

Course Curriculum LEVEL 1

RULES:

1. Respect and follow Instructor's and Team Leader's instructions.
 2. Everyone will have a chance to be Team Leader.
 3. Communicate; ask questions, give suggestions, etc.
 4. If you have a question while someone is speaking, just say "QUESTION" to alert speaker that there is a question. Speaker will say "ACKNOWLEDGED" followed by "WHAT IS QUESTION?" and will take question or "HOLD ON" continue speech and take question at end of speech.
 5. If there are enough students, we will have two teams; an Alpha Team and a Bravo Team.
 - a. Alpha Team
 - i. Alpha 1
 - ii. Alpha 2
 - b. Bravo Team
 - i. Bravo 1
 - ii. Bravo 2
 - c. Or any team names you what to use.
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Level 1 / Session 1

1. Long Range Shooting: Purpose / Stealth / Patience
 - (a) Purpose – what is your mission for the current match that you are playing?
 - i The purpose of a Sniper is to support the team by delivering precise long-range fire on selected targets. By this, the sniper kills enemies, slows enemy movement, lowers morale, and adds confusion to their game play. **Take the enemies resources away.**
 - (b) Stealth – what is your route to your position, without being detected? And if detected, without being spotted.
 - i To select, approach, and maintain a position. This is because a well-hidden sniper is far more effective than a badly-hidden sniper, even if the latter is a better shot.
 - (c) Patience – waiting for the primary target, and knowing when to shoot.
 - i A Sniper selects their targets, without giving up their position. A Sniper does not shoot at any random target; shooting at random targets can give your position away.
2. Sniper Rifles: Action / Range / Bullet
 - (a) Action
 - i Bolt
 - (1) Every bolt action sniper rifle has no bullet spread; every shot is same point of impact on aim.
 - ii Semi-auto
 - (1) Semi-auto rifles have lots of bullet spread, and every semi-auto rifle is different in the amount of bullet spread.
 - (b) Range
 - i 1500m
 - (1) Map maximum range is 1500m on Wake Island.
 - (c) Bullet
 - i Speed (***see sniper bullet characteristics document***)
 - (1) Fastest is M98B at 650mps, at 1500m that is 2.3sec.
 - (2) Slowest is SKS at 440mps, at 1500m that is 3.4sec.
 - (3) Soldier runs 7meters per second in sprint mode (***i.e. in 5 sec target will have traveled 35meters***)
 - ii Drop
 - (1) If you know your ranges** on your scope and target distance. Then BULLET DROP means nothing, because you are already aiming to compensate for that. ** (I mean every 100m range; from 100meters

to 1500meters distance.) (*scope ranges will be given on LEVEL 2, for every sniper rifle and 8x, 12x scopes*)

(2) Bullet drop is only good for shooting over a hill or object, to hit an unseen target.

iii Damage (*see sniper rifle characteristics document*)

(1) At 100m+ body hit...

(a) M98B has 77%

(b) SKS has 27%

3. Scope: 12x / 8x / Glare

(a) 12x scope

i Field Of View is different for every sniper rifle.

(1) L96 has biggest Field Of View.

(2) SKS has Smallest Field Of View.

(3) HOWEVER, this Field Of View difference is minor.

(4) And every sniper rifle is different for the same scope.

ii Scope reacts differently for every sniper rifle.

(1) JNG zooms in and out with a twist, when fired.

(2) Others jump up and down with a twist, when fired.

(b) 8x scope

(1) Other than magnification, the 8x scope info is the same as 12x scope.

(c) Scope Glare (*make video*)

i Split the scope to lower or eliminate scope glare.

(1) Rocks

(2) Walls

(3) Bushes

(4) Any object

ii Some locations completely hide scope glare. These locations are hard to find.

4. Squads: squad ammo / squad suppression rounds / squad cover

(a) Squad

i Always be in a squad with a combo of AMMO and SUPPRESSION minimum.

ii Suppression rounds buy me time when I have to quickly follow-up; (1) on a missed shot to suppress the enemy, (2) to make the second shot a kill or headshot. (3) Especially against another sniper.

Level 1 / Session 2

5. Game Controller & headset: Speed setting / Mic Comm & chatter / enemy noise

(a) Speed setting

i Lower setting helps with fine tune aiming, for accurate sniping.

(1) Drawback is your reaction time and follow through with a handgun, to kill an enemy in your face, is very slow.

ii Medium settings help with faster reaction time and follow through with a handgun, to kill an enemy in your face.

(1) Drawback is your fine tune aiming is less accurate for sniping.

(b) Mic comm. & chatter

i Mic comm..

(1) Use short precise words to communicate enemy targets and situations.

(2) Long words/sentences create slower reaction time from teammates.

(3) Keep tactics as short and brief as possible, for better response time by teammates.

ii Chatter

(1) Unnecessary chatter not related to current game situation is a distraction.

(2) Causes slow or no response time from teammates.

(3) Cannot hear enemy noise, gets you or teammates killed.

(c) Enemy noise

i Always be aware of your surroundings.

(1) Listen for aircraft crashing around you and then a parachute opening.

- (2) Enemy fire near you, view mini map.
- (3) Sensors tone changing.

6. Marker Beacon / Sensors: Location (concealment) / Near (spotted) / Far (deploy/decoy) / Security

(a) Marker Beacon

- i Compass direction and parachuting.
- ii Near you and get spotted, far away is a decoy or for deploying.

(b) Sensors (motion / mav)

- i Again near you and get spotted, far away is a decoy.
- ii Security.
 - (1) Motion sensor.
 - (a) Hide in bush.
 - (b) Enemy can walk towards you between beeps and not be detected.
 - (c) 33m max distance to be heard and detected on your mini map.
 - (2) MAV
 - (a) Use as a second motion sensor.
 - (b) Hide.
 - (c) Enemy can walk towards you between beeps and not be detected.
 - (3) Use both Motion Sensor and MAV together.
 - (a) Motion sensor set far and hidden.
 - (b) MAV set far and hidden.
 - (i) Set MAV to beep between Motion Sensor beep, so you can detect any movement.
 - (ii) MAV beeps slower than Motion Sensor.

Level 1

RECON SNIPER COURSE Student material handouts

Note: Instructor will give out the URL link to students during course training levels. So students can save or print the material handouts.

1. Sniper rifle characteristics
2. Sniper rifle bullet characteristics
3. Video on sniper rifle suppressor affects on bullet drop and speed
4. Video sniper vs sniper