifleman Mk 25

Team 2

Section 2IC (Cpl / LCpl)
Marksman Mk 22
Rifleman Mk 25

1 x Forward Air Control Group

1 x Coordination Team

FAC Group Coordinator
Signals Specialist

3 x Control Teams

FAC Officer
Signals Specialist
FAC SNCO
Signals Specialist

3 x Close Combat Troops:

Troop HQ

Troop Commander (Lieutenant)
Troop Signaller (Optional)

Troop Sergeant's Group

Troop Sergeant
3 x Troop Medic

3 x Anti Tank Team (Mk 13 SRAAW / Titan)

Gunner & Assistant

3 x Close Combat Patrols

Patrol Commander (Sgt)

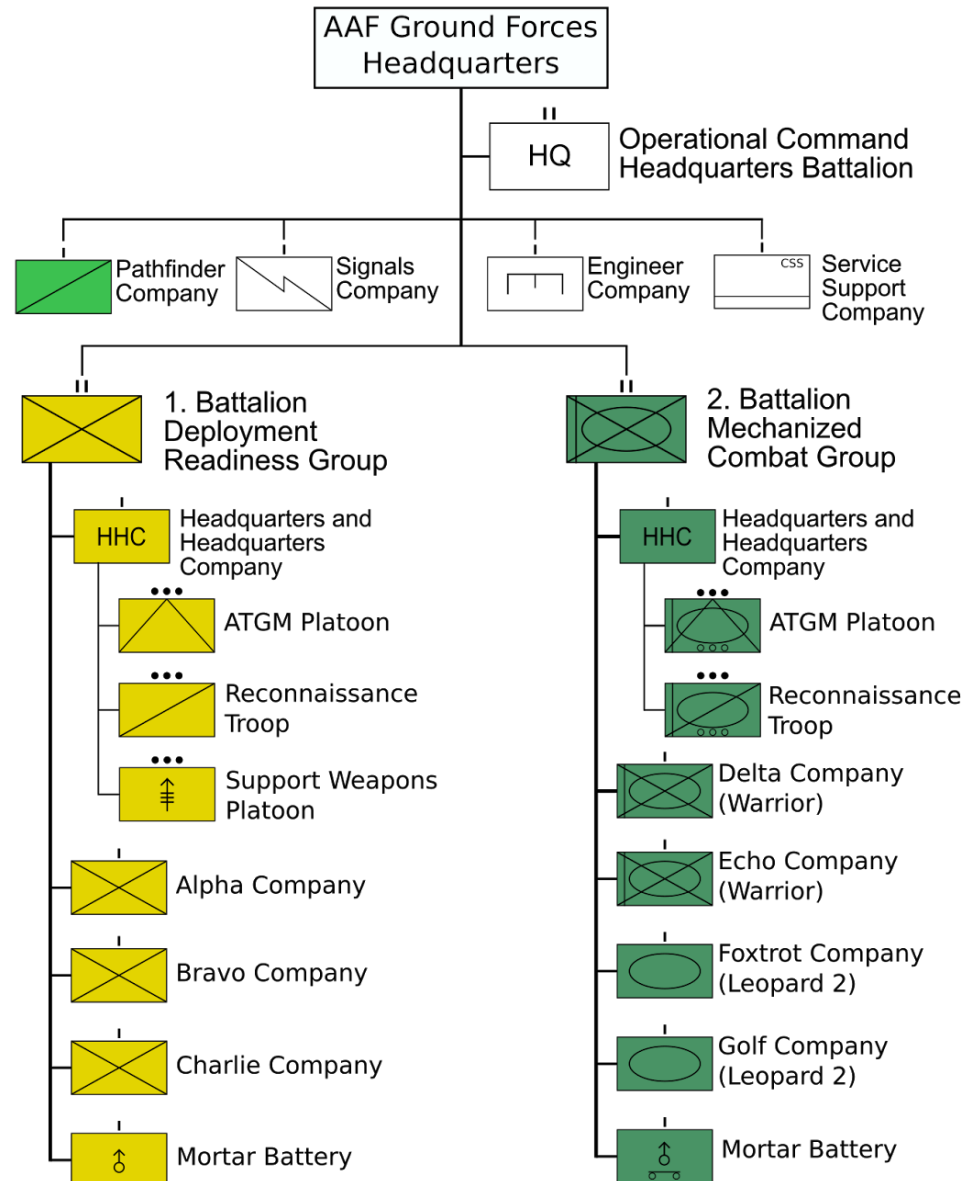
3 x Assault Teams

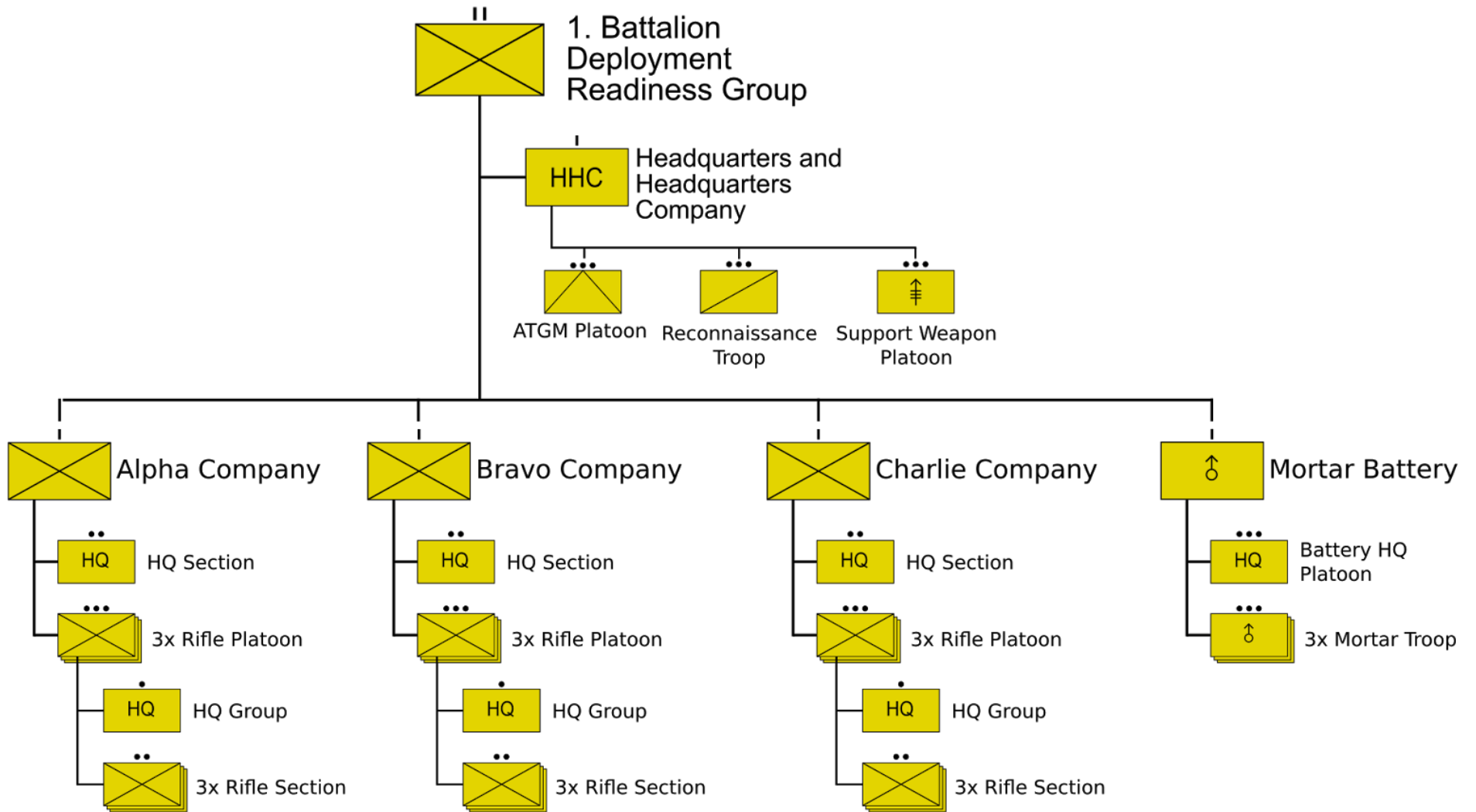
Team Leader (Cpl/LCpl)
Rifleman (UGL)
Rifleman
LMG Gunner Mk 24

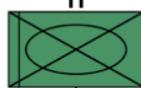
Appendix

Armed Forces of the Republic of Altis and Stratis Organizational Table


Ground Forces





II
 2. Battalion
Mechanized
Combat Group

I
 HHC Headquarters and
Headquarters
Company


ATGM Platoon



Reconnaissance
Troop

 Delta Company
(Warrior)

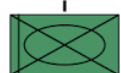
 HQ HQ Section

 3x Rifle Platoon

 HQ HQ Group

 3x Rifle Section


 2x ATGM Team

 Echo Company
(Warrior)

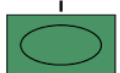
 HQ HQ Section

 3x Rifle Platoon

 HQ HQ Group

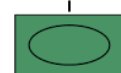
 3x Rifle Section

 2x ATGM Team


 Foxtrot Company
(Leopard 2)

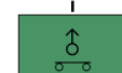
 HQ HQ Section

 3x Tank Platoon


 Golf Company
(Leopard 2)

 HQ HQ Section

 3x Tank Platoon

 Mortar Battery

 HQ Battery HQ
Platoon

 3x Mortar Troop