



6th (Guards) Platoon
ARMA 3 British MilSim



Website
Email

To be confirmed
To be confirmed

See Distribution

Ref: 6TH_GP_Proposal

Date: 24DEC2017

OPERATION COALESCE
FORMATION OF 6TH (GUARDS) PLATOON PROPOSAL

PRELIMINARIES

1. The 16th Air Assault Brigade is a multinational gaming group based upon the British Army's real-world namesake. Within the ARMA community, it is renowned as a professional and exemplar unit that many attempt to replicate. Originating back in 2004, 16AA has been a successful and steady community, as well as a brand at a whole, and shall continue to flourish for many years to come.
2. The 16th Air Assault Brigade has maintained, to much success, a bi-weekly, company strength operation for many a year. This product has been widely accepted, with consistent attendance between 50-70 personnel.
3. However, what has shown popular in recent years, is a unit with a large operation on a Saturday night. This is mainly caused through early working or educational commitments early in the week, feasibly ruling out a late Sunday night event.

MISSION

4. The 6th (Guards) Platoon are a proposed separate entity that would develop and training willing gamers to the same high-standard set by the 16th Air Assault Brigade playing on both Wednesday and Saturday nights. Upon reaching, and sustaining, a platoon-strength force, the proposition is to merge into 16AA and form a second (B) company, providing gameplay opportunities for any that can play.

EXECUTION

5. **Structure.** The 6th (Guards) Platoon would comprise, at full strength, 3x over-sized sections of 10 men each, with a four-strong platoon HQ comprising of a platoon commander, platoon sergeant, medic and radio-operator. In addition, a trained team of 3-4 personnel to provide aerial transport and support via the Boeing Chinook HC.
6. **Recruitment.** The recruitment and acceptance of recruits into the 6th (Guards) Platoon would be of the same standard and requirements. The minimum age of 18 and respective attendance requirements would be upheld.
7. **Training.** The 6th (Guards) Platoon would ensure, where possible, that a high standard Phase 1 training would be conducted that would be satisfactory and expected for current members of the 16th Air Assault Brigade.

SERVICE SUPPORT

8. Logistics

- a. Until a merger be confirmed, and accepted, the 6th (Guards) Platoon would be an entirely separate and self-sufficient entity. This was to ensure that the integrity of the 16th Air Assault Brigade was never affected, and if for any reason the 6th (Guards) Platoon were to fold or were unsuccessful in gaining required numbers, 16AA would remain unaffected.
- b. The 6th (Guards) Platoon would run its own gaming and TeamSpeak server, as well as satisfactory website to sustain the unit. The 6th (Guards) Platoon shall ensure that it is financially responsible and sustainable, that it would have no fiscal effect on the 16th Air Assault Brigade, if a merger were to occur.

9. **Modifications.** It is well known that the 16th Air Assault utilise an extensively custom set of add-ons and extensions to enhance the gameplay experience. The 6th (Guards) Platoon would make use of currently open-source modifications only, but would mimic the use of integral mods, such as ACE, ACRE and RHS.

COMMAND AND SIGNALS

10. **Headquarters.** If 6th (Guards) Platoon were amalgamated within the 16th Air Assault Brigade, the command structure within the platoon at section level would be requested to be retained. However, if it felt requirement that the HQ element of the platoon required replacing for greater integration, that could, and would be considered at the time.

D. Blackburn
Civilian

Distribution:

OC A Coy, 16AA
2IC A Coy, 16AA
CSA HQ, 16AA