

Course Curriculum LEVEL 3

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 3 / Session 1

1. Scope: Range Marking (specific targets) / Sniper Spotter (practice)
 - (a) Range marking specific targets
 - i Choppers
 - ii Jets
 - (b) Sniper spotter practice
2. Long Range Targets: Conquest Maps Sniper Locations / Specific targets
 - (a) General sniper locations
 - i On the Range Card mark your personal favorite FFP locations.
 - (b) Specific targets sniper locations
 - i On the Range Card mark specific locations for Choppers and Jets.
3. Long Range Shooting: Patience / Trigger Timing / Two Kills relocate / Escape routes
 - (a) Patience
 - i This is directly out of the "Battlefield 3 official game guide, DICE reviewed and approved. " Page 26, RECON class: *"The sniper rifles offered by this kit require the greatest amount of skill and **patience** of any weapon type, and are best reserved for players willing to put in the practice to master them."*
 - ii Sniper Definition - The sniper must shoot, with the fact in mind that the enemy does not even know he is there. A sniper must have unusual patience and be able to stay still for long hours for that one shot.
 - (1) You will experience what I call the "WAIT EFFECT". That is when you have a chopper in your sights, and got many pilot kills. Then the next thing you know, the enemy is afraid to approach the chopper and leaves it alone. With the exception of a few stragglers wanting to fly the chopper. This just means you are doing your sniper job, by eliminating the enemy resources.
- (b) Trigger Timing
 - i Remember the mind reacts faster than the finger can respond, so compensate for that by telling the mind to pull the trigger a split second early.
 - ii Rifle trigger, bullet travel, and enemy kill physics. What you think you should see on the game screen and what you actually see are two different things. The game responses can be very weird at times. Example; leading targets and trigger pull. But hey, as long as you get the kill who cares.
- (c) Relocate
 - i After two kills. Enemy will figure out where you are on the kill cam.

- ii After four shots. Your bullet tracers will give you away.
- iii When spotted by the enemy.
- iv EXCEPTION.
 - (1) If you are very well hidden, and the enemy has no clue where you are, STAY.
 - (2) If you are detected but have good cover and can continue to kill enemy targets, STAY.
 - (a) NOTE: I have seen snipers being spotted, with little or no cover, and staying till they are killed.
- (d) Escape routes
 - i An escape route will be determined by you, based on your FFP and direction of enemy approach.
 - (1) Plan escape route tactics ahead of time, if you know what direction most likely the enemy will approach you.
 - ii Once spotted move quickly, even if you have been tagged. The enemy will lose track of you.
 - (1) Escape route is available and easy to use.
 - iii If you wait till the enemy is on top of you, it is too late. Escape is difficult.
 - (1) There are no escape routes. Just hasty dodge and run tactics.
 - iv Move in a direction or location that the enemy will not expect.

Level 3 / Session 2

4. Demoralizing The Enemy: Why / When / How

- (a) Why
 - 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.
- (b) When
 - i Whenever you can without giving up your position. The sooner you do this at the beginning of the game the sooner the enemy is confused and their game play is off.
- (c) How
 - i Be eliminating the enemy resources, i.e.; choppers and jets.
 - (1) NOTE: I have had entire squads and teams use all their resources (choppers, jets, tanks, soldier squads) just looking for me, to kill me, with no concern for the game objective. This has happened to me many times, on many games. This just means I am doing my part to help my team win.

5. Two Man Sniper Team: Snipers rotate positions, from match to match.

- (a) Position 1 – Leader / planner / First shot / Long Range shooter (specific targets)
 - i Leader
 - (1) Calls all shots. Directs the two man sniper team actions.
 - ii Planner
 - (1) Decides current match;
 - (a) Strategy (mission / tactics / goal)
 - (i) Mission objective.
 - 1. Team objective or Sniper objective?
 - 2. Plan “A”, primary objective.
 - 3. Plan “B”, alternate objective.
 - a. Example:
 - i. Capture and hold flag “C”.
 - ii. Keep enemy choppers on the ground.
 - (ii) Tactics – techniques and equipment used to carry out the mission.
 - 1. Techniques
 - a. Two man sniper team
 - i. Stick together
 - ii. Separate to opposite ends of the map.
 - b. One man sniper, one man security
 - c. Three man team; two snipers, one support (ammo box/security)
 - 2. Equipment
 - a. Squad setup
 - b. Primary weapon accessories
 - (iii) Goal – desired end results for the match.

1. Little or no deaths
 2. Hold objective for full game match
 3. Get certain amount of enemy kills
 - a. Sniper team decides to get 50 kills combined on Noshahr Canals.
 - b. At end of match sniper team gets 52 kills combined. BUT...
 - i. Team loses. That is ok. Goal was reached.
 - ii. Remember other teammates have to do their part too to win.
- iii Specific targets
- (1) Choppers.
 - (2) Jets.
- (b) Position 2 – Security / backup / Second shot / Long Range shooter (specific targets)
- i Security
 - (1) When directed by Sniper #1, provides the primary security watch.
 - (2) When NOT DIRECTED by Sniper #1, randomly checks security perimeter.
 - ii Backup (if not primary security)
 - (1) When Sniper #1 is confronted with multiple targets at once. Sniper #2 aids Sniper #1 in killing multiple targets.
 - iii Second shot (if not primary security)
 - (1) If Sniper #1 misses target or if Sniper #1 gets a first shot body hit, Sniper #2 finishes the kill with a second shot, as Sniper #1 is reloading.
 - (a) Example
 - (i) Chopper Pilot, to keep chopper on the ground.
 - (ii) Or a single sniper suppressing team.
 - (iii) Or a single soldier on the run.
 - (2) The second shot must be timed.
 - (a) Taken immediately when Sniper #1 shoots. Even if Sniper #1 gets a first shot kill.
 - (i) This ensures a kill if Sniper #1 first shot is NOT a kill.
 - (ii) This also ensures Sniper #2 wasting ammo, if Sniper #1 first shot is a kill.
 - (b) When Sniper #1 acknowledges a miss.
 - iv Specific targets (if not primary security)
 - (1) Takes out specific targets (choppers/jets) assigned by Sniper #1.

Level 3

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. Conquest map range cards for:
 - caspian border
 - ops firestorm
 - kharg island
 - noshahr canals
 - grand bazaar
 - gulf of oman
 - tehran highway
 - wake island
2. Video American Hill shooting Russian choppers
3. Video Russian Hill shooting Russian choppers
4. Video Caspian Border shooting American chopper